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Operation Goodwood

July, 1944

Campaign for the Khamsin WW2 Campaign Rules

Version 1.70 – February, 2014



Introduction

Khamsin is intended to provide a simple campaign system to generate interesting Flames of War battles. This module is intended to be used with the basic rules to recreate a campaign set during Operation Goodwood in July, 1944.

1.0 Order of Battle

Each historical force is made up of a group of representative FOW companies. Actions generated through campaign maneuvers will be fought out on the tabletop using these types of companies, and the strength of a formation in the campaign is shown as the number of companies fielded.

Axis Initial Deployment –

- Axis formations may be deployed in any areas except those noted on the map as starting under Commonwealth control
- Formations indicated with a % are special formations and must deploy in a ridge area or in Grentheville

Axis Forces:

AXIS FORCES – at start					
FORMATION	DIVISION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
Hans von Luck		Motor	+1	-	Leader, affects 21 Pz Only
LXXXVI CORPS					
22nd Panzer Regt	21 Pz Divn	Motor	4	2	Panzer company
125 th PzGren Regt	21 Pz Divn	Motor	4	2	Panzergrenadier company, StuG Batterie
192 nd PzGren Regt	21 Pz Divn	Motor	4	3	Panzergrenadier company
31 st Jager Regt	16 LW Divn	Leg	6	1w	Luftwaffe field company
32 nd Jager Regt	16 LW Divn	Leg	6	1w	Luftwaffe field company
46 th Jager Regt	16 LW Divn	Leg	6	1w	Luftwaffe field company
857 th Grenadier Regt	342 Inf Divn	Leg	5	1w	Grenadier company
858 th Grenadier Regt	342 In Divn	Lrg	5	1	Grenadier company
9 th Werfer Brigade%		Leg	-	*	Werfer support
I SS PANZER CORPS					
980 th Grenadier Regt	272 Inf Divn	Leg	5	1	Grenadier company
981 st Grenadier Regt	272 Inf Divn	Leg	5	1	Grenadier company
982 nd Grenadier Regt	272 Inf Divn	Leg	5	1	Grenadier company
7 th Werfer Brigade%		Leg	-	*	Werfer support
Luftwaffe III Flak Corps%		Leg	-	*	Flak support

Axis Reinforcements:

The following units become available during the course of the campaign:

AXIS FORCES – reinforcements					
FORMATION	DIVISION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
LXXXVI CORPS					
21 Aufklarungs Bn (b)	21 Pz Divn	Recon	4	1w	Panzerspah company
731 st Festung Regt (a)	711 Static Divn	Leg	6	1w	Festung company
I SS PANZER CORPS					
1 st SS PzGren Regt (b)	1 SS Pz Divn	Motor	2	2	SS Panzergrenadier company
2 nd SS PzGren Regt (b)	1 SS Pz Divn	Motor	2	2	SS Panzergrenadier company
Kurt "Panzer" Meyer (c)		Motor	+1	-	Leader, affects 12 SS Pz Only
25 th SS PzGren Regt (c)	12 SS Pz Divn	Motor	2	2	SS Panzergrenadier company
26 th SS PzGren Regt (d)	12 SS Pz Divn	Motor	2	2	SS Panzergrenadier company

Reinforcement Arrival:

(a) – arrives in Troarn, afternoon, 19 July

(b) – arrive in Tilley La Campagne, eve 18-July

(c) – arrive at Moul, early morning, 19 July

(d) – arrive at Moul, noon, 19 July

Commonwealth Forces:

COMMONWEALTH FORCES – at start					
FORMATION	DIVISION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
I ARMY CORPS					
8 th Infantry Brigade	3 rd Inf Divn	Leg	4	3	British Rifle company
9 th Infantry Brigade	3 rd Inf Divn	Leg	4	3	British Rifle company
185 th Infantry Brigade	3 rd Inf Divn	Leg	4	3	British Rifle company
II CANADIAN ARMY CORPS					
7 th CAN Inf Brigade	3 rd CAN Inf Div	Leg	4	3	Canadian Rifle company
9 th CAN Inf Brigade*	3 rd CAN Inf Div	Leg	4	3	Canadian Rifle company
4 th CAN Inf Brigade*	2 nd CAN Inf Div	Leg	4	3	Canadian Rifle company
VIII ARMY CORPS					
"Pip" Roberts	11 Armd Divn	Motor	+1	-	Leader, affects 11 th Armored Division only
29 th Armored Brigade	11 Armd Divn	Motor	2	3	Armored squadron – Sherman
159 th Infantry Brigade	11 Armd Divn	Motor	2	3	Rifle company

Commonwealth Initial Deployment –

- Commonwealth formations may be deployed in any areas under Commonwealth control
- no more than 1 unit may initially be deployed in each area, other than the British Assembly area and Caen
- those units marked * must be deployed in Caen.

Commonwealth Reinforcements:

The following units become available during the course of the campaign:

COMMONWEALTH FORCES – reinforcements					
FORMATION	DIVISION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
II CANADIAN ARMY CORPS					
8 th CAN Inf Brigade (w)	3 rd CAN Inf Div	Leg	4	3	Canadian Rifle company
5 th CAN Inf Brigade (y)	2 nd CAN Inf Div	Leg	4	3	Canadian Rifle company
6 th CAN Inf Brigade (z)	2 nd CAN Inf Div	Leg	4	3	Canadian Rifle company
VIII ARMY CORPS					
5 th Gds Armd Brgd (w)	Gds Armd Divn	Motor	2	3	Guards Armored squadron – Sherman
32 nd Gds Inf Brgd (w)	Gds Armd Divn	Motor	2	3	Guards Rifle company
22 nd Armd Brigade (x)	7 Armd Divn	Motor	3	3	Armored squadron – Cromwell
131 st Inf Brigade (x)	7 Armd Divn	Motor	3	3	Rifle company
Inns of Court Regt (x)	Corps Asset	Recon	2	1	Armored Recon Squadron

Reinforcement Arrival:

(w) – arrives in Br Assy Area, early morning, 7/18

(x) – arrive in Br Assy Area, noon, 7/18

(y) – arrive in Caen, noon 7/19

(z) – arrive in Caen, afternoon 7/19

Axis Reinforcement Arrivals –

If the arrival area for Axis reinforcements is controlled by CW forces, the Axis force must wait until the next turn as normal, but may then either assault that area (requires passing an activation roll), or arrive at any friendly area adjacent to their normal arrival area.

