

‘Welcome To The Island’

The Battle of Oosterhout (Operation ‘Market-Garden’)

22nd September 1944

A ‘Battlefront: WWII’ Scenario

By R. Mark Davies

‘We linked up with an infantry battalion [7th Battalion, Somerset Light Infantry] and, in the early morning mist, drove over the vast length of the [Nijmegen] railway bridge – some six hundred yards long, which was strewn with the bodies of the Germans who had tried to hold it. Then we swung left along the dyke road running high above the northern bank of the river. The road was skyline suicide; to the left the bank was very steep, to the right were woods.’

– Captain John Stirling, ‘A’ Squadron 4/7th Dragoon Guards

‘When a short 50mm [Panzer Mk III] gun knocked out one of ‘A’ Squadron’s tanks, it confirmed our belief that practically anything could knock out a Sherman.’

– Trooper Austin Baker, 4/7th Dragoon Guards

‘Welcome to The Island. Large parties catered for. Hot & Cold Water (mostly cold). Large Flats (mud). Boating, Swimming, Shooting (both ways), Boche Hunting in the woods.’

– Road sign erected on northern end of Nijmegen Road Bridge

Scenario Background

Operation 'Market-Garden' has reached 'Bettuwe' ('The Island') – a flat and soggy area of polder land between the two great arms of the Rhine; the Neder-Rijn and the Waal. Following the daring assault on the Nijmegen Bridges by the US 82nd Airborne Division and the British Guards Armoured Division on 20th September, XXX Corps now has only ten miles to go to reach the beleaguered 2 Para at Arnhem Road Bridge and the rest of 1st Airborne Division at Oosterbeek.

However, The Island has several nasty surprises for XXX Corps; the only high ground hereabouts are the large dykes (or 'bunds'), often twenty feet or more high, along which run the main roads and railway. In between the bunds are waterlogged fields – well below sea-level and very muddy – totally unsuitable for mechanised warfare. These are broken by tall windbreak hedges and orchards, which severely limit the visual range for artillery observers and long-ranged weapons. The villages are thickly surrounded by orchards and have been turned into fortresses by the German defenders. General Horrocks, commanding XXX Corps, knew all this in advance and has brought up 43rd (Wessex) Infantry Division to lead the way across The Island. However, things are desperate at Arnhem and until the 43rd can be moved to the front line, the Guards Armoured will have to attempt to batter on through the enemy.

Immediately following the fall of the Nijmegen Road Bridge on the 20th, the Grenadier Guards find their progress northwards halted by tenacious resistance just north of Lent. Despite a tantalisingly short distance to the trapped 1st Airborne Division at Arnhem, the Guards are forced to halt. Ammunition is in desperately short supply (particularly for the artillery), fighting is still going on in Nijmegen and the Coldstream Guards Group (one-quarter of the division) are now heading south again – to help the US Airborne Divisions fight off determined German attacks against the precariously narrow 'corridor'.

The last chance to relieve 2 Para at Arnhem Bridge has now gone – John Frost's heroic defence is finally crushed. However, XXX Corps remains unaware of developments at Arnhem and the rest of 1st Airborne Division fights on at Oosterbeek.

The assault is renewed on the 21st, with the Irish Guards Group once again leading the way north. However, they aren't to know that with the fall of Arnhem Bridge, reinforcements for Heinz Harmel's 10th SS Panzer Division 'Fruntsberg', including tanks, are now taking up blocking positions around the town of Elst.

Despite requesting every artillery piece and Typhoon that XXX Corps can muster, the Irish Guards are appalled at the pathetic display of firepower in front of them – they had gotten used to crushing displays of British high-explosive might on the road from Normandy and this is far less than they're used to. What they don't know is that the artillery is now down to the last few rounds – further cuts of the corridor north and south of Veghel have totally closed 'Hell's Highway', thus preventing ammunition from reaching the foremost units of XXX Corps. Added to this is a total failure of communications between their RAF liaison officer and the Typhoon squadrons ordered to support them.

Needless to say, the Irish Guards soon run into trouble. The leading Shermans, stacked up on the narrow road, are reduced to flaming wrecks by a self-propelled gun and any attempt to get off the road results in the tanks bogging down. An attempted 'right hook' by their weakened infantry companies is cut to pieces by machine gun and mortar fire. Nebelwerfer rockets begin to rain down on the traffic jam, adding to the chaos. An attempt by the Welsh Guards to flank the Germans position to the west also runs into trouble near the village of Oosterhout.

The battle stops briefly, as both sides watch the spectacle of the 1st Polish Independent Parachute Brigade dropping at Driel, on the northern side of The Island. However, the fire soon intensifies once again and the Guards remain pinned down on the road for the rest of the day. The only bright spot in the day for the Allies is when a squadron of armoured cars from the 2nd Household Cavalry Regiment manage to circumvent German positions at Oosterhout and make contact with the Poles at Driel – they are the first unit of XXX Corps to reach the Rhine. However, in the meantime, more strong German formations (most notably from Kampfgruppe *Knaust*) have crossed the Arnhem Road Bridge and are now taking up position in Elst and Oosterhout.

General Thomas' 43rd (Wessex) Division, with elements of 8th Armoured Brigade under command, is finally in place at Nijmegen. 129 Brigade is ordered to resume the assault up the Elst Road on the 22nd, while 214 Brigade is to break out to the west – through Oosterhout and Valburg, thus linking up with the Poles and outflanking the German blocking position at Elst.

