

Operation Goodwood – the Battle for Bras

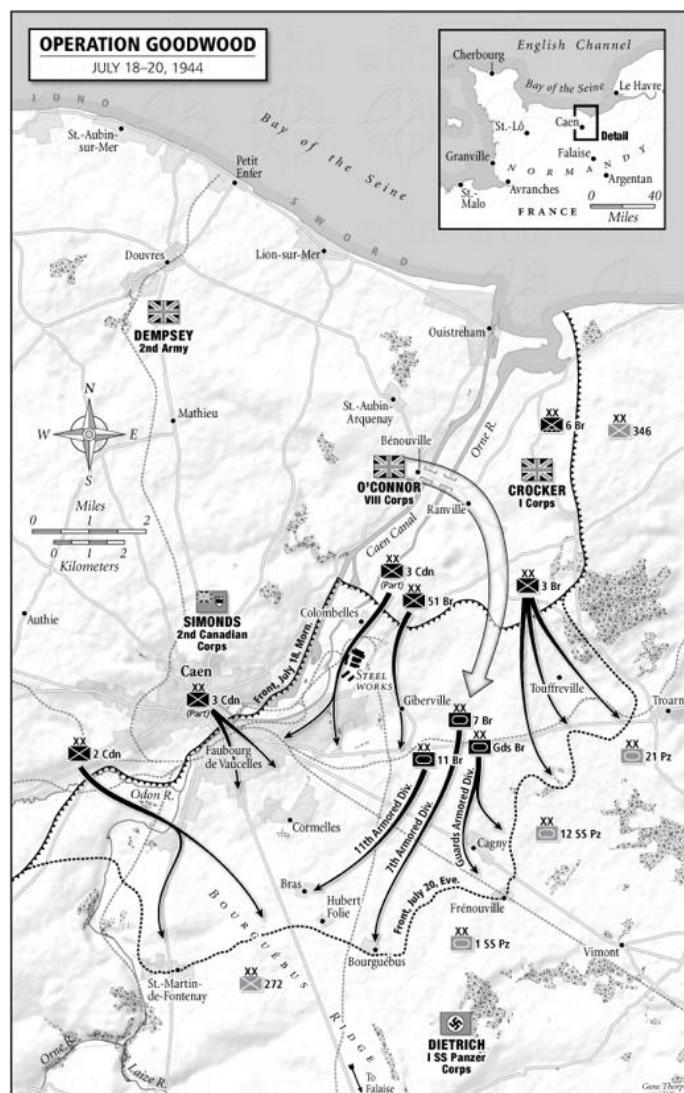
18th July, 1944

North-East of Bourguebus Ridge, Normandy

11th British Armoured Division versus 1st SS Leibstandarte Adolf Hitler (LAH) & 21st Panzer Divisions

Background

Operation Goodwood was an attempt by the British, Canadian and Polish forces to break out around the strategic city of Caen. The attack on the 18th July was to be a tightly focused punch by some 750 tanks to the east of Caen, from the base established by the 6th Airborne Division, over the Orne, across cornfields, over two railway lines and up towards the well defended ridge at Bourguebus. Preceded by a massive artillery bombardment, three armoured divisions drove hard for the objective. Poorly supported by infantry, the attack was delayed by well dug-in and reinforced German forces.



<http://www.mapmanusa.com/cci-guns-at-last-light-6.html>

The Game

The game represents the British 11th Armoured Division's attempts to break through the German defences around Bras, Soliers and Hubert-Folie, as part of Operation Goodwood. It is played across an 8' x 6' table. We suggest a maximum of 12 moves.

Orders

British: Capture and hold the villages of Bras, Soliers and Hubert-Folie, and break through to the high ground of Bourguebus Ridge.

German: Defend and hold the villages of Bras, Soliers and Hubert-Folie, and prevent the British from breaking through to the high ground of Bourguebus Ridge.

German Deployment, rules and reinforcements

German forces set-up first as indicated. German infantry not in buildings and guns start dug-in. Rule 13.1 (German LMGs +1 modifier to each D6 roll) applies. Reinforcements arrive along the southern edge (C or D) of the table as indicated. The German player moves first.

British Deployment, rules and reinforcements

British forces start off table and arrive along the northern edge (E or F) of the table as indicated. Either vehicle of the 29th Armoured Brigade HQ can take on the role of artillery radio link vehicle (on table or not), using rule 8.70. The British player moves second.

Victory Conditions

British/German to Win: Hold* two out of three villages (Bras, Soliers and Hubert-Follie) at the end of the game.

