

2nd Fife & Forfars at Goodwood

“Through mud and blood to the green fields beyond” – *Motto of Royal Tank Corps*

Scenario Overview

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 narrow base established by the 6th Airborne, over the Orne, across cornfields, over two railway lines and up towards the well defended ridge at Bourguebus. On the 18th July, preceded by a massive bombing and artillery bombardment, three armoured divisions drove hard for the objective. The lead armoured division was 11th Armoured with its 3 Sherman regiments in line astern. Assigned the centre of the offensive, 2nd Fife & Forfars must advance beyond the devastated front line units into the heart of the German defences before the Germans of 21st Armoured Division can organise and respond. The scene is set for the largest British tank action of the war.

Game length 12 turns

British to move first

Victory points

British add 1 pt for each tank exiting the southern table edge and subtract 1 pt for each tank destroyed

	British	German
Minor Victory	>0	<0
Major Victory	+10	-10
Decisive Victory	+20	-20

Table is 8' x 6', each light grey gridline represents 2', Note that North is to the RIGHT of the map



Railway line (black) has low embankment
Roads (brown) are unpaved roads
All hedges are high hedges
All woods are orchards
Yellow areas are tall crops

Briefing for Lt. Colonel AJB Scott– 2 Fife & Forfars, 11th Armoured Division

Today is the day when you can finally demonstrate the power of mass armour in open country. For the past six weeks since landing in Normandy your regiment has been parcelled out in penny packets to support the infantry in the close bocage country inland from the invasion beaches. The fighting was costly both to attackers and defenders.

Now you have assembled at in the narrow Orne bridgehead to lead a massive breakout by three armoured divisions (11th, 7th and Guards) through the thin screen of German defenders to your south. Your regiment is the second regiment of the nine in the assault, behind 3rd RTR.

Your mission is to advance as rapidly as possible down the corridor and take the villages of Four and Le Poirier. Speed is absolutely vital as the other regiments cannot advance until you are clear. You are therefore under strict orders to get forward as fast as possible and avoid getting sidetracked engaging forces that can be engaged by the following waves.

At 5.00am this morning, 1,000 RAF bombers planes plastered the forward defences, followed by another wave containing a similar number from the USAF. At 7.45am the preparatory artillery barrage began to soften the defences further.

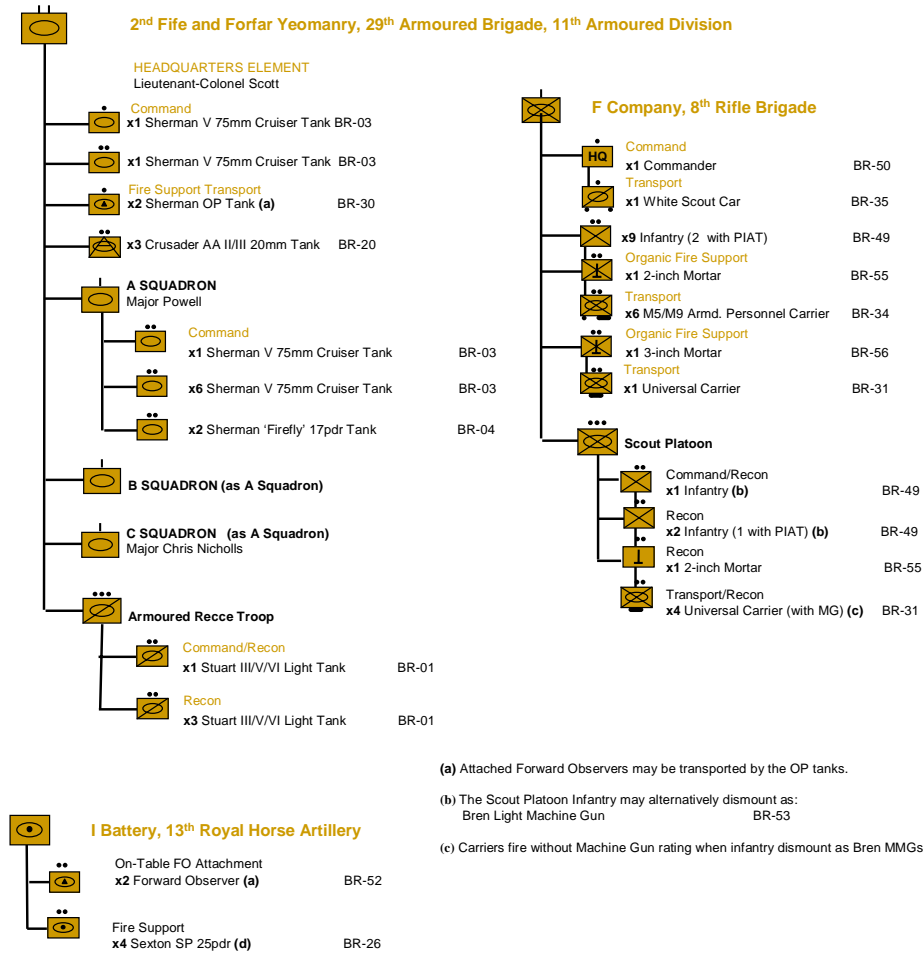
Following behind 3rd RTR for the first phase you advanced you found the defenders shell-shocked, demoralised and in incapable of resistance and your carrier platoon was able to simply round them up. As a result, the first two miles were made rapidly and without loss. However, the defenders are now starting to come to life, mortar fire is becoming a nuisance and previously suppressed anti-tank guns are starting to open up.