The assault on Oosterhout is to be led by 7th Battalion, Somerset Light Infantry (7 SLI), with the Shermans of 'A' Squadron, 4/7th Dragoon Guards (4/7 DG) under command. The Household Cavalry had reported Oosterhout to be lightly defended, with at least three obsolete Mark III Panzers in residence. Brigadier Essame, commanding 214 Brigade, orders an artillery fire plan to prepare the way for 7 SLI, but this is cancelled by the prickly General Thomas, who declares that the Germans have 'probably withdrawn' and that the artillery ammunition is needed elsewhere.

However, far from withdrawing, SS-Hauptsturmführer Schwappacher, commanding an ad hoc group from 5th SS Artillery Training Regiment, is strongly dug-in and has recently been reinforced by tanks and infantry from Kampfgruppe *Knaust*...

Scenario Overview

Presented here are two linked scenarios for the battle of Oosterhout. The first scenario deals with the initial, hasty attack against the village. With no artillery preparation and their supporting tanks confined to the dyke road, the assault by two companies of 7 SLI soon came to grief from tank and machine gun fire. However, the failed attack did serve to identify enemy positions, which paved the way for a second, deliberate assault in the afternoon.

The second scenario starts with a brief barrage of Oosterhout (using priceless artillery assets that are needed elsewhere), followed up by a flanking attack on the village from the dyke. If the second scenario is deemed necessary, then all hopes for a swift Allied victory on 'The Island' have already gone and the Germans will be able to further reinforce their position at Elst, thus dooming 1st Airborne Division's bridgehead north of the Rhine.

If the British player fails to take Oosterhout in the second scenario, then the entire Allied position on The Island is questionable – the relief of 1st Airborne and indeed the Polish Brigade may become impossible as the Germans use another night to pour more troops across Arnhem Bridge.

Unlike my previous 'epic' scenarios, these are rather more modest in size and can be played in a single evening. I hope you enjoy them and if you have any feedback, queries, suggestions or gripes, I can always be found on the Battlefront: WWII Forum at **www.fireandfury.com**.

Scenario No.1: Hasty Assault on Oosterhout

Briefing For Lt Col H A Borradaile, 7th Battalion, Somerset Light Infantry

Situation – 0800hrs, 22nd September 1944, Huis Oosterhout, Bettuwe ('The Island')

According to the Brigade Intelligence Officer, Oosterhout is thought to be lightly defended by an SS artillery unit (albeit with a handful of Mark III Panzers confirmed as being present) and the most recent intelligence reveals that the enemy has probably withdrawn. Thanks to this nugget, General Thomas has withdrawn his authority for your artillery fire plan – it would seem that artillery ammunition is in short supply and the Gunners can't afford to waste it on speculative shoots.

That's all very well, but you've got to tell 'C' and 'D' Companies to walk into a potential enemy position without any sort of preparation! At least the 4/7th Dragoon Guards are on hand – a whole squadron of 'Big Friends' will be welcome support for your footsloggers. However (there's always a 'however' in this operation!), the nature of the ground means that they will be pretty much confined to the roads – the ground elsewhere being rather soft for the Sherman.

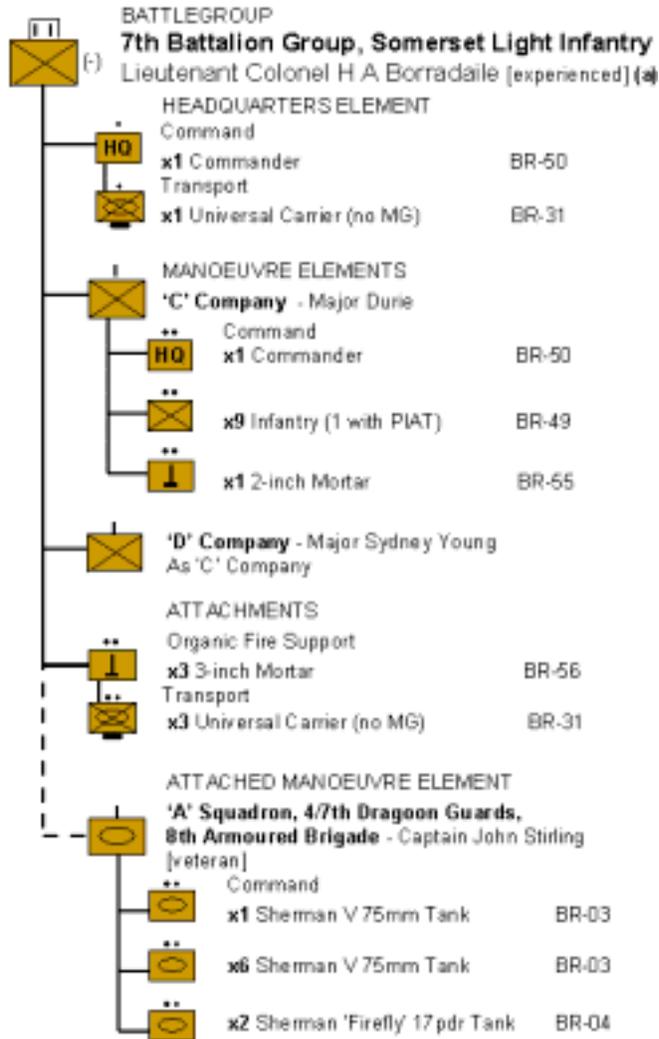
The capture of Oosterhout is vital for two reasons: first, it will protect the left flank of 129 Brigade's attack up the main road to Elst and Arnhem, and second, it will open a route for the division to link up with the Polish Para Brigade at Driel and to outflank the German position at Elst.

Mission

You are to clear Oosterhout of the enemy and are to hold the village until relieved.

The Hasty Attack on Oosterhout, 0800hrs, 22nd September 1944

Elements, 214th Brigade Group, 43rd (Wessex) Infantry Division Brigadier Hubert Essame



Notes:

(a) I have only included in this order of battle, those elements of the battalion group that were directly involved in the action, hence why there is no mention of 'A' & 'B' Companies, nor of the bulk of the battalion's Support Company.

