

St Elizabeths Hospital (Route Lion) 19th September 1944

You started landing at 14.03 hrs on the 17th Sept, and formed up at 14.45 hrs, your orders were to advance into Arnhem along "route Leopard". You were to follow the Wolfhezeweg over the rail-line and then finally join onto the Amsterdamsweg, were you hoped to follow it into Arnhem. Unfortunately you met a hasty blocking force from KG Krafft, and thus stopped you reaching your objectives, and also destroyed a Recce Troop from 1st Airborne Recce Squadron who were attached to your force.

1 para were then moved to the lower road "route Lion" which Frost pushed his troops along earlier and then met further resistance along the way, near the railway and factory area. Having now fought their way clear they have just met up with 3 Para coming back along the lower road.

3 Para had a similar issue advancing along "Route Tiger", their orders were to advance into Arnhem along the Utrechtsweg into Arnhem and approach the bridge from the North and reinforce Lt-Col Frost. Again forces from KG Krafft blocked their way. However the overall commander for the Arnhem area General Kussin was killed as he left the HQ of KG Krafft. C company 3 Para managed to bypass these forces by heading North and then along the railway line into Arnhem and finally adding to Frost's forces at the bridge. This was fortunate as C company 2 Para were stopped by elements of 9th SS Pioneer Battalion near the PGEM building on the high road near St Elizabeths Hospital, they were forced back towards No. 38 and eventually forced to surrender. It is now known as the "Airborne house"

3 Para advancing along the lower road alongside the River Rhine were brought to a halt by elements of KG Spindler who were dug in below the embankment and stopped all movement East towards the road bridge, some elements made it as far as the harbour but were eventually stopped by elements of dismounted panzer troops from KG Harder 9th SS panzer Regiment.

Elements of 2 Para under Frost managed to bypass all these blocking groups by following the lower road along the River Rhine, Route Lion, it is this route you are now trying to push your troops down. Unfortunately you now have to try and fight your way past all these forces, unbeknown to all the Commanders, Stug Abt 280 was finally released for action and will prove to be a tough opponent even though the majority of troops are untested and come from a wide background including Luftwaffe and naval troops.

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As the attack got under way, the 1st Parachute Battalion ran into members of the 3rd battalion falling back from the area they were about to attack. One of the first officers that Lt-Col Dobie met was Captain Richard Dorrien-Smith, who had served beneath Dobie when he commanded the 3rd battalion's B Company. Their conversation went something like as follows.

Dobie: "Good morning"

Dorrien-Smith: "Where the hell do you think you're going?"

Dobie: "I'm going up here."

Dorrien-Smith: "I wouldn't do that if I were you. It's full of mortars and machine guns."

Dobie: "How do you know?"

Dorrien Smith: "Because I've bloody well been there."

Dobie: "Well come and show us."

Dorrien-Smith: "Not bloody likely."

Situation

Having both landed at 14:00 hrs on the 17th, both battalions found difficulty in proceeding east towards your respective defensive zones. B Coy 3 Para got split from the column and advanced alone and found increased German build up which made it difficult to proceed further. Lt-Col Dobie has met you and taken command and with 3 Para under his command will proceed to force a passage through to Frost at the bridge, bringing with him the much needed supplies and ammo carried in the Bn carriers. Meanwhile the 2nd South Staffs has been given to Lt-Col Dobie along with 11 Para to help with this break through. Due to the rest up over night it has allowed your force to increase in strength but also gives the German forces time to increase their defences.

Mission

To fight through to Lt-Col Frost and 2 Para at the Arnhem road bridge and deliver his much needed supplies of Ammunition and food, along with supplying extra man power to increase the defensive hold on the bridge. As low lying mist is covering the low lying areas "Route Lion" advance will be done on foot no vehicles will be allowed road movement until given specific orders to move.

British Deployment, Notes & Special Rules

British must setup 1st Para Battalion in column of march (on the road, one behind the other) within the Blue dashed area. 1st Para Battalion is to lead and follow the lower road while the 2nd South staffs protect the flank and advance along the upper road. D Company 2nd South Staffs is to lead, C company and the South Staffs support company are still located in Oosterbeek due to delays. 3 Para is to support 1 Para along lower road. 11 Para is not used in this game due to receiving orders to attack Den Brink at 09:00 hours.