Now is the time to lead your regiment to glory by breaking through the defences ahead

British Orbat (All EXP)

Objective: Push on past fortified strongpoints and advance off the southern table edge (towards Bourgebus)

British may bring on up to 2 ME per turn anywhere along the northern board edge



Briefing for Major Hans von Luck – 125 Panzergrenadier Regiment, 21st Panzer Division

This is turning into the toughest day of your career so far. Returning to find your unit in a state of chaos following a massive British armoured attack, you are trying to conduct a mutually supporting defence in depth. Your centre is threatened by a swarm of British tanks and so you must hold on with your limited forces until you can be re-enforced.

Objective: Inflict maximum damage on the British forces
Prevent penetration by British armoured units

Deployment:

HQ within 12" of Le Mesnil Fremental

1/125 Companie within 12" of Le Mesnil Frementel

2/125 within 12" of Grentheville

3/125 within 12" of Four/Le Poirer

Attach elements of 4 (Schwere) Companie to other MEs

Becker Batteries (No benefit for no casualties)

3/200 at Grentheville

4/200 within 12" of Le Mesnil Fremental or Four

5/200 at Le Prieure or may enter south of the railway line on turn 6

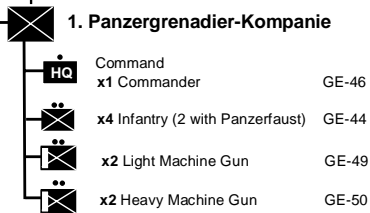
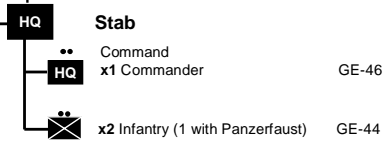
Heavy Flak Batterie in Cagny

Pak Platoon within 12" of Grentheville

All infantry and guns start dug in except the heavy flak batterie and all vehicles hull down

German Orbat (All EXP)

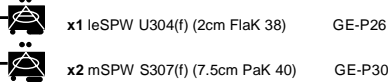
I. Bataillon PanzerGrenadier Regiment 125 Hauptmann Schenck zu Schweinburg



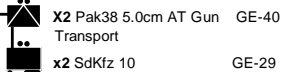
2. Panzergrenadier-Kompanie, (same as 1. Kompanie)

3. Panzergrenadier-Kompanie, (same as 1. Kompanie) Leutnant Gerhardt Bandomir

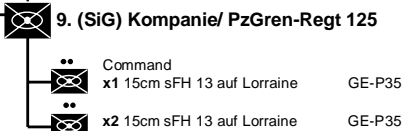
Attachments (4. (Schwere) Kompanie)



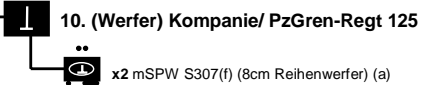
Attachments



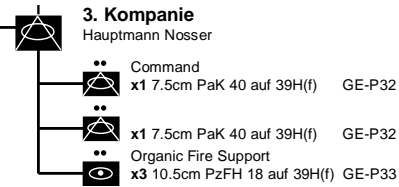
Direct Fire Support



Direct Fire Support



Sturmgeschütz-Abteilung 200 Major Becker



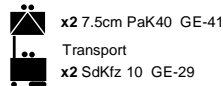
4. Kompanie (same as 3. Kompanie) Hauptmann Ropke

5. Kompanie (same as 3. Kompanie) Oberleutnant Schreiner

2. Batterie Flak-Sturm Regiment 2, III Flak Corps



Part of Panzerjaeger-Abteilung 1053



(a) Use 8cm mortar stats, but use two templates per launcher.

Scenario Notes

This scenario is designed to recreate the challenges of the Goodwood battle for both players. For the British commander, the order of the day is to press on as fast as possible as multiple armoured brigades are following up behind. But the lack of infantry and artillery make it difficult to silence the guns sniping at flanks and rear. For the German commander, the challenge is to harass and delay the British armoured juggernaut long enough for reserves to be brought up.

Bibliography

Battleground Europe – Operation Goodwood by Ian Daglish

Over The Battlefield – Operation Goodwood by Ian Daglish

Battle Front Normandy – Battle for Caen by Simon Trew & Stephen Badsey

The Panzers & The Battle for Normandy by Georges Bernage