

Operation Market Garden

The Dreijenseweg and the Third Lift

Tuesday September 19th 1944

Scenario by Richard de Ferrars, Andy Parkes, Paddy Green & Mark Davies. Thanks to Scott Washburn



Historical Overview

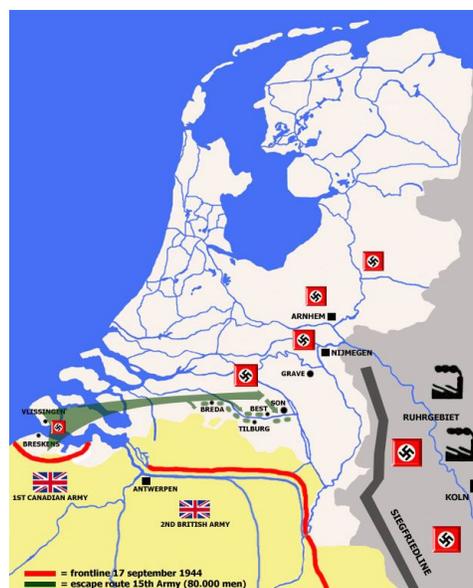
Almost everyone has heard of *The Bridge Too Far* and *Operation Market Garden*. Anyone with an interest in the battle will have their own favourite theories about what went wrong, and how the battle could have been won by the Allies. Any serious student of the battle will have read Robert Kershaw's fascinating book *It Never Snows In September*. One of the key themes in the book is an insight into quite how close to success the Allies actually were. How, time after time, the German positions at Arnhem were precariously close to giving way, and then just in time, reinforcements would arrive. This scenario focuses on one element of the bitter fighting that took place on day 3 of the Battle of Arnhem - a pivotal day for the 1st Airborne Division. Whilst Frost was isolated and fighting for survival at the bridge, Tuesday 19th September saw the last realistic opportunities for the rest of the Division to break through German blocking lines and to reinforce the defenders at the bridge.

The Opening Stages of Operation Market Garden

Operation Market Garden, was a massive operation undertaken by the Allies to try and restore momentum to the breakout from France, using their vast Airborne resources to outflank the Siegfried Line and force a Rhine crossing in Holland. But strategic errors had already been made that were to come back to haunt the operation. The failure to secure the Scheldt estuary allowed tens of thousands from the German 15th Army to escape from the Breskens pocket into Holland and the thin crust ahead of the British forces at the border started to thicken. Remnants of formations that had escaped from Normandy were in desperate need of refitting and reorganization. Far to the rear, the military facilities and training areas around Arnhem had been selected as the ideal location to rebuild 9SS and 10SS Panzer Divisions from Bittrich's II Panzer Corps. Although these formations were only the shell of the powerful divisions from Normandy, their presence around Nijmegen and Arnhem was to prove pivotal.

The hardest mission fell to 1st British Airborne Division. They were tasked with seizing and holding the last bridge in the chain – Arnhem Bridge. However, crippling limitations were placed on the air plan. Requests for a drop-zone close to the bridge to land a coup-de-main were turned down. Concerns about flak and using the soft polder-land close to the bridge led to the selection of drop-zones and landing-zones several miles west of Arnhem.

Inexperience of aircrews and shortening autumn daylight hours led to a restriction of one "lift" per day. The four brigades (1st Airborne Division and the Polish Brigade) were scheduled to arrive over 3 days. The advantages of airborne operations, surprise and the ability to drop astride objectives, were thrown away. On the first day, 5,700 men of the Division were scheduled to land but barely 2,000 men (1st Parachute Brigade) would be able to move to secure



Arnhem bridge. The remainder would all have to remain west of Arnhem to secure DZs and LZs for subsequent lifts. For the Germans, it would be a battle of resourcefulness, both in the way that the few available troops were used and also in the ability to match and exceed the Allies' rate of reinforcement. German field commanders were encouraged to take the initiative and react vigorously to whatever situation they found themselves in, precisely the response that was to be required as *Market Garden* unfolded. Seen as a safe rear zone, there were several training (AuE) battalions in the area, as well as 9SS and 10SS Panzer Divisions, rebuilding after Normandy. The soldiers might have been inexperienced and part-trained, but many units were commanded by experienced officers and NCOs. It was their reaction that would be crucial in the battle ahead.

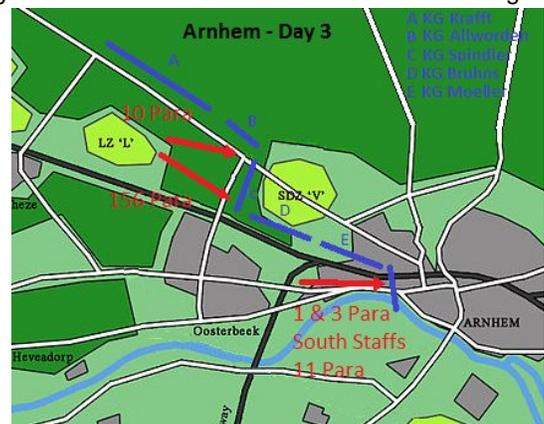
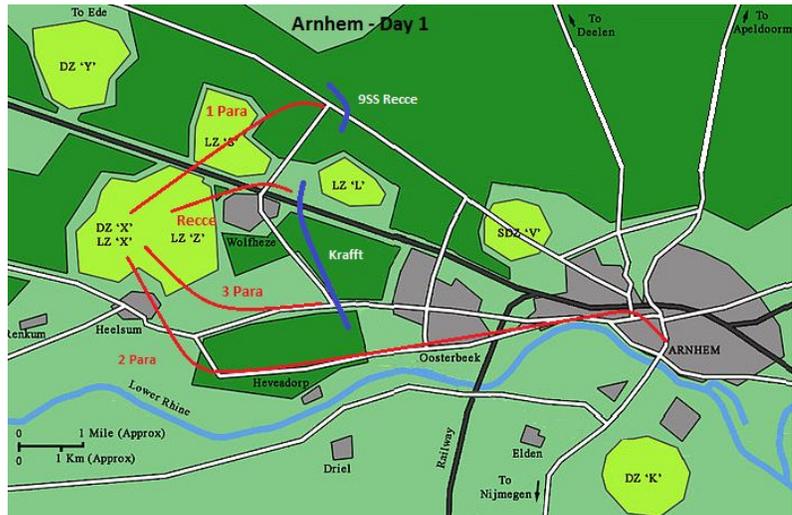
The vast operation got underway at 12:40pm on Sunday September 17th when the pathfinders from 21st Independent Company started to set up markers and beacons. Twenty minutes later, close to 300 gliders commenced their landings on LZ-Z followed by 1st Parachute Brigade on DZ-X. By 15:00, units started to move off onto their allocated tasks – 1st Parachute Brigade advancing towards Arnhem, 1st Airlanding Brigade securing the DZs & LZs.

One of the first Germans to witness the landings was SS-Obersturmbannfuhrer Krafft, commander of a Panzer-grenadier training battalion on exercises in the woods around Wolfheze. Seeing the vast scale of the landings, he quickly appreciated that Arnhem would be the main objective. With barely 500 men at his disposal he formed a blocking line between Wolfheze and Oosterbeek. Elements of 9SS (possibly from the Reconnaissance Battalion) soon arrived in the area of the main road into Arnhem. First Gough's Reconnaissance Squadron, then 1 & 3 Para, all came up against these blocking lines and advances ground to a halt. Only Frost's 2 Para, with Brigade HQ, managed to the slip past to the south to reach Arnhem bridge. Finally outflanked as night fell, Krafft withdrew to the north.

