

Ginkel Heath DZ “Y”

18th September 1944
Scenario written by Andy Parkes

Overall Situation:- British View

1st Airborne Division– 13:00h, 17th Sept 1944 Holland.

The 1st Airborne Division consisted of two parachute infantry brigades and one airlanding brigade plus assorted support units, such as artillery, engineers, pathfinders, etc. Due to the insufficient number of transport aircraft available, the First Lift, on Sunday 17th September, would see the following units transported to Arnhem: 143 dakotas bringing in the 1st Parachute Brigade, 320 tugs and glider combinations bringing in the 1st Airlanding Brigade (less A and C companies of the 2nd Bn South Staffords), Major-General Urquhart's Divisional Headquarters, and approximately half of the Divisional units, including two of the three light artillery batteries of the 1st Airlanding Light Regiment, and the 1st Airborne Reconnaissance Squadron.

The three drop and landing zones used for the First Lift, DZ-X, LZ-S and LZ-Z, were all situated very close to each other, between six and eight miles west of Arnhem. Twenty minutes before the main formation were due to arrive, the pathfinders of the 21st Independent Parachute Company were to drop a platoon on each of the zones to lightly secure and mark them with their Eureka beacons. The gliders of the 1st Airlanding Brigade were then to land at 13:00 hrs on LZ-S (Reijers Camp), followed twenty minutes later by Headquarters and the Divisional Units on LZ-Z (SW of Wolfheze), and finally, half an hour later, the 2283 men of the 1st Parachute Brigade were to drop on DZ-X (to the West of LZ-Z).

The drop zones (DZ) and landing zones (LZ) for the Second Lift were to be protected overnight by the 1st Airlanding Brigade, with the remainder of the Division established in the general area around the village of Wolfheze, bordering LZ's S and Z. Meanwhile the two thousand-strong 1st Parachute Brigade, commanded by Brigadier Lathbury, were to capture Arnhem Bridge and defend it until reinforced by the remainder of the Division.

7th KOSB's job was to move West towards Ginkel Heath DZ-Y and defend the drop zone to allow 4th parachute Brigade to land without opposition, they were also to cover the road running from Ede to Arnhem, to hinder reinforcements coming from the Barracks located there.

The South Staffs cleared Wolfheze and the surrounding area and set up defensive positions on the North Eastern edge of LZ-S.

The Border Regiments task was to secure a position covering DZ-X and LZ-Z, D coy cleared the village of Heelsum whilst C Company headed towards Renkum covering the main road of Utrechtsweg, and setup in the Brickworks located there.

British Player Briefing

Situation

Lt-Col Robert Paynton-Reid

7th Bn (Galloway) Kings own Scottish Border Regiment

(1st Air Landing Brigade)

06:00Hrs “DZ-Y Ginkel Heath” 18th September 1944 Holland

Having landed on LZ- S on the 17th Sept, the Battalion moved off at 15.00 hours with “A” company in the lead. A quick check showed that eight gliders had failed to land. “A” Company is complete, “B” company is short a platoon, “C” company had a platoon cast off over England and will come in on 2nd lift, “D” company is short one platoon, As far as the support company is concerned they are short four mortars , 1 x MMG platoon of x4 Vickers, and three 6Pdr Atk guns. “A” company took up positions in their designated area covering the Ede Arnhem road at Planken Wambuis to the East and by 17:00 hrs had skirmished with what turned out to be the battalion band of Wach Bn III and wiped them all out. At 21:00 onwards further attacks occurred from the 4th and 3rd companies of the above causing more casualties.

You have noticed that radio communications between the companies is nigh on impossible due to the close terrain and that the assault cable for the telephone network has a tendency to snap so line communications is proving difficult also.

There is a work camp with Dutch workers located on the drop zone, so this needs to be taken into account with regards defence a minimum of a platoon will be needed, you have ordered D company to complete this task, also there is a road under construction to the South of the DZ which is a high embankment and blocks LOS from the south. The rail line is also an obstacle and provides another linear feature which blocks line of site.

