

RAPID FIRE!

Normandy Battlegames

Operation Goodwood Fife & Forfar v 21st Panzer

**6' x 4' Fast Play Scenarios for
Normandy 1944 by Ian Willer**

For use with Rapid Fire! fast play WWII wargaming rules.

**Each scenario consists of a two page briefing for the Allied player
and a two page briefing for the German player.**

OPERATION GOODWOOD - JULY 18TH 1944

Fife and Forfar v 21st Panzer

BRITISH BRIEFING

THE GAME

This game represents the attempt by the Fife and Forfar Yeomanry of the 11th Armoured Brigade to break through the 21st Panzer Division during Operation Goodwood.

The game to last 10 moves. Dice to see who moves first.

BRITISH ORDERS

To break through the German defences between Four and Le Poirier.

BRITISH DEPLOYMENT

The complete force in area B1 - B2.

VICTORY CONDITIONS

British to win: Exit 6 vehicles from the table between B3 and B4 in 10 moves.

TERRAIN

- Railway line is a linear obstacle
- All woods are open
- All buildings are intact
- No high point for observation

SPECIAL RULE

If British Regimental CO is killed all British morale throws are -1.

Anti-Tank Battery

M10 tank destroyer (76mm)

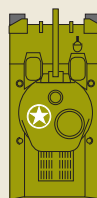


Morale: Independent AFV

Fife and Forfar Yeomanry

HQ

Sherman (75mm) CO



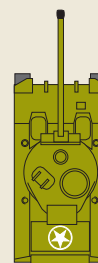
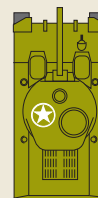
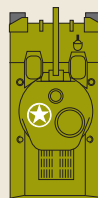
Recce Troop

2 x Stuart (37mm)



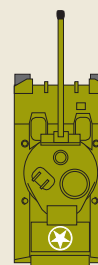
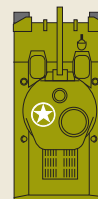
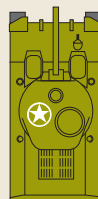
A Squadron

Sherman (75mm) CO, Sherman (75mm),
Sherman Firefly (17 pdr)



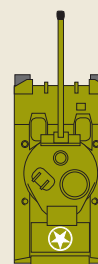
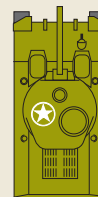
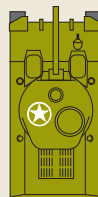
B Squadron

Sherman (75mm) CO, Sherman (75mm),
Sherman Firefly (17 pdr)



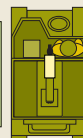
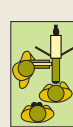
C Squadron

Sherman (75mm) CO, Sherman (75mm),
Sherman Firefly (17 pdr)



F Company / 8th Rifles

12 figures, PIAT, Vickers MMG, 2 x Bren carrier,
M5 half-track (VMG)



Morale:

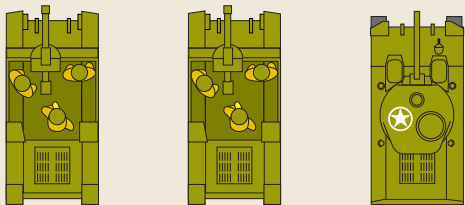
CO + 48 figures (Regular)