Turn 1 05:20 All units start hidden, use hidden markers until spotted. Full mist covers the lower road the river and all low lying areas. No visibility beyond 3" within mist on low lying areas. 1 Para roll on manoeuvre table and move first before 3 Para.

Turn 2 05:40

Turn 3 06:00 South Staffs enter board companies within blue dashed area. D company in lead followed in turn by each of the other companies. Universal carriers now able to move on roads.

Turn 5 06:40 Mist raises visibility now back to normal.

Turn 15 10:00 PIAT ammo limited any roll of natural 10 during direct fire results in no ammo for all PIATs.

Turn 21 12:00 Game ends.

Discipline Rating

See relevant ORBATs

Off board Artillery

Fire Support originates from the Western table edge.

Fire Support will be given by the 1st Air Landing Light Regiment RA.

Any FOO can call in his own troop as Organic fire support, his own battery as direct fire support and the Regt as General Fire Support.

If not directly attached to a troop (i.e. FOURA) then only calls for battery and regimental fire will be allowed as General fire support.

Transport

No transport will be available in the initial advance, as no undue noise is to be made. Once combat is initiated the Universal Carriers can then enter the game. All A/tk guns are located in defensive positions in Oosterbeek so none are available except for one. Place x1 6Pdr A/Tk gun BR-46 at the apex of the blue set up area marked "X", cannot move.

Hidden Unit Status

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

Flares and Smoke

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

Sniper Activity

See special rules

Game Length

Will last for 21 turns.

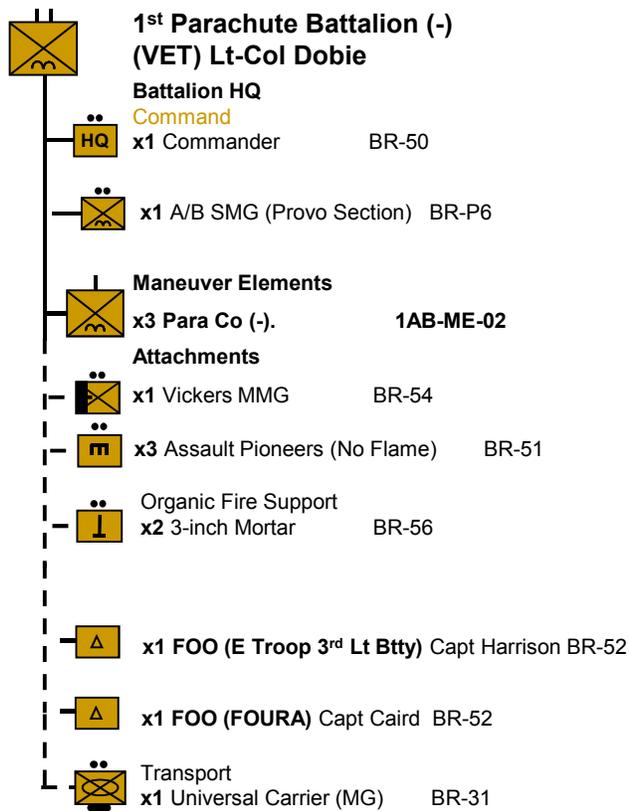
Campaign Game

If fighting as part of campaign ignore the British ORBAT for 1 Para and use the surviving troops from the scenario route Leopard. 3 Para will be used as per this scenario as they were involved in fighting prior to this scenario taking part. Any troops exiting of Eastern side of map can be used in the bridge scenario "Hold until relieved". Make note of timings for leaving board edge and bring on Western edge of board after suitable delay of approx 30 mins. Any Universal carriers exiting the table edge can negate the a -1 modifier for ammunition for the 19th and the 20th is reduced to -1 not -2 as stated. All survivors not exiting map go onto the Oosterbeek Perimeter.

