

# Bridge by Bridge

THE GERMAN DEFENCE OF HOLLAND, SEPTEMBER - NOVEMBER 1944



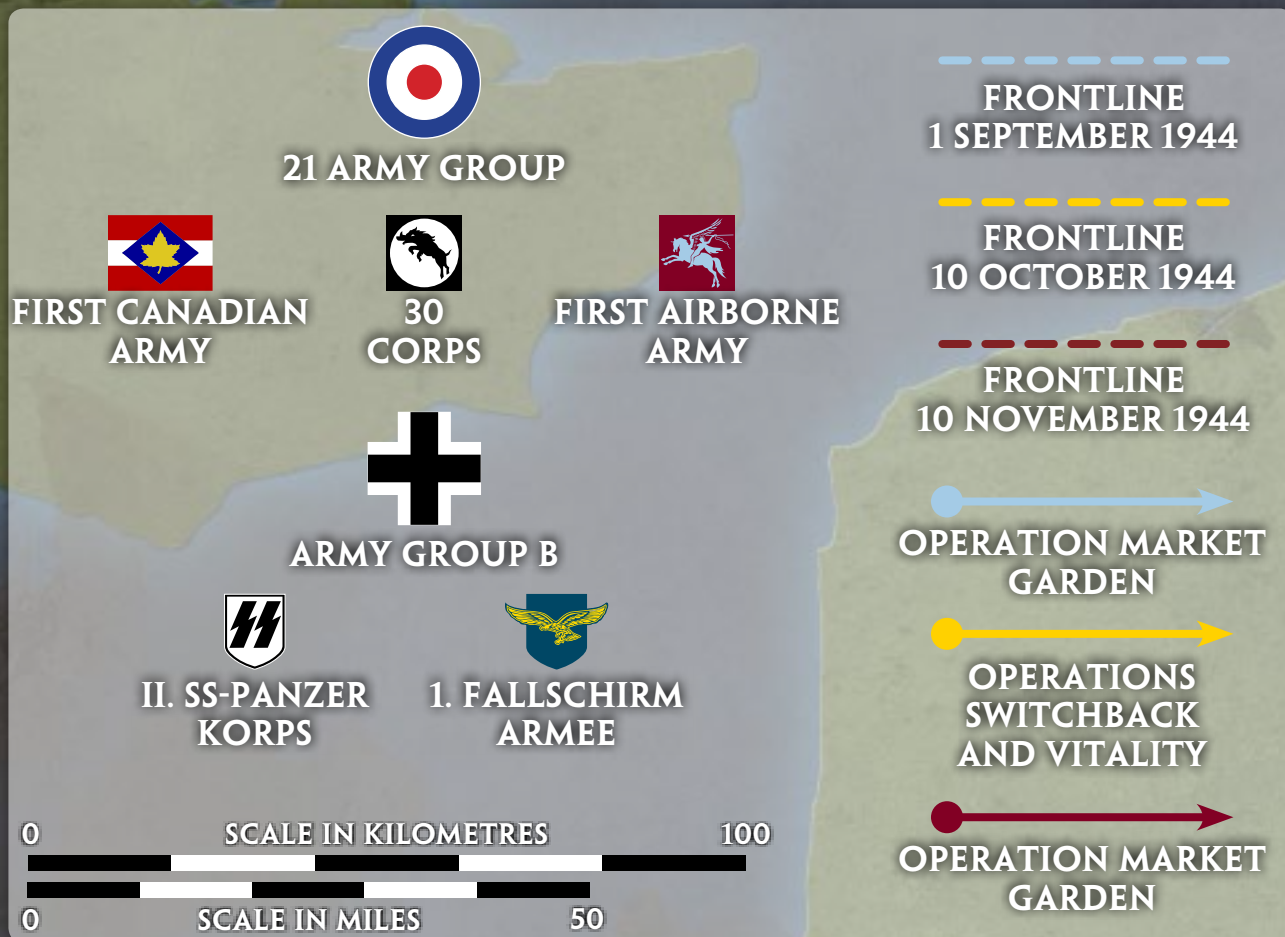
**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME



# GREAT BRITAIN

CAMBRIDGE

LONDON



AMSTERDAM

HOLLAND



II. SS-PANZER KORPS



ARMY GROUP B



1. FALLSCHIRM ARMEE



FIRST AIRBORNE ARMY

EINDHOVEN

ANTWERP

BRUGES



FIRST CANADIAN ARMY



21 ARMY GROUP



30 CORPS

BRUSSELS

BELGIUM

FRANCE



Detail Map on Page 17

GERMAN ARMY









THE GERMAN DEFENCE OF HOLLAND, SEPTEMBER - NOVEMBER 1944

*Bridge By Bridge* was compiled from *Hell's Highway* and *A Bridge Too Far*. These books were originally produced by the Battlefront team and friends.

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This is a supplement for *Flames Of War*, the World War II miniatures game.

A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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# INTRODUCTION

## FLAMES OF WAR

In *Flames Of War* you take on the role of a company commander manoeuvring your troops across the battlefields of World War II. This classic period of warfare is brought to life in your own game room. *Bridge By Bridge* provides the core armies in the form of Intelligence Briefings. These Intelligence Briefings allow you to field the wide array of German forces that opposed the Allied invasion of Holland in late 1944 during Operation Market Garden.

To play *Flames Of War* you'll also need the *Flames Of War* rulebook. The rulebook contains all the rules that you need to fight miniature World War II battles.

## WHY COLLECT A FORCE FROM BRIDGE BY BRIDGE?

*Bridge By Bridge* provides *Flames Of War* players the forces needed to recreate the daring counterattacks against the Allies in Holland. The book covers German forces involved in the fighting from Eindhoven to Arnhem and everything in between. Some forces, such as the 6. Fallschirmjägerregiment, also fought the Canadians as they cleared the Scheldt region to the north.

After a long retreat from Normandy, the German army has arrived along the Belgian-Dutch border. At this point the Germans have dug in across the Meuse-Escaut Canal, a formidable barrier all on its own. The days of retreat are behind you and now you face the might of the Allied invasion of Holland.

The Allies have launched two major operations in Holland. The first aims to capture Arnhem, a crossing over the Rhine. Once they have it, the Allies will have access to the German industrial heartland. The second is the Scheldt region. Heavily fortified, these series of canals, muddy polder, and islands pose a serious threat to their armies, air forces, and navies alike. So long as we hold the Scheldt, the Allies can't use their one and only deep-water port in Antwerp to feed

their war effort. These two objectives are so vital to the Allied cause that the Führer himself has issued orders to never surrender. You are Germany's hope in these struggles!

Holland is home for a wide variety of German forces, garrisons, and defences. You will take command of one of these many companies on the line, ready to hold the line in Holland, counterattack any Allied incursions, and smash the Allied hopes of ending the war in their favour.

## HOW THIS BOOK WORKS

This book is divided into four sections, following the action as it advances south to north. The first covers the German counterattacks along Hell's Highway, the Allied corridor stretching from Eindhoven to Nijmegen. The second covers the German defence of the Betuwe region, the stretch of land between Nijmegen and Arnhem. The third part focuses on the forces involved in recapturing Arnhem from the British paras. The final part covers the forces involved in reducing the Oosterbeek Perimeter and inflicting the final mortal wound on Operation Market Garden.

Each company in this book has easy-to-use charts, highlighting available platoons which are the fighting units of your company. Each platoon diagram visually displays what troops are included in the platoon.

A detailed arsenal at the end of each section describes the specific ratings for your units and the weapons they use. From tanks to infantry, this book contains everything you need to get started on your army!

In addition to the technical information you'll need to build your force, each book contains plenty of inspiring pictures to help you capture the flavour of your new *Flames Of War* force!

All of the forces in this book are based on historical examples that fought in Belgium and Holland between September and November 1944.

To find out more, visit your local game store, or visit our informative website at [www.FlamesOfWar.com](http://www.FlamesOfWar.com).

### PANZERKOMPANIE

- A** Panzerkompanie HQ (Compulsory Headquarters)  
with 2 Panther G 290 points
  - B** Panther Platoon (Compulsory Combat Platoon)  
with 3 Panther G 430 points
  - C** Panther Platoon (Compulsory Combat Platoon)  
with 3 Panther G 430 points
  - D** Panzer Anti-aircraft Platoon (Support Platoon)  
with 3 Möbelwagen (3.7cm) 130 points
  - E** Grenadier Platoon (Support Platoon)  
with Command Panzerfaust SMG team and  
3 Grenadier Squads (Confident Trained) 130 points
  - F** Grenadier Artillery Battery (Support Platoon)  
with 4 10.5cm leFH18 howitzers 160 points
- Total—1570 points





# BUILDING A FLAMES OF WAR FORCE

*Flames Of War* uses a point system when setting up and playing games. Typical games are around 1500 points, but are certainly not limited to any value! Play any point value

you and your opponent decide. You can play small 600 point games in an hour, or you can play mammoth games using armies that are 3000 or 5000 points or more!

## COMPANY HQ

In *Flames Of War*, you are the Company Commander. As such you'll need a company headquarters platoon. When you choose your force the first thing you must purchase with your points is your company headquarters platoon.

## COMBAT PLATOONS

Usually, at least two combat platoons are required. Whatever your battle plan requires, the Combat Platoons are the ones you rely upon to get the job done!

## WEAPONS PLATOONS

Weapons platoons come from your own battalion. They are not required, but can offer your company excellent support, such as heavy machine-guns, mortars, recce, and anti-tank weapons.

## SUPPORT PLATOONS

Support platoons are loaned to your company by the regiment, brigade, division, or corps. These platoons give you extra support in many forms ranging from tanks to artillery.

### PANZERKOMPANIE

ARMoured COMPANY  
(TANK COMPANY)

**HEADQUARTERS**

Panzerkompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.  
Fallschirmjäger Platoons taken as Support Platoons are all from an Ersatz Fallschirmjägerkompanie (marked ☺).

**COMBAT PLATOONS**

ARMOUR

Panther Platoon

ARMOUR

Panther Platoon

ARMOUR

Panther Platoon

**WEAPONS PLATOONS**

ARMOUR

Panzerjäger Platoon

ARMOUR

Panzerjäger Platoon

ANTI-AIRCRAFT

Anti-aircraft Gun Platoon

Flak Platoon

**SUPPORT PLATOONS**

INFANTRY

Gepanzerte Panzergrenadier Platoon

Grenadier Platoon

SS-Panzergrenadier Platoon

Fallschirmjäger Platoon

INFANTRY

Gepanzerte Panzergrenadier Platoon

Grenadier Platoon

SS-Panzergrenadier Platoon

Fallschirmjäger Platoon

ARTILLERY

Gepanzerte Mortar Platoon

Grenadier Artillery Battery

**ALLIED PLATOONS**

Your force is from the Heer, Waffen-SS (marked **H**) and Luftwaffe (marked **L**) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

48 GERMAN





## USING A COMPANY DIAGRAM

Each force begins with the Company Diagram, which demonstrates the company organisation graphically in an easy-to-read format. This simple diagram will help you create your *Flames Of War* company and get you playing in no time at all!

### CHOOSING YOUR COMPANY

This first step is entirely up to you. There are a wide variety of companies or battalions, including infantry, reconnaissance, mechanised, and tank forces. Have a read through the history text. Find a force that you find interesting and you're off!

### INSTRUCTIONS

Once you have decided which company to build, have a look at the small box that contains the instructions you will need to build your force.

It will also detail any divisional variants that the company might have. The example to the right demonstrates a list with two variants: *85. Infanteriedivision* and *59. Infanteriedivision*. When building a force with variants, choose one variant and follow the instructions for variant forces below.

### VARIANT FORCES

Some companies are based on a single unit, like the Panzerkompanie on page 48. However, other companies have several variants based on specific divisions, such as the Grenadierkompanie representing *85. Infanteriedivision* and *59. Infanteriedivision*.

When building a force that has several division variants, you must choose one of the variants and stick to it. Your Company HQ and all of your Combat, Weapons, and a few Support platoons must match the division you have chosen. To help, we have included divisional symbols to distinguish the variants. Simply use the same divisional symbol when calculating points or choosing platoon options.

### BUILDING YOUR COMPANY

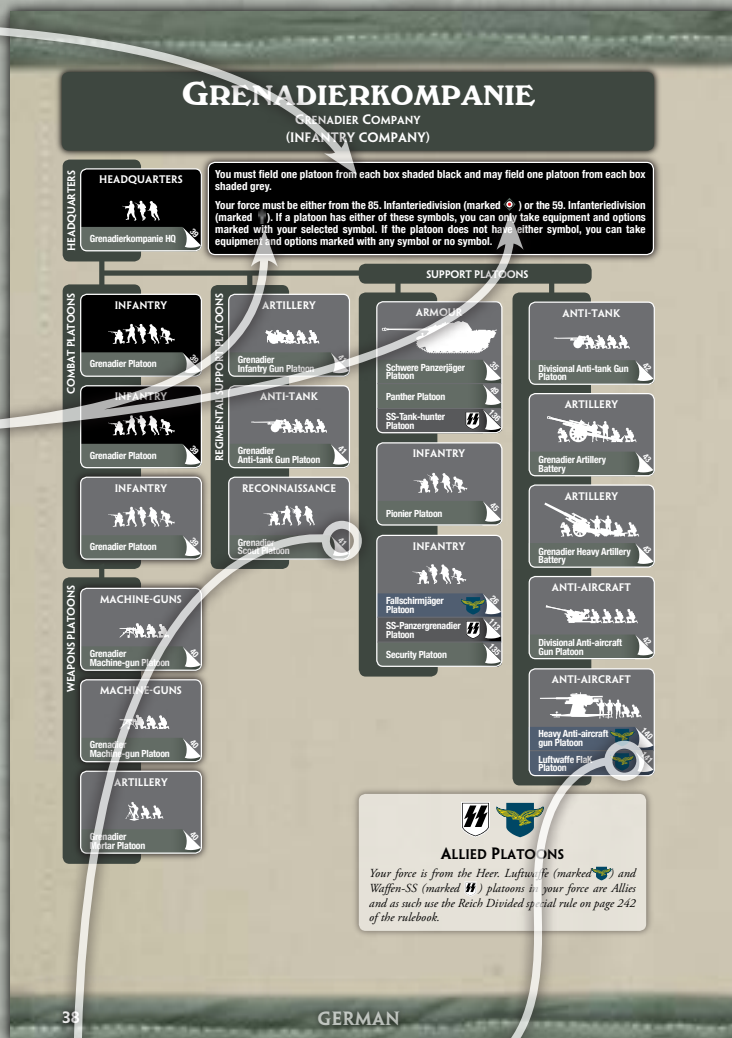
You will notice that the Company Diagram consists of several black and grey boxes, each containing a silhouette of soldiers, guns, or vehicles. Each of these boxes are platoons available to your force.

The black boxes are the core of your force. When building your company, you must field one platoon from each box shaded black. The grey boxes are optional platoons. You may field one platoon from each box shaded grey.

### PAGE REFERENCE

Each platoon or company box will have a page number. Use this to find the platoon and its points value.

Now, due to the confused nature of the fighting around Arnhem, platoons for the various forces in this book can be found just about anywhere! You will quickly discover that you will be flicking back and forth through the book to find all of your platoons. Some platoons have similar looking names, so pay careful attention to the page reference for the platoon you are looking up.



### ALLIED PLATOONS

Some platoons or companies available to your company or battalion are from a completely different nation. These can be easily identified by special national symbols found to the right of the platoon title in the company diagram. Allied platoons follow Allied rules found on page 70 of the *Flames Of War* rulebook.



## BUILDING A GRENADIERKOMPANIE

I have chosen to field a Grenadierkompanie (found on page 38) using the 85. *Infanteriedivision* (☉) variant. I chose the 85. *Infanteriedivision* because I wanted to command one of the units facing the British ground forces on day one.

Reading the instructions, I need to field at least a Company HQ and two Grenadier Platoons from the black boxes. From there I'll add some of the optional platoons in grey boxes.

I chose the 85. *Infanteriedivision* (☉) as my variant, so all of my combat and weapons platoon or companies should match that symbol.

One of the optional platoons I would like to take is a Machine-gun Platoon (page 40). This means I need to use the points listed in the column marked (☉) to match my variant. There are two available variants: 85. *Infanteriedivision* and 59. *Infanteriedivision*. Since I have chosen the 85. *Infanteriedivision* as my variant, I must use the column marked with my symbol (see example below).

**GRENADIER PLATOON**

**PLATOON**

HQ Section with:

3 Grenadier Squads	155 points	120 points
2 Grenadier Squads	110 points	85 points

**ADD:**

1 Panzerschreck team	+25 points	+20 points
----------------------	------------	------------

**OPTION**

- Replace Command Rifle/MG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining Rifle/MG teams with

*When building my 85. Infanteriedivision company I use the points in the first column.*

I'll need some anti-tank guns to deal with enemy armour, so I've selected to reinforce my men with a Grenadier Anti-tank Gun Platoon (page 41). Again, there are two available variants, but I have to choose the Red Army variant.

Next, I would also like to take some Panther tanks (page 49) to deal with Allied tanks. This platoon does not have the same symbol as my 85. *Infanteriedivision*, but since it is a Support Platoon and the instructions permit it as an option, I can take it in my company (see example below).

**PANTHER PLATOON**

**PLATOON**

3 Panther G	430 points
-------------	------------

*The Panther Platoon does not have the same divisional symbol, but the company diagram says I can include it.*

Finally, I want to add some seasoned veterans of the Waffen-SS to help my Grenadiers. An SS-Panzergrenadier Platoon (page 113) should do the trick. The SS-Panzergrenadier Platoon is marked as an Allied platoon. Allied platoons march to the beat of their own drum and it follows only its own commands. For example, my company commander won't be able to boss them around on the battlefield, but since they are Fearless Veteran troops, I can still rely on them to hold their ground, despite the political incompatibility.

**INFANTRY**

Fallschirmjäger Platoon	28
SS-Panzergrenadier Platoon	113
Security Platoon	135

*An Allied platoon marches to the beat of its own drum, but can take the pressure off your other troops.*

Once I have selected all of my platoons and totalled up my points, I just have to find an opponent with equal points, set up a battlefield and start playing!

## ADDING WARRIORS TO YOUR FORCE

There are many Warriors throughout this book. These are heroic soldiers who can join your force and help it win victory.

Warriors are available from the Flames Of War website [www.FlamesOfWar.com](http://www.FlamesOfWar.com) and independent retailers as special order items (GSO###), blister packs (GE###), or in boxes (GBX##). Use the table below to find the relevant product code for each Warrior.

Pictured below is the Warrior SS-Hauptsturmführer Viktor Graebner in captured Humber IV.

Warrior name	Product code
Oberstleutnant Friedrich Freiherr Von Der Heydte (Page 20)	GE733
SS-Hauptsturmführer Karl-Heinz Euling (Page 57)	GE897
SS-Hauptsturmführer Viktor Graebner (Page 85)	GE890
Major Hans-Peter Knaust (Page 93)	GE890
SS-Sturmbannführer Hans-Georg Sonnenstuhl (Page 138)	GE890



*SS-Hauptsturmführer Viktor Graebner, with captured Humber IV  
Code: GE890*



# BASING YOUR ARMY

Battlefront Miniatures packages *Flames Of War* products to give you everything you need to assemble your force as quickly and accurately as possible. Our blisters and box sets are packaged to give you all of the options available to build your army.

## HOW TO BASE DIFFERENT TYPES OF UNITS

Every army organises its platoons differently, and the organisation diagrams reflect this. For example, a Panzergrenadier squad in a Gepanzerte Panzergrenadier Platoon is comprised of nine men split into two teams, one of four soldiers and one of five, yet a Panzergrenadier squad in a motorised Panzergrenadier Platoon has eight men split into two teams of four soldiers. Of course, units in combat rarely maintain their theoretical strength. We reflect this by allowing you to take fewer squads.

## INFANTRY TEAMS

The fundamental building blocks of an infantry platoon are the various types of infantry teams. The most common ones are shown below with a brief description of their function and organisation.

### COMMAND TEAMS



A Command team is made up of an officer, an NCO and a rifleman on a small base. There are often options to upgrade your Command team with a different weapon. To do so, simply replace the rifleman with the chosen upgrade. You can see an example of this on the following page.

### RIFLE TEAMS



Rifle teams are the basic form of infantry. All the miniatures in a rifle team will normally be armed with rifles. Some squads may have a single machine-gun, but its effect is diluted by the number of rifles in the squad. Base your rifle teams on a medium base.

### RIFLE/MG TEAMS



Rifle/MG teams are organised like rifle teams, except that every squad of two teams has a machine-gun. Base Rifle/MG teams on a medium base with the second base normally modelled with a crew-fed machine-gun.

### MG TEAMS



MG teams are better armed than Rifle/MG teams. Every MG team has a machine-gun. Base MG teams with a crew-fed machine-gun and two to three riflemen on a medium base.

### SMG TEAMS



Some nations equipped entire platoons with submachine-guns. SMG teams are made up of miniatures armed exclusively with submachine-guns. Base SMG teams on a medium base.

### PIONEER TEAMS



A Pioneer team retains the normal characteristics and basing of its type, e.g. a Rifle team on a medium base, and gains combat engineering characteristics and abilities such as an increased anti-tank rating in assault and the ability to clear mines and demolish fortifications.

### LIGHT MORTAR TEAMS



Light Mortar teams are made up of a miniature armed with a light mortar and a loader on a small base.

### ANTI-TANK INFANTRY TEAMS



Anti-tank Infantry teams are infantry teams made up of two miniatures armed with a weapon like a Panzerschreck anti-tank rocket launcher and two loaders on a medium base.

## GUN TEAMS

Artillery batteries and machine-gun, anti-tank gun, infantry gun platoons combine command infantry teams with gun teams. Information on basing gun teams can be found in *Basing Your Miniatures* in the rulebook. Essentially, Man-packed gun teams are mounted like infantry teams on a medium base, anti-tank and infantry guns are mounted on a medium base facing the narrow end, and artillery is mounted on a large base facing the narrow end.

## PLATOON DIAGRAMS

Each platoon diagram indicates the required squads and teams you must have to make that unit combat-worthy. Troops and vehicles in black are the core of the unit. Troops and vehicles in grey are options that you can add to give them more punch or mobility. Many platoons also include options allowing you to improve the equipment or capabilities of some of the teams. The platoon entry will also list the special rules that the platoon follows.



Each platoon entry in a *Flames Of War* book reflects the historical make-up of the platoon, and tells you how to base the blister or box set that represents that particular unit. The following example shows a platoon of Ersatz Panzergrenadier and how to assemble it using the contents of the *GE723 Panzergrenadier Platoon (Late)* blister.

## THE PLATOON ENTRY FROM THE BOOK (PAGE 39)

**ERSATZ PANZERGRENADIER  
PLATOON**

**PLATOON**

HQ section with:

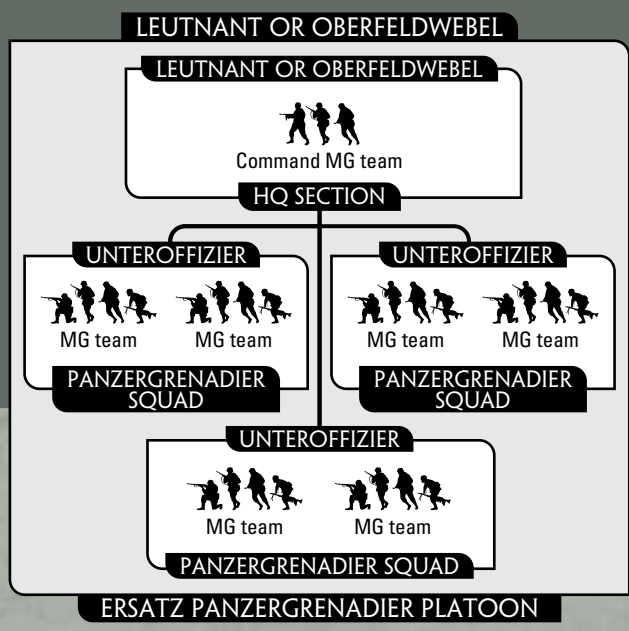
3 Panzergrenadier Squads	140 points
2 Panzergrenadier Squads	100 points

**OPTION**

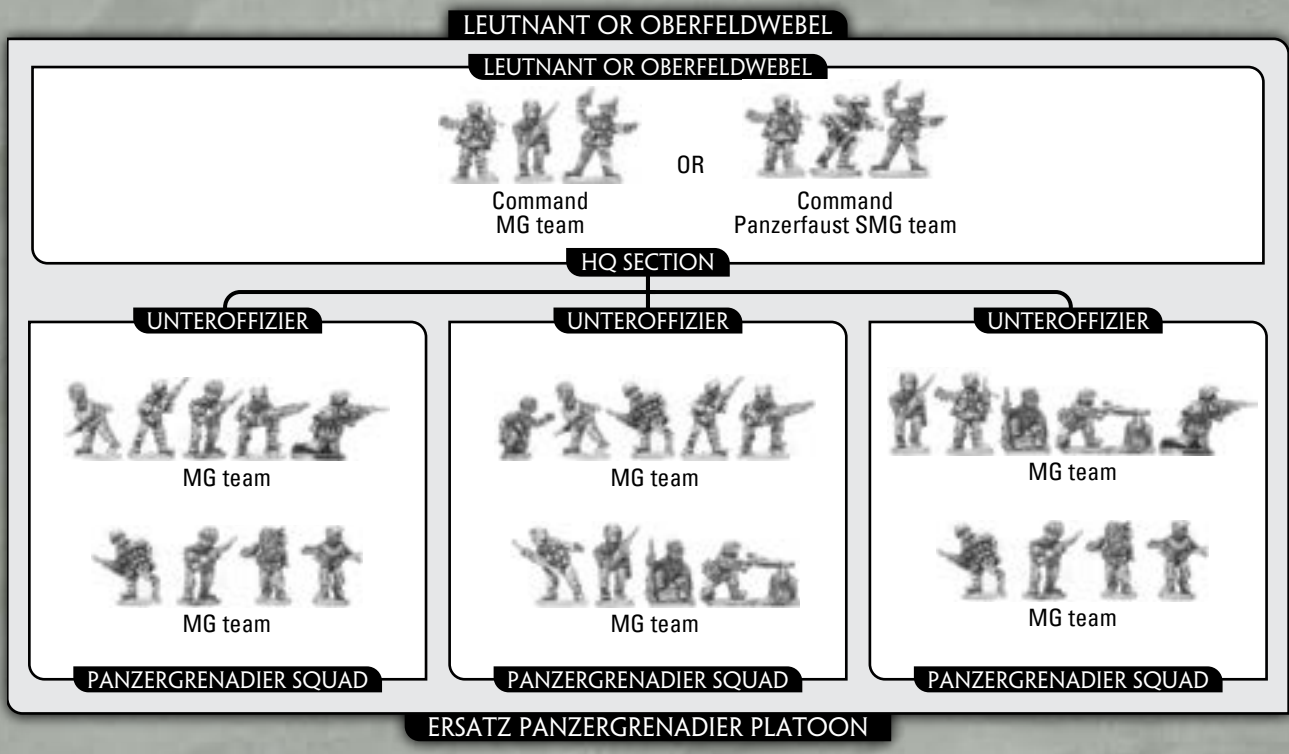
- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

### BUILDING THE PLATOON

Use the diagram below to base your platoon. By replacing the rifleman on the Command MG team with a Panzerfaust-armed miniature, the team is upgraded to a Command Panzerfaust SMG team.



## BUILDING THE PLATOON





# THE SITUATION

Operation Market Garden was one of the most daring military actions launched during the Second World War. Sensing an opportunity to breach the German border defences by outflanking them through Holland, the Allies attempted to use their airborne superiority to drive a wedge running from Eindhoven in the south to Arnhem in the north. This would allow an armoured thrust from the Belgian border to break into the plains of Northern Germany, hopefully bringing the war to an early close.

The Germans, on the ropes following the catastrophic defeat in Normandy, were able to mount a successful defence of the Rhine by combining a hodgepodge of units into *Kampfgruppen* (battle groups) which successfully contained and then counterattacked the airborne landings.

## THE LONG RETREAT

After two and a half months of bitter warfare in Normandy following the D-day landings on 6 June 1944, the German army in France was in tatters. Due to the intense nature of this battle of attrition, divisions had been quickly thrown into action with many suffering horrendous casualties.

The disaster at Falaise, where the units attempting to withdraw from Normandy were trapped by the advancing Allies, had worsened the situation. Of the 56 infantry divisions which had taken part in the Normandy battles, only 20 were still fit for action. More importantly, only one Panzer division out of twelve remained in fighting shape.

Once proud units such as the Panzer Lehr Division were almost completely wiped out, while others escaped with only a smattering of infantry and vehicles. With the Allies preparing to pursue the beaten enemy, the situation looked grim for what was left of the German army in France.

## DRAWING THE LINE

Field Marshal Gerd von Rundstedt was recalled to command the crumbling situation, freeing up Field Marshal Walter Model to concentrate on preparing for the defence of Holland. A new army was formed under *Generaloberst* (Colonel General) Kurt Student. The *1. Fallschirm Armee* (1<sup>st</sup> Parachute Army) was tasked with holding the line of the Albert and Meuse-Escaut Canals which formed a barrier between Belgium and Holland. Soldiers of the 15<sup>th</sup> Army, commanded by General Gustav von Zangen, which had been masterfully withdrawn across the Scheldt Estuary despite the fall of Antwerp, were also becoming available to halt the Allied advance.

Despite evidence that resistance was growing stronger by the day, the Allies still believed the German forces defending Holland were broken remnants that could be overcome with a concerted effort. The speed of the Allied advance through France lent strength to this belief, and plans were laid to use the First Allied Airborne Army to capture the vital bridges between Eindhoven and Arnhem. This would pave the way for the strong thrust by armoured units into Germany, threatening the industrial heartland of the Ruhr.

The 101<sup>st</sup> Airborne Division would drop north of Eindhoven, tasked with capturing the city and the important bridges at Veghel and Son. The 82<sup>nd</sup> Airborne Division would drop south and east of Nijmegen, with the goal of securing the bridges at Grave and Nijmegen. The British 1<sup>st</sup> Airborne Division was to drop west of Arnhem with the difficult task of capturing the Arnhem road bridge and holding it until relief by the British 30<sup>th</sup> Corps charging north from the Belgian border.







