

German Player Briefing

Situation

(Hauptsturmführer Josef Sepp Krafft), 14:30 17th September 1944
Wolfheze, Holland.

You have been on manoeuvres in the woods opposite Renkum Heath and since 13.50 Hrs; you have watched an air armada drop thousands of Fallschirmjäger onto the Heath. You immediately despatched your 2nd Kompanie to harass the airborne troops before they could form up.

The obvious objectives would be the crossings at Arnhem; you are the only unit available to slow the advance down. You have been made aware that Bittrich's II SS panzer Corps is sending units to form a blocking line to your East; you have been advised that you will fall back onto this line for re-arming.

Your motorised reconnaissance platoon is situated on the lower road near the bank of the Neder Rhine, and you have now set up your HQ at the Wolfheze hotel. You have now allocated the 2nd Kompanie to the defence of the crossroads at the Utrechtsweg, forming a curved line South from Hotel Wolfheze to the cross roads.. The 4th Kompanie has been despatched to dig in on the rail embankment, and cover the roads running parallel to it. Your 9th Kompanie is on its way here from Arnhem itself and will be used as a reserve Koy. The heavy weapons are dug in around the Hotel and surrounding area.

Panzerjäger 9 from the 9th SS division will be in place at the junction of the Amsterdamsweg and the Dreyensweg at about 15.00 Hrs. There is a Luftwaffe unit from Deelen Airfield to your North east, at the junction of the Wolfhezeweg and the Amsterdamsweg

Mission

To hold your position till 21.00 Hrs before pulling back to reserve positions, and cause as many casualties as possible on the British..

German Deployment, Notes & Special Rules

Turn 1 16.00 hrs

All units start dug in (IP1) and hidden anywhere to the East (Right hand side of map) along the defence line as shown on the map. Use hidden markers for setup, you can place up to 4 extra dummy markers in your setup area. Removed once spotted using Infantry size target. **They cannot set up to the South of the Utrechtsweg**

Turn 4 17.00 hrs

Armoured units arrive from the eastern edge, JagdPzIV must arrive from point A, Sdkfz 222 can arrive from any point A - C. Use hidden markers until spotted or fire.

Due to the confused tactical situation and fear of ambush all armoured vehicles must move at half speed until within command radius of a friendly command stand. They can be attached to any ME.

Turn 5 17.20 hrs (SPECIAL NOT TO BE READ BY BRITISH)

General Kussin leaves the Wolfheze Hotel after briefing Hauptstrumführer Krafft, he must move via main road at normal road speed and leave via point C on the map by the shortest route. British get 2 VP's for killing the area commander.

Turn 6 17.40 hrs

9th Kompanie arrive via transport anywhere along the Eastern edge points B or C, randomly dice for arrival point. Use hidden markers until spotted or fire.

Discipline Rating

See relevant Orbats

On board Artillery

Organic Fire Support will be given by Battalion heavy weapons, 8cm mortars can be allocated out to separate ME's if required. The Wurfgerät-40 can only fire once.

Transport

All company transport must be placed on table. Trucks can carry 3T not 2T. Softskin vehicles do count as casualties for VP purposes, but not to ME size for manoeuvre rolls.

Hidden Unit Status

All units count as hidden units at the start of the game.

Flares and Smoke

All on table smoke capable units may only fire smoke once during the game except the Wurfgerät-40. Off board artillery may not fire smoke or mixed missions.

Sniper Activity

Nil

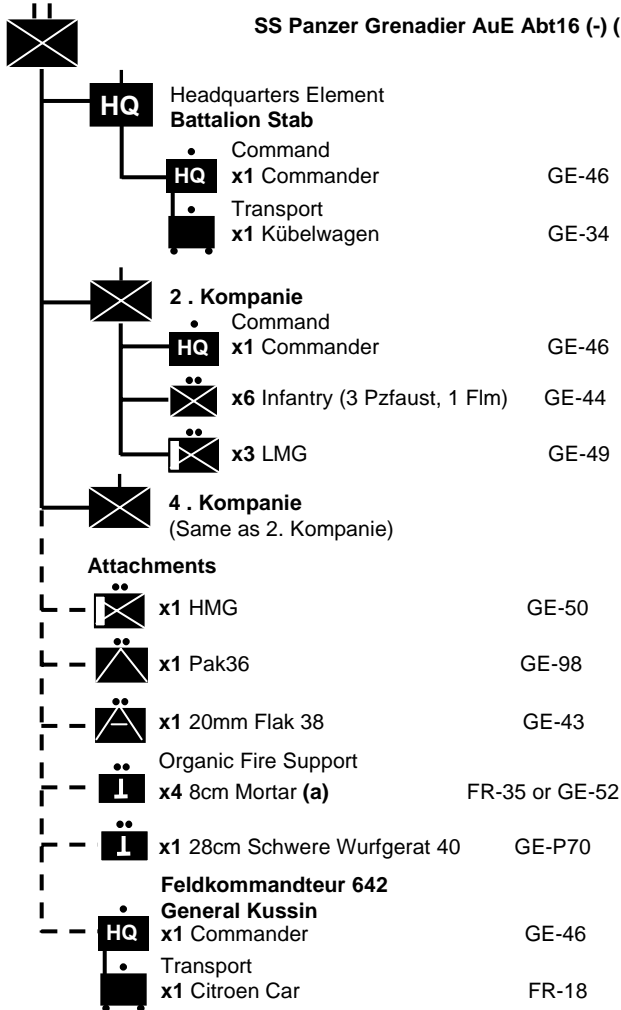
Game Length

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 game rules

If you have played Route Leopard and Krafft's 2nd Kompanie was rolled for and took part, remove 3x Inf(1 Flame) from the **2nd Kompanie**, if the PzjägerIV was destroyed then remove it from this scenario. All units that survive can be used to provide extra troops for KG Spindler at the "**Dreyensweg**" scenario.

SS Panzer Grenadier AuE Abt16 (-) (Exp)

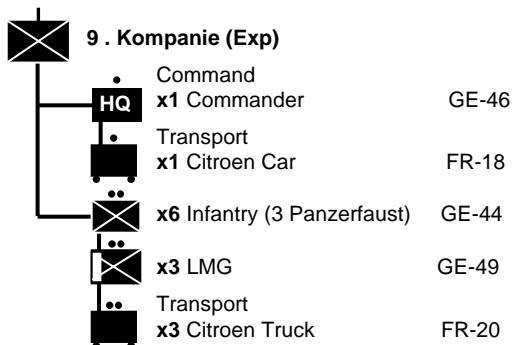


(a) There was a possibility that Krafft had some French Weapons so “swap” at least one and max of two French 81mm Mortars FR-35 by what ever random means you wish.

Reinforcements 16.45 Hrs from East Elements of KG Graebner and Allworden (EXP)

| | | |
|--|---------------|-------|
| | x1 Pzjäger IV | GE-10 |
| | x1 Sdkfz 222 | GE-91 |

Reinforcements 17.30 Hrs from East



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 Germans and also strength of 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

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.

2VP British manage to kill Kussein

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 play.