

# **RAPID FIRE!**

## **Normandy Battlegames**

### **Operation Goodwood The Oemlers Counter-Attack**

#### **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 18<sup>TH</sup> 1944

## Oemlers Counter-Attack

### BRITISH BRIEFING

**THE GAME**

This game represents the counter attack by the German 503rd Heavy Tank Battalion against the 1st Armoured Battalion of the Coldstream Guards during Operation Goodwood.

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

**BRITISH ORDERS**

To break through the German defences and covering the flank of the Grenadiers Guards attack on Cagny.

**BRITISH DEPLOYMENT**

The force enters table on move one between B1- B2.

**VICTORY CONDITIONS**

British to win: To have one vehicle east of road B3-B4 on move 10.

A draw is declared if neither achieve their victory conditions.

**TERRAIN**

- All woods are open.

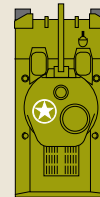
**SPECIAL RULE**

Special rule: If British battalion CO is killed all British morale throws are reduced by 1.

**1st Armoured Battalion / Coldstream Guards**

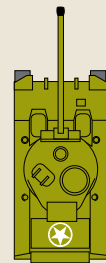
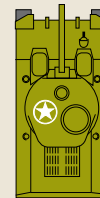
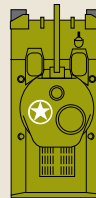
**HQ**

Sherman (75mm) CO



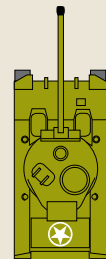
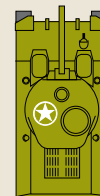
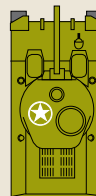
**A Squadron**

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



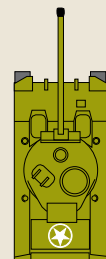
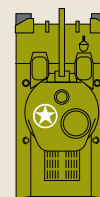
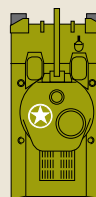
**B Squadron**