Mission

To make sure that the DZ-Y is clear of all German troops and that they cannot shoot on any of the landings of the 4th Para Brigade which is due to occur at 10:00 hours tomorrow. The civilian work camp also needs protection so at least a platoon (x2 Inf, x1 LMG) from D Coy should be sent to guard it, a platoon from A Coy will be guarding the main road. The rest of D company (2x platoons) will attack and clear the woods alongside the café using the A company position as a jumping off point. The D company platoon and B company will provide a base for fire support.

British Deployment, Notes & Special Rules

Turn 1 08:00 Hrs Germans Move first. Company positions are shown on map. A Coy located covering main road. All troops dug in, in fighting holes. D Company to attack and clear the woods in vicinity of café as ordered. 16 Plt D-coy (consisting of 2x Inf x1 LMG) to hold the work cabins on DZ.

Turn 8 10:40 Hrs Capt Griffiths FOO arrives by jeep at Bn HQ.

Turn 10 11:00 Hrs Ammo running low see special rules.

Turn 19 14:00 Hrs Game ends, 4th Parachute Brigade begin to land..

Discipline Rating

All MEs are Veteran.

Off board Artillery

Calls for fire from the off board artillery from all units other than the FOO are subject to a -2 modifier because of problems with the radios in the close terrain. Remember that only Commanders and the FOO can call for direct support.

The FOO moves on the board on Turn 8 and will be available to call for fire on turn 9. Because of more powerful radio equipment, calls for fire from the FOO are only subject to a -1 modifier.

If FOO is jeep destroyed all FOO calls for fire will be at the -2 modifier.

Direct Fire Support

This originates from the South Eastern table edge, and will be given by 3rd Lt Btty, 1st Air Landing Light Regiment RA.

Transport

All company transport must be placed on table

Ammo Supply

The troops were starting to run low of ammo and supplies over the course of the 18th. From turn 10 all 3" mortars cannot fire concentration missions or smoke, Infantry cannot engage targets beyond 5" and Vickers MG's cannot using grazing templates. No smoke available for 2" mortars.

Hidden Unit Status

All British units count as dug in and hidden units at the start of the game.

Flares and Smoke

2" Mortars may fire unlimited dissipating smoke during the game until turn 10. 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.

Terrain

The area is rough undulating gorse and scrub and thus in game terms provides light cover to all troops stationary within it. It is considered open for spotting. Can catch fire.

MG Grazing fire

All dug in Vickers can use MG grazing templates up till turn 10.

