

# Route Tiger (Utrechtsweg)

Sunday 17th September

Scenario written by Andy Parkes

## British Player Briefing

### Situation

#### **Lt-Col John Fitch 3<sup>rd</sup> Parachute Bn (1<sup>st</sup> Para Brigade) 15.00Hrs 17th September 1944 Wolfheze Holland**

You started landing at 14.00 hrs on the 17th Sept, and at 14.08 hrs 156 Para moved off towards LZ-L, your orders are to advance into Arnhem along route Tiger (Utrechtsweg), you are to follow the Utrechtsweg into Arnhem. Your priorities are to

- (a) Seize and hold Arnhem in order of priority
- 1) Main bridge
  - 2) Pontoon Bridge

You have attached to your force a troop of 6pdr anti-tank guns from 1st Air landing anti-tank battery RA, plus a section from 9<sup>th</sup> Field Coy RE.

Resistance in the area is believed to be slight, so all effort and speed is to be made towards your objectives.

1 Para are advancing along Route Leopard (Amsterdamsweg) to your North and 2 Para are advancing along the Rhine route Lion.

### Mission

You are to advance into Arnhem (Eastern Edge) with all units intact, and take up positions to defend the bridge and South bank of the Rhine.

9<sup>th</sup> Field Coy RE is to start setting up its HQ at Hotel Wolfheze.

# British Deployment, Notes & Special Rules

## **Turn 1** 16.00hrs

B Coy is to lead followed by C coy and finally A company as reserve, all ME's must arrive in column along the road from South West. Bn HQ can enter anywhere after the rear of B Coy and in front of A Coy. 3<sup>rd</sup> Light Btty available **NOTE:-** No FOO available as yet.

## **Turn 3** 16.40

Engineers arrive from the South West along road

## **Turn 7** 18.00 hrs

Airborne Recce arrive from the South West along road

## **Turn 9** 18.40 hrs

FOO (Capt Griffiths 3<sup>rd</sup> Light Btty) is now available enters from South West along road.

## **Discipline Rating**

All MEs are VET.

## **Off board Artillery**

Direct Fire Support originates from the South Western table edge.

Direct Fire Support will be given by 3<sup>rd</sup> Lt Btty, 1st Air Landing Light Regiment RA.

## **Transport**

All company transport must be placed on table. Jeeps can carry 2T not 1T. Softskin vehicles do count as casualties for VP purposes, but not to ME size for manoeuvre rolls.

## **Hidden Unit Status**

No British units count as hidden units at the start of the game.

## **Flares and Smoke**

2" Mortars may fire unlimited dissipating smoke during the game. All other on table smoke capable units may only fire smoke once during the game. Off board artillery may not fire smoke or mixed missions.