Force Changes / Restrictions –

Flames of War forces are selected from the appropriate list as set forth in the Army List

Section. Each entry will note the base list to be used, plus any added or deleted options to accurately represent that formation.

Replacements –

- The Axis CiC receives 5 armor and 5 general replacement points each night turn
- The CW CiC receives 15 armor and 5 general replacement points each night turn
- Integration - both sides in this campaign use dedicated replacements

2.0 Campaign Timeline

The campaign commences the night of July 17th and ends by the night of July 20, 1944 (a total of 3 days).

Determining Weather –

The weather during this campaign started out dry and sunny, but several fronts brought rain squalls during the action, and it ended when a large system brought extended thunderstorms on the 20th, grounding airpower and making progress impossible in the driving rain and mud.

To reflect this, each turn commencing with the afternoon 7/18 turn, the Axis CiC rolls for weather at the start of each turn. On a roll of 6 the weather becomes overcast for the turn, on a roll of 7+ the weather becomes rain. Add 1 to the weather roll if the weather during the previous turn was overcast. In addition, from the noon 7/20 turn on, the Axis CiC adds 2 to this roll.

Weather Effects –

Weather other than clear affects operations as follows:

- Overcast – reduce Commonwealth airpower rolls by 1.
- Rain – no airpower will be present, double the movement costs for each type of connector.

Night –

Night turns have the following restrictions:

- no unit may enter an enemy-occupied area, otherwise units may move normally. Any unit moving more than 1 area suffers d6 general attrition points
- any unit may be ordered to reform at night – the unit must be in supply, and remain stationary or move no more than 1 area. The unit regains 1 armor & 3 general attrition points. Units required to regroup as a result of a previous combat may not move, but may still regain attrition points.

Operation Goodwood - Turn Record Chart

		4) Afternoon Jul 18 [w]		8) Morning Jul 19		12) Night Jul 19 [2]		16) Afternoon Jul 20 [w2]
1) Ely am Jul 18 [1, cr]		5) Evening Jul 18 [ar]		9) Noon Jul 19 [ar, cr]		13) Ely am Jul 20		17) Evening Jul 20 [w2]
2) Morning Jul 18 [1]		6) Night Jul 18 [2]		10) Afternoon Jul 19 [ar,cr]		14) Morning Jul 20		18) Night Jul 20 [w2]
3) Noon Jul 18 [cr]		7) Ely am Jul 19 [ar]		11) Evening Jul 19		15) Noon Jul 20 [w2]		

Milestones indicated on the turn chart above are:

[1] – conduct aerial bombardment / artillery barrage

[ar] - Axis reinforcements arrive

[w] – begin rolling for weather

[2] - replacements are available

[cr] - CW reinforcements arrive

[w2] - +2 to all weather rolls

3.0 Coordination and Barrage

Coordination:

Unlike other campaigns, the close terrain of Normandy and large force concentrations on both sides lead to tremendous intermingling of forces. To reflect this, units of a division do not have to be deployed in the same map area.

German forces were very flexible in groupings (kampfgruppen), and may be freely intermingled. A German unit may take as a support choice a single troop choice allowed to another formation in the same area for any tabletop action.

Commonwealth forces were more rigid in their structure. Commonwealth units may not occupy the same area, not assault the same area, unless they belong to the same division. Exceptions are:

- British Assembly Area and Caen – units of multiple divisions may occupy these staging areas.
- Corps units may freely occupy the same area as any other unit

If a Commonwealth force is forced to retreat into an area occupied by a unit from another division, it instead is placed in the closest assembly area (British Assembly Area or Caen).

Artillery Barrage:

On turns 1 and 2 the Commonwealth CiC receives a preliminary bombardment from his artillery batteries massed west of the Orne River.

A maximum of 4 areas may be bombarded; any area affected must be within 2 connectors of Caen or 4 connectors of the British Assembly Area.

The purpose of the barrage was to force the Axis forces to keep their heads down, preventing reaction to the advance. If troops followed the barrage closely they could overrun enemy positions before the disruptive effect of the barrage had ceased.

The effect of the barrage is as follows:

- Any Axis unit in a barraged area is immobilized for that turn
- If a barraged area is entered by Commonwealth units; roll 1d6 for each Axis formation present in the area. On a roll of 4+ the formation is dispersed. Subtract 1 from the die roll if the area is wooded or urban. Dispersed formations are removed from the campaign and return once they have rallied. Rallied units are available 2 turns after they are dispersed at either Moulton or Verrieres, as long as they remain under Axis control. Any formation with unit strength of 1w that is dispersed is instead destroyed.
- If an engagement is fought in the area the Commonwealth players receive the benefits of the preliminary bombardment special rule.

4.0 Aerial Operations

Aerial Bombardment –

Prior to the first campaign turn, the Commonwealth CiC plots out the areas that he will saturate with massed medium and heavy bombers. He receives enough British and American heavy bombers to saturate 9 areas; and enough American medium bombers (armed with fragmentation bombs) to saturate 6 areas. An area may only be saturated once; any additional bombers allocated to that area have no additional effect.

