

OPERATION GOODWOOD (2)
THE BATTLE FOR BRAS
18th July, 1944
(North-East Of Bourguebus Ridge, Normandy)

A Rapid Fire 2 scenario V 1.0.9 (21/10/07)

By Mark Piper

Background

Operation Goodwood was an attempt by the British, Canadian and Polish forces to breakout from around the strategic city of Caen. The attack on July 18th was to be a tightly focused punch by some 750 tanks to the east of Caen, from the base established by the 6th Airborne Division, over the Orne, across cornfields, over two railway lines and up towards the well defended ridge at Bourguebus. Preceded by a massive artillery bombardment, three armoured divisions drove hard for the objective. Poorly supported by infantry the attack was delayed by well dug-in and reinforced German forces.

The Wargame Scenario

The game table is played on an 8' X 6' table. *Bourguebus Ridge* is a continuous feature for movement. The *Railway embankment* is a continuous obstacle for movement for infantry, cannot be crossed by wheeled vehicles except at the roads shown, and may be crossed by AFVs (2 X D6) with a +1 modifier to hit while crossing and blocks LOS. *Buildings* start undamaged. *Woods* are open. *Standing crops* are not a continuous feature for movement but provide soft cover for stationary infantry only. They do not block LOS. The game is 10 moves long.

The objective for both sides is to control two out of the three villages (Bras, Soliers and Hubert Folie) at the end of 10 moves. A village is considered controlled if only one side has infantry in at least one building. The game is a draw if more than one village is contested or unoccupied or both sides are forced to retire.

Sources

Over the Battlefield - Operation Goodwood - Ian Daglish

Steel Inferno - Michael Reynolds

Six Armies in Normandy - John Keegan

Caen 1944 - Osprey Campaign - Ken Ford

Battlezone Normandy - Battle for Caen - Simon Trew & Stephen Badsey

Battleground Europe - Operation Goodwood - Ian Daglish

Caen - Anvil Of Victory - Alexander McKee

Steel Rain - Waffen SS in the West 44-45 - Tim Ripley

German Order of Battle - all regular except Panther AFV units which are elite elements of 1st SS Leibstandarte Adolf Hitler (LAH) Panzer & 21st Panzer Divisions

[on-board]

1st Battalion (-), 1st SS (motorised) Panzer Grenadier Regiment (Major Schiller)

[within 12" of Hubert Folie / Soliers] test @ 18 casualties

HQ CO + 4 figures, P/schrecke, personnel carrier [Hubert Folie]

1st company 8 figures, P/faust, truck [Hubert Folie]

2nd company 8 figures, P/faust, truck [Soliers]

4th (Heavy) company 3 figures, 120m mortar, Sdkfz 10 HT [Soliers]
8 figures, 2 x MMGs, panzerfaust, medium truck
3 figures, 75mm ATG, Sdkfz 10 HT

3rd Battery, 200th PanzerJager Battalion [south of line A-B]

1 x 75mm SPG, 1 x 105mm SPG, Lorraine command / OP vehicle

3rd Battalion (-), 1st SS Panzer Grenadier Regiment (Major Wiedenhaupt) [within 12" of Bras]
(as per 1st Battalion)

1st Company, 305th Flak Battalion, 21st Panzer Division [Bourguebus Ridge]

11 figures, 2 x 88mm Flak 18/36^, 20mm AA, 3 x prime movers

1st SS Sturmgeschutz Battalion [turn 3 @ C] (Maj Heiman) [south of line A-B]

HQ 1 x Stug II (105mm)

1st & 2nd Companies each 2 x Stug III (75mm)

1st Battalion, 1st SS Panzer Regiment [turn 4/5/6 @ C/D] (Major Peiper)

HQ 1 x Panzer V Panther (75mm)^, Panzer 38t (20mm) AA [turn 4 @ C]

1st company 2 x Panzer V (75mm) Panther^ [turn 4 @ D]

2nd company as per 1st company [turn 5 @ C]

3rd company as per 1st company [turn 5 @ D]

4th company as per 1st company [turn 6 @ C]

[off-board artillery]

1st / 2nd Battalions, 1st SS Panzer Artillery Regiment

2 x 105mm howitzers (1 battery) OP team, light car with 1st battalion

3rd (Heavy) Battalion, 1st SS Panzer Artillery Regiment

2 x 150mm howitzers (1 battery) OP team, light car with 3rd battalion

* 3 figures towards infantry unit test # can fire hollow charge rockets 12" range

^AT ranges = short 12", medium 36", long 60" HE = 6 X 10"

German forces set-up first as indicated. German infantry and AT guns not in buildings start dug-in. Rule 13.1 (German LMGs +1) applies. Reinforcements arrive along the southern edge (C or D) as indicated. The German player moves first.

British Order of Battle - all regular
elements of 11th British Armoured Division

3rd Battalion (-), the Royal Tank Regiment, 29th Armoured Brigade (Col Silvertop) [turn 1 @ E]

HQ Sherman (75mm), Crusader (2 x 20mm), Humber S/car
Reconnaissance troop Stuart (37mm)*
2 x squadrons each 17 pdr Sherman Firefly[^], 2 x 75mm Shermans (75mm)

8th Battalion (-), the Rifle Brigade (Lt Col Hunter) [turn 3 @ E] test @ 17 casualties

HQ CO + 3 figures, 2" mortar, M3 Scout car
G & H companies each 8 figures, M5 HT, 3 figures, PIAT, Bren carrier
E (spt) company 3 figures, 6 pdr ATG, Loyd carrier, 3 figures, 3" mortar, Bren carrier
3 figures, Vickers MMG, Bren carrier

23rd Hussars (-), 29th Armoured Brigade (Maj Blacker) [turn 3 @ F]
as per 3 RTR

2nd Northhamptonshire Yeomanry (-) (Lt Col Anderson) [turn 5 @ E]

HQ Cromwell CS (95mm), Crusader (2 x 20mm), Humber S/car
Reconnaissance tp Daimler s/car
2 x squadrons 3 x Cromwell (75mm)

4th Battalion, Kings Own Shropshire Light Infantry (KSLI) (Lt Col Clayton) [turn 5 @ B]
(test @ 20 casualties)

HQ CO + 6 figures, PIAT, 2" mortar, 15cwt truck
Carrier platoon 3 figures, PIAT, Bren Carrier
A & B companies 16 figures + single 3 ton truck
C & D companies 16 figures + single 3 ton truck
Support company 3 figures, 6pdr ATG#, Loyd prime mover
3 figures, 3" mortar, Bren Carrier

29th Armoured Brigade TAC HQ (Brigadier Harvey)** higher level HQ use rule 10.9
3 figures, M5 HT, Sherman 75mm flail* [turn 6 @ E]

119th Battery, 75th AT regiment Achilles (17pdr), M10 SPG

[off board artillery]

13th Field Regiment, Royal Horse Artillery

3 x batteries (each 2 x 25pdr) 2 x OP tanks - one with each tank regt

151st Field Artillery Regiment, RA (as per 13th Field Regiment) [from turn 6]

1 x OP Bren Carrier - with KSLI

[Air Support pre-ordered turn 5]

Typhoon 83 Group (multiple 20mm auto-cannon / 8 rockets) - test for arrival as per rules.

Air controller vehicle (turretless Marmon Herrington A/car)

* test as independent AFV ^AT ranges = short 12", medium 36", long 60" - no HE or hull MG
may fire up to two AT class 2 rounds per game (representing APDS ammunition). No HE.

British forces arrive along the northern edge (E or F) of the board as indicated. The British player moves second.

Deployment & Arrivals