To Draw: The game is a draw if more than one village is contested or unoccupied at the end of the game.

*A village is considered held if only one side has infantry in at least one building.



Village of Bras - before the battle

Terrain

- **Bourguebus Ridge** is a continuous feature for movement and is also a high point for observation (rule 2.8) with LOS to all points of the battlefield.
- The **railway embankment** is a continuous obstacle for movement for infantry, cannot be crossed by wheeled vehicles or tracked vehicles towing guns, except at the road underpasses shown but may be crossed by AFVs (roll 2D6 instead of the normal 1D6), with a +1 modifier to hit while crossing the highest point. Blocks LOS except along the line of the road underpass.
- All **woods** are classed as open (provide light cover and maximum 1" visibility).
- Infantry and infantry support weapons in **cornfields** are classed as in soft cover if not moving or firing. Do not block LOS.
- All **buildings** start intact and can hold a maximum of 11 figures each.



From Soliers looking back towards Hubert-Follie (top left) and Bras (top right)

Sources

- Over the Battlefield - Operation Goodwood (Ian Daglish)
- Steel Inferno (Michael Reynolds)
- Battle Zone Normandy - Battle for Caen (Steven Trew & Stephen Badsey)
- Battleground Europe - Operation Goodwood (Ian Daglish)
- Caen Anvil of Victory (Alexander McKee)
- Steel Rain - Waffen SS in the West 44-45 (Tim Ripley)
- Rapid Fire - Normandy Battlegroups (Colin Rumford & Richard Marsh)
- Rapid Fire - Normandy Battlegames (Colin Rumford & Richard Marsh)
- Original force graphics (by Colin Rumford with some modifications by Mark Piper)

German Order of Battle

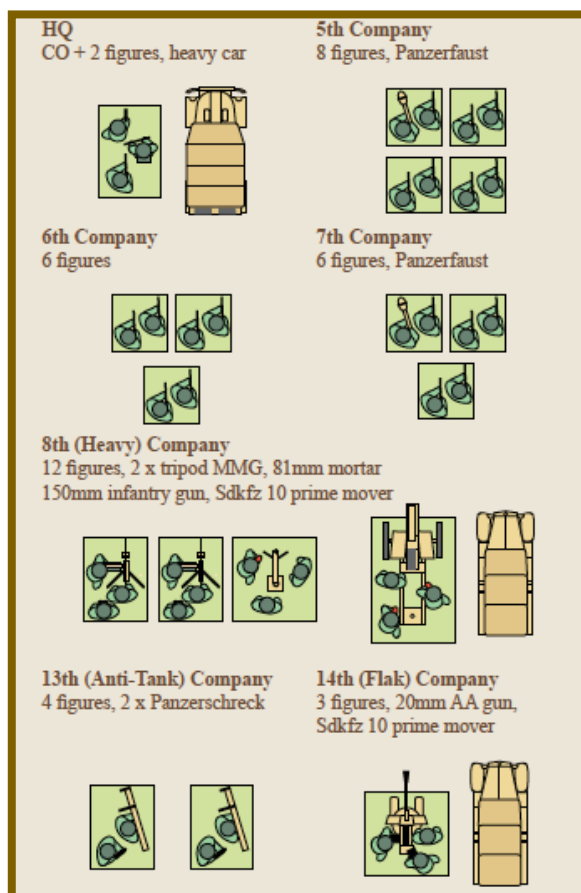
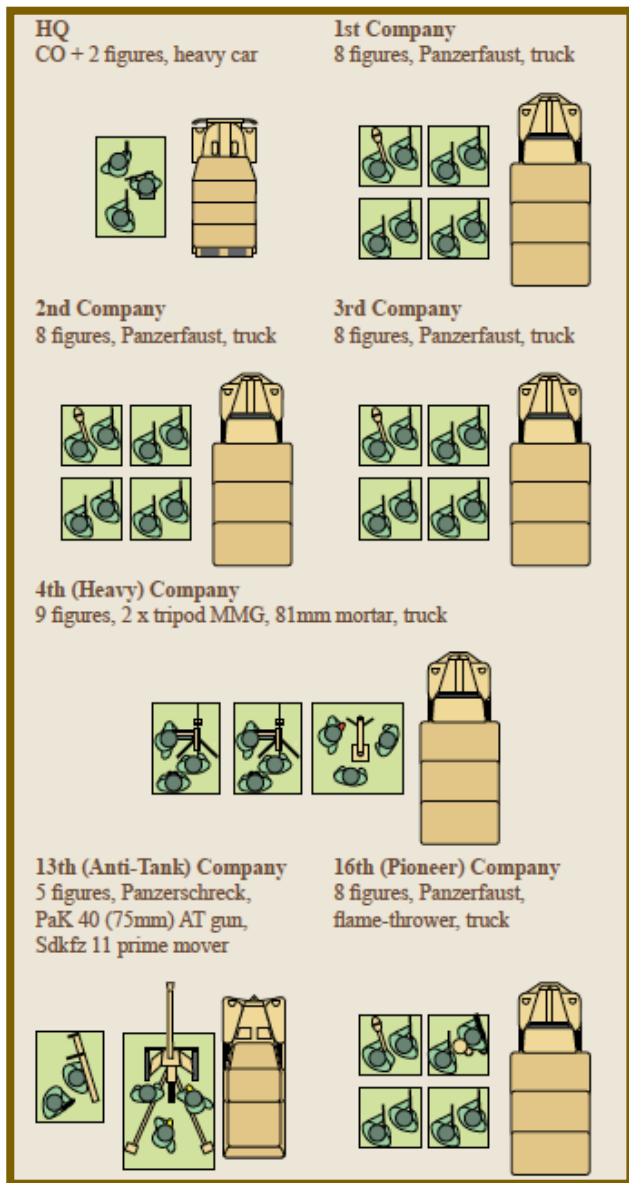
elements of 1st SS Leibstandarte Adolf Hitler (LAH) & 21st Panzer Divisions - all elite except 200th Assault Gun Battalion & the Flak battalion which are regular

