

OPERATION “QUICK ANGER”
April 12-13th, 1945
(EAST OF ARNHEM, HOLLAND)

A Rapid Fire Scenario V1.1
By Mark Piper

Background

The Third Battle of Arnhem in April 1945 was made up of three operations followed by a final drive to the Dutch coast. The third of the initial operations was Operation Quick Anger – an assault on Arnhem across the IJssel to the east, from Westervoort. This attack was to be carried out by the 49th (West Riding) Infantry Division supported by various divisional and Corps assets. Defending were elements of the 858th Grenadier Regiment of the 346th Infantry Division.

British Order of Battle [all REGULAR] Elements 49th Infantry Division & Supporting troops

56th Infantry Brigade (Independent)

2nd Bn, Gloucestershire Regiment test @ 20 casualties [turn 1]
HQ CO + 7, PIAT, 2” mortar
4 X rifle company (each 8 figures)

2nd Bn, South Wales Borderers as per 2nd Glosters [turn 3]

2nd Bn, Essex Regiment as per 2nd Glosters [turn 6]

11th Royal Tank Regiment 5 X Buffaloes

23rd Bridging Platoon Class 40 pontoon bridge, 6 figures [turn 1]

Combined Squadron, 79th Armoured Division

1 X Sherman flail (75mm)
1 X Churchill Crocodile (flamethrower)
1 X Churchill AVRE (petard)

C Squadron, 11th Canadian Armoured Regiment (Ontario Regiment)

1 X Sherman (17pdr), 2 X Sherman (75mm)

Close Air Support

1 X Typhoon (4 x 20mm , 4 x bombs)

Off-board artillery (49th Division)

2 X batteries, 143rd Field Regiment (each 2 X 25pdr field guns)
2 X observer teams (each 2 figures mounted in Bren carriers)

“Land Mattress” (treat as for nebelwerfer), 1st Rocket Battery, Royal Canadian Artillery
observer team (2 figures in scout car)

German Order of Battle [all REGULAR] Elements 858th Grenadier Regiment, 346th Infantry Division

RHQ

2 X Support companies (each 6 figures, 75mm PAK, truck, 75mm IG, truck)

1st Battalion Test @ 20 casualties

HQ CO + 5, panzerschreck

3 X rifle companies (each 8 figures, panzerfaust)

MMG coy 9 figures, 2 X tripod MG42 MMG, 81mm mortar

2nd Battalion as per 1st battalion

Off-board artillery

1 X battery (2 X 105mm HOW) 1 X observer team (2 figures, kubelwagen)

1 X nebelwerfer battery 1 X observer team (2 figures, kubelwagen)

4 X minefields (each 4" X 4"), 6 X barbed wire (each 4" X 1"), 3 X barricades (each 4" X 1")

Terrain

The game is played on an 9' X 5' table. *Elevations* are NOT continuous features for movement but block LOS. *Roads* increase movement if the entire move spent on road. *Built up areas* start undamaged and count as hard cover. *Woods* are a continuous feature for movement, provide soft cover and restrict visibility to 3". *Hedges* are a linear obstacle for movement, provide soft cover to troops directly behind and lock LOS. *Rivers* can only be crossed by Buffalo or pontoon. The Bridge is not usable. The western edge is deemed to be the "German Lines" and the eastern edge the "German Lines", for morale purposes. *Flood plain* all vehicle movement roll 1 X D6 each turn. *The Bund* on the British side of the river must be crossed first, roll 2 X D6 for Buffaloes to get into water. All forces behind the bund are immune from direct enemy fire but may be targeted by mortars or artillery. The road from the "T" junction near the factories to the bridge is a *railway embankment*. Treat as a linear obstacle for infantry and vehicles. Provides hard cover to the defender.

Scenario rules

The game length is 12 turns starting with British player turn 1 and ending with German player turn 12. *Night turns* Turns 1-6 are considered night turns. All visibility is halved. *The pontoon bridge* starts partially constructed and takes 2 turns to complete once anchored in centre of river. *Barricades* may be pre-positioned by the German player. To break through, deduct 6" from the infantry or AFV move. Barricades are impassable to softskin vehicles. The British attack is preceded by a *smoke barrage* from each field battery (4 X D10 rolls each using the template to determine the fall of shells). Once completed these batteries must be controlled as per the standard rules.

Deployment and arrivals

The German forces start dug-in and concealed west of the river. British forces start east of the river and north of the river bridge. The Buffaloes can be used to move one battalion at a time across the river at 6" per turn. They must return to pick up the next battalion. Any losses are not replaced. German forces may start on reserve fire.

Victory Conditions

Each side scores casualty points as normal. In addition 75 points EACH is gained for possession (no opposing combat capable forces within 6") of the built-up areas in "THE SILK FACTORY, THE PLASTICS FACTORY and FORT WESTERVOORT. Either side wins if they have inflicted more casualties and the point's differential is more than 50 points at the end of the game. Any other result is a draw.

References

1. "The Race for the Rhine Bridges", Alexander McKee
2. "Rapid Fire – North West Europe supplement", Colin Rumford
3. "The British Soldier – Volume 2 Organization, armament tanks and vehicles", Histoire & Collections, Jean Bouchery

Scenario Map

This map translates to a 9' X 5' table using an approximate scale of 12" = 500 m or 1" = 42 m

