

THE ROAD TO ARNHEM

17th September, 1944 (West of Arnhem, Holland)

A Rapid Fire Scenario V 1.4 (05/11/06)

by Mark Piper

Background

Having successfully landed majority of the 1st British Airborne Division some 60 miles behind enemy lines, only one brigade of parachute infantry was available to seize the road bridge over the Rhine in Arnhem. The 1st Parachute Brigade advanced on three routes but was blocked by the scratch battalion of SS Major Krafft and other troops from the 9th SS Panzer Division rushed towards the landing areas.

The Wargame Scenario

The scenario is played on an approximately 8' X 5' table. Woods are open. The Railway track is treated as per hedges. All buildings start intact. The game is played for 9 game turns. The British win if they have 16 figures (not observers) east of line B at the end of the game (including any figures that exit the eastern edge). The Germans win if they prevent any British figures exiting from the eastern edge of the table. Any other result is a tie.

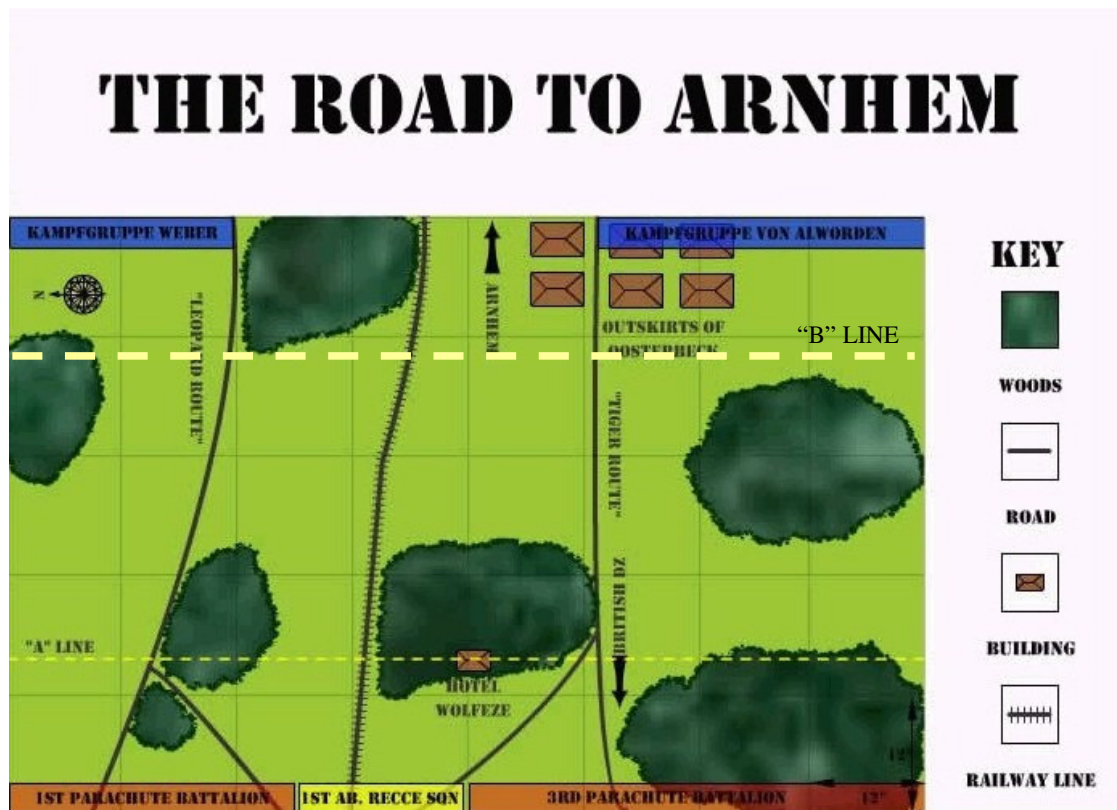
Sources

Arnhem 1944 - the Airborne Battle by Martin Middlebrook

Operation Market Garden (Rapid Fire Campaign Guide) by Colin Rumford

A Bridge Too Far by Cornelius Ryan

It Never Snows in September – Robert Kershaw



Map from www.wargamesjournal.com (October 2003)

German Order of Battle miscellaneous units in the Arnhem area

German Forces (initial)

SS Training & Replacement Battalion 16 ("Battalion Krafft") - elite

test @ 17 casualties [east of line A]

HQ CO + 2 figures, f/thrower, p/faust

No 2. Company 8 figures, p/faust

No 4. Company 8 figures, p/faust

MG Company 6 figures, 2 X MMGs, truck

3 figures, 81mm MOR, truck

No 9. Company 3 figures, Pak 40 (75mm) ATG

3 figures, single 20mm AA, truck

German Forces (reinforcements)

"Kampfgruppe Weber" Luftwaffe Ground / Signals Unit [north from turn 2]

militia (test @ 18 casualties)

HQ CO + 2 figures [turn 2]

Rifle Company 8 figures, p/faust, truck [turn 2]

Armoured Car Platoon Sdkfz 232 * (20mm) [turn 3]

Rifle Company 8 figures, p/faust, truck [turn 3]

Rifle Company 8 figures, p/faust [turn 4]

MG Company 3 figures, MMG, truck, SP Quad 20mm AA * [turn 5]

"Kampfgruppe Von Alworden" [south from turn 3] elite for firing – no morale test

8 figs, p/faust, 3 figures, Pak 40 (75mm) ATG, truck [turn 3]

Marder III (independent AFV) [turn 4]

Nebelwerfer battery (off-board)

105mm Nebelwerfer (fire every other turn) observed by either HQ unit

Krafft's battalion deploy first as shown on the scenario map but not dug-in.
Reinforcements arrive on the turn and location indicated.