HQ + Recce = 3 independent AFVs

A, B and C Squadrons = CO AFV + 2 AFVs

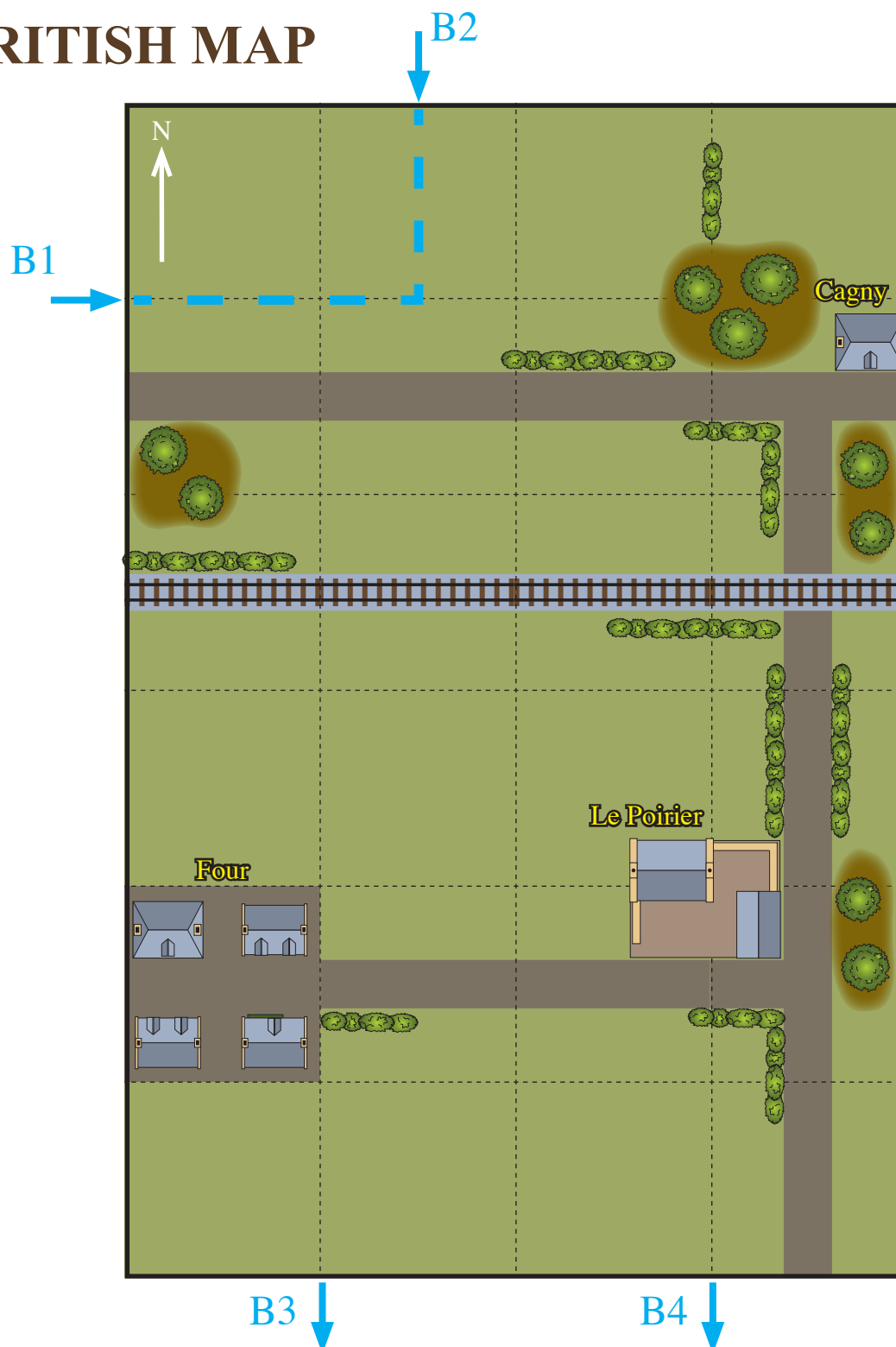
Royal Horse Artillery

2 x Sexton self-propelled gun (25 pdr),
Sherman OP (VMG - dummy main gun)



Morale: N/A

BRITISH MAP



OPERATION GOODWOOD - JULY 18TH 1944

Fife and Forfar v 21st Panzer

GERMAN BRIEFING

THE GAME

The game represents the attempt by the Fife and Forfar Yeomanry of the 11th Armoured brigade to break through the 21st Panzer Division during Operation Goodwood.

The game to last 10 moves. Dice to see who moves first.

GERMAN ORDERS

The British are attempting a major armoured breakthrough in your sector. You are to do everything you can to stop its progress. No British vehicles are to be allowed any further south than Four.

GERMAN DEPLOYMENT

- Luftwaffe detachment in area **G1**.
- German reinforcements turn 3 at **G4**.
- South of line **G2-G3**, 4th & 5th battery 200th assault gun and 220th Pioneers.

VICTORY CONDITIONS

German to win: Prevent any British vehicles leaving the southern edge of the table.

TERRAIN

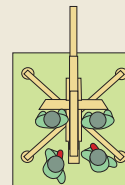
- Railway line is a linear obstacle.
- All woods are open.
- All buildings are intact.
- No high point for observation.

SPECIAL RULE

The German player can use markers.

Luftwaffe Detachment

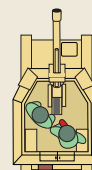
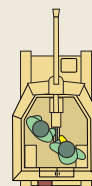
4 figures, 88mm AA gun



Morale: N/A

4th Battery / 200th Assault Gun Battalion

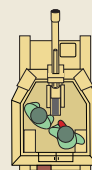
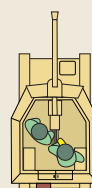
Hotchkiss self-propelled anti-tank gun (75mm),
Hotchkiss self-propelled howitzer (105mm)



Morale: 2 independent AFVs (Regular)

5th Battery / 200th Assault Gun Battalion

Hotchkiss self-propelled anti-tank gun (75mm),
Hotchkiss self-propelled howitzer (105mm)

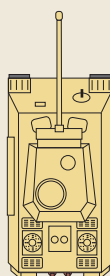
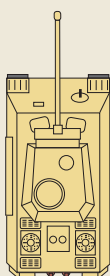


Morale: 2 independent AFVs (Regular)

Reinforcements

Company / 1st SS Panzer Regiment

Panther (75mm) CO, Panther (75mm)



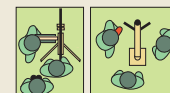
Morale: CO AFV + AFV (Elite)

220nd Panzer Engineer Battalion

1st Company
CO + 8 figures,
Panzerfaust,
flamethrower

2nd Company
8 figures,
Panzerfaust,
flamethrower

Support Company
6 figures,
MMG,
81mm mortar



Morale: CO + 22 figures (Regular)

GERMAN MAP