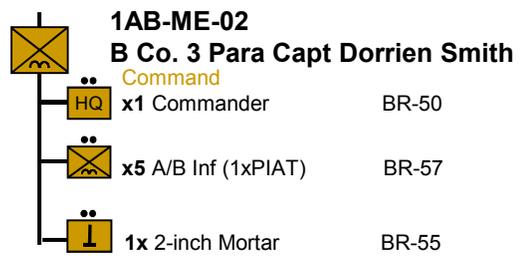
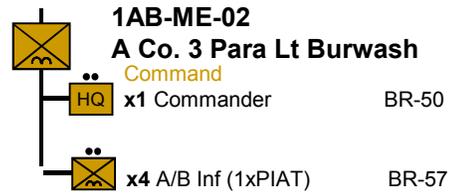
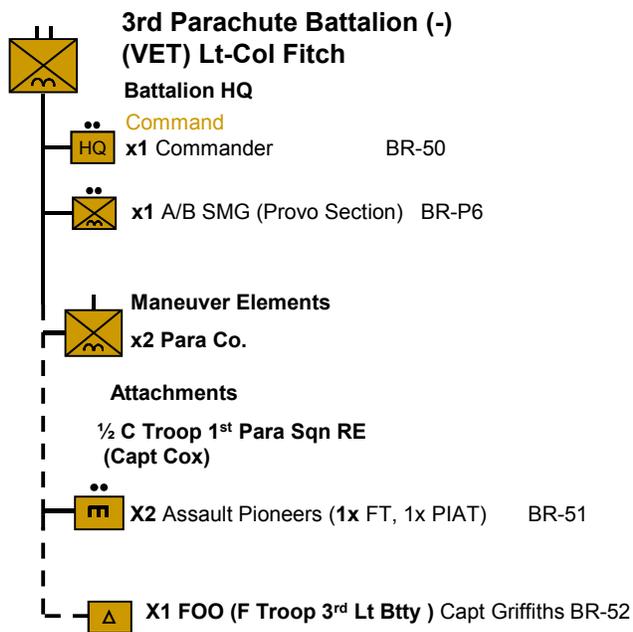
PzFaust/PIATs

Due to the shock action of HEAT rounds on buildings they give a +1 CC modifier for all units armed with them when fighting in a PzFaust sector.

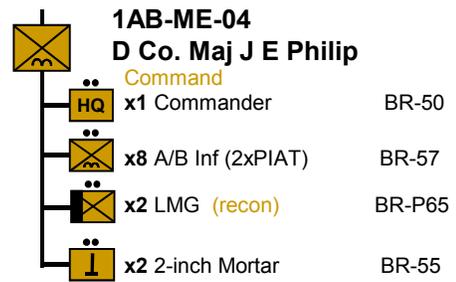
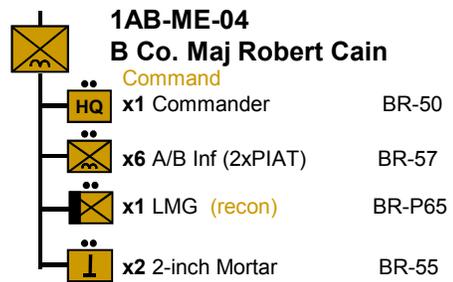
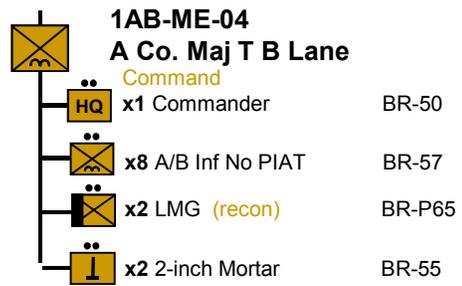
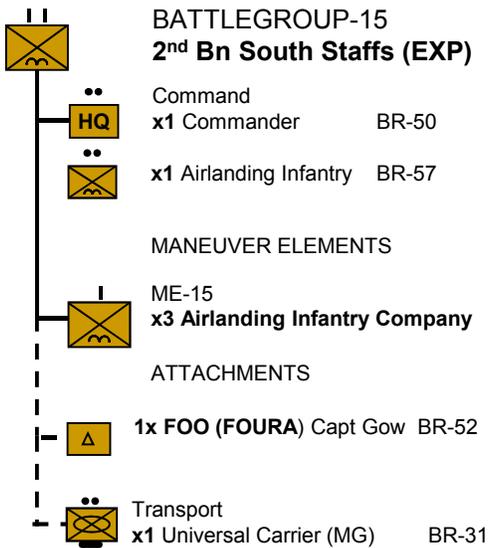
British Forces 1 Para



