

Route Leopard (Amsterdamsweg)

Sunday 17th September 1944

Scenario written by Andy Parkes

British Player Briefing

Situation

(Lt-Col David Dobie) 16.00Hrs 17th September 1944 Wolfheze Holland

You started landing at 14.03 hrs, and formed up at 14.45 hrs your orders are to advance into Arnhem along route Leopard, you are to follow the Wolfhezeweg over the rail-line and then finally join onto the Amsterdamsweg, where you will follow it into Arnhem.

The Divisional priorities are to

- (a) Seize and hold ARNHEM in order of priority
 - (i) Main bridge at 746768
 - (ii) Pontoon bridge at 738774
- (b) On arrival of second lift, seize and occupy sector allotted.
- (c) Occupy part of 1 Polish Para Bde sector until it arrives with third lift.
- (d) Cover DZ 'K' during the drop of 1 Polish Para Bde.
- (e) After Div sector has been occupied, make one battalion available at short notice for Div reserve.

You have attached to your force a section of 17pdr anti-tank guns from P Troop 1st A/L A/tk Btty RA. and a troop of 6pdr anti-tank guns from A Troop 1st A/L A/tk Btty RA.

You will follow behind C troop 1st Airborne Recce Sqn who are leading the way, attached to these are a section from No.3 platoon 9th Field Coy RE. Resistance in the area is believed to be slight, so all effort and speed is to be made towards your objectives.

3 Para are advancing along the Utrechtsweg (Route Tiger) to your South and 2 Para are advancing along the Rhine (Route Lion).

Mission

You are to advance into Arnhem, (Eastern edge) with all speed and with all units intact, and take up a position, to defend the bridge and Southern bank.

British Deployment, Notes & Special Rules

German units were randomly encountered through out the battle, and to make this particular game more interesting a random encounter for German troops is generated by the use of a pack of cards. One card is turned over by the German player at the end of their turn to show which troops arrive for the next turn. These cards are a representation of all the troops that were in the local area and could of arrived at that time. There are also "Incident Cards" which can effect either player. Once drawn they are put on a discard pile.

Turn 1 15.20hrs Germans deploy first.

C Troop 1st Recce Sqn enter from Southwest along Wolfhezeweg (main road across the railway) (Pt- F)

Turn 3 16.00 hrs

R Coy 1 Para arrive from Southwest along Wolfhezeweg (Pt-F)

Turn 4 16.20 hrs

S Coy 1 Para start arriving behind R Coy.

Turn 5 16.40 hrs

Rest of Bn start arriving with T coy in the Rear. You can delay the entry of any of the above to allow any congestion to clear ahead of advancing troops.

•Discipline Rating

All MEs are Veteran

•Off board Artillery

None

•Transport

All company transport must be placed on table. Transport units count towards casualties but not towards ME strength.

•Hidden Unit Status

All British units are placed on the map and none are hidden.

•Flares and Smoke

2" Mortars may fire smoke **unlimited dissipating smoke** during the game. All other on table smoke capable units may only fire smoke twice during the game.

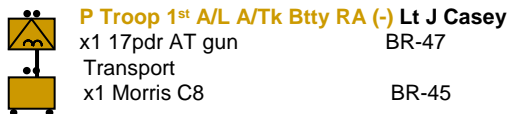
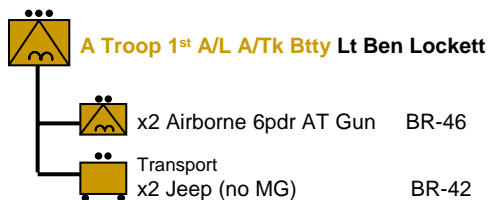
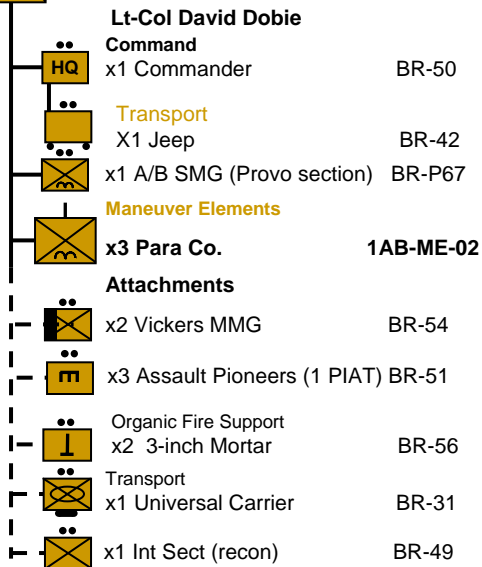
•Sniper Activity

Nil

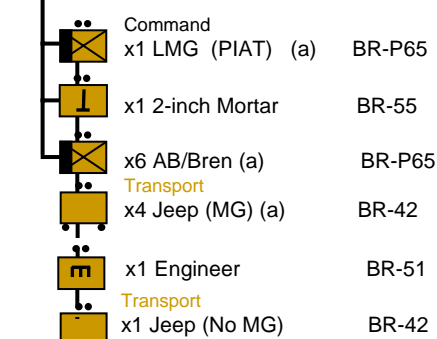
Game Length

If played as a stand-alone scenario, the game ends at the end of turn 21 (20.00 hours when KG Krafft pulled back to defence line at the Dreyensweg. See the Axis briefing for additional campaign rules During turns 16 and 20 dawn/dusk rules apply. During turns 21 and 25 night good visibility rules apply.

1AB-BG-07 1st Parachute Bn Battalion (VET)

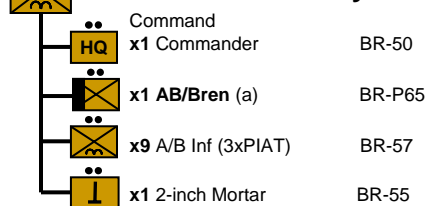


1AB-ME-09 C Troop 1st A/B Recce Sqn



(a) Each jeep can carry 2T, Engineers travel in their own jeep (no MG).

1AB-ME-02 Parachute Rifle Coy



*from pool LMG's at platoon level)

Coy commanders

R Coy Major John Timothy
 S Coy Major Ronnie Stark
 T Coy Major Chris Perrin-brown

Victory Conditions

Victory is determined by the number of British Parachute Infantry and Airborne Recce MEs which exit the Eastern edge of the map (the edge containing ptB-ptD) by the end of the game (20.00 hrs Turn 21). Exiting the board in this direction allows the troops to fight their way through to the Arnhem bridge.

To have exited the board, at least 40% of the stands in the ME (not counting transport) must move off the board (moving off takes 1" of movement).

German Decisive Victory: - No British ME exits the Eastern edge of the board. (historical result - KG Spindler formed a blocking position in time).

German Marginal Victory: One British ME exits. (There are not enough British to break through the advancing German troops).

British Marginal Victory: - The British exit two MEs, at 40%-59% strength. (Enough troops have broken through to at least get some troops to the bridge as reinforcements)

British Major Victory: - The British exit two MEs, one at 40%-59% and one at 60% or more (A substantial number of troops have broken through).

British Decisive victory: - The British exit two MEs at 60% strength more or 3 at 40% or more. (They have managed to bypass the arriving KG Spindler and fight through to the bridge in strength)

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









Terrain




The map is 6' x 4'. Each division along the side represents one foot.

The ground slopes down from the NW to the South to the east and then back up again as represented by the small green contour lines, for game purposes there are 4 terrain levels:

- 
Level 1,2,3 - brush covered "clear" - No cover, -1 to spot

- 
Level 4 with hill and contour line (just Southwest 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