At 0745hrs on 18 July, 1944, 3rd Division began its part of Operation Goodwood. Initial progress was fast, the German defenders stunned after hours of heavy bombing and shelling, with Sannerville being captured around midday. The next objective was the chateau at Banneville-la-Campagne.

The Out of Luck scenario uses the Disorganised Counterattack (see page 78), No Retreat (below), and Prepared Positions (see page 264 of the rulebook) special rules.

YOUR ORDERS

BRITISH
Capture and clear Banneville-la-Campagne and the surrounding area. Hold this position as the flanking brigades exploit to Troarn and Manneville.

GERMAN
Halt the British attack at all costs. Do not give up your positions. You must protect the artillery positions at Banneville-la-Campagne and prevent a British breakthrough.

PREPARING FOR BATTLE
1. Set up the terrain as shown on the next page. The table is 4'/120cm by 6'/180cm.
2. The German player places their starting troops in their deployment area. The Heavy Anti-tank Platoon and Sniper teams are held off the table in Ambush. The rest of their force remains off-table in Random Reserve.
3. The German artillery observer teams can deploy anywhere in the German deployment area.
4. The British player deploys their entire force in their deployment area.

BEGINNING THE BATTLE
1. All German troops on the table start the game in Prepared Positions.
2. The British player has the first turn.

ENDING THE BATTLE
The battle ends at nightfall at the start of British turn 10 after making their Company Morale Check if necessary.

DECIDING WHO WON
There are three objectives, all buildings. These are: Banneville-la-Campagne, the Chapel, and the House by the Caen-Troarn Road.

The player holding the most objectives at the end of the game wins.

NO RETREAT

The battle around Sannerville-la-Campagne Chateau was very disjointed from the German perspective. The heavy British bombing disrupted communications and left the German troops to fight their own individual battles. Aware of the importance of the battle and Hitler's 'No Retreat' orders, the soldiers fought, and died, where they stood.

The German forces in the Out of Luck scenario always pass Company Morale Checks that they need to take, even though they have no Company Command team.
As the Suffolks continued their advance southward after capturing Sannerville, they crossed the main east-west Troarn-Caen road approaching the chateau of Banneville-la-Campagne, their final objective for the day.

The Banneville-la-Campagne Chateau is a large building with a two-storey centre and two more rooms making up the east and west wings. Use the Multi-room Buildings rules on pages 24 and 28 of the rulebook for this building.

The stream running across the battlefield is Very Difficult Going and provides Bulletproof Cover and Concealment to stationary infantry in the stream, sheltering against the steep banks.

Although the woods in the western half of the battlefield are badly damaged by bombing and shelling, they still count as normal Woods and are Difficult Going.

The Orchards to the east are more open. While they are area terrain like Woods and count as Difficult Going, they only Conceal teams within them. They are open enough that teams within or beyond the orchard can see and be seen at any distance.

The remaining terrain is open fields of dry grass, covered in thin grey dust from the bombed-out ruins of Sannerville.
Kampfgruppe Luck was one of the first units in combat on D-Day. It has been in constant combat since then. Despite being reinforced with part of 16. Felddivision (LW), the constant hammering of British artillery and battles fought to contain the bridgehead across the Orne have taken their toll. Most companies are now just platoons.

Operation Goodwood penetrated deep into the German defensive lines. Banneville-la-Campagne was an artillery position with reserve tank units hidden in woods just a few thousand metres away, where they suffered heavily from the bombing. The main defences were manned by 16. Felddivision (LW) backed up by Oberst von Luck's 125. Panzergrenadierregiment. These were supported by 8.8cm anti-tank guns from 1039. Artillerie-PaK-Abteilung and 8.8cm anti-aircraft guns of III Flaksturmkorps.

The German forces counterattacking later in the day came from a wide variety of units. The new Königstiger tanks of 503. Schwere Panzerabteilung launched several counter-attacks to protect Troarn. The surviving Panzer IV tanks of 21. Panzerdivision mainly headed south to counterattack the armoured penetration, joining Becker's StuG batteries fighting a running battle on the flanks of the attack.

Starting with their third turn, the German player rolls one die each turn for their reserves. The score on the die determines which platoon arrives from reserve. As an example, a roll of 4 would have a StuG Platoon arrive from reserve.

If the roll is the same as a number that has already been rolled, then take the next lower number if that platoon has not yet arrived, and bring it on now instead. If both the rolled platoon and next lower platoon have already arrived, then no reserves arrive this turn.

Roll another die to determine which point the reserve platoon will arrive. On a roll of 1 or 2 the platoon arrives at 1 in the corner of the table. On a roll of 3 or 4 the platoon arrives at 2 along the southern road. On a roll of 5 or 6 the platoon arrives at 3 along the eastern road.

Major Hans von Luck arrives with the first Reserve platoon to arrive. The German player can choose whether he arrives in a tank or in his Kübelwagen. If he arrives in a tank, then the Panzer Platoon has a maximum of four tanks when it arrives. Unlike normal Reserves, Major Von Luck does not get to re-roll the reserves die roll in this scenario.
Lieutenant General Simonds, commanding II (Canadian) Corps, wasn’t the first to think of using armoured artillery carriages as armoured personnel carriers, just the first to actually do it.

Lieutenant General Crocker of I Corps had suggested converting Priest self-propelled guns into armoured personnel carriers for Operation Goodwood, but was turned down as the benefits were not perceived to be sufficient. After the 1st Battalion, the Suffolk Regiment

Lieutenant Colonel Gough
7 Platoon, A Company
8 Platoon, A Company
16 Platoon, D Company
17 Platoon, D Company
7 Platoon, 2nd Bn, The Middlesex Regiment (MG)
45 Battery, 20th Anti-tank Regiment, Royal Artillery
303 (Fife) Battery, 76th (Highland) Field Regiment, Royal Artillery

B Squadron, 13/18th Hussars
B Squadron, 13/18th Hussars
6 Troop, 13/18th Hussars
7 Troop, 13/18th Hussars

The 1 Suffolks had the dubious honour of leading the advance for 8 Brigade. After clearing Sannerville, B and C Companies were left holding the town while the rest of the battalion attacked the defenders of Banneville-la-Campagne with B Squadron of the 13/18th Hussars in support. By this stage most companies were severely weakened by casualties and barely strong enough to field two platoons.

Casualties amongst supporting troops were much lighter, so they could count on plentiful support from the machine-gunners and the Royal Artillery anti-tank and field artillery. Fortunately the Germans were short of troops too and were unable to mount a strong defence. The Banneville-la-Campagne chateau was cleared in an hour and a half.

BRITISH KANGAROOS

While a major breakout eluded the Allies for the first two months of the campaign, small-scale breakthroughs like the 3rd Division’s were reasonably common in every operation from Epsom to Bluecoat.

You could play the Out Of Luck scenario with a US Rifle Company attacking to represent one of the small US breakthroughs on the road to St. Lô by the 29th Infantry Division. The battle represents the Americans pushing through the German lines on a narrow sector trying to take a chateau before the German counterattack arrives to stop them.

For this scenario, replace the Machine-gun Platoon with an Ammunition and Pioneer Platoon for the Americans and change the German Königstiger tanks into Panther tanks.

You might also want to change the map to add fields surrounded by Bocage hedgerows around the Orchard and across much of the table apart from the chateau grounds. While this will slow the US advance, it will also limit the German fields of fire and slow down their reserves as well.

OTHER PLACES, OTHER TIMES