To determine the effect of the aerial bombardment roll one d6 for each area and consult the table below:

Aerial Bombardment Table		
Die Roll	Heavy Bombers	Medium Bombers
1	-	-
2	Immobilized	Immobilized
3	Immobilized	Stunned
4	Stunned	Stunned
5	Shattered	Stunned
6+	Shattered	Shattered

Add 1 to the die roll if the area contains a panzer unit, but still treat a natural roll of 1 as no effect.

The results of aerial bombardment are:

- Immobilized – all units in that area are immobilized and may not move for d3 campaign turns (roll separately for each unit present)

- Stunned – as immobilized, but in addition the unit fights at a disadvantage for any tabletop engagement during turns 1 or 2 (fields only 1250 points instead of 1500)

- Shattered – as stunned, but also permanently loses 1 point of unit strength for the duration of the campaign. If a formation has unit strength of 1 it is reduced to 1w, if a formation has unit strength of 1w it is destroyed (combat ineffective for the duration of the campaign).

Tactical Air Support –

During this period in the war the Allies maintained almost total air superiority over Normandy.

To reflect this, tactical air support is not purchased but rolled for once an engagement commences. On a roll of 1-4 or less the Allied player receives priority air support in each tabletop action, on a roll of 5-6 the Allied player receives sporadic air support in each tabletop action. Add 1 to the roll if the weather is overcast.

No air support is available to either side during a rain or night turn.

Overwhelming Air Superiority –

When rolling for the number of aircraft in a flight, the Allied player rolls 2 aircraft dice and takes the highest result.

5.0 Movement

The movement point (MP) cost to use each connector type is as follows:

Goodwood Movement Table		
Connector Type	MP Cost	Special Rules
Bridge	1	Maximum 1 unit per bridge may cross per turn
Road	1	-
Trail	2	Trails to or from an open area cost only 1 MP
Crossing Minefield	-	Maximum 1 unit may cross per turn
Crossing level railroad	+1	Cost is added to normal connector cost
Crossing embanked railroad	+2	Cost is added to normal connector cost

Effect of Airpower on Movement:

The total domination of the skies by the Allied airpower made daylight movement by German units, particularly vehicles, very difficult. Moving formations suffered significant casualties and were forced to move slowly and avoid obvious routes, and use extra camouflage.

To reflect this, any German unit moving more than one area in any weather other than rain or at night will suffer 1d6 general attrition points from air interdiction. German units can always choose to move more slowly to avoid this penalty.

Effect of Weather on Movement –

During a rain turn the MP cost for each connector type is doubled.

Dispersed Formations and Movement –

If all Axis units originally present in a bombed area were dispersed via an artillery barrage, any Commonwealth units moving into that area may continue their movement as if they had entered an unoccupied area. Commonwealth units still require an activation roll to enter such an area (as they don't know how effective the barrage was until they enter the area).

Supply Areas / Special Rules –

Supply areas for Axis formations are Tilly, le Hogue, Agences or Troarn. Supply Areas for the Commonwealth formations are the British Assembly Area and Caen.

Careful Planning –

The planning for Operation Goodwood was quite extensive. To reflect this:

- **Turn One** - All Commonwealth units starting in an area originally controlled by the Commonwealth are automatically activated on the first campaign turn
- **Subsequent Turns** - all Commonwealth units starting in Caen receive a +1 to their activation roll, any units starting in the British Assembly Area are automatically activated.

Axis Movement Restrictions:

The areas initially under Commonwealth control (shaded red on the map) were strongly garrisoned by units not involved in the offensive. No Axis unit may enter any of these areas at any time.

5.0 Movement (continued)

Movement Special Rules

Caen Plain Movement Types –

The Goodwood battlefield (Caen Plain) was quite crowded, and several connector types are present that affect the standard Khamsin movement process.

Minefields – no more than a single unit may pass along a minefield connector, regardless of direction, during a single campaign move. A force being attacked across a minefield connector may place two free minefields in each tabletop action fought during the turn the minefield connector is crossed.

Bridges – no more than a single unit may pass along a bridge connector, regardless of direction, during a single campaign move. A double bridge connector allows a maximum of 2 units in either direction. If more than the allowed number of units is ordered across a bridge the campaign organizer will randomly determine which units successfully cross and which are stuck in traffic and forfeit their move for that turn.

Railways – three rail lines bisected the Goodwood battlefield, and proved to be important obstacles in slowing the advancing forces. A connector crossing a banked railway costs an extra 2 MP to traverse, and a connector crossing a level railway costs an extra 1 MP to traverse.



6.0 Engagement Special Rules

Setting up the table –

This campaign uses the following terrain placement tables:

Basic Normandy table:

Roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

Terrain Table 1	
Terrain	Die Roll
None	1-2
Standing crops	3-4
Orchard	5
Small wood	6
Ridge or low rise	7+

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 8" and no more than 16" in length and width, and may cover no more than $\frac{1}{4}$ of the surface area of that section of the table.

Modify the results from the basic table based on the area terrain as follows:

- Open areas – subtract 1 from die rolls
- Village areas – defender may place 1 village in addition to other terrain

- Waterway terrain – the defender may place a 6" wide waterway along one table edge (not used for deployment) in addition to any other terrain

- Wooded terrain – defender may place 2 large (roughly 16" by 16") woods in addition to any other terrain rolled for. Do not subtract from any terrain rolls for an area with wooded terrain

- Ridge terrain – add 1 to die rolls, defender may place 1 additional ridge

Urban Areas –

Urban areas are an exception to the typical table set up rules – engagements in an urban area are fought out on a cityfight table.

A cityfight table is 4' by 4' and all terrain must be either building or street, with a maximum of one open space (park or equivalent) of up to 12" square.

The defender lays out the board, using as many ruined and intact buildings as possible. The attacker then may move up to d6 buildings by no more than 6" from their original location, leaving any open space or street terrain clear.

