

BLITZKRIEG COMMANDER

Post-Play Tabletop Wargame Rules For Combined-Arms Operations, 1941-45

www.blitzkrieg-commander.com

Operation Goodwood

by Bob Barnetson bob.barnetson@3web.net

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On 22 July 1944, the British advance in Operation Goodwood was stalled outside of Caen, having outrun its artillery support and with heavy clouds precluding air cover. The British were then subject to a counterattack from 1st SS Leibstandarte Adolf Hitler (LAH).

The scenario depicts a portion of the 1st SS counter-attack on the British forces in St. Awry. The Germans must enter St. Awry before the cloud cover breaks and the dreaded Jabos show up.

Victory Conditions: The German player must move at least 1 infantry and 1 armour unit into St. Awry before the end of the game. The game ends when the clouds disperse and the British player successfully rolls for air support.

There are 30 points of cloud cover when the game starts. At the beginning of every turn, the British player rolls 1d6 and subtracts this number from the cloud cover. Once the cloud cover is zero, the British player rolls 1d6 at the start of each subsequent turn. On a 6, the Jabos arrive and the German attack is thwarted.

Terrain: This scenario is designed for 6mm. Our table is 4-foot square. The Germans enter on the south edge.

 **German Forces:** Enters south board edge

The German troops of the 1st SS Leibstandarte Adolf Hitler (LAH) were top-rate and well equipped. The Command rolls for the CO is 10 and the HQ is 9. The German units comprise:

1 CO, 1 HQ	1 Tiger
1 st Platoon (2 squads, 1 MG)	1 Jadgpanther
2 nd Platoon (2 squads, 1 engineer w flame)	4 Panthers
5 Sdkfz 251 half-tracks and 2 armoured cars	1 MG and 2 Mortars

 **British Forces:** Sets up on north half of board.

A mixed and beat-up infantry/tank unit is holding St. Awry as it awaits reinforcements. Command Rolls for the CO is 9 and the HQ is 8. The British units comprise.

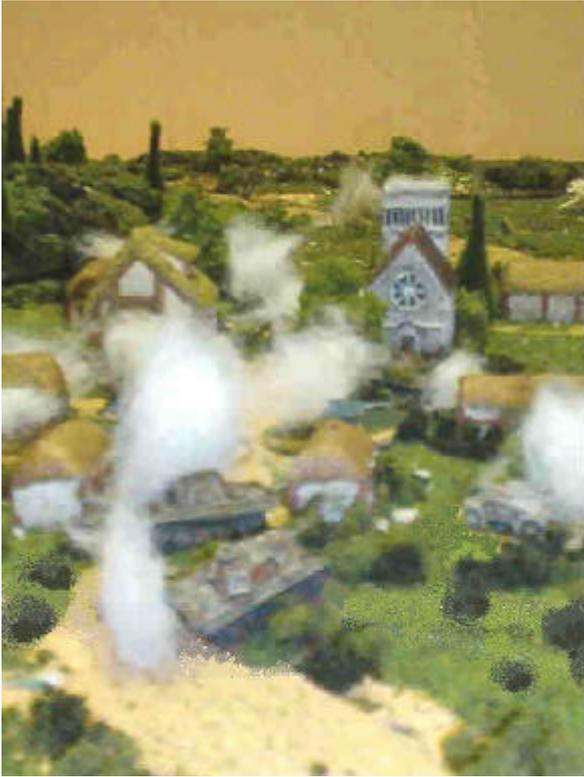
1 CO, 1 HQ	7 Sherman 75s
1 st Platoon (3 squads, 1 MG, 1 Mortar)	3 Sherman Fireflies
2 nd Platoon (3 squads, 1 MG, 1 Mortar)	1 Sherman 105



St. Awry is located 6 inches from the middle of the north edge.

The eastern portion (12") of the table contains bocage terrain which is essentially impassable to tanks and half-tracks unless there are clear gaps or roads. The western portion (12") of the table is waterlogged, again being impassable to tanks and half-tracks. The middle 24" inches is dry, has a windy road towards the town and has fields, low hedges and a few trees.

Set-up: The British player sets up anywhere on the northern half. The British player may set up hidden. The German player comes on anywhere on the southern edge of the board on a successful command roll.



DESIGNER'S NOTES: The scenario was adapted for the Blitzkrieg Commander ruleset from one published by Rich Jones on the Wargames Journal (www.wargamesjournal.com). Hopefully he isn't too upset by this! As Jones notes, this scenario is one of the few chances wargamers have to game a German attack without Allied air and artillery beating the Germans to bits.

The German forces are significantly more powerful (but less numerous) than the British but must contend with difficult terrain, hidden British defenders, and the unknown time factor. The German heavy tanks also have a restricted firing arc (90 degrees vs. 180 degrees) reflecting their slow turret turning.

The game really turns on the random weather element that should enhance replayability and may well dictate the German tactic. If your table is smaller (or your minis larger with doubled movement rates), then reduce the number of dice you roll for weather. This game takes around 90 minutes but you can always switch sides.

The game is designed for 2 players but could accommodate 3 with the inexperienced players splitting the thick-skinned German tanks. Our game saw the German players establish a fire base with the heavier tanks while maneuvering three Panthers and some infantry up the flank. Although the British could suppress the heavy armour, they had difficulty killing it (only the Tiger ended up burning—much to its owner's surprise) while the Shermans proved highly flammable. The Germans eventually neutralized enough Brits to take the town.

A few practical issues. We attached tags to the base of each unit with the key stats so movement and combat could be resolved quickly. This helps new players a lot but can be fiddly so a quick reference card might be just as effective. The optional opportunity-fire rule is also a good one to try out with this scenario.

Thanks to playtesters Ian and Bruce McFarlane from the Edmonton Wargamers Group and Pete at the Wargames Directory. And I suppose Rich Jones for the inspiration!