




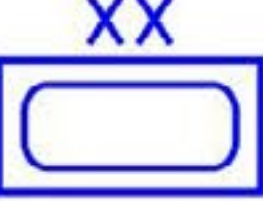
# Operation Market Garden Allied Plan


## Legend

- 

Airborne Division
- 

Airborne Brigade
- 

Glider Division
- 

Armoured Division
- 

Infantry Division

### 1ST AIRBORNE SECTOR: ARNHEM

Time is of the essence. Campaigning weather is running out, and supplies are short with the clearance of Antwerp botched just a short while ago. In addition General Eisenhower - under pressure to allow American troops to take the limelight - has been reluctant to back Montgomery and only a smashing success will turn the Field-Marshal's luck around. Your 1st Airborne Division and XXX Corps are to provide that success by establishing an airborne bridgehead over the Neder Rijn, and driving the heavy armour of the Guards Division through Arnhem and into Germany.

Unfortunately the air transport types have rejected Major General Urquhart's request for a rapid insertion and he will have to make do with a three-day buildup. Ensure that he pays adequate attention to securing the drop and landing zones of the follow-on waves but do not lose sight of the major prize - the Arnhem Highway Bridge!

If the enemy is able to keep the airborne chaps away from the city, you may be able to pull yourself up by the bootstraps if you take the Rail Bridge. However, this is a low-capacity structure and eventually we will have to get into Arnhem itself.

### 82ND AIRBORNE SECTOR: NIJMEGEN

Your 82nd Abn Div must secure the vital bridges and a route for the 30 Corps to fight their way north to Arnhem. You will have to go at it alone until the Guards Arm Div starts arriving in the south early on Day 3.

You must protect your supply bases on the Groesbeek heights from enemy counterattacks, which we expect the Germans to launch from the southeast, out of the Reichs Wald. But, at the same time, you can't neglect the importance of securing the Nijmegen bridge and the city proper to allow 30 Corps to push on to Arnhem.

Good luck Commander.

During the operation don't lose sight of the ultimate goal; an attack into Germany to end the war by Christmas. If your lads get bled white, it will be winter before we can reconstitute an attacking spearhead, and the whole effort will have been in vain.

Tilburg

### Daz Says:

This is my AAR of the Epic "From the Meuse to the Rhine" scenario. Its probably the largest, and most complex scenario in the Command Ops Line-up.

The effort that went into making the scenario, the research, building the map and the estabs, must have been a labor of love, and is most definitely a work of art. I take my hat of to Richard Simovitch, the designer, and thank him for this amazing scenario.

It's such a huge scenario that I decided I would just post the more important events, rather than trying to cover the whole scenario, hence my title, "Snippets from the Meuse to the Rhine".

Nijmegen & Arnhem Sector - September 17, 1944: 13:00

### Historical Scenario

This scenario combines the Arnhem and Nijmegen Campaigns in to one Grand Scenario.

Field-Marshal Montgomery believes that the Arnhem Highway Bridge offers the route by which his 21st Army Group can drive a "single full-blooded thrust" into the heart of Hitler's Thousand-Year Reich. Splitting the industrial heartlands of the Ruhrgebiet and Rhineland from their supply sources to the East will cripple German war production and bring the Western Allies within striking distance of the ultimate prize - Berlin!

The bold and imaginative plan calls for a "carpet" of airborne troops to seize the key bridges between XXX Corps' start line at Neerpelt and the grand prize - the Lower Rhein Highway Bridge at Arnhem, the final major water barrier between the Allies and Germany. Shortages of transport, however, have forced the attack to be made 'by instalments'; it will take several days to amass the full combat power of the Major-General Urquhart's 1st Airborne Division in Arnhem. Added to this, although the plan predicts a rapid advance along Hell's Highway by the tanks of the Guards Armoured Division, in fact stiff German resistance and stubborn counterattacks will hold up the relief column for more than two days.

The 82nd Abn Div was tasked with securing the biggest of all the crossings along Hell's Highway, the road and rail bridges at Nijmegen. It was also responsible for securing the highway crossings at Grave and Honinghutje and seven other bridges across the Maas and the Maas-Waal Canal, not to mention securing the 10km of the Groesbeek Heights, through which any direct attack from Germany must come.

Their objectives, in particular the highway bridge at Nijmegen were vital to the success of Market Garden. That they failed to do so in time to effect the relief of John Frost's 2nd Para Bn at Arnhem is a testimony to the priority and effort the Germans afforded Nijmegen and to the poor planning and judgement made by the Allied commanders. Even so the soldiers of the 82nd Abn Division performed brilliantly and earned the praise of Gen Dempsey - "the finest division in the world".

The Germans, caught off-guard by the landings, quickly grasp the Allied plan - aided by a copy of the orders which falls into their hands. As Feldmarschall Model throws the bulk of his force against the Allied Schwerpunkt to the South, Oberstgruppenfuhrer Bittrich's 2nd SS Panzer Korps must contain and destroy the bridgehead at Arnhem before the Allies can reach it. With reinforcements - many of the poorest quality - slowly filtering in as they can be released from fighting further South, the Germans must husband their resources and react quickly to snuff out the Allied threat before disaster ensues.

The Historical reinforcement schedules for both sides reflect the historical arrival times and locations of units in the battle. Standard reinforcement schedules provide alternative entry locations for some units without favouring one side or the other. The Favour Allies and Favour Axis settings provide alternatives favouring one side or the other.

## Netherlands

## Germany



84th Corps



180



2nd Parachute Corps



2nd SS Panzer Corps

Hakewell-Smith



Urquhart

Oosterbeek



Sosabowski



Gavin

Grave

Nijmegen

Uden

Veghel



Taylor

Son

Helmond

Eindhoven

Asten

Hell's Highway

Valkenswaard



Guards Armoured Division



Ritchie XII Corps



Horrocks XXX Corps



O'Connor VII Corps

Bourg-Léopold

## Belgium

N



5 0 5 10 15 20 km



Scale 1:750,000

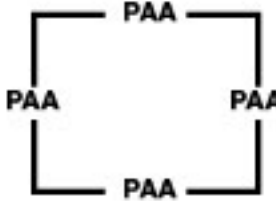
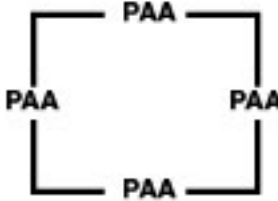
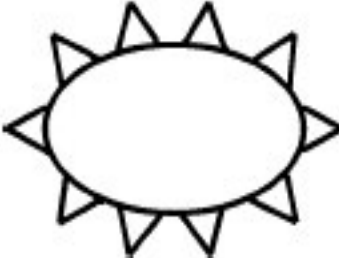
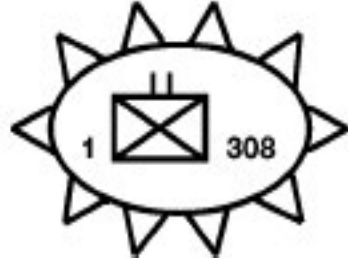
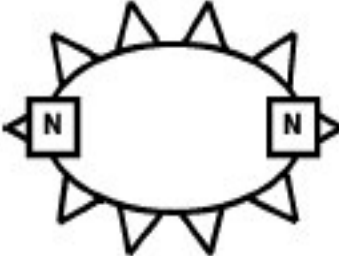
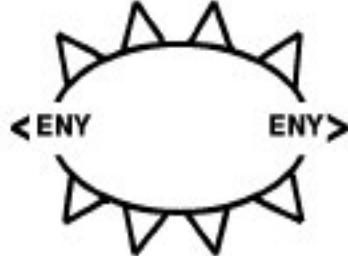




This map was found on the WIKI website.



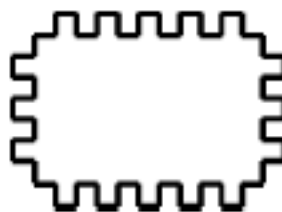


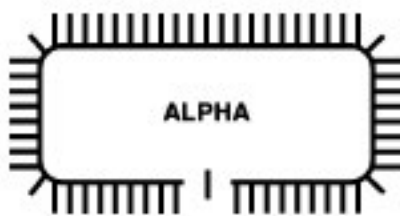
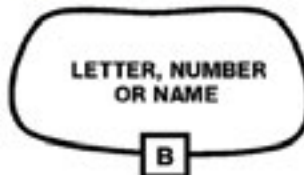





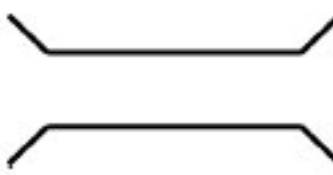

Control Measure	Graphic	Example	
Friendly Direction of Decisive Operations			Direction of Attack – (DOD) A specific direction or route that the main attack or center of mass of the unit will follow. The unit is restricted, required to attack as indicated, and is not normally allowed to bypass the enemy.
Friendly Direction of Main Attack			The direction of attack is used primarily in counterattacks or to ensure that supporting attacks make maximal contribution to the main attack. (Army) A specific direction or assigned route a force uses and does not deviate from when attacking.
Friendly Direction of Shaping Operations			Attack – (Army) An offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both. (FM 3-0) (Marine Corps) An offensive action characterized by movement supported by fire with the objective of defeating or destroying the enemy. See also FM 1-02/MCRP 5-12A1-16
Friendly Direction of Supporting Attack			
Friendly Direction of Attack Planned or On Order			Support – (DOD) 1. The action of a force that aids, protects, complements, or sustains another force in accordance with a directive requiring such action. 2. A unit which helps another unit in battle. 3. An element of a command which assists, protects, or supplies other forces in combat. See FM 101-5.
Friendly Ground Axis of Shaping Operations			
Friendly Ground Axis of Supporting Attack			
Friendly Ground Axis of Decisive Operations			Axis of Advance – (DOD) A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. (Army) An axis of advance designates the general area through which the bulk of a unit's combat power must move.
Friendly Ground Axis of Main Attack			
Friendly Ground Axis On Order with Date and Time (if known) Effective			On-Order Mission – A mission to be executed at an unspecified time in the future. A unit with an on-order mission is a committed force. The commander envisions task execution in the concept of operations; however, he may not know the exact time or place of execution. Subordinate commanders develop plans and orders and allocate resources, task-organize, and position forces for execution. See also be-prepared mission. (FM 101-5)
Follow and Assume. (See page 1-82 for definition.)			Follow and Assume – (Army) A tactical mission task in which a second committed force follows a force conducting an offensive operation and is prepared to continue the mission if the lead force is fixed, attrited, or unable to continue. (FM 3-90)
Follow and Support. (See page 1-82 for definition.)			Follow and Support – A tactical mission task in which a committed force follows and supports a lead force conducting an offensive operation. (FM 3-90)
Moving Convoy			Convoy – A group of vehicles organized for the purpose of control and orderly movement with or without escort protection that moves over the same route at the same time under one commander.
Attack by Fire Position. (See page 1-16 for definition.)			Attack by Fire Position – A position that designates the general position from which a unit conducts the tactical mission task of attack by fire. See also attack by fire. (FM 3-90)
Attack by Fire (See page 1-16 for definition.)			Attack by Fire – A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy without closing with him to destroy, suppress, fix, or deceive him. See also frontal attack; support by fire. (FM 3-90)
Support by Fire Position. (See page 1-179 for definition.)			Support by fire – A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (FM 3-90)
Block. (See page 1-23 for definition.)			Block – 1. A tactical mission task that denies the enemy access to an area or prevents his advance in a direction or along an avenue of approach. 2. An obstacle effect that integrates fire planning and obstacle effort to stop an attacker along a specific avenue of approach or to prevent him from passing through an engagement area. (FM 3-90)
			Blocking position – (DOD, NATO) A defensive position so sited as to deny the enemy access to a given area or to prevent the enemy's advance in a given direction. See FM 3-90.
Retain. (See page 1-163 for definition.)			Retain – (DOD) 1. When used in the context of deliberate planning, the directed command will keep the referenced operation plan, operation plan in concept format, and any associated joint operation planning system of Joint Operation Planning and Execution System automated data processing files in an inactive library status. The plan and its associated files will not be maintained unless directed by follow-on guidance. 2. A tactical task to occupy and hold a terrain feature to ensure that it is free of enemy occupation or use. (Army) A tactical mission task in which the commander ensures that a terrain feature already controlled by a friendly force remains free of enemy occupation or use. (FM 3-90)


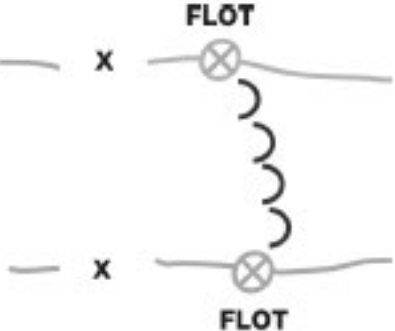
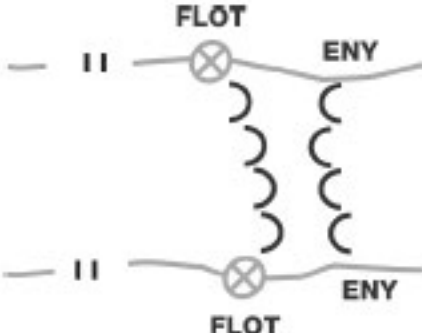

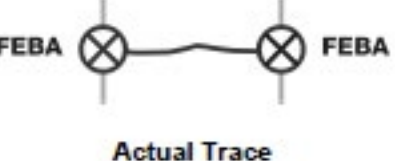
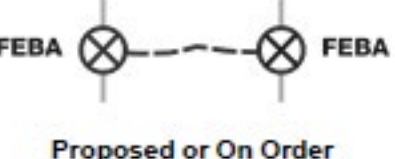

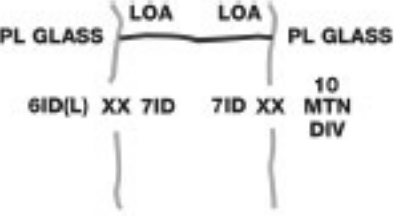

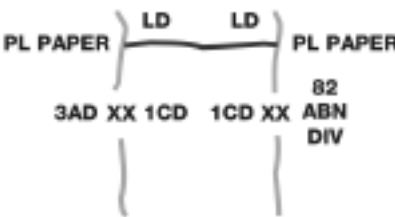


TABLE XIII. Color range values for filled symbols

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED		
		DARK	MEDIUM	LIGHT
Hostile, Suspect, Joker, Faker	Red	RGB (200, 0, 0)	RGB (255, 48, 49)	RGB (255, 128, 128)
		HSL (0, 255, 100)	HSL (0, 255, 152)	HSL (0, 255, 192)
Friend, Assumed Friend	Blue	RGB (0, 107, 140)	RGB (0, 168, 220)	RGB (128, 224, 255)
		HSL (138, 255, 70)	HSL (138, 255, 110)	HSL (138, 255, 192)

Control Measure	Graphic	Example	<p><b>Position Area for Artillery –</b> An area assigned to an artillery unit where individual artillery systems can maneuver to increase their survivability. A position area for artillery is not an area of operations for the artillery unit occupying it. Also called PAA. (FM 3-90)</p>
<p>Position Area for Artillery (PAA). (See page 1-148 for definition.)</p>			
<b>Encirclement</b> (See page 1-70 for definition.)			<p><b>Encirclement – (Army)</b> An operation where one force loses its freedom of maneuver because an opposing force is able to isolate it by controlling all ground lines of communications. (FM 3-0)</p> <p><b>(Marine Corps)</b> The loss of freedom of maneuver resulting from enemy control of all ground routes of evacuation and reinforcement.</p>
<p>Friendly Forces Encircled</p>			
<p>Hostile Forces Encircled</p>			<p><b>Encircling Force – (Army/Marine Corps)</b></p> <p>In pursuit operations, the force which maneuvers to the rear or flank of the enemy to block his escape so that he can be destroyed between the direct pressure force and encircling force. This force advances or flies along routes parallel to the enemy's line of retreat. If the encircling force cannot outdistance the enemy to cut him off, the encircling force may also attack the flank of a retreating enemy. See FM 3-90.</p>
Control Measure	Graphic	Example	<p><b>Division Support Area –</b> An area normally located in the division rear and often positioned near air-landing facilities along the main supply route.</p> <p>The division support area contains the portions of the division rear command post, division support command (DISCOM) command post, and units organic and attached to the DISCOM. It may also contain the corps support command units supporting the division and non divisional units in the division area. Also called DSA. (FM 63-2)</p>
<p>Division Support Area (DSA). (See page 1-85 for definition.)</p>			
<p>Brigade Support Area (BSA). (See page 1-25 for definition.)</p>			<p><b>Brigade Support Area –</b> A designated area in which combat service support elements from division support command and corps support command provide logistic support to a brigade. Also called BSA. (FM 7-30)</p>



Fortified Area			
Friendly Strong Point (SP). (See page 1-178 for definition.)			Strong Point – (DOD, NATO) A key point in a defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. (Army) A heavily fortified battle position tied to a natural or reinforcing obstacle to create an anchor for the defense or to deny the enemy decisive or key terrain. Also called SP. See also battle position; mobile defense. (FM 3-90) (See page 7-25 for symbols.)
Battle Position (BP) (See page 1-21 for definition.)			
Occupied			Battle Position – (Army) 1. A defensive location oriented on a likely enemy avenue of approach. (FM 3-90) 2. For attack helicopters, an area designated in which they can maneuver and fire into a designated engagement area or engage targets of opportunity. (FM 1-112) (Marine Corps) 1. In ground operations, a defensive location oriented on an enemy avenue of approach from which a unit may defend. 2. In air operations, an airspace coordination area containing fire points for attack helicopters. Also called BP.
Note: The side opposite Field B (Echelon) faces toward the hostile force.			
Prepared but not Occupied			
Planned			
Bridge or Gap Crossing			

Forward Line of Own Troops (FLOT). (See page 1-85 for definition.) Friendly Present			Forward Line of Own Troops – (DOD) A line which indicates the most forward positions of friendly forces in any kind of military operation at a specific time. The forward line of own troops (FLOT) normally identifies the forward location of covering and screening forces. The FLOT may be at, beyond, or short of the forward edge of the battle area. An enemy FLOT indicates the forward-most position of hostile forces. Also called FLOT. See FM 3-90.
Line of Contact (LC). (See page 1-113 for definition.)			Line of Contact – A general trace delineating the locations where friendly and enemy forces are engaged. [Note: the Marine Corps definition replaces “friendly and enemy forces” with “two opposing forces.”] Also called LC. See also forward edge of the battle area; forward line of own troops; line of departure; line of departure is line of contact. (FM 3-90)
Forward Edge of the Battle Area (FEBA). (See page 1-85 for definition.)			Forward Edge of the Battle Area – (DOD, NATO) The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating, designated to coordinate fire support, the positioning of forces, or the maneuver of units. Also called FEBA. See also main battle area. See FM 3-90.  Main Battle Area – (DOD) That portion of the battlefield in which the decisive battle is fought to defeat the enemy. For any particular command, the main battle area extends rearward from the forward edge of the battle area to the rear boundary of the command's subordinate units. (Army) The area where the commander intends to deploy the bulk of his combat power and conduct his decisive operations to defeat an attacking enemy. Also called MBA.
			
Limit of Advance (LOA). (See page 1-112 for definition.)			Limit of Advance – (Army) A phase line used to control forward progress of the attack. The attacking unit does not advance any of its elements or assets beyond the limit of advance, but the attacking unit can push its security forces to that limit. (FM 3-90) (Marine Corps) An easily recognized terrain feature beyond which attacking elements will not advance. Also called LOA. See also final coordination line; probable line of deployment.
Line of Departure (LD). (See page 1-113 for definition.)			Line of Departure – (DOD, NATO) 1. In land warfare, a line designated to coordinate the departure of attack elements. 2. (Army) A phase line crossed at a prescribed time by troops initiating an offensive operation. Also called LD. See also line of contact; line of departure is line of contact. (FM 3-90)
Main Supply Route (MSR).			Main Supply Route – (DOD, NATO) The route or routes designated within an operational area upon which the bulk of traffic flows in support of military operations. Also called MSR. See FM 4-01.30.





## Situation in Arnhem D1 18:04

1st Air landing Brigade, minus 7 KOSB, have thrown out a wide cordon, blocking all the main and secondary roads into our supply corridor.

Its by no means water tight, but will be shored up by the second wave arriving tomorrow.

The two main objectives are the vital rail bridge at Oosterbeek, and a toe hold into Arnhem West.

The aim is to contest the objective, and to secure good defensive positions in the City, before the inevitable enemy buildup begins.

I aim to preserve the lives of the men by not overextending them, by thrusting for the bridge where they are likely to get encircled, and destroyed.

Instead I will try to maintain a supply corridor to Arnhem west, and keep the rail bridge area clear. Once XXX Corps arrive they can move quickly around the outskirts of the City to encircle it, or find a weak point to start to thrust a wedge intowards the Highway bridge, from the rear.