[on table]

1st Battalion (-), 1st SS (motorised) Panzer Grenadier Regiment (Major Schiller)

[within 12" of Soliers or Hubert-Folie crossroads]

test @ 20 casualties



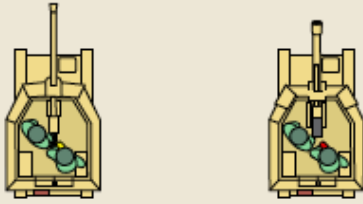
3rd Battalion (-), 1st SS (motorised) Panzer Grenadier Regiment (Major Weidenhaupt)

[within 12" of Bras crossroads]

test @ 20 casualties

Battery / 200th Assault Gun Battalion

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



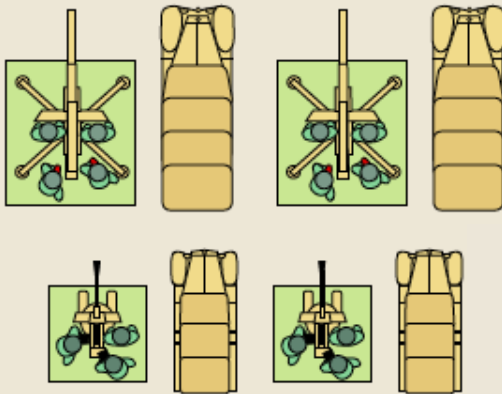
3rd Battery, 200th Panzerjager Battalion

[south of line A-B]

test as an AFV unit

Flak Battalion

14 figures, 2 x 88mm AA gun, 2 x 20mm AA gun,
2 x Sdkfz 7 prime mover, 2 x Sdkfz 10 prime mover



1st Company, 305th Flak Battalion,

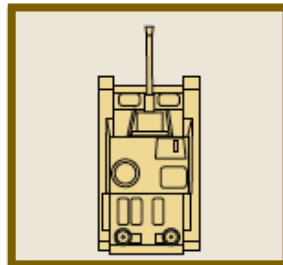
21st Panzer Division

[Bourguebus Ridge]

targeted & test as individual guns

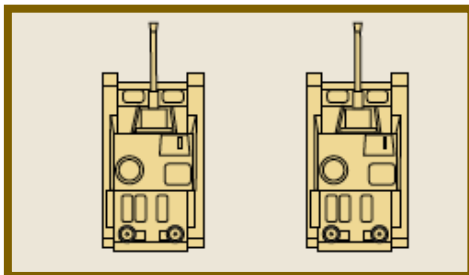
1st SS Sturmgeschutz Battalion (Major Heiman)

[turn 3 @ C]



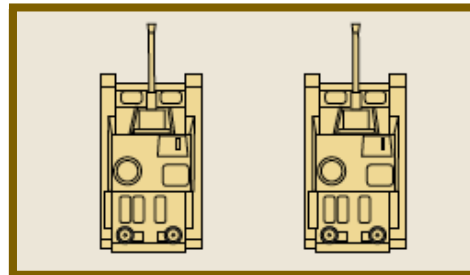
HQ

1 x Stug III (105mm)