## **Sniper Activity**

Nil

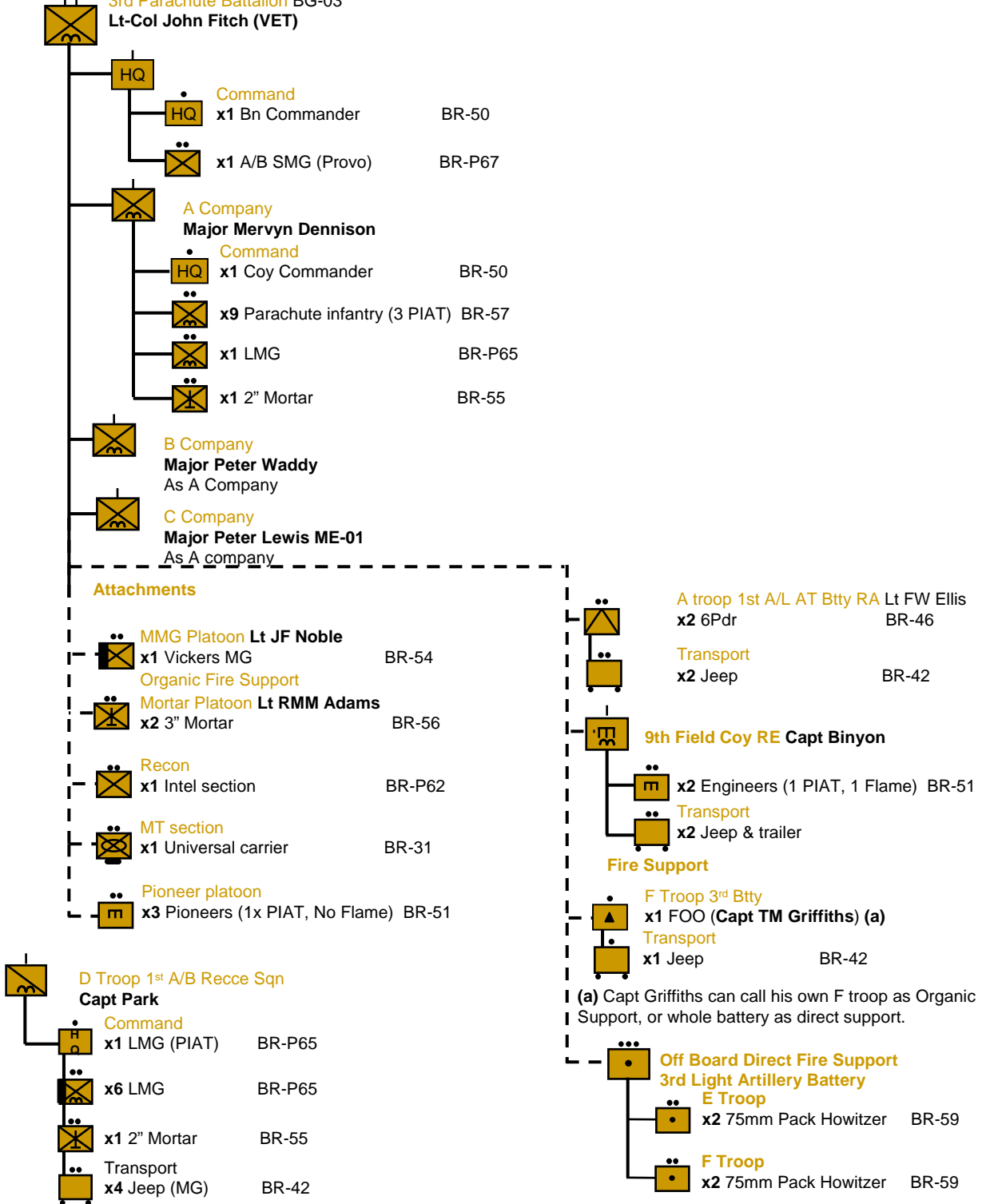
## **Game Length**

Will last for 16 turns when KG Krafft pulled back to the defence line of the Dreyensweg, turns 09-12 will class as dusk and turns 13-16 will class as night turns.

## **Campaign Rules**

Any units that manage to exit off the board can be used in the scenario "**Hold until relieved**".

Any survivors who do not make it off board from this scenario will be used for the "**St Elizabeths**" Scenario.



All jeeps in Recce can carry 2T not 1T

## **Victory Conditions**

The German player earns VPs solely from losses he inflicts on the British, as per table below

The British player earns VPs from both losses he inflicts on the German and also the strength of the ME exited