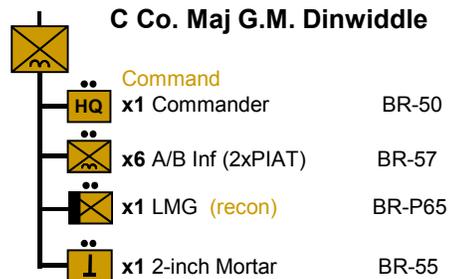
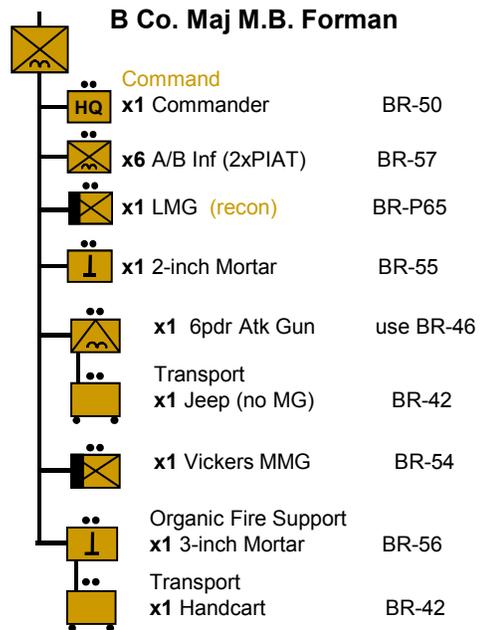
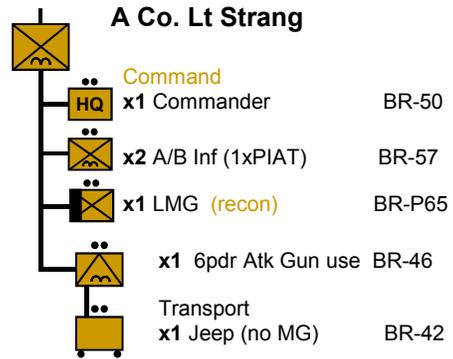
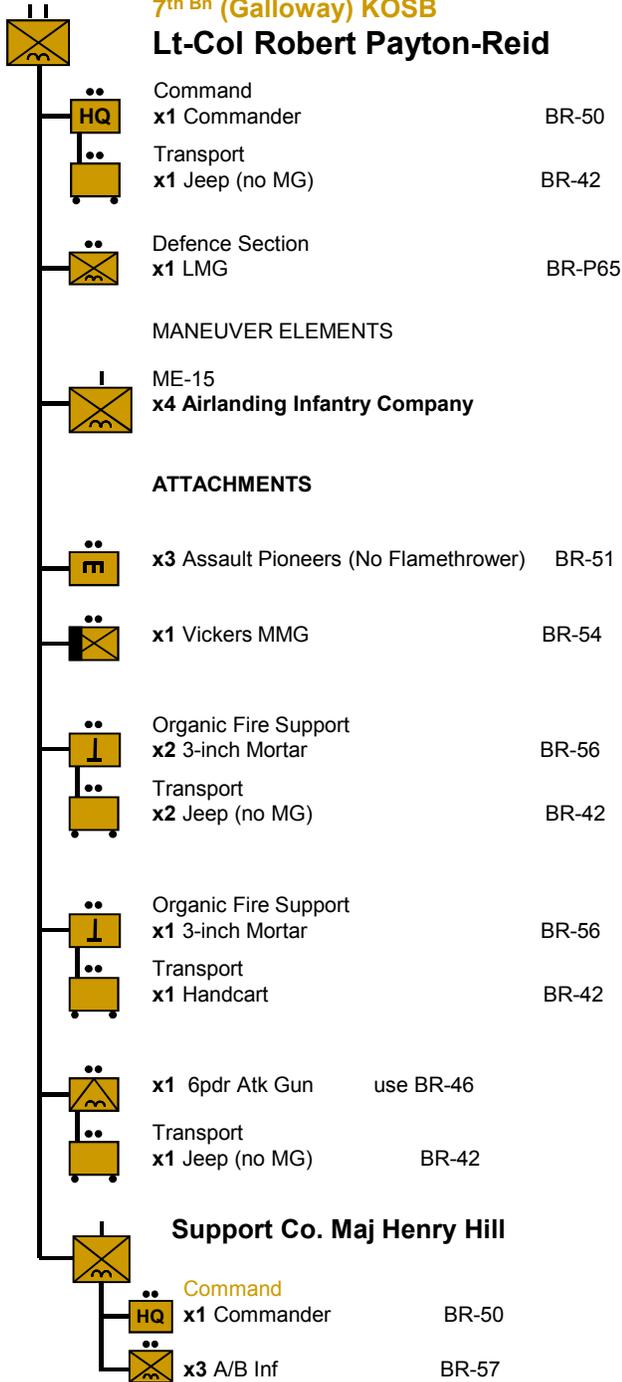
Game Length

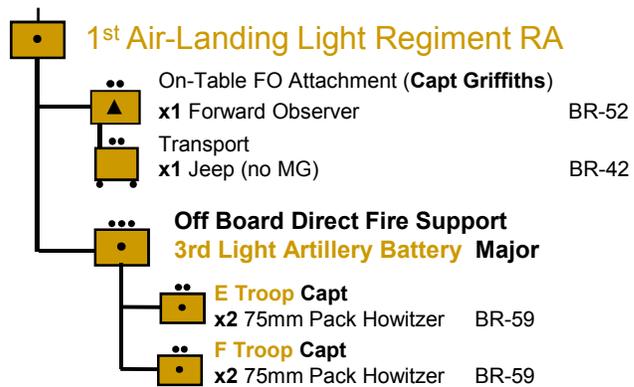
Game length is 19 turns.

Campaign Rules

If playing as part of a campaign then use any survivors from 7th KOSB for the Dreyensweg scenario.

BATTLEGROUP
7th Bn (Galloway) KOSB
Lt-Col Robert Payton-Reid







Map Size 6'x4'

-  Road under Construction classes as embankment.
-  Rail Embankment
-  Metalled Road
-  High hedge
-  Woods with under bush..
-  Cleared Woods.
-  Level 3 covered in underbrush
-  Level 2 covered in underbrush
-  Level 1 covered in underbrush
-  Stream.
-  Rough track

German Player Briefing

Situation

(Sturmbannfuhrer Paul Helle), 06:00 18th September 1944 Ginkel Heath, Holland.