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



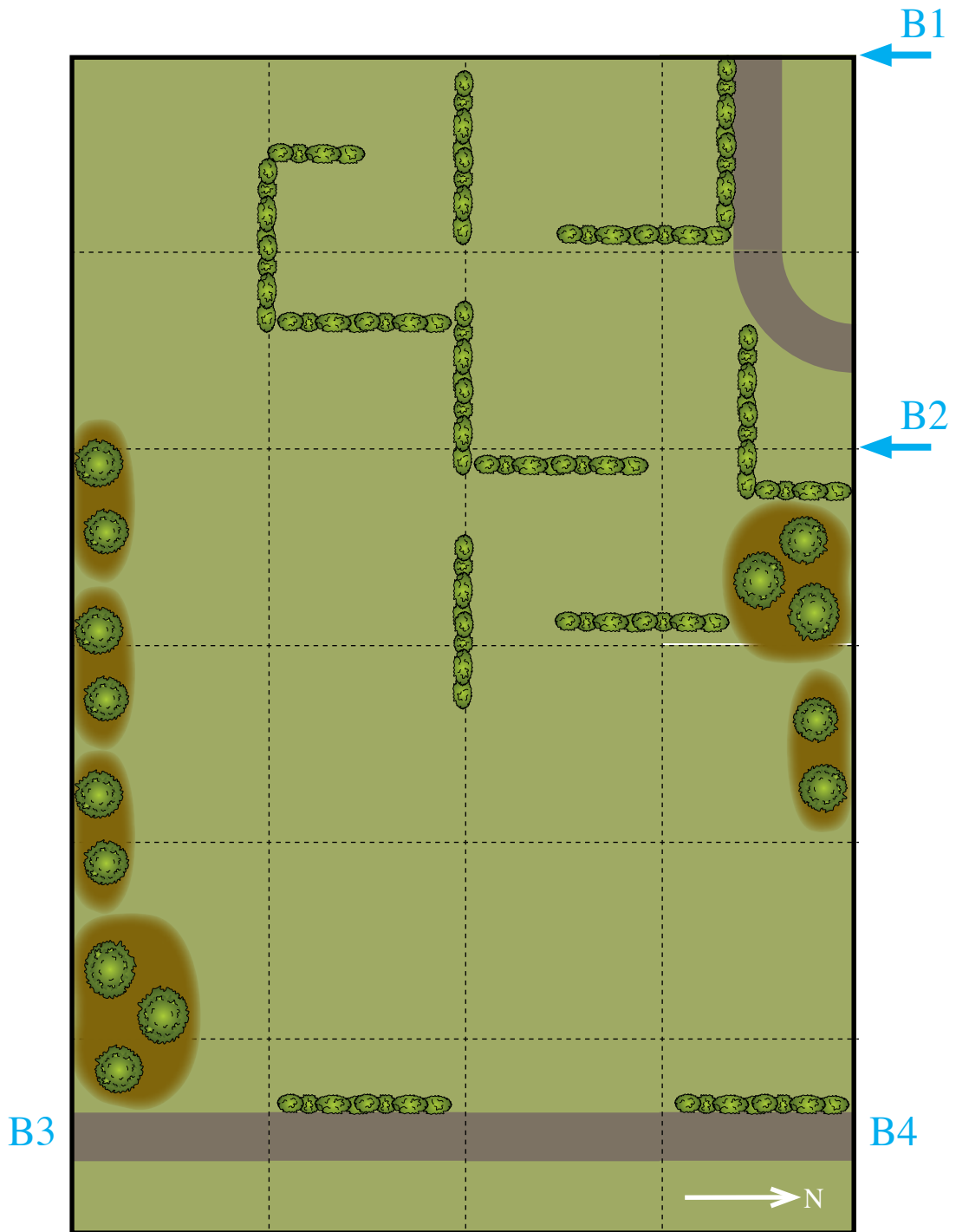
**C Squadron**

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



Morale: HQ = Independent AFV  
A, B and C Squadrons = CO AFV +2 AFVs

# BRITISH MAP



# OPERATION GOODWOOD - JULY 18<sup>TH</sup> 1944

## Oemlers Counter-Attack

### GERMAN BRIEFING

#### THE GAME

This game represents the counter-attack by the German 503rd Heavy Tank Battalion against the 1st Armoured Battalion of the Coldstream Guards during Operation Goodwood.

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

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#### GERMAN ORDERS

The British are attempting a major armoured breakthrough in your sector. You are to attack Demouville, crossing the British line of advance.

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#### GERMAN DEPLOYMENT

- The Armoured force enters table on move one between **G1-G2**
  - AT and infantry are deployed in area **G3-G4** using hidden markers.
- .....

#### VICTORY CONDITIONS

German to win: To have one vehicle within one move of table edge **G5-G6** by move 10.

A draw is declared if neither achieve their victory conditions.

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#### TERRAIN

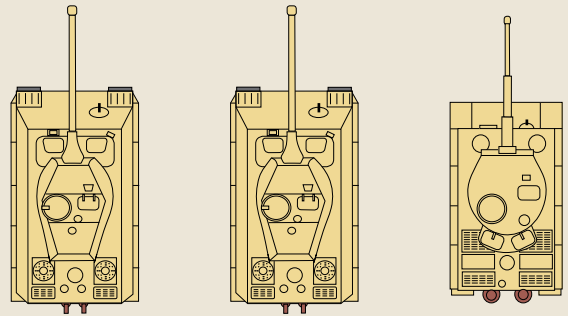
- All woods are open.
- .....

#### SPECIAL RULE

Special rule: If German 503rd Battalion CO is killed all German morale throws are reduced by 1.

#### Elements of 503rd Heavy Tank Battalion

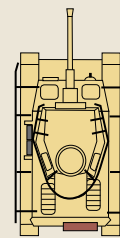
HQ and 1st and 2nd Companies  
Tiger II (88mm) CO, Tiger II (88mm), Tiger I (88mm)



Morale: CO AFV + 2 AFVs (Regular)

#### Company / 22nd Panzer Regiment

Panzer IV (75mm)



Morale: Independent AFV (Regular)

#### 1053rd AT Regt / 125th Panzergrenadier Regt

11 figures, PaK40 anti-tank gun, Panzerschreck, Panzerfaust



Morale: 11 figures (Regular)

# GERMAN MAP