1 Para, 7 KOSB, and 2 Para are conducting the main thrust into the City.

2 Para have a secondary role of peeling of to form a defensive line on the East flank as the fan shape thrust becomes more restrictive.

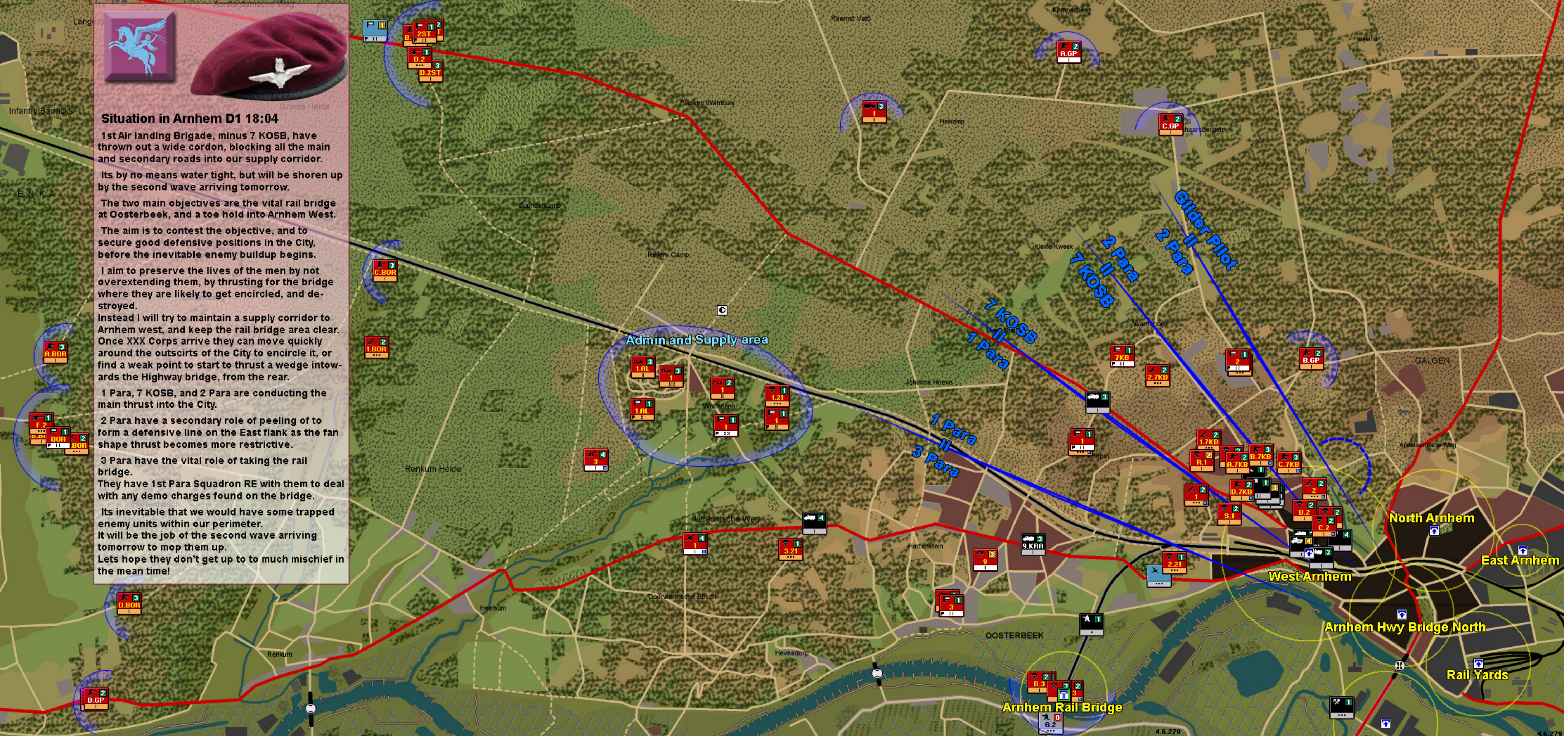
3 Para have the vital role of taking the rail bridge.

They have 1st Para Squadron RE with them to deal with any demo charges found on the bridge.




Its inevitable that we would have some trapped enemy units within our perimeter.

It will be the job of the second wave arriving tomorrow to mop them up.

Lets hope they don't get up to to much mischief in the mean time!







LoseWin

D1, 20:53

Dusk  
Clear skies  
Temp: 16c  
Ground: Normal  
Visibility: 7500m

Sunrise: 06:00  
Sunset: 19:00  
Clear Pattern  
Min Temp: 12c  
Max Temp: 20c

**Sitrep Oosterbeek D1, 20:53**

3 Para have secured the vital rail bridge at Oosterbeek, and are forming in all round defense in the Polder, North of the bridge.





Situation in Nijmegen D1, 18:56

1st and 2nd Battalions of the 508 make steady progress towards the South end of the highway bridge in Nijmegen.

1st Battalion are in left echelon formation to protect the flank of the main effort by 2nd Battalion, who are in successive line formation.

C and E Coy's are resting in reserve after their speed march over the Heights, having successfully completed their important task, to scout ahead of the main force, and ensure a secure FUP.

C Bty 80 Abn AT Bn, have also been ordered to accompany the small force to provide Anti Tank support.

They are equipped with eight 57mm M1 AT Guns.

I don't intend to have any of the force attempt to cross the bridge to secure the objective on the other side.

Instead they will hold a small, tenuous bridgehead in Nijmegen.

I may send one of the Battalions back to the Heights once the bridge has been reached.

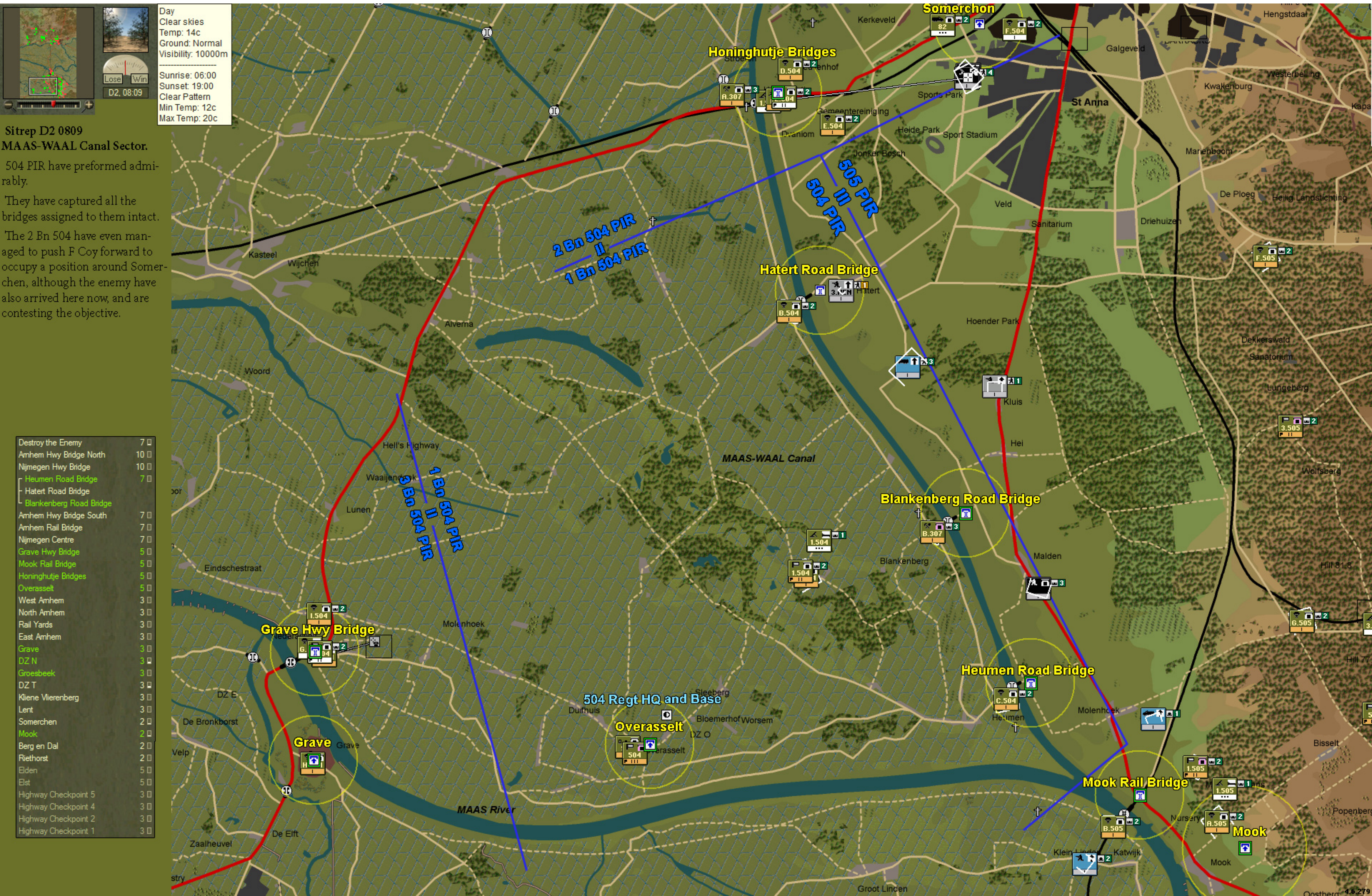
I am, as yet, undecided on that course of action however.

It will depend on the build up of enemy between now, and when the bridgehead is secure.



Day  
Clear skies  
Temp: 18c  
Ground: Normal  
Visibility: 10000m  
Sunrise: 06:00  
Sunset: 19:00  
Clear Pattern  
Min Temp: 12c  
Max Temp: 20c





Sitrep D2 0809  
MAAS-WAAL Canal Sector.

504 PIR have preformed admirably.  
They have captured all the bridges assigned to them intact.  
The 2 Bn 504 have even managed to push F Coy forward to occupy a position around Somerchen, although the enemy have also arrived here now, and are contesting the objective.

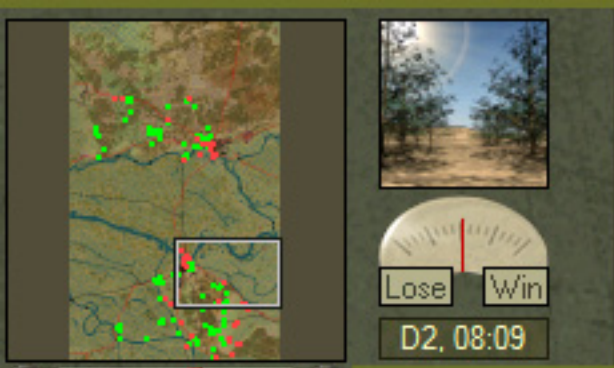
Destroy the Enemy	7	0
Amhem Hwy Bridge North	10	0
Nijmegen Hwy Bridge	10	0
Heumen Road Bridge	7	0
Hatert Road Bridge	7	0
Blankenberg Road Bridge	7	0
Amhem Hwy Bridge South	7	0
Amhem Rail Bridge	7	0
Nijmegen Centre	7	0
Grave Hwy Bridge	5	0
Mook Rail Bridge	5	0
Honinghutje Bridges	5	0
Overasselt	5	0
West Amhem	3	0
North Amhem	3	0
Rail Yards	3	0
East Amhem	3	0
Grave	3	0
DZ N	3	0
Groesbeek	3	0
DZ T	3	0
Kiene Vierenberg	3	0
Lent	3	0
Somerchen	2	0
Mook	2	0
Berg en Dal	2	0
Riethorst	2	0
Eiden	5	0
Elst	5	0
Highway Checkpoint 5	3	0
Highway Checkpoint 4	3	0
Highway Checkpoint 2	3	0
Highway Checkpoint 1	3	0

Day  
Clear skies  
Temp: 14c  
Ground: Normal  
Visibility: 10000m

Sunrise: 06:00  
Sunset: 19:00  
Clear Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win  
D2, 08:09





# Sitrep D2 08:09 Groesbeek Heights.

The morning light revealed a Divisions worth of mixed Axis units, attacking the DZ's and the Heights from the south east.

The 505, plus 3 Bn of the 508 are critically under manned to repel this size of force.

They have numerous field artillery, and most feared of all by our infantry the dreaded four-barreled 20mm Flakvierling AAA, pressed into service in the direct fire role.

There are numerous gaps in the line to the front and the rear, with the units spread out to far for mutual support.

Come evening it will be easily possible for the enemy to infiltrate between these positions.

I have a plan though. Come last light all the infantry on the Heights will be placed under command of the 505 Regt HQ, and ordered to fix bayonets.

At precisely 20:00hrs they will assault down hill in an attempt to clear the DZ's before the objective expires at 23:00hrs.

My well trained men will be no match for the poorly trained, and scratch units of our enemy, as they steam roll down the hill in the dead of night.

I hope!



Type Truck

This was a highly effective combination of the four-barrelled 20mm Flakvierling gun on an SdKfz 7 half-track. As well as flak defence it provided terrifying firepower in the direct fire role. 319 were built until October 1944.

Destroy the Enemy	70
Amhem Hwy Bridge North	100
Nijmegen Hwy Bridge	100
Heumen Road Bridge	70
Hatert Road Bridge	
Blankenberg Road Bridge	
Amhem Hwy Bridge South	70
Amhem Rail Bridge	70
Nijmegen Centre	70
Grave Hwy Bridge	50
Mook Rail Bridge	50
Honinghutje Bridges	50
Overasselt	50
West Amhem	30
North Amhem	30
Rail Yards	30
East Amhem	30
Grave	30
DZ N	30
Groesbeek	30
DZ T	30
Kliene Vliereberg	30
Lent	30
Somerchen	20
Mook	20
Berg en Dal	20
Riethorst	20
Elden	50
Elst	50
Highway Checkpoint 5	30
Highway Checkpoint 4	30
Highway Checkpoint 2	30
Highway Checkpoint 1	30







Dusk

Clear skies

Temp: 16c

Ground: Normal

Visibility: 7500m

Lose

Win

D2, 20:15

Sitrep D2, 20:15

The Battle of DZ T

Throughout the day, the enemy has been slowly moving forward, encroaching onto our DZ's N and DZ T.

DZ N was overrun by a small weak force about midday not long before the second wave of Field artillery arrived.

They got quite a shock as the gliders plowed through their ranks, disgorging 750 men, 36 105mm M1 Pac Howitzers, and their associated Jeeps, for towing, and resupply.

The shocked enemy units quickly made for the nearest cover, which just happened to be occupied by our HQ, and supply bases, not before taking out a number of our men, and a few of the guns unfortunately. They still managed to find cover on the fringes however, and I have had to send in men from 1st and 3rd Bn 505 to clear them out as they are still contesting the objective.

The 3rd Bn has also been ordered to find and destroy a weak unit inside the Groesbeek objective on its way to DZ N, that is also contesting the objective there.

Commander of 1 Airborne Corps (Thats me at the moment as its the on map boss, until XXX Corps arrive), has decided to conduct the counter attack on DZ T personally.

What I did was go over the map and re-attach as many units as I could back to their HQ's or make them into combat groups. These will be handled by the AI while I concentrate on this important battle. Doing this has brought the command delay down to within the Command Capacity, as can be seen in the inset leadership tab.

The DZ T, and DZ N close at D2, 23:00, and are worth 1.7 points each for completion.

These are the first objectives to close in the scenario, and I want the completion points for them!

I was going to let the 508 RHQ conduct the battle, but there is an enemy unit in the location of the FUP, the command delay for it is 1 hour 40 min, and by the time it had messed about getting all the units into position, we would probably miss the deadline, not to mention the fact that it would probably stall as soon as one of the units took too much damage anyway. So I have decided to conduct the battle myself, with individual orders.

I have massed 6 Coys from 3rd 508 and the 2nd 505, and commandeered their mortars, and all four artillery Bn's at my command for the counter attack.

Each Coy has about a 46 min command delay, and I have just given them all their attack orders so the battle for DZ T will start just after last light at about 21:00 hrs.

The DZ is a very large area and its jammed packed with enemy units, some of which have managed to dig into the bare slope, with some very powerful Flak units covering the rear.

Its going to be a very tough fight!







Sitrep D2, 21:20  
Battle of DZ T  
1 hour 40 min till objective expiration.

The elite Paratroops make steady progress, across the open hillside, down towards the concentration of enemy units.

The crashing, and thud of the falling rounds, masks the sound of their approach, and the darkness, smoke, and debris, obscures them from sight.

The enemy have clumped up here, probably for mutual support in the dark, and a concentration of firepower, but its left them vulnerable to artillery

A creeping barrage from four Battalions of 105mm artillery, and two sections of 81mm mortar fire pave their way.

The artillery observer, specially appointed by General Daz, has made a detailed fire plan for this important attack.

He accompanies the lead Coy HQ commanders Group as they follow the point Platoon, reporting back on the radio to Corps HQ as the troops cross the phase lines, in order for the barrage to be moved onto the next phase.

E Coy 505 PIR have made first contact with the enemy.

The clock is ticking.  
All the Coy commanders have been briefed on their task, and told not to wait for other units, but to plow on regardless of formation or casualties.

The DZ must be cleared...and quickly.









Night  
Clear skies  
Temp: 16c  
Ground: Normal  
Visibility: 3000m  
  
Sunrise: 06:00  
Sunset: 19:00  
Clear Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win  
D2, 21:31

Sitrep D2, 21:31

Battle of DZ T

1 hour 29 min till objective expiration.

The lead Coy's are pushing hard, and the enemy front is beginning to crumble.

G Coy 508 on the left flank, in left echelon formation is taking casualties, and faltering.

I have ordered the C Coy 307 Airborne Engineer Bn to shore up the left flank.

This will leave the Heights vulnerable.

Lets hope our enemy are to distracted with our counter attack to notice!

F Coy 505 and H Coy 508 are on their way to join the battle having managed to disengage from their scrap with 2 SS Pz Gren Coy KG Euling, leaving it badly mauled.

2 SS Pz Gren Coy KG Euling			
Halted		Stopped	
Personnel	<div></div>		
Equipment	<div></div>		
Morale	<div></div>		
Cohesion	<div></div>		
Fatigue	<div></div>		
Personnel	37	Sighting Age:	
AFVs	0	Recent	
Non-AFVs	14	Reliability:	
Guns	1	Excellent	
Anti-Persnl	25		
Anti-Armour	13		
Inf Val	32		









Night  
Clear skies  
Temp: 15c  
Ground: Normal  
Visibility: 3000m

Sunrise: 06:00  
Sunset: 19:00  
Clear Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win  
D2, 22:16

Sitrep D2, 22:16

**Battle of DZ T**

**44 min till objective expiration.**

Our men continue to gain ground at a steady rate, as the enemy fall back under the pressure of the well trained, and fit Paratroopers, aswell as the well timed, and placed artillery barrage.

D Coy 505 on the right flank have reached their objective in the light woods near the edge of the DZ, and deployed into all round defense. They are continuing to pour fire onto the nearby enemy units.

Unfortunately a small unit has managed to slip through our ranks in the dark, and confusion of battle.

I have sent a runner to C Coy 307 Airborne Engineer Bn, to order them to seek and destroy it. Unfortunately it will take 48 min for the runner to get there, and the Coy Commander to swing his Coy to the right, with his new orders.

I am beginning to suspect the battle may be lost, unless we can cause enough casualties to have a 10:1 ratio of friendly to enemy forces inside the objective, within the next 44 min.

On a good note the remaining men of 2 SS Pz Gren Coy KG Euling, have been destroyed, by the sentries guarding the 508 Retg Base.

There is still much to do, and very little time to do it.







Sitrep D2, 22:46

Battle of DZ T

14 min till objective expiration.

