

3rd Royal Tank Regiment 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 regiments in line astern, led by 3rd Royal Tank Regiment's Shermans. Assigned the right flank of the offensive, 3 RTR must advance beyond the devastated front line units into the heart of the German defences and take Bourguebus ridge 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 15 turns, the British 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 12' x 4', each light grey gridline is 2'. Note that North is to the Right



North-South railway line has a high embankment, impassable to vehicles except between Grentheville and Soliers, but may be crossed at road speed at the marked bridges. The bridges are counted as defiles.

SW-NE railway has a low embankment

All hedges are high hedges

All woods are orchards

Roads (brown lines) are unpaved

Yellow areas are tall crops

Briefing for Colonel David Silvertop – 3rd Royal Tank Regiment, 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 “sabre” regiment, right at the front of the nine armoured regiments in the Operation Goodwood offensive.

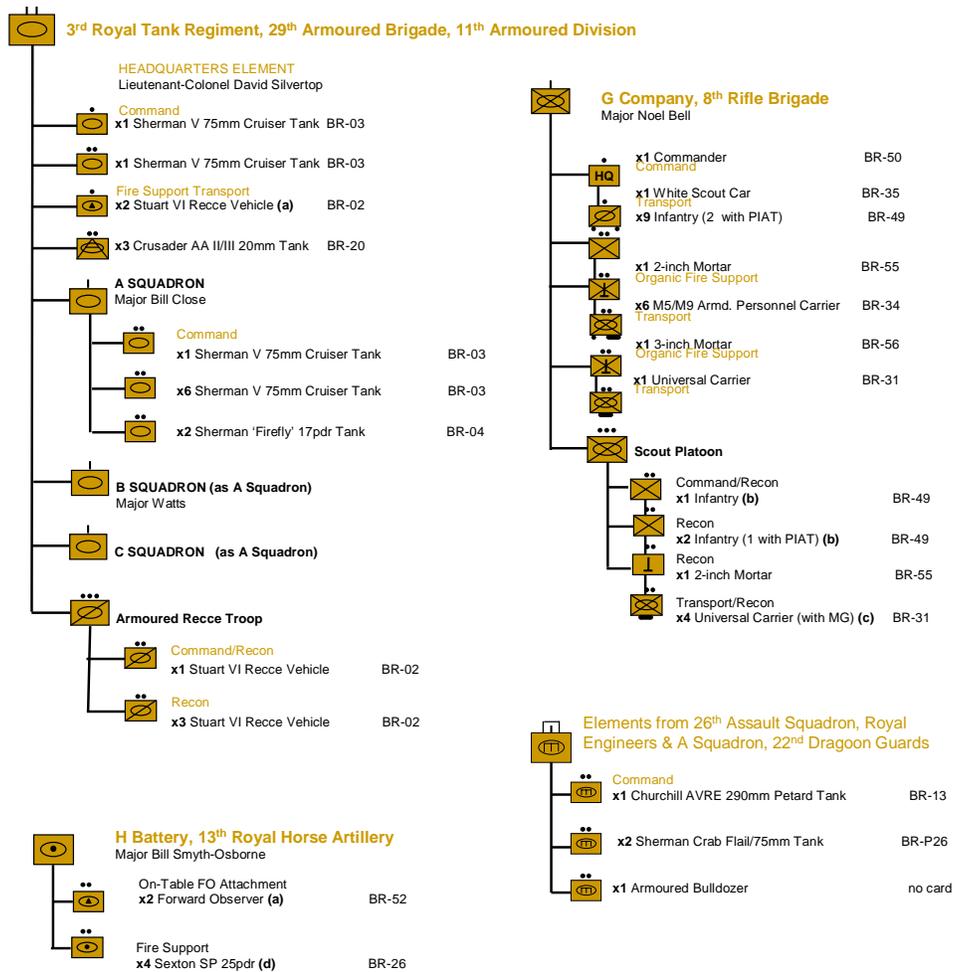
Your mission is to advance as rapidly as possible to advance down the corridor and take the villages on the edge of the ridge ahead. Speed is absolutely vital as the other regiments cannot advance until you are clear. You are therefore under strict orders to get forward as fast as possible and avoid getting sidetracked engaging forces that can be dealt with 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. Unfortunately, some of the shells fell short, killing and wounding some of your tankers, including the commander of C Squadron, Major Peter Burr.