Late evening and overnight, aware now that British troops had slipped through to reach the bridge, the Germans sought to isolate these forces from the rest of the Division. Desperately throwing units forward as soon as they arrived, alarm companies mainly from 9SS started to take up positions between Krafft (on the Amsterdamseweg) and the Rhine. These ad-hoc Kampfgruppe were named their commanders. Amongst the first to arrive were gunners from 9SS Artillery Regiment (SS-Lieutenant-Colonel Spindler), engineers from 9SS Pioneer Battalion (SS-Captain Moeller) and dismounted crews from 9SS Panzer-Jaeger Battalion (SS-Captain von Allworden). There was no fixed line and in confused fighting overnight and on Monday 18th, first 1 Para, then 3 Para, slipped past to enter the west of Arnhem. Ahead of them was yet another blocking line - troops from 9SS Panzer-Grenadier Regiment 20 had taken up position in the streets close to the Museum, where the narrowing gap between the railway and the Rhine would funnel any attack. The railway line entering Arnhem from the west was now a defining feature, crossing undulating ground through a series of embankments and cuttings, all of which were a major obstacle to troop deployment. South of the railway, the British had managed to open a corridor from Oosterbeek into Arnhem. KG Moeller held the line of the railway. North of the railway at Oosterbeek, KG Spindler and KG Allworden managed to re-establish a blocking-line along a lane through the woods, the Dreijenseweg, to KG Krafft on the Amsterdamseweg. A further KG, from a Wehrmacht Panzer-Grenadier training battalion under Capt. Bruhns arrived to strengthen the defenses.

On the afternoon of day 2, perhaps daring to think that they were stabilising the situation, the men of these KG then watched with dread as the skies filled with the gliders and parachutes of the 2nd lift, bringing in Hackett's 4th Parachute Brigade. With the South Staffords now at full strength, the British had four more battalions available; the pendulum had swung back in the Allies favour. As the day drew to a close, Hackett was asked to release 11 Para who, with the South Staffords, were to join the battle in the town. In return he received KOSB, now moving into position on LZ-L for the next day's 3rd lift, bringing in heavy equipment for the Polish Brigade. Hackett was to seek to dominate the high ground north of the railway. Not only was this area the Division's main designated resupply zone (SDZ-V) but a breakthrough here would force the over-stretched Germans to completely reorganise their defensive lines. As night fell, patrols from KOSB and 156 Para came across outposts close to a road through the woods. They had found KG Spindler's blocking-line on the Dreijenseweg.

Tuesday September 19th saw the climax of the battle for control of Arnhem. In the town, depleted 1 and 3 Para, reinforced by South Staffords and 11 Para, pushed hard to break through the block-line at the narrowest point close to the St Elisabeth's Hospital and Museum. Outside of the town, Hackett's forces prepared to try and force their way across the Dreijenseweg. West of them, KOSB on LZ-L held positions to secure the landing-zone for the 3rd lift of the Polish gliders.



Maps & Terrain



The playing area is 12' x 6' and north is at the top of the map

- | | | | |
|-----------|--|-----------------------------|------------------------------------|
| Woodland: | Yellow tree = orchard | Light green = cleared wood | Dark green = woods with underbrush |
| Hedges: | High hedges shown as  | Other hedges are low hedges | |
| Railway | The railway is a significant obstacle across the entire map. It can be crossed without restriction at the 4 marked crossings only
Embankment & cutting – troops must conform and breach. Impassable to vehicles
Other areas – all units must conform and breach. Vehicles must conduct one bog-down check (to reflect line-side fencing and ditches)
The railway line itself counts as “featureless terrain” and receives +1 modifier. The act of crossing (not breaching) can trigger opportunity fire | | |

Umpire's Briefing

Game Outline

Phase 1: British player hold should be briefed to attack vigorously to secure objectives.
 German player will receive a steady stream of reinforcements as you see fit. If his defense is holding then he should be allowed to deploy these freely in preparation for counter-attack. If his defense is stretched then these should be directed to forming a new blocking line (X-X). He may counter-attack at any time.

Transition: Umpire decides on the exact timing depending time available & situation on the ground

Phase 2: British player receives orders to withdraw with immediate effect south of the railway. 2-3 turns later (once an element of confusion has set in), the 3rd lift should arrive.

German player – if counter-attack not yet started, he should now be ordered to launch a general attack

German Forces:



Back up blocking line shown as X-X

KG Krafft Deploys north of Amsterdamseweg, reinforcements enter main road at point A
 Starting forces SS Pz-Gren AuE 16 (2 companies)
 Reinforcements Flottstam Regt 1 Abt 1 (3 companies plus light HWs with HQ)
 Marine Regt 642 Abt 1 (3 companies with no HWs)
 Probably arrive turn 2 and turn 5 – orders are to use when ready for counter-attack

KG Allworden Deploys north of Amsterdamseweg, reinforcements enter main road at point B
 Starting forces SS Pz-Jaeger Abt 9 (2 companies plus 1 Pz-Jg IV and 1 PaK 40)
 Reinforcements Naval troops (1 company)
 Probably arrive turn 3 – orders are to reinforce Allworden or if needed start forming blocking line X-X

KG Spindler Deploys west of Dreijenseweg between main road & railway, reinforcements enter at point B
 Starting forces SS Artillery Abt.9 (2 companies)
 Reinforcements SS Flak Abt. 9 (3-4 Flak HT's)
 Probably arrive turn 3 – orders are to reinforce Spindler or if needed start forming blocking line X-X

KG Bruhns Deploys as shown, reinforcements enter at point C
 Starting forces Ersatz Regt 57: Abt. 64 (1 company plus 3 SdKfz 250/1)
 Luftwaffe troops (1 company)
 Reinforcements Ersatz Regt 5: Abt. 64 (other 3 companies)
 Probably arrive turn 4 at point C, orders are to reinforce Bruhns or if needed start forming blocking line X-X
 Reinforcements Infantry Sicherungs Abt. 908 (3 companies plus HW)
 Probably arrive turn 8 at point C, orders are to reinforce Bruhns or if needed start forming blocking line X-X

Reinforcements Summary:

Turn 2	KG Krafft	Flottstam Regt 1 (3 companies)	Counterattack
Turn 3	KG Allworden	Naval Company	Reinforce X-X line if needed
	KG Spindler	Flak HTs	Reinforce X-X line if needed
Turn 4	KG Bruhns	Rest of Ersatz 57: Abt 64 (3 Comp)	Reinforce X-X line if needed
Turn 5	KG Krafft	Marine Regt 642 (3 Companies)	Counterattack
Turn 8	KG Bruhns	Sicherungs Abt. 908 (4 Companies)	Reinforce X-X line if needed

British Forces:



Brigade HQ

General Brigade elements – unrestricted use (anti-tank guns, RASC etc)
Glider Pilot Squadron – may allocated to any Battalion or held in reserve
Engineer Squadron – may allocated to any Battalion or held in reserve
21st Independent Company – 1 platoon on LZ-L, rest remain **south** of railway

KOSB

Orders: protect LZ-L but some elements can be used for attacking:
- up to two Parachute companies
- all support elements (including Reconnaissance Troop)

10 Para

Orders: secure the area around the pump station and crossroads at the end of the Dreijenseweg and then to attack in support of 156 Para
Two companies “up” with reserve company released when one company is “established” north of the Amsterdamseweg (established typically means 5 stands including a company commander)

156 Para

Orders: secure the woodland east of the Dreijenseweg and then to attack towards the Amsterdamseweg
Two companies “up” with reserve company released when one company is “established” east of the Dreijenseweg (established typically means 5 stands including a company commander)

Oosterbeek Railway Crossing

Any student of the battle will know the future significance of the railway crossings. Hackett was aware of the shift in the Divisional positions from Wolfheze into Oosterbeek since he had met with Hicks at the Hartenstein late on the Monday night. Why he did not make a move to secure this crossing is unclear. Perhaps his preoccupation with securing the cross-roads at the top of the Dreijenseweg distracted him from the obvious advantage of securing the crossing at the bottom of the Dreijenseweg? It would be acceptable for the British player to try and gain control of this area of Oosterbeek but **not** with elements of 10 or 156 Para. An attack for instance by KOSB supported by Glider Pilots and/or Engineers would be acceptable.

Change in Orders

About half-way through the game time (game turn 8-12 approx), the British player should be told the following:
“There has been a major reverse suffered by the forces in the town. Details are sketchy but there have been heavy losses and strong German forces, including armour, will be attacking imminently, in strength, from Arnhem. You are to halt offensive action with immediate effect. Preserving anti-tank guns and transport are high priority. Brigade units, 10 Para and 156 Para are to move as quickly as possible to the south of the railway. KOSB are to remain in position to protect LZ-L; the third lift is expected within the next 30 minutes”

Third Lift

The lift was delayed and therefore the Luftwaffe was not in the air when the gliders finally came in to land. Therefore German air support ends once the gliders appear.