Execution

'C' and 'D' Companies will lead, with the battalion's 3-inch Mortar Platoon and 'A' Squadron, 4/7 DGs in direct support. The remainder of the battalion will form up in reserve at Huis Oosterhout.

The Forming Up Point will be the woods just to the west of Huis Oosterhout and the startline for the assault will be the north-south road between Huis Oosterhout and Oosterhout village. 4/7 DGs will remain on the dyke road, on the left flank of the assault.

The assault force will mount a hasty attack on Oosterhout – speed will be of the essence. If Oosterhout is indeed defended, we will need to catch them by surprise, before they have a chance to mount an effective defence.

	<p><u>Deployment</u></p> <p>All elements of 7 SLI deploy within the woods at Huis Oosterhout (Area 'A').</p> <p>'A' Squadron, 4/7 DG arrives on the table edge, in single file on the Dyke Road at Point 'B', during any Manoeuvre Phase at the British player's discretion</p>
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Victory Conditions

- **Decisive Victory:** If at least 50% of German forces have been eliminated or pushed outside area 'X' by the end of turn 18. This means that 214 Brigade is able to rapidly break out from the bridgehead, link up with the Poles and outflank the German positions blocking the Elst road. This might allow effective reinforcement or resupply of the 1st Airborne Bridgehead and change the course of the campaign.
- **Tactical Victory:** If no German units remain within twelve inches of the Dyke Road by the end of turn 18. No earth-shattering victory, as you failed to protect the left flank of 129 Brigade's attack up the Elst Road. However, the road to Valburg and Driel is now open, allowing reinforcement of the Polish Para Brigade. The Germans will use the lull to withdraw and consolidate their positions around Elst, while more reinforcements arrive from Arnhem.
- **Any Other Result:** All British units must pull back to the startline to allow artillery to target Oosterhout in preparation for a deliberate assault on the village. The British player may opt to do this at any time. Although the Allies don't know it yet, there is now no hope for success at Arnhem, though a successful second assault against Oosterhout will allow reinforcement of the Polish Para Brigade.

Scenario No.2: Deliberate Attack on Oosterhout

Briefing For Lt Col H A Borradaile, 7th Battalion, Somerset Light Infantry

Situation – 1520hrs, 22nd September 1944, Huis Oosterhout, Bettuwe ('The Island')

Well, we now know that Oosterhout is still occupied! The casualties from 'C' and 'D' Companies are proof of that, as are the burning Shermans on the Dyke Road!

As a result, General Thomas has agreed to re-instate your initial artillery fire plan. However, you have had to wait for batteries to become available and this has caused further delay. The artillery will only be able keep up its barrage for twenty minutes due to ammunition conservation considerations.

'A' and 'B' Companies will be in the lead this time, with the surviving Shermans from 'A' Squadron in support. You have also managed to assemble a number of other supporting units, including MMGs and 4.2-inch mortars from the 8th Middlesex and 17-pounder antitank guns from the divisional antitank regiment.

The assault force is presently infiltrating along the south bank of the Dyke Road and will assault the southern flank of the village once the barrage lifts. As this is at ninety degrees to your original assault axis, you will hopefully take the defenders by surprise, while they are still stunned by the initial barrage.

The important thing is that the defenders are overwhelmed quickly – the timetable has already slipped horrendously over the last few days and 1st Airborne cannot hope to hold out much longer.

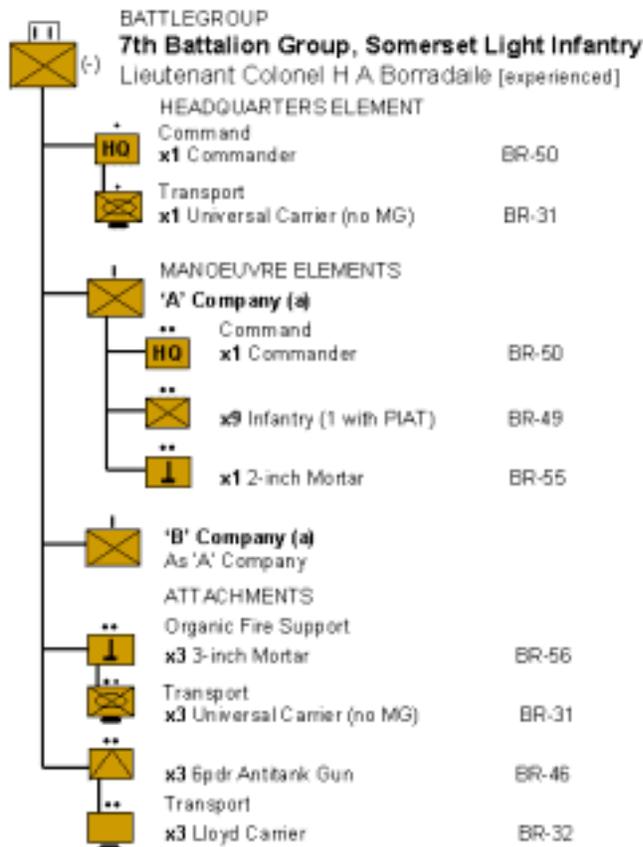
Mission

You are to clear Oosterhout of the enemy and are to hold the village until relieved.