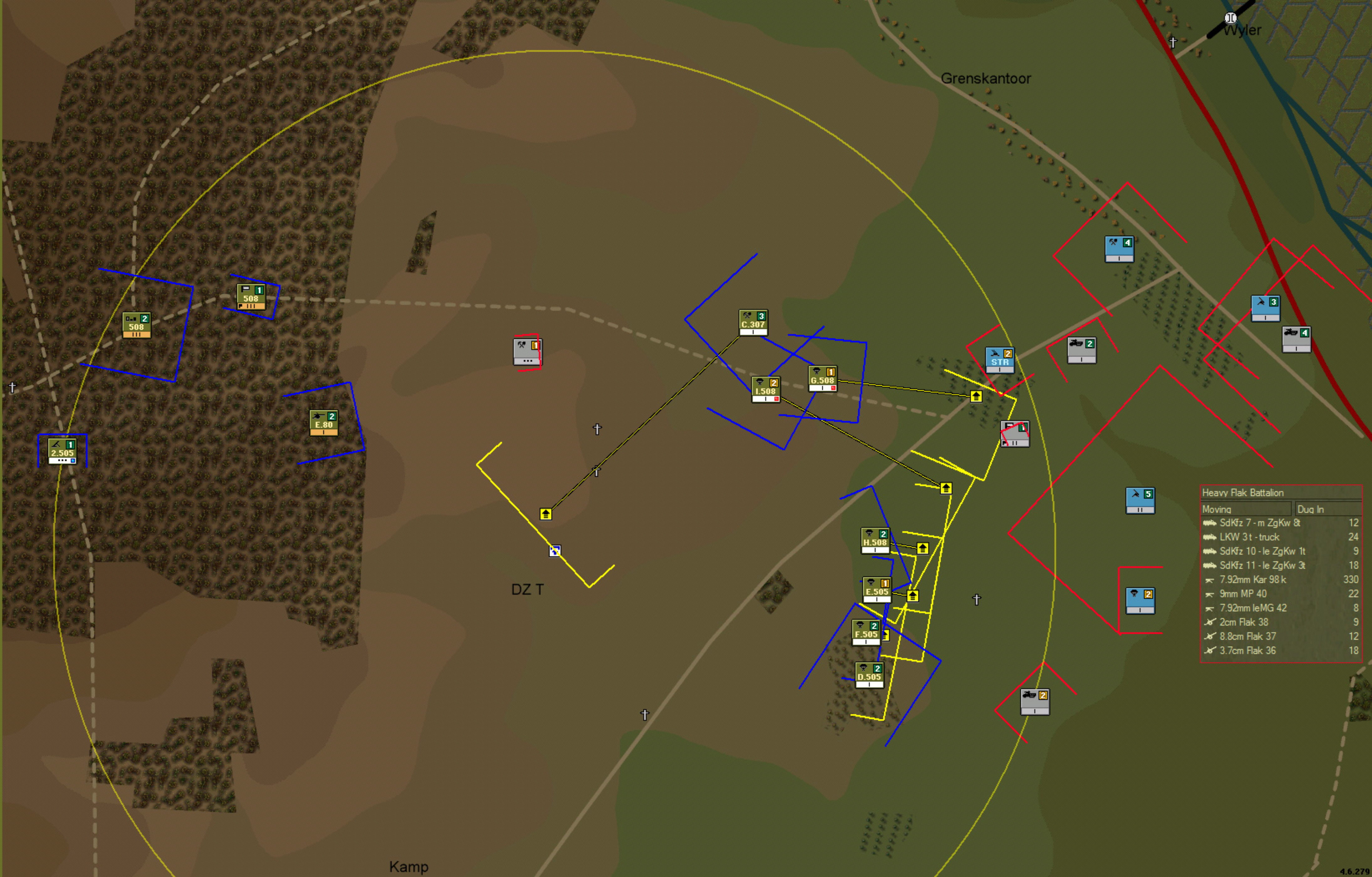
C Coy 307 Airborne Engineer Bn have recieved their new orders, and are heading for the center of the objective in line formation.

I'm not sure where the weak enemy unit that slipped through the assault have gone exactly. The sighting is no longer current. If they have gone to within 300m of the center of the objective though, we won't get completion even if we have a 10:1 superiority of force, so I have sent the Engineers to the middle to ensure it stays clear.

I and G Coy 508 have started to receive murderous fire from the heavy weapons of the powerful Flak Bn, and have pulled back having sustained very heavy casualties in a very short period of time.

The bulk of the enemy units have been forced out of the objective perimeter, with just a few remaining on the outskirts.

One last push and I think we may just make it!



Heavy Flak Battalion	
Moving	Dug In
SdKfz 7 - m ZgKw 8t	12
LKW 3 t - truck	24
SdKfz 10 - le ZgKw 1t	9
SdKfz 11 - le ZgKw 3t	18
7.92mm Kar 98 k	330
9mm MP 40	22
7.92mm leMG 42	8
2cm Flak 38	9
8.8cm Flak 37	12
3.7cm Flak 36	18





Night

Clear skies

Temp: 15c

Ground: Normal

Visibility: 3000m

Sunrise: 06:00

Sunset: 19:00

Clear Pattern

Min Temp: 12c

Max Temp: 20c

Lose

Win

D2, 22:59

Sitrep D2, 22:59

Battle of DZ T

1min till objective expiration.

Never in my history of playing Command Ops, have I had to sit on the edge of my seat to witness such a close run battle as this before!

Exactly 1 min before the objective is due to expire it has flipped to our control.

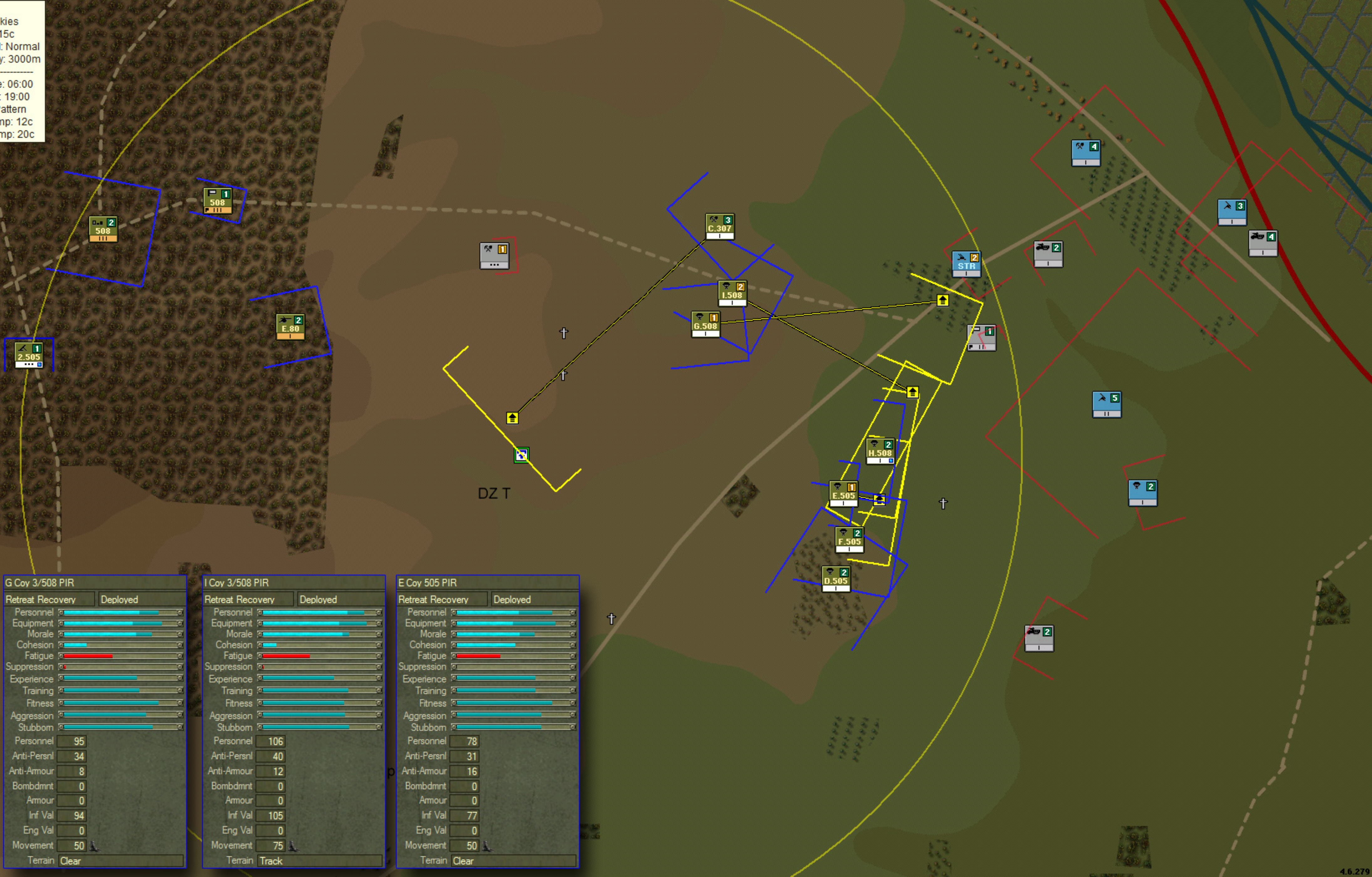
Our boys have taken quite a beating, especially in the latter stage of the battle, as 20mm and 37mm flak rounds tore up I and G Coy 508.

The estimated 362 men in that Flak Bn also have 8 MG 42's pointing in our direction.

E Coy 505 has also taken many casualties, and its not over yet.

They need to make it back safely to their old positions in the Groesbeek Heights to defend the other Objectives.

I imagine it will take a while for them to recover from this bloody nose we have given them though.



G Coy 3/508 PIR	
Retreat Recovery	Deployed
Personnel	<div></div>
Equipment	<div></div>
Morale	<div></div>
Cohesion	<div></div>
Fatigue	<div></div>
Suppression	<div></div>
Experience	<div></div>
Training	<div></div>
Fitness	<div></div>
Aggression	<div></div>
Stubborn	<div></div>
Personnel	95
Anti-Persnl	34
Anti-Amour	8
Bombdmnt	0
Amour	0
Inf Val	94
Eng Val	0
Movement	50
Terrain	Clear

I Coy 3/508 PIR	
Retreat Recovery	Deployed
Personnel	<div></div>
Equipment	<div></div>
Morale	<div></div>
Cohesion	<div></div>
Fatigue	<div></div>
Suppression	<div></div>
Experience	<div></div>
Training	<div></div>
Fitness	<div></div>
Aggression	<div></div>
Stubborn	<div></div>
Personnel	106
Anti-Persnl	40
Anti-Amour	12
Bombdmnt	0
Amour	0
Inf Val	105
Eng Val	0
Movement	75
Terrain	Track

E Coy 505 PIR	
Retreat Recovery	Deployed
Personnel	<div></div>
Equipment	<div></div>
Morale	<div></div>
Cohesion	<div></div>
Fatigue	<div></div>
Suppression	<div></div>
Experience	<div></div>
Training	<div></div>
Fitness	<div></div>
Aggression	<div></div>
Stubborn	<div></div>
Personnel	78
Anti-Persnl	31
Anti-Amour	16
Bombdmnt	0
Amour	0
Inf Val	77
Eng Val	0
Movement	50
Terrain	Clear





# Sitrep D3, 12.15

## Tasking of Grenadier Guards


The first reinforcements to arrive on the map in the morning of Day three are the Grenadier Guards.

They have been ordered to work closely with the 82nd Airborne, to shore up their defenses on the Groesbeek Heights.

Their first objective is to re-take the Rienthorst Objective, then 1st Bn will be sent up onto the heights to reinforce the area of the Kliene Vlierenberg Objective.







Day  
Light fog  
Temp: 18c  
Ground: Normal  
Visibility: 8500m

Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

LoseWin  
D3, 14:22

## Sitrep D3, 14:22

### The Defense of Arnhem West

1 Para, 2 Para and 7 KOSB Bn's continue to hold onto a small portion in the west of the City, knowing full well that if they get pushed out of the excellent defensive positions here, the whole Division is likely to be over run in short measure.

They have been given priority on call artillery for their FPF fire plans.

Equally important though, is keeping the supply corridor clear so they continue to receive the vital ammunition they need to hold on for the 7 days or so that it will take for XXX Corps to arrive here.







Day

Light fog

Temp: 20c

Ground: Normal

Visibility: 8500m

Sunrise: 06:00

Sunset: 19:00

Fog Pattern

Min Temp: 12c

Max Temp: 20c

Lose

Win

D3, 15:51

Sitrep D3, 15:51

## Battle of St Anna

69 Infantry Brigade have been tasked to clear a route through to the 1st and 2nd Bn 508 PIR, holding a small bridgehead on the southern bank of the Highway Bridge in Nijmegen.

The plan involves staying in cover as much as possible, and avoiding the open area kill zones between the blocks of buildings, as best we can.

6 Green Howards Inf Bn are assaulting through the industrial complexes to clear an enemy concentration from the zone of St Anna, which will be used as an FUP for the short dash across the open strip to the north, and into the city center, proper.

7 Green Howards, are moving through the cleared path of 6 Green Howards.

They will conduct the main assault on the city center, passing through F Coy 504's position, after forming up for the assault to his rear.

7 Green Howards will give covering fire while they cross the open Gap.

5 East Yorks, have been tasked to recon the area of the Barracks, and screen the right flank.

- 69 Inf Bde HQ
- 233 Fd Enq Coy
- 69 Inf Bde Base
- 7 Green Howards Inf Bn HQ
- 6 Green Howards Inf Bn HQ
- 5 East Yorks Inf Bn HQ







Sunset

Light fog

Temp: 17c

Ground: Normal

Visibility: 8500m

Sunrise: 06:00

Sunset: 19:00

Fog Pattern

Min Temp: 12c

Max Temp: 20c

Lose

Win

D3, 19:29

# Sitrep D3, 1929

## Battle of Nijmegen

The battle of St Anna is over, and the enemy units have scattered, mostly to the industrial buildings to the east.

6 Green Howard's attempt to regain the edge of the zone after being repelled by a heavy enemy bombardment.

7 Green Howard's have begun their assault on Nijmegen City Center. They are currently making the short dash across the small strip of open area, to reach the cover of the dense urban buildings, and rubble on the other side.

The newly arrived 5 Coldstream Guards Bn, has simultaneously begun an assault on the Barracks area, supported by two Coys, from 5 East Yorks Bn.

The Coldstream Guards have been placed into successive lines formation to ensure the infantry go first to support the following armour. Unfortunately the mortar platoon have taken it upon themselves to take point, instead of providing supporting fire for the attack!! They should deploy any minute now

They were probably included in the assault team to bring them closer into range of the objective marker.

I would have preferred the AI to leave them where they were, as I checked they were in range before the attack.



### OB - Current Op Plan Structure

- 7 Green Howards Inf Bn HQ
  - C Tp 102 AT Reat
  - C Tp 25 LAA Reat
  - Mor Pl 7 Green Howards
    - A Coy 7 Green Howards
    - B Coy 7 Green Howards
    - C Coy 7 Green Howards
    - D Coy 7 Green Howards

### OB - Current Op Plan Structure

- 5 East Yorks Inf Bn HQ
  - D Coy 5 East Yorks
  - A Coy 5 East Yorks
  - Mor Pl 5 East Yorks

### OB - Current Op Plan Structure

- 5 Coldstream Gds Bn HQ
  - H Tp 94 LAA Reat
  - C Sqn 1 Coldstream Gds
    - B Coy 5 Coldstream Gds
    - D Coy 5 Coldstream Gds
    - C Coy 5 Coldstream Gds
  - Mor Pl 5 Coldstream Gds





LoseWin

D3, 22:08

Night  
Light fog  
Temp: 15c  
Ground: Normal  
Visibility: 2500m

Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

Sitrep D3, 22:08  
Battle of Nijmegen

Its fully dark now, and the attack on Nijmegen City Centre is progressing well, if a little too slow for my liking.

7 Green Howard's on the left, have come up against stiff opposition from an artillery Bn equipped with 105mm le FH 18/40 guns, supported by an assortment of support platoons, that have been displaced by our attack, and sought refuge with the larger formation. The guns are next to useless in the confines of the city streets, but the numerous crew are tenacious in their defense of them.

6 Green Howard's have gone firm in St Anna, and are getting some rest.

5 Coldstream Guards Bn have broken through to men of the 508 PIR, holding the bridgehead. D Coy has been ordered to clear an isolated industrial complex on the right flank, and set up a defensive position there to guard the right flank. Even in the dark, they should have a good field of fire out, over the open terrain from here. The Guards have now been ordered to attack north west, towards the rail bridge, to cut off any more reinforcements that may get sent over this bridge. It will also cut off retreat of the enemy being pushed back by the 7th Green Howard's, and complete encirclement of all the enemy still in Nijmegen.

5 East Yorks have been tasked to assist 5 Coldstream Guards, and send C Coy to clear the industrial complex at Hengstdaal, who will then dig in there to defend the right flank.



- OB - Current Op Plan Structure

  - 5 East Yorks Inf Bn HQ
    - Mor Pl 5 East Yorks
      - A Coy 5 East Yorks
      - D Coy 5 East Yorks
- OB - Current Op Plan Structure

  - 7 Green Howards Inf Bn HQ
    - C Tp 102 AT Regt
    - C Tp 25 LAA Regt
    - Mor Pl 7 Green Howards
    - A Coy 7 Green Howards
    - B Coy 7 Green Howards
    - C Coy 7 Green Howards
    - D Coy 7 Green Howards
- OB - Current Op Plan Structure

  - 5 Coldstream Gds Bn HQ
    - H Tp 94 LAA Regt
    - Mor Pl 5 Coldstream Gds
    - C Sqn 1 Coldstream Gds
    - B Coy 5 Coldstream Gds
    - C Coy 5 Coldstream Gds



## Sitrep D4, 00:28

### Battle of Nijmegen

The battle is starting to pick up momentum now the main opposition, in the City Center has been overcome.

1 Coldstream Guards, having managed to disengage from a clean up operation, near the Honinghutje Bridge, have been tasked to clear the industrial buildings on the left flank.

They should be forming into left echelon any minute now, to sweep quickly through the buildings.

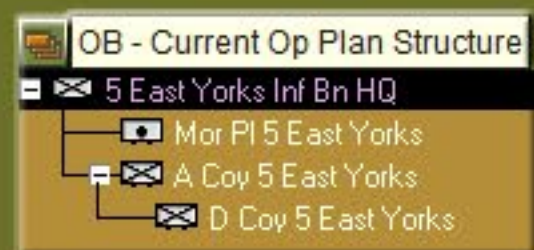
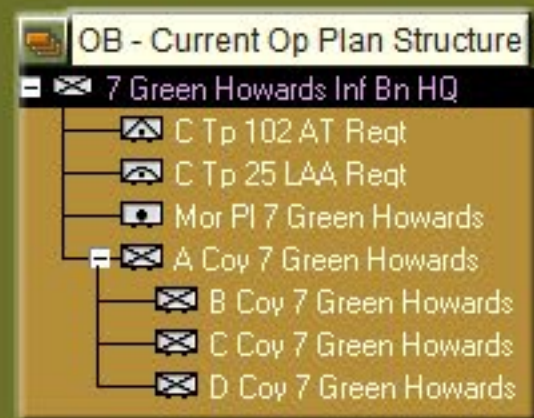
A Squadron has been ordered to clear weak units in the South of the City Centre (*not sure why I did that, must have been getting tired. Its not good to send Armour into built up areas on its own, especially at night, although the British armor does seem to be remarkably resilient to damage from doing so in this scenario?*).

7 Green Howard's continue to push on through the City in a north east direction, having broken the back of the enemy opposition in the center.

5 East Yorks, and 5 Coldstream Guards, are also progressing well.

Two very powerful enemy units have been spotted on the southern end of the railway bridge however, and these are sure to slow progress again, maybe even take out a number of our tanks.

I will have to start a heavy bombardment of their positions to ensure they are suppressed, when our units are in range of their guns.











Dawn  
Clear skies  
Temp: 12c  
Ground: Normal  
Visibility: 7500m



Lose Win  
D4, 05:05

Sunrise: 06:00  
Sunset: 19:00  
Late Rain Pattern  
Min Temp: 12c  
Max Temp: 20c

## Sitrep D4. 05:05 Battle of Nijmegen

The breaking of dawn revealed, a worrying sight for the commanding officer of 6 Green Howard's.

As so often happens in war, the Intel on the strength of enemy on the north bank of the Highway bridge was way out.