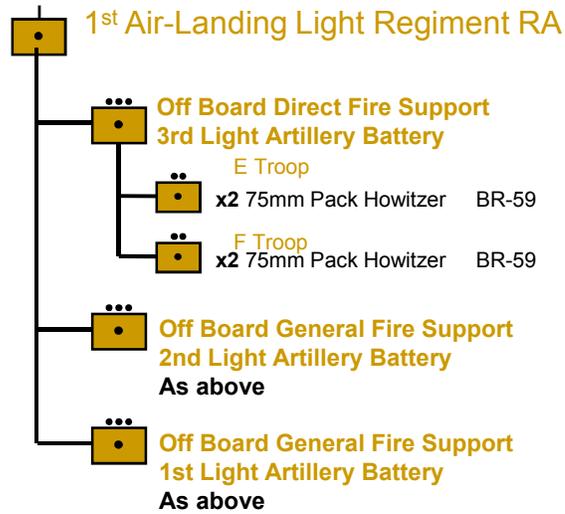
British Forces 3 Para



British Forces 2nd Sth Staffs



Fire Support Elements





The ground slopes up from the River to the North as represented by the small green countour lines, for game purposes there are 5 terrain levels: Board is 5'x4'



Level 0 with shallow stream



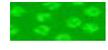
Level 1,2,3 - brush covered "clear" - No cover, -1 to spot



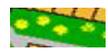
Level 4 with hill and contour line (just West of the town)



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



Impassable River/Water Obstacle



Steep RR Cut - impassable

There are several BUS which are orientation points such as:-

RP=Rhine Pavilion

M= Museum The area were the Museum "M" is located, is on a high embankment and classes as level 1.

U= House that Urquhart was trapped in.

German Player Briefing

Situation (SS Sturmbannfuhrer Ludwig Spindler)

You are responsible for forming the main Schwerpunkt west of Arnhem, you have collected troops as they enter the town, and have been inserting them into the line as you see fit. Allworden has his troops around the road junction of the Dreyensweg and the Ede/Arnhem road, and Bruhns has command of all troops along the line of the Dreyensweg, including any you place there.

Mission

To stop any further progress by the British towards Arnhem Bridge, you must at all costs halt them here and push them back towards KG Tettau in the West, so that you crush them between your combined might.

German Deployment, Notes & Special Rules

Turn 1: 05:20 All units start hidden in relevant set up areas, and dug in IP1 or in improved BUS except units from Graebners Recce Battalion, which starts in the brickworks in the orange area. British player moves first.

Full mist covers the lower road and low lying areas. No visibility beyond 3" within mist.

Turn 5: 06:40 Mist raises visibility now back to normal.

Turn 13: 09:20 STUG ABT 280 arrives from NE under rail bridge at point "A". Decide at point of entry how to deploy attachments, then move vehicles to relevant element by normal movement rules.

Turn 17: 10:40 RAD company arrive from the point "A".

Turn 21: 12:00 Game ends.

Discipline Rating

See relevant Orbats

On board Artillery

Direct Fire Support originates from the South East

Direct Fire Support will be given by I battalion Arty Regt 191

Transport

All company transport must be placed on table.

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.

Game Length

Will last for 21 turns.