Execution

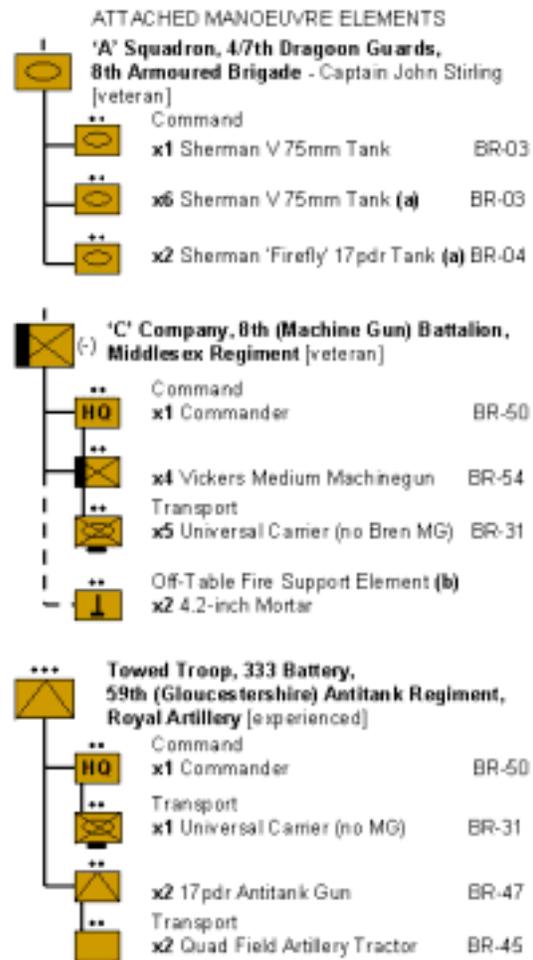
The Deliberate Attack on Oosterhout, 1520hrs, 22nd September 1944

Elements, 214th Brigade Group, 43rd (Wessex) Infantry Division
 Brigadier Hubert Essame



Notes:

(a) 'A' & 'B' Companies were brought into the line for the second, more deliberate attack in the afternoon, while the mauled 'C' & 'D' Companies were placed in the battalion reserve. If desired and if your model collection allows, the surviving members of 'C' & 'D' Companies may be repositioned in their original starting positions for the second scenario (but may not move or fire unless Germans come within six inches of the woods or fire directly upon them).



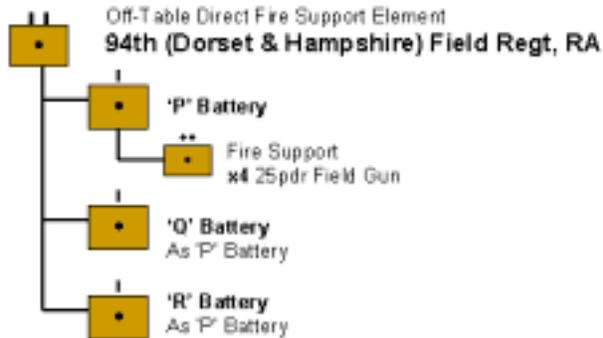
Notes:

(a) Subtract the casualties suffered by 'A' Squadron in the first attack. If the commander was a casualty, designate any remaining tank as the new commander. If any casualties were suffered in the first attack, do not apply the 'No Casualties' +1 Manoeuvre modifier for the second attack.

(b) The MG Company's Mortar Platoon may only be used during the preparatory barrage.

British Artillery Support (Deliberate Attack Only)

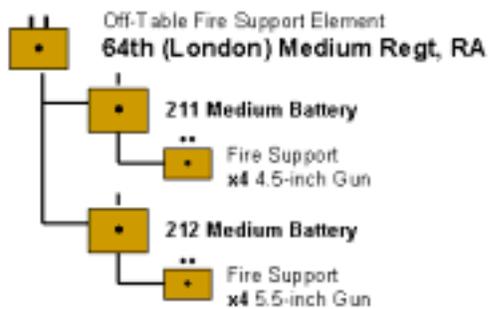
43rd (Wessex) Divisional Artillery Group



Elements, 8th Armoured Brigade



Elements, 5th AGRA



• 25pdr Field Gun Uses Large Template:
-1 modifier v. Vehicles
+0 modifier v. Troops, Guns & Soft Vehicles

• 4.5-inch Gun Uses Large Template:
+0 modifier v. Vehicles
+1 modifier v. Troops, Guns & Soft Vehicles

• 4.2-inch Mortar Uses Large Template:
+0 modifier v. Vehicles
+1 modifier v. Troops, Guns & Soft Vehicles

• 5.5-inch Gun Uses Large Template:
+1 modifier v. Vehicles
+2 modifier v. Troops, Guns & Soft Vehicles

You now know that enemy forces consist of approximately two companies of infantry, well supplied with machine guns and some heavy weapons. Most notably, there is at least one platoon of tanks (known to be obsolete Panzer Mark IIIs) prowling the area. Thanks to a local policeman, you have a fairly accurate idea of the enemy positions (German entrenchments and fortified buildings are revealed to the Allied player, but the position of individual units is not).

You will need to finalise the details of the artillery fire plan with your artillery liaison officer (before German deployment). The barrage can only last for a maximum of twenty minutes (2 turns – Turns 1 & 2), but four field regiments, one medium regiment and a platoon of 4.2-inch mortars are being allocated – supplemented by your own 3-inch mortars, which should deliver quite a weight of fire. Your artillery liaison officer suggests a heavy concentration on the southern end of the village for ten minutes, lifting onto the northern end for another ten minutes. However, the final details are up to you.