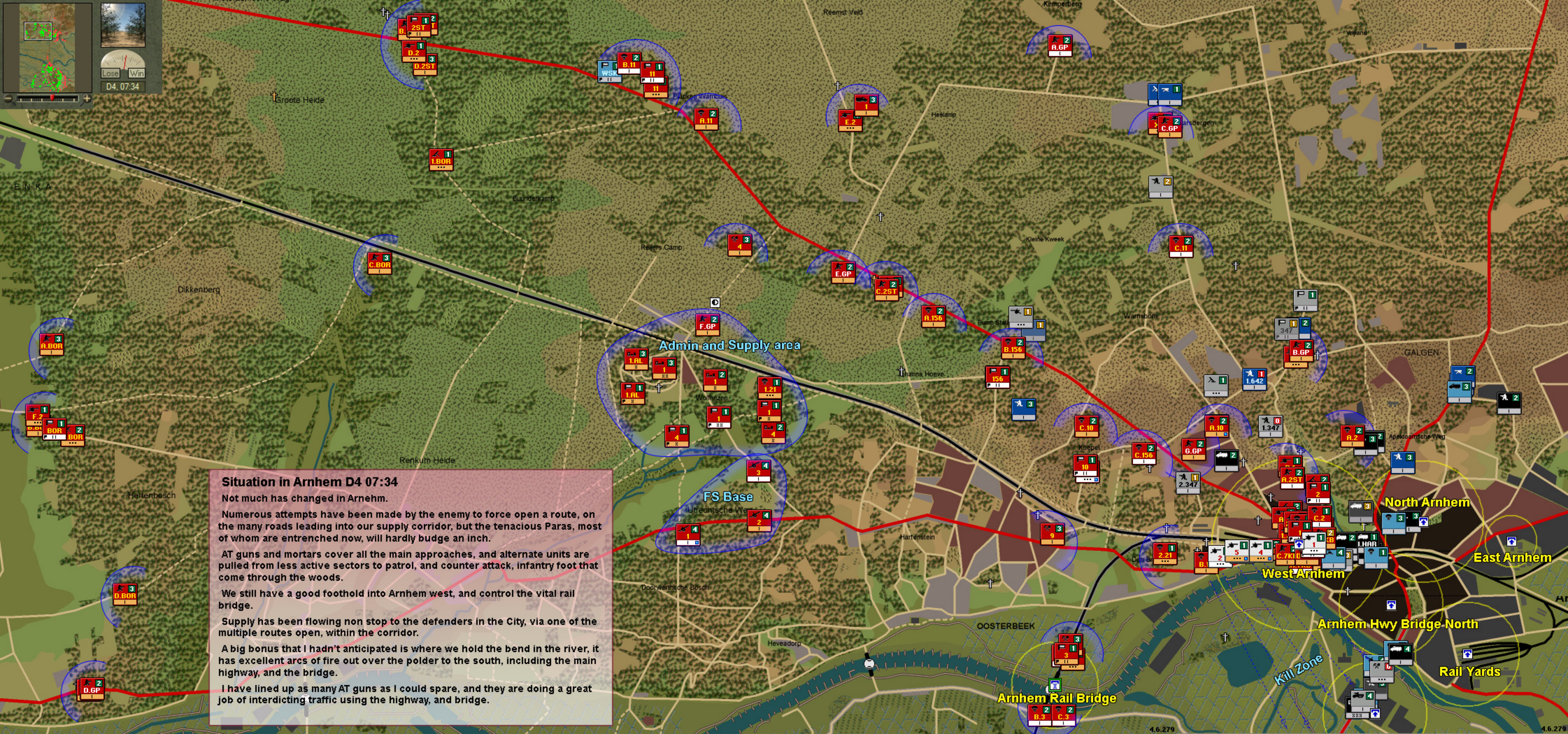
The bulk of 6 Green Howard's who were in the process of crossing the Highway bridge, have been ordered into in situ formation, and D & A Coy's currently on the bridge have been ordered to pull back immediately, as fast as they can.

A heavy covering artillery barrage, from the 5.5in guns of the Corps medium artillery Bn's has been ordered to cover their withdrawal.

Mopping up of stranded enemy units in the City continues, as does re-organization into new defensive formations.







**Situation in Arnhem D4 07:34**

Not much has changed in Arnhem.

Numerous attempts have been made by the enemy to force open a route, on the many roads leading into our supply corridor, but the tenacious Paras, most of whom are entrenched now, will hardly budge an inch.

AT guns and mortars cover all the main approaches, and alternate units are pulled from less active sectors to patrol, and counter attack, infantry foot that come through the woods.

We still have a good foothold into Arnhem west, and control the vital rail bridge.

Supply has been flowing non stop to the defenders in the City, via one of the multiple routes open, within the corridor.

A big bonus that I hadn't anticipated is where we hold the bend in the river, it has excellent arcs of fire out over the polder to the south, including the main highway, and the bridge.

I have lined up as many AT guns as I could spare, and they are doing a great job of interdicting traffic using the highway, and bridge.



Day  
Clear skies  
Temp: 16c  
Ground: Normal  
Visibility: 10000m

Sunrise: 06:00  
Sunset: 19:00  
Late Rain Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win  
D4, 10:29

## Sitrep D4. 10:29 Crossing the Waal

This is one of the most complex attacks, for a single objective, I have put together in Command Ops to date.

It involves five formations in the attack, and another four providing covering fire. Two Medium Regiments of Artillery will provide a creeping barrage, while, another two Regiments split into six individual Batteries, of SP Artillery provide on call support.

The numerous mortars, and some of the SP Arty will be handled by the AI, and left attached to the Bn HQ's.

I have managed to get the command delay down to a reasonable level, for the attack, by re-connecting units elsewhere on the map back to their organic HQ's so that I can concentrate on this important battle.

1 Coldstream Guards Bn, on the left flank, are to provide covering fire from the factories overlooking the area of Fort Von Holland, to the West of the Rail bridge.

5 Coldstream Guards, at the head of the Rail Bridge, are to provide covering fire onto the area of the rail bridge exit, and onto the Recon units still occupying a small portion of the north west corner of the City Centre.

7 Green Howards are attacking the enemy Recon unit, and HQ trapped in the north west corner. This is to destroy the enemy, but also to occupy the bank of the river, where they can provide covering fire for the main assaults across the bridges.

This attack has been co-ordinated to start at the same time as the two bridge crossings.

The armored elements of the 13/18 Hussars, have been tasked to cross the rail bridge, and exploit as far as Lent.

XXX Corps HQ

Defending Duq In

Name Brian Homocks

Rank Lieutenant General

Leadership

Aggression

Determination

Efficiency

Judgement

Staff Quality

Staff Efficiency

Capacity 34

Load 37

Unit Delay 78

Force Delay 179

1 Coldstream Gds Bn HQ

G Tp 94 LAA Regt

B Sqn 1 Coldstream Gds

A Coy 5 Coldstream Gds

Recce Tp 1 Coldstream Gds

5 Coldstream Gds Bn HQ

C Coy 5 Coldstream Gds

D Coy 5 Coldstream Gds

H Tp 94 LAA Regt

B Coy 5 Coldstream Gds

Mor Pl 5 Coldstream Gds

C Sqn 1 Coldstream Gds

7 Green Howards Inf Bn HQ

C Tp 25 LAA Regt

C Tp 102 AT Regt

Mor Pl 7 Green Howards

A Coy 7 Green Howards

B Coy 7 Green Howards

C Coy 7 Green Howards

D Coy 7 Green Howards

13/18 Hussars HQ

B Bty 147 Fd Regt

A Sqn 13/18 Hussars

B Sqn 13/18 Hussars

C Sqn 13/18 Hussars



B Coy 12th KRRC, supported by the Recce Tp, have been ordered to follow the Armour across the bridge, after a 40 min delay.

This should give the Armour time to clear the bridge. The idea behind this is to prevent the softer units from getting caught in the inevitable artillery bombardments that the Armour will be subjected to.

As they advance, and clear enemy away from the bridge, the units can spread out in the Ploder, and the enemy artillery should cease to be such a problem.

This is where the Mech infantry, and Stuarts will be of more value, to clear enemy from the cover of the buildings, and orchards around Lent.

4/7 Royal Dragoon Guards, and A Coy 12th KRRC, with their Recce Tp in support, are mirroring the same time schedule as the Hussars, but are assaulting over the main Highway Bridge instead, with their objective set to the east of Lent.

The attack time is co-ordinated with the Armour of the Hussars, and A Coy will depart 40 min after the Armour.

I have however attached J Tp 21 SP AT Rect, with 3 Achilles SP Guns, equipped with 17pdr guns, as Tiger tanks have been spotted in the area of their assault.

6 Green Howards, are still recovering from their failed attempt to bounce the bridge, but some of the Coy's have taken up good defensive positions in the Vakhof Gardens, at the Head of the Highway Bridge, and are pouring fire onto the enemy on the other side.

Some of the Coy's from the 508 PIR also have line of sight across to the other side of the river, in order to give covering fire.

I think I have done all I can in order to give this vital crossing the best possible chance of success.

B Coy 12th KRRC

Recce Tp 13/18 Hussars

4/7 Royal Dragoon Guards HQ

A Bty 147 Fd Regt

A Sqn 4/7 RDG

B Sqn 4/7 RDG

C Sqn 4/7 RDG

J Tp 21 SP AT Regt

A Coy 12th KRRC

Recce Tp 4/7 RDG







## Sitrep D4. 11:22

### Crossing the Waal

The 13/18 Hussars are finding the going hard on the rail bridge.

A Squadron taking point lost a Sherman early on in the assault, then another not long after. It must have

taken them a while to shove the burning tanks off the bridge, as the other two Squadrons, have been slow to advance since. They have however been pouring fire onto the dug in enemy units in the Polder directly in their line of advance.

At Precisely 10:53 hrs, 40 min after the main body of Armour started their assault, B Coy 12th KRRC, revved up the engines of their Universal Carriers, and pulled out in successive line formation, with

 **B Cov 12th KRAC** **4**  
 **Recce Tp 13/18 Hussars** **2**

over the rail bridge.

It was hoped that the Armour would be clear of the bridge by now, but obviously that's not happened, and the enemy artillery has been quick to exploit the over concentration of our force, with a heavy bombardment.

7 Green Howards are also having problems with a suborn SS HQ, but I don't think it will be long now before they surrender, as there are only 7 men left in the unit. The infantry Coy's, and support weapons, can then take up positions along the river bank to provide supporting fire to the assault over the bridge.

C Sqn 1 Coldstream Gds, I Tp 21 SP AT Regt, and K Tp 21 SP AT Regt, have also been called forward to help dispatch the Enemy HQ, and Recon Coy, then take up position along the river bank, to provide long range firepower, across the far side.

 C Sqn 1 Coldstream Gds 








 I Tp 21 SP AT Reqt 

 K Tp 21 SP AT Reqt 

the enemy retreating west, towards Fort Van Holland.

Nottingham-shire Yeomanry, the last Battalion to enter the map from the 8th Armored Brigade, have just started to arrive in the City Centre.

They are my primary reserve for this battle, which is being conducted primarily by 8th Armored Brigade, and will be used to exploit through the gap of least resistance, when I feel the time is right.

 Nottinghamshire Yeomanry HQ **2**  
 C San Notts Yeomanry **5**  
 Recce Tp Notts Yeomanry **2**  
 A San Notts Yeomanry **5**  
 B San Notts Yeomanry **5**  
 C Coy 12th KRRC **4**  
 C Bty 147 Fd Regt **3**

A Coy 12th KRRC started the day with B Coy on the other bridge, and are making good progress, following the Armour across the Highway Bridge, with Reece Tp 4/7 RDG taking point.

A Coy 12th KARAC 4  
Recce Tp 4/7 RDG 2

B Sqn Coldstream Guards has been ordered to take up a more forward position, in a group of factory buildings, to the west of the mill, in order to

Things are progressing much better on the Highway bridge, where 4/7 Royal Dragoon Guards, have managed to get a Squadron on the far bank, and are advancing at a steady rate

Royal Dragoon Guards HQ **2**  
 A Bty 147 Fd Regt **3**  
 A Sqn 4/7 RDG **5**  
 B Sqn 4/7 RDG **5**  
 C Sqn 4/7 RDG **5**  
 LT. COLONEL **1**

### Organic structure of 8th Armoured Brigade

- 8 Armoured Bde HQ
- 4/7 Royal Dragoon Guards HQ
- 13/18 Hussars HQ
- 8 Arm Bde Base
- Nottinghamshire Yeomanry HQ
- 23 Canadian Field Coy



5 East Yorks, have been ordered to set up defensive positions on the right flank. They will be defending here for at least 24 hours.

A Coy has been ordered to take up D Coy 5 Coldstream Guards vacated position in the isolated Factory building, with good arcs of fire to the south east of the City,

 A Coy 5 East Yorks 



## Sitrep D4. 14:11

### Expanding the Nijmegen Bridgehead.

2 hours 49 min since the last sitrep, and we are now well established on the north bank of the River Waal

All the formations involved in the battle achieved their objectives, and casualties were very light.

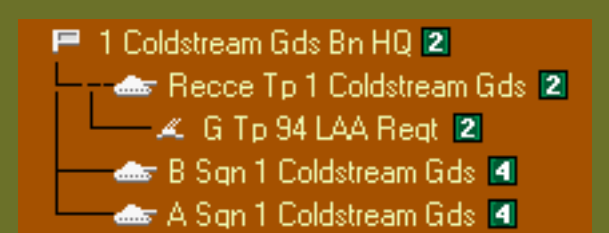
We have now added the objectives of the Nijmegen Hwy Bridge, and Lent to our list, and can start to acquire occupation points for controlling them.

Resistance in the area of the bridge-head is crumbling fast, and I feel it is now time to send in our reserves to start the process of expansion.

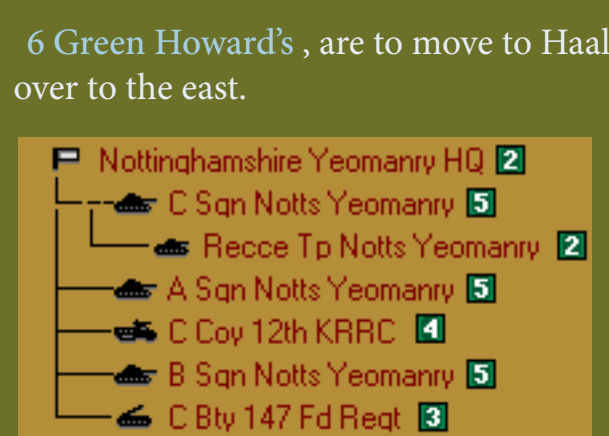


ically attached to 1 Coldstream Guards for this scenario, has been ordered out on a reconnaissance in force patrol to the west.

Seeing that the road is clear to his posi-

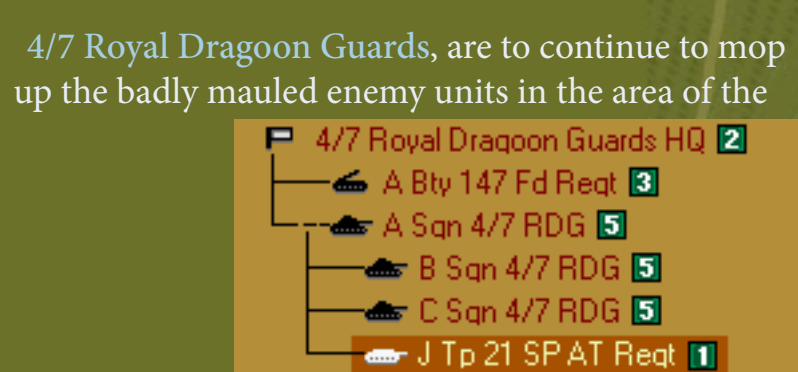


13/18 Hussars, are to force a way up the main highway to the crossroads at Reet, and Nottinghamshire Yeomanry, are to occupy the crossroads just south of them.



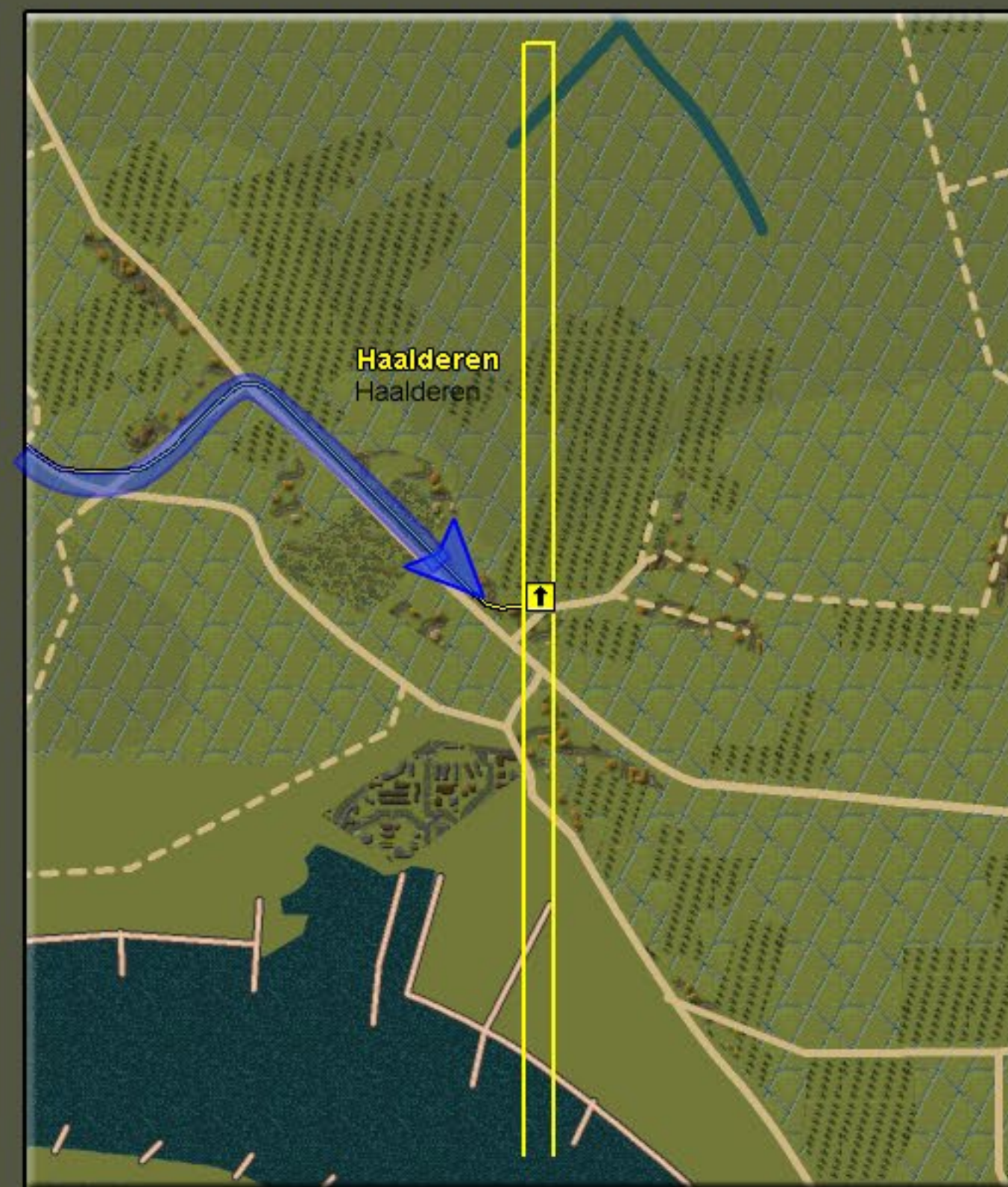
This is an excellent blocking location, that sits between the River Waal, and a minor river to the north, with plenty of good cover, and defensive positions between them.

1 Bn 508  
PIR have  
been ordered  
to defend at  
the Nijmegen  
Hwy Bridge  
objective, and  
2 Bn 508 in  
Lent.

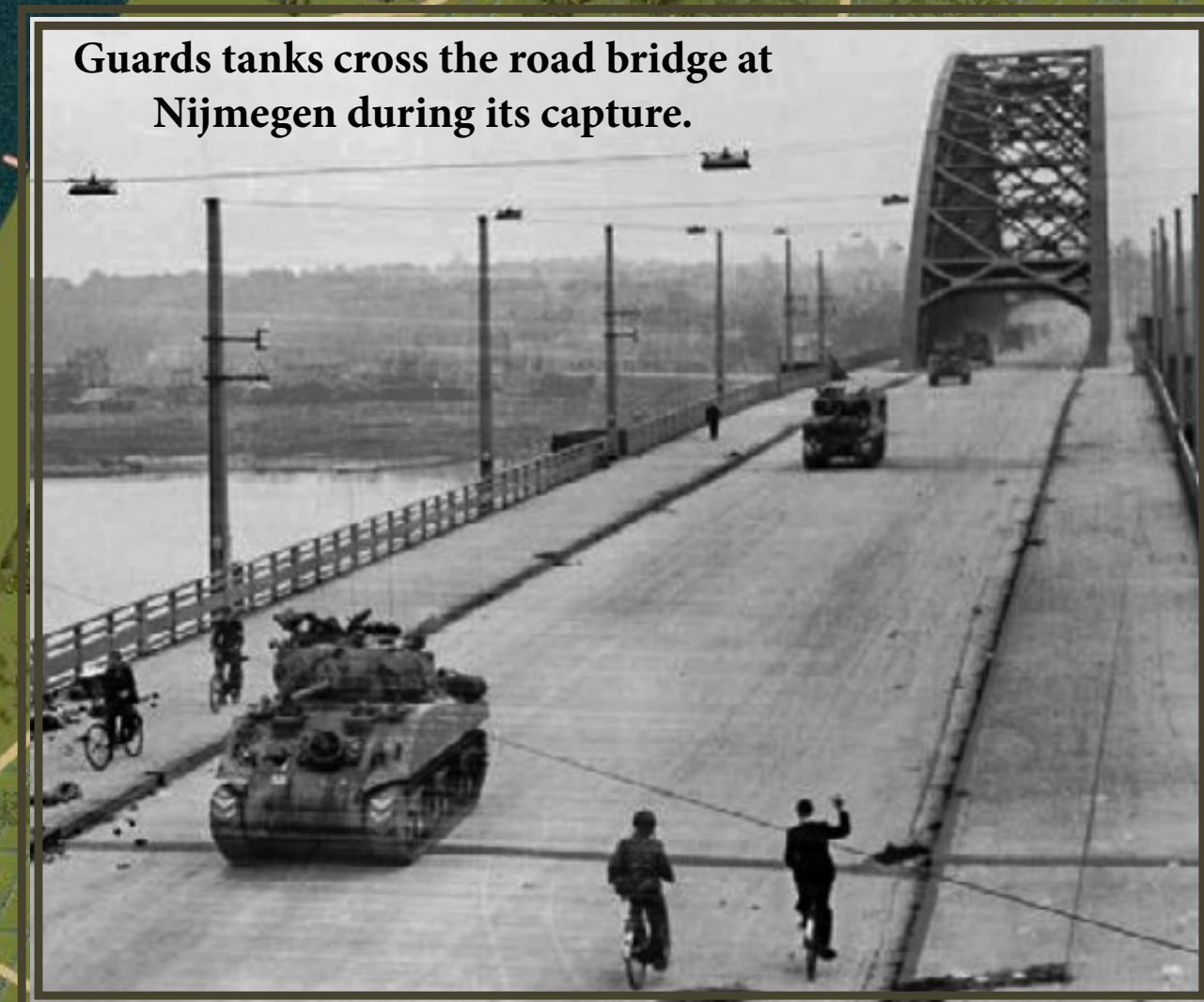


Bridgehead, slowly advancing in a north easterly direction.