# NETHERLANDS



US 82 <sup>ND</sup> AIRBORNE DIVISION	US 101 <sup>ST</sup> AIRBORNE DIVISION
1 <sup>ST</sup> AIRBORNE DIVISION (BRITISH AND POLISH)	GUARDS ARMOURD DIVISION
30 <sup>TH</sup> CORPS	GERMAN UNITS





## THE EVE OF MARKET GARDEN

The Germans expected there to be an advance into Holland from the area of the Meuse-Escaut Canal. Directly in front of the British 30 Corps, on the road to Eindhoven, was *Kampfgruppe Walther*. It was comprised of a collection of units, including the 6. *Fallschirmjägerregiment* (6<sup>th</sup> Parachute Regiment), the untested 18. *Fallschirmjägerregiment* (18<sup>th</sup> Parachute Regiment), and *SS-Kampfgruppe Heinke*. Although the Fallschirmjäger elements were lacking many heavy weapons, the SS attachment included four batteries of motorised artillery and the 10. *SS-Panzerjäger Abteilung* (10<sup>th</sup> SS-Tank Hunter Battalion). *Kampfgruppe Walther* was commanded by the veteran *Oberst* (Colonel) Erich Walther.

On either side of *Kampfgruppe Walther*, was the 7. *Fallschirmjägerdivision* (7<sup>th</sup> Parachute Division) under General Erdmann and *Kampfgruppe Chill*. Commanded by *Generalleutnant* (Lieutenant General) Kurt Chill, the *Kampfgruppe* consisted of remnants of Chill's own division, the 85<sup>th</sup> Infantry Division, along with a hodgepodge of troops which he rallied into an ad-hoc defence force.

Model deployed Student's 1<sup>st</sup> Parachute Army in central Holland as a reserve, just in case the Allies attempted a bold airborne operation against the central bridges in Holland. Model and his staff believed Montgomery was too cautious to try such a plan, but after all, an airborne attack ahead of their ground assault in Holland was exactly what the Germans did in 1940, so Model wanted to make sure he had all of his bases covered. Model was also able to call on *Kampfgruppe von Tettau*, which was based to the west of Arnhem, and large concentrations of flak (anti-aircraft artillery) that were covering the route to Germany.

Although strictly not part of Model's command, there was another powerful unit in Holland. The II. *SS-Panzerkorps* (2<sup>nd</sup> SS-Panzer Corps) was resting and refitting north of Arnhem. Consisting of the 9<sup>th</sup> 'Hohenstaufen' SS-Panzer Division and the 10<sup>th</sup> 'Fruntsberg' SS-Panzer Division, the corps was battered in the Normandy campaign. Despite this, they were still excellent fighting formations. The fact that they were so close to the proposed landing areas for Market Garden proved to have grave consequences for the Allies.

Despite being under-equipped and consisting of scratch units pooled together from a wide range of training and recuperation units, the German defenders of Holland were far better prepared than those that faced the Allies during their race through northern France and Belgium. Making use of the flat muddy plains of Holland, they emplaced 8.8cm FlaK36 anti-aircraft guns alongside the straight Dutch roads with commanding fields of fire. Troops armed with *Panzerfaust* anti-tank launchers were dug-in alongside possible routes of advance and mobile units were prepared as a reserve. Although the landings on September 17 took the Germans by surprise, their response would be immediate and devastating.

## THE LANDINGS

First to land was the 1<sup>st</sup> Airlanding Brigade of the British 1<sup>st</sup> Airborne Division. Landing in gliders to the west of Arnhem, these drops faced little opposition from the Germans aside from a few aircraft and gliders hit by flak. Further south the American 101<sup>st</sup> Airborne Division began its landings and encountered little initial resistance. The American 82<sup>nd</sup> Airborne Division dropped at Grave and Groesbeek Heights, The British 1<sup>st</sup> Parachute Brigade dropped just before 1400 hours west of Arnhem to complete the initial landings.

At the same time the British 30 Corps began their race to Arnhem. The Irish Guards advanced with infantry support. *Kampfgruppe Walther* was unable to halt the initial attack, however, as the Guards advanced up the road towards Valkenswaard they were ambushed by the 18. *Fallschirmjägerregiment* armed with *Panzerfausts*. Nine British tanks were knocked out, causing a hold-up. However, the Allies eventually overwhelmed the defenders and the column reached Valkenswaard by nightfall.

## A FLOOD OF REINFORCEMENTS

The German response to the airborne landing was immediate. All along the corridor, where the airborne had dropped, troops holding the bridges and manning anti-aircraft defences prepared to be attacked. *Generaloberst* Student ordered the 59<sup>th</sup> Infantry Division (part of 15<sup>th</sup> Army) to reinforce Best





and the *107. Panzerbrigade* (107<sup>th</sup> Panzer Brigade), a newly formed unit, was released to bolster his counterattacks.

Field Marshal Model ordered the *9. SS-Panzer Aufklarungs Abteilung* (9<sup>th</sup> SS-Armoured Reconnaissance Battalion) under *SS-Hauptsturmführer* (SS-Captain) Viktor Graebner to reinforce Nijmegen. Reinforcements for the *II. SS-Panzerkorps* were also dispatched, including several armoured units such as the *280. Sturmgeschütz Brigade* (280<sup>th</sup> Assault Gun Brigade) and the *506. Schwere Panzer Abteilung* (506<sup>th</sup> Heavy Tank Battalion).

Finally, almost the entire frontline strength of the *Luftwaffe* (air force) in the West of about 300 fighters was allocated to Model, along with training detachments from the nearby depots in northern Germany. The pieces were in motion, but the Germans needed to buy some time to get them into play.

## BUYING TIME

At Zon, three 8.8cm Flak 36 heavy anti-aircraft guns emplaced around the Zon bridge inflicted casualties on the US 101<sup>st</sup> Airborne and held them up long enough for the bridge to be blown. Further north, as units of the US 82<sup>nd</sup> Airborne moved to take bridges over the Maas-Waal Canal they were held up by small units of Germans who managed to blow most of the bridges.

A company of men from the 82<sup>nd</sup> also set out to capture the bridges at Nijmegen, but were turned back by scratch units from *Kampfgruppe Henke* and the timely arrival of Graebner's *9. SS-Panzer Aufklarungs Abteilung* from Arnhem. Further north to the west of Arnhem, the British airborne were being met with stiff resistance from a wide range of German units. Delays caused by the quick reaction of the German forces were already putting the Allied plan under pressure.

## II. SS-PANZERKORPS IN ARNHEM

The greatest mobile force available to Model was the two divisions of the 2<sup>nd</sup> SS-Panzer Corps. *Obergruppenführer* (Lieutenant General) Willi Bittrich was the commander of the corps. He was a respected and highly intelligent *Waffen-SS* general and when Model arrived at his headquarters on

Sunday afternoon Bittrich already had a firm grasp of the situation at hand.

As well as the 2<sup>nd</sup> SS-Panzer Corps, there were three other fairly strong infantry battalions in or near Arnhem. The infantry battalions were Colonel Lippert's training battalion of *SS-Unteroffizier* (SS-Sergeant) cadets and two SS depot battalions commanded by Majors Krafft and Eberwein. Of these, Sepp Krafft's battalion was the closest to the British landings and his quick response on the first day seriously undermined the success of the British division's mission—only the 2<sup>nd</sup> Parachute Battalion, under Lieutenant Colonel John Frost, made it through the cordon to reach their intended objective.

Bittrich had very quickly recognised the plan to capture the bridges and drive an armoured spearhead through Arnhem. The 9<sup>th</sup> and 10<sup>th</sup> SS-Panzer Divisions were split into battle groups and sent towards the British landings at Oosterbeek and the American landings near Nijmegen.

The chief battlegroup from the 9<sup>th</sup> SS-Panzer Division was *SS-Kampfgruppe Spindler* under *SS-Obersturmbannführer* (SS-Lieutenant Colonel) Ludwig Spindler. They were tasked with securing the bridge at Arnhem, blocking the assault of the British airborne and then counterattacking the landing zones themselves. The reconnaissance battalion of the 9<sup>th</sup> had already been sent to secure the road to Nijmegen under the command of Viktor Graebner. Meanwhile, the 10<sup>th</sup> SS-Panzer rushed to Nijmegen in order to defend the bridge.

## HELL'S HIGHWAY

On September 18 the whole operation was still in the balance. The three Allied airborne divisions had landed successfully, captured most of their objectives, and were preparing for reinforcements to be dropped. Thanks to *Kampfgruppe Walther*, the British 30 Corps had fallen behind schedule, and needed to hurry through Eindhoven to make up time.

In response, the Germans had quickly organised a collection of units from the *Heer* (Army), *Waffen-SS* (Nazi Party Troops), *Kriegsmarine* (Navy), and *Luftwaffe* (Air Force) to contain and counterattack the Allies. The 101<sup>st</sup> Airborne came under heavy attack at the Best highway bridge by the German





59<sup>th</sup> Infantry Division, supported by tanks and artillery. The German counterattack was only repulsed when bombing and strafing from American P-47 aircraft turned the tide.

## GROESBEEK HEIGHTS

The Germans facing the 82<sup>nd</sup> Airborne further north were also quick to counterattack on 18 September. After repulsing the attack on Nijmegen during a night of bitter fighting, an attack was planned to recapture the glider landing zone of the 82<sup>nd</sup> Airborne. A strong attack developed from the direction of Wyler commanded by *Generalleutnant* Gerd von Scherbening. Made up of rear-echelon, security, and training units from across the border in Germany, it included *Fallschirmjäger* infantry and artillery from the rebuilding 3. *Fallschirmjägerdivision*, a marine cadet company, five StuG G assault guns from the 12. *Fallschirmsturmgeschutz* (12<sup>th</sup> Parachute Assault Gun Brigade) as well as a collection of half-tracks, anti-aircraft guns, and recon cars.

The German attack was on the verge of success before the arrival of US reinforcements came down from Nijmegen. Although their arrival spelt the end of the attack on the Groesbeek Heights, it drew a large amount of US troops away from one of Market Garden's most critical objectives: the Nijmegen bridges.

## ARNHEM

More success was had in Arnhem. Although Frost's 2<sup>nd</sup> Parachute Battalion had set up a perimeter blocking the bridge, they in turn had been cut off from the rest of the British 1<sup>st</sup> Airborne Division by *SS-Kampfgruppe Spindler*. Returning from Nijmegen, Graebner's 9<sup>th</sup> SS-Panzer Aufklärungs Battalion attempted to rush the defenders of the bridge but was badly mauled when they were ambushed on the far side of the river.

By the end of the second day of Operation Market Garden, it was becoming painfully clear that the German forces were not just shattered remnants, but a mix of well-motivated

troops who had been quickly and efficiently deployed to contain and counterattack the landings.

## THE TIDE TURNS

For the Germans, 19 September was of vital importance. The British 1<sup>st</sup> Airborne Division was under serious pressure, but retained a foothold over the Rhine. After being halted at Zon, the ground advance restarted and quickly joined up with the 82<sup>nd</sup> Airborne at Grave. However, the penetration was literally the width of one road and the Germans had ample opportunities to cut the advance. When 30 Corps finally reached Nijmegen they found the bridges strongly held and repeated attempts to capture them were repulsed by *Kampfgruppen Reinhold, Henke, and Euling*. This combined force proved impossible to dislodge by direct assault.

The first major attacks against the Allied corridor were launched by the 107. *Panzerbrigade*, minus its organic infantry. Commanded by Major Berndt-Joachim Freiherr von Maltzahn, the panzer brigade was a new type of formation created to act as a 'fire brigade'—able to move quickly from place to place to counterattack enemy advances. The force attacked from the east to cut the road between Eindhoven and Zon by capturing the Bailey bridge being assembled by the Allies at Zon. The force got within 150 yards of the bridge before being turned back. They tried repeatedly to cut the corridor and although they were repelled, they forced the 101<sup>st</sup> to commit a large number of its reserves to the battle.

Meanwhile, in Arnhem the Germans gained the initiative from the British and forced them back to Oosterbeek. *SS-Kampfgruppe Spindler* grew day by day as reserve units poured into the Arnhem area from Germany and Holland. Also arriving on 19 September was the 280<sup>th</sup> Assault Gun Brigade, adding significant armoured support to the German counter attacks. By 20 September the 1<sup>st</sup> Airborne Division was pushed into a small perimeter in western Oosterbeek.

Having successfully cut off Frost and starved him of reinforcements, the Germans went about destroying the 2<sup>nd</sup>







Parachute Battalion in detail. *SS-Kampfgruppe Brinkmann* and *Kampfgruppen Knaust* and *Hummel*, using artillery and direct fire from heavy tanks, systematically reduced Arnhem block-by-block, finally crushing all resistance at the bridge by the morning of 21 September.

### TIGHTENING THE NOOSE

The Germans continued to look for a way to stifle the advance of 30 Corps so that the British airborne could be defeated in detail. Every attack, whether successful or not, would contribute to this goal.

On 20 September the 107<sup>th</sup> Panzer Brigade once again attacked the corridor between Zon and Eindhoven but was beaten back. In Nijmegen the Germans had been able to hold the bridges from a direct attack, but a daring flanking movement across the Waal River managed to form a bridgehead. However, the terrain beyond Nijmegen was well-defended by the Germans, ending the Allied hopes for a quick run up to Arnhem.

Further attacks were made against the Allies at Groesbeek. A strong counterattack force had been built up to launch a three-pronged attack against Wyler, Beek, and Mook. The assault was very nearly successful in overrunning the positions of the 82<sup>nd</sup> Airborne Division and they were only halted by tenacious defence on the part of the Americans and the arrival of tanks from the British Coldstream Guards.

*Kampfgruppe Walther*, which had slowed the original breakout, was back in action on 21 September. Walther's group remained strong, with SS infantry from the 21<sup>st</sup> SS-Panzer Grenadier Regiment, assault guns from the 10<sup>th</sup> SS-Panzerjäger Abteilung and the remaining tanks and support vehicles from the 107<sup>th</sup> Panzer Brigade. Their attack was launched at Veghel, and managed to cut the road both north and south of the town for a time. In order to reopen the road,

the Allies had to commit elements of the US 101<sup>st</sup> Airborne, the British 7<sup>th</sup> Armoured Division, the 50<sup>th</sup> Division, as well as recall an armoured brigade from the Guards Armoured Division in Nijmegen.

### FINAL DEATH THROES

The final act of Market Garden was played out at Oosterbeek, where the British 1<sup>st</sup> Airborne had dug in to try and hold a bridgehead over the Rhine. Badly mauled by *Kampfgruppen Spindler* and *von Tettau* over the previous days, by 20 September they were in a dire situation. As more and more reserves arrived at Arnhem, Model and Bittrich increased the pressure on the airborne perimeter with constant bombardments and attacks. When the 1<sup>st</sup> Polish Independent Parachute Brigade landed in Driel and attempted to cross the river, they came under intense fire from German machine-guns and anti-aircraft guns. Reaching the British in Oosterbeek proved far too costly to continue, and so the withdrawal of the remainder of the 1<sup>st</sup> Airborne Division was ordered on the night of 25 September. Operation Market Garden was over.

### THE END OF THE CAMPAIGN

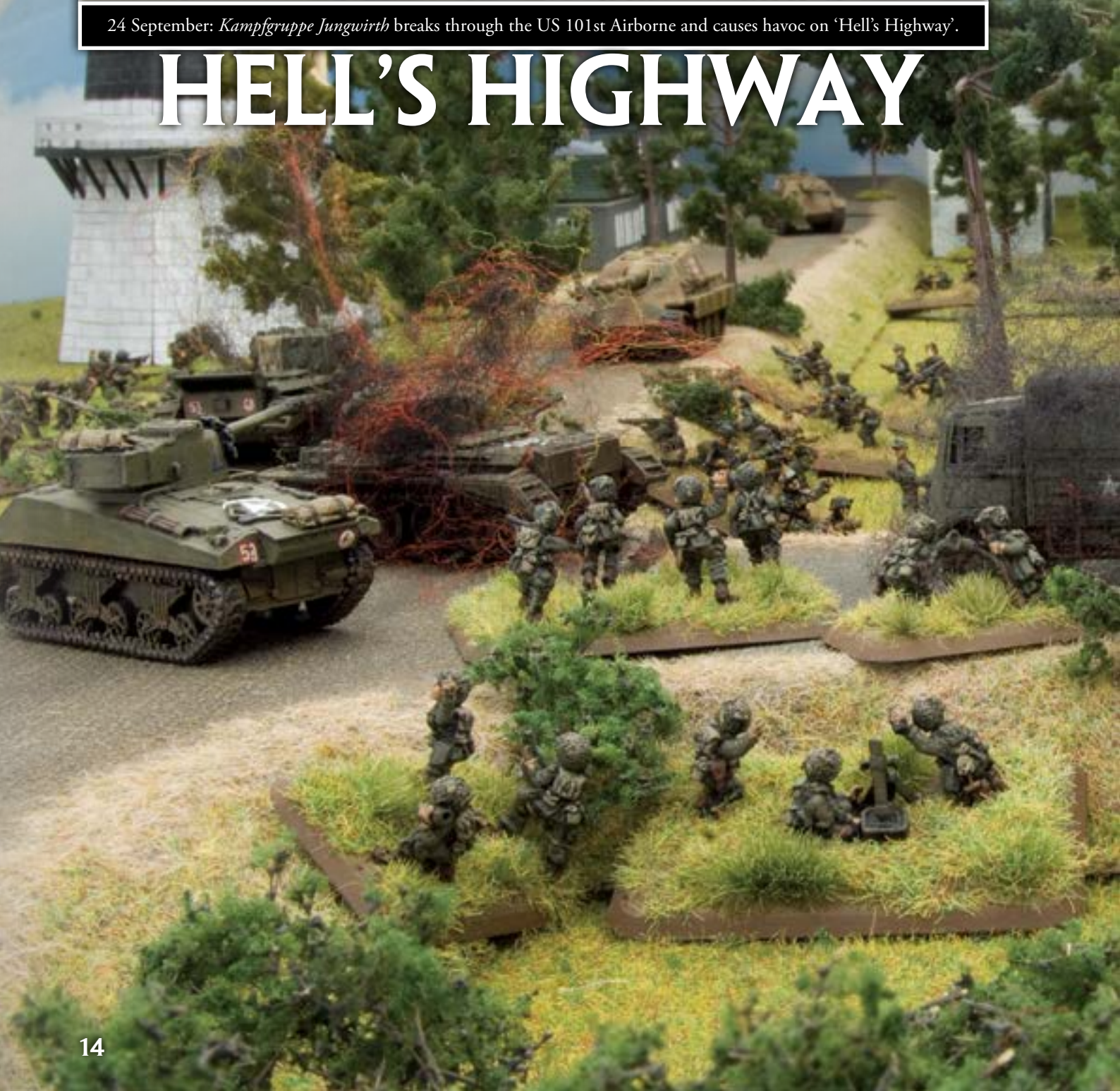
Despite being caught by surprise and forced to fight against some of the finest combat formations in the Allied army, the German defenders were able to mount a successful defence of the northern approach to Germany. Although the Allies successfully advanced almost 100 kilometres into Holland, they failed to gain the most important bridge off all: Arnhem. The most impressive aspect of the German defence was the speed with which a multitude of *Kampfgruppen* were formed and successfully led. Despite consisting of a wide variety of soldiers, many of whom had little or no experience as infantrymen, these battle groups were able to slow the Allied advance, counterattack and eventually force it back across the Rhine.





24 September: *Kampfgruppe Jungwirth* breaks through the US 101st Airborne and causes havoc on 'Hell's Highway'.

# HELL'S HIGHWAY







*Kampfgruppe Jungwirth cuts and holds 'Hell's Highway' for 40 hours, causing 30 Corps' supplies to be held up.*





# HELL'S HIGHWAY



Hell's Highway was the nickname given to Highway 69, a long two-lane road linking Eindhoven with Arnhem. It was so dubbed by the US 101<sup>st</sup> Airborne Division which found itself busy running up and down the length of it putting out the hellish amount of fires lit by the German defenders. For the Germans, cutting Hell's Highway was of utmost importance and every opportunity to sever it was taken. Even if their attacks failed, it would cost the Allies time and resources. Every minute that the Germans could distract the Allies could be used to crush the trapped British paratroopers in Oosterbeek and Arnhem.

The corridor was defended by Kurt Student's *1. Fallschirm Armee*. Despite its name, Student's parachute army actually consisted of a wide variety of *Kampfgruppen* (battle groups), remnant infantry divisions, such as the *85. Infanteriedivision*, and special armoured units such as the *559. Schwere Panzerjäger Abteilung* (559<sup>th</sup> Heavy Tank-hunter Battalion) and the *107. Panzerbrigade* (107<sup>th</sup> Panzer Brigade). However, the first to fight was *Kampfgruppe Walther*, a battlegroup consisting of *Fallschirmjäger* and *Waffen-SS* troops.

Before the British attacked on 17 September, they had been involved in a major fight to capture a crossing over the Meuse-Escaut Canal along the Belgian border. Here they encountered the full weight of *Kampfgruppe Walther* and the *Jagdpanther* heavy tank-hunters of the *599. Schwere Jagdpanther Abteilung*. After a bloody fighting withdrawal, both German units set up positions across the canal on Highway 69.

On the morning of 17 September, the Guards Armoured Division charged down Highway 69, but they ran head-long into a deadly ambush laid by Major Helmut Kerutt of the 18<sup>th</sup> Fallschirmjäger Regiment south of Valkenswaard. The resulting carnage was a harbinger of things to come.

The US paratroopers of the 101<sup>st</sup> Airborne Division quickly secured the bulk of Highway 69, but that was the easy part as the full weight of Student's army was hurled against the road in several heavily reinforced battlegroups.

On several occasions, notably at Koeving, the Germans severed the road for several critical hours, forcing the Allies to divert several divisions to blast it open once again. By this time, however, Market Garden had withered on the vine.

## HELL'S HIGHWAY DEFENDERS

In the following pages you will encounter these defenders of Hell's Highway. These include a *Fallschirmjägerkompanie* (with two variants) from *Kampfgruppe Walther*, a *Panzerkompanie* from *107. Panzerbrigade*, a *Schwere Panzerjägerkompanie* from the *559. Schwere Panzerjäger Abteilung*, and Grenadier and Pionier companies from the 59<sup>th</sup> and 85<sup>th</sup> (*Kampfgruppe Chill*) Infantry Divisions.



# German Forces of Hell's Highway

0 5 SCALE IN KILOMETRES 15 20  
0 10 SCALE IN MILES



## THE NETHERLANDS

S'HERTOGENBOSCH

559 SCHWERE  
PANZERJÄGER  
ABTEILUNG



VEGHEL

SEE PAGE 32

59 ID



SEE PAGE 37

BEST

ZON



107 PZ

HELMOND

SEE PAGE 46

EINDHOVEN

VALKENSWAARD

KG CHILL



SEE PAGE 37

KG WALTHER



SEE PAGE 18

ARNHEM

Rhine River

Waal River

Maas River

NIJMEGEN

GROESBEEK

GERMANY

KLEVE

GRAVE

### 559. SCHWERE PANZERJÄGER ABTEILUNG

The 559<sup>th</sup> Heavy Tank Hunter Battalion was armed with the deadly Jagdpanther tank hunters and StuG G assault guns. These teamed up with a *Fallschirmjäger Kampfgruppe* and successfully severed Hell's Highway at Koevinger for many critical hours.

You can find more about *559. Schwere Panzerjäger Abteilung* on page 32.

### 59. INFANTERIEDIVISION

The 59<sup>th</sup> Infantry Division was part of the 15th Army. It quickly responded to Market Garden, attacking out of s'Hertogenbosch against Hell's Highway near Best and Veghel.

You can find more about *59. Infanteriedivision* on page 37.

### 107. PANZERBRIGADE

107<sup>th</sup> Panzer Brigade was a serious threat to Hell's Highway. It consisted of the heaviest concentration of tanks south of the Rhine. Twice the brigade cut and disorganised the Allied column.

You can find more about *107. Panzerbrigade* on page 46.

### KAMPFGRUPPE WALTHER

*Kampfgruppe Walther* consists of both veteran and *ersatz* (replacement) *Fallschirmjäger*. SS troops were taken under command of the paratroopers, adding a lot of firepower to the small battlegroup.

You can find more about *Kampfgruppe Walther* on page 18.

### KAMPFGRUPPE CHILL

*Kampfgruppe Chill* was based around the 85<sup>th</sup> Infantry Division. It incorporated elements of shattered units from the Normandy fighting.

You can find more about *Kampfgruppe Chill* on page 37.

BELGIUM

GERMAN



## 6. FALLSCHIRMJÄGERREGIMENT & KAMPFGRUPPE WALTHER

The *6. Fallschirmjägerregiment* (6<sup>th</sup> Paratrooper Regiment) was formed in 1943 with veterans from Crete, North Africa and Italy at its core. The regiment was reformed in early 1944 under the command of *Oberstleutnant* (Lieutenant Colonel) Freiherr von der Heydte and sent to Normandy.

When the Allies landed on 6 June 1944, Von der Heydte's *6. Fallschirmjägerregiment* rushed to defend the vital city of Carentan, which linked the American Utah and Omaha beachheads. After a hard fight with the US 101<sup>st</sup> Airborne Division, Von der Heydte was forced to withdraw. Then, during Operation Cobra, the Allied break-out of Normandy, the paratroopers fought their way out of not one but two encirclements, before withdrawing to Belgium to receive badly needed reinforcements.

### THROWN BACK INTO THE FIGHT

While the *6. Fallschirmjägerregiment* received its fresh recruits and equipment, the Allies launched a relentless attack into Belgium. The regiment was quickly sent to the front in early September to join the *1. Fallschirmarmee* (1<sup>st</sup> Parachute Army). Despite only having a few weeks to train its new recruits, Von der Heydte's men performed exceptionally well, thanks to the regiment's able veterans.

However, the British attack at Joe's Bridge forced them to pull back across the Dutch border. They took up positions west of the bridge and joined *Kampfgruppe Walther* forming at the bridgehead.

### KAMPFGRUPPE WALTHER

*Kampfgruppe Walther* consisted of *6. Fallschirmjägerregiment*, *SS-Kampfgruppe Heinke* and a battalion detached from *18. Fallschirmjägerregiment* commanded by Major Hellmut Kerutt.

The *Fallschirmjäger* fortified themselves along the west side of the road to Valkenswaard and the *Waffen-SS* battlegroup set up their defences on the east side. Major Kerutt's battalion deployed across the road, several miles further up the road.

### DEFENDING THE CRUST

On 17 September 1944, soldiers from *Kampfgruppe Walther* looked up into the sky and saw thousands of Allied aircraft. Enemy fighter-bombers swooped in and harassed any exposed soldier, vehicle or dispatch rider they could see. For a moment, the defenders were paralysed—then came the artillery.

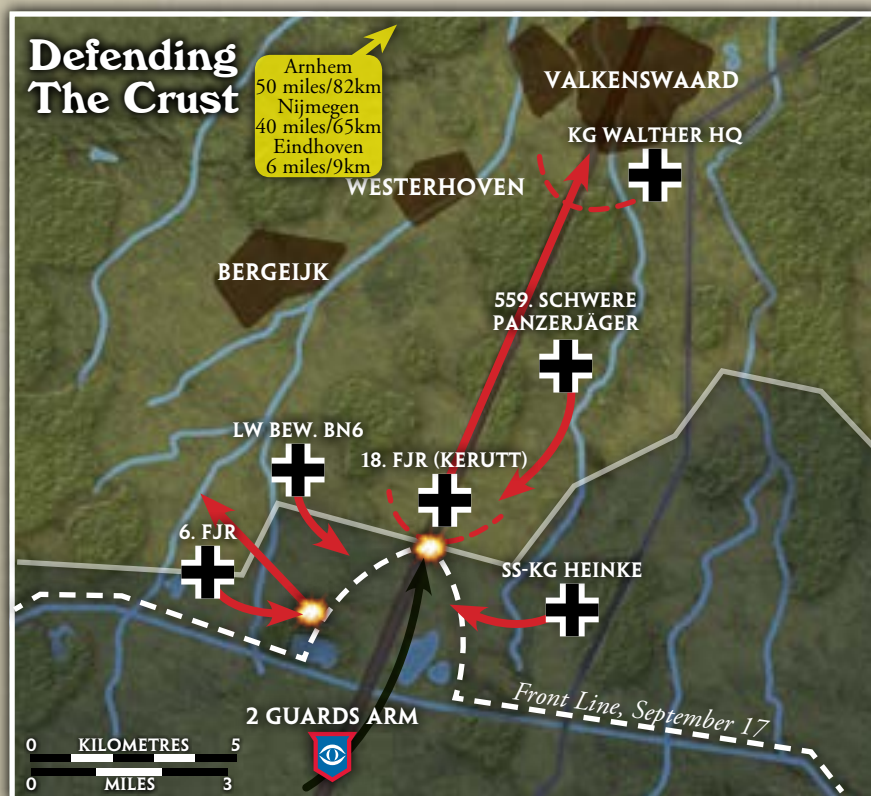
At 1400 hours the ground writhed from a bombardment that lasted for an hour and a half. But the *Fallschirmjäger* and SS soldiers held fast in their foxholes as the rolling barrage passed overhead. Then the first British tanks cut through the smoke and dust and trundled down the road toward Valkenswaard and brushed aside the initial defenders.

Major Kerutt's regiment had prepared for the armoured assault and set up a deadly ambush. He seeded the main road and important bottlenecks with small two-man Panzerfaust anti-tank launcher teams in deep well-camouflaged foxholes. With steady nerves, the *Fallschirmjäger* waited in their holes

as a dozen unaware British tanks drove past.

Suddenly, the first Panzerfaust team sprang up and unleashed hell upon the Sherman tanks merely five metres away. Then, the rest of the traps flew into action and within two minutes there were nine burning Shermans blocking the road.

Having stalled the British advance, the *Fallschirmjäger* withdrew and established a roadblock between Valkenswaard and Eindhoven. The British attack had severed the paratroopers from the rest of *Kampfgruppe Walther*. Von der Heydte was pushed west while the rest of the *Kampfgruppe* withdrew east towards Neuen where they linked up with the *107. Panzerbrigade*.





## CUTTING HELL'S HIGHWAY

At first, the German response to 30 Corps' advance up the road to Arnhem was to cut off the road at critical points. The *107. Panzerbrigade* launched the first organized attack against the Bailey bridge across the Wilhelmina Canal. When this attack failed to remove the stubborn defenders, *Generaloberst* Student shifted his tactics.