1st Company

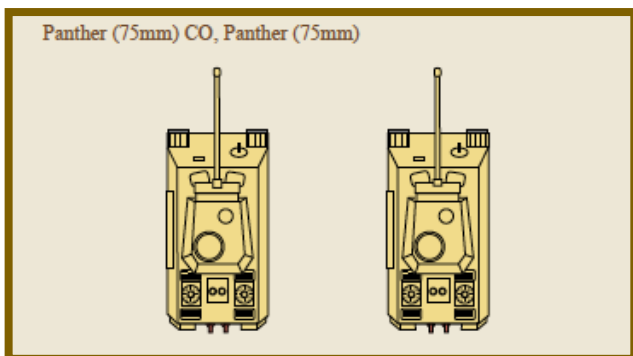
each 1 x Stug III (75mm) CO, 1 x Stug III (75mm)



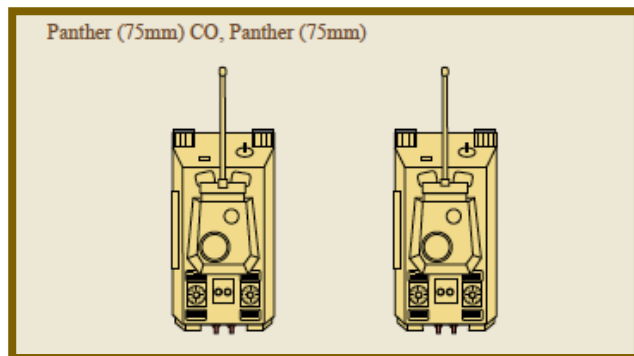
2nd Company

each 1 x Stug III (75mm) CO, 1 x Stug III (75mm)

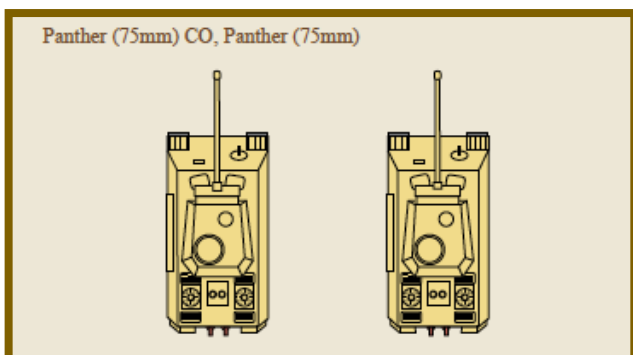
1st Battalion, 1st SS Panzer Regiment (Major Peiper)



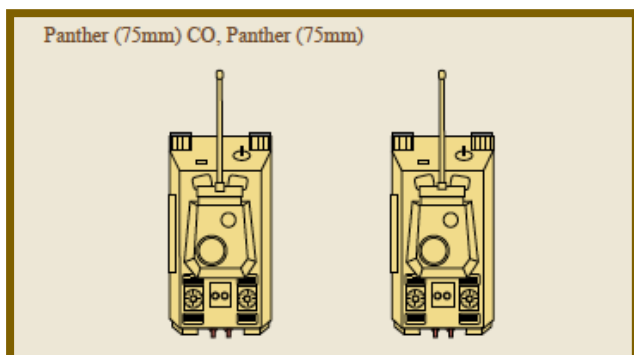
HQ [turn 5 @ D]



1st Company [turn 6 @ C]



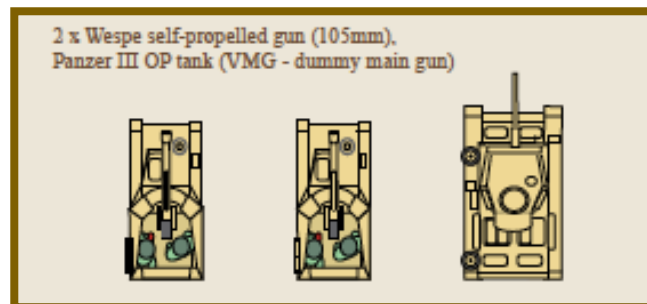
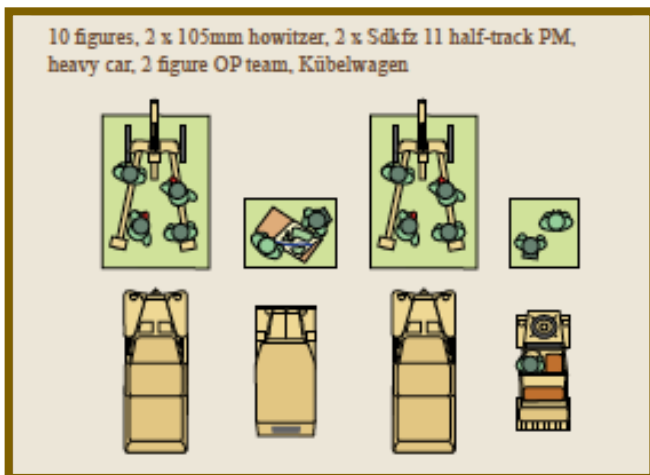
2nd Company [turn 7 @ D]