5 Coldstream Guards, and 7 Green Howard's, are still exhausted from their all night battle for Nijmegen, so have been ordered to remain in position, and get some rest.



Guards tanks cross the road bridge at Nijmegen during its capture.








Day  
Light rain  
Temp: 19c  
Ground: Normal  
Visibility: 9500m  
  
Sunrise: 06:00  
Sunset: 19:00  
Late Rain Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win  
D4, 16:12

## Sitrep D4. 16:12

### Breaking out of the Nijmegen Bridgehead.

For several hours now, the AT gun crews at the top of the bend in the river at Arnhem, have been observing, and engaging, at maximum range, columns of men and vehicles, heading south along the main highway. (See inset top right.)

This is the enemy's response to the collapse of the force defending the Nijmegen bridges, as it empties Arnhem of everything it can spare to try and contain our breakout.

New orders to my units are coming fast and thick, as I try to navigate them around the enemy reinforcements, in an attempt to break out, amongst the fast changing Intel picture.

A Coy 5 Coldstream Guards, have been sent to Recce the crossroads south of Reet, and ran into the lead elements of this force heading south at speed.

13/18 Hussars moving north along the main highway are under AI control. The Bn HQ, set to allow attacks, has started to put plans into place to clear the road.

B Coy 12th KRRC, and the Recce troop 13/18 Hussars, are

also conducting attacks as they advance shadowing the main body of the 13/18 Hussars, who are their organic superiors.

1 Coldstream Guards, in Oosterhout, have new orders to outflank the enemy vanguard, and head for the crossroads at Reet.

The newly arrived, 214 Infantry Brigade, have been ordered to slip along the clear road running west along the north bank of the Waal, passing through Oosterhout, and fan out along the west

flank, between the Waal, and the Neder Rijn. Hopefully they will be able to link up with 3 Para guarding the rail bridge at Oosterbeek, using back roads, running through the Polder, and several small villages.

Nottinghamshire Yeomanry, have been given new orders to move along a small track running parallel to the rail line, to a small hamlet just south of Elst.

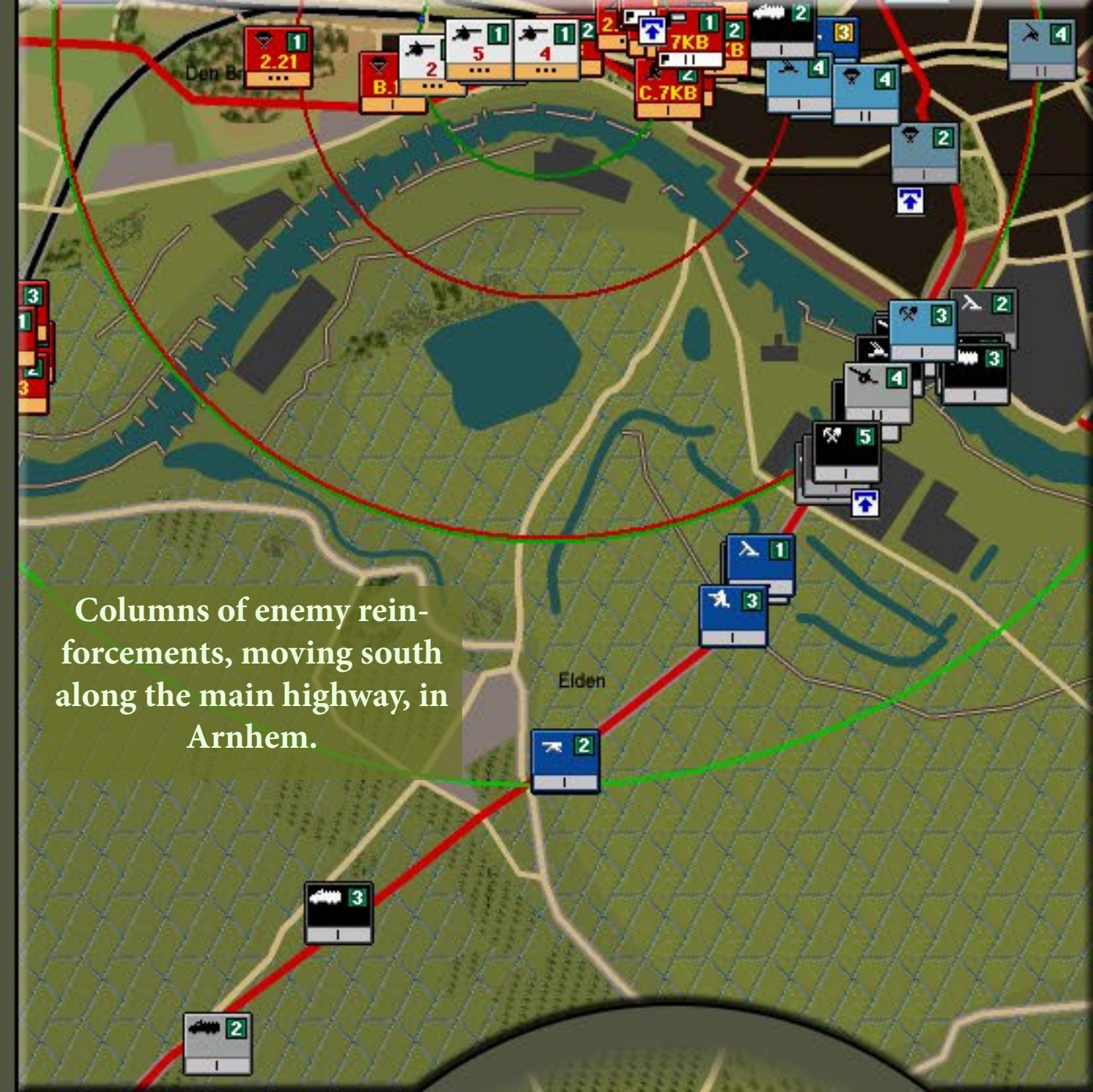
This is to bypass the enemy force that is moving down the main highway, and will set them up in a good position to attack Elst, a major crossroads objective in the middle of the main highway.

4/7 Royal Dragoon Guards, are still mopping up enemy, that retreated from the bridgehead, in the area of Huis Doomik.

They are being closely supported by A Coy and the Recce Tp.

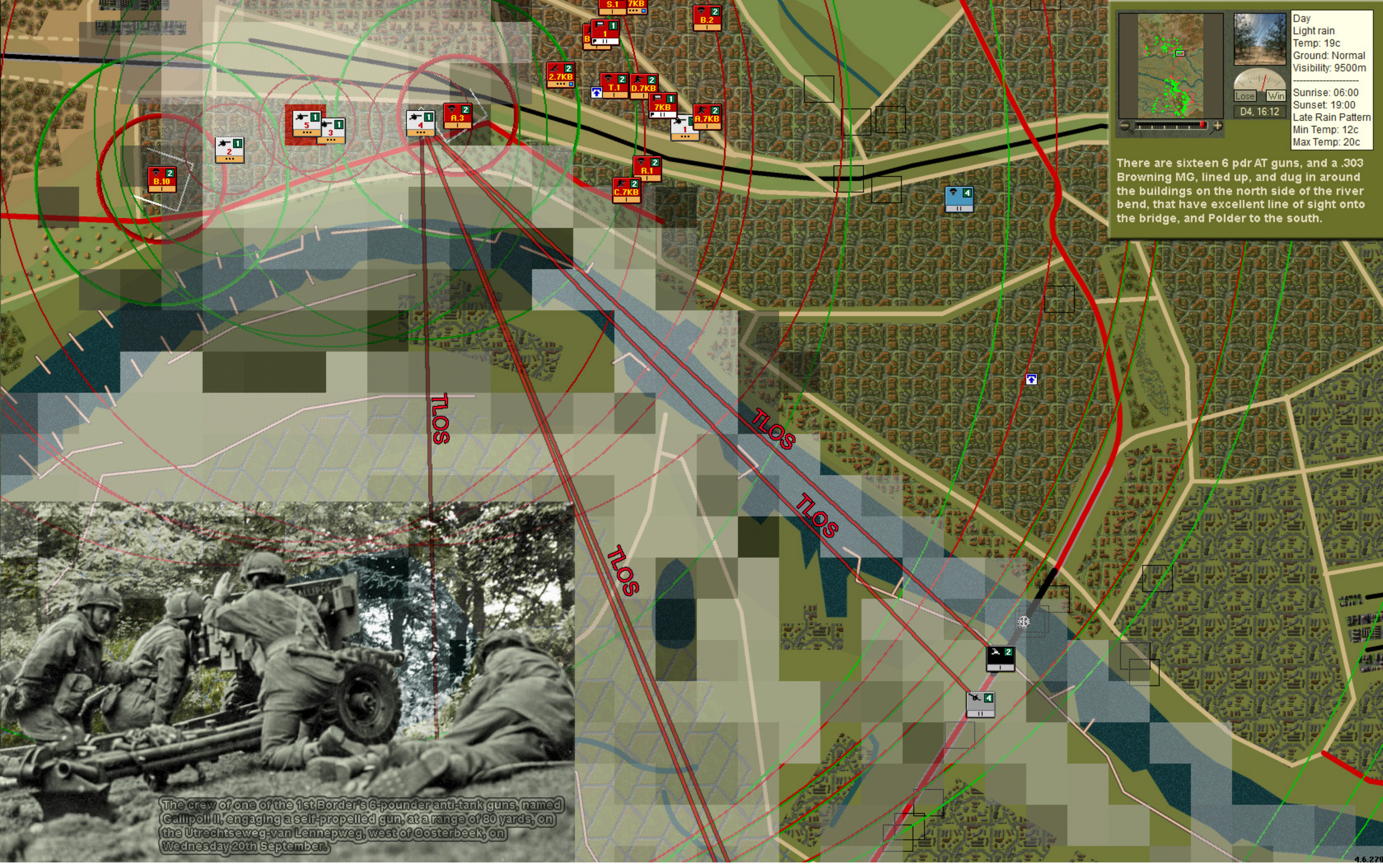
The main body of 6 Green Howards has also got caught up in this, but the advance guard, C Coy, have

managed to make it all the way to Haalderen.



Cromwell tanks of Guard's Armoured Division drive along 'Hell's Highway' towards Nijmegen during Operation 'Market-Garden', 20 September 1944.






The crew of one of the 1st Border's 6-pounder anti-tank guns, named Gallipoli II, engaging a self-propelled gun, at a range of 80 yards, on the Utrechtseweg-van Lennepweg, west of Oosterbeek, on Wednesday 20th September.


There are sixteen 6 pdr AT guns, and a .303 Browning MG, lined up, and dug in around the buildings on the north side of the river bend, that have excellent line of sight onto the bridge, and Polder to the south.

Day  
Light rain  
Temp: 19c  
Ground: Normal  
Visibility: 9500m  
Sunrise: 06:00  
Sunset: 19:00  
Late Rain Pattern  
Min Temp: 12c  
Max Temp: 20c






Day  
Light rain  
Temp: 19c  
Ground: Normal  
Visibility: 9500m



Lose Win  
D4, 16:12

Sunrise: 06:00  
Sunset: 19:00  
Late Rain Pattern  
Min Temp: 12c  
Max Temp: 20c





**lente juni 2011**


[By Sebas76](#)

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[Misplaced?](#)  
[Inappropriate](#)  
[Comment it](#)

Panoramio

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Looking south east from our positions in Lombok, on the outskirts of Arnhem.  
Inset image shows photograph taken from this position, looking towards the new road bridge in the foreground, and the John Frost bridge behind it.  
Inset (left) shows an estimate of the view through a 6pdr AT gun, with foot passengers using the bridge, just above the center recital.













Loss

Win

D5, 00:42

Night

Moderate fog

Temp: 13c

Ground: Normal

Visibility: 2200m

Sunrise: 06:00

Sunset: 19:00

Fog Pattern

Min Temp: 12c

Max Temp: 20c

Sitrep D5, 00:42

Opp map of Arnhem

As can be seen by the little † which indicate an enemy unit has either been destroyed, or disbanded, the enemy has been actively trying to breach our perimeter, throughout the duration of our stay west of Arnhem.

Because our secured perimeter is so large, all enemy forces entering the map from the west side, first try to get though this barrier by moving along the main highway.

By the time they realize this is a futile task, they have already lost a significant number of men, and decide that another route might be a better choice, only to find that this also is blocked by some very stubborn Paras.

To completely bypass our perimeter by road, from Wageningen in the west, is a distance of approximately 40 km via Otterloo, a considerable distance in vehicle, never mind on foot.

This on is own is enough to slow the arrival of reinforcements in Arnhem by 24 hours, and thats not taking into account the time spent trying to penetrate the perimeter.

So on average it probably takes reinforcements at least 48 hours to arrive in Arnhem, from the west side of the map, and when they eventually get there, they are already down by 1/4 of their strength, and fatigued from the attempts to penetrate our lines.

This has in effect neutralized the reinforcements entering from the west side of the map for the first half of the scenario, and is preventing them from massing enough force for a decisive breakthrough.

There has been several Battalion size attacks on our perimeter, by foot Infantry coming through the woods.

Quite a few of these have been successful, and on several occasions I have had to mount counter attacks by the reserves, on the units that have managed to penetrate.

The location of most of these attacks can be seen by the crosses, denoting destroyed enemy units.

Other than the initial attack to expand the perimeter on day 1, just after the landings, my tactics have been purely defensive. At no time have I sought to expand the perimeter further, but have been content to dig in, and await for XXX Corps.

This knock on effect of not having the reserves from the west, has given the enemy a bit of a dilemma.

It needs to maintain a strong presence in Arnhem, but it also needs to send reinforcements to Nijmegen, to prevent the fast passage of XXX Corps, and the only reinforcements available are the ones entering from the east of the map, and a few from the north.

Enemy units entering from the north of the map have an easier time of it, with less distance to bypass, after their attempts to penetrate fail.

I think the reason my plan has worked so well in Arnhem is because I have been content with the capture of just the railway bridge.

By not over extending, and trying to reach the Highway Bridge, it has given me more forces to maintain a supply corridor, which in my opinion is usually the predominant cause of failure, in the Arnhem sector.

All the main blocking forces are now in entrenched strong points, guarding all the main, and secondary roads, and I have two Battalions in reserve, positioned along the main road to allow fast access to all points within the perimeter.

Most importantly, all the units are well supplied from a centralized supply area, with ammunition, from the

secured Supply DZ, and the maintained supply corridor.

So what are the enemy's options?

It has tried and failed to breach our main perimeter from all sides, so that is no longer an option. Also I hold no objectives in this perimeter that are worth anything other than the Rail Bridge.

Should they concentrate their reserves on trying to take back the Railway Bridge, or try to stop XXX Corps in Nijmegen?

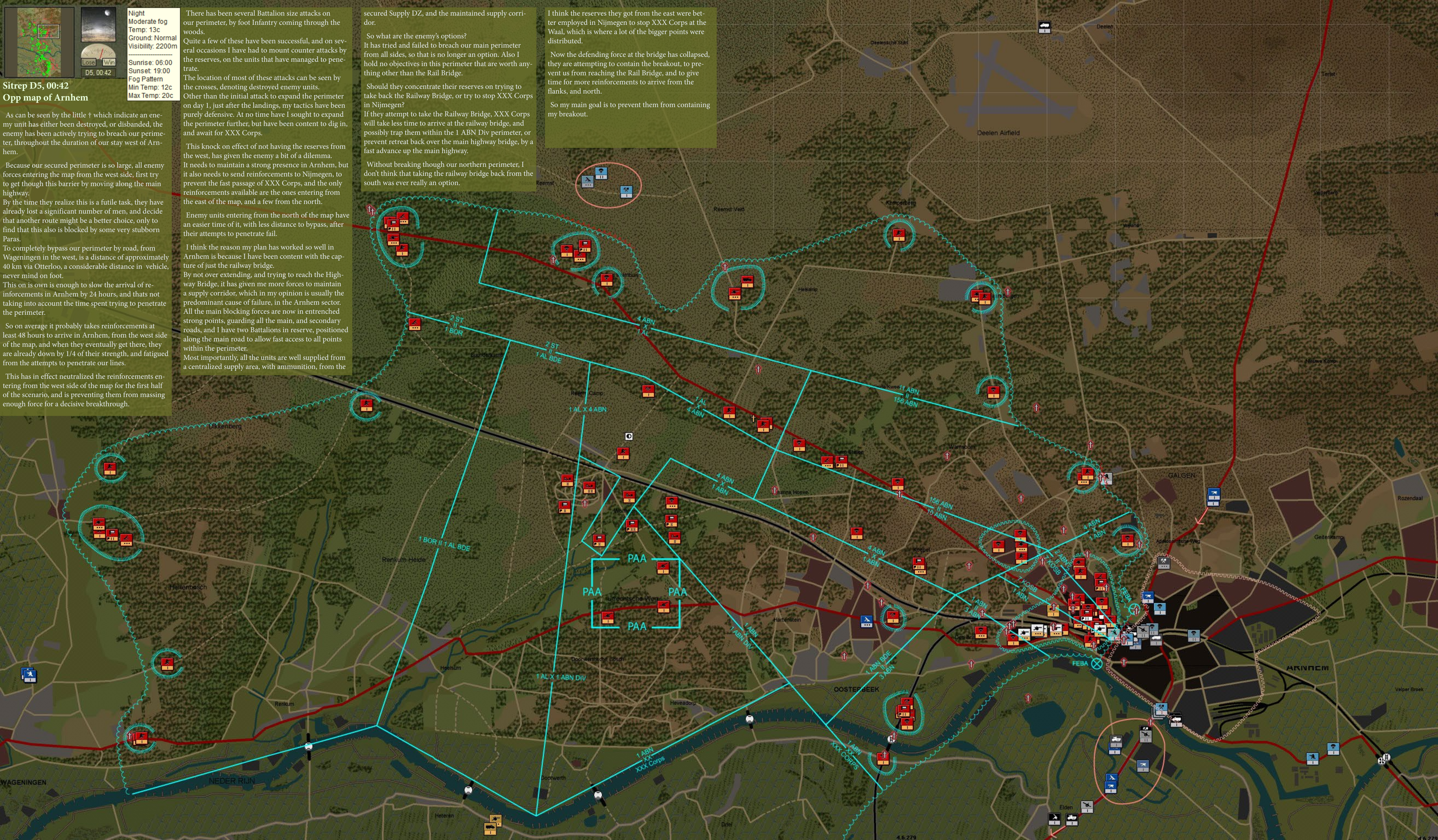
If they attempt to take the Railway Bridge, XXX Corps will take less time to arrive at the railway bridge, and possibly trap them within the 1 ABN Div perimeter, or prevent retreat back over the main highway bridge, by a fast advance up the main highway.

Without breaking though our northern perimeter, I don't think that taking the railway bridge back from the south was ever really an option.

I think the reserves they got from the east were better employed in Nijmegen to stop XXX Corps at the Waal, which is where a lot of the bigger points were distributed.

Now the defending force at the bridge has collapsed, they are attempting to contain the breakout, to prevent us from reaching the Rail Bridge, and to give time for more reinforcements to arrive from the flanks, and north.

So my main goal is to prevent them from containing my breakout.







Dawn  
Moderate fog  
Temp: 12c  
Ground: Normal  
Visibility: 5600m  
Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

## Sitrep D5. 05:15 Battle for The Island.

First light, fire fights, are important to win!  
A lot of maneuvering goes on during the early hours, before dawn by both combatants.  
As the new positions for these units is revealed by the rising sun, sometimes only meters apart, its often the side that strikes first, and hardest that wins for the rest of the day.  
For that reason I usually ensure the game is set to slowest speed, and take direct command of the major artillery units, in order to concentrate fire on what I consider to be the center of gravity for my plan, as well as ensuring that units in direct contact with the enemy are set to max rate of fire.  
It is also the time when I co-ordinate a lot of my assaults to begin, so that the maneuvering into position can be done under the cover of darkness.  
214 Inf Brigade, guarding the left flank of the Island (stretch of land between the Waal, and the Rhine) continue to improve their positions.  
It shouldn't be long now before overhead cover is complete, and their defensive status is upgraded from dug in, to entrenched.