The failure at Son proved that it was difficult for the small German *Kampfgruppe* formations to launch attacks against both hardened US paratroopers and British tanks. So, instead of trying to reach the road directly, the Germans engaged the road from a distance and kept the road under constant barrage, keeping the enemy pinned down while the *Fallschirmjäger* launched limited attacks.

## VEGHEL

By 22 September, the main British column had moved past *6. Fallschirmjägerregiment* and *Kampfgruppe Walther*, leaving only the American 101<sup>st</sup> Airborne and some British support units, such as anti-aircraft and supply platoons, to defend the corridor.

*Kampfgruppe Walther* and *107. Panzerbrigade* shifted from barrage to assault and attacked the road north of Veghel. A tenacious defence by the American 506<sup>th</sup> PIR and the British 165<sup>th</sup> Heavy Anti-aircraft Regiment halted the attack, but the *6. Fallschirmjägerregiment* quickly launched another assault from the other side of the road a little further south of Veghel.

## EERDE

After the initial Guards breakthrough on the first day of Market Garden, Von der Heydte marched his men to Schijndel where the counterattack against the corridor was assembling as *Kampfgruppe Jungwirth*, commanded by Major Hans Jungwirth.

At 0900 on 24 September, *Kampfgruppe Jungwirth* launched an attack that sliced through the corridor between St. Oedenrode and Veghel near the town of Eerde. The *6. Fallschirmjägerregiment* led the assault, supported by four *Jagdpanthers* from *559. Schwere Panzerjägerabteilung*.

## KOEVERING

While the *Fallschirmjäger* tied down the American 1<sup>st</sup> Battalion (501<sup>st</sup> PIR), the *Jagdpanthers* tore onto the road, destroying tanks and supply vehicles along the way.

Jungwirth followed up Von der Heydte's success in pinning down the Americans and sent the rest of the *Kampfgruppe* toward the village of Koevering to capture the main road. The American paratroopers

successfully defended the village but Jungwirth managed to secure a large portion of the main road. As soon as the road was taken, Von der Heydte disengaged and reinforced *Kampfgruppe Jungwirth*.

The Germans dug in across the road and weathered many Allied bombardments and infantry attacks. Von der Heydte's regiment provided assistance wherever it could. 30 Corps was cut off and the majority of its tanks were too far north and the roads were too congested to bring a sizable force against the *Kampfgruppe*.

Finally, the British 50<sup>th</sup> (Northumbrian) Division arrived in Koeving amid traffic jams and hold-ups followed by the 7<sup>th</sup> Armoured Division, the Desert Rats. In the early hours of 26 September, *Kampfgruppe Jungwirth* withdrew back to Schijndel. In the end, it took 40 hours to pry Jungwirth off the road, causing a terrible hold-up of 30 Corps' advance to Arnhem.

## THE SCHELDT

After Market Garden, the *6. Fallschirmjägerregiment* moved north to face the Canadians in the Scheldt. Von der Heydte's men dug in near Bergen-Op-Zoom and resisted attacks by the Canadian 4<sup>th</sup> Armoured Brigade. However, with the fall of Walchren, the point of defending the area was lost and Von der Heydte and his paratroopers returned to Germany to prepare for Hitler's Ardennes offensive.





## OBERSTLEUTNANT FRIEDRICH FREIHERR VON DER HEYDTE



Friedrich Freiherr von der Heydte volunteered for the *Fallschirmtruppen* (paratroopers) in 1940. He saw action in Crete, Leningrad, El Alamein, Rome and Normandy, winning the Knight's Cross.

Von der Heydte was promoted to *Oberstleutnant* (Lieutenant Colonel) and given command of the *6. Fallschirmjäger-regiment*. After Normandy the regiment was transferred to Germany to receive badly needed reinforcements.

Von der Heydte had only just begun to train his new recruits when his unit was urgently sent to Belgium to help stem the British advance.

However, the paratroopers were pushed back into Holland where they joined *Kampfgruppe Walther* on the highway heading to Valkenswaard.

When Operation Market Garden was launched on 17 September, von der Heydte assumed command of the forward elements of *Kampfgruppe Walther*.

Through his own initiative, he redeployed his men into effective positions and assumed tactical command of the units on his flanks, replacing officers with his own to guarantee his orders were followed. He also collected the lightly wounded and reinforced key positions to hold the line.

After the British breakout he marched north to Schijndel and commanded the counterattack against the US 101<sup>st</sup> Airborne Division at Eerde and Koeving.

For his actions in Holland, Von der Heydte was awarded Oakleaves for his Knight's Cross.





## CHARACTERISTICS

*Oberstleutnant Friedrich Freiherr von der Heydte may join a Veteran Fallschirmjägerkompanie (page 24) or an Ersatz Fallschirmjägerkompanie (page 25) for +70 points. Oberstleutnant Freiherr von der Heydte is a Warrior and a Higher Command SMG team rated as Fearless Veteran.*

Oberstleutnant

Friedrich Freiherr von der Heydte 70 points

### OPTION

- Add up to four Panzerfaust Trap teams for +25 points per team.

### YOU ARE RELIEVED!

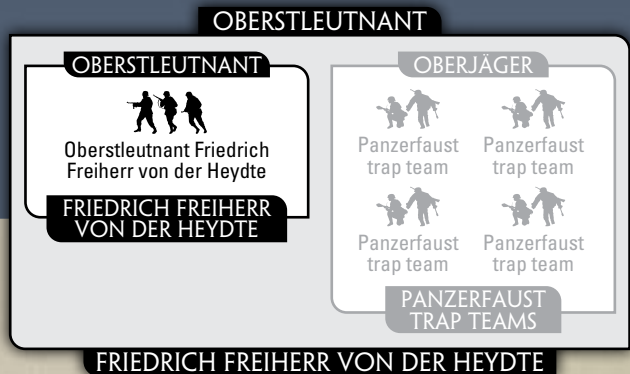
Von der Heydte relieved questionable commanders of any unit under his command, replacing them with his own Fallschirmjäger officers to ensure his orders were followed.

*Platoons from the Waffen-SS and the Heer in a force led by Von der Heydte are not considered Allied platoons.*

### NEVER SURRENDER

Von der Heydte refused to let the enemy win despite desperate circumstances. Some of his men had served with him since Crete and were confident that Von der Heydte would see them through.

*Von der Heydte, and any platoon he has currently joined, always passes Motivation Tests on a roll of 2+.*



### RALLY ONCE MORE

As the battle progressed Von der Heydte sought out lightly wounded troops inspiring them to keep fighting. He made sure that he got the most fighting spirit out of his men.

*Once per turn Von der Heydte may attempt to reform a team from his force. If an Infantry or Gun team within 6"/15cm of Von der Heydte is Destroyed, roll a die:*

- *If the result is 5+, Von der Heydte rallies the survivors of the team and it continues to fight on unharmed.*
- *Otherwise, the soldiers are too badly wounded and the team is Destroyed as normal.*

## KERUTT'S PANZERFAUST TRAPS

*Kampfgruppe Walthers* was faced with the challenge of holding back an entire British corps with its much smaller force. Major Hellmut Kerutt, commander of first battalion, 18. Fallschirmjägerregiment, came up with a brilliant solution. Kerutt covered small Panzerfaust teams in deep well-camouflaged foxholes along the main road. With nerves

of steel they waited for a dozen British tanks to pass by before leaping up and hitting the column with a savage hail of Panzerfaust rockets. Kerutt's plan cost 30 Corps precious hours in clearing the roads and made the British paranoid as they crept forward expecting to encounter another ambush!

## KERUTT'S PANZERFAUST TRAPS

Panzerfaust Trap teams are Infantry teams and are rated **Fearless Veteran**. They are armed with a Panzerfaust anti-tank launchers with Range 4"/10cm, ROF 1, Anti-tank 12, Firepower 5+, and Tank Assault 6. A Panzerfaust Trap team cannot shoot in the Shooting Step if it moved in the Movement Step.

### PANZERFAUST AMBUSH

*Panzerfaust Trap teams are never deployed at the start of the game. Instead at the start of any Movement Step, the owning player may place any of their Panzerfaust Trap teams in any terrain feature in their own deployment area or No Man's Land such that the Panzerfaust Trap team is not within 2"/5cm of any enemy team.*

*Panzerfaust Trap teams may not deploy within 8"/20cm and in Line of Sight of a Recce team that are not Bugged Down, Bailed Out, or moved At the Double.*

*If there are any friendly teams within 4"/10cm, Panzerfaust Trap teams may not fire or Launch an Assault and must immediately Break Off when assaulted.*

### WELL HIDDEN

*So long as a Panzerfaust Trap team remains where it was deployed it always counts as Concealed and in Bulletproof Cover even when it shoots. If a Panzerfaust Trap team moves for any reason, it no longer benefits from Well Hidden.*

### FANATICAL FAUST-MEN

*Panzerfaust Trap teams are Independent Teams. However, they may never Join a platoon or other Independent Teams. Also, unlike normal Independent Teams, they may Launch Assaults.*



## 3. FALLSCHIRMJÄGERDIVISION & KAMPFGRUPPE BECKER

The *3. Fallschirmjägerdivision* (3<sup>rd</sup> Paratrooper Division) was formed in October 1943 and sent to Brittany, France in February 1944 along with the rest of the *II. Fallschirm Korps* (2<sup>nd</sup> Parachute Corps). Just before the Allied invasion of France in June, the division's strength stood at over 15,000 men.

### NORMANDY

After the Allies landed on D-Day, the *3. Fallschirmjägerdivision* was sent to Normandy to face the US 29<sup>th</sup> Infantry Division. They arrived in St. Lô on 22 June 1944 and were joined by the *12. Fallschirmsturmgeschützbrigade* (12<sup>th</sup> Parachute Assault Gun Brigade). Both immediately went into action north of St. Lô, fighting the American VII Corps.

Despite a tenacious defence, the *3. Fallschirmjägerdivision* was forced to withdraw from St. Lô on 19 July, 1944. They quickly found themselves in the centre of the action when the US VII Corps launched Operation Cobra, the US breakout in Normandy, which smashed into the paratroopers' line. Unable to contain the Allied assault, the parachute division withdrew to Falaise.

### FALAISE

With the American army sweeping through northern France, the *Fallschirmjäger* found themselves trapped in the Falaise Pocket along with the rest of the German 7<sup>th</sup> Army. However, on 20 August the paratroopers escaped the pocket and fought as the rearguard for the remnants of the 7<sup>th</sup> Army as it withdrew towards Belgium.

### MONS POCKET

From 20 August to 3 September, the *3. Fallschirmjägerdivision* engaged in a fighting withdrawal for 270 miles (435km) on foot from Falaise to Mons, Belgium. However, they, along with several German divisions and the headquarters for three corps, were surrounded by the US 1<sup>st</sup> Army just outside the city in what was known as the Mons Pocket. With heroic sacrifice the hardened veterans of the *3. Fallschirmjägerdivision* fought through the pocket and opened the way for the encircled troops to escape into Germany.

The fighting was so fierce and deadly, that General Eugen Mendl, commander of the *2. Fallschirm Korps*, declared the division destroyed in the Mons Pocket. However, small elements did manage to survive and escaped to Kleve, Germany to rest and rebuild.

### MARKET GARDEN

When the *3. Fallschirmjägerdivision* arrived in Kleve they had marched over 465 miles (750km) and fought in four major battles, including Normandy, St. Lô, Falaise and Mons.

Over the course of August, the division was reduced to the strength of a regiment. Though a division on paper, the *3. Fallschirmjägerdivision* counted approximately 800 troops fit for combat. Now, with a moment's respite, the division's veteran commanders set about the process of rebuilding.

They had barely begun to receive new recruits, when suddenly the Allies struck again in Holland. The US 82<sup>nd</sup> Airborne Division had landed near Nijmegen, merely 12 miles (20km) away from where the *Fallschirmjäger* were rebuilding.







## KAMPFGRUPPE BECKER

Again, the division was called into action. Oberst Karl-Heinz Becker, commander of the *3. Fallschirmjägerdivision*, called on desk clerks, cooks and other rear echelon troops to fill out the ranks and assembled a *Kampfgruppe* including a couple of *Fallschirmjäger* battalions, some artillery, anti-tank guns, pioneers, reconnaissance and the five remaining assault guns from *12. Fallschirmsturmgeschützbrigade*.

*Kampfgruppe Becker* also had a small *FlaK* (Anti-aircraft) battlegroup attached, consisting of an 8.8cm and two 2cm anti-aircraft guns. These battlegroups gave the assault group effective air cover as well as extra firepower.

## ASSAULT AT BEEK

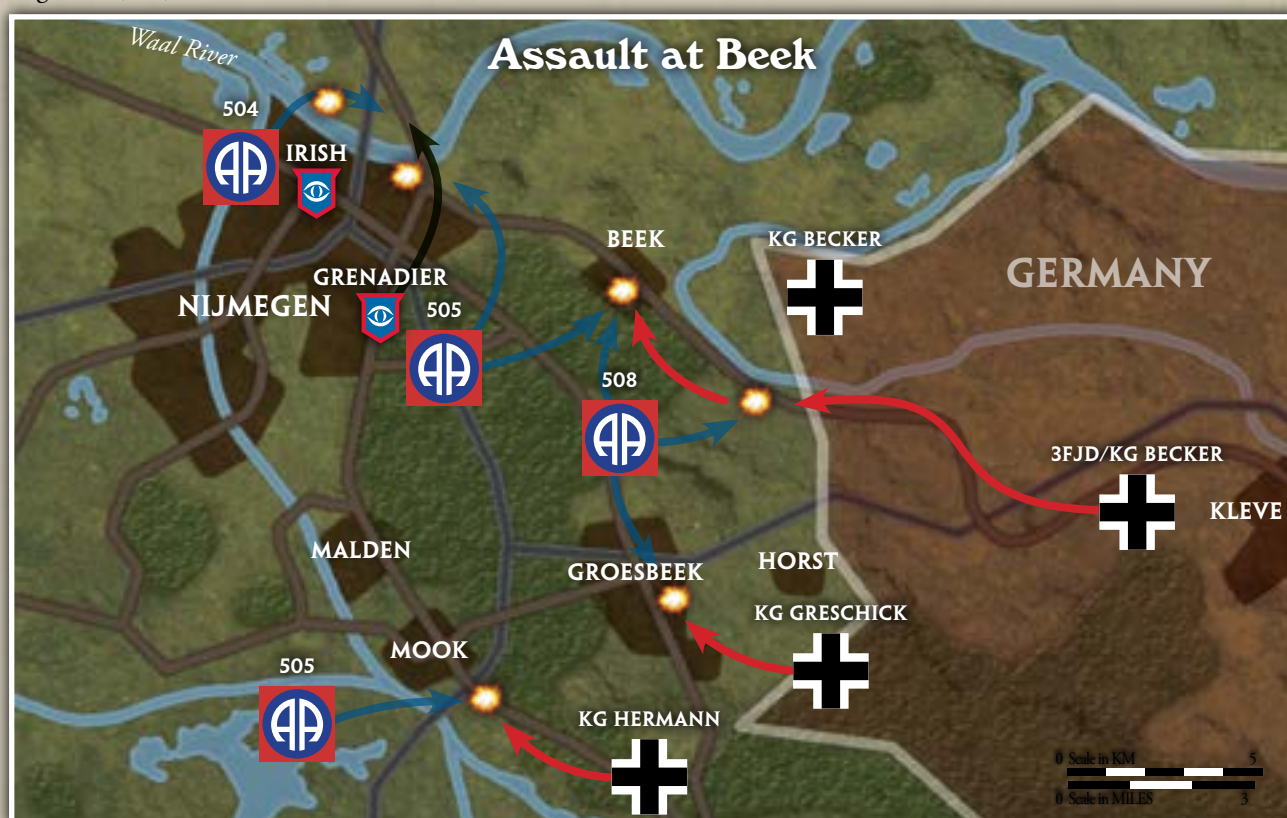
On 20 September, *Kampfgruppe Becker*, together with five armoured reconnaissance half-tracks from *Kampfgruppe von Fürstenberg*, attacked across the German border into Holland. Their objective was to cut off the American paratroopers and capture the high ground in Groesbeek Heights. The two *Kampfgruppen* made significant progress, routing out of Wyler the US paratroopers from the 508<sup>th</sup> Parachute Infantry Regiment (PIR), 82<sup>nd</sup> Airborne.

The Germans followed up with another swift attack on the small town of Beek. Armoured cars from *Kampfgruppe von Fürstenberg* sprayed the American paratroopers with 2cm cannon fire. The *Fallschirmjäger* assaulted with close artillery support and ousted the Americans from their positions. Fearing a counterattack, Becker ordered the men to dig in at Beek.

The *Fallschirmjäger* fortified the town just in time for the American counterattack the following day. Intense house-to-house fighting ensued and slowly Becker was pushed out of the village. However, *Kampfgruppe Becker* managed to tie down the 508<sup>th</sup> PIR for 48 hours and caused the American airborne division to panic and send critical reinforcements to Beek instead of Nijmegen to plug the gap.

## RETURN TO THE REICH

After Beek, *Kampfgruppe Becker*, along with a few other *Kampfgruppe* formations near Mook, continued to keep pressure on the Americans and British east of Nijmegen. They remained in the line until after the end of the month when they returned to Germany and received a well-deserved rest after nearly four months of front line combat.







# VETERAN FALLSCHIRMJÄGERKOMPANIE



PARACHUTE RIFLE COMPANY  
(INFANTRY COMPANY)


HEADQUARTERS

## HEADQUARTERS



Fallschirmjägerkompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force is from a Veteran Fallschirmjägerkompanie (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol or no symbol.

COMBAT PLATOONS

## INFANTRY



Fallschirmjäger Platoon

## INFANTRY



Fallschirmjäger Platoon

## INFANTRY



Fallschirmjäger Platoon

WEAPONS PLATOONS

## MACHINE-GUNS



Fallschirmjäger Machine-gun Platoon

## MACHINE-GUNS



Fallschirmjäger Machine-gun Platoon

## ARTILLERY



Fallschirmjäger Mortar Platoon

## ANTI-TANK



Fallschirmjäger Light Gun Platoon

REGIMENTAL SUPPORT PLATOONS

## ARTILLERY



Fallschirmjäger Heavy Mortar Platoon

## RECONNAISSANCE



Fallschirmjäger Scout Platoon

## ANTI-TANK



Fallschirmjäger Anti-tank Gun Platoon

## ANTI-AIRCRAFT



Fallschirmjäger Anti-aircraft Gun Platoon

## SUPPORT PLATOONS

### ARMOUR



Panzer Platoon (Hermann Göring)

SS-Tank-hunter Platoon

Schwere Panzerjäger Platoon

Assault Howitzer Platoon

### INFANTRY



Fallschirmpionier Platoon

SS-Panzerpionier Platoon

### INFANTRY



SS-Panzergrenadier Platoon

Grenadier Platoon

Security Platoon

### ARTILLERY



Armoured SS-Artillery Battery

### ARTILLERY



Grenadier Artillery Battery

Grenadier Heavy Artillery Battery

### ANTI-AIRCRAFT



Heavy Anti-aircraft gun Platoon



### ANTI-AIRCRAFT



Heavy Anti-aircraft gun Platoon



## ALLIED PLATOONS

Your force is from the Luftwaffe. Heer (marked  ) and Waffen-SS (marked  ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.





# ERSATZ FALLSCHIRMJÄGERKOMPANIE



TRAINING PARACHUTE RIFLE COMPANY  
(INFANTRY COMPANY)


HEADQUARTERS

## HEADQUARTERS



Fallschirmjägerkompanie  
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force is from an Ersatz Fallschirmjägerkompanie (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol or no symbol.

COMBAT PLATOONS

## INFANTRY



Fallschirmjäger Platoon

## INFANTRY



Fallschirmjäger Platoon

## INFANTRY



Fallschirmjäger Platoon

WEAPONS PLATOONS

## MACHINE-GUNS



Fallschirmjäger  
Machine-gun Platoon

## MACHINE-GUNS



Fallschirmjäger  
Machine-gun Platoon

## ARTILLERY



Fallschirmjäger  
Mortar Platoon

## ANTI-TANK



Fallschirmjäger  
Light Gun Platoon

REGIMENTAL SUPPORT PLATOONS

## ARTILLERY



Fallschirmjäger  
Heavy Mortar Platoon

## RECONNAISSANCE



Fallschirmjäger Scout  
Platoon

## ANTI-TANK



Fallschirmjäger  
Anti-tank Gun Platoon

## ANTI-AIRCRAFT



Fallschirmjäger  
Anti-aircraft Gun Platoon

## SUPPORT PLATOONS

## ARMOUR



Fallschirmjäger  
Assault Gun Platoon

Panther Platoon

Schwere Panzerjäger  
Platoon

## RECONNAISSANCE



Ersatz Panzerspäh  
Platoon

## INFANTRY



Fallschirmpionier  
Platoon

## INFANTRY



Grenadier Platoon

Ersatz Panzergrenadier  
Platoon

Security Platoon

## ARTILLERY



Fallschirmjäger  
Artillery Battery

Armoured  
SS-Artillery Battery

## ARTILLERY



Motorised  
SS-Artillery Battery

Motorised Heavy  
SS-Artillery Battery

## ANTI-AIRCRAFT





Heavy Anti-aircraft  
gun Platoon

Luftwaffe FlaK Platoon



## ALLIED PLATOONS

Your force is from the Luftwaffe. Heer (marked ) and Waffen-SS (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



## MOTIVATION AND SKILL

Experienced Fallschirmjäger, such as the 6. Fallschirmjägerregiment, have seen a lot of combat. A Veteran Fallschirmjägerkompanie is rated **Fearless Veteran**.

Training or reforming parachute units, like the 3. Fallschirmjägerdivision, still have a high esprit de corps, but most of their troops have never seen combat. An Ersatz Fallschirmjägerkompanie is rated **Fearless Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

 **VETERAN FALLSCHIRMJÄGER**



MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	<b>TRAINED</b>
<b>FEARLESS</b>	VETERAN

 **ERSATZ FALLSCHIRMJÄGER**

## HEADQUARTERS

### FALLSCHIRMJÄGERKOMPANIE HQ

#### HEADQUARTERS

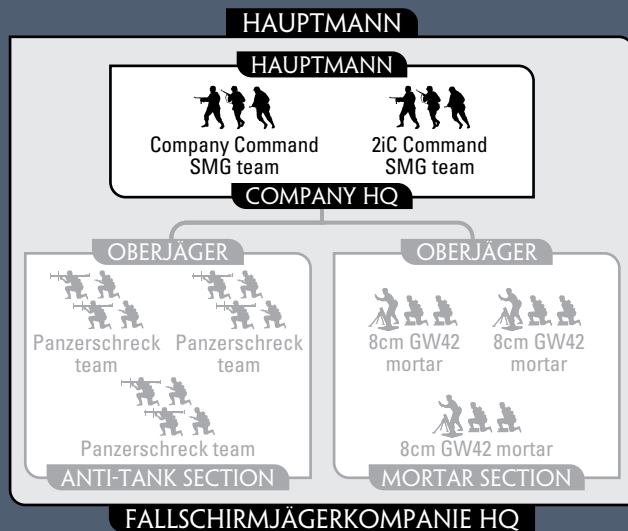
Company HQ   55 points 40 points

#### ADD:

3 Panzerschreck teams	+90 points	+75 points
2 Panzerschreck teams	+60 points	+50 points
1 Panzerschreck teams	+30 points	+25 points
3 8cm GW42 (Stummel)	+75 points	+60 points
2 8cm GW42 (Stummel)	+50 points	+40 points
1 8cm GW42 (Stummel)	+25 points	+20 points

#### OPTIONS

- Replace Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add up to three Sniper teams for +50 points per team.



## COMBAT PLATOONS

### FALLSCHIRMJÄGER PLATOON

#### PLATOON

HQ Section with:

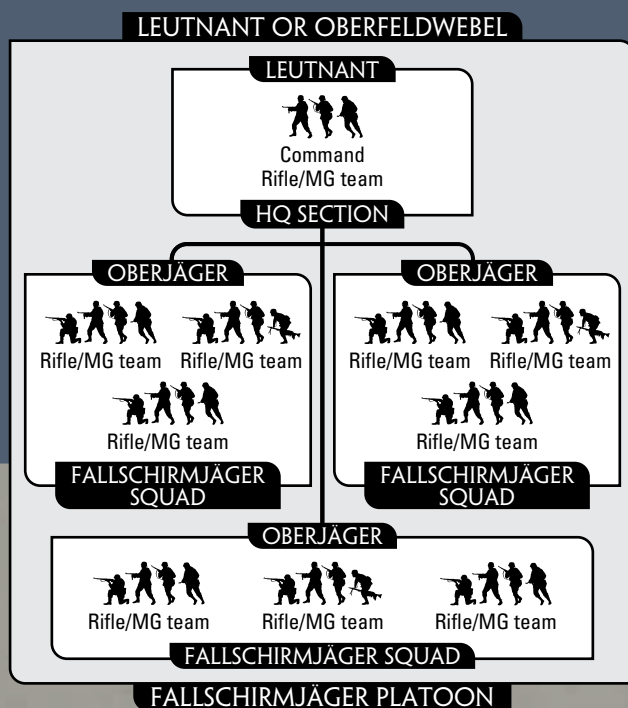
3 Fallschirmjäger Squads	265 points	205 points
2 Fallschirmjäger Squads	185 points	145 points

#### OPTION

- Replace Command Rifle/MG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining Rifle/MG teams with Panzerfaust Rifle/MG teams for +30 points per squad.

Your Fallschirmjäger have been reinforced with fresh recruits and equipment. While in Germany your regiment has received hundreds of Panzerfaust anti-tank launchers which will help against enemy tank assaults.

Fallschirmjäger platoons will deny the enemy their objectives with its firepower and strength. It is also capable of taking the offensive and sweeping the enemy aside.





## WEAPONS PLATOONS

### FALLSCHIRMJÄGER MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:



2 Machine-gun Sections	150 points	115 points
1 Machine-gun Section	80 points	60 points

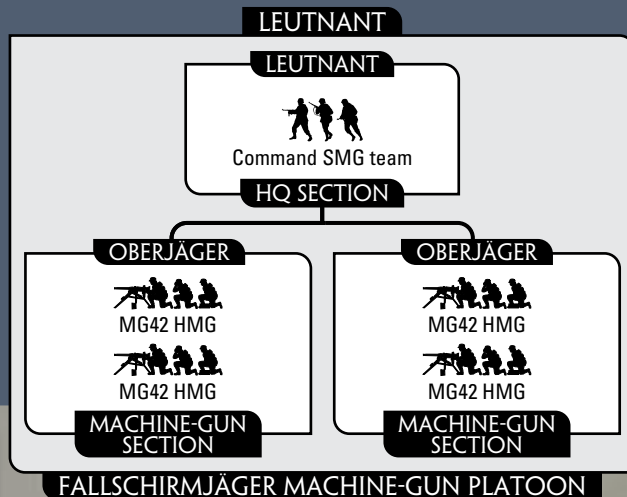
#### OPTION

- Replace Command SMG team with a Command Panzerfaust SMG team for +10 points.

*Fallschirmjäger Machine-gun Platoons may make Combat Attachments to Combat Platoons.*

The MG42 is a powerful weapon capable of firing 1200 rounds per minute at ranges up to 1000 yards.

This makes the heavy machine-gun ideal for establishing your defensive line. Deploy them together to concentrate



its fire, or attach them out to bolster your *Fallschirmjäger* platoon's firepower. Remember, they are quite effective on the offence by pinning the enemy before the final assault.

### FALLSCHIRMJÄGER MORTAR PLATOON

#### PLATOON

HQ Section with:



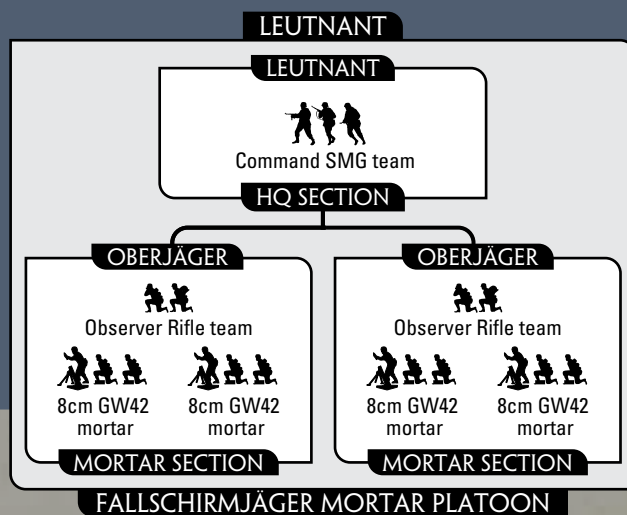
2 Mortar Sections	120 points	100 points
1 Mortar Section	65 points	55 points

#### OPTION

- Replace Command SMG team with a Command Panzerfaust SMG team for +10 points.

The *Stummelwerfer*, or 'stump' mortar, uses the same ammunition as the standard GW34 mortar but is lighter and more portable for airborne operations.

These mortars are perfect for setting up an assault with smoke and hammering enemy infantry in the open.





## FALLSCHIRMJÄGER LIGHT GUN PLATOON

### PLATOON

HQ Section with:

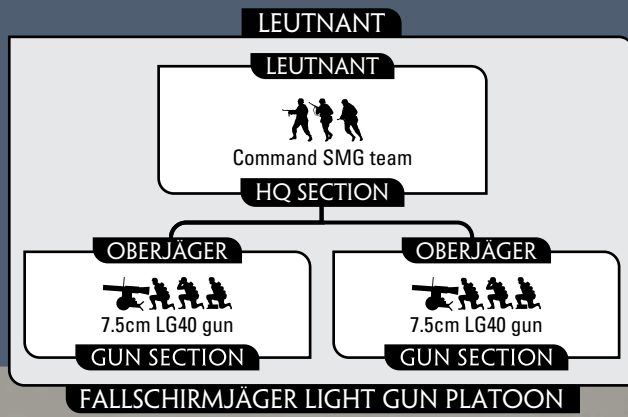


2 Gun Sections      55 points    40 points

### OPTION

- Replace Command SMG team with a Command Panzerfaust SMG team for +10 points.