The third lift should arrive once the situation on the board has become a bit chaotic – hopefully with elements of 10 and 156 Para crossing LZ-L and German troops appearing at the edges of the LZ

Glider Landings

Umpire places gliders at the start of their run-in and AA fire takes place at this position.

Try and allow only **one** AA fire against each glider

Glider lands 18" ahead of this initial placement

All glider units fire at the **nearest unit** (use Parachute Infantry stats) in the overwatch phase of the turn they landed.

Units take on the order status of the glider (good order, suppressed, disordered)

Unloading a glider takes place the following turn and requires 2 actions.

A friendly unit that is within, or moves to within, 1" of a glider may assist unloading and contribute 1 action

Disembarked units are placed within 1" of the glider model

Example – glider lands in good order close to a KOSB parachute infantry unit.

Fires in overwatch phase at the infantry with no effect.

The following turn, the KOSB infantry uses 1 action to move to within 1".

Glider unloads jeep & ATG with one action of its own and one action from the KOSB.

Jeep hitches ATG using 2nd action – ready to move off the next turn.

British Player Briefing



Situation

Brigadier John "Shan" Hackett, 08:00 Tuesday September 17th 1944, LZ-L

How true are von Clausewitz's words "No plan survives contact with the enemy". But it would have been a bonus if your plans had lasted even that long. The drop yesterday afternoon on Ginkel Heath was not unopposed, but KOSB had largely achieved the impossible task of keeping the Germans off the drop-zone and by all accounts your Brigade is only about 100 men short of full strength. But you did not anticipate the degree of chaos that you found with the rest of the Division. General Urquhart, along with Brigadier Lathbury, have not been seen since late Sunday evening and are missing, presumed dead or captured. Pip Hicks was the senior officer on the ground when the General went missing, so, although technically your junior, it is perhaps understandable that he has taken command of the Division. But already his decisions have stretched your patience. Whilst still on your drop-zone you were informed by a junior officer, no discussion, that 11 Para were being detached from your command and sent to join the battle in the town. Despite losing a third of your strength, it appears that your task remains the same as before – to dominate the northern approach into Arnhem. You have been surprised but the lethargy that seems to be permeating through the Division. Not in your Brigade. Within an hour of dropping, your remaining battalions were marching east towards Arnhem. As evening lengthened 10 Para and 156 Para were pushing into the woods at the eastern edge of LZ-Z whilst KOSB were securing the LZ for today's 3rd lift. Some brisk firefights confirmed that you had come up against a line that the Germans were holding in strength. You men overran the outposts but you called a halt for the night when they reached a lane through the woods, the Dreijenseweg. Heavy automatic fire from the woods beyond the lane suggest that this is a strong position.

At about 22:00 last night, you had headed off in your jeep, through Wolfheze, to reach Divisional HQ in Oosterbeek. This had been your first opportunity to try and establish from Pip Hicks what the heck was going on. Your simmering annoyance came close to boiling over immediately after you had arrived. There was 11 Para sitting on the lawn in front of Divisional HQ. If the situation had been so critical that Hicks had seen fit to detach them immediately after they had dropped, then why were they still sitting here on their arses 6 hours later? If you had still had them under your command then you might have been in a position to have pushed across the Dreijenseweg in strength tonight. As your meeting with Pip Hicks progressed, the situation became more and more strained. The man was clearly out of his depth and, with excuses about communication problems from malfunctioning radios, he seemed to have very little grip on what was actually going on. Garbled messages had come through from Johnnie Frost at the bridge. He was hanging on and denying use of the bridge to the Germans, but no-one seemed really sure about the rest of 1st Parachute Brigade. One thing that everyone was sure about was the strength of the opposition. Within hours of landing, it had become clear that many of the troops in Arnhem were SS Panzer troops. Seasoned opponents and armour – not really what your men had been led to expect.

So what now? We desperately need to try and wrest the initiative back. The Germans are aware that the Division received significant reinforcements yesterday but they do not know where the next attack will be. Yes, they can predict that moves will be made in the town to try and reach Johnnie Frost. But there have not been any significant attacks made yet in this sector. Although clearly faced by a defensive line on the Dreijenseweg, there must be weak points in the line. You must attack immediately and vigorously. The Germans will be bringing in reinforcements as quickly as possible – they will only get stronger. Your chances of success will diminish as time goes by.

156 Para Commander, Lt.-Col. Sir Richard des Voeux

As the most experienced battalion, the Brigadier has given you the most difficult task – to lead the assault across the Dreijenseweg towards the high ground at the Koeppel. Once across the Dreijenseweg, you should continue to move to the east setting up platoon strong-points that establish a defensive line between the Koeppel and KOSB on LZ-L.

10 Para Commander, Lt.-Col. Ken Smyth

You are to seek to dominate the junction of the Dreijenseweg with the Arnhem – Ede road, the Amsterdamseweg. Your first objective is to secure a complex of buildings, the "Pump House" and then to move to secure the crossroads at the north end of the Dreijenseweg. From here you should advance, as appropriate, to secure the north flank for 156 Para's advance towards the Koeppel.

KOSB Commander, Lt.-Col. Robert Payton-Reid

Although now nominally under command of 4th Parachute, your original briefing remains to secure LZ-L for the third lift. Due to a combination of lost gliders and enemy action, each of your Companies is now 1 platoon under strength. Even so, your battalion remains the most powerful in the Brigade and you may be asked to take part in the Brigade's attacks. Threats to the LZ could come from anywhere and the only approach that is probably secure is from the south.

British Deployment, Notes & Special Rules



21st Independent Company are rated as *elite*. All other British forces are rated *veteran*
 The scenario will last about 12-15 turns. The British player moves first

Deployment

- Brigade HQ - Brigadier Hackett should deploy where shown, other Brigade units deploy as for KOSB
 - any Brigade ME and/ or units may be attached to battalions at the start of the game
 - no restriction on movement/ redeployment
- 10 & 156 Para - deployment areas as shown. All elements must deploy within these areas
 - one company is held as reserve in the deployment area until released by the umpire
- KOSB - all elements must deploy in the LZ-L rectangle (Amsterdamseweg, Driijenseweg, railway, road)
 - HQ is sited in the Johannahoeve Farm
- 21st Independent - 1 platoon (3 units) at the centre of LZ-L. Remainder in woods/ building where indicated

British Artillery

The airborne 75mm howitzer and the 3" mortars all use **small IDF templates -1/0**

On-board mortars add in discipline rating modifier

Radio communication difficulties around Arnhem are well known. All call-for-fire is subject to a -1 (negative) modifier.

Ammunition Restrictions:

1st Airlanding Light Regiment

You are limited to 9 battery-turns of HE fire and 3 battery-turns of smoke

Battalion Mortars

Unlimited HE fire but you are limited to 3 turns of smoke

Fire plan options:

Single battery	-1/0	-1/0	or	0/+1	10 and 156 Battalion mortars (add in discipline rating)	-1/0	-1/0	-1/0	or	0/+1
Regiment Single battery	0/+1	0/+1	0/+1		KOSB Battalion mortars (add in discipline rating)	'2x2' or '4x1' at -1/0			or	'2x1' or '1x2' at 0/+1

2" Mortars

These may fire unlimited dissipated smoke. They may fire in four ways:

- 1) Self-spotted mortar fire
- 2) Indirect fire using call-for-fire by another unit within the ME
- 3) Indirect fire called automatically at a target in the LOS by another ME unit **whose base is within 1"**
- 4) Direct fire using own weapons as per card

Railway

The railway is a significant obstacle and can be crossed without restriction at the 4 marked crossings only

Embankment & cutting – troops must conform and breach. Impassable to vehicles

Other areas: all units conform and breach. Vehicles must conduct one bog-down check (line-side fencing and ditches)

Railway line itself is “featureless terrain” and receives +1 modifier. The act of crossing can trigger opportunity fire

Deployment of Antitank Guns

The British have been allowed to start with troops on the Amsterdamseweg and the Dreijenseweg. These advance over-night positions were infantry positions only. The initial deployment for antitank guns must be at least 5” away from these roads

Improved Positions

The ground in this area was very sandy and ideal for creating basic improved positions, unless tree roots were getting in the way. To reflect this, any unit not in woodland (orchards do not count as woodland) may create a basic improved position simply by expending 2 actions. Units in woodland create improved positions in the normal way with a +1 (easier) modifier.