Having sent your Battalion band at 17:00 hours in commandeered trucks to recce the area East towards Oosterbeek, you got reports back from the survivors that they were ambushed and almost wiped out along with Drum Major Sakkel . Then sending in your 4th company under "Bartsch" at approx 21:00hrs they were also ambushed along with the 3rd Company "Hink" which was placed into the line on their Right Flank. Your troops are not cut out for night fighting against experienced elite troops so you pulled back all your troops and reformed them for a single thrust to destroy what troops are located in this area. Your HQ is currently set up in the café on the main road.

You have been ordered to attack with at least four companies forward with a company kept in reserve at the Hindekamp farm. The far left company is to advance through the woods avoiding the known position and sweep around and attack from the East. The far Right company is to advance South and sweep around from the West whilst the two other forward companies advance across the Heath clearing the area around the work camp in the centre of the Heath.

Mission

To destroy the enemy forces located around Ginkel Heath by Pincer movement..

There is a known enemy position marked on your map that you are aware of. The rest of the area is known to conceal a unknown number of enemy troops.

German Deployment, Notes & Special Rules

Turn 1: 08:00 Hrs Germans move first. Battalion HQ and support weapons must set up around the Café. Rifle companies are set up anywhere North of the red line.

Turn 7: 10:00 Hrs x3 Armed half tracks (x3 Inf) approach along road from Ede in the West. (Location X)

Turn 19: 14:00 Hrs Game ends 4th Parachute Brigade begin to drop..

Discipline Rating

See relevant Orbats

On board Artillery

Organic Fire Support will be given by 8cm Mortars, Battalion heavy machine guns can be allocated out to separate ME's if required. Due to ammo restrictions mortars cannot concentrate their fire.

Transport

All company transport must be placed on table

Hidden Unit Status

No units class as hidden at start of game.