3rd Company [turn 8 @ C]

[off table artillery support]

1st / 2nd Battalions, 1st SS Panzer Artillery Regiment



3rd (Heavy) Battalion, 1st SS Panzer Artillery Regiment

OP teams set up anywhere south of line A-B.

If any friendly elements are within 6" of an enemy element targeted by artillery, roll an additional D6. On a 5 or 6 carry out the attack against the nearest friendly element.

German Vehicle and Gun Data

GUNS		
Description	AT / HE Value	Notes
Panzerfaust AT rocket launcher	AT 2 / HE 6 pts table 4	Minimum range 6"
Panzerschreck AT rocket launcher	AT 2 / HE 8pts table 4	Maximum range 6", may not be fired from buildings
Flamethrower	15pts / AT capable	Maximum range 6" (p67)
81mm mortar (medium)	HE 8 pts table 4	Minimum range 6", maximum range 48"
20mm AA	Autocannon	6"/16"/30" direct - 8 pts
75mm Pak 40 AT	AT 2 / HE 10 pts table 4	
105mm howitzer	AT 3 / HE 12 pts table 4	OFF TABLE
150mm infantry gun	AT 3 / HE 12 pts table 5	Maximum range for IDF is 72"
88mm Pak 43 AA *	AT 2/ HE 12 pts table 4	AT ranges 0-12", 12-36", 36-60". HE bands 6 x 10"

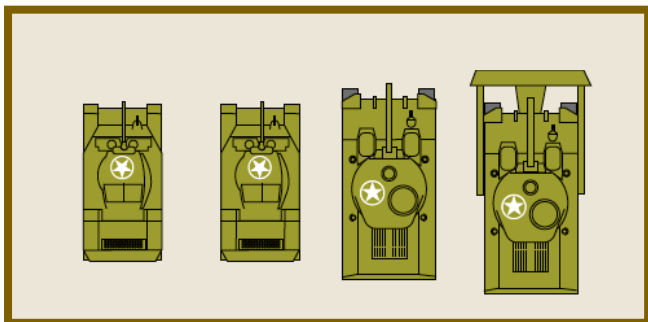
VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons
Kubelwagen	30/18	F	-	-
Heavy car / truck	24/12	F	-	-
Sdkfz 10 HT prime mover	24/12	F	-	-
Panzer III OP	24/12	C	VMG	VMG
Hotchkiss SP AT (75mm)	24/12	D	AT 2 / HE 10pts table 4	-
Hotchkiss SP howitzer (105mm)	24/12	D	AT 3 / HE 12pts table 4	-
Sturmgeschutz III (long 75mm)	24/12	C	-	AT 2 / HE 10 pts table 4 (or VMG)
Sturmgeschutz III (105mm)	24/12	C	-	AT 3 / HE 12pts table 4 (or VMG)
Panzer V Panther (75mm) *	30/15	B	VMG	AT 1 / HE 8pts table 4 (or VMG)

* AT ranges are: short 0-12", medium 12-36", long 36-60". HE bands are: 6 x 10"

British Order of Battle

elements of 11th Armoured Division - all regular

3rd Battalion (-), the Royal Tank Regiment, 29th Armoured Brigade (Colonel Silvertop)
 [turn 1 @ E]



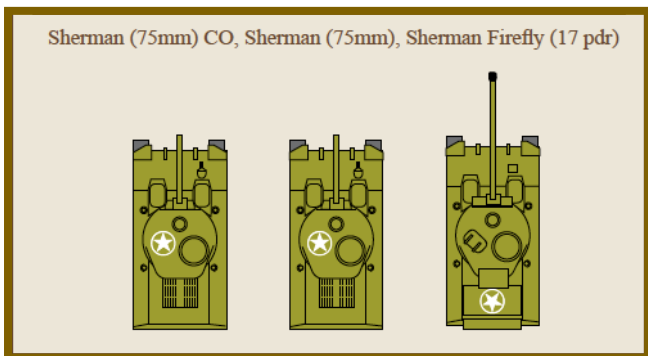
HQ

Sherman 75mm (CO), Sherman Flail (75mm)

