

Der Hexenkessel ("The Witch's Cauldron")
1st British Airborne Division
Defence of the Oosterbeek Perimeter
Thursday, September 21st, 1944
(WEST OF ARNHEM)

A Rapid Fire 2 Scenario

By Mark Piper based on the original scenario by Colin Rumford

Background

After their failure to reinforce the 2nd British Parachute Battalion's hold on the Arnhem road bridge the survivors of the 1st Airborne Division consolidated their position in the western part of Oosterbeek. The divisional perimeter comprised of a horse shoe shaped area, the centre of which was Major General Urquhart's HQ at the Hartenstein Hotel, and the base of which was anchored on the Lower Rhine.

German reinforcements poured into the area from the 19th September. The lightly equipped airborne soldiers fought off increasing (but uncoordinated) attacks and awaited the arrival of XXX Corps. On Thursday 21st September the guns of the British 64th Medium Regiment fired in support of 1st Airborne from positions near Nijmegen. This scenario covers the events on the 21st in 3 versions (a) western perimeter - AM (b) eastern perimeter - PM or (c) the whole day



*British Paras of the 1st Border Regiment dug-in in the woods near the Hartenstein Hotel prepare for the German assault. Figures - Britannia and plastic painted by Ian Fainges.
Defences - resin based and painted by Mark Piper*

The Wargame Scenario

The game is played on an 8' x 6' table. Buildings start intact. Woods are open. *Oosterbeek Church* (while intact) & *Westerbouwing Hill* allow OP teams from either side to see over other buildings and woods (not hills and smoke) between them and the target as per rule 2.8. The game is 8 moves long.

(a) Western Perimeter - AM

In this game the following applies

- British Forces as listed for Western Sector
- German Forces as listed for Western Sector
- The objectives are the *Hartenstein Hotel* and *Westerbouwing Hill* both of which must be controlled by the end of 8 moves. Any other result is a draw.

(b) Easter Perimeter - AM

In this game the following applies

- British Forces as listed for Eastern Sector
- German Forces as listed for Eastern Sector
- The objectives are the *MDS Crossroads* and *Oosterbeek Crossroads* both of which must be controlled by the end of 8 moves. Any other result is a draw.

(c) Oosterbeek Perimeter - AM & PM

In this game the following applies

- All forces as listed for both sides are available
- The objectives are the *Hartenstein Hotel*, *MDS Crossroads* and *Oosterbeek Crossroads* which must be controlled by the end of 8 moves. Control of 2 objectives is a win. Any other result is a draw.

An objective is controlled if only one side has at least part of one combat capable element within 9" of the centre of the objective.

Sources

Rapid Fire - Operation Market Garden supplement - Colin Rumford

German Armoured Units at Arnhem - Marcel Zwarts

Arnhem 1944 - The Airborne Battle - Martin Middlebrook

A Bridge Too Far - Cornelius Ryan

It Never Snows in September - Robert Kershaw

Operation Market Garden - Then and Now Volume 2 - Karel Margry

Arnhem - The Landing Grounds and Oosterbeek - Frank Steer

The Big Game 2005 - Operation Market Garden (photos and ORBATS)

Arnhem - The Landing Grounds and Oosterbeek (Battleground Europe) - Frank Steer

A Tour of the Arnhem Battlefields - John Waddy

Arnhem - Tragedy of Errors - Peter Harclerode



Oosterbeek Church at bottom of photo. British Artillery position to west of main road into Oosterbeek. Hartenstein Hotel at top left of position.



*Overhead view of table layout - woods and Hartenstein Hotel in foreground - Oosterbeek Church on right in middle distance - Arnhem off table at top of photo
Buildings painted by Colin Rumford*

British Order of Battle

elements 1st British Airborne Division (all elite)

Divisional HQ (Major General Urhuart) 6 figures, 2 x jeeps, trailer
higher order HQ for all British units

Western Sector (Brigadier Hicks)

1st Border Regiment Group [B1] (Lt Col Haddon)

test at 20 casualties (49)

HQ	CO + 7 figures, 2 x Piat, 2" mortar
4 x companies	each 8 figures
Support Company	6 figures, Vickers MMG, 3" mortar
AT troop, Royal Artillery	3 figures, 6pdr ATG#, carrier
OP team, 1 st Forward (Airborne) Observer Unit	

7th King's Own Scottish Borderers Group [B2] (Lt Col Payton-Reid)

test at 20 casualties (49)

HQ	CO + 7 figures, 2 x Piat, 2" mortar
4 x companies	each 8 figures
Support Company	6 figures, Vickers MMG, 3" mortar
AT troop, Royal Artillery	3 figures, 6pdr ATG#, carrier
OP team, 1 st Forward (Airborne) Observer Unit	

[Off-board artillery]

64th Medium Regiment, Royal Artillery

A battery	2 x 4.5" guns
B battery	2 x 5.5" guns

Eastern Sector (Brigadier Hackett)

4th Parachute Brigade Group [B3] (Lt Col Lea)

test at 20 casualties (48)