The 7.5cm LG40 recoilless gun is extremely light and very versatile. It gives your company quick firepower to knock out enemy gun teams, light vehicles and tanks foolishly exposing their side armour. However, beware of its deadly back blast!



## REGIMENTAL SUPPORT PLATOONS

## FALLSCHIRMJÄGER HEAVY MORTAR PLATOON

### PLATOON

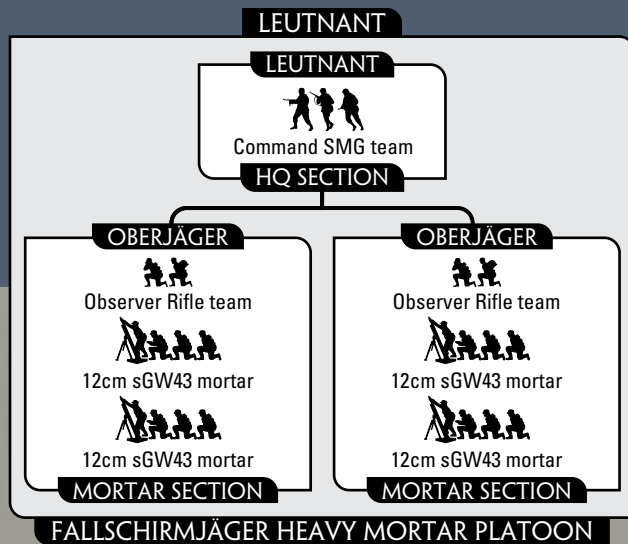
HQ Section with:



2 Mortar Sections      185 points    140 points  
1 Mortar Section      95 points    75 points

After Normandy, the regiment has replaced its old 10.5cm NbW35 heavy mortars with the 12cm sGW43 heavy mortar. This not only makes getting ammunition easier, but it increases the platoon's range and firepower.

Using heavy mortars with your medium mortars gives your troops a powerful tool to set up an assault against difficult targets. A combination of high-explosive bombardments from your heavy mortars and smoke from your medium mortars will prepare the way for your assault, pinning the enemy and giving your troops concealment.



## FALLSCHIRMJÄGER SCOUT PLATOON

### PLATOON

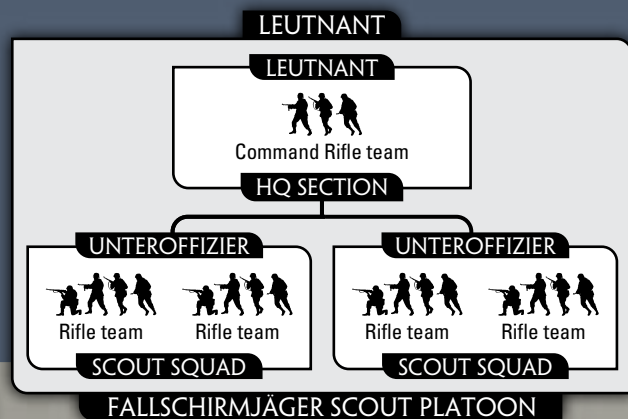
HQ Section with:

2 Scout Squads      140 points    110 points  
1 Scout Squad      85 points    65 points

### OPTION

- Replace Command Rifle team with a Command Panzerfaust SMG team for +15 points.

*A Scout Platoon is a Reconnaissance Platoon.*







## FALLSCHIRMJÄGER ANTI-TANK GUN PLATOON

### PLATOON

HQ Section with:



4 7.5cm PaK40	240 points	180 points
3 7.5cm PaK40	180 points	135 points
2 7.5cm PaK40	120 points	90 points
4 7.62cm PaK36(r)	180 points	135 points
3 7.62cm PaK36(r)	135 points	100 points
2 7.62cm PaK36(r)	90 points	65 points

The regiment has a few 7.5cm PaK40 and older 7.62cm PaK36(r) anti-tank guns available to defend the road against enemy tanks. They have proven to be very effective at knocking out any Allied tank.

### LEUTNANT

#### LEUTNANT



Command SMG team

#### HQ SECTION

#### OBERJÄGER



Anti-tank gun



Anti-tank gun

#### ANTI-TANK GUN SECTION

#### OBERJÄGER



Anti-tank gun



Anti-tank gun

#### ANTI-TANK GUN SECTION

### FALLSCHIRMJÄGER ANTI-TANK GUN PLATOON

Place your anti-tank guns in a concealed position and protect them from infantry with machine-guns. Well sighted anti-tank guns will stall the enemy's advance for hours!

## FALLSCHIRMJÄGER ANTI-AIRCRAFT GUN PLATOON

### PLATOON

HQ Section with:



3 2cm FlaK38	80 points	60 points
2 2cm FlaK38	55 points	-
3 2cm Flakvierling 38	105 points	80 points
2 2cm Flakvierling 38	70 points	55 points

The 2cm FlaK38 anti-aircraft gun has a rate of fire of up to 450 rounds per minute whereas the quadruple-barreled version fires at an impressive 1800 rounds per minute!

Whichever gun you choose, place them near your most valuable platoons to keep the enemy planes away or deploy them at critical junctions and tear up the enemy infantry when they are forced to come out into the open.

### LEUTNANT

#### LEUTNANT



Command SMG team

#### HQ SECTION

#### OBERJÄGER



Anti-aircraft gun



Anti-aircraft gun

#### ANTI-AIRCRAFT SECTION

#### OBERJÄGER



Anti-aircraft gun



Anti-aircraft gun

#### ANTI-AIRCRAFT SECTION

#### OBERJÄGER



Anti-aircraft gun



Anti-aircraft gun

#### ANTI-AIRCRAFT SECTION

### FALLSCHIRMJÄGER ANTI-AIRCRAFT GUN PLATOON



# FALLSCHIRMJÄGER SUPPORT PLATOONS

## FALLSCHIRMPIONIER PLATOON

### PLATOON

HQ Section with:



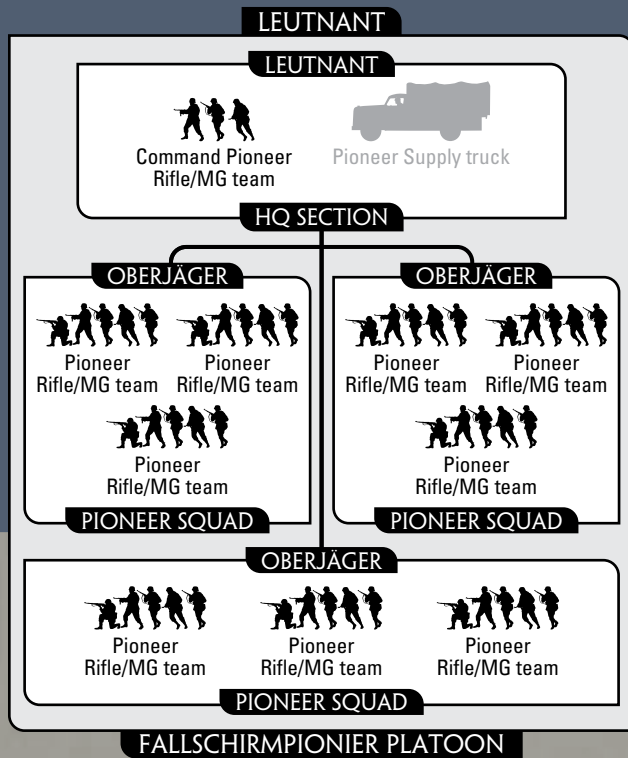
3 Pioneer Squads	345 points	265 points
2 Pioneer Squads	240 points	185 points
1 Pioneer Squad	135 points	105 points

### OPTIONS

- Replace Command Pioneer Rifle/MG team with a Command Panzerfaust Pioneer SMG team for +10 points. If you do this, you may replace all remaining Pioneer Rifle/MG teams with Panzerfaust Pioneer Rifle/MG teams for +30 points per squad.
- Add a Pioneer Supply truck for +25 points.

*You may replace up to one Pioneer Rifle/MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.*

Fallschirmpionier troops are ready to lend their supply truck to help your paratroopers dig in, or to deploy fortifications such as a minefield or barbed wire.



## FALLSCHIRMJÄGER ASSAULT GUN PLATOON

### PLATOON



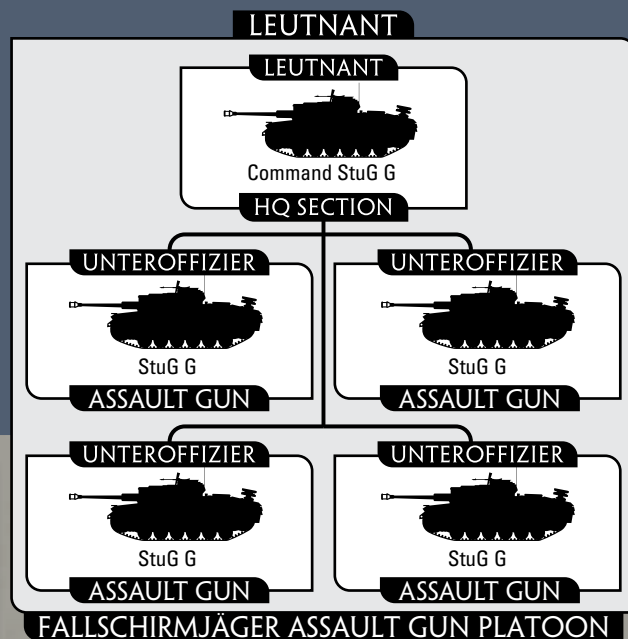
5 StuG G	-	545 points
4 StuG G	-	435 points
3 StuG G	-	325 points
2 StuG G	-	215 points

### OPTION

- Replace one StuG G assault gun with a StuH42 assault howitzer at no cost.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

*These guns are all that remain of your division's assault guns from Normandy, but the crews are battle-hardened and as such rated **Fearless Veteran**.*



### FALLSCHIRMJÄGER ASSAULT GUN PLATOON

12. Fallschirmsturmgeschutzbrigade (12<sup>th</sup> Assault Gun Brigade) has sent its five veteran assault guns to support the 3. Fallschirmjägerdivision in Holland.

These assault guns will take down enemy armour, but don't forget to utilize the StuH42 assault howitzer to dig out enemy infantry and gun teams.



## FALLSCHIRMJÄGER ARTILLERY BATTERY

### PLATOON

HQ Section and



Two Gun Sections with:

6 10.5cm leFH18 - 255 points

One Gun Section with:

3 10.5cm leFH18 - 140 points

2 10.5cm leFH18 - 100 points

Two Gun Sections with:

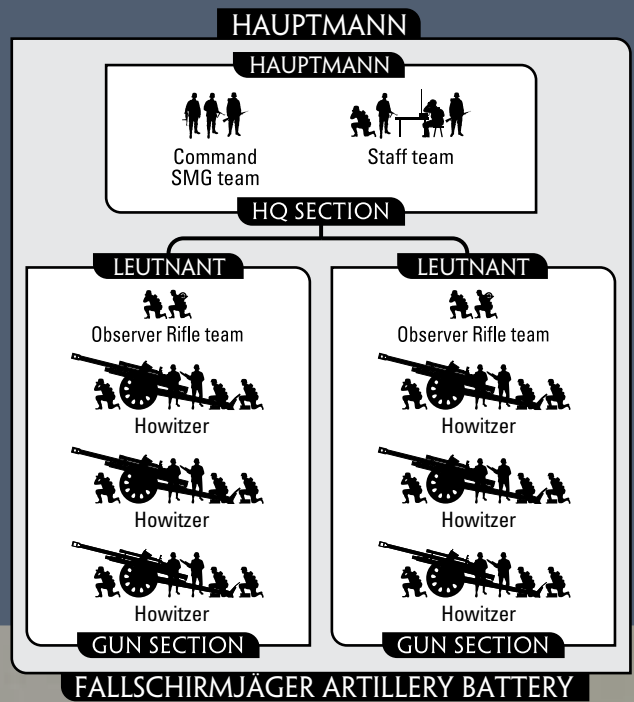
5 15cm sFH18 - 330 points

One Gun Section with:

3 15cm sFH18 - 205 points

2 15cm sFH18 - 150 points

The 3. Fallschirmartillerieregiment has been re-armed with six 10.5cm leFH18 howitzers and five 15cm sFH18 howitzers. With these new guns and replacement crews, the regiment is ready to support your company.



## LUFTWAFFE SUPPORT PLATOONS

### PANZER PLATOON (HERMANN GÖRING)

#### PLATOON



1 Panzer IV G (late) and  
1 Panzer III L 120 points -

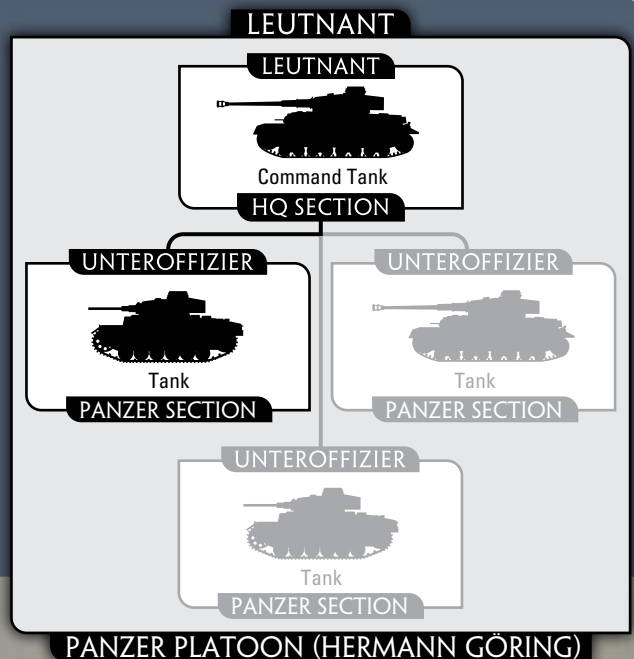
#### OPTIONS

- Add up to one Panzer IV G (late) tank for +70 points.
- Add up to one Panzer III L tank for +50 points.

#### PLATOON



4 StuG D or E 160 points -  
3 StuG D or E 120 points -  
2 StuG D or E 80 points -



MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

The crews of the Panzer Platoon (Hermann Göring) are training with old Panzer and StuG vehicles before joining their parent unit on the East Front. As such, the platoon is rated **Confident Trained**.

Several platoons from the Fallschirmjäger Ersatz und Ausbildungs Regiment 'Hermann Göring' (Parachute Replacement and Training Regiment 'Hermann Göring') are training some new Panzer crews in the area. These old tanks are still very deadly against infantry in the open.



# 559. SCHWERE PANZERJÄGERABTEILUNG

The 559. *Schwere Panzerjägerabteilung* (559<sup>th</sup> Heavy Tank-hunter Battalion) was one of the few units to be equipped with the mighty Jagdpanther tank destroyer, which combined the mobility of the Panther chassis, the well-sloped armour, and the deadly 8.8cm PaK43 gun. Fortunately for the Allies, only around 400 of these vehicles were ever completed, and most arrived too late to have an impact on the outcome of the war. Before the Ardennes offensive, only the 559. and 654. *Schwere Panzerjägerabteilung* employed these beasts against the Western Allies.

## EARLY OPERATIONS

Originally raised as 559. *Panzerabwehr-Abteilung* (559<sup>th</sup> Anti-tank Battalion) in August 1939, the unit was organized into three companies armed with twelve 3.7cm PaK36 anti-tank gunseach. The unit was re-designated 559. *Panzerjägerabteilung* in April 1940 and upgraded to self-propelled 4.7cm anti-tank guns (likely the Panzerjäger I) and participated in Operation Barbarossa as a part of *LVI Panzerkorps* (56<sup>th</sup> Tank Corps) and *VII Korps* (7<sup>th</sup> Corps).

While initially a reasonably successful tank destroyer, the increasing numbers of heavily armoured Soviet T-34 and KV tanks rendered the tank destroyers obsolete. The unit was upgraded again with Marder III self-propelled guns armed with 7.62cm PaK36(r) guns in May 1942. The unit continued to fight on the Eastern Front through 1942 and 1943 taking part in Operation Citadel.

## REST AND REFIT

By 1944, the unit was in need of re-organization and refit and was pulled out of the line and shipped to the *Panzertruppenschule* (armoured troops school) at Mielau to receive some new equipment.

Unlike the 654. *Schwere Panzerjägerabteilung*, which received a full complement of Jagdpanther tank destroyers, the 559<sup>th</sup> initially received the more typical allotment of one company's worth of the coveted vehicle for its first company, and Sturmgeschütz III (StuG G) assault guns for

the remainder. By the end of August, the unit had received eighteen Jagdpanther and 28 StuG G.

Major Erich Sattler led the battalion which was organized into three companies. Each company had three platoons of four vehicles each. The battalion was also provided with four Wirbelwind anti-aircraft tanks to protect the armour from Allied fighter-bombers.

## BELGIUM

As a result of the collapse of Army Group B on the Western Front during the summer of 1944, Hitler took a personal hand in reversing the rout and recalled *Generalfeldmarschall* Gerd von Rundstedt from retirement. Rundstedt immediately began to reinforce the German lines, which were already starting to form a 'crust' ahead of the slowing Allied advance. Among the first units to arrive in theatre was the newly re-equipped 559. *Schwere Panzerjägerabteilung*, which arrived with orders to help defend the Albert Canal in Belgium where the *Wehrmacht* hoped to make a stand against the Allied advance. The battalion immediately launched several counterattacks in the vicinity of Merksem in conjunction with the 743<sup>rd</sup> Grenadier Regiment, which eliminated most British activity on the north side of the canal.

On 8 September, the battalion moved to oppose another British bridgehead at Beringen, Belgium across the Escaut Canal. The 559<sup>th</sup> along with the 17<sup>th</sup> and 18<sup>th</sup> SS-Artillery Training and Replacements Regiments and *Fallschirmjägerdivision 'Erdmann'* were ordered to destroy the enemy bridgehead. However the British are able to push tanks into the breach faster than the Germans, and after a tough fight, the unit lost eight Jagdpanthers, 15 Sturmgeschütz III, and their commanding officer Major Erich Sattler who was wounded on 8 September.

On 10 September, the British secured a small bridgehead and the 559<sup>th</sup> withdrew to Geel, where the situation was not much better. The British continued to pour tanks into Geel and pressed the battalion's flanks. On 11 September, the battalion was reinforced by elements of 6. *Fallschirmjägerregiment*, and







together the 559<sup>th</sup> and the paratroopers fought the British to a standstill. By the end of the 12 September, the battalion was down to three operational Jagdpanther and twelve operational Sturmgeschütz assault guns. However, their actions and those of the neighbouring German infantry units slowed the Allied advance to the Belgian border.

Over the next several days, the 559<sup>th</sup> continued to fight defensive battles and launch counterattacks to keep the British bottled up at Joe's Bridge, 30 Corps' only crossing point along the Meuse-Escaut Canal.

## MARKET GARDEN

By the time the Allies unleashed operation Market Garden on 17 September 1944, the 559<sup>th</sup> was in reserve as one of the precious few armoured units available to Student's 1<sup>st</sup> Parachute Army. When the Allies landed the 559<sup>th</sup> supported the initial operations to disrupt Highway 69, sending StuG G assault guns and Jagpanthers to assist the infantry in harrasing the enemy along the corridor.

## EERDE

The battalion's largest battle during Market Garden was at Eerde on 24 September. Like other German operations, this one was aimed at severing Highway 69. The attack involved two major pushes, one by the 59<sup>th</sup> Infantry against Vehgel and a second one by Kampfgruppe Chill (the 85<sup>th</sup> Infantry Division) against Eerde.

Led by the 6. Fallschirmjägerregiment, the attack struck the 501<sup>st</sup> Parachute Infantry Regiment of the 101<sup>st</sup> Airborne Division. The German paratroopers were backed by the 559<sup>th</sup>, with its last remaining four Jagdpanthers, and the full weight of Kampfgruppe Chill's artillery.

The Germans hit the sole US battalion defending the line north of Eerde and the bloody battle quickly absorbed the rest of the 501<sup>st</sup> as well as a squadron of British tanks. For its size, the German force was drawing a very large number of troops from Highway 69.

The Jagdpanthers tore through the British Shermans and their squadron commander pulled out, leaving the US paratroopers to fend for themselves. Only a bold counterattack by the paratroopers halted and then turned back the Germans in spite of heavy casualties.

## KOEVERING

However, the Germans launched another strike only hours after the one at Eerde, which severed the road at Koevering. Kampfgruppe Jungwirth (about 200 paratroopers) and three Jagdpanthers of the 559<sup>th</sup> struck an undefended part of the road at 1630 hours and dug in. The Jagdpanthers went on a shooting spree, destroying many trucks and supply vehicles. The Germans held the road for 40 hours before the Allies were able to pry them off.

This action proved to be a fatal blow to Market Garden. Not only had the Germans cut the corridor for nearly two days, those trucks destroyed at Koevering contained all of the assault boats destined for the Polish paratroopers in Driel to help cross the Rhine and reinforce the trapped 1<sup>st</sup> Airborne Division in Oosterbeek. Without these supplies, there was no option for the British paratroopers but to withdraw officially ending Operation Market Garden.

## WACHT AM RHEIN

The battalion was rebuilt in time for Hitler's *Wacht am Rhein* offensive in December 1944. The 559<sup>th</sup> had a total of 21 Sturmgeschütz and Jagdpanthers as of early December, and was attached to Panzer Lehr Division. To round out the battalion it was assigned an additional 18 Panzer IV/70(V) tank-hunters and received a further six Jagdpanthers in January 1945.

After the Ardennes battles, the 559. Schwere Panzerjägerabteilung was detached from Panzer Lehr and transferred to XIII SS-Korps (13<sup>th</sup> SS-Corps). By April 1945 it had received an additional 24 Jagdpanther tank destroyers for the final defence of Germany.



# SCHWERE PANZERJÄGERKOMPANIE

HEAVY TANK-HUNTER COMPANY  
(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Schwere Panzerjägerkompanie HQ

35

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Fallschirmjäger Support Platoons in your force must be either all Veteran Fallschirmjäger (marked ) or all Ersatz Fallschirmjäger (marked ) , but not both.

COMBAT PLATOONS

## ARMOUR



Schwere Panzerjäger Platoon

35

## ARMOUR



Schwere Panzerjäger Platoon

35

## ARMOUR



Schwere Panzerjäger Platoon

35

WEAPONS PLATOONS

## ANTI-AIRCRAFT



Panzerjäger Anti-aircraft Gun Platoon

26

## SUPPORT PLATOONS

### INFANTRY



Fallschirmjäger Platoon

 26

Grenadier Platoon

39

Security Platoon

135

### INFANTRY



Fallschirmjäger Platoon

 26

Grenadier Platoon

39

### ARTILLERY



Fallschirmjäger Mortar Platoon

 21

Grenadier Mortar Platoon

40

### ARTILLERY



Grenadier Artillery Battery

43

### ARTILLERY



Grenadier Heavy Artillery Battery

43

### ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon


 140

Luftwaffe FlaK Platoon

 141



## ALLIED PLATOONS

Your force is from the Heer. Luftwaffe platoons (marked ) in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.





## MOTIVATION AND SKILL

The 559. Schwere Panzerjäger Abteilung is well-trained with extensive combat experience on the Eastern Front. They have been re-equipped with Jagdpanther tank-hunters and StuG G assault guns and fought an effective fighting withdraw through Belgium and back to the Dutch border.

A Schwere Panzerjägerkompanie is rated **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

 **SCHWERE PANZERJÄGERKOMPANIE**

## HEADQUARTERS

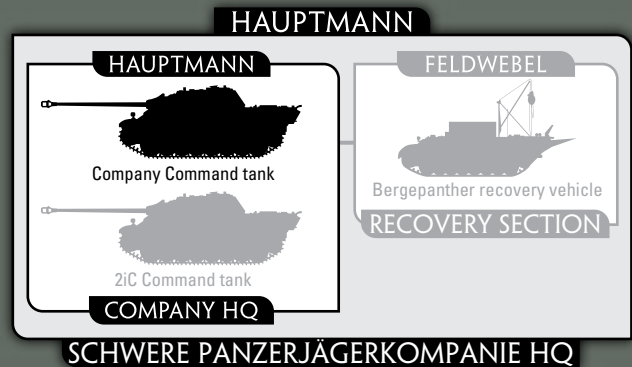
### SCHWERE PANZERJÄGERKOMPANIE HQ

#### HEADQUARTERS

2 Jagdpanther	470 points
1 Jagdpanther	235 points
2 StuG G	190 points
1 StuG G	95 points

#### OPTION

- Add a Bergepanther recovery vehicle for +15 points.

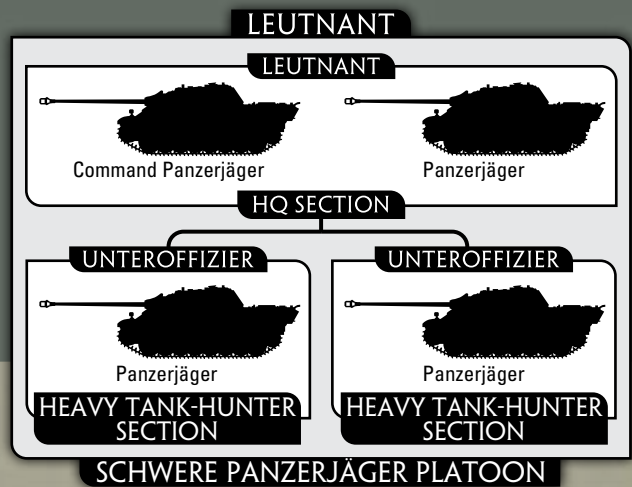


## COMBAT PLATOONS

### SCHWERE PANZERJÄGER PLATOON

4 Jagdpanther	940 points
3 Jagdpanther	705 points
2 Jagdpanther	470 points
1 Jagdpanther	235 points
4 StuG G	380 points
3 StuG G	285 points

You must field at least one Schwere Panzerjäger Platoon equipped with the same model of tank as the Company HQ.







## WEAPONS PLATOONS

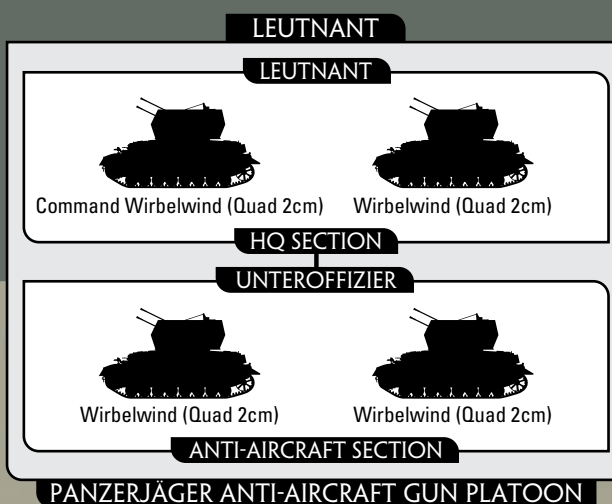
### PANZERJÄGER ANTI-AIRCRAFT GUN PLATOON

#### PLATOON



4 Wirbelwind (Quad 2cm)	220 points
3 Wirbelwind (Quad 2cm)	165 points
2 Wirbelwind (Quad 2cm)	110 points

To protect the tank-hunters from marauding Allied fighter-bombers the battalion was provided with four Wirbelwind anti-aircraft tanks. The Wirbelwind was armed with the excellent 2cm FlaK38 (V) Quad anti-aircraft cannon, a rapid firing automatic weapon able to put a wall of lead in front of any attacking aircraft.







# KAMPFGRUPPE CHILL

THE 85. INFANTERIEDIVISION IN HOLLAND



The 85<sup>th</sup> Infantry Division was formed in February 1944 from the remnants of several disbanded units. *Generalleutnant* Kurt Chill, an Eastern Front veteran, commanded the new unit. The division was assigned to the Fifteenth Army, defending northern France against the expected Allied invasion. In August it was transferred to Normandy where it played a critical part in the withdrawal.

The division was shattered, like almost every other formation in the German units after Normandy. During the retreat to Belgium, Chill kept his men together and incorporated the remains of the 84<sup>th</sup> and 89<sup>th</sup> Infantry Divisions into his command. The division then was ordered back to Germany to be reconstituted.

Things changed when General Chill came to the Albert Canal, in northern Belgium, on 4 September. Acting on his own initiative, Chill saw that this natural barrier was a good place for a blocking line against the continued advance of the British forces. Chill deployed his men along the north side of the canal and collected thousands of retreating soldiers, from all branches of the military, to defend this vital line of defence. General Student, commanding the entire front, called Chill's efforts "miraculous" as *Kampfgruppe Chill* grew. The rest of the Fifteenth Army was able to retreat to safety, stop and begin to reform.

When the British army resumed its advance on 7 September they discovered that the Germans were no longer in full retreat. The British 30 Corps had to fight hard for the first time in a long time to secure its precious few crossing points over the Meuse-Escaut Canals.

On 17 September, 30 Corps advanced up Highway 69. Chill's 85<sup>th</sup> Infantry Division was deployed north of this highway. The grenadiers of the 85<sup>th</sup> and the paratroopers of the *6. Fallschirmjaegerregiment* (6FJR) on Chill's left flank fought together to stymie the smooth advance of the British. The 85<sup>th</sup> supported both the 6FJR and the 59<sup>th</sup> Infantry Division as they made a direct, successful attack against the highway.

Chill's soldiers fought well, giving ground only grudgingly. Their commander was active throughout the entire area of combat, providing leadership and keeping other formations in the fight. Working closely with the other units against the British and Americans the 85<sup>th</sup> Infantry Division withstood determined, well-supplied attacks. The division was intact at the end of Operation Market Garden. The unit would move on to fight in the Scheldt battles and then move into Germany, where it surrendered in the last days of the war.



# 59. INFANTERIEDIVISION

HARASSING THE ALLIED ADVANCE ALONG HIGHWAY 69



The German 59<sup>th</sup> Infantry Division was commanded by *Generalleutnant* Walter Poppe. By 17 September, it consisted of only about 1,000 infantry, a few pioneers, a field replacement battalion of barely trained young soldiers, eighteen anti-tank guns, and about thirty 10.5cm and 15cm howitzers. All of its heavy stores and ammunition had been left behind in the retreat due to the lack of transport.

At the start of Operation Market Garden the 59<sup>th</sup> Infantry Division was immediately directed to the area near Boxtel and Tilburg and ordered to attack the American paratroopers at Son via Best. The attacks started on the morning of 18 September. Their initial attacks had little impact on the positions held by the tough American paratroopers. However, the morale of the Germans rose as more troops joined the attack. Fortunes turned, though, when 30 Corps arrived to bolster the US paratroopers.