Glider Landings

Umpire places gliders at the start of their run-in and AA fire takes place at this position.

Glider lands 18” ahead of this initial placement

Units take on the order status of the glider (good order, suppressed, disordered)

Unloading a glider takes place the following turn and requires 2 actions.

A friendly unit that is within, or moves to within, 1” of a glider may assist unloading and contribute 1 action

Disembarked units are placed within 1” of the glider model

Example – glider lands in good order close to a KOSB parachute infantry unit.

The following turn, the KOSB infantry uses 1 action to move to within 1”.

Glider unloads jeep & ATG with one action of its own and one action from the KOSB.

Jeep hitches ATG using 2nd action – ready to move off the next turn.

Definition of Armour

For manoeuvre check purposes, a Bren Carrier only counts as armour if it has an embarked MG

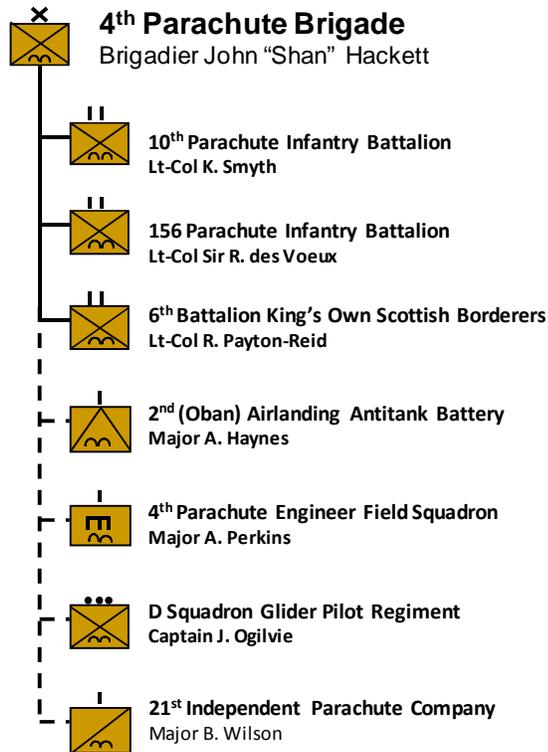
Transport

All transport must be placed on table.

Armoured transport counts towards casualty calculation whereas soft skinned transport does not.

