

“Bathtub” Operation Goodwood – 18th July, 1944

A Flames of War Grand Battle Scenario

Operation Goodwood was a major attempt by Field Marshall Montgomery to break through the tough German defenses around Caen.

This scenario allows a large table to accommodate a scaled down version of the fateful armored clashes of that operation. It provides a unique opportunity to field a large amount of armor on a relatively open field, opposed by a mixed infantry force backed up with excellent armor.

Special Terrain rules:

- Colombelles – the exhaust towers for this huge industrial complex, just off the map to the NE of Caen, were an excellent observation point for German forces. The area was not completely cleared until after Goodwood, so German forces were able to observe British and Canadian forces on the plain below through the operation. The effect of this is that any German artillery unit may use an FO to bring in artillery fire from any point on the north board edge within 12” of Caen.
- Ridge – the Bourgebous Ridge was of huge tactical importance due to the generally flat area east of Caen leading up to it. Any unit or vehicle on a hill can see over the railroad embankment and standing crop fields, but not woods. The ridge is treated as difficult ground and provides concealment to any team or vehicle on it.
- River Orne – the 2nd Canadian Division had bridged the river in preparation for their assault. They may place a pontoon bridge at any point on the river after their deployment.
- Railroad Embankments – the railroads in this area were set on an elevated embankment, especially the line from Caen to Cagny. The impact of these features is detailed below:
 - Industrial Line (Caen to SE board corner) – this line was much lower than the main line. Treat it as difficult terrain. It does not block line of sight, but it does provide cover for units adjacent to it for any fire crossing the embankment.
 - Main Line (Caen to Cagny) – this line was on a very elevated embankment. Teams or vehicles that are not adjacent to the embankment may not be seen through it. Teams or vehicles adjacent to the embankment can see and be seen through it, but count as concealed. Infantry and gun teams adjacent to the embankment count as being in bulletproof cover to any fire crossing it.
- Standing crop fields – during the battle there were areas of standing crops (mostly wheat and barley). Standing crop fields are tall and offer concealment to infantry and man-packed guns, even when moving. Standing crops are no barrier

to vehicle movement; however the fields could be difficult with furrows and pits so they count as difficult ground to vehicles and require a bog check when entering or moving through. Once 3 or more vehicles of either side (not infantry or gun teams) have moved through a standing crop field it is trampled and no longer provides any concealment. Trampled fields remain difficult ground.

- Villages – the villages in this area were mostly sturdy stone walled buildings. Any infantry stand touching or within a building is considered in bulletproof cover and concealed.

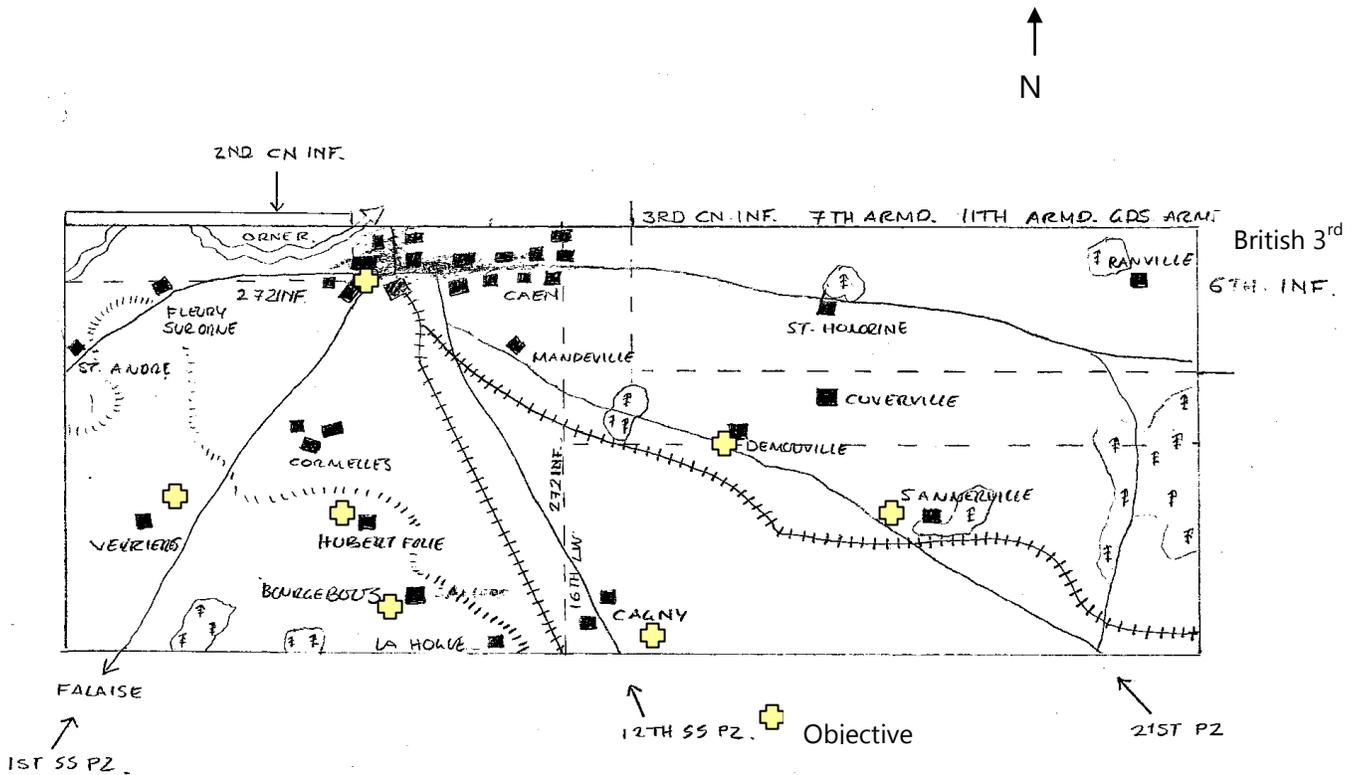
Deployment:

The German forces listed as on the table are deployed first, followed by the British and Canadian forces. The British and Canadians take the first turn.

Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. The owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 3+, if not the player rolls again the following turn.

Map:



German Forces –

- 272nd Infantry > represented by a German grenadier company of 2,000 points from Fortress Europe. It is deployed anywhere in the zone marked on the map. It starts in prepared positions, and may deploy 1 FOW box of defenses within its sector.
- 16th Luftwaffe Field > represented by one German LW Jager company of 1,000 points (taken from the pdf from FOW website). They are deployed anywhere in the zone marked on the map. They start in prepared positions, and may deploy 2 FOW boxes of defenses within their sector.
- 1st SS Panzer “Liebstandarte” > represented by a German SS panzer company of 2,500 points (pdf from FOW website – SS panzer units in Normandy). It enters the game as a reinforcement, begin rolling on turn 2.
- 12nd SS Panzer “Hitler Jugend” > represented by a German SS panzer company of 2,500 points (taken from Cobra). It enters the game as a reinforcement, begin rolling on turn 3. A second company of 1,500 points (taken from Cobra), becomes available as a reinforcement once the first company arrives.
- *Alternately, the Axis commander can elect to field the second unit from 12th SS using a company from the 2nd SS Panzer Division (also detailed in Cobra).*
- 21st Panzer > represented by a StuG battery of 2,000 points (fielded from Monty’s Meatgrinder) enters as a reinforcement, begin rolling on turn 1. 21st Panzer may automatically field Van Luck without point cost.
- The German CiC receives 2 2-gun 88mm FlaK platoons which he may deploy anywhere on the southern half of the board. These platoons are subject to normal platoon motivation tests, but do not count for company morale for any Axis unit.

British / Canadian Forces –

- 2nd Canadian Infantry > represented by a 2,000 point standard Canadian infantry company (as per Festung Europa). It enters the game on turn 1 from the area noted on the map.
- 3rd Canadian Infantry > represented by a 2,000 point special Canadian infantry company (as per Monty’s Meatgrinder). It enters the game on turn 1 from the area noted on the map.
- 3rd British Infantry > represented by a 2,000 point special British infantry company (as per Monty’s Meatgrinder). It enters the game on turn 1 from the area noted on the map.
- 11th British Armored > represented by a 2,000 point British Armoured Squadron (Shermans and Fireflies - Confident Trained / Fortress Europe). 11th Armored had one veteran unit (3rd Regt RTR) so one armored platoon fielded may be confident veteran at no incremental points cost. It enters the game on turn 1 from the area indicated.
- British Guards Armored > represented by a 2,000 point British Armoured Squadron (Shermans and Fireflies - Confident Trained; the guards units

were new to tanks). The unit uses the guards special rule from Flames of War – Unflappable from pg. 79 of Festung Europa, and pays the extra points for it. It enters the game as a reinforcement, begin rolling on turn 2.

- 7th British Armored > represented by a 2,000 point British Armoured Squadron (Reluctant Veteran / fielded from Villers Bocage). It enters the game as a reinforcement, begin rolling on turn 5.
- *Alternately, the Allied commander can elect to field the 11th and Guards Armoured using companies from the 7th Armoured Division.*
- Any artillery units purchased by a British or Canadian commander may be deployed off table using the "Across the Volga" special rule.
- The overall Allied commander has two British 8-gun medium batteries (5.5" guns) deployed off table that are available for support fire. They are controlled by the overall CiC, and may be called in by any British or Canadian FO stand, but with a +1 to range in. They have range to hit anything on the northern half of the table.

Airpower:

The aerial action over Normandy was dominated by the Allies, as a huge amount of the Luftwaffe was tied up defending Germany from Allied heavy bombers. Allied dominance in the skies was a huge problem for the German forces throughout the campaign, the only relief coming at night or during bad weather.

No player may purchase air support for the battle. Instead, the Allied CiC will roll for airpower each turn of the game. Two separate flights of aircraft are potentially available, the Allied CiC rolls 2d6 each turn and receives a flight of planes for each roll of 3+. Roll for the number of planes as usual, airplane type may be any available to a British Late War force.

Weather:

The weather during Goodwood was warm and dry. No special rules for weather are used.

Carpet Bombing:

After German setup but before the first turn, the Allied CiC may use a preliminary bombardment (using the Flames of War Preliminary Bombardment special rule) against all Axis units on the eastern half of the table, to reflect the carpet bombing that opened the offensive. Any German recon platoons may give up their recon move to ignore preliminary bombardment.

Winning the Game:

There are seven objectives shown on the map. If the British side controls six of the objectives at the start of their turn the game immediately ends in a significant Allied victory, as they have swept the field and accomplished their mission.

Part of the motivation for Goodwood was to minimize infantry casualties, as British and Canadian forces had been taking unsustainable casualties in their infantry units up to this point. If the German side is able to eliminate or force from the field any two British or Canadian rifle companies they will have crippled the offensive and the game immediately ends in a significant Axis victory.

If neither side is able to achieve an immediate significant victory by the end of turn 12, the game ends at darkness. If either side controls a majority of the objectives at the end of the game they score a marginal victory, if no side has a majority then the game ends in a draw.