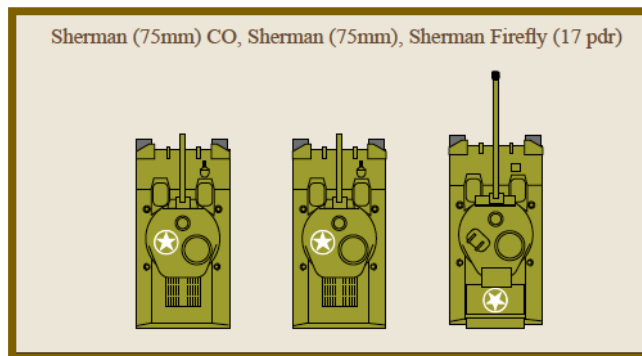
Recce Platoon

2 x Stuart (37mm)

test as independent AFVs



A Squadron



B Squadron

8th Battalion (-), the Rifle Brigade (Lt Col Hunter) [turn 3 @ E]

test at 20 casualties

HQ
 CO + 2 figures,
 M3 scout car (VMG)

MG Platoon: 3 figs, Vickers MMG, Bren carrier *

M5 half-track (VMG)

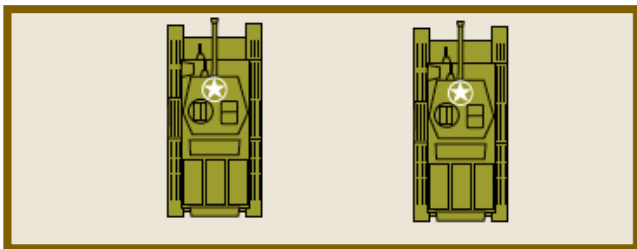
**9 figures, PIAT, Bren carrier *,
 M5 half-track (VMG)**

**12 figures, 6 pdr anti-tank gun, PIAT, Bren carrier *, Loyd Carrier PM,
 M5 half-track (VMG)**

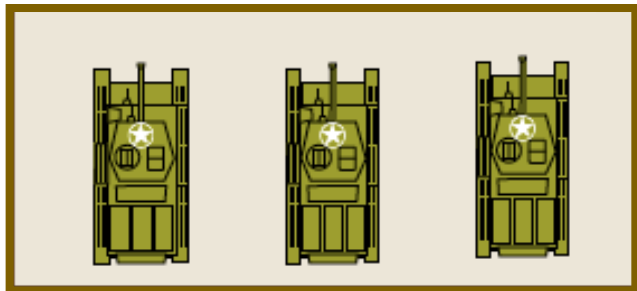
* If the crew is in the carrier the vehicle may fire a VMG.

23rd Hussars (-), 29th Armoured Brigade (Maj Blacker) [turn 3 @ F]
 As per 3 RTR

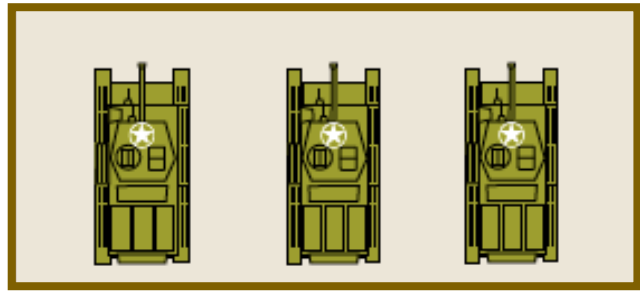
2nd Northamptonshire Yeomanry (-) (Lt Col Anderson) [turn 4 @ E]



HQ
 1 x Cromwell (75mm), 1 x Cromwell CS (95mm)



A Squadron
 each Cromwell (75mm) CO, 2 x Cromwell (75mm)



