

**Polish Parachute Brigade  
Defence Of The Driel Bridgehead  
September 22<sup>nd</sup>, 1944  
(SOUTH EAST OF ARNHEM)**

*A Rapid Fire 2 Scenario V1.0.3 (1/12/07)  
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**Background**

The landing of the Polish Parachute Brigade on the south bank of the Rhine River on the September 21<sup>st</sup>, 1944 was a total surprise to the German forces engaging the British 1<sup>st</sup> Airborne Division in and around Arnhem. Not only was there a danger that the Poles might force a passage of the Rhine but also that they might make a quick dash north-east to the recently recaptured road bridge and thus cut off the 10<sup>th</sup> SS units that had moved south to meet XXX Corps.

The German reaction was to employ all available reserves against the new threat. A blocking formation called Sperrverband Hartzer was formed to engage the poles and keep them from linking up with the lead troops of XXX Corps. It was critical that the Poles hold onto the area around Driel and to prevent the Germans cutting off the only withdrawal route for the 1<sup>st</sup> Airborne Division.

**The Wargame Scenario**

The game is played on an 8' x 6' table. *Buildings* start intact. The *railway embankment* is treated as a per hedge. Game length is 9 turns.

The winning side is the side that controls (only one side has combat elements within 9" - not OP teams, abandoned AFVS or crews and empty transports) the DRIEL crossroads AND the crossroads between entry points D & E. Any other result is a draw.

**Sources**

Rapid Fire - Operation Market Garden supplement, Colin Rumford

A Bridge At Arnhem, Charles Whiting

Arnhem 1944 - The Airborne Battle, Martin Middlebrook

A Bridge Too Far, Cornelius Ryan

It Never Snows in September, Robert Kershaw

1<sup>st</sup> Polish Independent Parachute Brigade Group, Operation Market-Garden 1944,  
<http://www.fireandfury.com/britinfo/polesarnhem.pdf>

**Allied Order of Battle** - all regular except paratroopers which are elite elements 1<sup>st</sup> Polish Independent Para Bde and British XXX Corps

**[on-board]**

2nd Battalion, 1<sup>st</sup> Polish Independent Parachute Brigade      test @ 17 casualties  
    HQ                                      CO + 4 figures, 2 x PIATs  
    3 companies                         each 8 figures  
    Support company                 6 figures, 3 " mortar, Vickers MMG

Polish Parachute Engineer Company      8 figures, f/thrower

1<sup>st</sup> Polish Independent Parachute Brigade HQ              6 figures

**[reinforcements]**

A Squadron (-), 2<sup>nd</sup> Household Cavalry Regiment, British Guards Armoured Division (turn 2- point E)  
    Humber (37mm) A/car, Dingo s/car

OP team (jeep) (turn 2 - point E)

3<sup>rd</sup> Polish Parachute Battalion (as per 2<sup>nd</sup> Battalion) (turn 4 @ point A)

B Squadron, 4<sup>th</sup> / 7<sup>th</sup> Dragoon Guards, 214<sup>th</sup> Brigade Group      (turn 3 - point B)  
    Sherman Firefly (17pdr)^, 2 x Sherman (75mm)

OP team (jeep) (point B - turn 3)

5<sup>th</sup> Duke of Cornwall's Light Infantry, 214<sup>th</sup> Brigade Group (point B - test @ 20 casualties)

    HQ                                      CO + 7 figures, PIAT, 2" mortar, 15 cwt truck [turn 3]  
    company                                8 figures, 2 x Bren carriers [turn 3]  
    AT platoon                            3 figs, 6pdr ATG#, Loyd Carrier [turn 3]  
    3 x companies                        each 8 figs, Bedford QLT truck [turn 4]  
    Support Company (-)                6 figs, 3 " mortar, MMG, 2 x Bren carriers [turn 5]  
    Supply convoy                        DUKW carrying ammunition and medical supplies [turn 5]

**[Off-board artillery]**

64<sup>th</sup> Medium Regiment, Royal Artillery  
    A battery                              2 x 4.5" guns  
    B battery                              2 x 5.5" guns

# may fire up to two AT class 2 rounds per game (representing APDS ammunition). No HE.

^17pdr AT ranges = short 12", medium 36", long 60" / no HE or hull MG

\* test as independent AFV

Initial Polish forces set up first anywhere within 24" of the crossroads in DRIEL, with all elements either dug-in or in buildings. Polish Engineers can lay up to 2 minefields, prior to the game (each 4" X 4") within 24" of the crossroads in DRIEL. Allied reinforcements arrive within 6" of either side of the entry point on the turn shown on the scenario map. The allied player moves first.

**German Order of Battle** morale as indicated  
"Sperrverband (blocking force) Hartzler"

**[on-board]**

Battalion "Shoerken" [between railway embankment and entry C - test @ 16 casualties] - regular

HQ CO + 3 figures  
2 x companies each 10 figures, p/faust  
Support Company 8 figures, 2 x MMG, truck

Coastal MG Battalion "47" [between railway embankment and entry D - test @ 16 casualties] - regular

HQ CO + 3 figures, 81mm mortar  
2 x companies each 8 figures, p/faust  
2 x companies each 6 figures, 2 x MMGs, truck

OP team in kubelwagen [initial - between railway embankment and entry C]

**[reinforcements]**

Luftwaffe Battalion "Kauer" [turn 2 - entry C or D - test @ 12 casualties] - regular

HQ CO + 3 figures  
2 x companies each 8 figures  
HW Company 4 figures, MMG, truck

Naval Battalion "Koehnen" [turn 2 - entry C or D - test @ 12 casualties] - poor

HQ CO + 3 figs  
2 x companie each 8 figures  
HW Company 4 figures, MMG, truck

2nd Dutch SS Battalion [turn 3 - entry C or D - test @ 10 casualties] - poor

HQ CO + 3 figures  
2 x companies each 8 figures, p/faust

OP team in kubelwagen [turn 3 - entry C or D]

Tank Company Miekle Panzer III, Pz IV [turn 3 - entry C or D] - elite

Heavy tank detachment from Kampfgruppe "Knaust" Tiger I<sup>^</sup>\*\* [turn 4 - entry D] - elite

2<sup>nd</sup> Company 10<sup>th</sup> SS Recon Battalion 4 figures, 250/1 HT, 251/9 (75) HT [turn 6 - entry D] - elite

**[Off Board Artillery]**

191<sup>st</sup> Artillery Regiment, 10<sup>th</sup> SS Panzer Division

2 x batteries each 2 X 105mm howitzers

\* 3 figures towards infantry unit test \*\* test as independent AFV

<sup>^</sup> 88mm AT ranges = short 12", medium 36", long 60" HE = 6 X 10"

Initial German forces setup as indicated on the map. German reinforcements enter on the eastern edge of the board from turn 1 as shown. OP teams may control more than one battery. The German player moves second

# Deployments and arrivals