HQ	CO + 7 figures, 2 x Piat, 2" mortar
3 companies	each 8 figures
Support Company	12 figures, Vickers MMG, 3" mor, 6pdr ATG#, jeep
1 st Airlanding AT Battery	4 figures, 17pdr ATG^, Morris prime mover
OP team, 1 st Forward (Airborne) Observer Unit	

Lonsdale Force [B4] (Maj Lonsdale)

test at 20 casualties (48)

HQ	CO + 7 figures, 2 x Piat, 2" mortar
3 x companies	each 8 figures
Support Company	12 figures, Vickers MMG, 3" mor, 6pdr ATG#, jeep
2 nd Airlanding AT Battery	4 figures, 17pdr ATG^, Morris prime mover
OP team, 1 st Forward (Airborne) Observer Unit	

1st Airlanding Light Regiment, Royal Artillery (Lt Col Thompson)

HQ 4 figures

1st Battery 8 figures, 2 x 75mm howitzer, 2 x jeeps

3rd Battery 8 figures, 2 x 75mm howitzer, 2 x jeeps

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

British Scenario Rules

1. Troops not in buildings and guns start dug-in (not prepared positions).
2. All OP teams can call in fire from either 1st Airborne guns or 64th Medium Regiment.
3. The British may attempt to call upon the services of the guns of the 64th Medium Regiment at the beginning of each British turn. The observer requesting support must throw three D6 dice. If any of the dice shows a 1 the message does not get through and no firing takes place during that turn. If the message is successfully passed then the both batteries of medium guns engage a single target only this turn. OP teams attempting to spot for the medium regiment may not perform any other task in the same turn.
4. 6" friendly artillery fire rules applies (guns over 75mm only) i.e. roll D6 - on a 5 or 6 switch to nearest friendly unit within 6" and carry out the attack.
5. British player moves first.



*The Northern perimeter. British Paras occupy the crossroads.
Buildings painted by Colin Rumford*

German Order of Battle

elements of Division Von Tettau and 9th SS Panzer Division (as indicated)

Western Sector

Battalion Worrowski [G1]

regular - test at 17 casualties (38)

HQ CO + 4 figures,

3 x companies each 8 figures

HW company 6 figures, 2 x MMG

Platoon, Panzer Company 224 Renault Char B1 flamethrower tank*^

SS Battalion Shultz [G2]

regular - test at 20 casualties (41)

HQ CO + 4 figures,

3 x companies each 8 figures, P/faust

HW company 9 figures, 2 x MMG, 81mm mor, 2 x trucks

Platoon, Panzer Company 224 Renault Char B1 flamethrower tank*^

SS Kampfgruppe Eberwein [G3]

elite - test at 20 casualties (41)

HQ CO + 4 figures

3 x companies each 8 figures, P/faust, truck

HW company 12 figures, 2 x MMG, 81mm mortar

3 figures, 150mm** infantry gun, Sdkfz 10 HT

Kampfgruppe Bruhns [G4]

regular - test at 20 casualties (56)

HQ CO + 6 figures

4 companies each 10 figures, P/faust

HW company 9 figures, 2 x MMG, 81mm mortar, 2 x trucks

(Off Board artillery) SS Mortar Group Nickermann

2nd & 3rd batteries each 1 x 32cm multiple rocket launchers

2 x OP teams on foot



Matchbox Char B - built and painted by Ian Fainges

Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons
BRITISH				
Jeep / Morris prime mover	24/12	F		
Carrier	24/12	E	LMG*	
PIAT			8 pts table 4	
2" mortar			6 pts table 4	
3" Mortar			8 pts table 4	
6pdr ATG			AT class 3	
17 pdr ATG			AT class 1 * 17 pdr ranges are short 0-12", Medium 12-36", Long 36-60"	
75mm Airborne Howitzer			AT class 3, 10 pts table 4	
4.5" Howtizer			12 pts table 5	
5.5 " Howitzer			12 pts table 5	
* at least 1 figure required				
** 17pdr ranges are short 0-12", medium 12 - 36", long 36 - 60"				
GERMAN				
Truck / car	24/12	F		
Sdkfz 251/1	30/15	E	LMG * requires 1 figure	
Char B1	18/9	B	AT4 / 6 pts table 4	Vehicle flamethrower
Stug III (long 75mm)	24/12	C	AT 2 / 10pts table 4	VMG
Stug III (105mm)	24/12	C	AT 3 / 12pts table 4	VMG
SP AA Gun (20mm)	30/15	E	-	20mm autocannon
Mobelwagen (37mm)	24/12	D	VMG	37mm autocannon
150 mm Infantry Gun			AT 3 / 12 pts table 5	
50mm ATG			AT 3 / 6 pts table 4	
81mm Mortar			8 pts table 4 (fires twice)	
Quad 20mm			Multiple autocannon	
88mm AA gun			12 pts table 4	
32cm MRL			12 pts table 5 (fires twice in alternate turns - use template)	

Oosterbeek Perimeter : Battle Map

KG "Worrowski"

KG "Schultz"