<p>The map shows a village layout with orange buildings. A red outline labeled 'X' encloses a central area. A blue outline labeled 'C' follows Dyke Road. A blue outline labeled 'A' is on the right side, and another labeled 'B' is at the bottom right. An arrow points to 'Nijmegen' at the bottom.</p>	<p>Deployment</p> <p>'A' & 'B' Companies deploy in area 'C', on the southern side of the Dyke Road and completely out of sight of the defenders.</p> <p>'A' Squadron, 4/7 Dragoon Guards may be deployed in area 'C', though up to half the squadron may also be deployed in area 'A' if desired. Deduct any casualties suffered in the first assault – if there were any the +1 'No Losses' manoeuvre modifier does not apply for this scenario.</p>
<p>If desired, the survivors from 'C' and 'D' Companies may be deployed in area 'A' to defend the Battalion HQ. They may not fire or be moved unless Germans fire <u>directly</u> upon them or come within six inches of any element. The +1 'No Losses' modifier does not apply.</p>	<p>All other elements (HQ, mortars, 6pdrs, 17pdrs and MMGs) must be deployed within area 'A'.</p>

Victory Conditions

- **Tactical Victory:** If 75% of German units are eliminated or pushed out of area 'X' by the end of Turn 12. This victory will enable a firm link to be made between XXX Corps and the Polish Para Brigade, though it is too late to relieve 1st Airborne Division. The battle is won, but the campaign is lost.
- **Total Defeat:** If the Somersets fail to achieve their objective (above). The 1st Airborne Division will now probably be destroyed without hope of rescue and the Germans' attentions will turn to the destruction of the Polish Para Brigade and the Allied bridgehead on The Island.

Scenario No.1: Hasty Attack on Oosterhout

Briefing For SS-Hauptsturmführer Schwappacher, 5th SS Artillery Training Regt

Situation: 0800hrs, 22nd September 1944, Oosterhout, Bettuwe ('The Island')

For several days now, your regiment has been pounding the Allied forces assaulting Nijmegen (a mile or so to south, across the River Waal). However, on the 20th, the American *fallschirmjäger* launched a daring assault across the river right in front of your positions. Your guns hammered them all the way across the river while every available man, including signallers and dispatch riders, was sent to defend the Dyke Road against the crazed attackers.

With the situation getting desperate, you ordered your 21. Batterie, plus every available man from the surrounding area to form a 'hedgehog' position in the village and orchards of Oosterhout, while the bulk of your regiments' guns escaped to safer positions further north. Despite this, the heroic gunners of 21. Batterie ignored American bullets as they continued to bombard targets in Nijmegen, where the situation was even more desperate.

Thankfully, the Americans' attention was eventually drawn towards the Fort Hof Van Holland to the east and the Nijmegen bridges, where British tanks had broken through the 10th SS. SS-Hauptsturmführer Krüger, commanding 21. Batterie, continued direct the fire of his guns until your forward observer parties were overwhelmed by the Allies in the Valkhof fortress in Nijmegen. He is missing, presumed dead.

Amazingly, the following night was quiet – you expected British tanks to come pouring over the bridges, but the expected attack still has not materialised (though the battle continued to rage in Lent, on the northern end of the Nijmegen road bridge for most of yesterday).

The tactical situation is presently mixed. The expected Allied assault is undoubtedly imminent and the landing yesterday by yet more Allied *fallschirmjäger* a few miles to the north is very worrying. Indeed, this event prompted a neighbouring Wehrmacht artillery unit to flee towards Arnhem, leaving you even more thinly spread. However, you have in the meantime received tank and infantry reinforcements from Arnhem, where it seems that the British defence of the road bridge has finally collapsed. If we can only hold the Allies here for another day, the rest of the British *fallschirmjäger* will be crushed and reinforcements will be able to pour onto The Island.

Mission

You are to hold Oosterhout to the last man, thus allowing more time for new blocking lines to form between Nijmegen and Arnhem.

Execution

Your forces are listed below.

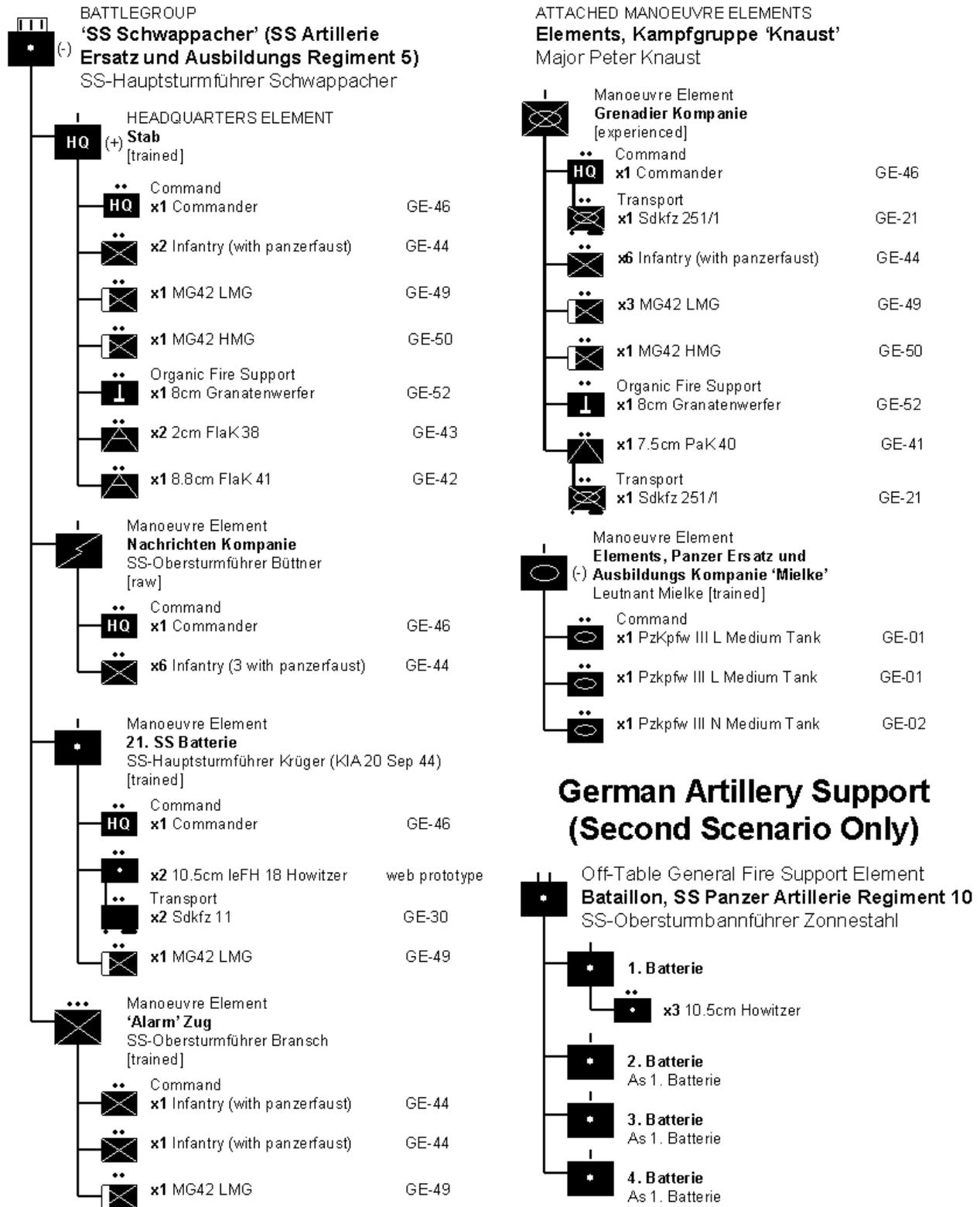
Continued deployment in an all-round defensive 'hedgehog' is essential. Although the greatest threat is from British tanks and infantry coming from the bridges in the east, there is also the threat from the new parachute landings a few miles to the north, as well as by marauding groups of Americans, who continue to harass your patrols, and by a formation of British armoured cars, which slipped past your roadblocks in the early hours of this morning.