American paratroopers and British armour counterattacked at Best. By nightfall of 18 September, the 59<sup>th</sup> was beaten and pushed back from its attack toward Son. However, their efforts had tied down Allied troops in some bloody fighting.

After some rest and reinforcements, the division was ordered to attack the main allied corridor, at Veghel, from the west,

on 22 September. The attack was a pincer attack with the 59<sup>th</sup> attacking from the west matched from the east by the *107. Panzerbrigade*. The 59<sup>th</sup> Division's element, commanded by Major Huber, was supported by four Jagdpanthers from the *559. Schwere Panzerjagerabteilung*.

Huber attacked through Eerde towards Veghel, but was blocked by Americans holding one of the towns along his line of advance. By 1400 hours, Huber's assault troops were firing directly on the mass of British vehicles lining the main highway when the Allies hit them with a powerful armoured counterattack. Huber's force retreated back a little ways from the highway, but kept the road under artillery bombardment for the rest of the day.

Later, Huber's force joined another ad hoc force, *Kampfgruppe Jungwirth* and succeeded in cutting the main highway through the night of 25 September, blocking the British main axis of advance for almost two days.

Despite constant organisational problems, General Poppe's division had done its part in defeating Operation Market Garden.



# GRENADIERKOMPANIE

GRENADIER COMPANY  
(INFANTRY COMPANY)

HEADQUARTERS



## HEADQUARTERS



Grenadierkompanie HQ

38

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be either from the 85. Infanteriedivision (marked ) or the 59. Infanteriedivision (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol or no symbol.

## SUPPORT PLATOONS

COMBAT PLATOONS

### INFANTRY



Grenadier Platoon

38

### INFANTRY



Grenadier Platoon

38

### INFANTRY



Grenadier Platoon

38

WEAPONS PLATOONS

### MACHINE-GUNS



Grenadier Machine-gun Platoon

40

### MACHINE-GUNS



Grenadier Machine-gun Platoon

40

### ARTILLERY



Grenadier Mortar Platoon

40

REGIMENTAL SUPPORT PLATOONS

### ARTILLERY



Grenadier Infantry Gun Platoon

41

### ANTI-TANK



Grenadier Anti-tank Gun Platoon

41

### RECONNAISSANCE



Grenadier Scout Platoon

41

### ARMOUR



Schwere Panzerjäger Platoon

35

Panther Platoon

49

SS-Tank-hunter Platoon



136

### INFANTRY



Pionier Platoon

45

### INFANTRY



Fallschirmjäger Platoon



26

SS-Panzergrenadier Platoon



113

Security Platoon

135

### ANTI-TANK



Divisional Anti-tank Gun Platoon

42

### ARTILLERY



Grenadier Artillery Battery

43

### ARTILLERY



Grenadier Heavy Artillery Battery

43

### ANTI-AIRCRAFT



Divisional Anti-aircraft Gun Platoon

42

### ANTI-AIRCRAFT



Heavy Anti-aircraft gun Platoon

140



Luftwaffe FlaK Platoon



141



## ALLIED PLATOONS

Your force is from the Heer. Luftwaffe (marked ) and Waffen-SS (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



## MOTIVATION AND SKILL

The 85<sup>th</sup> saw action in Normandy. A Grenadierkompanie from the 85. Infanteriedivision is rated **Confident Veteran**.

The 59<sup>th</sup> was a fresh infantry division. A Grenadierkompanie from the 59. Infanteriedivision is rated **Confident Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

85. INFANTERIEDIVISION

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

59. INFANTERIEDIVISION

## HEADQUARTERS

### GRENADIERKOMPANIE HQ

#### HEADQUARTERS

Company HQ 45 points 35 points

#### ADD:

3 Panzerschreck teams +75 points +60 points

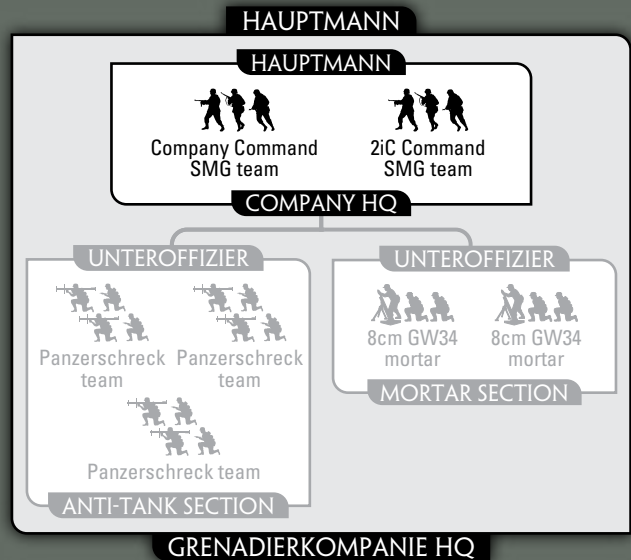
2 Panzerschreck teams +50 points +40 points

1 Panzerschreck team +25 points +20 points

2 8cm GW34 +55 points +40 points

#### OPTIONS

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add up to three Sniper teams for +50 points per team.



## COMBAT PLATOONS

### GRENADIER PLATOON

#### PLATOON

#### HQ Section with:

3 Grenadier Squads 155 points 120 points

2 Grenadier Squads 110 points 85 points

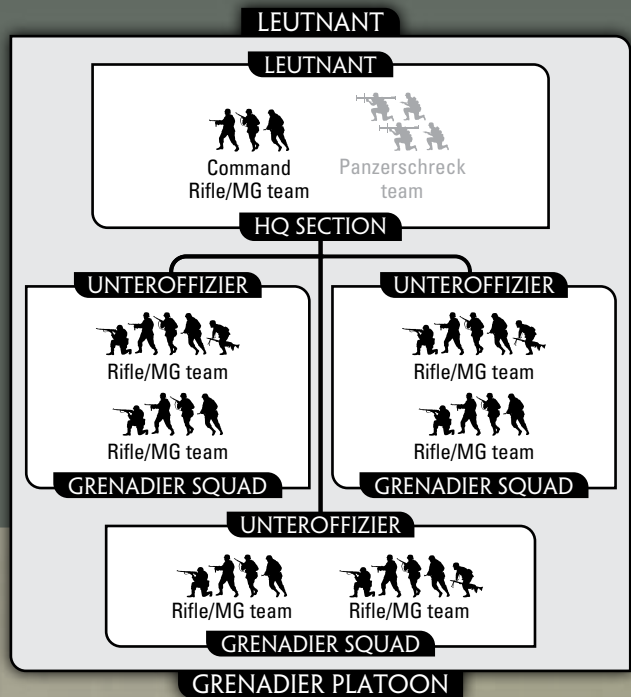
#### ADD:

1 Panzerschreck team +25 points +20 points

#### OPTION

- Replace Command Rifle/MG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining Rifle/MG teams with Panzerfaust Rifle/MG teams for +20 points per squad.

*If your Grenadierkompanie has three Grenadier Platoons, you may upgrade the smallest Grenadier Platoon to a Grenadier Pioneer Platoon for +15 points per squad. This converts the Command team and every Rifle/MG team into Pioneer teams with the same armament. The Grenadier Pioneer Platoon may have a horse-drawn Pioneer Supply Wagon for an additional +20 points.*







## WEAPONS PLATOONS

### GRENADIER MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:

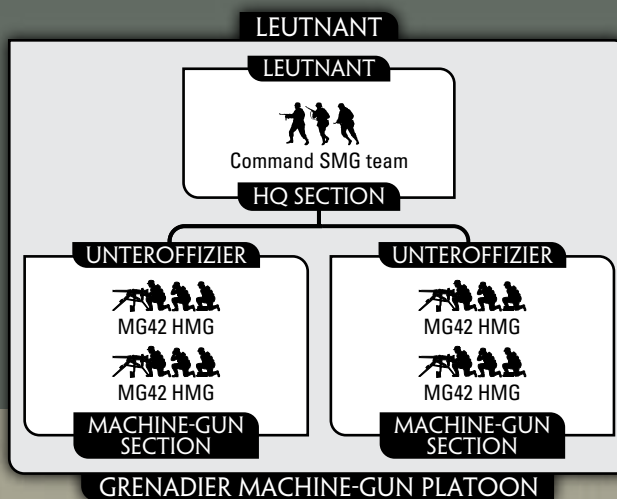


2 Machine-gun Sections	135 points	100 points
1 Machine-gun Section	70 points	-

#### OPTION

- Replace Command SMG team with a Command Panzerfaust SMG team for +10 points.

*Grenadier Machine-gun Platoons may make Combat Attachments to Grenadier Platoons.*



### GRENADIER MORTAR PLATOON

#### PLATOON

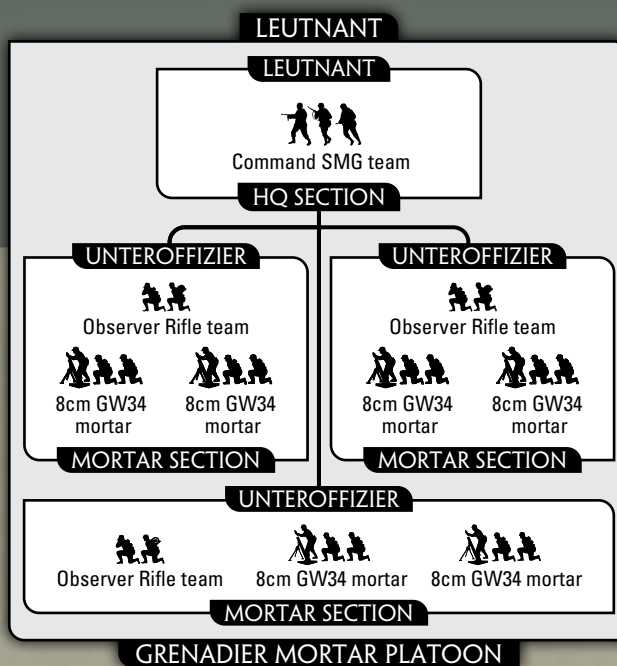
HQ Section with:



3 Mortar Sections	180 points	145 points
2 Mortar Sections	125 points	100 points

The every reliable mortar platoons of the Grenadier battalion can be called on at short notice to bring down a quick and deadly barrage on exposed enemy. Ideal for breaking up enemy infantry attacks they can also be called on to knock out stubborn enemy machine-gun nests and guns when the Grenadiers are on attack.

The 8cm GW34 mortar is armed with high-explosive and smoke rounds. The smoke round is often used to conceal the movements of the Grenadiers from the enemy, letting them move in for the assault obscured by the smoke and limiting the effectiveness of enemy fire.





## REGIMENTAL SUPPORT PLATOONS

### GRENADIER INFANTRY GUN PLATOON

#### PLATOON

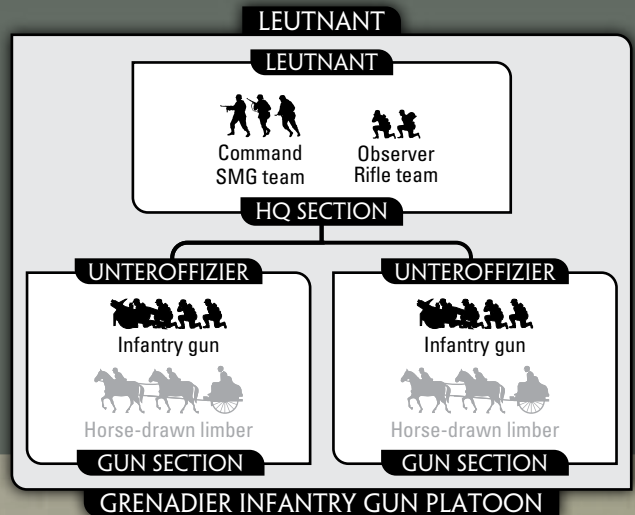
HQ Section with:

2 7.5cm leIG18   65 points 50 points

2 15cm sIG33 145 points 110 points

#### OPTIONS



- Add horse-drawn limbers for +5 points.
- Replace both horse-drawn limbers with 3-ton trucks or RSO tractors at no cost.



### GRENADIER ANTI-TANK GUN PLATOON

#### PLATOON

HQ Section with:

3 7.5cm PaK40   155 points 120 points

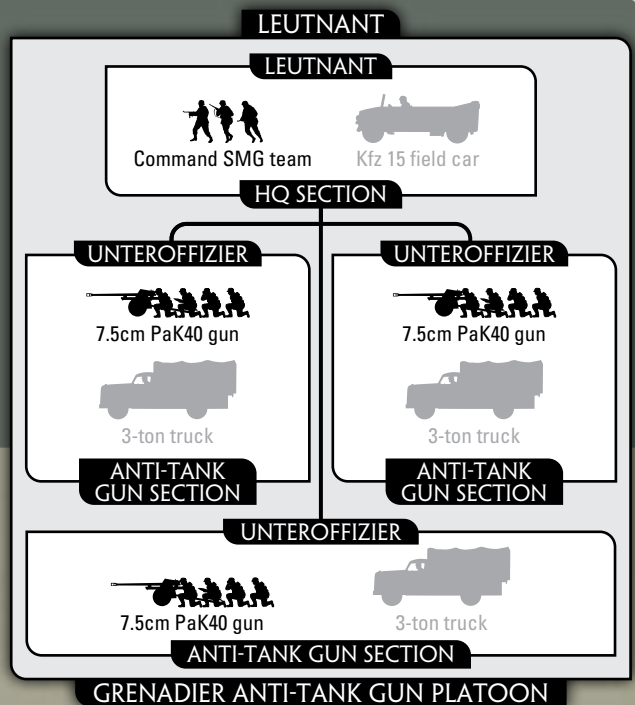
2 7.5cm PaK40 105 points 80 points

#### OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all trucks with RSO tractors at no cost.

The 7.5cm PaK40 anti-tank gun has become the standard weapon for dealing with Allied tanks as older guns have been retired or allocated to static defences.



The 7.5cm PaK40 gun has the range and punch to deal with the Allied tanks deployed in Holland, comfortably knocking out Sherman and Cromwell tanks with ease.



### GRENADIER SCOUT PLATOON

#### PLATOON

HQ Section with:

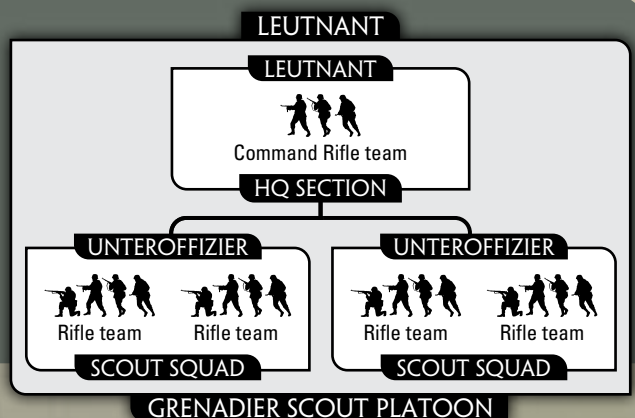
2 Scout Squads   115 points 85 points

1 Scout Squad 70 points 55 points

#### OPTION

- Replace Command Rifle team with a Command Panzerfaust SMG team for +15 points.

*A Scout Platoon is a Reconnaissance Platoon.*



## GRENADIER SUPPORT PLATOONS

### DIVISIONAL ANTI-TANK GUN PLATOON

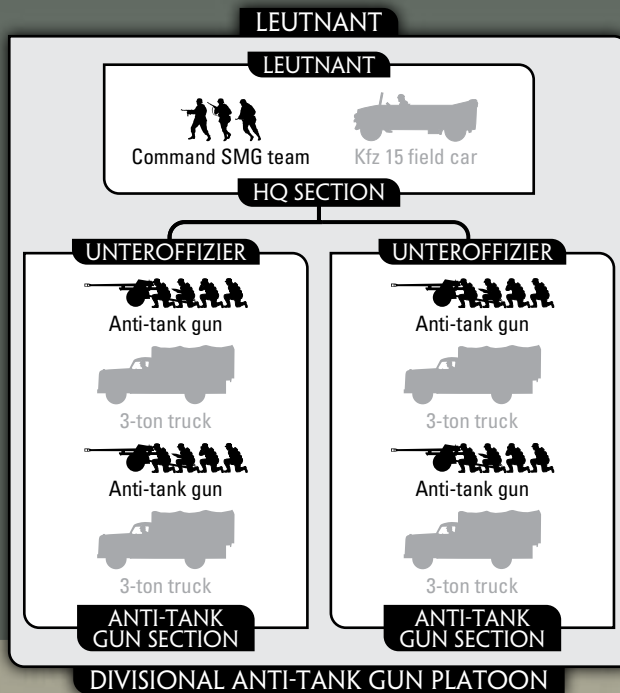
#### PLATOON

HQ Section with:

4 7.5cm PaK40	205 points	160 points
3 7.5cm PaK40	155 points	120 points
2 7.5cm PaK40	105 points	80 points
4 8.8cm PaK43	420 points	320 points
3 8.8cm PaK43	315 points	240 points
2 8.8cm PaK43	210 points	160 points

#### OPTIONS

- Add Kfz 15 field car and 3-ton trucks to the platoon for +5 points.
- Replace all 3-ton trucks with RSO tractors or Sd Kfz 7 or 11 half-tracks at no cost.



### DIVISIONAL ANTI-AIRCRAFT GUN PLATOON

#### PLATOON

HQ Section with:

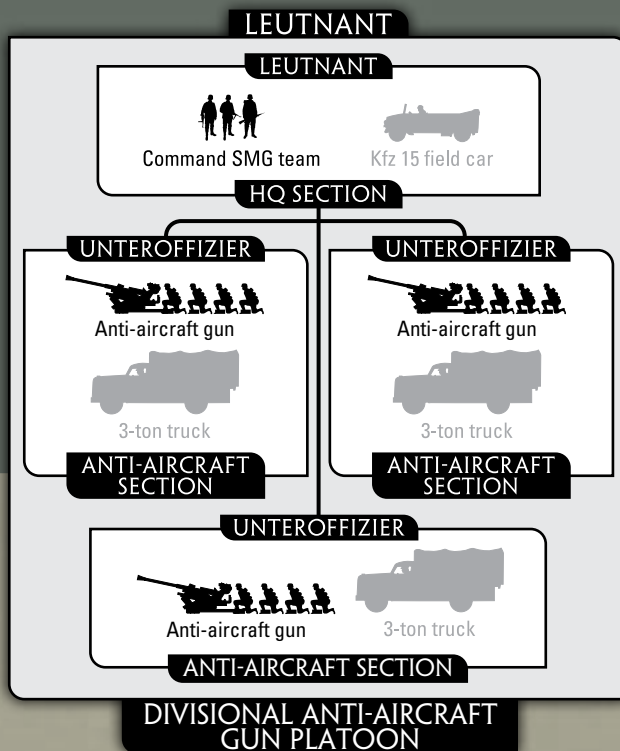
3 2cm FlaK38	-	55 points
3 3.7cm FlaK43	100 points	-

#### OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all trucks with RSO tractors at no cost.

The divisional anti-tank battalion also provided the Grenadiers with their anti-aircraft weapons. These are the light and mobile 2cm FlaK38 anti-aircraft gun, or the more powerful 3.7cm Flak43 gun.

The 2cm FlaK38 gun has enough punch, with a good rate-of-fire, to deal with enemy aircraft should they attack the Grenadiers' positions. 85. Infanteriedivision had the 3.7cm FlaK43 anti-aircraft gun instead. This provided them with longer range and more hitting power against enemy aircraft.





## GRENADIER ARTILLERY BATTERY

### PLATOON

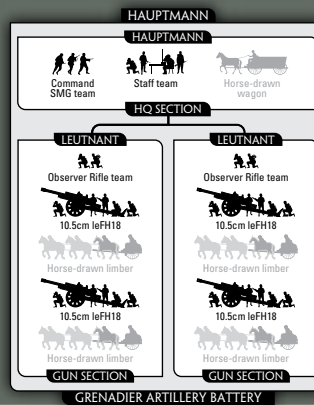
HQ Section with:



2 Gun Sections	210 points	160 points
1 Gun Section	115 points	85 points

### OPTIONS

- Add horse-drawn limbers for +5 points.
- Replace all horse-drawn limbers and wagons with 3-ton trucks or RSO tractors for +5 points for the platoon.



The standard light artillery weapon of the Grenadiers' artillery regiments is the 10.5cm leFH18 howitzer. This excellent and reliable weapon can deliver a high volume of fire with the firepower to destroyed even the most well-prepared enemy positions.

The artillery prepares the way for any Grenadier attack, saturating enemy positions with high-explosive rounds and hindering the enemy's ability to organise their defence. The artillery prepares the way for the onslaught of the Grenadiers' assault.

## GRENADIER HEAVY ARTILLERY BATTERY

### PLATOON

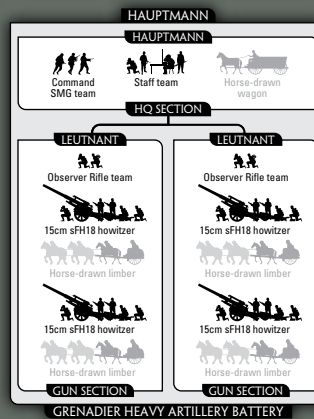
HQ Section with:



2 Gun Sections	310 points	235 points
1 Gun Section	160 points	120 points

### OPTIONS

- Add horse-drawn limbers for +5 points.
- Replace all horse-drawn limbers and wagons with 3-ton trucks or RSO tractors or Sd Kfz 7 half-tracks at no cost.



For particularly tough targets the Grenadiers' could call on the heavy howitzers of their artillery regiments. The 15cm sFH18 howitzer has the power to destroy any enemy position, reducing it to pounded mud, craters and rubble.

These heavy howitzers can also be rolled forward to knock out bunkers and strong points when the normal direct fire support of the Grenadiers has proven insufficient against fortified positions.

# PIONIERKOMPANIE

PIONEER COMPANY  
(INFANTRY COMPANY)

HEADQUARTERS



HEADQUARTERS



Pionierkompanie HQ

45

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be either from the 85. Infanteriedivision (marked ) or the 59. Infanteriedivision (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol or no symbol.

COMBAT PLATOONS

INFANTRY



Pionier Platoon

45

INFANTRY



Pionier Platoon

45

INFANTRY



Pionier Platoon

45

SUPPORT PLATOONS

ARMOUR



Schwere Panzerjäger Platoon

35

Schwere Panzer Platoon

125

Panther Platoon

49

Assault Howitzer Platoon

121

ANTI-TANK



Divisional Anti-tank Gun Platoon

42

ARTILLERY



Grenadier Artillery Battery

43

ARTILLERY



Grenadier Heavy Artillery Battery

43

INFANTRY



Pionier Platoon

45

SS-Panzergrenadier Platoon

113

INFANTRY



Fallschirmjäger Platoon

26

SS-Panzergrenadier Platoon

113

Security Platoon

135

ANTI-AIRCRAFT



Divisional Anti-aircraft Gun Platoon

42

ANTI-AIRCRAFT



Heavy Anti-aircraft gun Platoon



140

Luftwaffe FlaK Platoon

141



## ALLIED PLATOONS


Your force is from the Heer, Luftwaffe (marked ) and Waffen-SS (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

## 9. PIONIER LEHR BATAILLON (GLOGAU)

9. Pionier Lehr Bataillon (9<sup>th</sup> Pioneer Demonstration Battalion) was based in Glogau, Germany (presently it now lies in Poland). It was an elite formation of assault pioneers, specially trained and equipped for urban combat.

When the British Paratroopers landed in the Arnhem area, SS-Kampfgruppe Spindler lacked any serious pioneer troops to deal with the paras in street fighting, so 9. Pionier Lehr Bataillon was dispatched to help. Three companies of fully equipped engineers, totalling 560 men, were air-lifted to Deelen airfield on 20 September.

Upon arrival the assault pioneers were distributed to the various SS battle groups and their affect on the battle was instantly seen as they cut their way through the British lines in western Arnhem and eastern Oosterbeek.

You may play these elite assault pioneers by fielding a Pionierkompanie or take a Pionier Platoons as support for your other forces using the 85. Infanteriedivision (marked ) variant.



## MOTIVATION AND SKILL

The 85<sup>th</sup> saw action in Normandy. A Pionierkompanie from the 85. Infanteriedivision is rated **Confident Veteran**.

The 59<sup>th</sup> was a fresh infantry division. A Pionierkompanie from the 59. Infanteriedivision is rated **Confident Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

85. INFANTERIEDIVISION

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

59. INFANTERIEDIVISION

## HEADQUARTERS

### PIONIERKOMPANIE HQ

#### HEADQUARTERS

Company HQ 45 points 35 points

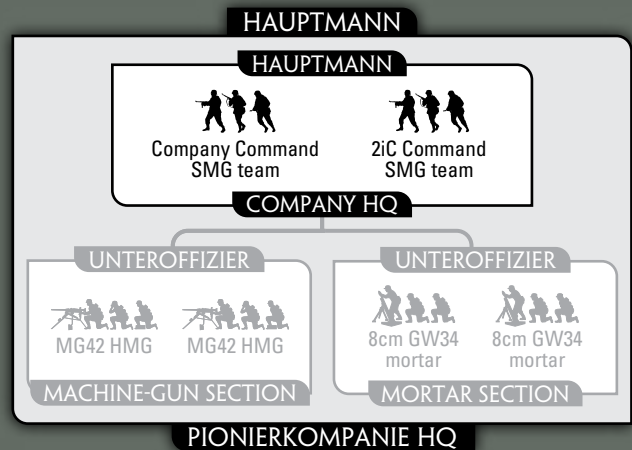
#### ADD:

2 MG42 HMG +60 points +50 points

2 8cm GW34 +55 points +40 points

#### OPTION

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.



## COMBAT PLATOONS

### PIONIER PLATOON

#### PLATOON

HQ Section with:

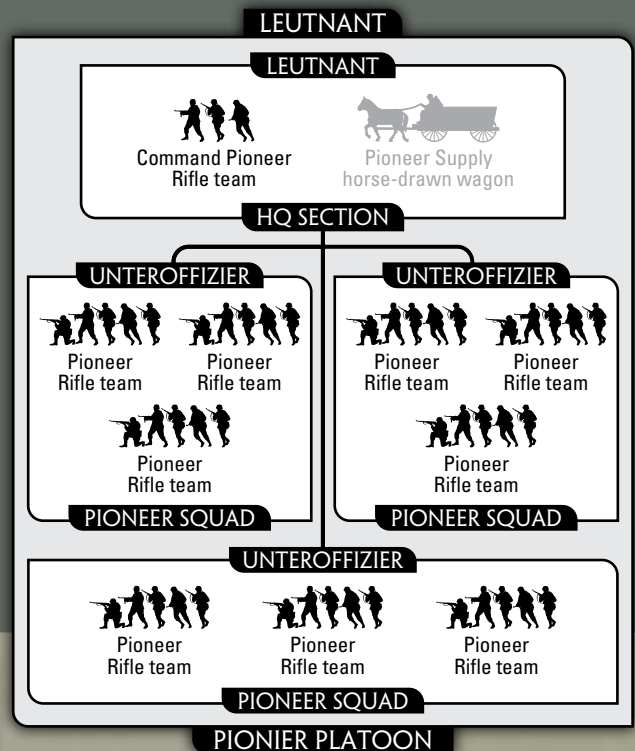
3 Pioneer Squads 235 points 180 points

2 Pioneer Squads 165 points 125 points

#### OPTIONS

- Replace Command Pioneer Rifle team with a Command Pioneer Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining Pioneer Rifle teams with Pioneer Panzerfaust Rifle teams for +30 points per squad.
- Equip one Pioneer Rifle team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add Pioneer Supply horse-drawn wagon for +20 points, or Pioneer Supply RSO tractor for +25 points.

You may replace up to one Pioneer Rifle team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.



# 107. PANZERBRIGADE

After the destruction of Army Group Centre in Byelorussia by the Soviet Operation Bagration, and the Western Allies' invasion of France during Operation Overlord, there was little left to stop the Allies. Hitler ordered twelve new panzer brigades created to 'surprise and destroy the attacking armoured spearheads'. The first four of these entered combat on the Eastern Front in late August 1944, with the remaining nine being sent west to face the Allies in the West.

The Germans raised a total of 13 panzer brigades, numbered 101 through 113, around cadres of veteran troops from the various panzer and panzergrenadier divisions shattered during the summer of 1944. The new formations received priority for new armoured vehicles coming off of the assembly lines including the newest Panther tanks and the Panzer IV/70 tank-hunters.

The first brigades were to be ready in just over one month. Bearing in mind that a panzer division was usually given six months to rebuild after being mauled at the front, this timetable for creating whole new units was incredibly short.

107. Panzerbrigade was formed on 28 July 1944 around a core of veterans from 25. Panzergrenadierdivision (25<sup>th</sup> Motorised Infantry Division) The division was originally part of Army Group Centre and was one of the many units destroyed during Operation Bagration, having met their end at Minsk.

Commanded by Major Berndt-Joachim Freiherr von Maltzahn, Panzer Brigade 107 trained for combat on the Eastern Front. With one week of familiarization time on their new armoured vehicles, the unit was dispatched to the West.

## TO THE FRONT

The brigade's first mission was to counterattack American forces which had crossed the German border at Aachen, but that order was changed almost immediately on 17 September 1944 when they were sent to meet the Allied airborne landings during Operation Market Garden.

## SON BRIDGE

The brigade had only just arrived at Venlo on 18 September with a small vanguard force when it was immediately sent to attack and hold the area around the destroyed Son Bridge over the Wilhelmina Canal. Major von Maltzahn was furious at what he saw as a suicide mission for his very under-strength brigade and managed to get a brief reprieve to collect more troops. However, that evening von Maltzahn received a call directly from *Generaloberst* (Colonel General) Kurt Student, commander of the 1. Fallschirmarmee (1<sup>st</sup> Airborne Army) ordering him to attack Eindhoven at first light on the morning of 19 September 1944.

The morning dawned cloudy, providing the panzer brigade a respite from marauding Allied ground attack aircraft. Major von Maltzahn ordered a reconnaissance in force using one of the Panther companies. The 59. Infantriedivision (59<sup>th</sup> Infantry Division) was supposed to support the attack, but it had been badly mauled so the 21. Fallschirmjägerregiment (21<sup>st</sup> Parachute Regiment) filled in instead.