All engagements in an urban area are fought out as Not One Step Back missions unless they are played using the Total War rules.

6.0 Engagement Special Rules (Continued)

Terrain Specifics –

Village –

Each village should consist of 3+d3 buildings, and also include a small walled orchard of at least 6" by 6".

Villages in this area were mostly sturdy stone walled buildings. Any infantry standing touching or within a building or orchard wall is considered in bulletproof cover and concealed.

Standing Crops –

During the operation the area was covered with ripening crops, particularly wheat and corn. Standing crop fields provide extensive cover for personnel and light weapons - any infantry or man-packed gun team within an un-trampled standing crop field is considered concealed and cannot be spotted at less than 6" unless it fires. Standing crop fields are good going for vehicles. 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 cover or blocks line of sight.

Field Defenses –

Any Axis forces in an area noted as having field defenses may field the following in any tabletop actions – 24" of trench line, one AT obstacle and 4 elements of barbed wire.

Ridges –

The ridge areas were of huge tactical importance due to the generally flat terrain in this area. Any unit or vehicle on a ridge or hill can see over standing crop fields, but not woods. Ridges are treated as difficult ground and provide concealment to any team or vehicle on them.

Colombelles –

The Colombelles area was a major industrial and steelworking complex with very tall chimneys and the Axis forces used established observation posts located in the chimneys, which had an excellent view across the entire battlefield.

To reflect this, as long as the area remains under Axis control Axis forces in any tabletop action may use 1 off table observation attempt per turn with a view anywhere on the tabletop. The attempt uses the normal +1 die roll modifier for using an observer not directly from the firing battery.

Once Colombelles comes under Commonwealth control, this ability ceases as the observation posts are destroyed and Allied troops would not have time to re-establish them during the campaign action.

6.0 Engagement Special Rules (Continued)

Terrain Specifics (continued) –

Faux de Vaucelles –

Although the Allied forces had cleared Caen itself during Operation Charnwood, most of the crossings to Faux de Vaucelles were destroyed in the fighting.

To reflect this, any engagements fought out in Faux de Vaucelles where the attacking forces exclusively assaulted across a river allow the defending force to deploy an extra 100 points of troops in any tabletop actions.

Railroads –

Several railways bisected the battlefield and had a movement channeling impact that is reflected in the movement rules. They could also play an important role tactically on engagements in that area.

For any engagement on a connector where there is a railway crossing, the railway should be represented on the tabletop.

The railway should be placed along the table center line, parallel to the longest edges.

The railway has the following tabletop effects:

Level railway - the rail line does not block LOS but provides cover to stands / vehicles immediately behind it from any fire crossing the rail line.

Banked railway - the rail line is on an elevated embankment and blocks LOS crossing it unless either stand is immediately adjacent to it or physically on it. It provides bulletproof cover to stands / vehicles immediately behind it from any fire crossing the embankment.

There should be $d3 + 2$ crossing points, which are only 1 stand or vehicle wide. The remainder of the embankment is very difficult going to tracked vehicles, and impassable to any other vehicles.

Movement along the rail line itself once the embankment is negotiated is treated as clear terrain.

7.0 Allied Special Rules

Naval Bombardment –

The Allies maintained a strong naval presence off the Normandy coast, and those areas close to the coast were subject to bombardment with the big guns of the fleet.

To reflect this, the Commonwealth player may gain naval support for any engagement fought within 3 areas of the British Assembly Area. The support is considered to be the largest Allied artillery size offered in your tactical rules set. The Flames of War stats are shown below.

The Commonwealth must designate a single command or FO stand to call down the Naval fire, which will only range in on a roll of 6 for each attempt. The stand used to call down the naval fire may not move, shoot or observe for another battery during the turn it spots for the fleet.

	Range	ROF	AT	FP	Special Rules
Naval Bombardment	-	-	5	1+	<i>smoke bombardment</i>

8.0 Axis Special Rules

German Heavy Armor –

German forces during Operation Goodwood had access to a variety of heavy panzers, but they needed to be careful with them as replacements for any lost in action were few and far between.

To reflect this, German forces receive extra armor attrition when they lose any of their heavy tank models in action. Instead of 1 armor attrition point for each AFV lost, the Germans receive the following attrition if they lose any Panther, Tiger or Konigstiger models in action:

Situation	Armor Attrition Points
Each Panther lost	+2
Each Tiger lost	+3
Each Konigstiger lost	+5



8.0 Axis Special Rules

(Continued)

German Support Units –

The Germans fielded several support units which played an important role in the fighting – 7th and 9th Werfer Brigades and elements of the Luftwaffe III FlaK Corps.

Support units have no combat strength, but provide a support benefit to friendly combat units that are nearby. If the area they occupy is attacked the support is only available to units in that area, if that area is lost the unit is dispersed and plays no further role in the campaign.

In Operation Goodwood German support units have the following effects:

- **Werfer Brigade** – German formations in any action within 1 connector of the location of a Werfer HQ receive at no points cost a Rocket Launcher battery (p. 53, Fortress Europe) with one full strength launcher section, in any tabletop action. If the action is within 1 connector of the location of two or more Werfer HQs the formation receives at no points cost a Rocket Launcher battery with two full strength launcher sections.
- **FlaK Brigade** – German formations in any action within 1 connector of the location of the FlaK HQ receive at no points cost a Heavy Anti-Aircraft platoon (p. 53, Fortress Europe) with one full strength AA section including extra crew, in any tabletop action.

The platoon is a Luftwaffe platoon, rated reluctant trained, and is treated as an allied platoon to any non-Luftwaffe force.

German Field Fortifications –

Several FOW lists for formations used in the campaign allow the unit to deploy field fortifications for tabletop actions under certain conditions.

For the purposes of this campaign, the option to deploy field fortifications may only be exercised if the unit in question was stationary during the campaign move that generated the tabletop battle.