Now that your forward observation teams in Nijmegen have been eliminated, your remaining guns have now been dug in, in preparation to directly engage enemy tanks. You have also organised your signallers, motorcyclists, drivers and headquarters staff into an ad hoc rifle company, under the command of SS-Obersturmführer Büttner.

Major Knaust has tried to reinforce you, to allow your battered command to withdraw, but he now has his own problems with the new parachute landings and you are still stuck in Oosterhout. Nevertheless, his fresh additions to your command will prove very useful.

The Defenders Of Oosterhout

22nd September 1944



<p>The map shows a town layout with a red outline labeled 'X' covering a central area. Buildings are represented by orange rectangles, and some have red crosses with letters 'a' through 'f' next to them. A road labeled 'Dyke Road' runs horizontally across the lower part of the map. A blue area at the bottom is labeled 'Nijmegen' with an arrow pointing towards the right.</p>	<p><u>Deployment</u></p> <p>Your forces may deploy anywhere within area 'X'.</p> <p>The PaK 40 antitank gun section belonging to KGr <i>Knaust</i> has not had sufficient time to dig in. It may however be deployed in an Improved Position.</p> <p>All Troop and Gun units start the game Dug In.</p> <p>All Tanks of Kompanie <i>Mielke</i> may start the game in Hull-Down positions.</p> <p>Built-Up Sectors are only considered to be fortified if they contain a Troop or Gun unit at the start of the game.</p>
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Victory Conditions

- **Tactical Victory:** If the British are prevented from eliminating or pushing 50% of your forces from area 'X' by the end of turn 18. Scenario No. 2 must now be played. You have secured valuable time for Kampfgruppe *Knaust* to fortify Elst against further British thrusts to Arnhem.
- **Tactical Defeat:** If the British player fails to eliminate or push 50% of your forces from area 'X' by the end of turn 18, but does manage to push your forces more than twelve inches from the Dyke Road. This enables the British player to reinforce the Polish Para Brigade at Driel, but Kampfgruppe *Knaust* is still afforded the time to fortify Elst, while *SS Schwappacher* withdraws in good order.
- **Total Defeat:** If 50% of *Schwappacher's* forces are eliminated or pushed out of area 'X' by the end of turn 18. This results in a British breakout into The Island, successfully reinforcing the Polish Para Brigade at Driel and outflanking the German blocking positions on the Elst Road – the campaign is not over yet!

Scenario No.2: Deliberate Attack on Oosterhout

Briefing For SS-Hauptsturmführer Schwappacher, 5th SS Artillery Training Regt

Situation, 1520hrs, 22 September 1944, Oosterhout, Bettuwe ('The Island')

It would appear that the Tommies were not expecting to find you dug in and in such strength! His initial attack was launched without any artillery or air bombardment (not very British!) and quickly came to grief thanks to the efforts of your men.

Tommy has now withdrawn to the woods of Huis Oosterhout to lick his wounds and to rethink his tactics.

It is fairly safe to assume that the next attack will not be as easy to defeat – your men are digging deeper into the sodden ground while they wait for the inevitable barrage to announce the start of the next attack.

Mission

You are to hold Oosterhout to the last man, thus allowing more time for new blocking lines to form between Nijmegen and Arnhem.