## **Victory Points Table**

**1VP** Each enemy manoeuvre element with 25% casualties OR one knocked out armoured vehicle / gun.

**2VP** Each enemy manoeuvre element with 50% casualties OR two knocked out armoured vehicle / guns.

**3VP** Each enemy manoeuvre element with 75% casualties or greater

**1VP** Each additional knocked out armoured vehicle or gun.\*

**2VP** British ME exiting off west board edge with less than 25% losses.

**1VP** British ME exiting off west board edge with 25 - 50% losses.

## ***British German***

**Major** Double the German player VP Double the British player VP

**Minor** More VP than German player More VP than British player

**Draw** Equal VP earned

## **Optional Rules.**

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf>

## **Dawn / Dusk Rules**

## **Night Rules - Good Visibility**

## **Not All Destroyed Vehicles Burn**

## **Multi Level BUS**

## **Grazing Fire**

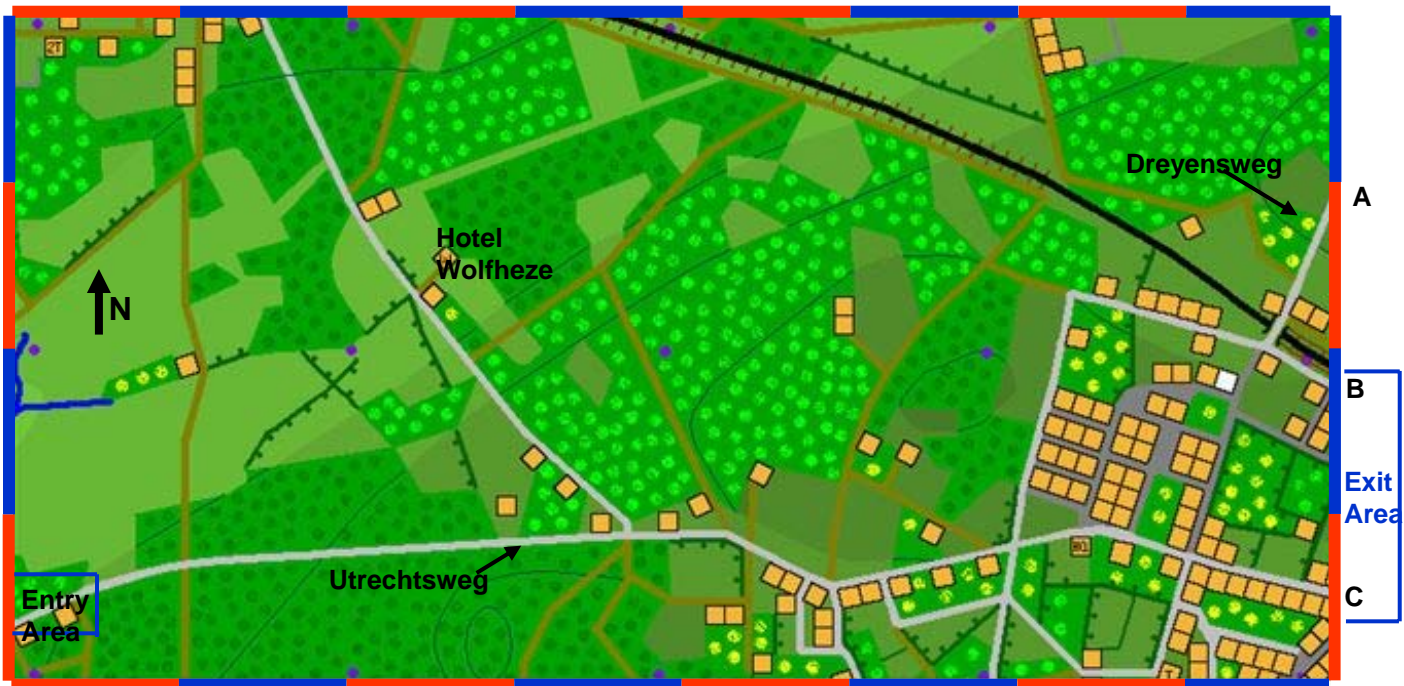
## **Sneak Manoeuvre Action**

## **Fire**











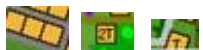
## **Improved Position Clarification**

## **Destroying BUS and Rubble**

## **Lanes, Streets & Roads & Rubble**



The map is 4' x slightly less than 8'. Each division along the side represents one foot.  
 The ground slopes up from the West to the east as represented by the small green contour lines, for game purposes there are 5 terrain levels:

-  Level 0 with shallow stream
-  Level 1,2,3 - brush covered "clear" - No cover, -1 to spot
-  Level 4 with hill and contour line (just West of the town)
-  Woods with undergrowth
-  Cleared woods
-  Orchard
-  High Hedgerow
-  RR embankment - Blocks LOS, vehicles may only cross at Dreyensweg
-  Rough track - negates surrounding terrain, but no road bonus
-  Paved Road
-  Built up sectors - see Blood & Honour optional rules

Note that the purple dots scattered throughout the map were reference points on the original terrain grid and have no effect on