

German Player Briefing

Situation

(Von Allworden), 14:30 17th September 1944 Wolfheze, Holland.

You have been given orders to set up a blocking line covering one of the main avenues of approach into Arnhem and have got yourself in a position to cover the crossroads of the Dreyensweg and the Amsterdamsweg. You have what is left of your Panzerjäger Battalion which consists of a couple of Panzerjäger IV's and a Pak 40 plus enough men to form an Infantry company, they have managed to collect quite a few extra MG 42's on the road from France and also have a few Panzerfaust too. Elements of Greabner's Aufklärungs Abt are operating in the area and checking routes to the West, and you have been made aware that a Luftwaffe Signals KG under Weber is also in the west. As troops arrive you will place them into the battle as you see fit. Also Herr Spindler has warned you that Ausbildungs Und Ersatz Abt 361 under Bruhns is coming to assist and strengthen you defensive line, and you will be put under his command for the duration once he arrives.

Mission

You are to block all movement East towards Arnhem.

German Deployment, Notes & Special Rules

German units were randomly encountered through out the battle, and to make this particular game more interesting, the German initial forces and reinforcements are determined randomly throughout the game. At the end of each German player turn, the German player will pull a card from the reinforcement/incident cards provided in the separate document.with the game. This will either indicate German reinforcements to arrive at the beginning of the next German player turn or an "incident card" which can effect either player. Once used, cards are discarded.

Turn 1 15.20 hrs Germans deploy first, and move second. Remove all German Unit Cards from the pack and shuffle them. Take the top two cards, these are the initial set up units for the first turn and they cannot be placed nearer than 18" to the British entry area and no closer than 24" to each other. Place these in the discard pile, and shuffle the other unit cards back into the pack. German initial forces deploy hidden, with their positions either indicated by markers. Enough markers should be provided to represent all initial forces with 4 extra dummy counters. Hidden markers may move and remain hidden as long as they remain outside of the spotting distance from British units. If a hidden dummy marker is spotted, it is permanently removed from play. If a hidden marker that represents an actual unit is spotted, replace it by its unit and remove the marker from play. If an onboard actual unit regains hidden status, do NOT replace it by a marker.

As indicated above, further German reinforcements appear randomly, on the turn after the card representing the unit is drawn by the German player.

German Deployment, Notes & Special Rules contd

•Off board Artillery

Organic Fire Support will be given by battalion heavy weapons if available.

•Transport

All company transport must be placed on table, counts towards casualties but not towards ME strength.

•British Forces

The British player is advancing from the Southwest from the drop zones on the Heath, from initial reports they seem to be forming up in column.

•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. Off board artillery may not fire smoke or mixed missions.

•Sniper Activity

Nil

•Game Length

If played as a stand-alone scenario, the game will last until the end of turn 21 (20.00hrs) at which time victory conditions are determined. If played as part of a campaign, it will last 25 turns (21.00hrs) as described below. when KG Krafft pulled back to defence line at the Dreyensweg, and further blocking troops became available thus blocking the route into Arnhem via this route completely.

Campaign game rules

All German units that survive will be carried over to provide the forces for the **Dreyensweg** scenario. Any casualties from KG Krafft's 2nd Kompanie will be removed from the ORBAT for the "**Route Leopard**" Scenario. All British units that survive and don't exit off the board will provide troops for the "**St Elizabeth's**" scenario. Any troops exiting the board will provide troops for "**Hold until relieved**"

Game Notes

The game is 1 game day, starting Sep 18th at 15.20 hrs and lasts 25 turns, during turns 16 and 20 dawn/dusk rules apply. During turns 21 and 25 night good visibility rules apply. Outside these turns no movement is permitted. The 4 turns of night should be used to perform any reorganisation or infiltration required.

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. (The British 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 North to the South 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 play.