They set out for Son along a narrow road, flanked by mud and water on either side. When the unit reached the Son crossing, they discovered that the Americans and British were constructing a Bailey bridge, a prefabricated bridging kit. They rushed the engineers working on the bridge and shot up the engineers' trucks. However, in doing so, the Panthers exposed their flanks to attack and an American 57mm anti-tank gun from the 101<sup>st</sup> Airborne Division destroyed a Panther blocking any further advance along the narrow road. The tanks tried to withdraw to Nuenen, but lost a further two Panthers to anti-tank gun fire.

On 20 September, von Maltzahn changed tactics and deployed his Panthers and heavy mortars in concealing positions overlooking the exposed stretch of road between Eindhoven and Son. The tanks and mortars then opened fire on any Allied vehicle that crossed into view, destroying several British supply trucks and pinning down enemy infantry along the corridor.

The American 101<sup>st</sup> Airborne, supported by the 44<sup>th</sup> Royal Tank Regiment (RTR) and the 15<sup>th</sup>/19<sup>th</sup> King's Royal Hussars, slowly dislodged the Germans forcing the brigade to retreat with the loss of four Panther tanks.







## NUENEN

Having successfully inflicted the first counterattacks along Hell's Highway, 107. *Panzerbrigade* fell back to defensive positions in Nuenen. However, the Allies were determined to eliminate the German armoured threat and sent B Squadron, 44<sup>th</sup> RTR, and E (Easy) Company, 506<sup>th</sup> Parachute Infantry Regiment (PIR) to reconnoitre. Barely had the Allied force left Eindhoven when the 107<sup>th</sup> struck and knocked out two British Sherman II tanks. A Squadron (44<sup>th</sup> RTR) and F Company (506<sup>th</sup> PIR) were sent in to help push the Panthers out of Nuenen.

Although von Maltzahn lost two of his Panzer IV/70 tank-hunters and four more Panthers, the brigade fought the Americans and British to a standstill and then successfully evacuated Nuenen and withdrew to the safety of Helmond on 21 September.

## KAMPFGRUPPE WALTHER

After Nuenen the brigade joined forces with *Kampfgruppe Walther*. This battlegroup had resisted 30 Corps' assault on the opening day of Operation Garden. After the British broke through, the group withdrew east of Veghel. The Kampfgruppe consisted of second battalion of the 21. *SS-Panzergrenadierregiment*, (21<sup>st</sup> SS-Motorised Infantry Regiment), a few StuG IV self-propelled guns from 10. *SS-Panzerjägerabteilung* (10<sup>th</sup> SS-Tank-hunter Battalion), a battalion of infantry from 16. *Grenadierregiment* (16<sup>th</sup> Infantry Regiment), and a howitzer battalion. With 107. *Panzerbrigade* joining the group, it now had a significant boost in firepower and soon was called into action.

## VEGHEL

Veghel is a small village that sat along Hell's Highway between Eindhoven and Nijmegen. A canal cut across the road there and became a critical point to capture. Best of all for the Germans, the bulk of the British armoured column had moved north to Nijmegen, leaving Veghel defended by a single battalion of paratroopers from the 501<sup>st</sup> PIR and a few British anti-aircraft units passing through to catch up with the rest of 30 Corps. A successful attack, even if it only held for a few hours, would strangle Market Garden.

At 0700 hours on 22 September, 107. *Panzerbrigade* led the attack on the Allied corridor, reaching the road north of Veghel at 1100 hours. The attack was part of a two-pronged assault to strangle Hell's Highway. While *Kampfgruppe Walther* attacked from the east, *Kampfgruppe Huber* attacked

from the west with its 559. *Schwere Panzerjägerabteilung* (559<sup>th</sup> Heavy Tank-hunter Battalion).

The US paratroopers put up a hasty defence, but the brigade simply pushed them aside and charged down the road, shooting up the British supply and anti-aircraft troops along the way. 30 Corps' supply route through Hell's Highway was now well and truly severed. The Americans rushed everything they could to Veghel, including the bulk of the 101<sup>st</sup> Airborne Division and the 44<sup>th</sup> RTR. 30 Corps sent the 32nd Guards Brigade south from Grave to clear the highway from the north. Slowly, and at great expense in time and resources, the Allies managed to reopen the highway after a 24-hour shut-down. The attack on Veghel cost the 107. *Panzerbrigade* four Panthers and two battalion commanders.

## OVERLOON

The remnants of *Kampfgruppe Walther* were then ordered to Overloon to form a defensive line running along the Maas River in anticipation of further Allied attacks. By the end of October, the brigade was down to 11 Panther tanks and 8 Panzer IV/70 tank-hunters. On 9 November 1944, the brigade was formally dissolved and its units were transferred to the newly re-formed 25. *Panzergrenadierdivision*.

107. *Panzerbrigade* fought well and with determination given the limits of its training and the overall situation at the front. It played the leading role in strangling Hell's Highway and throwing off Montgomery's delicate schedule.

## SPECIAL RULE

A Panzerkompanie (page 48) uses the following special rule in addition to the normal German special rules found in the rulebook.

## TAILOR-MADE BATTLEGROUPS

Panzer brigades were structured from the start as small battlegroups. Their structure was closely based on German combat experience on the Eastern Front. Being already optimised for the counterattack role, there was little reason for forming ad hoc *kampfgruppen* (battlegroups) on the fly.

*A Panzerkompanie (page 48) cannot use the Kampfgruppe special rule on page 242 of the rulebook.*

# PANZERKOMPANIE

ARMoured COMPANY  
(TANK COMPANY)

HEADQUARTERS


HEADQUARTERS



Panzerkompanie HQ

49

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Fallschirmjäger Platoons taken as Support Platoons are all from an Ersatz Fallschirmjägerkompanie (marked ).

COMBAT PLATOONS

ARMOUR



Panther Platoon

49

ARMOUR



Panther Platoon

49

ARMOUR



Panther Platoon

49

WEAPONS PLATOONS

ARMOUR



Panzerjäger Platoon

50

ARMOUR



Panzerjäger Platoon

50

ANTI-AIRCRAFT



Anti-aircraft Gun Platoon

50

FlaK Platoon

50

SUPPORT PLATOONS

INFANTRY



Gepanzerte Panzergranadier Platoon

51

Grenadier Platoon

39

SS-Panzergranadier Platoon



113

Fallschirmjäger Platoon



28

INFANTRY



Gepanzerte Panzergranadier Platoon

51

Grenadier Platoon

39

SS-Panzergranadier Platoon



113

Fallschirmjäger Platoon



28

ARTILLERY



Gepanzerte Mortar Platoon



51

Grenadier Artillery Battery

43



## ALLIED PLATOONS

Your force is from the Heer. Waffen-SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.





## MOTIVATION AND SKILL

107. Panzerbrigade fought hard throughout the campaign in Holland. Although the men of the unit did not have the experience of other panzer forces, they made the most out of difficult terrain and doggedly harassed the British and Americans along Highway 69.

A Panzerkompanie is rated as **Confident Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

 PANZERKOMPANIE

## HEADQUARTERS

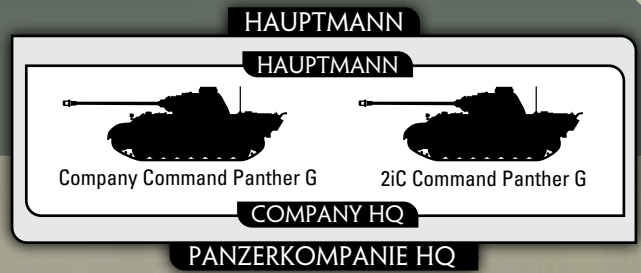
### PANZERKOMPANIE HQ

#### HEADQUARTERS

2 Panther G

290 points

With only a brief training period the commanders of 107. Panzerbrigade were able to organise their new recruits into a fighting unit ready to take on Allied drive into the heart of the Netherlands.



## COMBAT PLATOONS

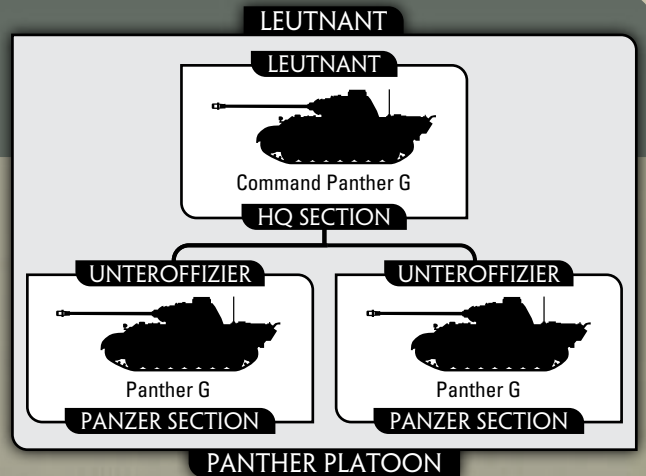
### PANTHER PLATOON

#### PLATOON

3 Panther G

430 points

107. Panzerbrigade was armed with Panther G tanks, the very latest version of this remarkable medium tank. The Panther is armed with the excellent 7.5cm KwK42 long barrelled gun. This 7.5cm gun was often mistaken by Allied troops for the more famous '88' due to its ability to easily rip through Allied armour. With the superior Panther tank in their hands, the *panzertruppen*, or armoured troops, of the newly formed brigade were able to adapt to the brutal world of armoured warfare quickly.



## WEAPONS PLATOONS

### PANZERJÄGER PLATOON

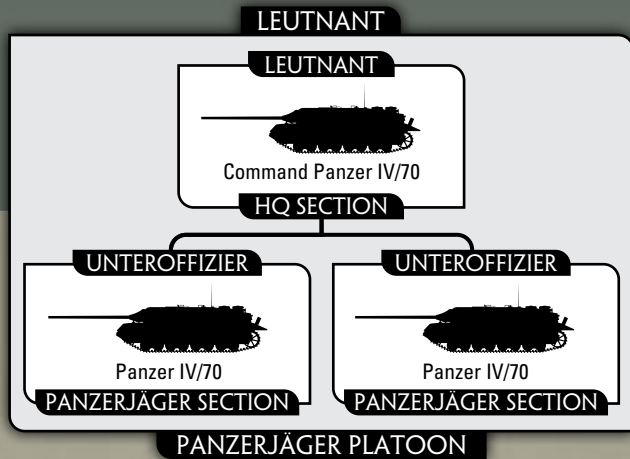
#### PLATOON



3 Panzer IV/70 (V) 340 points

3 Panzer IV/70 (A) 305 points

As well as the Panther G tank, the brigade was also equipped with the Panzer IV/70 tank-hunter. This fighting vehicle was armed with the very same gun as that of the Panther, providing the armoured troops of the brigade with even more devastating firepower. *107. Panzerbrigade* was provided with examples the Panzer IV/70 tank-hunter from both the Vomag (V) and Alkett (A) factories.



### ANTI-AIRCRAFT GUN PLATOON

#### PLATOON

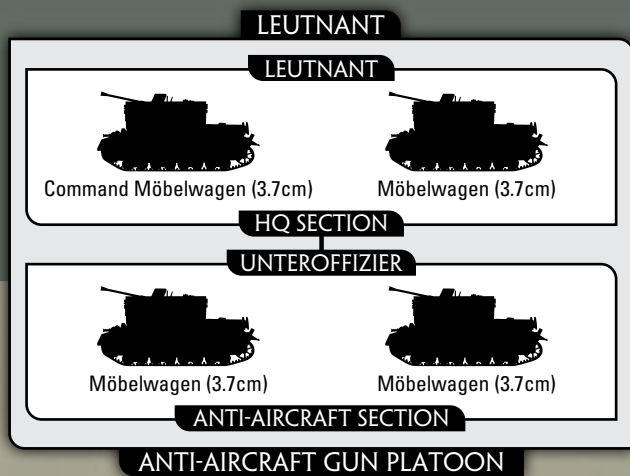


4 Möbelwagen (3.7cm) 170 points

3 Möbelwagen (3.7cm) 130 points

2 Möbelwagen (3.7cm) 90 points

The tanks and tank-hunters were protected from air attack by the Möbelwagen anti-aircraft tanks armed with 3.7cm FlaK43 guns. The Möbelwagen got its name from its high-sided fold-down van-like box, it was said to look like a *Möbelwagen*, or furniture van!



### FLAK PLATOON

#### PLATOON



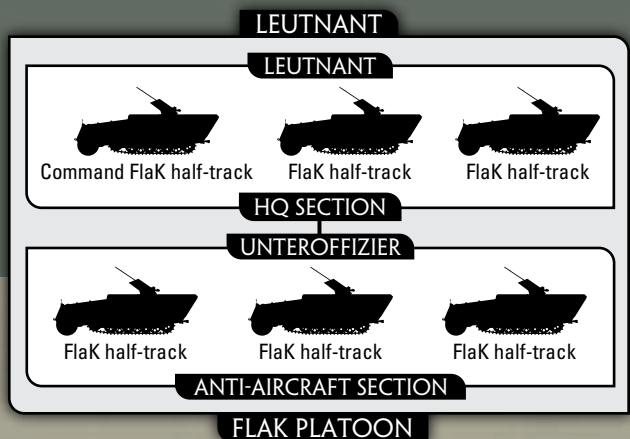
6 Sd Kfz 251/17 (2cm) 190 points

3 Sd Kfz 251/17 (2cm) 95 points

6 Sd Kfz 251/21 (Triple 15mm) 220 points

3 Sd Kfz 251/21 (Triple 15mm) 110 points

The FlaK Platoon was one of the innovative platoons added to the new panzer brigades. These platoons could provide mobile anti-aircraft fire or could be used as additional armoured supporting fire for the panzergrenadiers and tanks.





## SUPPORT PLATOONS

### GEPAZERTE PANZERGRENADIER PLATOON

#### PLATOON

HQ Section with:



3 Grenadier Squads

215 points

#### OPTIONS

- Replace Command Panzerfaust MG team with Command Panzerfaust SMG team at no cost.
- Replace all Panzerfaust MG teams with Panzerfaust Assault Rifle teams for +30 points.

*Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.*

107. Panzerbrigade was also organised with its own infantry. Some of these troops were armed with K98 rifles and MG42 machine-guns, while others had new StG44 assault rifles. Additional anti-tank firepower was provided by Panzerfaust anti-tank launchers.

#### LEUTNANT OR OBERFELDWEBEL

#### LEUTNANT OR OBERFELDWEBEL

Command Panzerfaust MG team Sd Kfz 251/1 half-track

#### HQ SECTION

#### UNTEROFFIZIER

Panzerfaust MG team Panzerfaust MG team



Sd Kfz 251/1 half-track

#### GRENADIER SQUAD

#### UNTEROFFIZIER

Panzerfaust MG team Panzerfaust MG team



Sd Kfz 251/1 half-track

#### GRENADIER SQUAD

#### UNTEROFFIZIER

Panzerfaust MG team Panzerfaust MG team Sd Kfz 251/1 half-track

#### GRENADIER SQUAD

#### GEPAZERTE PANZERGRENADIER PLATOON



### GEPAZERTE MORTAR PLATOON

#### PLATOON

HQ Section with:



4 12cm sGW43

120 points

#### OPTIONS

- Add Sd Kfz 251/1 D half-tracks and Kübelwagen for +25 points for the platoon.
- Add up to two Sd Kfz 251/1 D (Stuka) half-tracks for +35 points per half-track.

*Each Sd Kfz 251/1 D (Stuka) half-track fires a bombardment completely separate from the rest of the Mortar Platoon using the Stuka zu Fuss rules on page 245 of the rulebook. A Sd Kfz 251/1 D (Stuka) half-track cannot act as the Spotting team for the 12cm sGW43 mortars, nor can the mortars or the Observer team act as the Spotting team for a Sd Kfz 251/1 D (Stuka) half-track.*

Heavy 12cm sGW43 mortars and Stuka zu Fuss rocket launchers provide the panzers and panzergrenadiers with additional fire support.

#### LEUTNANT

#### LEUTNANT

Command SMG team Sd Kfz 251/1 D half-track Observer Rifle team Kübelwagen

#### HQ SECTION

#### UNTEROFFIZIER

12cm sGW43 mortar Sd Kfz 251/1 D half-track

12cm sGW43 mortar Sd Kfz 251/1 D half-track

#### MORTAR SECTION

#### UNTEROFFIZIER

12cm sGW43 mortar Sd Kfz 251/1 D half-track

12cm sGW43 mortar Sd Kfz 251/1 D half-track

#### MORTAR SECTION

#### UNTEROFFIZIER

Sd Kfz 251/1 D (Stuka) half-track Sd Kfz 251/1 D (Stuka) half-track

#### LAUNCHER SECTION

#### GEPAZERTE MORTAR PLATOON





Graebner's *9. SS-Panzeraufklarungs Abteilung* rushes south to Nijmegen and fends off the 82<sup>nd</sup> Airborne's vanguard.

# NIJMEGEN



The Grenadier Guards push through *SS-Sperrverband Euling* to reach the Nijmegen road bridge.





The 82<sup>nd</sup> Airborne clashes with the defiant *SS-Sperrverband Euling* holding the approaches to the road bridge.



*SS-Hauptsturmführer* Karl-Heinz Euling leads his men to safety after the road bridge fell to the Allies.



# NIJMEGEN



Nijmegen is the largest settlement between Eindhoven and Arnhem, and as such it became the primary target of the US 82<sup>nd</sup> Airborne Division. The region consists of a mix of the typical Dutch polder and dense urban areas along the formidable Waal River. The focus of the 82<sup>nd</sup> was to secure some crossings along Highway 69 for 30 Corps' advance and were thus fairly predictable objectives for the Germans once they knew what the Allies were up to.

The Groesbeek Heights dominate the area immediately southeast of Nijmegen and beyond that is Germany, where many German divisions were rebuilding after the retreat from Normandy.

Nijmegen itself was a large town with two very critical crossings over the wide Waal River. The railroad bridge and the road bridge were the only ways to get to the northern shore without having to undertake a massive engineering task to build a new one.

Of the three major areas: Hell's Highway, Nijmegen, and Arnhem, the region around Nijmegen was defended the least apart from a scattering of anti-aircraft positions, some security troops, and the occasional training unit.

When the Allies launched their operation, the Germans rushed to secure the bridge. The area's defences were placed under command of the 10. SS-Panzerdivision, but the first to arrive was Viktor Graebner's 9. SS-Panzer Aufklärungsabteilung.

SS-Kampfgruppen Baumgaertel and Euling were also ordered to the Nijmegen bridges. Baumgaertel slipped across the Arnhem bridge in time to dig in his troops around the railroad bridge, but Euling ran afoul of Frost's British paratroopers in Arnhem and had to find a detour south.

Fortunately for the Germans, General Gavin of the 82<sup>nd</sup> Airborne prioritized the capture of the western bridges and securing the Groesbeek Heights over capturing the Nijmegen bridges. This bought the Germans time to dig Euling and Baumgaertel deep into the soil and transform the streets of Nijmegen into a hellish maze of rubble and gun nests.

Meanwhile SS-Kampfgruppe Reinhold took up positions on the northern bank to finish the defensive triangle of Nijmegen.

By the time the US paratroopers attacked, the Germans could easily repel them with heavy casualties, so the Americans had no choice but to wait for the British tanks of 30 Corps to arrive. The Allies finally managed to secure both bridges after a daring river assault on 20 September. However, casualties had been high and the battle lasted into the early hours of the night, so the advance came to a halt.

Once again the Germans used this time to flood the area between Nijmegen and Arnhem with reinforcements, including Kampfgruppe Harzer, a rag-tag assortment of rear-area troops formed together as a massive Sperrverband (blocking force). They were further reinforced after the surrender of Frost's battalion in Arnhem. Kampfgruppen Swoboda, Knaust, Brinkmann, and Hummel poured south to join the rest of the defenders.

These reinforcements proved timely as the 1<sup>st</sup> Polish Independent Parachute Brigade landed in Driel. The Germans had no problem containing them and making it very difficult for 30 Corps to reach them. The Allies pushed north and made the linkup on 22 September, but the advance was so painfully slow that the operation was finally called off after the battered British 1<sup>st</sup> Airborne Division sneaked across the Rhine on 26 September.

## NIJMEGEN DEFENDERS

In the following pages you will encounter these defenders of Nijmegen and the approaches to Arnhem. These include SS-Sperrverband Euling, Kampfgruppe von Fürstenberg, Kampfgruppe Swoboda, and Sperrverband Harzer.

Other Kampfgruppen that also defended this area can be found in other portions of this book including: Kampfgruppe Becker, Kampfgruppe Knaust, Kampfgruppe Hummel, and SS-Kampfgruppe Brinkmann.



### KAMPFGRUPPE SWOBODA

*Kampfgruppe Swoboda* was an anti-aircraft brigade that had relocated from Germany to assist the reduction of the Allied airborne forces.

You can find more about *Kampfgruppe Swoboda* on page 70.

KG SWOBODA



SEE PAGE 70

ARNHEM

DREIL

### SPERRVERBAND HARZER

*Sperrverband Harzer* consisted of navy troops, Dutch SS conscripts, and a fortress machine-gun battalion. These troops proved to be a formidable barrier to the Allies.

You can find more about *Sperrverband Harzer* on page 66.

SPERRVERBAND HARZER



SEE PAGE 66

SEE PAGES 90 AND 98

KAMPFGRUPPEN KNAUST AND HUMMEL



SS-KAMPFGRUPPE BRINKMANN



SEE PAGE 80

### KNAUST, HUMMEL, AND BRINKMANN

*Kampfgruppen Knaust, Hummel, and Brinkmann* arrived on the scene once Frost's battalion surrendered on 20 September.

You can find more about *SS-Kampfgruppe Brinkmann* on page 80, *Kampfgruppe Knaust* on page 90, and *Kampfgruppe Hummel* on page 98.

## German Forces At Nijmegen

Waal River

NIJMEGEN

SS-SPERRVERBAND EULING



SEE PAGE 56

NIJMEGEN

KG BECKER/3.FJD



SEE PAGE 22

GROESBEEK HEIGHTS

KG VON FÜRSTENBERG



SEE PAGE 64

### SPEERVERBAND EULING

*SS-Sperrverband Euling* represents both *Euling's* SS-Panzer Grenadiers and *Baumgaertel's* SS-Pioneers defending the Nijmegen bridges. Together these forces put up a hard fight, costing the Allies heavy casualties.

You can find more about *SS-Sperrverband Euling* on page 56.

### 3. FALLSCHIRMJÄGERDIVISION

*Kampfgruppe Becker* attacked the US 82<sup>nd</sup> Airborne around the Groesbeek Heights.

You can find more about *Kampfgruppe Becker* on page 22.

### KAMPFGRUPPE VON FÜRSTENBERG

*Kampfgruppe von Fürstenberg* represents the several small battlegroups that launched several attacks against the Groesbeek Heights.

You can find more about *Kampfgruppe von Fürstenberg* on page 64.



# THE BLOODY BRIDGES OF NIJMEGEN

At the start of Operation Market Garden, *SS-Hauptsturmführer* (SS-Captain) Karl-Heinz Euling raced his battalion of *SS-Panzer Grenadiers* south toward Nijmegen. However, the British had seized the Arnhem bridge blocking Euling's movement. Euling immediately launched a night assault on the British positions around the bridge but found them too well entrenched.

After the arrival of serious German reinforcements in Arnhem, Euling broke-off his attack and used the ferry crossing at Pannerden to continue his march to Nijmegen. Euling's transport vehicles reflected the rag-tag nature of composition of the German army at this date: a few half-tracks, a mixed assortment of military trucks, civilian vehicles, and bicycles. The half-tracks were particularly useful as they kept the grenadiers reasonably safe from mortar fire as they sped across the Nijmegen bridge.

## PREPARING FOR THE STORM

Euling led his men across the bridge into Nijmegen and immediately took command of the situation. He began preparing fixed defences to hold the city against the impending firestorm of the Allied armies. *SS-Untersturmführer* (SS-Lieutenant) Werner Baumgaertel's company from the *10. SS-Panzerpionier Abteilung* (10<sup>th</sup> SS-Armoured Pioneer Battalion) preceded Euling by a few hours and had already started preparing the roadway and railway bridges for demolition. Explosives and mines were plentiful and rapidly deployed. Buildings were demolished in short order, clearing lanes of fire and to close off streets to the expected tanks of the Allied attack.

Euling's men commented on his calm composure, which relaxed them in the face of uncertainty. He deployed his men, Baumgaertel's pioneers, the various *Luftwaffe* and second echelon security troops along the line. He also dug in his four tank destroyers, some mortars, and a few anti-tank guns. All of Euling's defenses were carefully constructed into a deadly perimeter, covering the approaches to the two key bridges. Finally, to strengthen the defenders even more, artillery was zeroed in on the expected paths of the Allied advance.

Meanwhile, *SS-Kampfgruppe Reinhold*, under the command of *SS-Sturmbannführer* (SS-Major) Leo Reinhold, arrived and took up positions north of the bridge in the village of Lent. His men, mostly dismounted tank crews, set up a cross-fire at the end of the Nijmegen road bridge. Reinhold also emplaced several 8.8cm FlaK36 heavy anti-aircraft guns in positions flanking the bridge.

## THE HAMMER FALLS

The defenders had only to wait a few hours before the British Grenadier Guards advanced into Nijmegen with the US 82<sup>nd</sup> Airborne Division. Operation Market Garden had arrived in force on 19 September.

As the first Sherman tank of the Grenadier Guards rounded the corner and into view of Euling's men, the perimeter lit up. The Sherman was instantly knocked out. The Allied troops recoiled, but returned to fight a bloody street-to-street battle for the bridge. Euling's men stood their ground, only falling back when it was necessary to tighten up the perimeter.

On 20 September, the Allies launched a successful amphibious assault across the Waal River with the US 82<sup>nd</sup> Airborne Division. Meanwhile, the Grenadier Guards renewed their push through Euling's perimeter and managed to force its way to the bridge. The two Allied forces met at the north end of bridge in the last hours of the afternoon.

## FALLING BACK

After two days of heavy fighting Euling's men had been reduced from just over one hundred to just sixty. As the Allied tanks fired directly into his HQ, Euling collected his remaining men around him. Moving out at night, Euling calmly led his column along the riverbank, passing underneath the bridge. Several encounters with British troops were resolved silently or in short, sharp fire fights in the darkness. Before first light Euling's men secured boats to cross the river and successfully returned to the fight.





## SS-HAUPTSTURMFÜHRER KARL-HEINZ EULING



SS-Hauptsturmführer (SS-Captain) Karl-Heinz Euling joined the *Waffen-SS* in 1938, fighting in Poland and Russia before being promoted to captain on 9 November 1943. He was transferred from the Eastern Front to France as a member of the staff of the *II. SS-Panzerkorps*. Fighting in Normandy, Euling was promoted to command the first battalion of 22. *SS-Panzergrenadierregiment* of the *10. SS-Panzerdivision 'Frundsberg'*. Euling led the remnants of his battle-hardened unit out of the maelstrom of Normandy and back to the comparative safety in Holland.

At the onset of Operation Market Garden, Euling led his men back into the thick of the heaviest combat, launching a night attack against the British paratroopers at the Arnhem road bridge. However, Euling's men were out-numbered and out-gunned and the attack was repulsed.

Euling's orders changed and he immediately left for the ferry at Pannerden and led his men to Nijmegen. Responsible for the main defence of the road bridge in Nijmegen, Euling worked with Baumgaertel's *SS-Pioneers* to erect the best defences that could be mustered, fortifying the approaches to both bridges.

The Allied attack in Nijmegen ground down Euling's command and both bridges were eventually lost after heavy fighting, but Euling did not give up the fight. He gathered the last sixty men in his command and advanced through the night, out of Nijmegen. He stealthily moved his men through Allied units and crossed the Waal River to safety.

For his heroic bravery during and following the fighting in Nijmegen, Euling was awarded the Knight's Cross on 15 October 1944.

## CHARACTERISTICS

SS-Hauptsturmführer Karl Heinz Euling is a Warrior and a Higher Command SMG team rated as **Fearless Veteran**. Euling is mounted in an Sd Kfz 251/1 half-track. Euling may join SS-Sperrverband Euling (page 58) for +50 points.

### PREPARE FOR THE STORM

Euling and his men knew that their mission was vital to the defence of Nijmegen. The objective of the Allied attack was obvious, and it was their job to stop them!

*Weapons and Support Platoons in a force led by Euling begin the game in Prepared Positions (see page 264 of the rulebook).*

### DIG IN THE ASSAULT GUNS

Euling incorporated his assault guns into his defensive line.

*Before deployment, you may chose to place all Jagdpanzer IV tank-hunters from an SS-Tank-hunter Platoon (see page 136) in Assault Gun Pits. An SS-Tank-hunter Platoon deployed in Assault Gun Pits is a Fortified Platoon and is not considered a Fully-armoured Platoon for the Armoured Reserves rule (see page 269 of the rulebook).*

*A Jagdpanzer IV tank-hunter in an Assault Gun Pit does not need to, and may not, rotate to face the target. It remains where it is without rotating but can still shoot. A Jagdpanzer IV tank-hunter in an Assault Gun Pit may still fire their hull-mounted machine-guns, even if their main gun has also fired.*

*A Jagdpanzer IV tank-hunter in an Assault Gun Pit is Concealed, so it can benefit from Going to Ground.*

# SS-SPERRVERBAND EULING

SS-BLOCKING GROUP EULING  
(FORTIFIED COMPANY)

HEADQUARTERS

## HEADQUARTERS



SS-Sperrverband  
Euling HQ

55

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



SS-Stützpunkt Platoon

60

SS-Pionier Stützpunkt  
Platoon

60

## INFANTRY



SS-Stützpunkt Platoon

60

SS-Pionier Stützpunkt  
Platoon

60

## INFANTRY



SS-Stützpunkt Platoon

60

SS-Pionier Stützpunkt  
Platoon

60

WEAPONS PLATOON

## INFANTRY



Gepanzerte SS-  
Panzergrenadier Platoon

61

SS-Panzerpionier  
Platoon

61

FORTIFICATIONS

## FORTIFICATIONS



Street Barricades

63

## FORTIFICATIONS



Minefields

63

## SUPPORT PLATOONS

### ARMOUR



SS-Tank-hunter  
Platoon

136

### ARMOUR



SS-Panzer Platoon

62

### RECONNAISSANCE



SS-Scout Platoon

115

SS-Panzerspäh  
Platoon

83

### INFANTRY



SS-Panzer Crew  
Platoon

114

Security Platoon

135

### INFANTRY



SS-Panzer Crew  
Platoon

114

Security Platoon

135

Fallschirmjäger  
Platoon

26

### ANTI-TANK



SS-Anti-tank Gun Platoon

117

### ARTILLERY



Motorised  
SS-Artillery Battery

139

Motorised Heavy  
SS-Artillery Battery

139

### ARTILLERY



SS-Rocket Launcher  
Battery

137

Motorised  
SS-Artillery Battery

139

Motorised Heavy  
SS-Artillery Battery

139

### ANTI-AIRCRAFT



Heavy Anti-aircraft  
Gun Platoon



140

Luftwaffe FlaK  
Platoon

141



## ALLIED PLATOONS

Your force is from the Waffen-SS. Heer (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.