Recommended Optional Rules

British Order of Battle

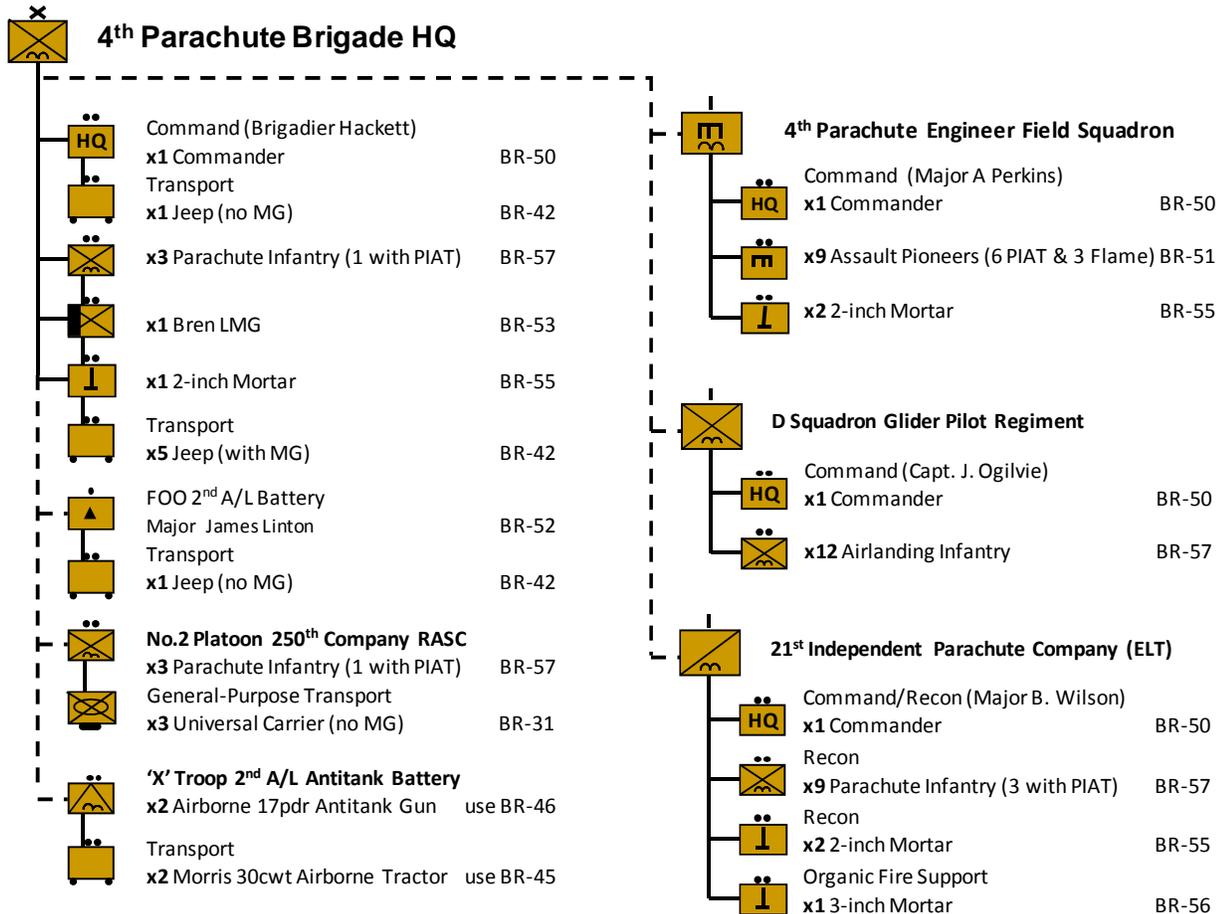


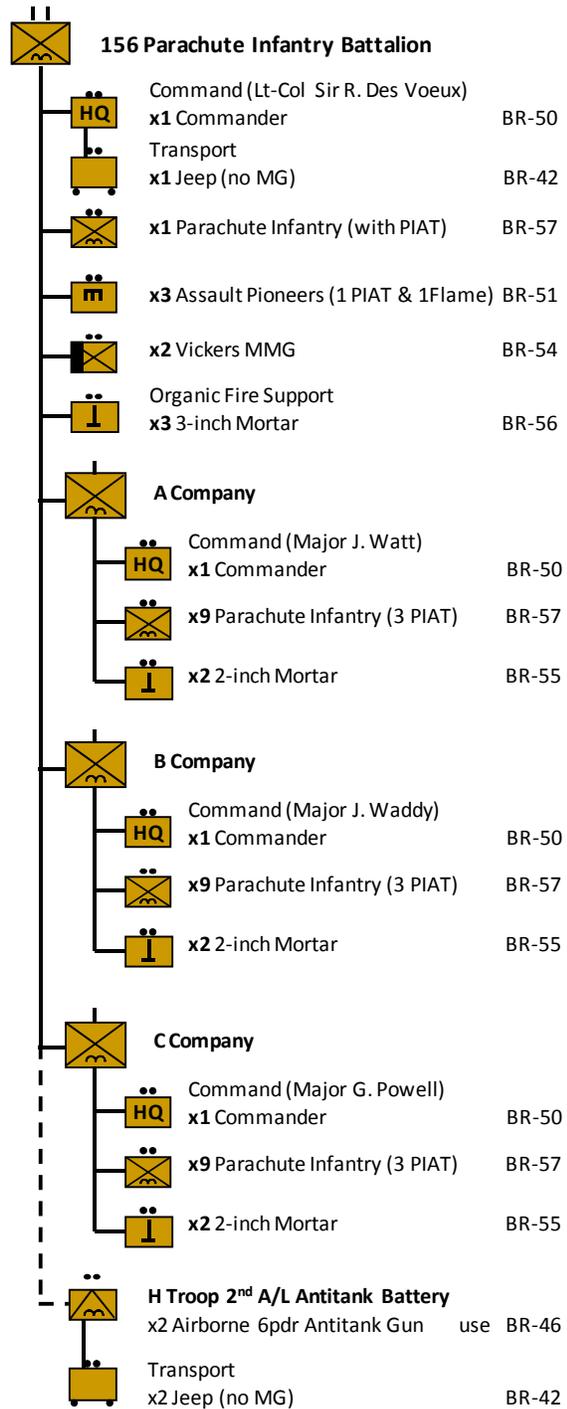
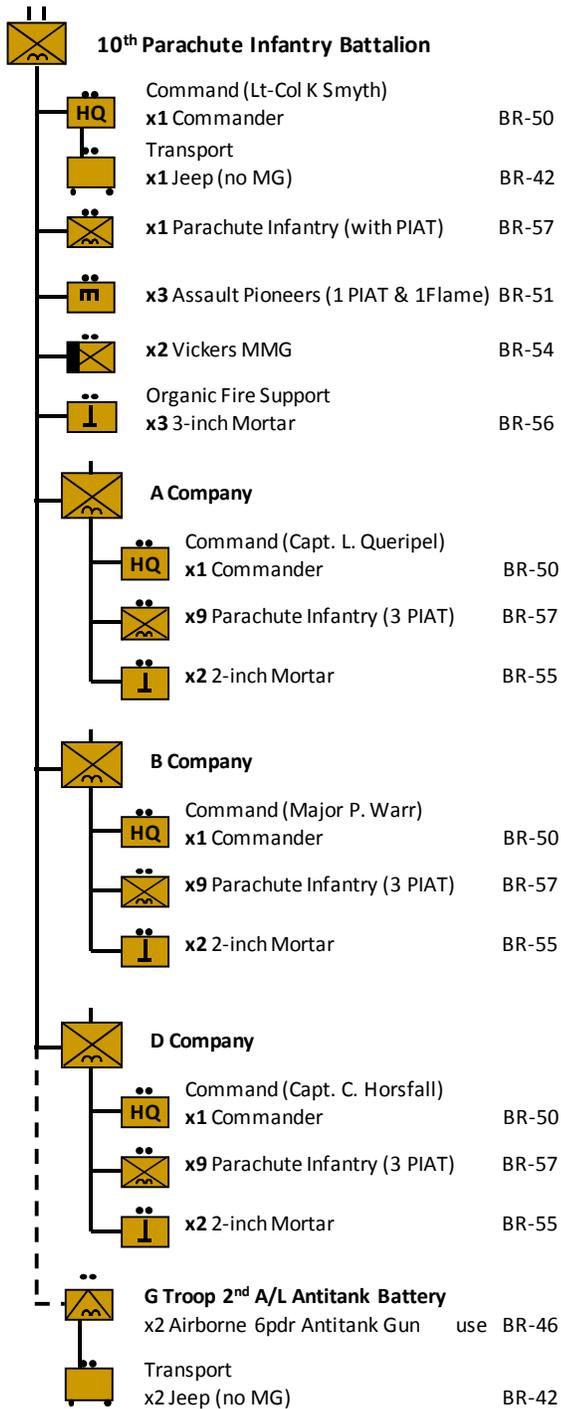
Notes on British Order of Battle:

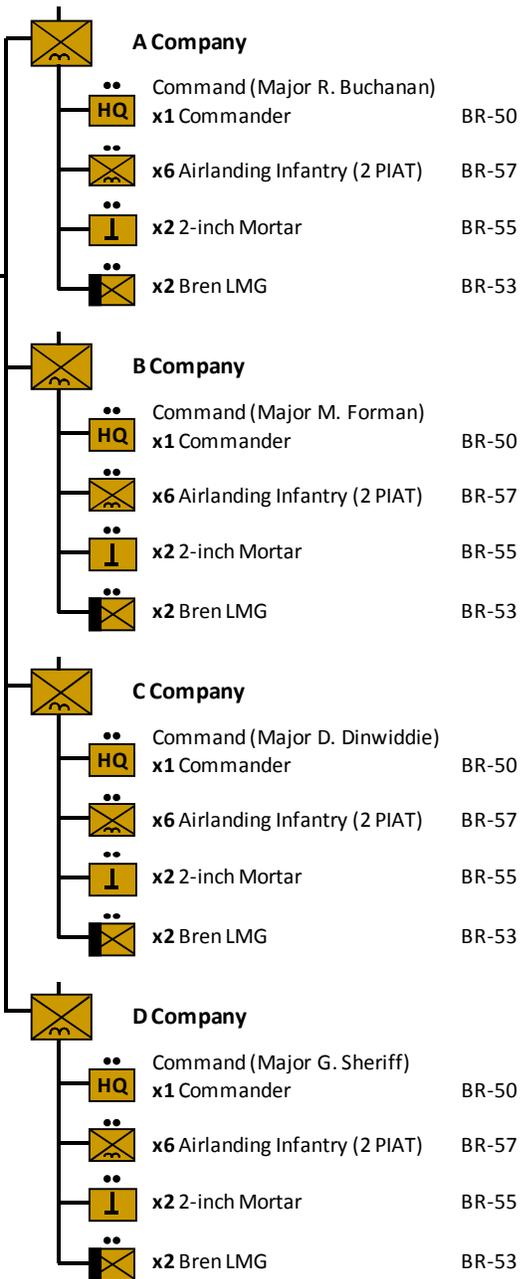
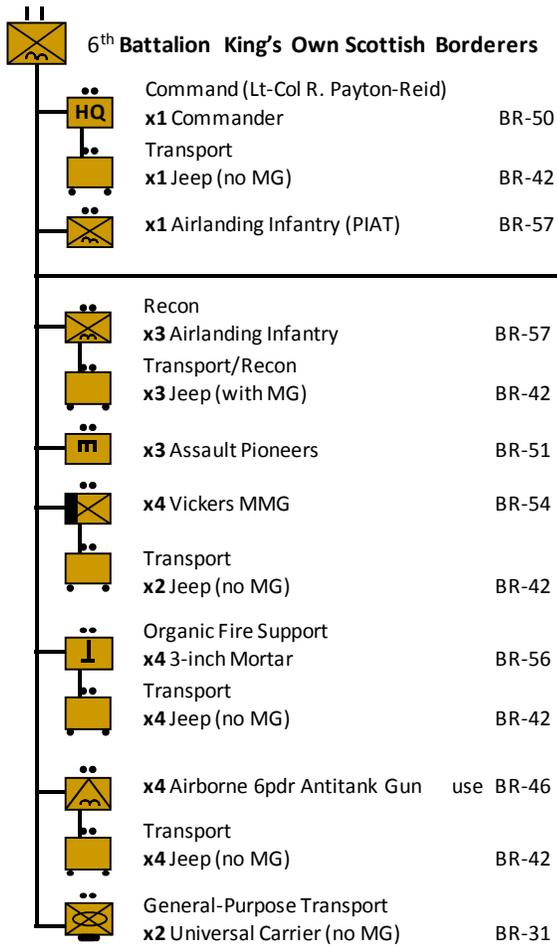
By this stage, 11th Parachute Infantry Battalion had been detached from the Brigade and replaced with 6th Battalion, King's Own Scottish Borderers, originally with the 1st Airlanding Brigade.

21st Independent Parachute Company were a Divisional unit but they were in the position shown during this battle and, for simplicity, appear as a 4th Parachute Brigade unit.

