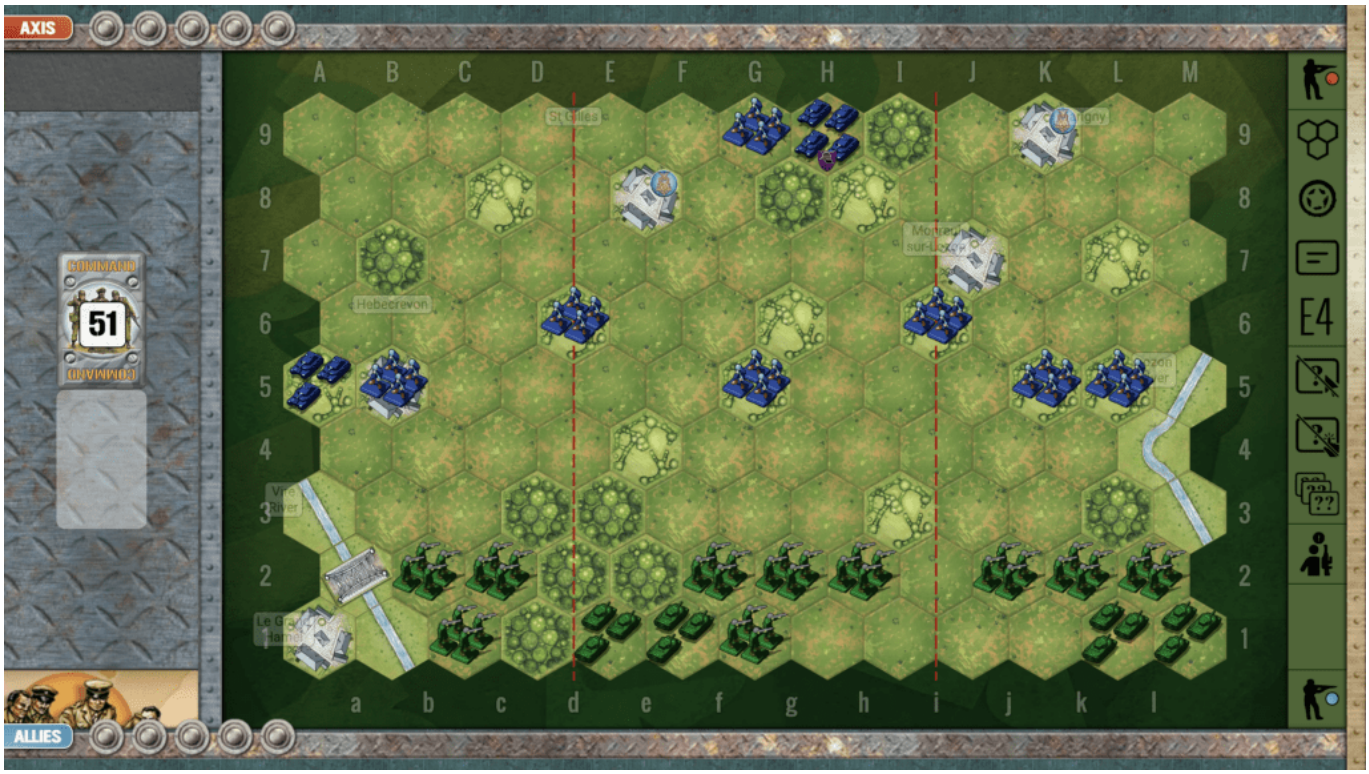
Operation Cobra



Operation Cobra was a key World War II military offensive launched by the Allies in late July 1944 during the Battle of Normandy. Its goal was to break through German defenses and enable a rapid advance across France. Following the D-Day landings, Allied forces faced strong German resistance, slowing their progress.

General Howitzer summarizes:
Operation Cobra was a hammer blow—Bradley opened with a sky full of bombs, and when the smoke cleared, our boys rolled right through Saint-Lô and tore the German line apart. We punched deep into France, drove the enemy into the Falaise Pocket, and opened the road straight to Paris. That's how you break a front—fast, hard, and without mercy.

5 VP's



Card Balance:

Allies – 5

Axis -4

Complexity:

3

Conditions:

Countryside



Location:

France

Year:

1944

Theater:

Western Front

Campaign:

Battle of Normandy

Codename:

Cobra

Context:

Historical

Summary:

The Allies begin with a numerical advantage at the start of the scenario. But they have to make it past well-protected Axis forces who are lodge in hedgerows scattered across the battlefield.

Objectives:

5 VP medals including two territorial medal objectives.

Terrain:

Hedgerows and countryside

Troops:

Allies – 10 Infantry, 4 Armor

Axis – 7 Infantry, 2 Armor



Winning as Allies

1. Big picture strategy is to push up the center and to the right towards the territorial medal objectives in the two towns. You should be able to dislodge the infantry in the center hedgerow at G5. But the two infantry in the hedgerows at L5 and K5 are going to be more difficult. You may be able to by-pass them by just going up the center. If you gain the initiative, the enemy will have to respond. And then you can hit him with your superior firepower from your armor, and overwhelm him with your infantry.

2. You have a numerical superiority everywhere except your left flank. That will be quickly under attack by the enemy forces which can attack your no-retreat infantry. So first turn available, get them into the woods to their right.

3. All of your armor is stuck behind the infantry, so get some movement on your troops. The goal is to maximize mobility, in order to capitalize on opportunity. Based on the cards, you can decide whether to attack center or right; preferably with armor at a distance to degrade enemy preparedness.



Winning as Axis

1. Big picture strategy is that the Allies outnumber you, and your role may be primarily defensive. But your front units in the hedgerows can put up a good fight. If you can get a Dig-In! card early on that will help.

2. Get your armor which is trapped in the back out into a mobile position as soon as you can.

3. Some early attacks from your troops on the right flank against the trapped Allied troops could gain you a medal, or at least a weakened Allied force in that section.

4. If it looks like the Allies are going to push past you towards the territorial medal

of St. Gilles, you will want to move some infantry there as an additional defensive measure. Protect your two territorial medals from enemy capture!

Battle Reports
(percentage of Allied victories):
52%

Author:

Days of Wonder

Operation Cobra

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**61.90%**
Average medals per side
Allies**2.0**Axis**5.0**
Submitted AARs
42Games reported
Allied victories**26 · 61.9%**
Axis victories**16 · 38.1%**

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Base Game Scenarios

1. Pegasus Bridge→ — Open Scenario
2. Sainte Mere-Eglise→ — Open Scenario
3. Sword Beach→ — Open Scenario
4. Pointe-du-Hoc→ — Open Scenario
5. Omaha Beach→ — Open Scenario
6. Mont Mouchet→ — Open Scenario

7. Vassieux, Vercors→ — Open Scenario
8. Operation Cobra Current scenario
9. Operatoin Luttich→ — Open Scenario
10. Toulon→ — Open Scenario
11. Liberation of Paris→ — Open Scenario
12. Montelimar→ — Open Scenario
13. Arnhem Bridge→ — Open Scenario
14. Arracourt→ — Open Scenario
15. St. Vith, Ardennes→ — Open Scenario
16. Saverne Gap, Vosges→ — Open Scenario
17. Omaha [Overlord]→ — Open Scenario