## MOTIVATION AND SKILL

SS-Sperrverband Euling encompassed both Euling's battalion defending the Nijmegen road bridge as well as Baumgaertel's pioneers tasked with holding the railroad bridge. These troops were veterans of the Normandy fighting and no one questioned their devotion to their mission; certainly not the Allied troops facing them!

SS-Sperrverband Euling is rated **Fearless Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

 SS-SPERRVERBAND EULING

## HEADQUARTERS

### SS-SPERRVERBAND EULING HQ

#### HEADQUARTERS

Company HQ 60 points

#### OPTIONS

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add an Anti-tank Section and a Trench Line:

2 Panzerschreck teams +65 points

1 Panzerschreck team +35 points

#### HAUPTSTURMFÜHRER

##### HAUPTSTURMFÜHRER



  
 Company Command SMG team    2iC Command SMG team    Trench Line

##### COMPANY HQ

##### UNTERSCHARFÜHRER



  
 Panzerschreck team    Panzerschreck team    Trench Line

##### ANTI-TANK SECTION

#### SS-SPERRVERBAND EULING HQ

SS-Sperrverband Euling handled the defences of Nijmegen's road bridge. This crossing was one of two over the Waal River.

Euling set up his men around the bridge, integrating SS-Panzergranadiers and SS-Panzerpioneers at the most vital points.

When the Allies struck Euling's perimeter, they fell into a deadly trap of dug-in machine-guns, anti-tank guns, FlaK guns, and even assault guns. Allied casualties were high and the operation took hours to clear the SS from the bridge—hours Operation Market Garden could ill-afford.

# COMBAT PLATOONS

## SS-STÜTZPUNKT PLATOON

### PLATOON

HQ Section, Fortifications, and Weapons Squad with:



3 Panzergrenadier Squads	300 points
2 Panzergrenadier Squads	235 points

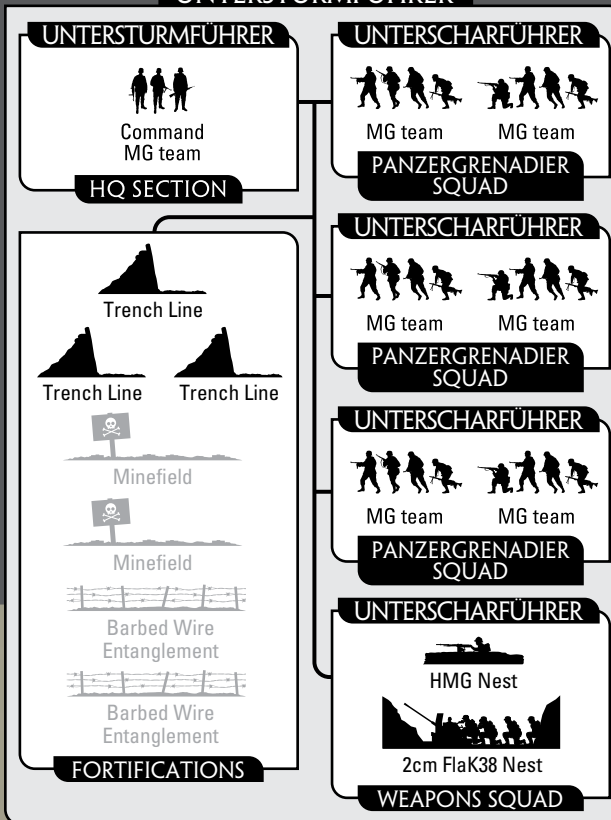
### OPTIONS

- Replace Command MG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining MG teams with Panzerfaust MG teams for +20 points per squad.
- Replace the HMG Nest with a 2cm FlaK Nest for -15 points.
- Add Minefields for +50 points per minefield.
- Add Barbed Wire Entanglements for +10 points per entanglement.

*An SS-Stützpunkt Platoon is a Fortified Platoon.*

Euling's men have organised themselves into defensive *Stützpunkt*, or strongpoints, of fortified trenches, gun nests, minefields, and barbed wire. From these they will halt any Allied attempt to cross the two key bridges at Nijmegen.

### UNTERSTURMFÜHRER



### SS-STÜTZPUNKT PLATOON

## SS-PIONIER STÜTZPUNKT PLATOON

### PLATOON

HQ Section, Fortifications, and Weapons Squad with:



3 Panzerpionier Squads	320 points
2 Panzerpionier Squads	250 points

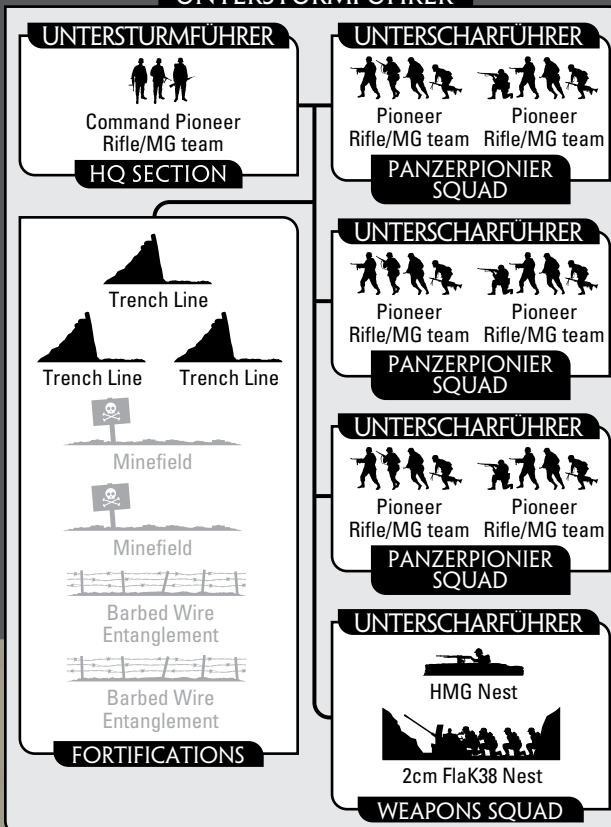
### OPTIONS

- Replace Command Pioneer Rifle/MG team with a Command Pioneer Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining Pioneer Rifle/MG teams with Pioneer Panzerfaust Rifle/MG teams for +20 points per squad.
- Replace the HMG Nest with a 2cm FlaK Nest for -15 points.
- Add Minefields for +50 points per minefield.
- Add Barbed Wire Entanglements for +10 points per entanglement.

*An SS-SPioneer Stützpunkt Platoon is a Fortified Platoon.*

Baumgaertel's pioneers were vital for the defence of the Nijmegen bridges. Their supply of mines and explosives were ideal for setting up the defences, destroying buildings and preparing the bridges for demolition if required.

### UNTERSTURMFÜHRER



### SS-PIONIER STÜTZPUNKT PLATOON



## GEPANZERTE SS-PANZERGRENADIER PLATOON PLATOON

HQ Section with:

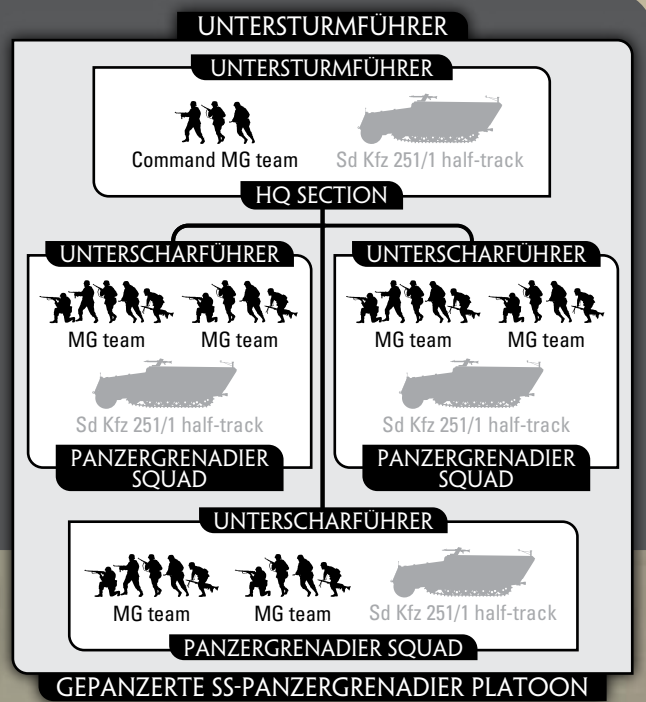


3 Panzergrenadier Squads	220 points
2 Panzergrenadier Squads	160 points

### OPTIONS

- Replace Command MG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining MG teams with Panzerfaust MG teams for +20 points per squad.
- Add Sd Kfz 251/1 half-tracks to the HQ Section and all Panzergrenadier Squads for +10 points per half-track.

*Gepanzerte SS-Panzergrenadier Platoons equipped with Sd Kfz 251/1 half-tracks may use the Mounted Assault special rule on page 243 of the rulebook.*



## SS-PANZERPIONIER PLATOON PLATOON

HQ Section with:

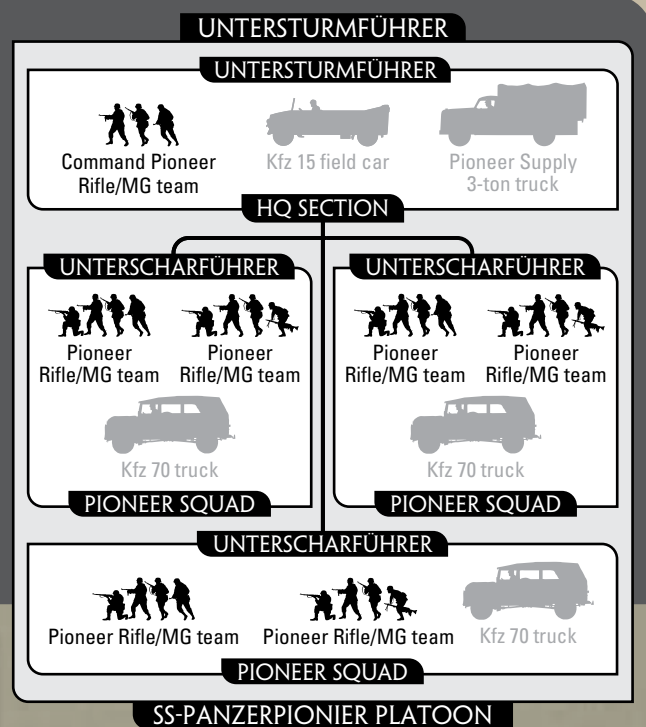


3 Pioneer Squads	240 points
2 Pioneer Squads	170 points

### OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Pioneer Panzerfaust SMG team for +10 points. If you do this, you may replace all Pioneer Rifle/MG teams with Pioneer Panzerfaust Rifle/MG teams for +20 points per squad.
- Add Kfz 15 field car and Kfz 70 trucks to the platoon for +5 points.
- Add Pioneer Supply 3-ton truck for +25 points, or Pioneer Supply Maultier for +30 points.

*You may replace up to one Pioneer Rifle/MG team per squad with a Flame-thrower team at the start of the game before deployment.*





## SUPPORT PLATOON

### SS-PANZER PLATOON

PLATOON

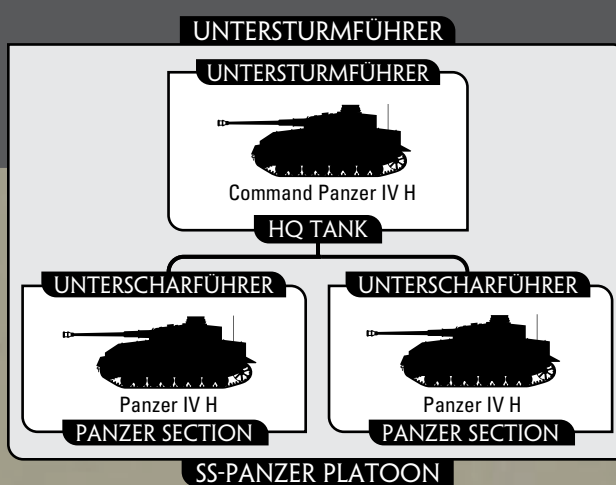


3 Panzer IV H

300 points

Euling had a small number of tanks from the *10. SS-Panzerdivision*. The division had very few tanks and many of those were worn out and being repaired following the retreat from Normandy. When the Allies launched Operation Market Garden, the *10. SS-Panzerdivision* sent what armoured support it could to help stymie the Allies and launch limited counterattacks.

A handful of Panzer IV tanks were moved across the Pannerden ferry and may have been available to support Euling in Nijmegen.





# FORTIFICATIONS

## STREET BARRICADES

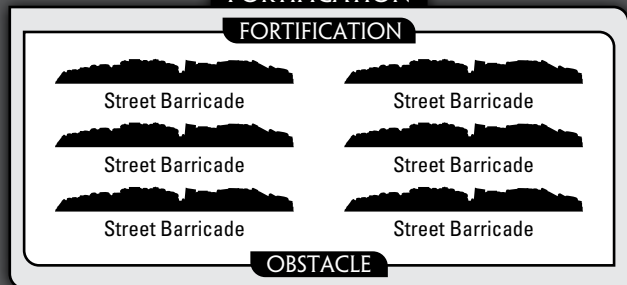
### FORTIFICATION

6 Street Barricades	180 points
5 Street Barricades	150 points
4 Street Barricades	120 points
3 Street Barricades	90 points
2 Street Barricades	60 points
1 Street Barricade	30 points

*Street Barricades are Area Defences, see page 262 of the rulebook.*

### FORTIFICATION

### FORTIFICATION



### OBSTACLE

### STREET BARRICADES

Euling and Baumgaertel reduced all of the buildings that were outside of their perimeter to rubble to block the roads. Church steeples and other potential observation posts outside the perimeter were also destroyed.



## MINEFIELDS

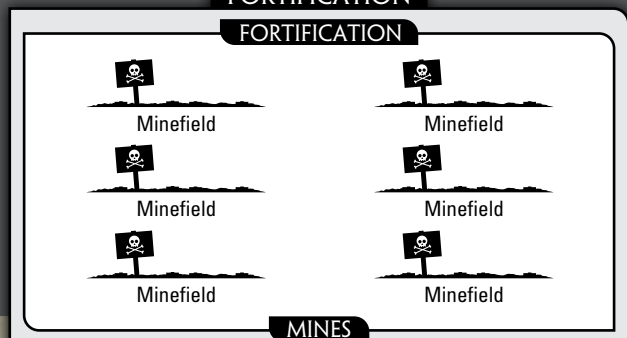
### FORTIFICATION

6 Minefields	300 points
5 Minefields	250 points
4 Minefields	200 points
3 Minefields	150 points
2 Minefields	100 points
1 Minefield	50 points

*Minefields are Area Defences, see page 262 of the rulebook.*

### FORTIFICATION

### FORTIFICATION



### MINES

### MINEFIELDS

There was no shortage of mines in Nijmegen.

# KAMPFGRUPPE VON FÜRSTENBERG

BATTLEGROUP VON FÜRSTENBERG  
(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Kampfgruppe von Fürstenberg HQ

65

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Fallschirmjäger Platoons taken as Support Platoons are all from an Ersatz Fallschirmjägerkompanie (marked ).

COMBAT PLATOONS

## RECONNAISSANCE



Ersatz Panzerspäh Platoon

65

## INFANTRY



Ersatz Panzergrenadier Platoon

95

## INFANTRY



Ersatz Panzergrenadier Platoon

95

## INFANTRY



Ersatz Panzergrenadier Platoon

95

## HEAVY WEAPONS



Ersatz Panzergrenadier Heavy Platoon

96

## SUPPORT PLATOONS

### INFANTRY



Sicherheits Company

131

Grenadier Platoon

39

Security Platoon

135

Fallschirmjäger Platoon

26

### INFANTRY



Grenadier Platoon

39

Fallschirmjäger Platoon

26

### ARTILLERY



Grenadier Artillery Battery

43

Grenadier Heavy Artillery Battery

43

Motorised SS-Artillery Battery

139

Motorised Heavy SS-Artillery Battery

139

Fallschirmjäger Artillery Battery

31

### ARTILLERY



SS-Rocket Launcher Battery

137

### ANTI-AIRCRAFT



Luftwaffe FlaK Platoon

141

### ANTI-AIRCRAFT



Luftwaffe FlaK Platoon

141



## ALLIED PLATOONS

Your force is from the Heer. Waffen-SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



## MOTIVATION AND SKILL

Kampfgruppe von Fürstenberg was an Aufklärungs (reconnaissance) training and replacement battalion. Kampfgruppe von Fürstenberg made up the only force with armoured vehicles in the fighting around Groesbeek.

Kampfgruppe von Fürstenberg is rated **Confident Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

 **KAMPFGRUPPE VON FÜRSTENBERG**

## HEADQUARTERS

### KAMPFGRUPPE VON FÜRSTENBERG HQ

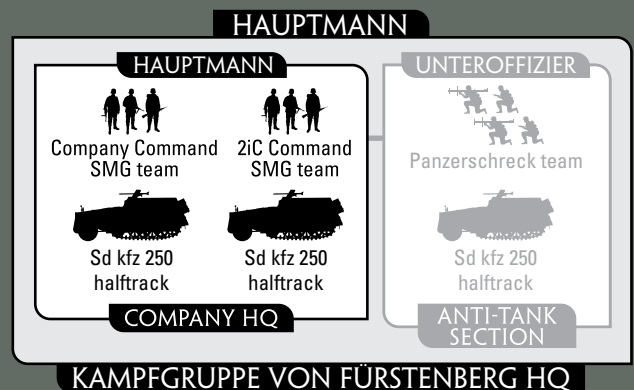
#### HEADQUARTERS

Company HQ

50 points

#### OPTIONS

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add Anti-tank Section for +30 points.



## COMBAT PLATOONS

### ERSATZ PANZERSPÄH PLATOON

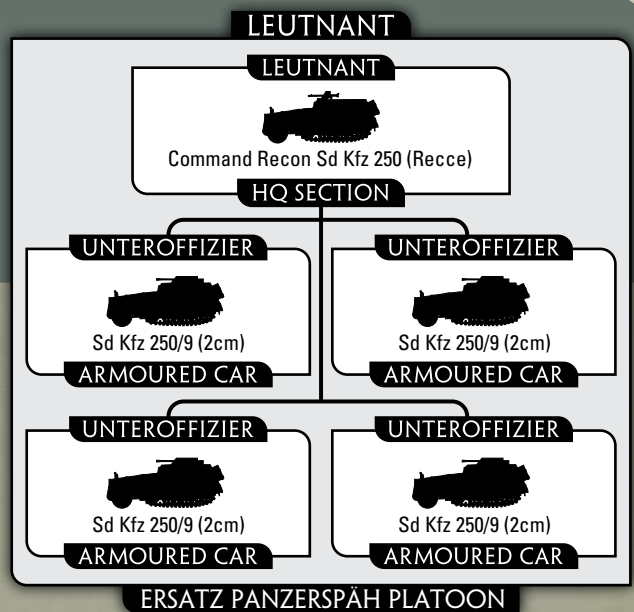
#### PLATOON

Sd Kfz 250 (Recce) with:

4 Sd Kfz 250/9 (2cm)	145 points
3 Sd Kfz 250/9 (2cm)	115 points
2 Sd Kfz 250/9 (2cm)	85 points

*An Ersatz Panzerspäh Platoon is a Reconnaissance Platoon.*

Kampfgruppe von Fürstenberg has been ordered to support the assault on the villages of Mook and Beek. The Kampfgruppe is made up of several armoured half-tracks from the Panzeraufklärungs Ersatz und Ausbildungs Abteilung (Armoured Reconnaissance Replacement and Training battalion).



## KAMPFGRUPPE VON FÜRSTENBERG

On 18 September, Kampfgruppe von Fürstenberg was a part of a three-Kampfgruppe attack towards the villages of Beek, Wyler, and Groesbeek. These attacks came from nearby bases in Germany and were aimed at tying up the US 82<sup>nd</sup> Airborne Division's resources and relieve pressure on the Nijmegen defenders.

Von Fürstenberg's force provided the armoured support and the other groups provided infantry made up of many

conscript and old veterans of World War I. Although only a handful of armoured vehicles were available, their presence surprised the American paratroopers and gave the Germans the initiative in the battles for Groesbeek.

Although the German battlegroups were repelled, it forced the US paratroopers to commit a large force to protect Groesbeek, further distracting them from capturing their most important objective: Nijmegen.

# SPERRVERBAND HARZER

The fall of the Nijmegen bridges to the Allies was countered by the recapture of the Arnhem road bridge by the Germans on 20 September. By this time, Operation Market Garden's fate was sealed, but the battle still raged on and the Allies could still achieve a foothold across the Rhine.

## A NEW THREAT

The Germans reinforced their presence north of Nijmegen through Arnhem and initially stemmed the British 30 Corps advance. However, the Allies landed the 1<sup>st</sup> Polish Independent Parachute Brigade (1PIPB) south of the lower Rhine at Driel. The German commanders knew that the Poles could not be ignored because unopposed, they could retake the Arnhem road bridge. This fear was only reinforced when 30 Corps reached the Poles with the 43<sup>rd</sup> (Wessex) Division on 22 September.

The responsibility to deal with this threat was assigned to *SS-Obersturmbannführer* (Lieutenant-Colonel) Walter Harzer, commander of the *9. SS-Panzerdivision*. This was a tall order for Harzer, for while the main combat elements of his division were tied up trying to destroy the British in Oosterbeek, Harzer had no available combat formations to deploy against the Poles south of the lower Rhine.

Harzer's solution was to construct a major combat formation almost out of thin air. This unit became known as *Sperrverband Harzer* (Blocking Group Harzer). He grabbed five assorted combat units, each approximately the size of a battalion, and ordered them to take up positions between the Poles and the Arnhem bridge.

## SPERRVERBAND HARZER

*Sperrverband Harzer* originally consisted of two *Heer* (army) formations, a *Luftwaffe* (air force) ground unit, a *Kriegsmarine* (navy) force, and a conscript Dutch-SS battalion. Most of these units had little more than the most basic training before being sent into combat. All were placed under the command of *Oberst* (Colonel) Egon Gerhard, who commanded a training and replacement regiment.

The best trained formation in *Sperrverband Harzer* was the *60. Motorisiert Grenadier Ersatz-und-Ausbildungs Abteilung* (60<sup>th</sup> Motorised Grenadier Training and Replacement Battalion), known simply as *Kampfgruppe Schörken*. This formation provided replacements for *116. Panzerdivision* (116<sup>th</sup> Armoured Division) and was a mix of a few previously wounded veterans and new recruits undergoing training for combat operations.

The *41. Festungs Machinegewehr Bataillon* (41<sup>st</sup> Machine-gun Battalion) was pulled from garrison duties and provided the blocking group's heavy firepower. The third formation was the third battalion of Dutch-SS *'Landesturm Nederland'* regiment. This unit had been located in Hoogeveen, completing their training as combat troops. *Kampfgruppe Köhnen*, a *Kriegsmarine* unit known as *642. Marinekampfsgruppe* (642<sup>nd</sup> Marine Battle Group), deployed with almost seven

hundred sailors and naval facility troops formed for ground combat operations. Finally *Luftwaffen Bataillon Kauer* (Air Force Battalion Kauer), with approximately 620 *Luftwaffe* ground personnel, formed up in three companies of combat infantry.

With the exception of the few veterans in *Kampfgruppe Schörken* none of the soldiers in *Sperrverband Harzer* had previously seen combat until being deployed against the Poles. All told, seventeen companies of infantry deployed from *Sperrverband Harzer* on 21 September, totalling almost 2500 infantrymen of various skill and ability, representing all four service branches of the German armed forces.

## THE BETUWE

Gerhard formed his new troops into a defence line along the raised railway embankment that ran south from the blown Arnhem railway bridge, across the soft polder of the Betuwe (also known as the Island by the Allies), toward Nijmegen. This raised embankment formed a natural defensive barrier against the anticipated Polish attack east toward the southern end of the Arnhem road bridge.

*Sperrverband Harzer* received direct support from numerous 8.8cm, 3.7cm, and 2cm flak guns from *Luftwaffe* field formations. Further, this mixed bag of infantry formations was supported by a further myriad of heavy weapons and army level support units.

The large and growing number of Heer and SS artillery batteries moved south of Arnhem were sited to bombard the Allied forces of 30 Corps fighting north of Nijmegen. It also created a killing ground in the polder, south of the Rhine in front of *Sperrverband Harzer*.

*Sperrverband Harzer* was attacked by the Poles on 24 September. As luck would have it, the assault fell against the blocking group's most experienced unit, *Kampfgruppe Schörken*. Initially the Poles drove the Germans back, but a strong counterattack, backed by the full weight of *191. Arko* (191<sup>st</sup> Artillery Command), turned the tide and pushed the Poles back to their original positions. After that attack, the Poles never attacked again, reasoning that the Germans were too strong and that their efforts were better served holding the way open for the retreating 1<sup>st</sup> Airborne Division from Oosterbeek.

## THEIR PART IN VICTORY

The men of the blocking group held the line into October and as the front was stabilised, ad hoc formations such as *Sperrverband Harzer* were replaced by regular troops. The role of *Sperrverband Harzer* is often overlooked, but it allowed the forces of *10. SS-Panzerdivision* to concentrate all of its force against 30 Corps north of Nijmegen and *9. SS-Panzerdivision* to keep pressure on the Oosterbeek perimeter. With the threat to its rear and its supply lines secure, the *II SS-Panzerkorps* was able to deny the Allies their ultimate prize: the Arnhem road bridge, the bridge too far.



# Fighting in the Betuwe

## 9. & 10. SS-Panzerdivision



# SPERRVERBAND HARZER

BLOCKING GROUP HARZER  
(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Sperrverband Harzer HQ

69

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

MACHINE-GUNS OR  
INFANTRY



Machine-gun  
Company

69

Sicherheits Company

131

Ersatz Panzergrenadier  
Platoon

95

MACHINE-GUNS OR  
INFANTRY



Machine-gun  
Company

69

Sicherheits Company

131

Ersatz Panzergrenadier  
Platoon

95

MACHINE-GUNS OR  
INFANTRY



Machine-gun  
Company

69

Sicherheits Company

131

Ersatz Panzergrenadier  
Platoon

95

MACHINE-GUNS OR  
INFANTRY



Machine-gun  
Company

69

Sicherheits Company

131

Ersatz Panzergrenadier  
Heavy Platoon

96

SUPPORT PLATOONS

ARMOUR



Schwere Panzer  
Platoon

125

Hummel Schwere  
Panzer Platoon

101

Heavy Anti-aircraft  
Gun Battery

71

ANTI-AIRCRAFT



Heavy Anti-aircraft  
Gun Battery

71

ANTI-AIRCRAFT



2cm Anti-aircraft  
Gun Battery

72

3.7cm Anti-aircraft  
Gun Battery

72

INFANTRY



Pionier Platoon

45

ARTILLERY



Motorised SS-  
Artillery Battery

139

ARTILLERY



Motorised SS-  
Artillery Battery

139

Motorised Heavy SS-  
Artillery Battery

139

ARTILLERY



SS-Rocket Launcher  
Battery

137

Motorised SS-  
Artillery Battery

139

Motorised Heavy SS-  
Artillery Battery

139



## ALLIED PLATOONS

Your force is from the Heer. Waffen-SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



## MOTIVATION AND SKILL

Sperrverband Harzer consisted of an odd collection of fortress machine-gun companies, naval manning units, and Dutch SS conscripts. The group was bolstered by the presence of the full weight of 191 Arko's artillery and half of von Swoboda's anti-aircraft guns.

Sperrverband Harzer is rated **Reluctant Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

 SPERRVERBAND HARZER

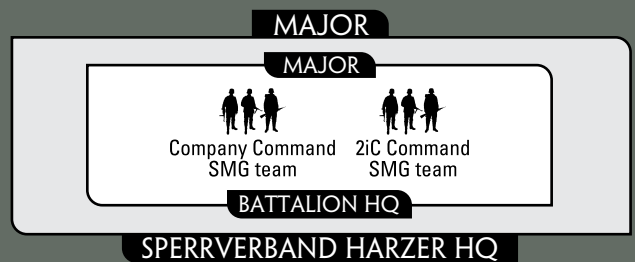
## HEADQUARTERS

### SPERRVERBAND HARZER HQ HEADQUARTERS

Company HQ  25 points

#### OPTION

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.



## COMBAT COMPANY

### MACHINE-GUN COMPANY COMPANY

3 Machine-gun Platoons 270 points

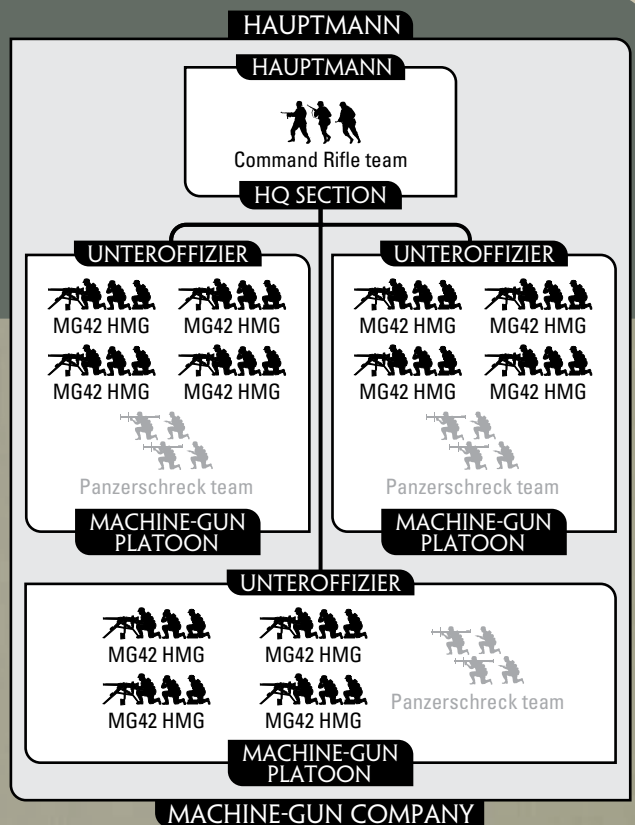
2 Machine-gun Platoons 180 points

#### OPTION

- Add a Panzerschreck team to any or all Machine-gun Platoons for +20 points per team.