Flares and Smoke

No units are capable of firing smoke

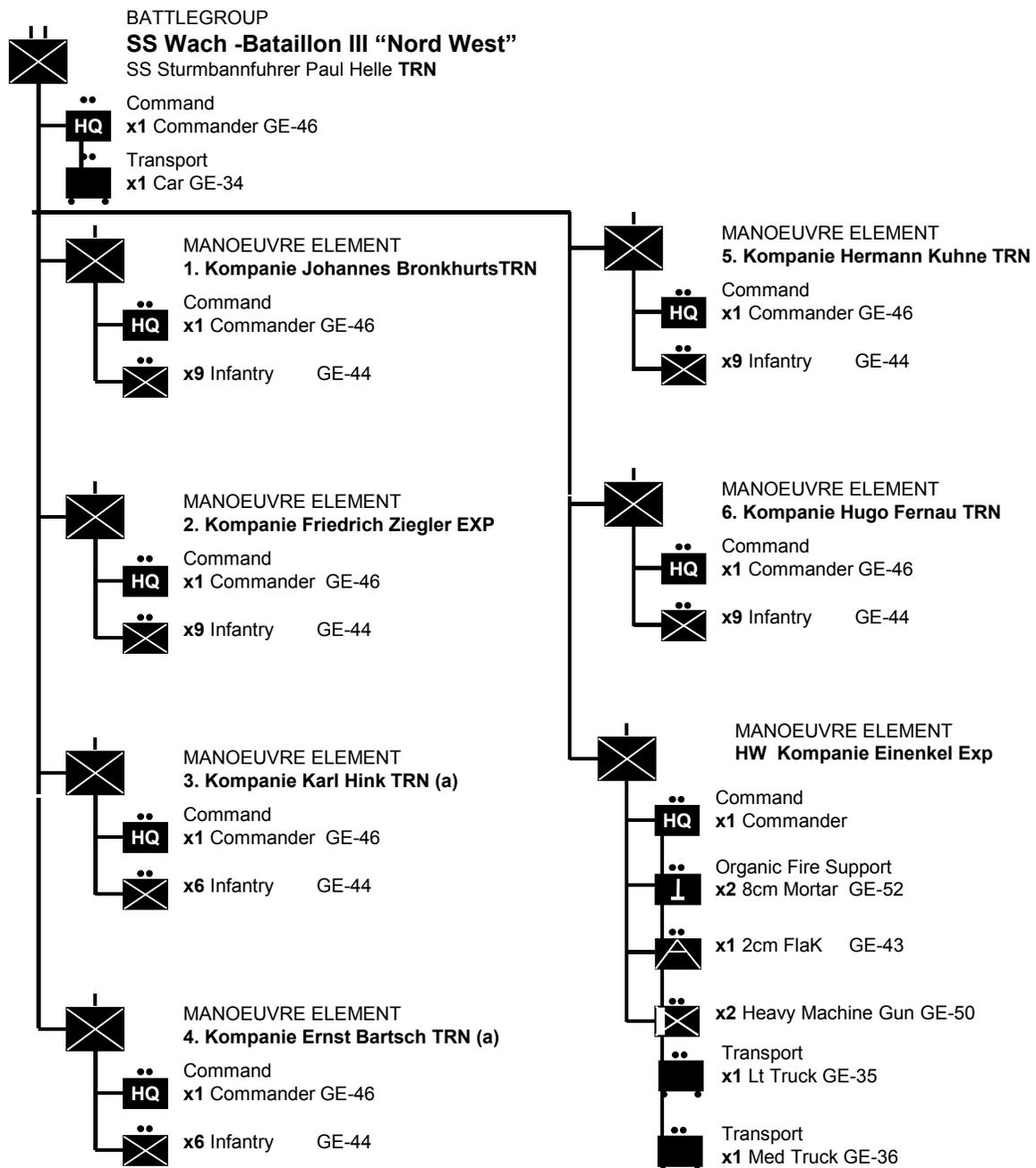
Terrain

The area is rough undulating gorse and scrub and thus in game terms provides light cover to all troops stationary within it. It is considered open terrain for spotting. Can catch fire.