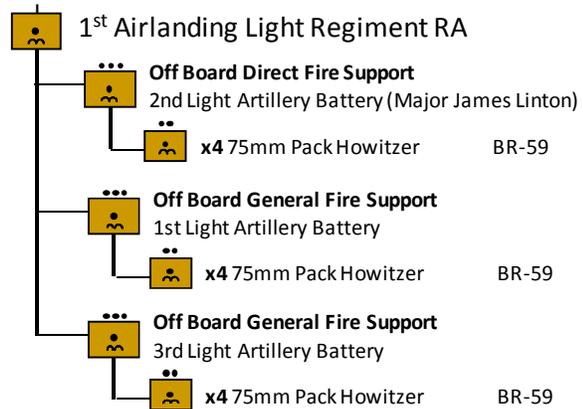
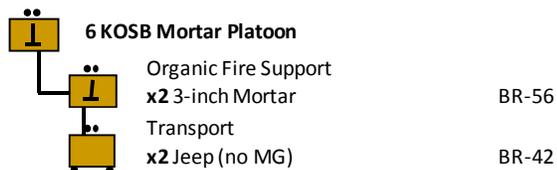
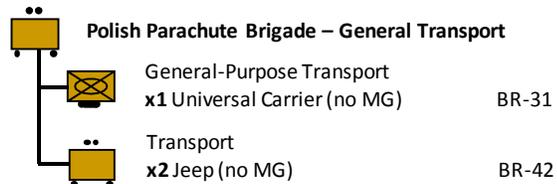
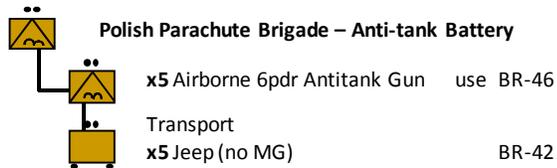
The Antitank guns of the 2nd Airlanding Antitank Battery were allocated in the standard manner – one troop of 6-pdrs with each Parachute Battalion and the 17-pdr troop remaining with Brigade HQ







The 3rd Lift



German Player Briefing

Situation

SS-Lt.-Col. Walter Harzer, Heselbergherweg School, 08:00 September 17th 1944

The last 48 hours have seen chaos and confusion of a bewildering level but you are now gaining confidence that your men can bring the situation firmly under control. The day before yesterday afternoon you had been a few kilometers away at Hoenderloo at a parade to present SS-Captain Graebner with his Knight's Cross. By yesterday morning, he was dead. As the parade was drawing to a close, Allied planes were filling the skies and reports were soon streaming in of massive paratroop landings all over the area. After urgent discussion with Bittrich, it was decided that you would try and stabilize the situation in Arnhem with your 9SS *Hohenstaufen*, whilst Heinz Harmel's 10SS *Fruntsberg* took responsibility for Nijmegen. Despite the critically weak state of your Division, within the hour various alarm companies were heading south to the Arnhem area.



From early reports, it seems that you owe a debt of thanks to SS-Oberst. Sepp Krafft. He has been in this area for months with his SS-Panzer-Grenadier Training Battalion (ironically they have been sending replacements mainly to the Fuhrer's favourite 12SS *Hitlerjugend*). They happened to be out training in the area between the drop-zones and Arnhem and he managed to predict most of the British moves, causing considerable disruption to their advances.

Obviously Graebner's Reconnaissance Battalion was best placed to provide the required rapid response. Leaving a platoon to bolster Krafft on the Amsterdamseweg you had ordered him to proceed with haste to secure Arnhem Bridge and if possible to find out what was going on down the road in Nijmegen. Impulsive as ever, finding Arnhem free of British, he had carried on to Nijmegen without leaving a garrison at the bridge. Soon it became clear that a sizeable British force had slipped past Krafft and secured the bridge area. Stuck on the wrong side of the river, aware that his error had made Harmel's job of getting his Division into Nijmegen infinitely harder, Graebner's recklessness finally cost him his life yesterday morning. Basically he gambled that his Recce troops could bounce back across the bridge. His gamble did not come off and in the process he paid with his life.

Yesterday, the situation remained totally confused. Despite efforts to form block-lines and isolate the troops at the bridge, the British seemed to slip past again and again. Out of town, it was clear that they were gaining control of Oosterbeek and the area south of the railway line. But in town, close to the Hospital and Museum, you had placed a strong force of several hundred men from SS-Panzer-Grenadier Regiment 20, strengthened by several assault guns. Weaker blocking lines remained in place out of town. But surely they could not attack everywhere at the same time?

But then yesterday afternoon, the skies filled again with Allied planes and thousands more enemy soldiers must have arrived by glider and parachute. Out-posts have reported quite a lot of activity in the area north of the railway at Oosterbeek. Bittrich reports that captured documents show this area is to be used for another wave of landings later today. Is this activity simply forces protecting this landing zone, or are the British preparing a major attack north of the railway. The problem is that you cannot cover every possible eventuality. Your gut instinct tells you that something is happening here and you have desperately been trying to find units to bolster defenses.

Your main strength here is your artillery! Spindler's SS-Artillery Regiment 9 may only have enough guns for a weak battalion of 2 batteries, but it has plenty gunners who know how to fire a rifle. They have set up a block-line in the woods along the Dreijenseweg. Late yesterday evening, SS-Captain von Allworden arrived with a couple of Panzerjaeger IVs and enough dismounted crew to form 2 more weak companies. They are in place to the north providing the link between Spindler and Krafft's positions on the Amsterdamseweg. Some Wehrmacht troops have appeared from one of their Panzer-Grenadier Training Regiments. Quality? A big unknown, but beggars cannot be choosers. Some have gone to reinforce positions in the town but one weak battalion under Captain Bruhns has moved into position on the edge of Oosterbeek. At least they have a few half-tracks to their name! You hope more reinforcements on the way but who knows where and when they will arrive.



What then is the plan?

In town, the blocking line past the Museum must hold fast. You expect that the Assault Guns of xxx will swing the balance here.

Out of town, you are not so confident. You are desperate to amass enough reserves to launch an attack on the landing-zone but this means that Spindler must hold the line on the Dreijenseweg. If this line is broken, then those reserves that do arrive will have to go forming a new blocking line. If the British can battle through into the north of Arnhem, then your block-line by the Museum is out-flanked.

So Spindler, Allworden, Bruhns – hold your lines. Preserve any reinforcements and as soon as the local situation allows, move vigorously over to counterattack and seize control of the landing-zone.

German Deployment, Notes & Special Rules

German units discipline ratings are a mix of *experienced* and *trained*

Front-line units (rebuilding) are generally rated *experienced* as they are often 'out-of-role'

Training battalions are generally rated *trained*

The scenario will last about 12-15 turns. The British player moves first

Deployment



KG Krafft Deploys north of Amsterdamseweg as shown
Starting forces SS Pz-Gren AuE 16 (2 companies)
This KG is expecting reinforcements and is likely to be taking the lead role in a counter-attack

KG Allworden Mainly deploys north of Amsterdamseweg as shown
Starting forces SS Pz-Jaeger Abt 9 (2 companies plus 1 Pz-Jg IV and 1 PaK 40)
This KG should seek to dominate the junction of the Dreijenseweg and the Amsterdamseweg

KG Spindler Deploys west of Dreijenseweg between main road & railway
Starting forces SS Artillery Abt.9 (2 companies)
This KG has the difficult task of defending the main part of the Dreijenseweg

KG Bruhns Deploys as shown
Starting forces Ersatz Regt 57: Abt. 64 (1 company plus 3 SdKfz 250/1)
Luftwaffe troops (1 company)
This KG has some SdKfz 250's that should be useful in defending the Dreijenseweg.
You have the option of extending defensive positions across the Dreijenseweg and south of the railway
If planned reinforcements arrive then it too should take an active role in any counterattack

Air support

During *Market Garden* there was definite role-reversal regarding air support. The Allies had little effective air support, mainly down to communication difficulties and the impossibility of knowing where the front line actually lay. On the other hand, aided by details of planned lifts & drops, the Germans often seemed to have planes in the air during planned landings and resupply drops.