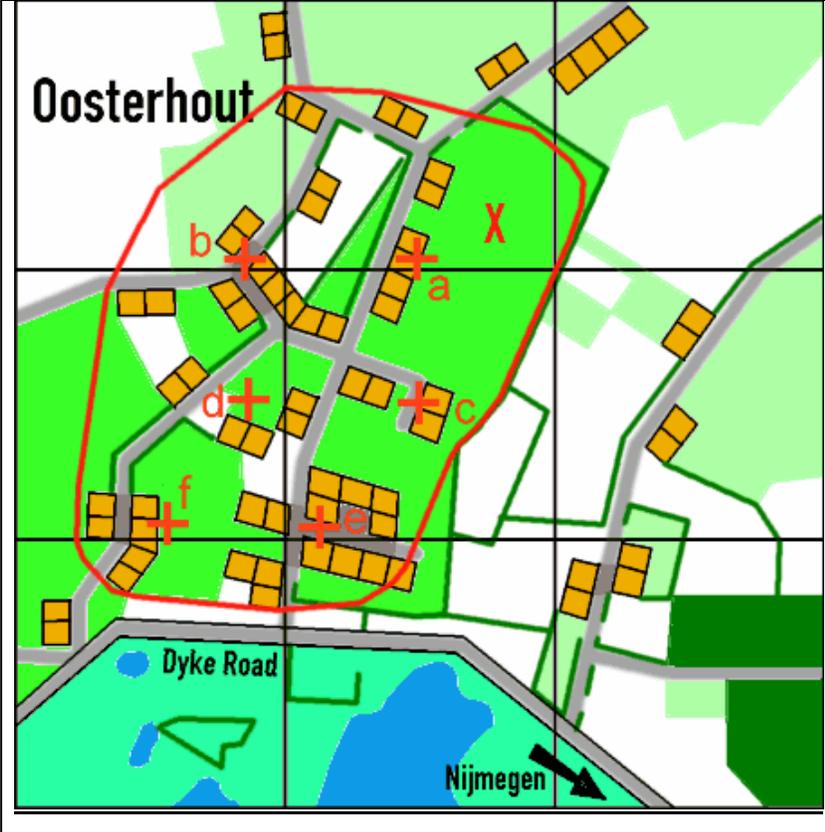
Execution

You may redeploy your forces as you see fit, though there is unlikely to be time to dig new entrenchments or fortify new houses. Your forces are the same as in the first scenario, minus any losses sustained in that battle.

Unfortunately, your other batteries have not yet redeployed north of Elst, and are thus unable to provide you with fire support. However, the commander of the 10th SS' artillery, SS-Obersturmbannführer Zonnestahl, has contacted you to inform you that Oosterhout has been registered on his defensive fire plan. The code word for the fire plan is 'Dora', followed by the letter code for the sector targeted (A to F). He will then attempt to bring as many guns as possible to bear on the target.

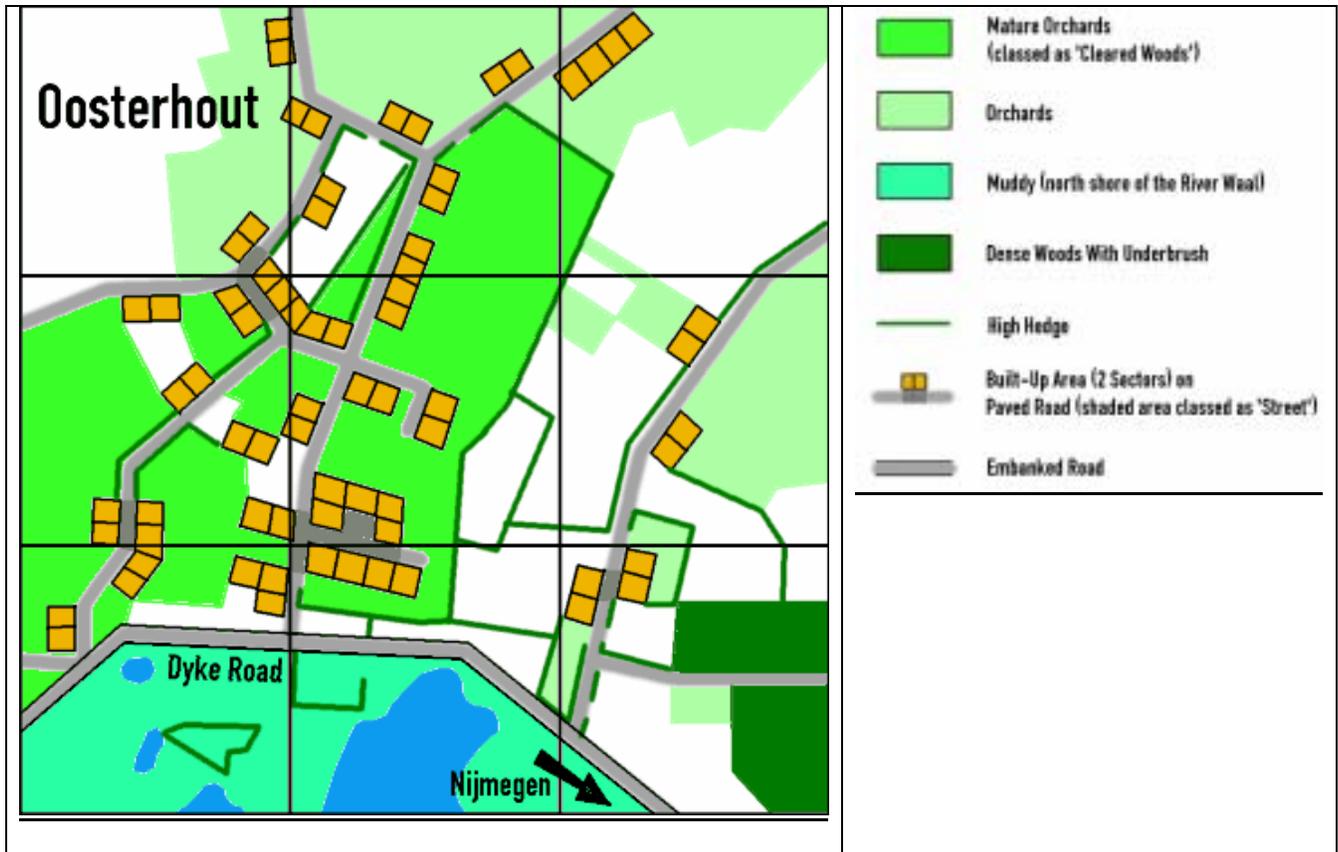
[What this means in game terms is that Schwappacher may attempt, in any Indirect Fire Phase, to Call For Fire on to any one of the six registered points (marked on the map with a red '+' and labelled 'a' to 'f') – treat as a Forward Observer calling for General Fire Support. The target need not be observed. A full 105mm battalion concentration will then fall upon the targeted point (see the German map) for one turn only. The concentration will be two large