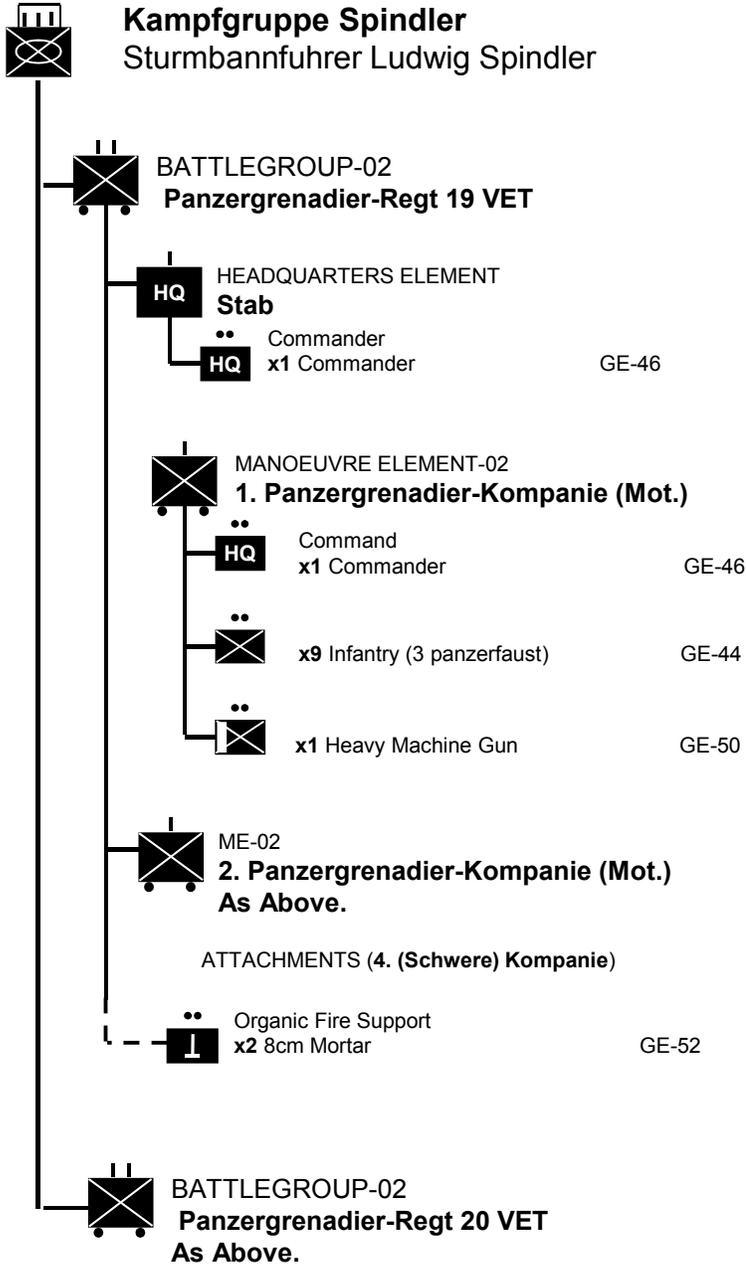
Pzfausts/PIATs

Due to the shock action of HEAT rounds on buildings they give a +1 CC modifier for all units armed with them when fighting in a BUS sector.

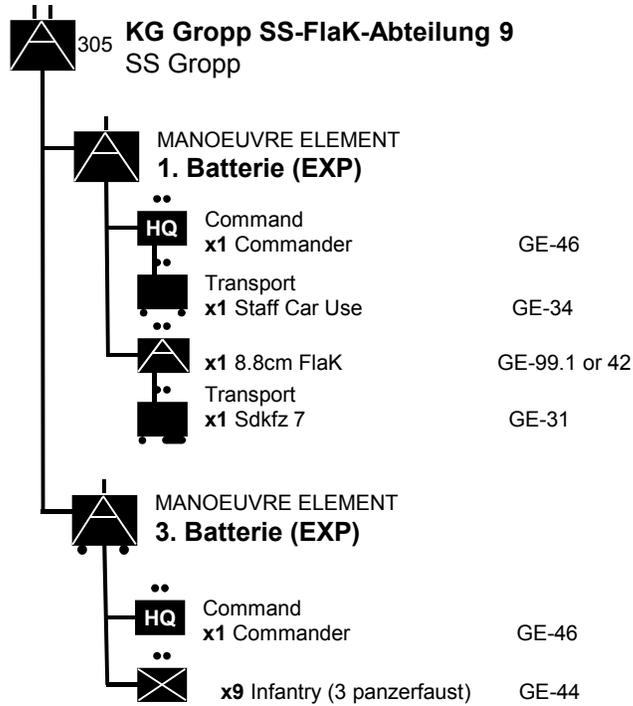
Snipers

See optional rules. Allocate x1 sniper to each of Pz Gren 19 and 20 panzer grenadier companies.

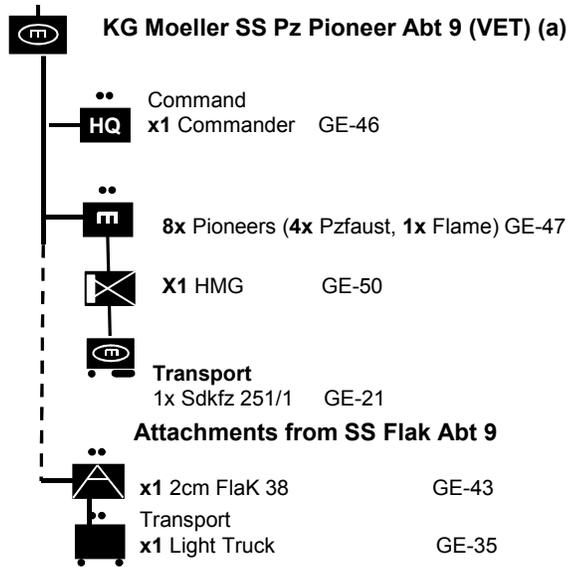
White Set up Area



Light Blue Set up Area



Red Set Up Area

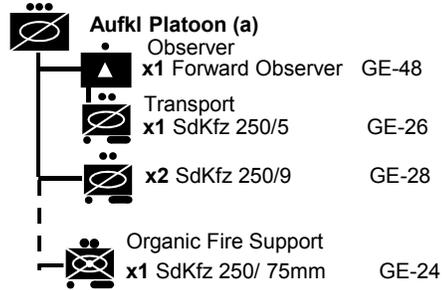


(a) Do not get +1 for no casualties.