- In each of his air support phases, the German player should roll a d10 and receives air support if the dice roll equals or is lower than the game turn (example – turn 4 needs to roll 1, 2, 3 or 4)
- The umpire will declare when air support is no longer available
- In a turn with air support, a further dice roll determines the actual air support:

1-3	Single Me-109	
4-6	Single FW-190	All air support is single strafing attack only, no second pass the following turn
7-8	Two Me-109	All aircraft enter aligned with the north board edge
9-10	Two FW-190	

German Artillery

Generally very limited as most units are ad-hoc Kampfgruppe or rapidly deployed alarm companies
Kampfgruppe Spindler is based on the 9SS Artillery Regiment and did manage to bring some artillery into the area.
This artillery is available **only to units of Kampfgruppe Spindler**

Ammunition Restrictions:

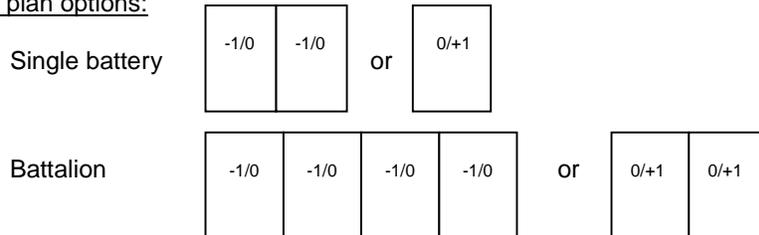
SS-Artillerie Regiment 9

You are limited to 8 battery-turns of HE fire and 3 battery-turns of smoke

Battalion Mortars

Unlimited HE fire but you are limited to 3 turns of smoke

Fire plan options:



Railway

The railway is a significant obstacle and can be crossed without restriction at the 4 marked crossings only

Embankment & cutting – troops must conform and breach. Impassable to vehicles

Other areas: all units conform and breach. Vehicles must conduct one bog-down check (line-side fencing and ditches)

Railway line itself is “featureless terrain” and receives +1 modifier. The act of crossing can trigger opportunity fire

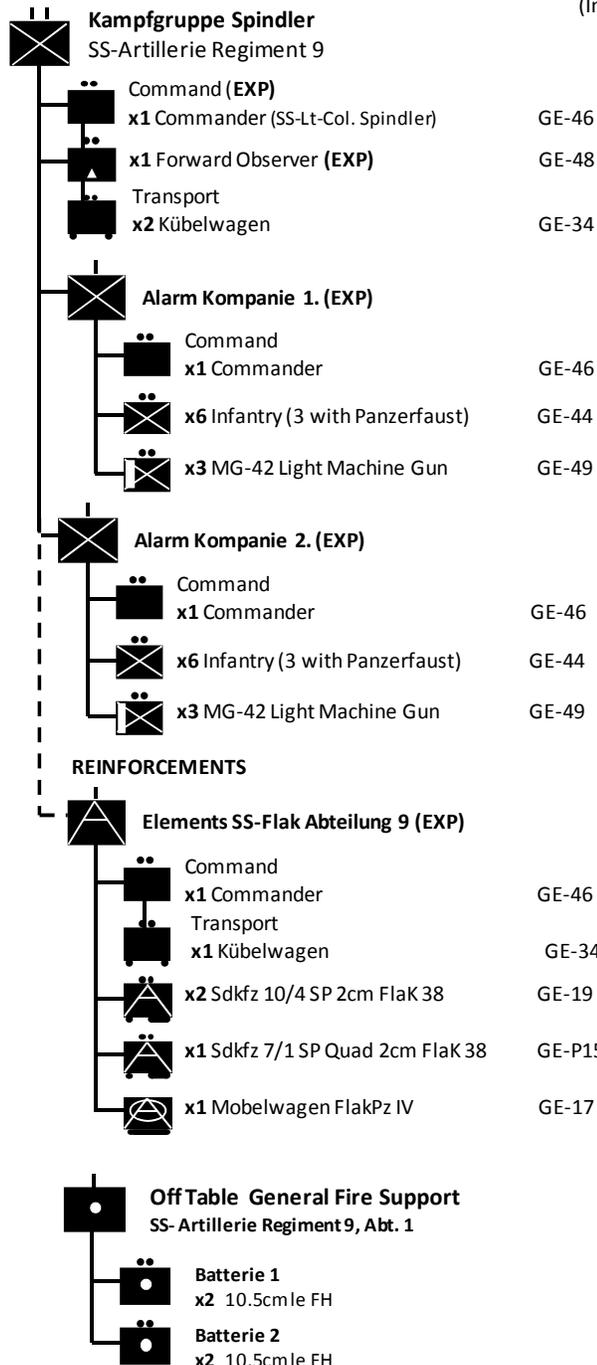
Transport

All transport must be placed on table.

Armoured transport counts towards casualty calculation whereas soft skinned transport does not.

Kubelwagens and Schwimmwagens are interchangeable

German Order of Battle



Notes on the German Order of Battle

As units arrived, the KGs were constantly remodelled. Most units on the Dreijenseweg became part of KG Spindler. For the sake of clarity, they will remain in these four KGs:

KG Spindler

Original forces formed from the gunners of 9SS Artillery Battalion (SS-Artillery-Abt.9) May receive reinforcements from a 9SS Flak unit (SS-Flak-Abt. 9)

KG Allworden

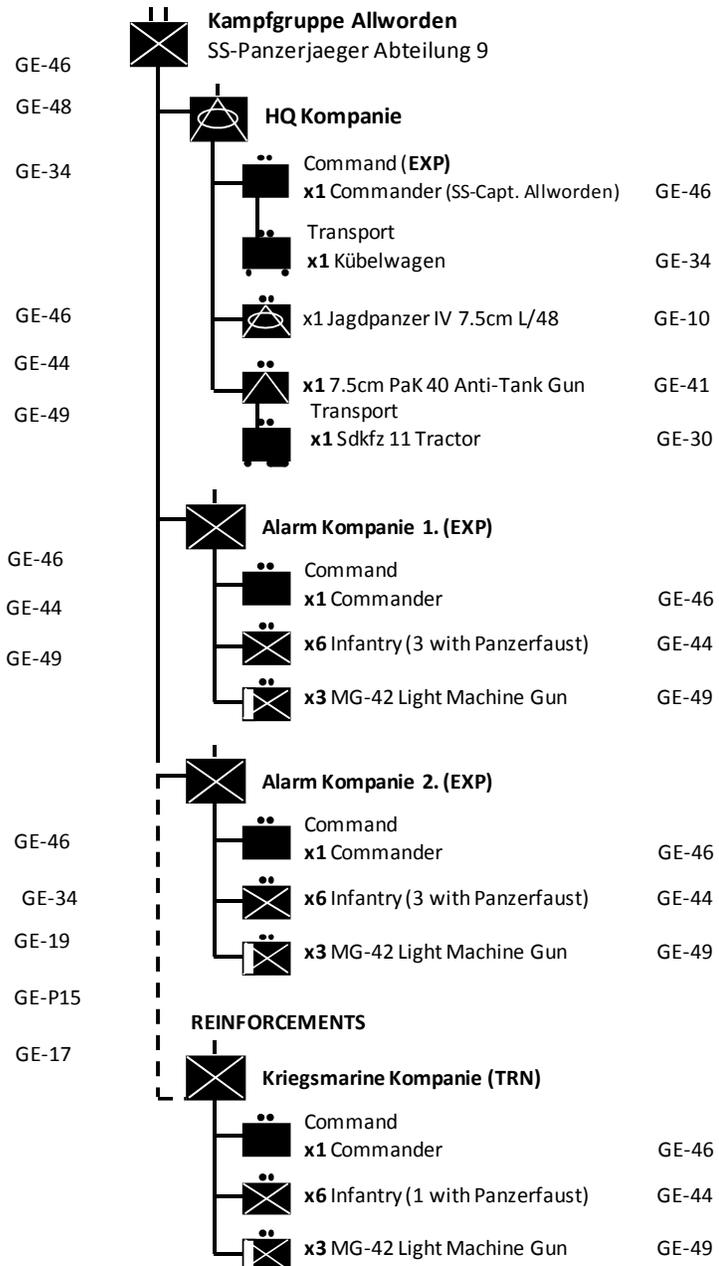
Based on dismounted Panzer-jaeger crews from SS-Pz-Jaeger Abt 9 May receive reinforcements from a passing company of naval troops

KG Krafft

Original forces were from SS Pz-Gren AuE 16 (SS-Pz-Gren training battalion) May receive reinforcements (Flottstam Regt 1 Abt 1 & Marine Regt 642 Abt 1)