As 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 and the beckoning ridge beyond

British Orbat (All EXP)



(a) Attached Forward Observers may be transported by the OP tanks.

(b) The Scout Platoon Infantry may alternatively dismount as:
Bren Light Machine Gun BR-53

(c) Carriers fire without Machine Gun rating when infantry dismount as Bren MMGs.

Deployment: British may bring on up to 2 manoeuvre elements per turn anywhere along the Northern board edge starting on turn 1

H Battery 13th RHA can only fire on-table

Objective: Reach the Caen-Falaise road by exiting off the southern board edge

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

This was not the return to your unit that you expected. Returning overnight from a visit to Paris to see your fiancé, you arrived at your headquarters at 9.00am looking forward to a good breakfast and a change out of your dress uniform. Instead you were greeted by ashen faced staff panicking that thousands of bombers had obliterated the regiment.

Communications with your forces being cut off you set off to locate the forward units only to find the area swarming with British tanks. This is clearly a major offensive and your war-weary regiment lies in the way. Re-establishing contact and urging your men to stand fast, you hope that your thinly stretched line can hold back the British tide long enough for re-enforcements to arrive.

Objective: Inflict maximum damage on the British forces and prevent the British from exiting off the southern board edge

German Orbat (All EXP)

Deployment:

1. Battalion PanzerGrenadier Regiment 125
HQ and 3. Companie is deployed within 12” of Le Mesnil Frementel
2. Companie is deployed within 12” of Grentheville

Sturmgeschultz-Abteilung 200

- 2 Companie arrives on Southern board edge on turn 6 (no benefit for no casualties)
- 3 Companie is deployed within 12” of Grentheville
- 4 Companie is deployed within 12” of Le Mesnil Frementel

2. Battalion PanzerGrenadier Regiment 192 is deployed within 12” of Bras or Hubert-Folie

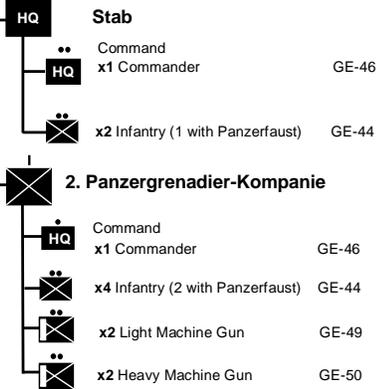
3 Panzer-Pioneer-Companie is deployed within 12” of Soliers

Panzerjaeger Abteilung 200 is deployed within 12” of Bras or Hubert-Folie

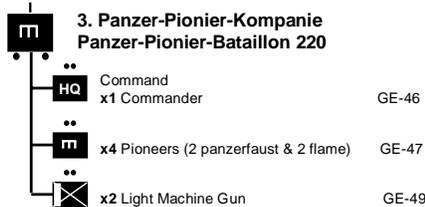
Panzerjaeger Abteilung 1053 is deployed within 12” of Grentheville to the East of the railway line

All infantry and guns start dug in and all vehicles hull down

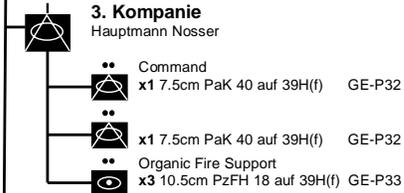
I. Bataillon PanzerGrenadier Regiment 125
Hauptmann Schenck zu Schweinburg



3. Panzergrenadier-Kompanie, (same as 2 Kompanie)
Leutnant Gerhardt Bandomir



Sturmgeschütz-Abteilung 200
Major Becker



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



II. Bataillon PanzerGrenadier Regiment 192
Hauptmann Rusche



6. Panzergrenadier-Kompanie, (same as 5 Kompanie)
Oberleutnant Kuhbier

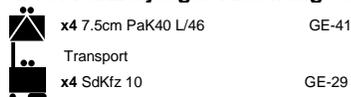


(a) Use 8cm mortar stats, but use two templates per launcher.

1. Zua Panzerjäger-Abteilung 200



Part of Panzerjäger-Abteilung 1053



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 down the long table 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 to contain the advance.

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