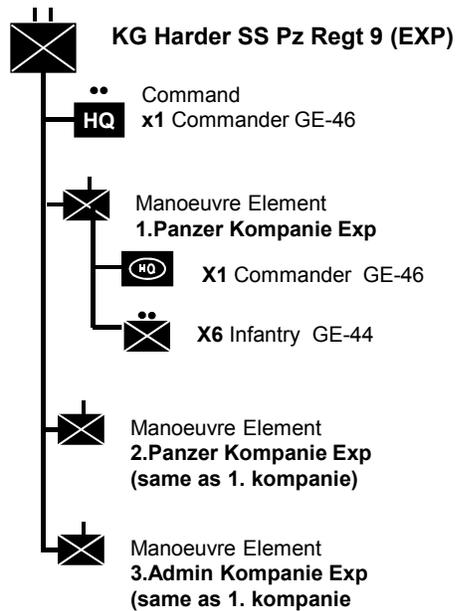
Orange Set Up Area

Located on South bank at Brickworks in marked Orange area.

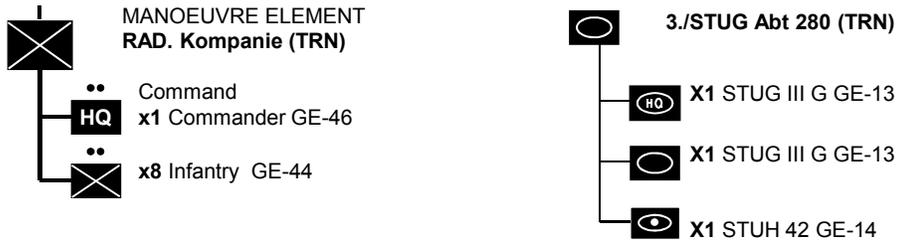
KG Graebner SS Aufkl Abt 9 (VET)



Yellow Set Up Area

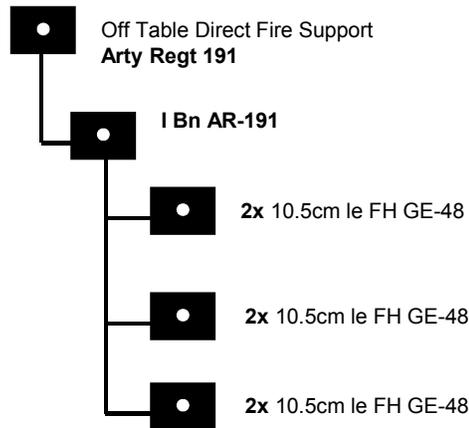


Reinforcements



Can be broken up into individual ME's of x1 vehicle and attached to any KG at entry, must move to that units location from entry point

Fire Support



		LEVEL OF SUPPORT	Organic Fire Support	Direct Fire Support	General Fire Support
German	OBSERVER				
	Forward Observer		3 or more	4 or more	7 or more
	Commander		4 or more	5 or more	---
	Troops		6 or more	---	---



The ground slopes up from the River to the North as represented by the small green contour lines, for game purposes there are 5 terrain levels: Board is 5'x4'

-  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
-  Impassable River/Water Obstacle
-  Steep RR Cut - impassable

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Victory Conditions

The British player earns VPs from both losses he inflicts on the German and also the strength of the ME exited

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 armoured vehicle or gun.

4VP British ME exiting off South Eastern board edge with less than 25% losses.

3VP British ME exiting off South Eastern board edge with 25 - 50% losses.

2VP British ME exiting off South Eastern board edge with 50 - 75% losses.

2VP For exiting off any one of the Universal carriers.

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

•Sniper Activity

•Whilst Battlefront does not directly represent the presence of snipers their effect is represented by modifying all British Manoeuvre Rolls by -1. Or use the prototype rules and card below.