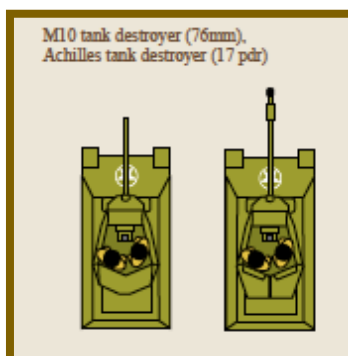
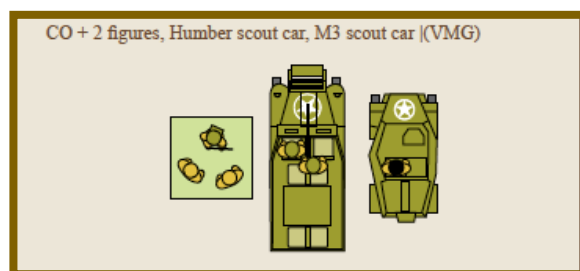
B Squadron

4th Battalion, Kings Own Shropshire Light Infantry (KSLI) (Lt Col Clayton) [turn 4 @ F]
 test @ 20 casualties



29th Armoured Brigade TAC HQ (Brigadier Harvey) **

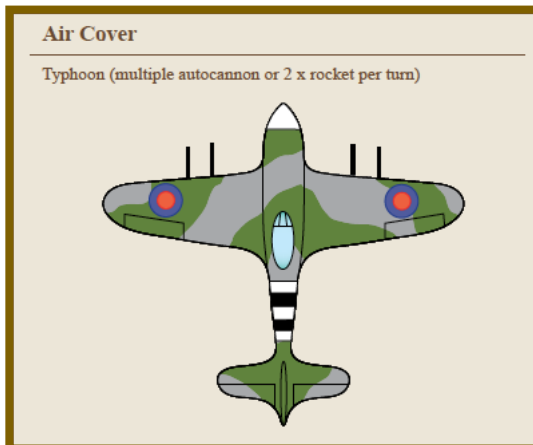
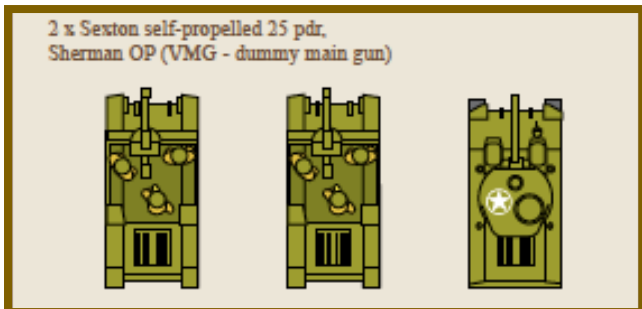
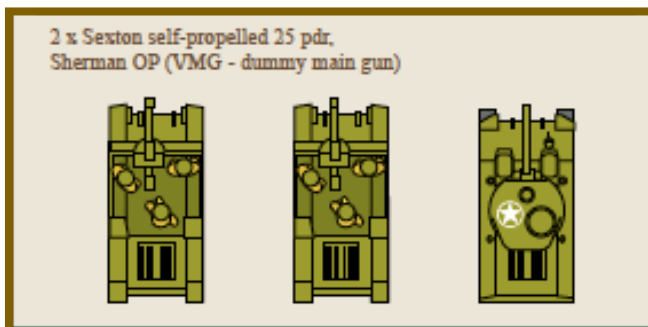
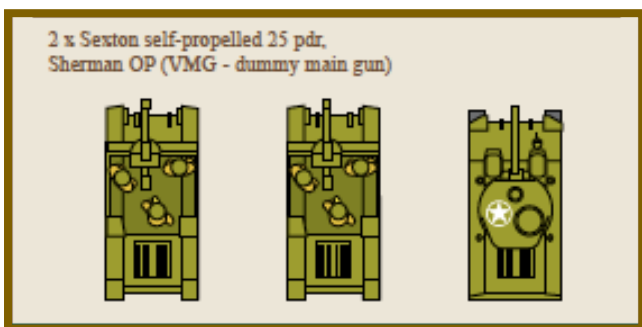
** higher level HQ use rule 10.9
 [turn 5 @ E or F]



119th Battery, 75th AT Regiment
 [turn 5 @ E or F]
 independent AFVs

[off table artillery & air support]

13th Field Regiment, Royal Horse Artillery [available from turn 2]