9.0 Winning the Campaign

Victory –

The goal of Operation Goodwood was to capture the key Bourgeois ridge, opening the way for a breakout toward Falaise. This is accomplished by creating and maintaining an unobstructed string of areas between the British staging area or Caen and Bourgeois, Tilley La Campagne or Verrieres.

Anything less than seizure of the ridge would not justify the expenditure of resources and fail in tying down the German mobile forces. Failure by the Commonwealth to do so by the end of the campaign results in an Axis victory.

10.0 Strategies:

Map Movement and Area Control –

The Allied objective is the Bourgebus ridge, securing it in force will at a minimum tie down the vast majority of the German panzer forces in this area and enable an American breakthrough to the west (Operation Cobra), and possibly lead to a true breakthrough in this sector. Recon forces are limited on both sides, but the terrain will naturally channel the advance and it should not be too hard to know where your enemy's forces are or will be.

Tactical / Tabletop –

Remember that you know the mission prior to planning your army list for a given engagement. Think through your plan for the action, remember the restrictions on deployment, etc. when setting up your force. This is a key element for achieving victory on the tabletop.

German - The German forces fall roughly in two groups, weak forces such as the 16th Luftwaffe and 342nd Grenadier Divisions, and the solid core of Heer and SS Panzer units backing them up. Your core units have lots of different options to bring to the tabletop, allowing lots of customization by mission and opponent if the Axis has good intelligence. This brings a tactical flexibility, which combined with some important weapons advantages (the 88mm PaK, Panther and even King Tiger tanks, etc.) makes the German units very tough through the campaign.

Commonwealth – on the other hand, playing the Commonwealth is really an exercise in getting a few basic things right. Infantry units have solid, tough infantry combined with decent armored support and excellent artillery. Armored units have decent tanks combined with, powerful artillery, but limited infantry support options.

You need to break out of the Orne bridgehead quickly, taking advantage of your tremendous naval, aerial and artillery firepower pre-planned for the initial turns.

You also have access to some excellent specialist weapons, such as AVREs, Crab mine flails and WASP carriers. These are particularly useful in clearing the many villages along your line of advance.

Utilizing your artillery capabilities, plus judicious use of your key Firefly tanks, is often the difference between victory and defeat on the tabletop.

11.0 Army List Section

Introduction –

All forces shown are fielded using the appropriate Flames of War book, or the equivalent for other rules systems.

Exceptions are noted in each nation's entry in this section.

Army List Details - Germany

21st Panzer Division / 22nd Panzer Regiment –

Rating: 21st Panzer Division units are rated Confident Veteran
List: Earth & Steel 21st Panzer Division Panzerkompanie list
Added units: none
Prohibited units: may field a maximum of 1 Konigstiger in a Heavy Tank Platoon; may not field SS-Panzergrenadier platoons

21st Panzer Division / Panzergrenadier Regiments –

Rating: 21st Panzer Division units are rated Confident Veteran
List: Earth & Steel 21st Panzer Division Panzergrenadierkompanie, Gepanzerte Panzergrenadierkompanie or Beute StuG Batterie* lists
Added units: none
Prohibited units: may field a maximum of 1 Konigstiger in a Heavy Tank Platoon; fortifications (see field fortification rules)
* - only forces from the 125th Panzergrenadier regiment may field a Stug Batterie

21st Panzer Division / Aufklarungs Battalion –

Rating: 21st Panzer Division units are rated Confident Veteran
List: Earth & Steel Aufklärungsschwadron or Panzerspahkompanie list
Added units: none
Prohibited units: may not field a Heavy Tank Platoon

16th Luftwaffe Field Division –

Rating: 16th Luftwaffe Field Division units are rated Reluctant Trained
List: Earth & Steel 16th LW Jagerkompanie
Added units: none
Prohibited units: none

272nd Infantry Division –

Rating: 272nd Infantry Division units are rated Confident Veteran
List: Fortress Europe Grenadierkompanie list
Added units – divisional support: 0-1 SS Artillery battery (Earth & Steel); 0-1 SS AAG battery (Earth & Steel)
Prohibited units: looted panzer platoons, fallschirmjager platoons, panzer platoons, heavy tank platoons, radio-controlled tank platoons, armored rocket launcher batteries; tank hunter platoons may not field Jagdpanther, Elefant or Hornisse

346th Infantry Division –

Rating: 346th Infantry Division units are rated Confident Veteran; Ost-Grenadier platoons are Reluctant Trained
List: Except as noted, use Fortress Europe Grenadier kompanie list
Added units – troops: 2 mandatory Ost-grenadier platoons (from Earth & Steel p.29)
Prohibited units: looted panzer platoons, fallschirmjager platoons, panzer platoons, heavy tank platoons, radio-controlled tank platoons, armored rocket launcher batteries; tank hunter platoons may not field Jagdpanther, Elefant or Hornisse

Army List Details - Germany

1st SS Panzer Division –

Rating: 1st SS Panzer Division units are rated Fearless Veteran
List: use the 1st/9th/10th SS Panzer Divisions in Normandy briefing on the FOW website
Added units: 0-1 panzer platoon may field a panzer kanone command vehicle for +65 points (see River of Heroes)
Prohibited units: may not field Heavy SS Tank platoons or Heavy Tank Hunter platoons, or fortifications (see field fortification rules)

12th SS Panzer Division –

Rating: 12th SS Panzer Division units are rated Fearless Veteran
List: Earth & Steel 12th SS Panzergrenadierkompanie list (only options designated for 12th SS Panzer)
Added units: none
Prohibited units: may not field Heavy SS Tank platoons or Heavy Tank Hunter platoons, or fortifications (see field fortification rules)