Game Length

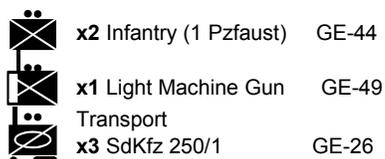
Campaign game rules

No German units will be carried over to further scenarios

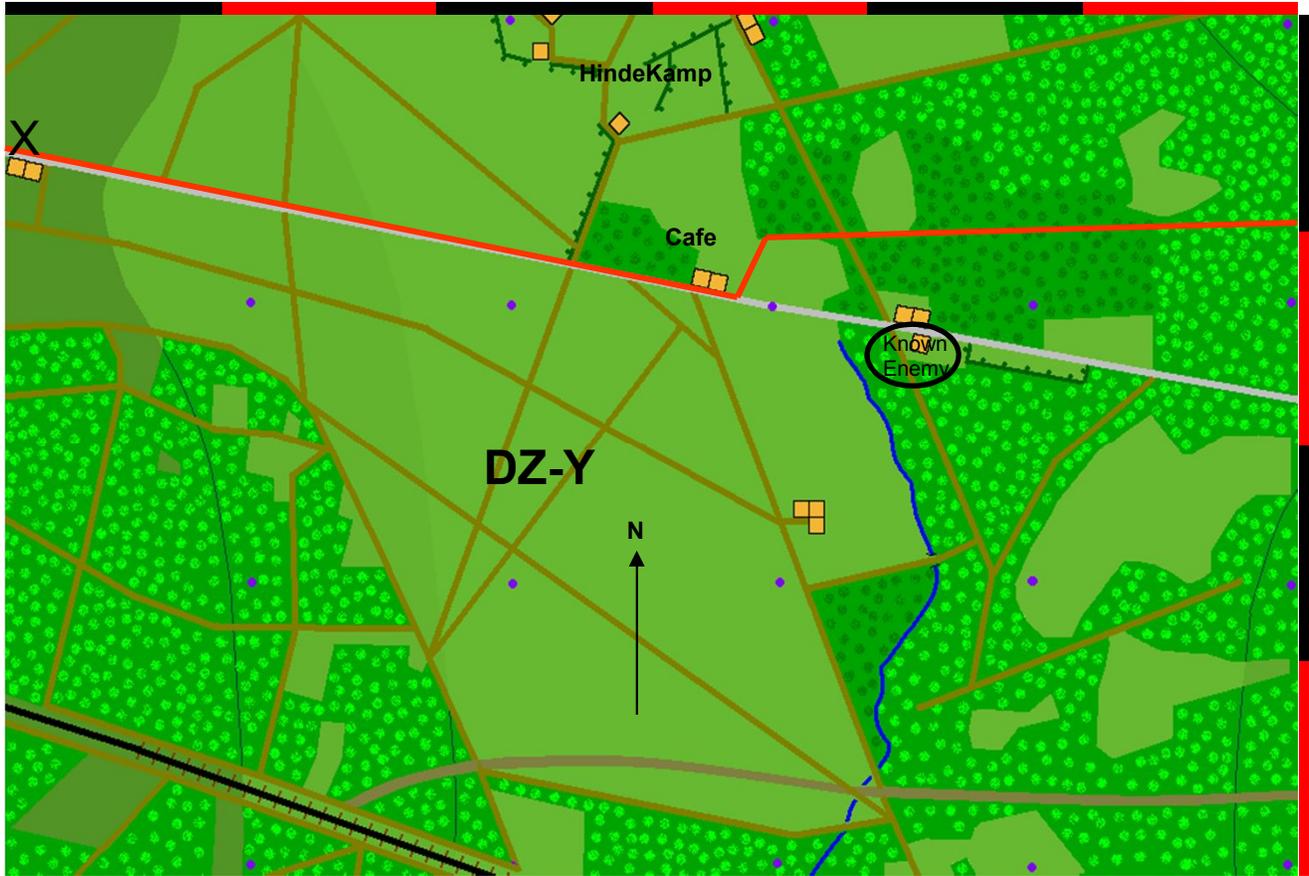


(a) Above do not receive +1 for no casualties

Reinforcements (b) EXP



(b) Unknown unit but reported twice by both the 7th KOSB and the 1st A/L Recce Sqn.



Map Size 6'x4'

-  Road under Construction classes as embankment.
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-  Metalled Road
-  High hedge
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-  Level 3 covered in underbrush
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-  Stream.
-  Rough track

Victory Conditions

The German player earns VPs from both losses he inflicts on the British and also ground captured.

Victory Points Table

1VP Each enemy manoeuvre element with 50% casualties or greater

2VP Each enemy manoeuvre element with 75% casualties or greater

1VP Each additional knocked out vehicle or gun.

2 VP Still hold work huts on centre of DZ-Y by game end.

1 VP Each German ME that can trace an un-obstructed line of fire on to centre of DZ-Y.

Centre of DZ is where the "Z" of DZ-Y is marked on the map.

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>

1. MG Grazing Fire

2. Sneak Manoeuvre Action

8. Not All Destroyed Vehicles Burn

9. Fire

To check if a fire burns conduct the following procedure once for a small HE template, twice for a large HE template and once for each instance where direct fire or close combat involves an HE capable element (in this scenario, mortars and howitzers(not panzerfausts or PIATs)) using TSVG characteristics or any flamethrower then check to see if a fire is started.

•Throw one die and modify as follows:

•-5 for water feature

•-2 for open ground

•-1 for cleared woods or orchards

•+0 for Thickets, Brush or Woods with underbrush, Tall Crops or Stone Buildings

•+1 Wooden buildings or Firing smoke (White Phosphorus)

•+/- for environmental factors (+1 hot and dry, -1 damp or wet, -2 raining)

•+/- indirect fire factor or tactical factor at 2" range (i.e. +1/+2/etc. for concentration / thickened etc, +4 for flamethrower)

•-2 if troops spend manoeuvre action trying to extinguish fire (no other movement or firing permitted)

•-1 for every 4 turns that the fire has been burning.

10 or more	Fire starts or spreads. If it spreads it will spread to the closest downwind adjacent aiming points in the BUA or if in the open down wind. If a fire cannot spread downwind as there is already fire burning there it will spread too the nearest available aiming point or combustible area. Fire will not cross a road or water feature.
5-9	Fire continues to burn as before
4 or less	Fire is extinguished or burns itself out.

Wind direction is East to West for fire purposes.

10. Improved Position Clarification

12. Destroying BUS and Rubble