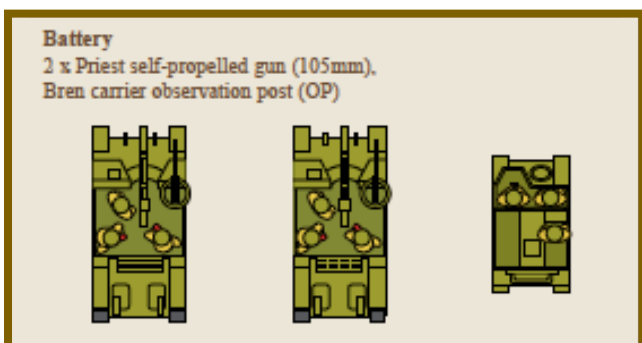
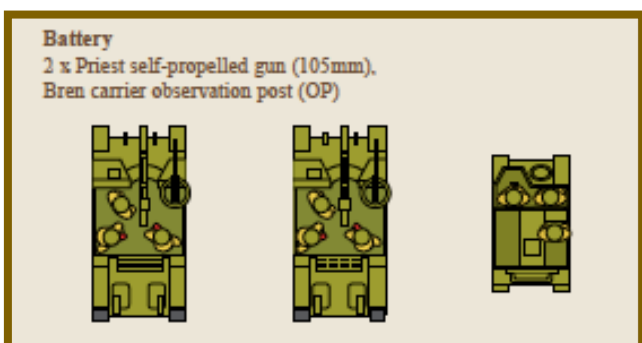


OP team [turn 1 @ E]

Typhoon Flight [available from turn 2]

Roll at the start of each British turn. On a 4, 5, or 6 - aircraft available this turn. If any friendly elements with 12" of the enemy target, roll an additional D6. On a 5 or 6 shift to the nearest friendly target and carry out the attack with the armament chosen. Then remove.

151st Field Artillery Regiment, RA (as per 13th Field regiment) [available from turn 4]



OP team [turn 3 @ F]

If any friendly elements are within 6" of an enemy element targeted by artillery, roll an additional D6. On a 5 or 6 carry out the attack against the nearest friendly element.

British Vehicle and Gun Data

GUNS		
Description	AT / HE Value	Notes
2" mortar	HE 6 pts table 4	Minimum range 3", maximum range 18"
3" mortar	HE 8 pts table 4	Minimum range 6", maximum range 48"
6pdr AT	AT 3 / no HE	
25pdr field gun	12 pts table 4	OFF TABLE
105mm field gun	12 pts table 4	OFF TABLE

VEHICLES				
Vehicle	Speed	Armour	Hull Weapons	Turret Weapons
Humber scout car	30/15	E	-	-
M3 Scout Car *	30/15	E	VMG	-
3-ton truck	24/12	F	-	-
Bren Carrier *	30/15	E	VMG	-
M5 half-track (MG) *	30/15	E	VMG	-
Loyd carrier prime mover	24/12	F	-	-
Stuart (37mm)	30/15	D	VMG	AT 4 / HE 6pts on table 4 (or VMG)
Cromwell (75mm)	30/15	C	VMG	AT 3 / HE 10pts table 4 (or VMG)
Cromwell CS (95mm howitzer) **	30/15	C	-	AT 2 / HE 12pts table 4 (or VMG)
Sherman (75mm)	24/12	C	VMG	AT 3 / HE 10 pts on table 4 (or VMG)
Sherman Firefly (17pdr)***	24/12	C	-	AT class 1 / no HE (or VMG)
M10 tank destroyer (76mm)	24/12	D	-	AT 2 / HE 8pts on table 4
M10 Achilles tank destroyer (17pdr)***	24/12	D	-	AT class 1 / no HE

* Personnel carriers can continue to fire when all passengers have dismounted.

** AT ranges are: short 0-4", medium 4-8", long 8-12". HE bands are: 6 x 2".

*** AT ranges are: short 0-12", medium 12-36", long 36-60".

AIRCRAFT		
Description	Type	Ground Attack Armament (p95)
Hawker Typhoon ****	Superior fighter bomber	Multiple 20mm autocannon <u>OR</u> 2 x rockets per turn

**** May bomb at low altitude. Treat as dive bomber, but hit for D6 throw of 5 or 6. Can be driven off by anti-aircraft fire.

How to build the railway embankment



Lay out the key terrain (2 x 6' x 4' Citadel mats).
Use 2 x 3mm MDF baseboards (each 12" x 36").



50mm high density foam with two underpasses.
Add 2 x 6" x 36" 3mm MDF boards laid on top.



Each underpass needs to allow a Panther model.
Gale Force Nine pre-painted railway sections.



Build up underpass walls with 10mm foam board.



Shape the banks with hot wire and a sander.
Apply putty to smooth the bank.



Paint concrete underpasses.
Add sections of an old Citadel gaming mat.



Check on table with other terrain.



Add random patches of PVA and sand.



Undercoat with medium brown paint.



Dry brush with light brown.



Add clump foliage to break up all that green.



Voila !

Battle Map - Bras