The Coldstream Guards, after a short rest, have been ordered on a flanking move through the night to attack the village of Elden astride the main highway just south of The Arnhem Bridge. This maneuver combined with that of 4th Wiltshires to the east will encircle the majority of the enemy forces in the center of the "Island."  
5th Coldstream Guards Battalion, are conducting the main assault, 1st Coldstream Guards, are to follow and assume.  
The newly arrived Welsh Guards, have also been traveling though the night. They have just crossed the Railway Bridge at Oosterbeek, and are moving to an assembly area north west of Arnhem.

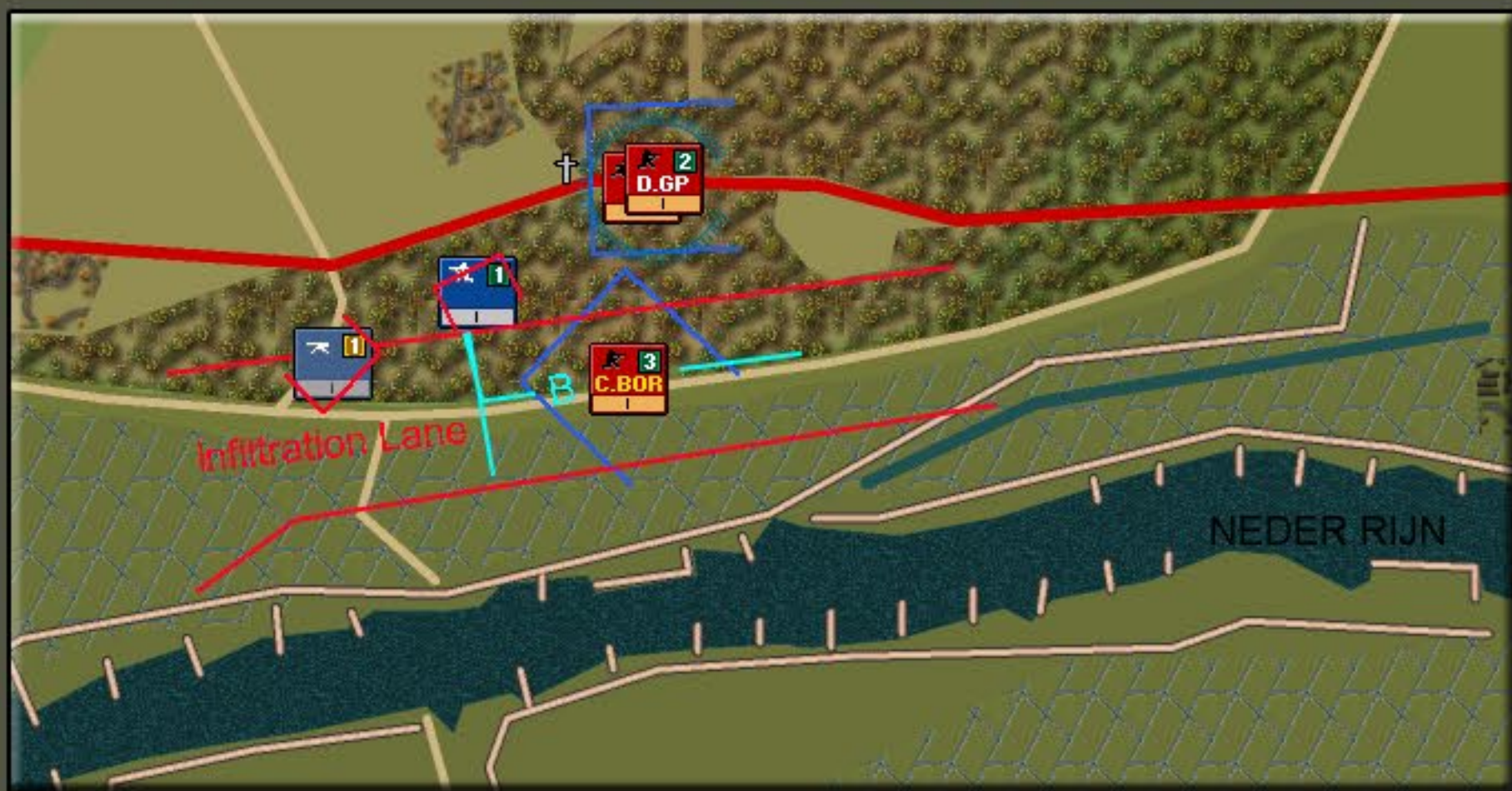
8th Armored Brigade, have been assigned the main Highway as their Axis of advance.  
Nottinghamshire Yeomanry are tasked to conduct the main attack up the highway, and are being supported by a diversionary attack that started several hours ago by the Royal Dragoon Guards on their right.  
13/18 Hussars to their rear have also been ordered to follow, and support the main attack.

129th Brigade of 43rd Inf Division, have been given responsibility for the protection of the right flank north of a reinforced 6 Green Howards position in Haalderen, and of the bridging Engineers constructing a light road bridge east of Huisen.  
4th Wiltshires while traveling west towards Elden during the night ran right into an SS motorized Battalion heading the other way.  
The whole Battalion has been ordered to defend in situ, and to support by fire, A Coy who was acting as advance guard for the formation, and is co-located with the battalion AT platoon. They have been ordered to block any more eastern progress by the enemy formation.





Day  
Clear skies  
Temp: 17c  
Ground: Normal  
Visibility: 10000m  
Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c



### Sitrep D5, 11:48 Encircling of Arnhem

The encircling of Arnhem has begun with the 2nd Welsh Guards Bn, striking out east from 4th Para Brigade's secured sector, then passing through the suburb of Galgen, priorly reconnoitered by A Squadron 43 Recce Regt, to sever the main, north south, highway. B Coy lost a number of their tanks to an enemy HQ unit with an embedded platoon of Stug III's. 1st Welsh Guards Bn were supposed to support them for this maneuver, but got held up by a retreating enemy SP Artillery Coy. They are currently in convoy heading to the Assembly area, but have been held up yet again just north of the Railway Bridge by an infiltrating enemy infantry Bn.




The Irish Guards Brigade, have managed to catch them up, and the two convoys have become intertwined.

Just to add to the confusion 10 Para Bn, who were in reserve for this sector, have just started their task of clearing the area, of the enemy Infantry Bn that managed to infiltrate our perimeter last night. The enemy rear guard was spotted at first light this morning, revealing the gap in our perimeter, Just south of D Squadron Glider Pilot Regiment, and C Coy 1st Border Bn has been rushed in to seal it, thus sealing the enemy inside our perimeter. (See inset left) Evidently D Squadron were able to deny the infiltration lane to the enemy during daylight, but come dark, they were no longer able to cover it through the dense woods.

Once the 1st Bn of the Welsh Guards, and the Irish Guards arrive at their assembly areas, plans will be made to continue the encirclement to the east, around Arnhem.

It is hoped that the enemy will leave their fortified positions in the City in order to attack our encirclement in order to restore their main supply routes. This will hopefully weaken them, and then a full scale co-ordinated counter attack can begin, to reduce the Arnhem pocket.





Dusk

Moderate fog

Temp: 16c

Ground: Normal

Visibility: 5600m

Sunrise: 06:00

Sunset: 19:00

Fog Pattern

Min Temp: 12c

Max Temp: 20c

LoseWin

D5, 20:33

## Sitrep D5, 20:33

### Encircling of Arnhem

It will be dark in about 30 min, and the Coldstream Guards have been given orders to pull out as soon as its fully dark, to begin the long journey all the way around the Arnhem perimeter.

The only real fighting they have done all day was a quick battle this morning to capture Elden, and close the gap between them and the 4<sup>th</sup> Wiltshires of the 129<sup>th</sup> Infantry Brigade, in Huissen to the east. Fatigue levels are quite good, and they need to be.

After the long night march around the entire perimeter, they will be thrown straight into a battle in the Town of Velp to the east of Arnhem, where a Regimental size force of enemy has been spotted marching towards the City.

8<sup>th</sup> Armoured Brigade, have been doing the brunt to the fighting in the center of the Island all day.

They skillfully reduced, and destroyed all the enemy forces caught up in the pocket formed by the closing of the gap by the Coldstream Guards, and 129<sup>th</sup> Infantry Brigade.

The main highway is now totally in our control, which is a little ironic as all the forces are now in play, and have no need of it other than for supply runs.

They will now relieve the Coldstream Guards, and take responsibility for the Elden sector.

The 3<sup>rd</sup> Irish Bn are striking out towards the main highway linking Arnhem to Velp as we speak, with A Squadron 43 Recce Regt leading the way.

They will put in a blocking position just to the west of Velp, until the Coldstream Guards arrive, then they can work together to clear Velp, or block to the west of it as the situation dictates.

The Welsh Guards are settling into their defensive positions in the area of Galgen north of the City, and giving the rear guard of the Irish Guards the two finger salute as they pass through.

The Polish Para Brigade only arrived this afternoon, so I have decided to get them blooded, and am sending them straight into the attack just to the left of 1<sup>st</sup> Para Brigade, to take some of the pressure off them, and to test the defenses in this area of the City.

130<sup>th</sup> Infantry Brigade have crossed the Nederrijn River, at the newly constructed bridge, east of Huissen, and are now poised to attack across the IJssel, to secure the factories either side of the bridge.

They are to tired to attack the City tonight, and the expanse of Polder is to exposed for infantry during daylight, so I will be content with securing the bridge, and completing the encirclement for now.





Night  
Moderate fog  
Temp: 12c  
Ground: Normal  
Visibility: 2200m  
  
Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win  
D6, 03:00

# Sitrep D6, 03:00 Battle for Arnhem Hwy Bridge South.

Once again 8<sup>th</sup> Armour Brigade find them-

- 8 Armoured Bde HQ
- 23 Canadian Field Coy
- 8 Arm Bde Base

selves at the center of gravity in my scenario.

Displayed is the current OP plan structure for 8<sup>th</sup> Armour Brigade.

After a few hours rest they have been given orders to move out to their Assault Positions (ASLT).

A covered and concealed position short of the objective, from which final preparations are made to assault the objective. Previously known as the FUP.

I have taken direct control of Nottinghamshire Yeomanry reinforced with B Sqn from 13/18 Hussars, as they have the most vital

- Nottinghamshire Yeomanry HQ
- C Bty 147 Fd Regt
- A Sqn Notts Yeomanry
- B Sqn Notts Yeomanry
- C Sqn Notts Yeomanry
- C Coy 12th KRRC

task of outflanking and thus encircling, the

- B Sqn 13/18 Hussars

remainder of the enemy forces in the northern sector of the "Island" with a left hook. The northern most bend on the river has been kept clear of enemy for most of the scenario, by the Polish AT Gun Platoons in excellent over-watch positions on the northern bank.

I have taken full advantage of this to outflank the enemy forces on the main highway using the cover of darkness.

I have had to give this force individual orders, as I want them to occupy each of the industrial zones along the south bank before daylight which is only two hours away.

They need to be in cover as they will come under intense fire from the enemy in the fortified positions within the City.

Their secondary task is to support by fire an attempt by two Sqn's of 13/18 Hussars to cross the Hwy Bridge into the City. B Sqn NY is to peel of to the small industrial area to the left first, then B Sqn 13/18 Hussars will stop at the first zone along the main line of advance. A and C Sqn's will then stop at the next, largest, and C Coy 12<sup>th</sup> KRRC are to continue to the last.



13/18 Hussars are to conduct the main attack

- 13/18 Hussars HQ
- B Bty 147 Fd Regt
- A Sqn 13/18 Hussars
- C Sqn 13/18 Hussars

with the objective of crossing the Hwy bridge to form a small bridgehead on the other side.

A Coy 12<sup>th</sup> KRRC, with the Recce Troop in

- A Coy 12th KRRC
- Recce Tp 13/18 Hussars

support, will lead the way for the first part, to clear the road of infantry, and AT guns in the dark. The main body of Armour is to follow and will assume control of the main attack, come day-break.

4/7 Royal Dragoon Guards will strike out

- 4/7 Royal Dragoon Guards HQ
- A Bty 147 Fd Regt
- B Sqn 4/7 RDG
- A Sqn 4/7 RDG
- C Sqn 4/7 RDG

north east to clear the area of the encircled enemy units, and take some of the pressure of the main attack, by drawing direct and indirect fire.

B Coy 12<sup>th</sup> KRRC, have been ordered to de-

- B Coy 12th KRRC

fend in Elden.

Recce TP NY, and Recce TP 4/7 RDG are to

- Recce Tp Notts Yeomanry
- Recce Tp 4/7 RDG

screen the right flank, starting with an attack to disrupt an enemy MG unit that has got to

close to the RDG Assault Position

5<sup>th</sup> Wiltshires Inf Batallion are also screening the right flank, and have been tasked to secure an industrial complex alongside the river, and occupy an orchard at the road junction.

1st Para Brigade, will start a supporting attack along the north bank of the river, supported by fire from the Nottinghamshire Yeomanry once they have secured their positions, and hopefully link up with the main attack from 13/18 Hussars at the north end of the Hwy Bridge.

The 4<sup>th</sup> Dorsets Infantry Battalion and the 7<sup>th</sup> Hampshire's, of the 130<sup>th</sup> Infantry Brigade, are to retain control of the industrial buildings either side of the bridge over the IJssel and get some rest.



## OB - Player Structure

- XXX Corps HQ
  - 1 Airborne Corps HQ
    - A Bty 27 LAA Reqt
    - 1 Bridge Pl 30 Corps
    - 43 Inf Div HQ
    - 69 Inf Bde HQ
    - XXX Corps Base
    - Guards Armoured Div HQ
    - C Bty 73 SP AT Reqt
    - 11th Fd Enq Coy, 30 Corps
  - 8 Armoured Bde HQ
    - 8 Arm Bde Base
    - 23 Canadian Field Coy
    - 84 Mdm Arty Reqt
  - 1 Para Bn HQ
    - A Trp 1 AL AT Bty
    - S Coy 1 Para Bn
    - R Coy 1 Para Bn
    - T Coy 1 Para Bn
    - Mortar Pl 1 Para Bn
    - A Sqn 1 Coldstream Gds
    - D Tp 59 AT Reqt
    - A Sqn Notts Yeomanry
    - A Bty 73 AT Reqt
  - 1 Welsh Guards Bn HQ
    - Mor Pl 1 Welsh Gds
    - C Sqn 2 Welsh Gds
    - D Tp 94 LAA Reqt
    - D Coy 1 Welsh Gds
    - B Coy 1 Welsh Gds
    - C Coy 1 Welsh Gds
    - C Sqn Notts Yeomanry
  - 1 Coldstream Gds Bn HQ
    - G Tp 94 LAA Reqt
    - Recce Tp 1 Coldstream Gds
    - B Sqn 1 Coldstream Gds
    - A Coy 5 Coldstream Gds
    - Mor Pl 5 East Yorks
  - 5 Dorsets Inf Bn HQ
    - Mor Pl 5 Dorsets
    - E Tp 110 LAA Reqt
    - D Coy 5 Dorsets
    - C Coy 5 Dorsets
    - B Coy 5 Dorsets
  - A Coy 3 Irish Gds
  - 4 Dorsets Inf Bn HQ
    - C Coy 4 Dorsets
    - Mor Pl 4 Dorsets
    - D Tp 110 LAA Reqt
    - B Coy 4 Dorsets
    - A Coy 4 Dorsets
    - D Coy 4 Dorsets
  - 7 KOSB Bn HQ
    - 1 Mortar Pl 7 KOSB
    - 2 Mortar Pl 7 KOSB
    - B Coy 7 KOSB
    - D Coy 7 KOSB
    - A Coy 7 KOSB
    - C Coy 7 KOSB
  - Hvy Mor Coy 8 Middlesex Reqt
  - 121 Mdm Arty Reqt
  - Nottinghamshire Yeomanry HQ
    - C Bty 147 Fd Reqt
    - A Sqn 2 Household Cav

- 2 Polish Para Bn HQ
  - A Coy 2 Polish Para Bn
  - B Coy 2 Polish Para Bn
  - C Coy 2 Polish Para Bn
  - Mortar Pl 2 Polish Para Bn
- 5 Coldstream Gds Bn HQ
  - H Tp 94 LAA Reqt
  - Mor Pl 5 Coldstream Gds
  - C Sqn 1 Coldstream Gds
  - B Coy 5 Coldstream Gds
  - D Coy 5 Coldstream Gds
  - C Coy 5 Coldstream Gds
  - 319 Glider Fd Arty Bn (75mm)
- C Coy 12th KRRC
- Coldstream Gds Group HQ
  - Coldstream Guards Base
  - D Tp 21 AT Reqt
- 7 Hampshire Inf Bn HQ
  - Mor Pl 7 Hampshire
  - F Tp 59 AT Reqt
  - F Tp 110 LAA Reqt
- B Coy 12th KRRC
  - J Tp 21 SP AT Reqt
- A Coy 7 Hampshire
  - C Coy 7 Hampshire
  - D Coy 7 Hampshire
- B Coy 7 Hampshire
  - Mor Pl 5 Wiltshires
  - 94 Fd Arty Reqt
- Recce Tp Notts Yeomanry
- 3 Irish Guards Bn HQ
  - B Coy 3 Irish Gds
  - Mor Pl 3 Irish Gds
  - D Coy 3 Irish Gds
  - C Coy 3 Irish Gds
  - C Sqn 2 Irish Gds
- 13/18 Hussars HQ
  - A Sqn 13/18 Hussars
  - C Sqn 13/18 Hussars
  - B Bty 147 Fd Reqt
- B Sqn Notts Yeomanry
- Recce Tp 4/7 RDG
- 4/7 Royal Dragoon Guards HQ
  - A Sqn 4/7 RDG
  - B Sqn 4/7 RDG
  - A Bty 147 Fd Reqt
  - C Sqn 4/7 RDG
- C Coy 5 Wiltshires
- B Coy 5 Wiltshires
- 112th Fd Arty Reqt
- B Sqn 13/18 Hussars
- A Coy 5 Dorsets
  - E Tp 59 AT Reqt
- Mortar Pl 2 Para Bn
- 3 Polish Para Bn HQ
  - C Coy 3 Polish Para Bn
  - Mortar Pl 3 Polish Para Bn
  - B Coy 3 Polish Para Bn
  - A Coy 3 Polish Para Bn
- Mor Pl 4 Wiltshires
- C Bty 153 Gds Arty Reqt
- Recce Tp 2 Welsh Gds
- 1 Airlanding Light Bty
- A Sqn 43 Recce Reqt
- B Sqn 2 Irish Gds
- A Coy 12th KRRC
  - Recce Tp 13/18 Hussars

XXX Corps HQ

Defending Entrenched

Gen E&S Cmd Dep Hist Log

Name Brian Horrocks

Rank Lieutenant General

Leadership

Aggression

Determination

Efficiency

Judgement

Staff Quality

Staff Efficiency

Capacity 32

Load 49

Unit Delay 87

Force Delay 186



B Sqn Notts Yeomanry

Assaulting Moving

Gen E&S Cmd Dep Hist Log

Name

Rank Major

Leadership

Aggression

Determination

Efficiency

Judgement

Staff Quality

Staff Efficiency

Capacity 1

Load 0

Unit Delay 39

Force Delay 39



Map view showing the XXX Corps HQ unit (a yellow box with a black cross) positioned near a river and a road. A red line indicates a path or boundary.