711th Festung Division –

Rating: 711th Festung Division units are rated Confident Trained; Ost-Grenadier platoons are Reluctant Trained
List: Except as noted, use the 716th Infantry Division briefing on the FOW website
Added units – divisional support: 0-2 additional Ost-grenadier or 711th ID grenadier platoons
Prohibited units: assault gun platoons, heavy ATG platoons, panzergrenadier platoons, motorized artillery batteries and fortifications (unless specifically allowed based on the area the occupy in the campaign)

Army List Details - Commonwealth

11th Armored Division / 29th Armored Brigade –

Rating: 11th Armored Division units are rated Confident Trained
List: use the Fortress Europe Armoured Squadron list, unit must be equipped with Shermans
Added units – divisional support: may swap out 0-1 carrier patrol for a platoon of 2 Churchill AVREs; and may swap out 0-1 armoured platoon for a platoon of 3 Sherman Crab tanks before deployment in any action where the unit is attacking (see D-Day pp. 28-30); may include a forward air controller (see Hell's Highway)
Prohibited units:

11th Armored Division / 159th Infantry Brigade –

Rating: 11th Armored Division units are rated Confident Trained
List: use the Fortress Europe Rifle Company list
Added units – divisional support: may swap out 0-1 carrier patrol for a platoon of 2 Churchill AVREs; and may swap out 0-1 armoured platoon for a platoon of 3 Sherman Crab tanks before deployment in any action where the unit is attacking (see D-Day pp. 28-30); may include a forward air controller (see Hell's Highway)
Prohibited units: Commando platoons

Guards Armored Division / 5th Guards Armored Brigade –

Rating: Guards Armored Division units are rated Confident Trained with the *unflappable* special rule (HQ, combat and weapons platoons)
List: use the Fortress Europe Armoured Squadron list, unit must be equipped with Shermans; add +25 points per Co HQ and all combat and weapons platoon costs
Added units – divisional support: may include a forward air controller (see Hell's Highway)
Prohibited units:

Guards Armored Division / 32nd Guards Infantry Brigade –

Rating: Guards Armored Division units are rated Confident Trained with the *unflappable* special rule (HQ, combat and weapons platoons)
List: use the Fortress Europe Rifle Company list; add +25 points per Co HQ and all combat and weapons platoon costs
Added units – divisional support: may include a forward air controller (see Hell's Highway)
Prohibited units: Commando platoons

Army List Details - Commonwealth

7th Armored Division / 22nd Armored Brigade –

Rating: 7th Armored Division units are rated Reluctant Veteran
List: use the Turning Tide 7th Armored Division Armored Squadron list
Added units: none
Prohibited units: none

7th Armored Division / 131st Infantry Brigade –

Rating: 7th Armored Division units are rated Reluctant Veteran
List: use the Turning Tide 7th Armored Division Lorried Rifle Company list
Added units: receives Sergeant Tom Stanley (warrior) for no points cost if a 6-pounder AT unit is fielded
Prohibited units: none

VIII Corps / The Inns of Court Regiment –

Rating: The Inns of Court Regiment is rated confident trained
List: use the Turning Tide 7th Armored Division Armoured Recce Squadron list
Added units: none
Prohibited units: none

3rd British “Iron” Division / Infantry Brigades –

Rating: 3rd British Division forces are rated Confident Trained
List: use the Turning Tide Rifle Company list for the 3rd British Infantry Division
Added units: may swap out 0-1 carrier patrol for a platoon of 2 Churchill AVREs; and may swap out 0-1 armored platoon for a platoon of 3 Sherman Crab tanks before deployment in any action where the unit is attacking (see D-Day pp. 28-30); may field Lt. George Wilson [as Capt. John Smith] for no points cost in the 8th British Brigade (warrior, p. 56 of Monty’s Meatgrinder).
Prohibited units: Commando platoons

3rd Canadian Division / Infantry Brigades –

Rating: 3rd Canadian Division forces are rated Confident Trained
List: use the Turning Tide Rifle Company list for the 3rd Canadian Infantry Division
Added units: may swap out 0-1 carrier patrol for a platoon of 2 Churchill AVREs; and may swap out 0-1 armored platoon for a platoon of 3 Sherman Crab tanks before deployment in any action where the unit is attacking (see D-Day pp. 28-30); may field Captain John Treleven for no points cost in the 7th Canadian Brigade (warrior, p. 56 of Monty’s Meatgrinder).
Prohibited units: Commando platoons

2nd Canadian Division / Infantry Brigades –

Rating: 2nd Canadian Division forces are rated Confident Trained
List: use the Turning Tide Rifle Company list for the 3rd Canadian Infantry Division
Added units: may swap out 0-1 carrier patrol for a platoon of 2 Churchill AVREs; and may swap out 0-1 armored platoon for a platoon of 3 Sherman Crab tanks before deployment in any action where the unit is attacking (see D-Day pp. 28-30)
Prohibited units: Commando platoons

Move and Attrition Sheet – Axis

Formation	Current Attrition Points			Attrition Status	Start Area	Destination Area	Via*
	Armor	General	Total				
22nd Panzer Regt / 21st Panzer Division							
125th Panzergrenadier Regt / 21st Panzer Division							
192nd Panzergrenadier Regt / 21st Panzer Division							
21st Aufklarungs Battalion / 21st Panzer Division							
31st Jager Regiment / 16th Luftwaffe Division							
32nd Jager Regiment / 16th Luftwaffe Division							
46th Jager Regiment / 16th Luftwaffe Division							
857th Grenadier Regiment / 342nd Infantry Division							
858th Grenadier Regiment / 342nd Infantry Division							
9th Werfer Brigade HQ / LXXXVI Corps							
980th Grenadier Regiment / 272nd Infantry Division							
981st Grenadier Regiment / 272nd Infantry Division							
982nd Grenadier Regiment / 272nd Infantry Division							
7th Werfer Brigade HQ / I SS Panzer Corps							
Luftwaffe III FlaK Corps							
713th Festung Regiment / 711th Static Division							
1st SS Pzgrenadier Regt / 1st SS Panzer Division							
2nd SS Pzgrenadier Regt / 1st SS Panzer Division							
25th SS Pzgrenadier Regt / 12th SS Panzer Division							
26th SS Pzgrenadier Regt / 12th SS Panzer Division							

