

OPERATION GOODWOOD (1)

Battle of Cagny

18th July, 1944

(East of Caen, France)

A Rapid Fire 2 Scenario V1.2.7 (21/10/07)

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Background

By mid July 1944 the British and Canadian forces around Caen had failed to break out of the D-Day landing areas either to the west of Caen (Operation Epsom) or in the centre (Operation Charnwood). They now crossed the Orne through the airborne lodgment, in full sight of the Germans and attempting to attempt a break through in the open area east of Caen. The tanks of the Guards Armoured Division came across a temporary German blocking force around the village of Cagny. Here Colonel Von Luck had assembled enough forces to make the British suffer terribly as they advanced towards Vimont.

The Wargame Scenario

The game is played on an 8' x 6' table. *Woods* are open. *Orchards* are treated as open woods but do not restrict movement. *Hedgerows* are treated as per the rules. *Le Prieure Farm* starts intact. The 2 buildings in the western part of *Cagny* and the 2 buildings in *Emieville* start as ruins. All other buildings start intact. The area just north of Cagny is boggy and is considered a continuous feature for movement. *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.

British forces win if they exit at least 3 more tanks off the end of the table than the Germans can destroy. The Germans win if they destroy at least 3 more tanks than the British player can exit of the end of the table. Any other result is a draw.

Sources

Panzer Commander - Colonel Hans Von Luck

Rapid Fire D-Day Supplement - Colin Rumford

Operation Goodwood (Battleground Europe) - Ian Daglish

Caen - Osprey Campaign # 143 - Ken Ford

Six Armies in Normandy - John Keegan

The Panzers and the Battle of Normandy - George Bernage

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

Over the Battlefield - Operation goodwood - Ian Daglish

German order of battle all regular except AFV units which are elite
Elements 21st Panzer Division and 503rd Heavy Panzer Battalion

[on-board]

Kampfgruppe HQ CO + 5 figures, p/faust, SPW 107 radio HT (Major Von Luck)
* higher level HQ - use rule 10.9

2nd Battalion (-), 125th Panzer Grenadier Regiment (Maj Kurz) test @ 13 casualties
HQ CO + 3 figures, P/shreck, light car
5th Company 8 figures, P/faust, P107 HT
6th Company 8 figures, P/faust, P107 HT
8th Company SPW 107 (20mm AA) HT *, Somua (75mm AT) HT*

200th Assault Gun Battalion (-) (Major Becker)
2 X batteries each 1 x 75mm PAK 40 SPG, 1 x 105mm SPG
Lorraine command / OP vehicle

1st Company, 503rd Heavy Panzer Battalion Tiger II (88mm)^ (Lt Oemler)

3rd Company, 503rd Heavy Panzer Battalion 2 x Tiger I (88mm) ^ (Lt Von Rosen)

Composite company, 1st Battalion, 22nd Panzer Regiment 2 x Panzer IV (long 75mm)

Flak battery (reinforced), 2nd Flak Assault Regiment
8 figures, Flak 16/36 (88mm AA)^, prime mover

[reinforcements - turn 6 @ C]

21st Panzer Divisional Reconnaissance Battalion (-) test @ 19 figures (Maj Brandt)
1st Company 3 x Sdkfz 250/9 (20mm) AC
2nd Company Sdkfz 232 (20mm) AC, Sdkfz 233 (75mm) AC, 2 x Sdkfz 222 (20mm) AC
3rd Company CO + 2 figures, Sdfz 250/10 (37mm) HT
4th Company 3 figures, Sdkfz 250/7 (81mm) HT, Sdkfz 250/1 HT, 7 figures, P/faust
5th Company Sdkfz 250/8 (75mm) HT

[off-board artillery]

1st Battalion, 155th Panzer Artillery Regiment 2 X 122mm HOW, 100mm HOW
Lorraine command / OP vehicle with Kampfgruppe HQ

^AT ranges = short 12", medium 36", long 60" HE = 6 X 10"
can fire hollow charge rockets *3 figures for morale purposes

2nd battalion sets up within 24" of the centre of Emieville. Infantry are in dug-in (slit trenches). Tanks set up within 18" of the "Chateau". The 88mm flak starts unlimbered in the orchard north of Cagny (not dug-in). Assault gun batteries are also dug-in (partially concealed) & start setup south of the Caen-Emieville road. German reinforcements arrive on turn 6 at C. German LMG rule (+1) applies. German forces have 3 observed pre-registered defensive fire (DF) targets. The German player moves first.

British Order of Battle - all regular elements 5th Guards Armoured Brigade

[on-board]

2nd (Armoured) Battalion, Irish Guards (Lt Col Vandeleur)
organised as for Irish Guards below

[reinforcements]

2nd (Armoured) Battalion, Grenadier Guards (Lt Col ??)

HQ	Sherman (75mm), Humber SC, Crusader AA (2 x 20mm) OP team [turn 1 @ A or B]
Recce troop	2 x Stuart (37mm) [turn 1 @ A or B]
No. 1 Squadron	Sherman Firefly (17pdr [^]), 2 x Sherman (75mm) [turn 1 @ A or B]
No. 2 & 3 Squadrons	each as per No.1 Squadron [turn 2 @ A or B]

Guards Brigade HQ (Brig ??)

Sherman (75mm), CO + 3 figures, M3 HT, Sherman Flail [turn 3 @ A]

Battery, 21st AT Regiment

M10 (76mm) tank destroyer, Achilles (17pdr[^]) tank destroyer [turn 3 @ A]

1st (motorised) Battalion, Grenadier Guards test @ 20 figs (Lt Col ??)

HQ	CO + 5 figures, 2" mortar, M3 S/car [turn 3 @ A]
No. 1 / 2 / 3 companies	each 3 figures, Bren carrier 8 figures, M5 HT (HMG) [turn 4 @ A]
Support Company	3 figures, Vickers MMG, Bren carrier [turn 4 @ A] 3 figures, 3" mortar, Bren carrier 3 figures, 6pdr# AT gun, Lloyd carrier

[off board artillery]

153rd (Leicestershire Yeomanry) Field Artillery Regiment

3 x batteries (each 2 X 25pdr)
2 x OP tanks (1 with each armoured battalion)
1 x OP Bren Carrier with motor battalion

[^]AT ranges = short 12", medium 36", long 60" - no HE or hull MG

no APDS

2nd (Armoured) Battalion Irish Guards starts on-board in the deployment area as indicated on the scenario map. British reinforcements arrive on the turn and at the location indicated.

The British side has 2 turns of moving barrage prior to the start of the game. The British player may also draw up a fire plan commencing turn 1 with 3 geographical features pre-registered. The British player moves second.

Deployments & Arrivals