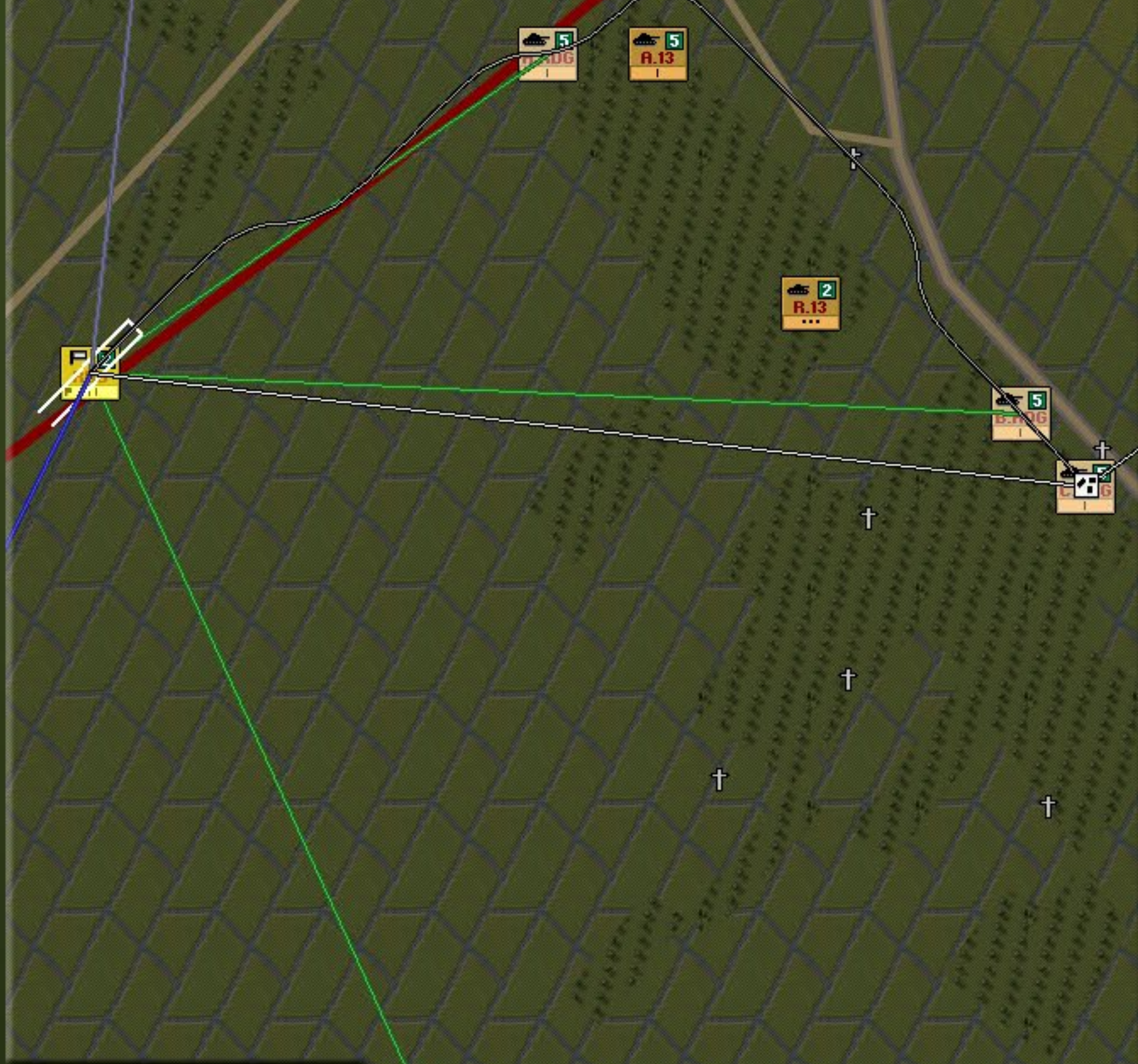
This is actually the player structure not the Current OP plan Structure, but it should help to see the relationship.

Also shown are the average command delay times for B Sqn Notts Yeomanry, who I have given an individual order to, of 39 minutes (bottom).

4/7 Royal Dragoon Guards Bn HQ, with four direct subordinates, 51 minutes (right).

The current load for the On Map Boss is 49 out of a preferred 32. So he is overloaded at the moment but not too badly.

This is because I am currently attacking with the Polish Para's, and 1st Para Brigade, and clearing the Town of Velp, with the Irish Guards, as well as moving the location of the Coldstream Guards Brigade Base.



4/7 Royal Dragoon Guards HQ

Moving Deployed

Gen E&S Cmd Dep Hist Log

Name G Barker

Rank Major

Leadership

Aggression

Determination

Efficiency

Judgement

Staff Quality

Staff Efficiency

Capacity 5

Load 3

Unit Delay 51

Force Delay 62







## Sitrep D6, 06:42 Expanding the left Flank.

Due to a developing situation north of the Neder Rijn, where a Battalion sized enemy force is attempting to penetrate the 1st Para Div perimeter, I have decided to move 7 Somerset Light Infantry (7 SLI) out to a position where they can provide support by fire to C Coy 1st Border Bn, defending on the north bank.

The mortar platoon of 7 SLI will be particularly useful here to provide indirect fire support for the defense of the 1 Borders Position.

This move will however leave 7 SLI exposed on the line of the left (west) flank so I have decide to move the whole flank out.

I think this is a good move anyway as it will shorten the defensive line as the distance between the rivers is narrower at this point.

I have also decided to move the 504 PIR out so they can support A Coy 5th Duke of Yorks from the south bank of the Waal.

2nd Bn 504 PIR have orders to secure the two railway bridges at Ravenstien, with the engineers from A Coy 307 AB Eng Bn.

1st Bn 504 PIR will remain as Corps Reserve.

This maneuvering has left the On Map Boss grossly overloaded, but it should only be for a few hours, as long as the moves go smoothly.

*Sorry about the lack of tactical graphics for this one. I'm afraid I'm getting a bit lazy.*

*Hopefully I will get the inspiration to Finnish it before the end of the scenario.*

*At least it has given you a good view of the battlefield that I have not paid much attention to in my AARs For a while.*





B Sqn 4/7 RDG		A Sqn 4/7 RDG		C Sqn 4/7 RDG	
Assaulting	Moving	Halted	Firing	Assaulting	Moving
M4 Sherman - 75mm	10	M4 Sherman - 75mm	10	M4 Sherman - 75mm	10
Sherman Firefly VC	5	Sherman Firefly VC	3	Sherman Firefly VC	4
<hr/>		<hr/>		<hr/>	
75mm Tank AP	483	75mm Tank AP	458	75mm Tank AP	462
75mm Tank HE	299	75mm Tank HE	213	75mm Tank HE	176
.30 cal	48735	.30 cal	46888	.30 cal	42061
.50 cal	20333	.50 cal	17605	.50 cal	17434
17 pdr AP	125	17 pdr AP	115	17 pdr AP	127
17 pdr HE	53	17 pdr HE	65	17 pdr HE	30
Basics	324	Basics	252	Basics	254
Fuel	8700	Fuel	8680	Fuel	8874

**4/7 Royal Dragoon Guards, attack north east across the Polder, to the south east of Arnhem.**

The going is incredibly hard as the 30 Sherman Tank's and 12 Sherman Firefly's with 17 pdr guns, make slow but steady progress, in Vee formation.

This has two Squadrons forward to provide immediate fire on contact or to flank the enemy. It also has one Squadron in the rear.

The Squadrons are also in Vee Formation, with two Platoons forward, and one to the rear.

The Squadron Commander is usually situated in the center of the formation.

This Squadron either overwatch, or trail the lead Squadron's.

This overwatch is incredibly useful in the Polder, as one Squadron can negotiate the ditch or the narrow causeway's connecting the fields while the other's provide cover.

If the

company is hit from either flank, two Squadron can provide fire, and at least one Squadron is free to maneuver. This formation is hard to control and slows movement.

The Squadron commander, designates one of the forward platoons as the base platoon.

The platoons are in line formation, with three Sherman M4 75mm up front, and a Sherman Firefly with its superior gun to the rear.



A Sherman Firefly tank of the Irish Guards Group advances past Sherman tanks knocked out earlier during Operation 'Market-Garden'.







## Sitrep D6, 07:19

### The siege of Arnhem.

I am getting sloppy, and over confident!

I wonder how many more times I will have to learn the lesson, not to send Armor into built up areas without infantry support?

Having crossed the Arnhem Hwy bridge without incident, and advancing up the main highway in the center of the City, C Sqn 13/18 Hussars, ran head first into 8 Tiger Tanks, supported by 6 StuG III G's!

Seven of C Sqn's tanks were knocked out in quick succession, and the remainder beat a hasty retreat.

They now have orders to wait at the northern end of the bridge and await infantry support.

1<sup>st</sup> Para Bn, and 7 KOSB Bn, have been attacking the west side fortified positions of the defenders in Arnhem City center for several hours now, with little progress.

They have been well supported by artillery, but have also come under considerable artillery bombardment themselves.

I have stopped forward progress of the attacks on the north side by 1<sup>st</sup> Polish Brigade, the Welsh Guards 1st Bn, and the 3<sup>rd</sup> Irish Guards Bn, until they have tidied up their line.

There are bypassed enemy units that need to be neutralized, before they interfere with the following support units, and HQ's.



R Coy 1 Para Bn		
Halted		Deployed
Personnel		
Equipment		
Morale		
Cohesion		
Fatigue		
Suppression		
Experience		
Training		
Fitness		
Aggression		
Stubborn		
Personnel	106	
Guns	3	
Anti Armour	10	
Anti Armour	6	
Inf Val	94	
Movement	20	
Terrain	City	
Role	Left Guard	
✖ .303 inch Lee Enfield	74	
✖ 9mm Sten	28	
✖ .303 inch Bren	10	
⚡ 2in mortar	3	
✖ PIAT	3	
✖ .303 inch Vickers	1	
III .303	11528	
III 9mm	5299	
III 2in HE	374	
III PIAT AP	26	
III PIAT HE	6	
III Basics	616	





## Sitrep D6, 10:01 Battle of David and Goliath.

Eight massive King Tiger tanks, are trying to negotiate the rubble strewn narrow streets of Arnhem City.

Unsupported by infantry, one of the metal monsters has already fallen prey to a section of tank hunting Paras, laying in ambush around one of the streets corners.

At these ranges, the PIATS, and the 6 pdr AT gun, can penetrate anywhere except the front armor of the Tiger.

The enemy must be desperate to miss-use such a valuable piece of equipment like this!

Some of the 13/18 Hussars, Mech infantry support has arrived at last, however A Coy 12th KRRC have pulled back after heavy bombardment, while trying to cross the Hwy Bridge.

The Bn's to the north have been given orders to re-form their lines.

*I have used probe orders, as I want to see how far the enemy has pulled back before I give them a defend in situ order or simply re-attach them to the HQ.*

*It also helps to prevent them going into the abstracted Road Column formation, which they often do if I was to give the Bn HQ a defend order instead.*

A Coy 7 KOSB			
Halted	Firing		
Personnel	<div><div></div></div>	✕ .303 inch Lee Enfield	52
Equipment	<div><div></div></div>	✕ 9mm Sten	25
Morale	<div><div></div></div>	✕ .303 inch Bren	8
Cohesion	<div><div></div></div>	✕ 2in mortar	4
Fatigue	<div><div></div></div>	✕ PIAT	4
Suppression	<div><div></div></div>	✕ .303 inch Vickers	2
Experience	<div><div></div></div>	✕ 6 pdr AT gun	2
Training	<div><div></div></div>		
Fitness	<div><div></div></div>		
Aggression	<div><div></div></div>		
Stubborn	<div><div></div></div>	■■■ .303	11685
Personnel	83	■■■ 9mm	4883
Guns	6	■■■ 2in HE	470
Anti-Persnl	39	■■■ PIAT AP	24
Anti-Armour	27	■■■ PIAT HE	8
Inf Val	75	■■■ 6 pdr AP	180
Movement	20	■■■ 6 pdr HE	16
Terrain	City	■■■ Basics	776
Role			

R Coy 1 Para Bn			
Retreat Recovery	Deployed		
Personnel	<div><div></div></div>	✕ .303 inch Lee Enfield	71
Equipment	<div><div></div></div>	✕ 9mm Sten	27
Morale	<div><div></div></div>	✕ .303 inch Bren	10
Cohesion	<div><div></div></div>	✕ 2in mortar	3
Fatigue	<div><div></div></div>	✕ PIAT	3
Suppression	<div><div></div></div>	✕ .303 inch Vickers	0
Experience	<div><div></div></div>		
Training	<div><div></div></div>		
Fitness	<div><div></div></div>		
Aggression	<div><div></div></div>	■■■ .303	11197
Stubborn	<div><div></div></div>	■■■ 9mm	5299
Personnel	101	■■■ 2in HE	374
Guns	3	■■■ PIAT AP	26
Anti-Persnl	40	■■■ PIAT HE	6
Anti-Armour	6	■■■ Basics	580
Inf Val	90		
Movement	20		
Terrain	City		
Role	Left Guard		

D Coy 7 KOSB			
Retreat Recovery	Deployed		
Personnel	<div><div></div></div>	✕ .303 inch Lee Enfield	49
Equipment	<div><div></div></div>	✕ 9mm Sten	25
Morale	<div><div></div></div>	✕ .303 inch Bren	9
Cohesion	<div><div></div></div>	✕ 2in mortar	1
Fatigue	<div><div></div></div>	✕ PIAT	4
Suppression	<div><div></div></div>	✕ .303 inch Vickers	1
Experience	<div><div></div></div>	✕ 6 pdr AT gun	2
Training	<div><div></div></div>		
Fitness	<div><div></div></div>		
Aggression	<div><div></div></div>	■■■ .303	10699
Stubborn	<div><div></div></div>	■■■ 9mm	3892
Personnel	80	■■■ 2in HE	132
Guns	3	■■■ PIAT AP	35
Anti-Persnl	33	■■■ PIAT HE	3
Anti-Armour	27	■■■ 6 pdr AP	196
Inf Val	73	■■■ 6 pdr HE	7
Movement	100	■■■ Basics	646
Terrain	City / Road		
Role	Left Guard		

2 Pz Coy KG Harder (Tiger II)			
Halted	Deployed		
Personnel	<div><div></div></div>	✕ PzKfw Tiger Ausf B - Tiger II	7
Equipment	<div><div></div></div>		
Morale	<div><div></div></div>		
Cohesion	<div><div></div></div>		
Fatigue	<div><div></div></div>		
Suppression	<div><div></div></div>		
Experience	<div><div></div></div>		
Training	<div><div></div></div>		
Fitness	<div><div></div></div>		
Aggression	<div><div></div></div>		
Stubborn	<div><div></div></div>		
Personnel	40	Sighting Age:	
AFVs	7	Current	
Anti-Persnl	58	Reliability:	
Anti-Armour	77	Excellent	
Armour	205		





Day  
Light cloud  
Temp: 17c  
Ground: Normal  
Visibility: 10000m

LoseWin

D6, 11:01

Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

# Sitrep D6, 11:01 Taming Tigers.

The seven remaining Tigers have broken of the engagement, and reversed back up the street as fast as their tracks could carry them.

Intel completely lost sight of them for several minutes then the Assault gun Coy as detailed below, suddenly appeared.

I think this is the latest sighting of our Tigers, but the Intel is poor at the moment, as they won't come back out of hiding.

The enemy artillery has resumed is firing of their FPF plan.

R and A Coy's, who seem to be the main targets for it are keeping their heads down till it stops.

Bn HQ of 7 KOSB has reported that their attack has stalled.

*I have to keep a close watch on them now, as there is a bug in the code that instead of bunkering down or doing a sensible re-plan, the attack tuns into a normal move to the attack marker, in road column formation.*

*Probably the worst action that can possibly be taken after aborting an attack because it got bogged down!*

Assault Gun Company

Retreating

Stopped

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel

AFVs

Anti-Persnl

Anti-Armour

Armour

Sighting Age:

Recent

Reliability:

Poor

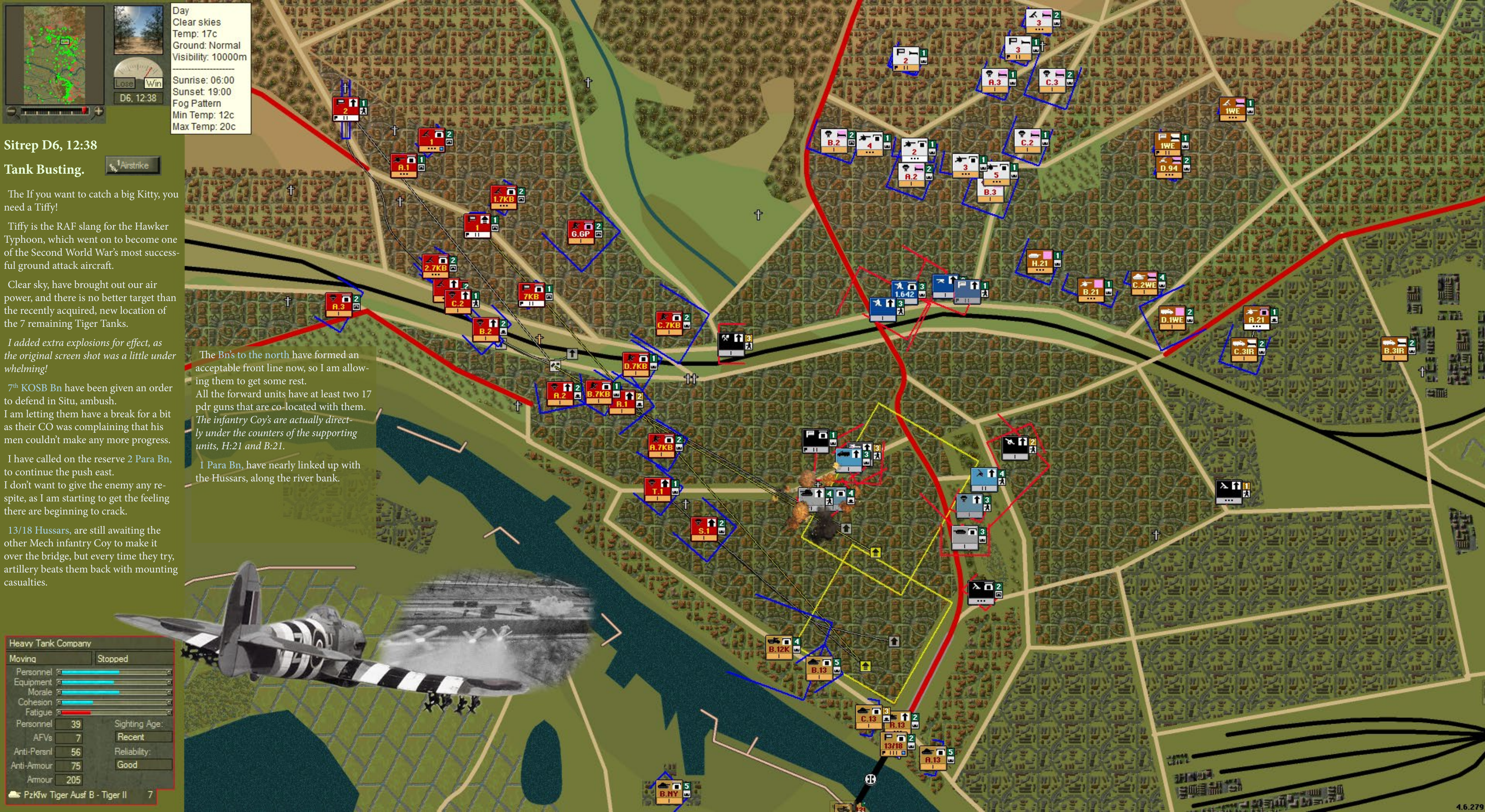
JgdPz IV

5

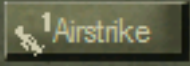
A detailed tactical map from a military simulation game. The map shows a city environment with streets, buildings, and a river. Numerous units are positioned across the map, each with a unique icon and label. Units are color-coded: red for one faction, blue for another, and orange for a third. Movement paths are indicated by colored lines (red, blue, yellow) connecting different units. The map includes various terrain features like parks and rivers. In the bottom right corner, there is a small text '4.6.279'.

4.6.279





Day  
Clear skies  
Temp: 17c  
Ground: Normal  
Visibility: 10000m  
  
Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c



The Bn's to the north have formed an acceptable front line now, so I am allowing them to get some rest. All the forward units have at least two 17 pdr guns that are co-located with them. *The infantry Coy's are actually directly under the counters of the supporting units, H:21 and B:21.*

1 Para Bn, have nearly linked up with the Hussars, along the river bank.

Heavy Tank Company

Moving

Stopped

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel

AFVs

Anti-Persnl

Anti-Amour

Armour

39

7

56

75

205

Sighting Age:

Recent

Reliability:

Good

PzKfw Tiger Ausf B - Tiger II

7

Sitrep D6, 12:38

Tank Busting.

The If you want to catch a big Kitty, you need a Tiffany!

Tiffany is the RAF slang for the Hawker Typhoon, which went on to become one of the Second World War's most successful ground attack aircraft.

Clear sky, have brought out our air power, and there is no better target than the recently acquired, new location of the 7 remaining Tiger Tanks.




*I added extra explosions for effect, as the original screen shot was a little underwhelming!*

7<sup>th</sup> KOSB Bn have been given an order to defend in Situ, ambush. I am letting them have a break for a bit as their CO was complaining that his men couldn't make any more progress.

I have called on the reserve 2 Para Bn, to continue the push east. I don't want to give the enemy any respite, as I am starting to get the feeling there are beginning to crack.

13/18 Hussars, are still awaiting the other Mech infantry Coy to make it over the bridge, but every time they try, artillery beats them back with mounting casualties.





LoseWin

D6, 14:57

Day

Light fog

Temp: 18c

Ground: Normal

Visibility: 8500m

Sunrise: 06:00

Sunset: 19:00

Fog Pattern

Min Temp: 12c

Max Temp: 20c

Sitrep D6, 14:57  
2 hrs 19 min since last Sitrep.  
**Timid Tigers.**

Nothing seemed to change with the Tigers after the air strike, and I was a little disappointed. It would appear however that it was just lack of up to date Intel that was feeding the false information.