* indicate the area to be moved through to get to the destination if the formation is moving through multiple areas

Move and Attrition Sheet – Commonwealth

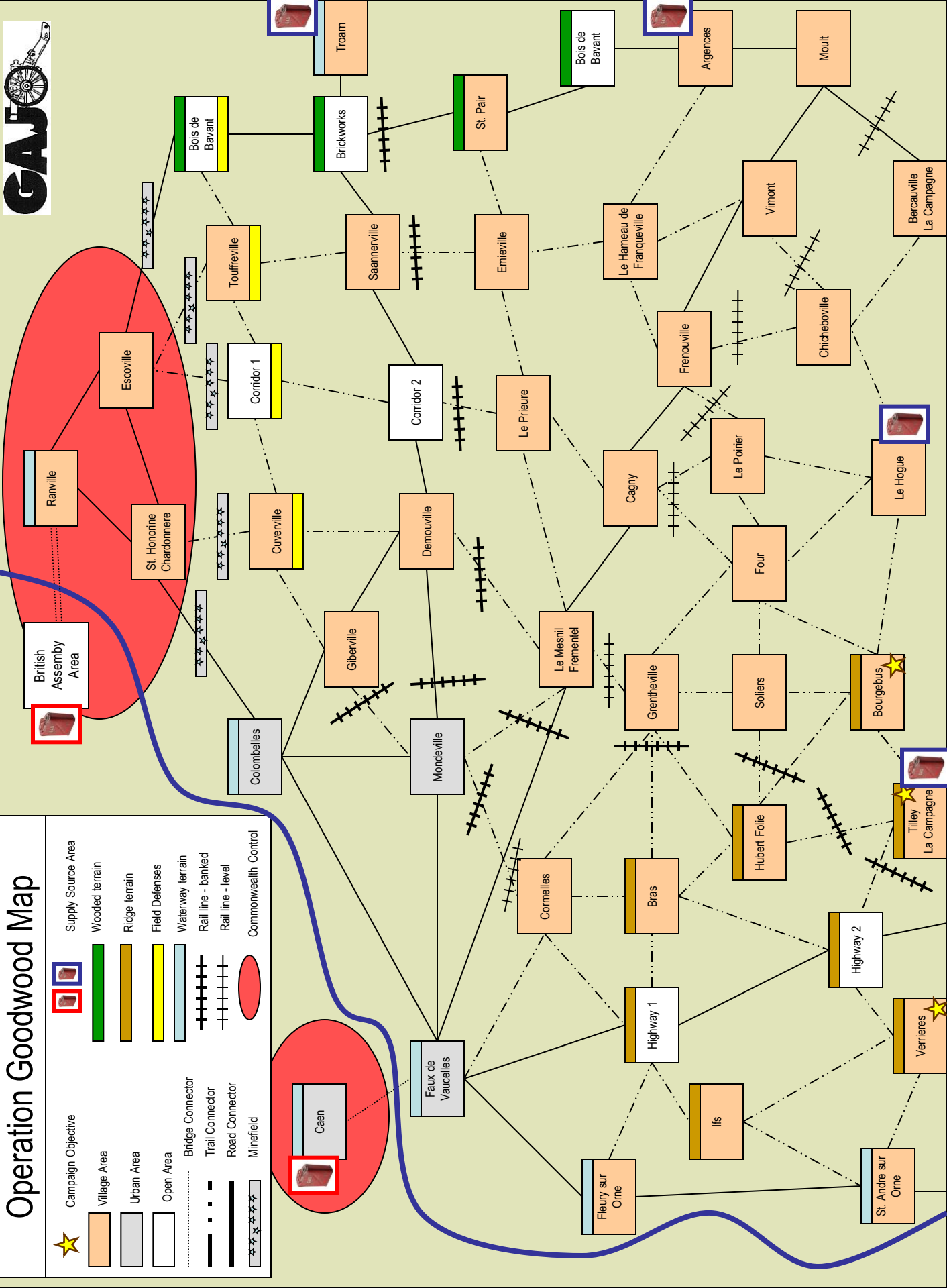
Formation	Current Attrition Points			Attrition Status	Start Area	Destination Area	Via*
	Armor	General	Total				
29 th Armored Brigade / 11 th Armored Division							
159 th Infantry Brigade / 11 th Armored Division							
8 th Infantry Brigade / 3 rd British Division							
9 th Infantry Brigade / 3 rd British Division							
185 th Infantry Brigade / 3 rd British Division							
7 th Infantry Brigade / 3 rd Canadian Division							
8 th Infantry Brigade / 3 rd Canadian Division							
9 th Infantry Brigade / 3 rd Canadian Division							
4 th Infantry Brigade / 2 nd Canadian Division							
5 th Infantry Brigade / 2 nd Canadian Division							
6 th Infantry Brigade / 2 nd Canadian Division							
5 th Gds Armored Brigade / Guards Armored Division							
32 nd Gds Infantry Brigade / Guards Armored Division							
22 nd Armored Brigade / 7 th Armored Division							
131 st Infantry Brigade / 7 th Armored Division							
Inns of Court Regiment / VIII Corps							

* indicate the area to be moved through to get to the destination if the formation is moving through multiple areas



Operation Goodwood Map

Campaign Objective		Supply Source Area	
	Village Area		Wooded terrain
	Urban Area		Ridge terrain
	Open Area		Field Defenses
	Bridge Connector		Waterway terrain
	Trail Connector		Rail line - banked
	Road Connector		Rail line - level
	Minefield		Commonwealth Control