KG Bruhns

A diverse KG based on a Wehrmacht Pz-Gren training battalion (Ersatz Regt 57: Abt. 64) which attached a company of passing Luftwaffe ground troops May receive reinforcements from Ersatz Regt 5: Abt. 64 & battalion of security troops (Infantry Sicherungs Abt. 908)



Kampfgruppe Krafft
SS-Pz-Gren Ersatz und Ausbildungs Abt. 16

Command (EXP)
x1 Commander
Transport
x1 Kübelwagen

GE-46
GE-34

Kompanie 5. (EXP)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

GE-46
GE-44
GE-49

Kompanie 9. (EXP)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

GE-46
GE-44
GE-49

ATTACHMENTS (EXP)
x2 MG-42 Heavy Machine Gun
Organic Fire Support
x1 GrW-34 81mm Mortar

GE-50
GE-52

REINFORCEMENTS

Marine Regt. 642, Abt. 1

Command (TRN)
x1 Commander
Transport
x1 Kübelwagen

GE-46
GE-34

Kompanie 1. (TRN)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

GE-46
GE-44
GE-49

Kompanie 2. (TRN)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

GE-46
GE-44
GE-49

Kompanie 3. (TRN)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

GE-46
GE-44
GE-49

Flottstam Regt.1 Abt. 1

Command (TRN)
x1 Commander
Transport
x1 Kübelwagen

GE-46
GE-34

Kompanie 1. (TRN)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

GE-46
GE-44
GE-49

Kompanie 2. (TRN)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

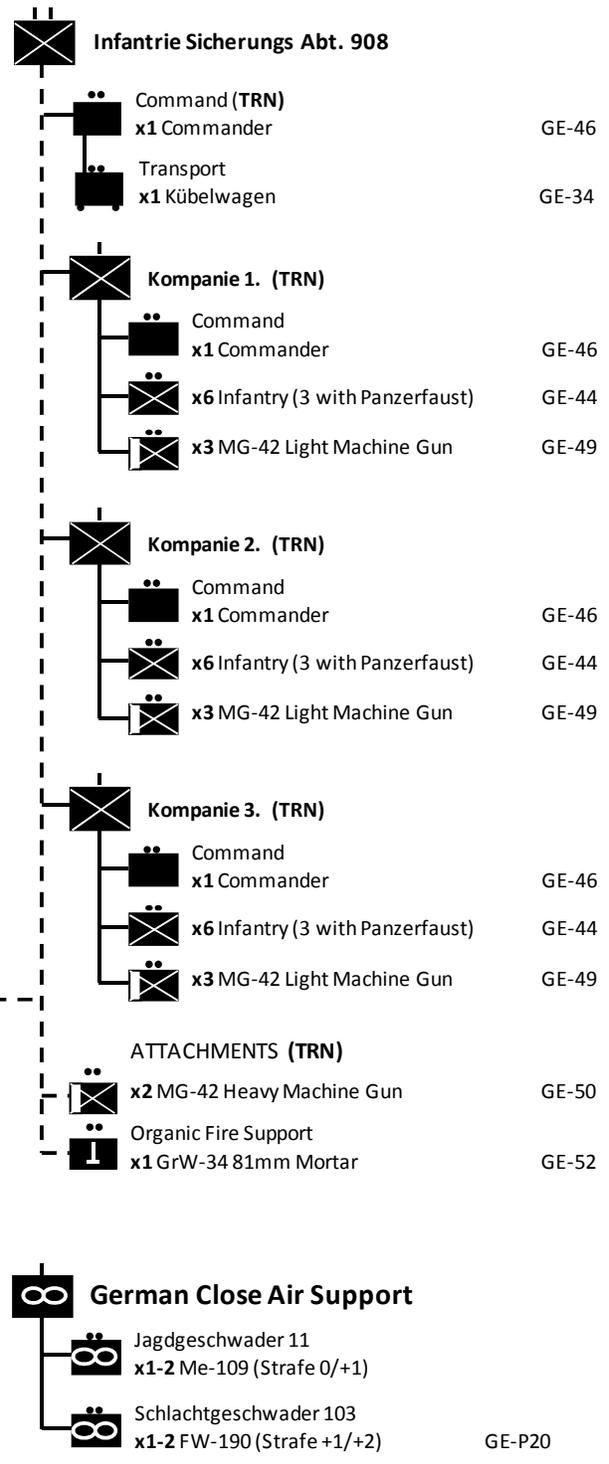
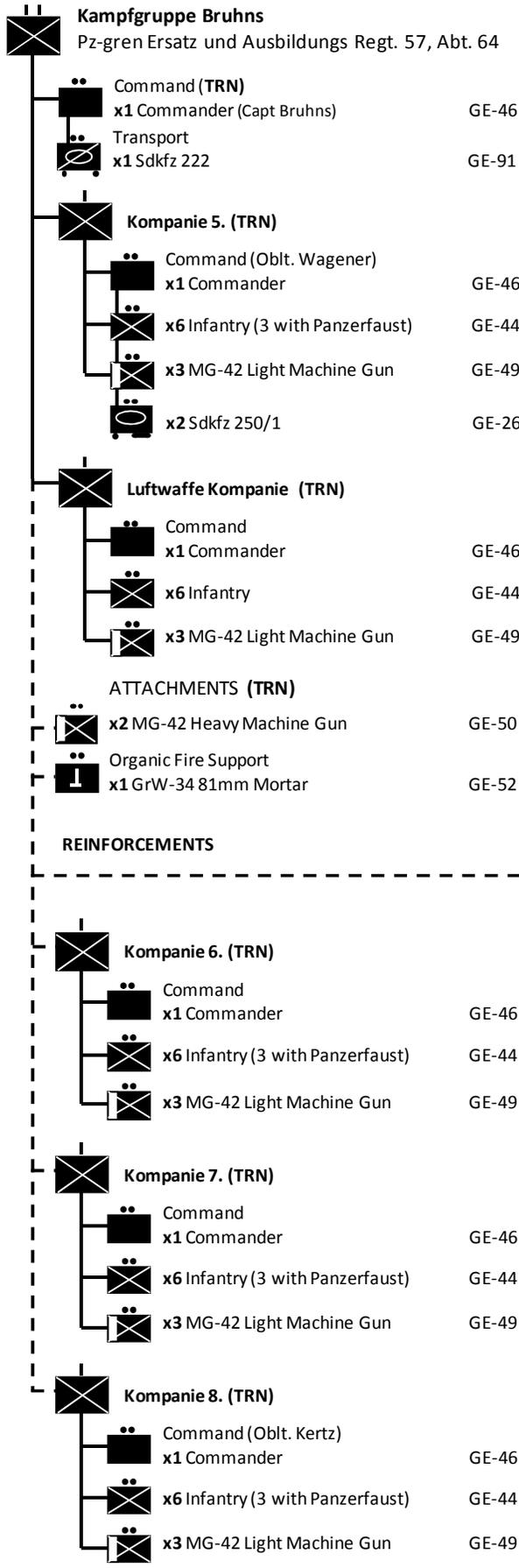
GE-46
GE-44
GE-49

Kompanie 3. (TRN)
Command
x1 Commander
x6 Infantry (3 with Panzerfaust)
x3 MG-42 Light Machine Gun

GE-46
GE-44
GE-49

ATTACHMENTS (TRN)
x2 MG-42 Heavy Machine Gun
Organic Fire Support
x1 GrW-34 81mm Mortar

GE-50
GE-52



Victory Conditions?

VPs earned for units crossing the railway after turn 10 (panic = no VP)

ME strength over 75%	2 VP
ME strength 50-75%	1 VP
ME strength under 50%	½ VP

10 Para	4 ME
156 Para	4 ME
KOSB	5 ME
4 Para Brigade	1 ME
Engineers	2 ME
Glider landing	1 ME

German player earns VP for losses inflicted.

Para ME panicked off board	2 VP
Para ME still north of railway	2 VP
Glider shot down	1 VP
Para ME with strength under 50%	1 VP

Victory Conditions

Over 10 more VP than opponent – Major victory

5-10 more VP than opponent – Minor victory

VP scores less than 5 apart - Draw

Bibliography