•The sniper has the recon bonus for spotting purposes, he can only kill Commanders and FOO teams due to the small size of these stands. He can ONLY suppress or disorder any other stand.

•Classes as a Infantry sized target and is neutralised on a DS result or higher.

	0	10	16
V	-1	-2	-3
TGsV	-1	+1	0

Historical Background

Being more in touch with the situation than the other battalion commanders involved, Lieutenant-Colonel Dobie was allowed to assume command of the advance to the Bridge. With only his one hundred and forty-strong 1st Battalion and half of the 2nd South Staffords present, the remainder of whom were following on behind the 11th Battalion, Dobie decided to mount a two-battalion attack along the riverbank at 21:00. Unfortunately, before they could proceed, a false report reached them from Divisional Headquarters stating that resistance at the Bridge had collapsed and that they were to halt all offensive efforts in that direction. Orders were later received for the remnants of the Brigade to fall back to Oosterbeek, and it was not until 02:30 that it was realised that the Bridge was still very much under British control.

This delay cost the Brigade dearly, as it not only allowed the German troops of the Sperrverband Spindler blocking line to organise and harden fresh positions closer to the Bridge, but it denied them almost all of the precious hours of darkness that night. It did, however, give enough time for the 11th Battalion, the remaining South Staffords and the 1st Battalion's "R" Company to come forward. The revised plan was to take place at 04:00, with the 1st Battalion leading the way on the southern-most route, alongside the riverbank. Protecting their left flank, along the Utrechtseweg, were the 2nd South Staffords with the 11th Battalion following behind both of them in reserve.

Dobie was unaware that Lieutenant-Colonel Fitch and the remnants of the 3rd Battalion had already attempted the same attack that the 1st Battalion was about to make. They had reached the area of the St. Elizabeth Hospital during the night, but were forced to withdraw when they encountered fierce resistance from Sperrverband Spindler. Only fifty men remained in Fitch's party and, clearly not strong enough to breakthrough unaided, they fell back until they stumbled into the 1st Battalion coming forward. Fitch immediately offered to follow on behind them in the hope of providing their assault with covering fire.

The advance went well in the darkness, but as soon as it became light the Battalion was spotted and came under heavy fire from enemy troops who were well dug-in along the steep bank to their front, and also from buildings overlooking their left flank, which the South Staffords had yet to reach. As it grew lighter still, the survivors of 9 S.S. Reconnaissance Battalion, who had suffered so heavily at the hands of Lieutenant-Colonel Frost's men on the previous day, observed the British movement from their positions in the Brickworks on the other side of the River and so added to the opposing fire. The remnants of the 1st Battalion, therefore, were pinned down by heavy fire from all directions bar their rear, and as such they were completely trapped and their losses were severe. Nevertheless, the paratroopers screamed their battle cry of "Waho Mahomed!" and charged what German positions they could with bayonets, but it was a hopeless situation and what remained of the 1st Battalion was cut to pieces. Only thirty-nine men were still able to fight when, at 06:30, Dobie ordered them to break off the attack and seize the houses on the left, but few of them made it. By 07:30 the Battalion's last stand in these buildings was over, having been completely covered by enemy machine-guns and shelled into submission by tanks. Despite the terrible volume of fire ranged against them, the Battalion only suffered nine fatalities during the attack, but many had been wounded and almost everyone involved was taken prisoner; such was the fate of Lieutenant-Colonel Dobie, who had been lightly wounded during the action.

The 3rd Battalion fared no better. They had no sooner reached the embankment, from where they could give support to the 1st Battalion, when they too were spotted in the growing light and their positions were swept with machine-gun fire. A creeping mortar barrage then came down, and so, in a quite hopeless position, Lieutenant-Colonel Fitch ordered his men to fall back in two's and three's to assemble at the Rhine Pavilion. Most of them reached it, but Fitch was killed by a mortar on the way.

The South Staffords set off half an hour late, but they did so with three Companies and three hundred and forty men to the fore, with both "C" and Support Companies following on behind. Their advance was hard and the leading "D" Company in particular took many casualties, losing almost half of its strength and practically all of No.22 Platoon, but by daylight they had managed to arrive in the area encompassing the Museum and St. Elizabeth Hospital. By this time, however, further forward movement was impossible as the increasing light had enabled German infantry, mortars and tanks to trap them. Above all it was the enemy armour which did the most damage as none of the Battalion's anti-tank guns had been able to accompany the forward troops along the steep road, and their only protection, therefore, was the hand-held PIAT and a rapidly dwindling supply of bombs. Once this ammunition was exhausted, the tanks were able to roam at will and engage the British-occupied buildings at point-blank range.