Battle Outcome Sheet

Overview –

Location of Battle: _____

Outcome –

Winning Side: _____

Winner's Victory Points: _____

Loser's Victory Points: _____

Axis Losses	Losses:				Attrition Points:		
	AFV Platoons Lost	Total AFVs Lost	Other Platoons Lost	Other Platoons Below ½ Strength	Armor	General	Total
Parent Formation:							

Allied Losses	Losses:				Attrition Points:		
	AFV Platoons Lost	Total AFVs Lost	Other Platoons Lost	Other Platoons Below ½ Strength	Armor	General	Total
Parent Formation:							

Khamsin Goodwood – Key Charts

Aerial Bombardment Table		
Die Roll	Heavy Bombers	Medium Bombers
1	-	-
2	Immobilized	Immobilized
3	Immobilized	Stunned
4	Stunned	Stunned
5	Shattered	Stunned
6+	Shattered	Shattered

Terrain Table	
Terrain	Die Roll
None	1-2
Standing crops	3-4
Orchard	5
Small wood	6
Ridge or low rise	7+
<p>Open areas – subtract 1 from die rolls</p> <p>Village areas – defender may place 1 village in addition to other terrain</p> <p>Waterway terrain – the defender may place a 6" wide waterway along one table edge (not used for deployment) in addition to any other terrain</p> <p>Wooded terrain – defender may place 2 large (roughly 16" by 16") woods in addition to any other terrain rolled for. Do not subtract from any terrain rolls for an area with wooded terrain</p> <p>Ridge terrain – add 1 to die rolls, defender may place 1 additional ridge</p>	

Naval Bombardment Table					
	Range	ROF	AT	FP	Special Rules
Naval Bombardment	-	-	5	1+	<i>smoke bombardment</i>

Attrition Table		
Situation	Armor Attrition Points	General Attrition Points
Each AFV lost (except *)	+1	-
Each AFV platoon counting as lost	+2	-
Every 3 light AFVs lost	+1	-
Each non-AFV platoon reduced below ½ strength	-	+1
Each non-AFV platoon counting as lost (including light AFV platoons)	-	+3
Each independent team counting as lost	-	+1
Each Panther* lost	+2	-
Each Tiger* lost	+3	-
Each Konigtiger* lost	+5	-

Khamsin Goodwood – Key Charts

Operation Goodwood - Turn Record Chart

		4) Afternoon Jul 18 [w]		8) Morning Jul 19		12) Night Jul 19 [2]		16) Afternoon Jul 20 [w2]
1) Ely am Jul 18 [1, cr]		5) Evening Jul 18 [ar]		9) Noon Jul 19 [ar, cr]		13) Ely am Jul 20		17) Evening Jul 20 [w2]
2) Morning Jul 18 [1]		6) Night Jul 18 [2]		10) Afternoon Jul 19 [ar,cr]		14) Morning Jul 20		18) Night Jul 20 [w2]
3) Noon Jul 18 [cr]		7) Ely am Jul 19 [ar]		11) Evening Jul 19		15) Noon Jul 20 [w2]		

Milestones indicated on the turn chart above are:

[1] – conduct aerial bombardment / artillery barrage

[ar] - Axis reinforcements arrive

[w] – begin rolling for weather

[2] - replacements are available

[cr] - CW reinforcements arrive

[w2] - +2 to all weather rolls

ATTRITION EFFECTS

<u>Cumulative</u>		<u>Unit Effect</u>
<u>Armor Attrition Points</u>	<u>Total Attrition Points</u>	
15	-	Reduce the maximum vehicles for any AFV platoon fielded from this unit by 1
30	-	Reduce the maximum vehicles for any AFV platoon fielded from this unit by 2
-	40	-1 to all activation rolls
-	60	Unit deploys 1 less stand (of majority type) in each platoon fielded in any tabletop action; -2 to activation rolls
-	120	Unit is combat ineffective

Reduce maximums – simply reduce the maximum number of AFVs allowed in any given platoon on the list by 1. For example, an Italian Medium tank platoon is allowed a maximum of 5 M14 tanks. At 15AP it may only field 4, and at 30 AP it may only be fielded with 3 tanks. For reduced maximums note that the cost of the unit is adjusted (only pay for 4 tanks in the example above)

Deploy 1 less stand – units at this level of attrition pay normal points for all of their platoons, but when fielding them 1 stand of the majority type is removed at deployment. For example, a German panzergrenadier platoon is bought at full strength with 1 command MG team and 6 MG teams. It deploys only 1 command MG and 5 MG teams on the table, the other team already counting as lost. If in effect, this replaces any maximum AFV restriction.

Khamsin Goodwood – Key Charts

Goodwood Movement Table		
Connector Type	MP Cost	Special Rules
Bridge	1	Maximum 1 unit per bridge may cross per turn
Road	1	-
Trail	2	Trails to or from an open area cost only 1 MP
Crossing Minefield	-	Maximum 1 unit may cross per turn
Crossing level railroad	+1	Cost is added to normal connector cost
Crossing embanked railroad	+2	Cost is added to normal connector cost
Movement Allowance		
Mobility	Movement Points per Turn	
Recon	6	
Motor	4	
Leg	2	

Both forces moving			Defender stationary			Defender stationary in fortifications	
Die Roll	Encounter Type		Die Roll	Encounter Type		Die Roll	Encounter Type
1	Free for all		1	Hold the Line		1	Trench Fight
2	Free for all		2	Hold the line		2	Trench Fight
3	Encounter		3	No retreat		3	The Big Push
4	Encounter		4	No retreat		4	The Big Push
5	Encounter		5	Breakthrough		5	The Big Push
6	The Cauldron		6	Hasty Assault		6	Breakout