Now 2 Para Bn, have got eyes on the target, we can see that they have had a massive drop in morale, and lost another two tanks!

1Para Bn decided that they would turn their lovely formed attack into a move to the objective, (I must have missed the message to warn that the attack had stalled), so they are now defending in Situ. No harm was done on this occasion fortunately, and they are approximately in the position I wanted them anyway.

All the Bn's in the north of the City are resting, and the Hussars Mech Infantry has arrived at last.

All the 13/18 Hussars are quite tired, but I am going to send them in for the kill, before the Coy of Tigers has time to recover.

Heavy Tank Company

Routing

Moving

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel

AFVs

Anti-Persnl

Anti-Armour

Armour

Sighting Age:

Current

Reliability:

Poor

PzKfw Tiger Ausf B - Tiger II

5





Day  
Light fog  
Temp: 20c  
Ground: Normal  
Visibility: 8500m

Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win  
D6, 15:01

Sitrep D6, 15:01

4 min since last Sitrep.

Splitting the City.

I have begun to notice a weakening of the enemy positions, over the last few hours. Its time to throw in the cards, and go for the kill.

The mission is to split the City into two smaller pockets, that can be reduced easier.

All the infantry are well rested now, and Nottinghamshire Yeomanry from 8<sup>th</sup> Armored Bde, have plenty of go in them as well. The most tired unit is the 4/7 Royal Dragoon Guards, after their long advance through the Polder.

7 KOSB have orders to follow 2 Para, and continue the assault if they get bogged down. 1 Para Bn have been placed in reserve for the 1<sup>st</sup> Para Bde sector.

3 Polish Para Bn, are to conduct the main attack for the northern sector, due south from their position in the north of the City to meet up with the main attack by Notts Yeomenary. They are in line formation, and are supported on their right by 2 Polish Para Bn.

1st Welsh Guards Bn, are in reserve for the northern sector, and are to act as the anvil for the main southern attack by Notts Yeomanry.

3<sup>rd</sup> Irish Bn are responsible for the security of the left flank (east) of the northern Battalions.

Nottinghamshire Yeomanry (NY) are to conduct the main attack from the south. Its mission is to reach the 1<sup>st</sup> Welsh Guards Bn on the other side of the city, thus splitting it into two smaller pockets, and driving the enemy to their front against the Welsh, laying in wait.. They will be in successive line formation, to ensure the Mech infantry properly supports the Armour in the City. This is a potent force with 116 AFV's and 558 personnel.

They will be supported on the left by the 13/18 Hussars who have been ordered to clear through to the main road.

The 4/7 Royal Dragoon Guards (RDG), are tired, so have been given the lesser task of filtering through in the wake of Notts Yeomanry, advance to set up blocking positions on the right (east) flank, and to attack by fire anything they see moving (*set to defend with Max aggro*).



British Paratroopers in Arnhem







LoseWin

D6, 16:01

Sitrep D6, 16:01

Same time as last Sitrep.

The Northern Perimeter

1 Airbourne Recce Squadron, and E Trp 2 AL AT Bty, have been doing an amazing job on the Northern perimeter since day one.

See mini map above for geographic location.

Situated on the edge of the woods, with superb arcs of fire overlooking the open terrain to their north, they have been responsible for many stalled attacks, and countless enemy casualties.

With the 38 Armored Jeeps, now entrenched, mounting, twin Vickers K guns, often augmented with the deadly accurate Bren, this unit mounts some serious medium range, anti-personnel firepower!

Being co-located with the four 6 pdr AT Guns from E Trp, is just icing on the cake.



1 Airborne Recce Sqn	
Defending	Entrenched
Armored 1/4 t truck 'Jeep' - Vickers	28
.303 inch Lee Enfield	92
9mm Sten	73
.303 inch Bren	10
2in mortar	4
PIAT	5
3in mortar	2
20mm cannon Polsten	2
<hr/>	
.303	255244
9mm	13295
2in HE	481
PIAT AP	40
PIAT HE	10
3in HE	199
2cm HE	1196
Basics	937
Fuel	4544



E Trp 2 AL AT Bty	
Defending	Entrenched
1/4 t truck 'Jeep'	9
.303 inch Lee Enfield	20
9mm Sten	12
.303 inch Bren	5
PIAT	2
6 pdr AT gun	4
<hr/>	
.303	4004
9mm	2042
PIAT AP	11
PIAT HE	2
6 pdr AP	407
6 pdr HE	23
Basics	213
Fuel	816





Day  
Light fog  
Temp: 19c  
Ground: Normal  
Visibility: 8500m

Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

LoseWin

D6, 16:01

Sitrep D6, 16:01  
1 Hour since last Sitrep.  
Waiting for the Whistle

All the units except for the Nottinghamshire Yeomanry from 8<sup>th</sup> Armored Bde, are almost in position on their start lines waiting for the whistle to blow.

I have set H hour for 1700 hrs for all the units except for the Nottinghamshire Yeomanry, in case they get held up on their way to the Assault Position. It should be arriving at it shortly, having just left their old position, but progress up the main highway will be swift, providing they don't get interdicted by enemy bombardments.

2 Para, are doing a remarkable job, and keeping the pressure on the enemy on the west side of the City, while the other unite were maneuvering into position.

Heavy Tank Company

Routing

Stopped

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel

AFVs

Anti-Persnl

Anti-Armour

Armour

Sighting Age:

Recent

Reliability:

Poor

PzKfw Tiger Ausf B - Tiger II

5





Sitrep D6, 20:01  
2 Hours since last Sitrep.  
**Divide and Conquer**

The silver crosses are starting to stack up in the City Center, as our enemy takes a major beating.

The light is failing in the besieged City of Arnhem, but I have no intention of letting up on the attack.

Nottinghamshire Yeomanry attack has almost reached its objective and split the City into two smaller pockets. Progress for them has been slower than predicted due to a single stubborn StuG IIIG on their right.

There has been no sign of the Tigers for several hours.

4/7 Royal Dragoon Guards, have been





Dusk  
Light fog  
Temp: 16c  
Ground: Normal  
Visibility: 6400m

Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose Win

D6, 20:01

filtering in behind them ,to guard the right flank of their advance.

7 KOSB, and 2 Para, have reached their objectives just to the west of the main highway dividing the City.

7 KOSB Bn have been given another attack order to help the Poles reduce the western pocket, but 2 Para have been ordered to defend in situ.

1 Para Bde reserve, 1 Para Bn, will continue the push, and 2 Para will be placed in reserve.

I an trying to rotate 1 Para Bde's Battalions as they have been fighting all day, and are becoming tired.

With the failing light I am also having to start planning for the night offensive on the eastern side of the City by 130 Inf Brigade, and the Coldstream Guards.







## Si-trep

D6, 22:02

2 Hours 1 min since last Sitrep.

## Coup de Grâce

Its dark now, and a light fog hangs in the still air.

The enemy units caught in the western pocket, have been reduced to just a few stubborn defenders, and I don't expect them to last much longer.

There has been no sign of the Coy of Tigers, so I assume they have escaped.

This will likely be the final deciding battle, of the Market Garden Operation, although there are other smaller battles around the map, they are mostly to inflict further losses on the enemy, but are unlikely to have any effect on the outcome of this operation.

Two Battalions from 130 Inf Brigade, the 7th Hampshire, and the 4th Dorsets, are crossing the poler, towards the Railway Station.

The 5th Coldstream Guards have orders to clear the Industrial Zone just to the north of the Station, from the east, while the 2nd Bn of the Welsh Guards attack it from the north west.

1 and 2 Para will attack through 4/7 RDG positions to attack the Railway Station from the west.

7 KOSB will become reserve, and get some well deserved rest.

2 Polish Para Bn will attack through Nottinghamshire Yeomanry's position south east to assist 2nd Welsh Guards, and join up with the 5th Coldstream Guards, attacking form the opposite direction.



Sitrep D6, 23:01

1 Hours since last Sitrep.

No Easy Way Out

The Tigers have been spotted again trying to make an escape via the highway bridge over the IJssel.

D Tp 59 AT Regt with just a single 17 pdr gun entrenched in the factory units near the bridge managed to take out two more of the metal beasts before the remaining three skulked of towards the bridge.



D Tp 59 AT Regt			
Resting		Entrenched	
Personnel	<div></div>		
Equipment	<div></div>		
Morale	<div></div>		
Cohesion	<div></div>		
Fatigue	<div></div>		
Suppression	<div></div>		
Experience	<div></div>		
Training	<div></div>		
Fitness	<div></div>		
Aggression	<div></div>		
Stubborn	<div></div>		
Personnel	22		
Non-AFVs	1		
Guns	1		
Anti-Persnl	10		
Anti-Armour	11		
Movement	14		
Terrain	Industrial		
Role	Support Filler		
		1-1/2 t truck	0
		3t truck	1
		.303 inch Lee Enfield	17
		9mm Sten	4
		.303 inch Bren	2
		PIAT	1
		17 pdr AT gun	1
		.303	2379
		9mm	792
		PIAT AP	8
		PIAT HE	1
		17 pdr AP	59
		17 pdr HE	3
		Basics	185
		Fuel	122

2 Pz Coy KG Harder (Tiger II)			
Routing		Moving	
Personnel	<div></div>		
Equipment	<div></div>		
Morale	<div></div>		
Cohesion	<div></div>		
Personnel	20	Sighting Age:	
AFVs	3	Recent	
Anti-Persnl	14	Reliability:	
Anti-Armour	19	Excellent	
Armour	49		
		PzKfw Tiger Ausf B - Tiger II	3

Night  
Light fog  
Temp: 15c  
Ground: Normal  
Visibility: 2500m  
Sunrise: 06:00  
Sunset: 19:00  
Fog Pattern  
Min Temp: 12c  
Max Temp: 20c





Night  
Clear skies  
Temp: 12c  
Ground: Normal  
Visibility: 3000m

Sunrise: 06:00  
Sunset: 19:00  
Late Rain Pattern  
Min Temp: 12c  
Max Temp: 20c

Lose

Win

D7, 03:01

Sitrep D7, 03:01  
4 Hours since last Sitrep.  
Hands Up

The Battle for Arnhem is coming to a close.

The Commanding officer of 2SS Panzer Korps, Wilhelm Bittrich, was killed a few hours ago.

Command has passed to 9SS Pz Div, Walther Harzer, with his back to the river surrounded by just a handful of fanatical supporters.

His successor in the Arnhem sector 10SS Pz Div, Heinz Harmel, is in complete disarray, and is likely to surrender any moment.

9SS Panzer Division HQ

Halted

Deployed

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel

Non-AFVs

Anti-Persnl

Anti-Amour

Sighting Age:

Current

Reliability:

Excellent

10SS Panzer Division HQ

Rout Recovery

Deployed

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel

Non-AFVs

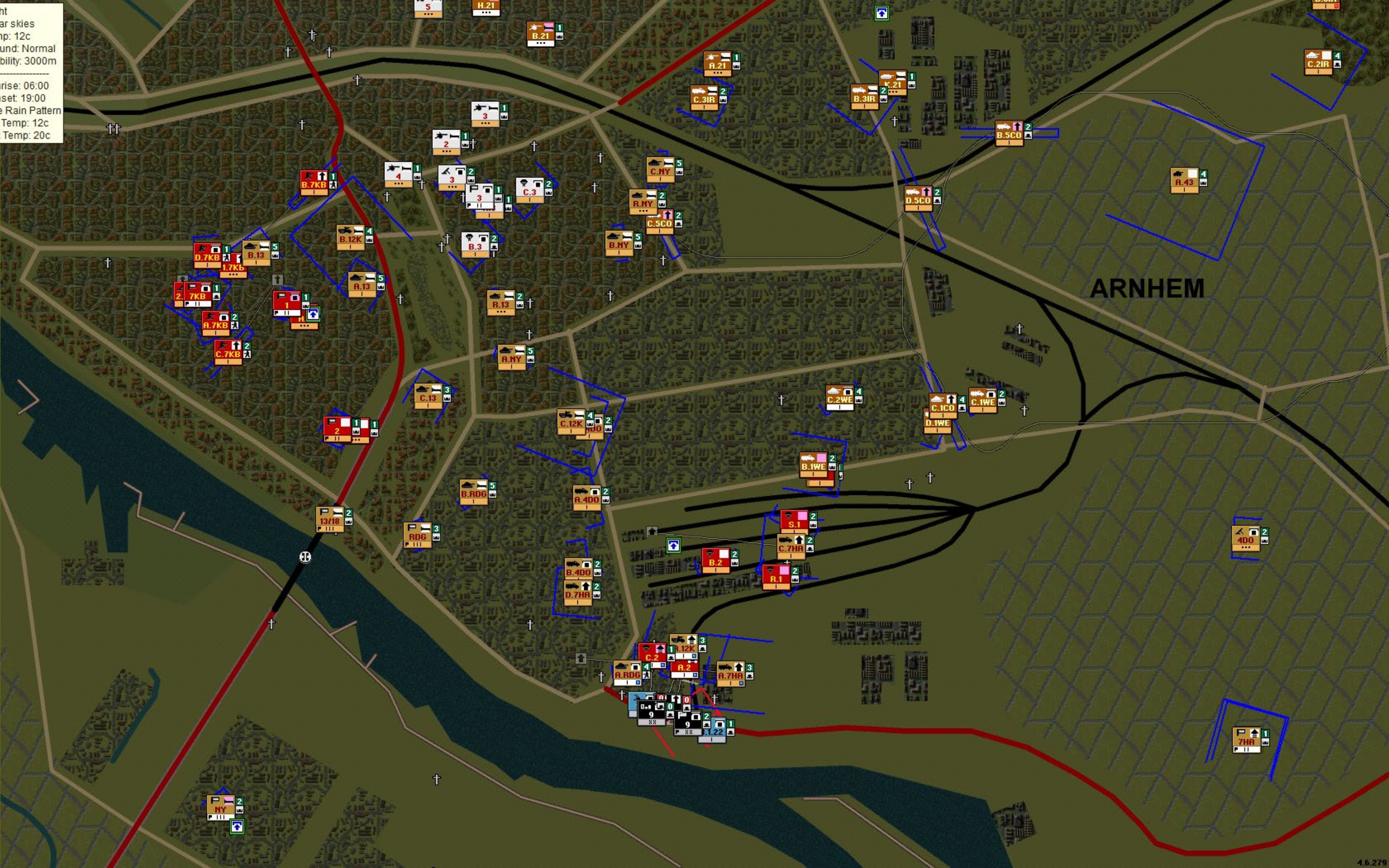
Anti-Persnl

Sighting Age:



Current

Reliability:

Excellent







Clear skies

Temp: 12c

Ground: Normal

Visibility: 3000m

LoseWin

D7, 04:41

Sunrise: 06:00

Sunset: 19:00

Late Rain Pattern

Min Temp: 12c

Max Temp: 20c

Sitrep D7, 04:41

1 hour 40 min since last Sitrep.

Hunting Tigers in the Dark

C Squadron 4/7 Royal Dragoon Guards, and the Recce Troop have been tasked to assist 130 Inf Bde to dispose of the remaining Tiger tanks, just south of the highway bridge across the IJssel.

The Recce Tp has been leading the way in the dark in case they ran into any stray enemy infantry in the dark, but come daybreak C Squadron will continue without them, as a Stuart light tank is no match for a Tigers 88mm KWK 43 L71 main armament.

An attack was launched on the three remaining Tigers as directed by 130 Inf Bde HQ, as they prowled round their entrenched positions.

Contact was made at 04:35, and within 20 min another Tiger was burning, and illuminating the night sky.

It would appear that they have never recovered morale fully, since yesterdays devastating air attack.

2 Pz Coy KG Harder (Tiger II)

Rout Recovery

Stopped

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel18

AFVs3

Anti-Persnl13

Anti-Armour17

Armour44

Sighting Age:

Current

Reliability:

Excellent

PzKfw Tiger Ausf B - Tiger II

3





Clear skies

Temp: 12c

Ground: Normal

Visibility: 3000m

LoseWin

D7, 04:57

Sunrise: 06:00

Sunset: 19:00

Late Rain Pattern

Min Temp: 12c

Max Temp: 20c

Recce Tp 4/7 RDG

Reorganizing

Moving

Personnel

Equipment

Morale

Cohesion

Fatigue

Suppression

Experience

Training

Fitness

Aggression

Stubborn

Personnel33

AFVs8

Anti-Persnl25

Anti-Armour58

Armour45

Movement70

Terrain

Village / Minor Road

Role

Advance Guard

M5A1 Stuart

8

37mm AP

37mm HE

.30 cal

Basics

Fuel

594

585

31698

173

3561

2 Pz Coy KG Harder (Tiger II)

Routing

Moving

Personnel

Equipment

Morale

Cohesion

Fatigue

Personnel16

Anti-Persnl11

Anti-Armour15

Armour35

Sighting Age:

Recent

Reliability:

Excellent

PzKfw Tiger Ausf B - Tiger II

2



C Sqn 4/7 RDG

Reorganizing

Deployed

Personnel

Equipment

Morale

Cohesion

Fatigue

Suppression

Experience

Training

Fitness

Aggression

Stubborn

Personnel74

AFVs14

Anti-Persnl93

Anti-Armour192

Armour180

Movement5

Terrain

Polder / Orchard

Role

Units2

M4 Sherman - 75mm

10

Sherman Firefly VC

4

75mm Tank AP

75mm Tank HE

.30 cal

.50 cal

17 pdr AP

17 pdr HE

Basics

Fuel

442

257

43170

18142

122

72

442

8476





LoseWin

D7, 08:43

Day  
Clear skies  
Temp: 14c  
Ground: Normal  
Visibility: 10000m

Sunrise: 06:00  
Sunset: 19:00  
Late Rain Pattern  
Min Temp: 12c  
Max Temp: 20c

Sitrep D7, 08:43

3 hours 46 min since last Sitrep.

Trashed Tigers

The menace of KG Harder, and his 8 monstrous Tiger’s is no more.

The remaining two have given C Squadron RDG, quite a run around in the Polder for the last few hours.

Three times an attack has been organized, and planned, but either the Tigers had moved on, or they managed to slip away.

Not this time though, and just as well, as they managed to get within just a few Km of their own lines.

Not that it would have helped them for long mind, as 7 Hampshires have orders to push the front line out another Km, and displace the engineer unit, that I am fairly sure is an artillery Bn, guarded by an infantry Coy.

5<sup>th</sup> Dorset’s are in reserve for this attack, and will guard their left flank.



2 Pz Coy KG Harder (Tiger II)

DestroyedD7, 08:37



Day

Clear skies

Temp: 16c

Ground: Normal

Visibility: 10000m

Loss

Win

D7, 10:21

Sunrise: 06:00

Sunset: 19:00

Late Rain Pattern

Min Temp: 12c

Max Temp: 20c

Sitrep D7, 10:21

1 hour 38 min since last Sitrep.

End Game

And so it Ends...

D7, 10:21 - Sir, 1 FJ Army HQ offers to surrender. To accept, select the "Accept Surrender" button in the Display Toolbar

Full debrief with planning graphics to follow.

End Game: From the Muese to the Rhine

23 Sep 1944 10:21

Heartiest Congratulations Commander,  
You have won a decisive victory!  
I was thrilled to hear the grand news of your smashing victory. On to final victory!  
(And by the way, my recommendation for your well-deserved promotion and Knighthood is on its way to the Palace.)

Field Marshall Sir Bernard L. Montgomery  
Commander 12th Army Group

Start: D1, 13:00 End: D10, 22:00  
Weather: Historical Weather  
Orders Delay: Realistic

Ended At: D7, 10:21

Axis: Computer  
Reinforcements: Historical  
Supplies: Normal Supply

Allies: Human  
Reinforcements: Historical  
Supplies: Normal Supply

Axis

Decisive Defeat  
0 victory points

Losses

Personnel:	40625	Pers Cas Caused By:	APER: 24001	AFV Cas Caused By:	APER: 0
AFVs:	380	AArm:	637	AArm:	339
Guns:	1303	Bomb:	4451	Bomb:	2
Units Destroyed By:		Air Strike:	34	Air Strike:	3
Fire:	1	Surrender:	3840	Surrender:	0
Surrender:	44	Accident:	0	Accident:	0
Disbanded:	361	Other:	7662	Other:	17
		RPG:		RPG:	19

Allies

Decisive Victory  
100 victory points

Losses

Personnel:	2530	Pers Cas Caused By:	APER: 1288	AFV Cas Caused By:	APER: 0
AFVs:	79	AArm:	79	AArm:	54
Guns:	168	Bomb:	1041	Bomb:	17
Units Destroyed By:		Air Strike:	27	Air Strike:	0
Fire:	0	Surrender:	35	Surrender:	0
Surrender:	0	Accident:	9	Accident:	0
Disbanded:	6	Other:	51	Other:	2
		RPG:		RPG:	6

4.6.21