templates deep by three templates wide. The barrage attacks Troop, Gun or Soft Vehicle targets with a +1 Indirect Fire Modifier and Armoured Vehicle targets with a +0 Indirect Fire Modifier. This support will only be available once in the scenario.]

 <p>The map shows a grid of streets and buildings in Oosterhout. A red outline labeled 'X' encloses a central area. Six red crosses labeled 'a' through 'f' are placed at various points within and around this area. 'a' is at the top center, 'b' is to the left, 'c' is to the right, 'd' is to the left, 'e' is at the bottom center, and 'f' is to the left. A road labeled 'Dyke Road' runs horizontally across the bottom, and an arrow points towards 'Nijmegen' in the bottom right corner.</p>	<p><u>Deployment</u></p> <p>Your forces may again deploy anywhere within area 'X', though entrenchments and fortified buildings remain where they were in the first scenario. If not in entrenchments, Schwappacher's men have had sufficient time to Improve their positions or go Hull-Down.</p>
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Victory Conditions

- **Total Victory:** If the British are prevented from eliminating or pushing 75% of your forces from area 'X' by the end of turn 12. You have prevented the British from reinforcing the Polish Paras at Driel which means that any rescue for the British Paras at Arnhem is now almost impossible. This victory might even result in the defeat of the Nijmegen Bridgehead.
- **Tactical Defeat:** If 75% of Schwappacher's forces are eliminated or pushed out of area 'X' by the end of turn 12. The British will now be able to reinforce the Polish Paras at Driel, but Knaust has had sufficient time to prepare defences at Elst and further reinforcements are already pouring across Arnhem Bridge. The battle is lost, but the campaign is won!



Terrain

- **Map Scale:** Each map square represents 12 inches on table or 480 yards on the ground.
- **Roads:** All roads are Paved and therefore provide double the normal road speed.
- **Built-Up Areas:** Are all of brick construction and therefore provide Hard Cover and Dense Concealment.
- **Dyke Road:** Gives Sparse Edge Concealment & Hard Cover to units conformed to the edge of the dyke, otherwise completely blocks line of sight (being about twenty feet high). Troops cross at half speed, tracked or half-tracked vehicles require a Breach and wheeled vehicles require a Breach and a Bog-Down Check. Units actually on the dyke road may not attempt to Improve Position or go Hull-Down.
- **Soft Ground:** All movement off-road north of the Dyke Road is classed as 'Soft Ground'. This restricts all vehicular movement to half speed and necessitates a Bog-Down Check. Troops move as normal.
- **Muddy Terrain:** The area south of the Dyke Road is the northern shore of the River Waal and is classed as 'Muddy'. Troops to move at half speed and all vehicles move at half speed with a Bog-Down Check. The ponds are impassable to all.
- **Woods With Underbrush:** Dense Concealment & Soft Cover. Troops move normally, though vehicular movement restrictions are as for Soft Ground (above).

- **Mature Orchards:** Dense Concealment & Soft Cover. Although ordinarily I would treat these as ‘Cleared Woods’, the effects of the Soft Ground mentioned above means that they are treated exactly the same as ‘Woods with Underbrush’ (see above).
- **Other Orchards:** Sparse Concealment & Soft Cover. Movement is restricted by Soft Ground (see above).
- **High Hedges:** Dense Edge Concealment and Soft Cover. Troops require a Breach action to cross, while vehicles require a Breach and a Bog-Down Check.

Losses

When playing these two scenarios as a set, losses inflicted on Maneuver elements in the first scenario are not replaced for the second scenario. Maneuver Elements which received losses in the first scenario use their new base number of stands (not their original strength) to calculate percentage losses in the second scenario, but do NOT receive the +1 maneuver bonus for no losses in the second scenario. For example, ‘A’ Squadron 4/7 Dragoon Guards unit starts the first scenario with 9 tanks and calculates percentage losses based on 9 stands. If they were to lose 3 tanks in the first scenario, they would start the second scenario with 6 tanks as their basis, but would not receive the ‘no losses’ modifier for their maneuver roll.

Rules & Figures

This scenario is designed for use with 15mm figures and my preferred ruleset: **'Battlefront: WWII'** by **Fire & Fury Games**. I've said enough about this in previous articles, so I won't dwell. However, there is nothing stopping you using your preferred scale or ruleset to play this scenario (such as **'Battlegroup: Panzergrenadier'** by Dave Brown – is that enough of a plug, Dave?). To help you convert systems: the ground scale is one inch to forty yards and thus the map is 1440 yards square. The model ratio is one troop stand per squad/section or company/battalion HQ and one vehicle or heavy weapon model represents two or three real ones.

More scenarios and information, including the best WW2 discussion forum can be found at www.fireandfury.com

Select Bibliography

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'Market Garden: The Island'	Tim Saunders
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