At 08:00, an attack on the South Staffords from the south-east was quickly repelled, but careful probing movements and patrols from this direction succeeded in locking the Battalion into a defensive position and preventing an easy withdrawal. In the Museum itself and several of the surrounding buildings, "A" Company were eventually cut-off and suffered terribly under relentless shelling and repeated infantry and armour attacks. The remainder of the Battalion attempted to withdraw whilst "A" Company provided covering fire, however as they were about to oblige they were heavily assaulted once more and their positions gradually overrun, resulting in almost all of their men taken prisoner.

The Battalion was only able to withdraw a short distance, and with no anti-tank ammunition they were unable to deal with a number of self-propelled guns which had been skilfully placed to keep the British pinned down. The only escape route available to the 2nd South Staffords was to their rear, however it lay across a wide expanse of open ground and their losses would be severe if they attempted to use it. Hopelessly trapped, the Staffords continued to fight until noon, by which time Lieutenant-Colonel McCardie and most of his men had been gradually forced out of their positions and taken prisoner. Major Cain escaped the area and withdrew what men he could, most of whom were from "C" Company, who had been in the rear. The only positive note about the attack was that the Staffords had temporarily liberated the house in which Major-General Urquhart and his fellow officers were hiding; Urquhart immediately commandeered a Jeep and raced back to Divisional Headquarters.

The 11th Battalion were fully occupied in fighting off German attacks at this time, and as such it was not until 12:30 that they could disengage and begin to move. "A" Company had become cut-off and were experiencing severe difficulties with enemy tanks when they attempted to break-out northwards over the railway line, believing the 4th Parachute Brigade to be on their left flank and not knowing that they were four miles away at this time. Upon realising that there were only German soldiers in this direction, the remnants of the Company made a last stand in a house but were soon forced to surrender. By 14:30, it had become clear to the troops of Sperrverband Spindler that the 11th Battalion was preparing to move north, and they successfully cornered the paratroopers in an exposed position. Bombarded by mortars and hounded by tanks, the Battalion suffered extremely heavily and many of its men were soon captured. Only one hundred and fifty managed to find their way out of the trap, but their commander was not amongst them, having been wounded and taken prisoner.

Having absorbed the numerous assaults of the 1st Parachute Brigade in Arnhem, Sperrverband Spindler now went over to the attack and slowly began to blast the remnants out of the town with tanks. In all, only five hundred of the Brigade's men were able to withdraw towards Oosterbeek. The 1st Airborne Division's hopes of a decisive breakthrough now rested with the 4th Parachute Brigade in the north.

Several hours before the South Staffords were overwhelmed, McCardie had asked for support from Lieutenant-Colonel Lea's full-strength 11th Battalion. They were about to oblige with a left flanking attack, hopefully enabling the Staffords to resume forward movement, when, at 09:00, a message was received from Divisional HQ ordering the 11th Battalion to halt. Urquhart had returned safely to Oosterbeek and, after witnessing the fighting on the outskirts of Arnhem, had swiftly come to the conclusion that the 1st Parachute Brigade could not breakthrough on their own and so ordered the 11th Battalion to hold their current position and not to make any attempt to intervene in a battle which would only result in their unnecessary sacrifice. As there was no overall leader to command the units fighting in Arnhem, Major-General Urquhart dispatched Colonel Barlow, the deputy commander of the 1st Airlanding Brigade, to take charge of the situation, however he was killed by a mortar shortly after arriving in the vicinity.

At 11:00, the 11th Battalion received further instructions from Divisional HQ. Lieutenant-Colonel Lea was ordered to capture a nearby area of high ground known as the Heijenoord-Diependal. It was hoped that their seizure of this dominant feature would open up a gap through which the 4th Parachute Brigade, closely followed by the remainder of the Division, could attack. To facilitate this move, Lea ordered Major Cain and the surviving South Staffords to secure the neighbouring Den Brink high ground, from where they would be able to lend fire support. With their Vickers machine-guns and a rifle platoon providing covering fire, Major Cain and two platoons succeeded in gaining this position, however the Germans then heavily mortared the area, and as the soil was completely unsuitable for digging-in to be practical, the Staffords took many casualties, and at 13:30 they were forced to abandon Den Brink.