



Sword Beach (Breakthrough)





The **Battle of Sword Beach** took place on **June 6, 1944 (D-Day)** — the easternmost of the five Allied landing beaches during the Normandy invasion. It was assigned primarily to **British forces**, with support from **Free French commandos**, as part of **Operation Overlord**.

By nightfall on June 6, the Allies had:

- Landed **over 28,000 troops**
- Secured a beachhead about **5 miles deep**
- Linked up with Canadian forces from **Juno Beach**
- Held their positions despite German counterattacks

*Listen up, men — **Sword Beach** wasn't just another patch of sand; it was the **gateway to Caen** and the key to cracking open Hitler's Atlantic Wall on the eastern flank. At dawn on June 6th, the British 3rd Infantry hit that beach under a storm of lead and steel. Mines, wire, and concrete — it didn't matter. They went straight through it, methodical as a tank rolling downhill.*

*While naval guns thundered from offshore, the Royal Engineers cleared obstacles like veterans of a hundred storms. And those Free French commandos — they fought like lions, linking up with the boys from **Pegasus Bridge** to lock down the flank before Jerry could regroup.*

*The Germans tried to hit back with their **21st Panzer Division**, and for a moment, they even reached the coast — but our airmen and artillery smashed them flat. By nightfall, the British held Sword, linked up with the Canadians at Juno, and built a bridgehead five miles deep.*

*Caen didn't fall that day — but Sword showed the world how an army fights when it's trained, disciplined, and led with purpose. **That's how you take a beach — with steel in your hands and fire in your gut.***



~~ *General Howitzer*

VP's

12



Card Balance:

Allies - 6

Axis - 4

Complexity:

4

Conditions:

Beach



Context:

Historical



Location:

Normandy

Year:

1944

Codename:

Operation Overlord

Summary:

12 Victory Points:

12 Medals, including Permanent Medal Objectives for Allied control of Casino Riva Bella, Strong-point Cod, and Strong-point Trout. Also a 2-Medal Temporary Objective for which ever side controls the Orne River and Canal. Finally, massive 3-Medal Temporary Objective for whomever controls the two Hexes representing Caen. Initially the Axis player gets these three medals at game start.

Terrain:

Countryside and Beach

Troops:

Allies - 8 Infantry including 3 Elites, 5 Armor, 2 Artillery

Axis - 10 Infantry, 3 Armor, 2 Artillery





Allies:

Big Picture Strategy: Like all beach scenarios, the number one primary goal for your forces is to Get Off the Beach!. Do not pause to capture the three frontline enemy medals. You can encircle them and then attack from all sides.

1. Once you have gotten your forces out of the water, then you can encircle the enemy at the three Permanent Medal Objectives at Casino Riva Bella, Strong-point Trout and the Chateau. Those medals are almost a given, so do not lose an excessive number of forces attacking them before you are out of the water.
3. Get your Artillery out of the water as soon as possible. They will be vital to breaking through the strongholds of the enemy on the beach. It will be especially important to take out the Artillery in the bunker as soon as possible, or it will destroy your forces.



Axis:

Big Picture Strategy: Get your forces forward. Bring the battle to them.

1. You have Armor stuck in your lower left flank which you need to get forward to the beach as quickly as possible. Practice some delaying techniques for a couple of turns to allow your Armor forward. You will be in a much better position to repel the enemy forces.

2. Two approaches to deal with the enemy forces in your lower right flank:

Option A: Eliminate the enemy forces on your lower right flank along the Canel de Orne as quickly as possible so that you will not have to worry about a rear-action attack. Then you can move your forces forward towards the beach.

Option B: Surround them and slowly pick them off throughout the game, saving the



coup-de-grace for the end, when you can kill off the final Infantry for one Medal, and then move onto the bridge for two Medals. This will earn you three! medals in a single turn. Save it for last to win the round.

10

BR - Sword Breakthrough



Allies Won



Axis Won

See Results

Vote

Author: Days of Wonder

URL