*Machine-gun Platoons operate as separate platoons, each with their own command team.*

The 41. Festungs Machinegewehr Bataillon (41<sup>st</sup> Machine-gun Battalion) retreated in good order from its coastal positions. The unit consisted of five hundred and fifty men manning forty heavy machine-guns in four companies, supported by a large integral complement of panzerschreck anti-tank rocket launchers. This formation consisted of middle-aged men that had been in the army for years but had not seen any combat until they were deployed to face the Poles.



# KAMPFGRUPPE VON SWOBODA

BATTLEGROUP VON SWOBODA  
(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Kampfgruppe  
Swoboda HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## ANTI-AIRCRAFT



Heavy Anti-aircraft Gun  
Battery

## ANTI-AIRCRAFT



Heavy Anti-aircraft  
Gun Battery

3.7cm Anti-aircraft  
Gun Battery

## ANTI-AIRCRAFT



Heavy Anti-aircraft Gun  
Battery

## ANTI-AIRCRAFT



2cm Anti-aircraft Gun  
Battery

## SUPPORT PLATOONS

### ARMOUR



Hummel Schwere  
Panzer Platoon



### INFANTRY



SS-Panzergranadier  
Platoon



Machine-gun  
Company



Sicherheits Company



Ersatz Panzergranadier  
Platoon



### INFANTRY



Security Platoon



### ARTILLERY



Motorised SS-  
Artillery Battery



### ARTILLERY



Motorised SS-  
Artillery Battery



Motorised Heavy SS-  
Artillery Battery



### ARTILLERY



SS-Rocket Launcher  
Battery





Motorised SS-  
Artillery Battery



Motorised Heavy SS-  
Artillery Battery



## ALLIED PLATOONS

Your force is from the Luftwaffe. Heer (marked ) and Waffen-SS (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

## KAMPFGRUPPE SWOBODA SPECIAL RULE

### ALWAYS DEFENDS

Once in place, *Kampfgruppe von Swoboda* dominated the ground in front of them.

*Kampfgruppe Swoboda Always Defends* (see page 257 of the rulebook).



## MOTIVATION AND SKILL

Kampfgruppe von Swoboda was built from four regiments of anti-aircraft batteries pulled from various defence stations in Germany. These units were collected and sent into action to support SS-Kampfgruppen Spindler and Harzer. They didn't want to get too involved in hand-to-hand combat with the enemy, but this did not prevent them from adding their tremendous firepower to the fight.

Kampfgruppe Swoboda is rated **Reluctant Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

 **KAMPFGRUPPE SWOBODA**

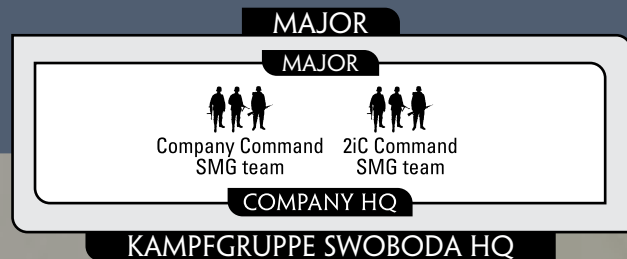
## HEADQUARTERS

### KAMPFGRUPPE SWOBODA HQ HEADQUARTERS

Company HQ

25 points

As *Luftwaffe FlaK* troops Von Swoboda's men were not used to be deployed in the front lines, but the Allied advance needed to be stopped!



## COMBAT PLATOONS

### HEAVY ANTI-AIRCRAFT GUN BATTERY

#### BATTERY

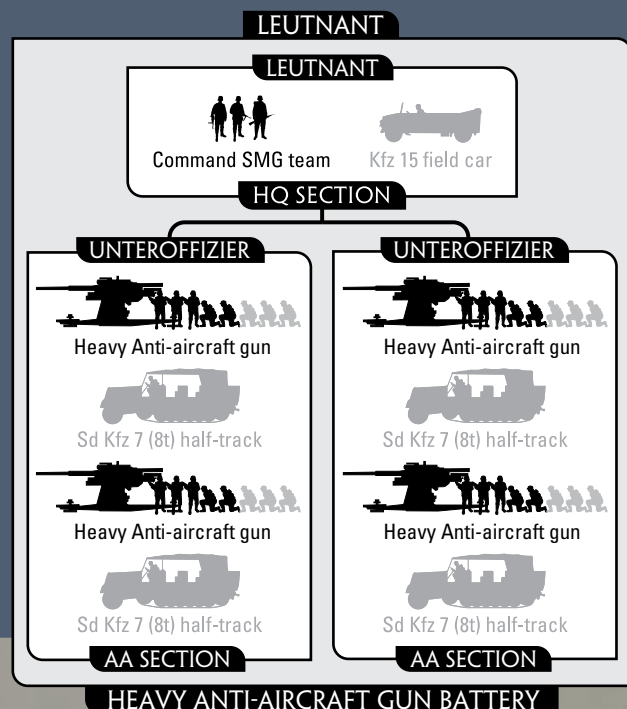
HQ Section with:

4 8.8cm FlaK36 (Static)	180 points
3 8.8cm FlaK36 (Static)	135 points
2 8.8cm FlaK36 (Static)	90 points
4 8.8cm FlaK39(r)	115 points

#### OPTIONS

- Model any or all 8.8cm FlaK36 (Static) anti-aircraft guns with Gun Shields for +5 points per gun.
- Model anti-aircraft guns with 8 or more crew and increase their ROF to 3 for +10 points per gun.
- Add Kfz 15 field car and Sd Kfz 7 (8t) half-tracks for +5 points for the platoon.

Von Swoboda brought 33 8.8cm FlaK36 heavy anti-aircraft guns from Germany. He deployed his guns in two groups north and south of the Rhine supporting Spindler in the north and Harzer in the south. From both of these directions, these flak guns all around the Arnhem-Oosterbeek area shelled the British paratroopers and knocked their hopes for resupply and reinforcements out of the sky.



Swoboda's first regiment was equipped with twelve modified ex-Soviet 85mm obr 1939 guns. These were deployed south of the Rhine to take shots at the British paratroopers. When the Polish paratroopers landed in Dreil, they focused their efforts on the new threat to the west instead.

## 2CM ANTI-AIRCRAFT GUN BATTERY

HQ Section with:



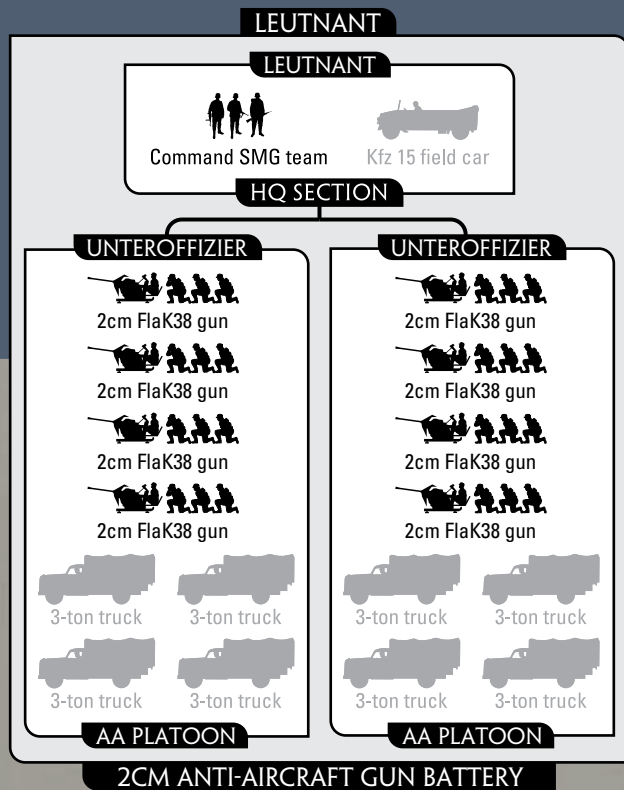
8 2cm FlaK38	115 points
4 2cm FlaK38	65 points

### OPTION

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.

*Oberstleutnant* von Swoboda has assembled a *Kampfgruppe* of anti-aircraft guns from Germany to help support *SS-Kampfgruppe Spindler*. Among other guns, he has brought 29 2cm FlaK38 and eight 3.7cm FlaK43 anti-aircraft guns.

These weapons are designed as anti-aircraft guns, but they can be used with great success on ground targets. These automatic cannons have a high rate-of-fire and plenty of ammunition, and when combined with the 8.8cm FlaK36 guns, can keep most enemy attacks at bay.



## 3.7CM ANTI-AIRCRAFT GUN BATTERY

BATTERY

HQ Section with:

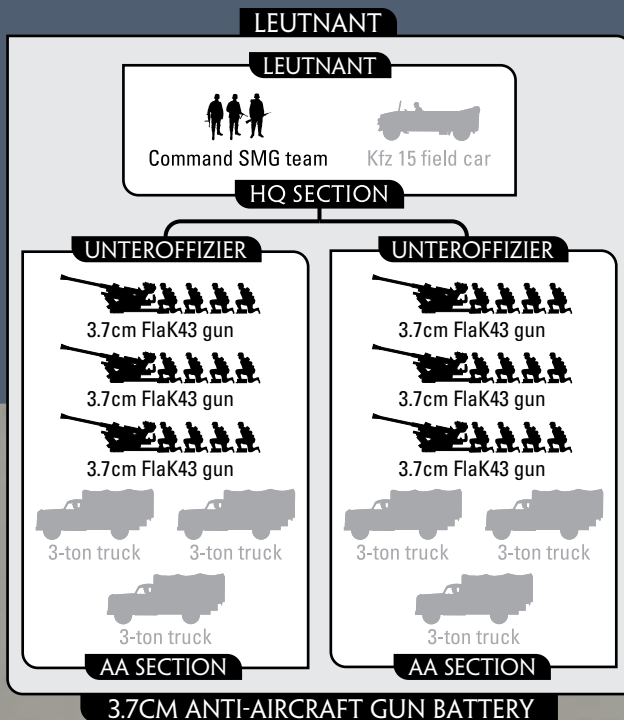


6 3.7cm FlaK43	125 points
3 3.7cm FlaK43	65 points

### OPTION

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.

The 3.7cm FlaK43 anti-aircraft guns combine both rapid fire with good range and hitting power. They are even powerful enough to knock out some Allied tanks and other light armoured vehicles. Against advancing infantry forces they reap a terrible toll.





# KAMPFGRUPPE VON SWOBODA

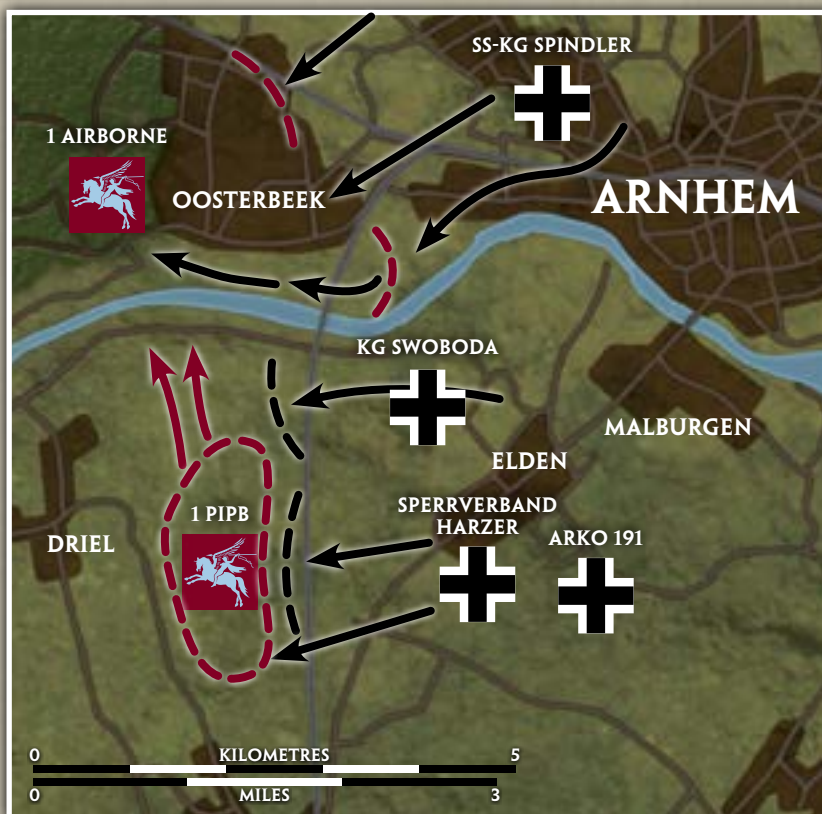
The Germans spared no effort to defeat the Allied airborne forces. They quickly identified that their biggest threat in the Arnhem area was from airborne forces. These troops were more lightly armed than regular infantry formations and, given time could be cut off and dealt with piecemeal if they could be isolated.

The Germans understood that airborne troops required continued resupply, airdropped by transport planes, so the Germans developed a three part plan. First, they overran the Allies' resupply drop zones. Second, the German Luftwaffe directed over three hundred fighter aircraft to attack the daily streams of low and slow-flying transports. Third, the Germans brought in hundreds of anti-aircraft guns to interdict the flight paths of the allied transport planes.

One such unit that was rushed into battle was the Luftwaffe's 46. *FlaK Regiment* (46<sup>th</sup> Flak Regiment) This was a unit fixed into position around the German city of Dorsten. It was not meant to be a field

combat unit and had no transport for the ordered movement into Arnhem. Like practically every other German effort related to defeating the allied Operation Market Garden, the transport of this unit was completed in an ad hoc manner. Transport trucks for the guns, the men, the supporting equipment and the ammunition came from every direction.

The commander of the unit, *Oberstleutnant* Dr. Hubert von Swoboda also took over command of several other anti-aircraft formations that flooded into the combat zone. *Kampfgruppe von Swoboda* eventually totalled over thirty heavy anti-aircraft guns: a mix of 8.8cm FlaK36 guns as well as captured Russian 85mm obr 1939 guns that were rebored to fire 8.8cm ammunition. In addition to these heavy anti-



aircraft guns, von Swoboda also had over thirty additional light anti-aircraft guns of 3.7cm and 2cm caliber.

Half of von Swoboda's guns fought in the battles west of Arnhem, against the British positions along the Oosterbeek perimeter, providing the SS troops with a lot of cannon firepower. The rest moved south to support the fighting in the Butwe area south of the Rhine. This fighting lasted for over two months before the anti-aircraft guns were returned to Germany to defend the skies from Allied bombers.

For his actions in the desperate fighting in Holland, von Swoboda was awarded the Knight's Cross, one of fewer than eight thousand German soldiers in all branches of the military to receive this award for bravery.







*SS-Kampfgruppe Graebner attempts to launch a coup de main assault on the Arnhem bridge, but the British are ready!*

# ARNHEM

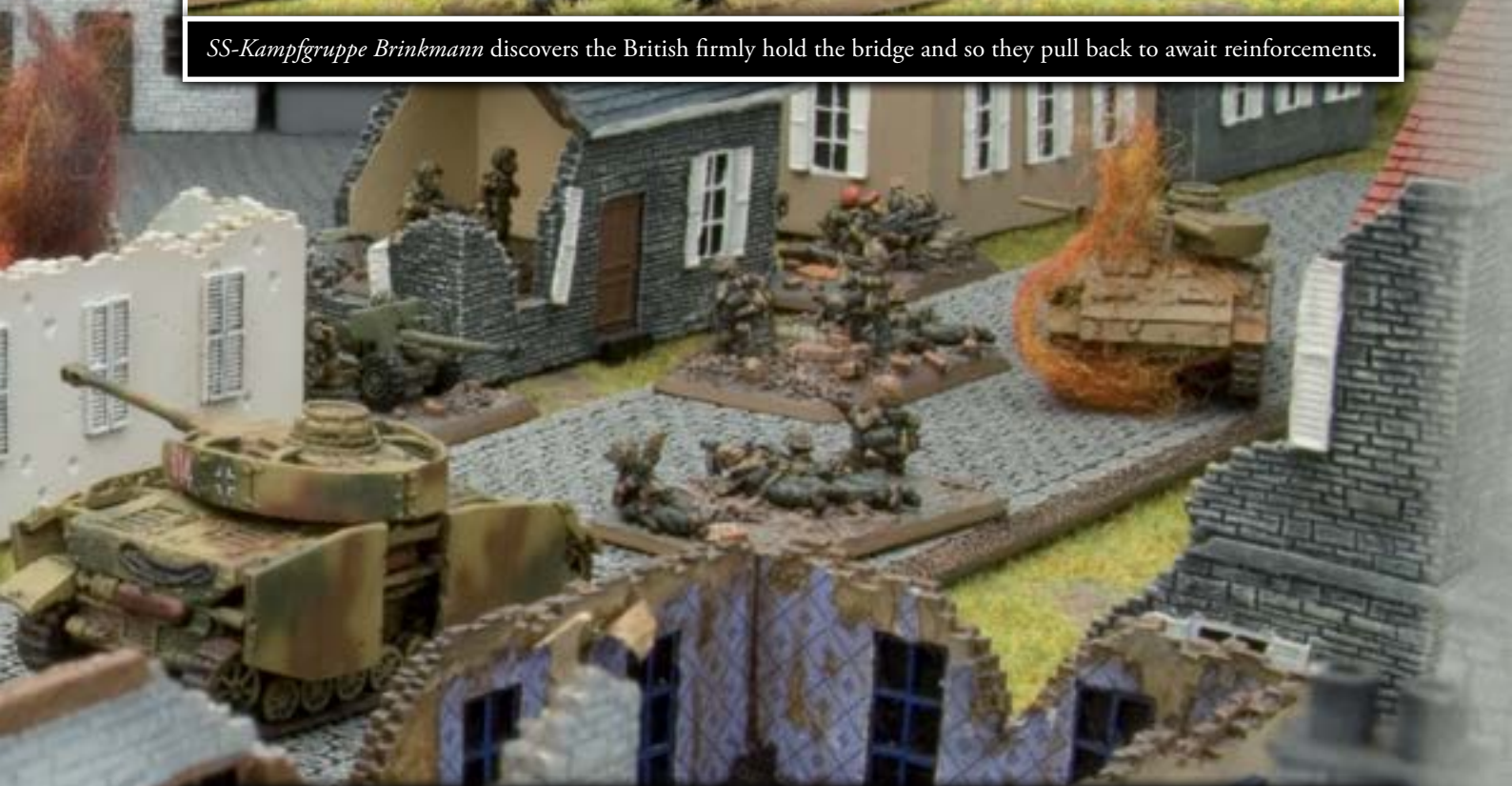


*Kampfgruppe Knaust takes over and systematically levels all of the buildings surrounding the bridge with heavy artillery.*





*SS-Kampfgruppe Brinkmann* discovers the British firmly hold the bridge and so they pull back to await reinforcements.



The full weight of the German battlegroups finally crushes the British paratroopers' perimeter on 21 September.



# THE BATTLE OF ARNHEM BRIDGE



*SS-Sturmabführer* Hans-Georg Sonnenstuhl, commander of *10. SS-Artilliereregiment* (10<sup>th</sup> SS-Artillery Regiment) from the *10. SS-Panzerdivision* (10<sup>th</sup> SS-Panzer Division), was on his way to his regiment's new camp in Zutphen with a small group of staff officers and men when he learned of the Allied airborne landings. What was more, he found out that he was the highest ranking officer available and was put in command of organising the defence of Arnhem.

Sonnenstuhl had just two *Alarmenheiten* (alarm companies) at his disposal. These were small, improvised units specifically organized to attack or contain allied parachute or commando attacks. Only one was immediately at hand, so he took the 68 men he could muster and immediately set out to Arnhem with this force.

## FIRST TO THE BRIDGE

As Sonnenstuhl marched to Arnhem, so too was Lieutenant Colonel John Frost's 2<sup>nd</sup> Parachute Battalion of the British 1<sup>st</sup> Airborne Division. Frost arrived first and cleared the small units guarding the bridge. An immediate attempt by Frost to seize the south end of the bridge was beaten back by an armoured vehicle from *9. SS-Aufklärungsabteilung* (9<sup>th</sup> SS-Reconnaissance Battalion), posted to secure that end of the bridge.

## THE FIRST ATTACKS

The first to respond to Frost was *1. Kompanie* (1<sup>st</sup> Company) of *10. SS-Aufklärungsabteilung* (10<sup>th</sup> SS-Reconnaissance Battalion), part of *SS-Kampfgruppe Brinkmann*, which approached the north end of the bridge early in the evening. The unit's armoured vehicles were fired upon by the British with automatic weapons and not knowing the enemy's strength, they opted to pull his unit back and report that the British held the bridge.

Just before midnight, during the night of 17 September, Sonnenstuhl arrived in Arnhem. He remembered, 'Then, having advanced so far without enemy resistance, I thought it was now just a simple sprint to the bridge, still approximately 300 metres ahead of us. But we were hardly half way when we

were blasted from both sides. The bridge ramp was occupied! ... At night all we could do was quietly take up positions and close off all access roads.'

## MONDAY, 18 SEPTEMBER

Early the next morning, a third German attack from the east, began at about 0100 hrs. This was *SS-Kampfgruppe Reinhold*, an *Alarmenheiten* of dismounted tank crewmen, led by *SS-Sturmabführer* Leo H. Reinhold. They were reinforced by the first battalion of *22. SS-Panzergrenadierregiment*, led by *SS-Hauptsturmführer* Karl-Heinz Euling. This unit amounted to approximately 200 officers and men and a few halftracks. Reinhold's men had been on their way to Nijmegen, planning on crossing the Arnhem bridge, but Frost's men blocked the way.

Reinhold deployed his battlegroup, ordering Euling's men to attack, which he did with two companies. Euling recalled later that there was "ferocious house-to-house fighting". While taking control of some buildings the bridge was still in Frost's hands at sunrise. Indeed, the British outnumbered and outgunned the Germans around the bridge well through the morning.

## KAMPFGRUPPE KNAUST ARRIVES

At 0400 hours Reinhold's men were replaced by *Kampfgruppe Knaust* and headed for their original objective, Nijmegen. *Kampfgruppe Knaust*, commanded by Major Hans-Peter Knaust, consisted of his *64. Panzergrenadier Ausbildungs und Ersatz Bataillon* (64<sup>th</sup> Motorised Infantry Training and Replacement Battalion). His men were either young, inexperienced recruits or soldiers who had been wounded in Russia. Knaust himself had lost a leg in December 1941 in the vicinity of Moscow. His unit contained one armoured vehicle, a half-track used by Knaust for his personal transportation, to compensate for his leg lost in battle.

Knaust was also allotted a platoon of self-propelled guns plus the second battalion from *22. SS-Panzergrenadierregiment* commanded by *SS-Hauptsturmführer* Ulrich Hauke. Knaust's battlegroup had a strength of about 450 men.



## KAMPFGRUPPE HUMMEL

*Kampfgruppe Hummel* arrived and gave the Germans some serious firepower in Arnhem with its Tiger IE heavy tanks. These were old worn-out tanks, but they served their purpose well.

You can find more about *Kampfgruppe Hummel* on page 98.

## SS-KAMPFGRUPPE SPINDLER

*SS-Kampfgruppe Spindler* wedged itself between the British in Arnhem and the forces in Oosterbeek.

You can find more about *SS-Kampfgruppe Spindler* on page 110.

SS-KAMPFGRUPPE  
SPINDLER



SEE PAGE 110

KAMPFGRUPPE  
HUMMEL



SEE PAGE 98

SS-KAMPFGRUPPE  
BRINKMANN



SEE PAGE 80

2<sup>ND</sup> PARA BN



(FROST)

## SS-KAMPFGRUPPE BRINKMANN

Brinkmann's *10. SS-Aufklärungsabteilung* (10<sup>th</sup> SS-Reconnaissance Battalion) was the first to engage Frost's battalion of paratroopers. He found them too well-prepared to take on, so he fell back.

You can find more about *SS-Kampfgruppe Brinkmann* on page 80.

SS-KAMPFGRUPPE  
GRAEBNER



SEE PAGE 84

KAMPFGRUPPE  
KNAUST



SEE PAGE 90



0 SCALE IN YARDS 100  
0 SCALE IN METRES 150

# GERMAN FORCES IN ARNHEM

## SS-KAMPFGRUPPE GRAEBNER

At 0900 hours, 18 September, Graebner makes his ill-fated charge across Arnhem Bridge with his *9. SS-Aufklärungsabteilung* (9<sup>th</sup> SS-Reconnaissance Battalion).

You can find more about *SS-Kampfgruppe Graebner* on page 84.

## KAMPFGRUPPE KNAUST

Knaust was in command of a large portion of the German forces in Arnhem. His command was responsible for eventually forcing the surrender of Frost's paratroopers before moving south.

You can find more about *Kampfgruppe Knaust* on page 90.

## ARNHEM KAMPFGRUPPEN

In the following pages you will find the battlegroups sent to contain and crush the British paratroopers in Arnhem. These include forces from the *Waffen-SS* as well as training and replacement troops of the *Heer* (Army).



## SS-KAMPFGRUPPE BRINKMANN

The remainder of Brinkmann's *10. SS-Aufklärungsabteilung* arrived during the night. His small group included a half dozen armoured cars and just under twenty armoured half-tracks.

Just after dawn Brinkmann launched an infantry attack with his own dismounted troops. The amount of firepower turned against this attack quickly convinced Brinkmann that the British forces were greater in number than had been estimated during the night. Brinkmann launched a second attack, this time bringing up his armoured vehicles for additional support. This attack fared no better than the first.

## GRAEBNER'S GAMBLE

Having attacked the British from the north and the east, the next German attack came from the south. German *9. SS-Aufklärungsabteilung* (9<sup>th</sup> Reconnaissance Battalion), under the command of *SS-Hauptsturmführer* Viktor Graebner, had been tasked to secure the route down to Nijmegen. The report that the British controlled the Arnhem bridge convinced Graebner to quickly return to Arnhem.

At 0900 hours Graebner attacked across the bridge with over twenty armoured vehicles and numerous trucks filled with panzergrenadiers. The attack detonated some of the anti-tank mines that British engineers had laid out on the bridge. Heavy fire from British anti-tank guns, PIATs, and automatic weapons smashed the attack. The leading element of the attack, perhaps five wheeled armoured cars were able to weave between the mines and used their high speed to escape and re-join their Hohenstaufen comrades fighting as *SS-Kampfgruppe Spindler* near Oosterbeek.

## REGROUPING

While Brinkmann controlled the perimeter to the north and Knaust was to the east of the bridge, the west side was not entirely sealed off due to lack of resources. This opening had

enabled B Company of the 2<sup>nd</sup> Parachute Battalion to join Frost at the bridge during the morning.

*Brigadeführer* (Brigadier) Heinz Harmel, commander of *10. 'Frundsberg' SS-Panzerdivision*, arrived on the scene after a long journey from Berlin. He found the situation confused and uncertain. He decided to take stock of the battlefield himself and took a tour of the centre of Arnhem. After surveying the scene, Harmel decided that the only way to deal with the British was to use heavy artillery on the houses. Heavy 10cm guns and 15cm guns were positioned in the streets of Arnhem and began to systematically reduce the houses metre by metre.

These large guns caused great commotion. After the war Frost wrote, 'Every shot seemed to pulverize the walls, and the deafening sound of the shell strikes alarmed us greatly. Just when I had decided that we would have to take drastic action our mortars found the range and a direct hit killed the entire crew, and seemingly put the gun out of action. We watched while it was towed away around a corner but we were not troubled by it again.'

## RENEWED ATTACKS

At 1200 hrs Knaust attacked from the east again. He sent one company from the *22. SS-Panzergrenadierregiment* along the Rhine to the bridge. Knaust also ordered a second attack by two of his own companies to the north of the other attack. Knaust accompanied this second attack on foot. This was difficult with his wooden leg but his direct leadership was noted and admired by his men.

The fight was bloody and despite heroic efforts by the Germans, the British stopped both of Knaust's attacks. Knaust lost all three company commanders during the first hours of fighting.

Slowly, the German attacks from the north and east gained ground, but with heavy losses. German mortars rained down shells on the British positions throughout the day.





Around 1800 hrs Knaust's forces renewed their assault. German soldiers had occupied the Public Works building, just a stone's throw from the bridge. The Germans had also seized one of the buildings on the west side of the bridge. Frost used his last reserves to retake these buildings, only to have to retreat from them as they were set ablaze by German shells.

## TUESDAY, 19 SEPTEMBER

Overnight, KG Knaust was reinforced by a company of tanks from *11. Panzer Ersatz und Ausbildung Abteilung* (11<sup>th</sup> Armored Training and Replacement Battalion) under the command of *Leutnant Mielke*. This company consisted of eight aging German tanks (a Panzer IVG, a Panzer IVH, and six Panzer IIILs and Ms). The arrival of these worn-out training tanks allowed Knaust to launch a proper combined-arms attack against the British positions.

These attacks gained control of buildings or set them afire, robbing the British of even more cover and concealment. British ammo ran low and the few anti-tank guns and mortars were gradually destroyed. With the mounting losses, cohesion was breaking down in the British formations. The ceaseless, incessant mortar and artillery fire sapped the strength of the British through the lack of sleep and rest.

## REINFORCEMENTS

*SS-Kampfgruppe Brinkmann's* attacks were also now supported directly by *102. SS-Werferabteilung* (102<sup>nd</sup> SS-Rocket Battalion), commanded by *SS-Hauptsturmführer Nickman*. This brought the fire of twelve 15cm Nebelwerfer rocket launchers into the British perimeter. British casualties mounted throughout the day while the Germans brought in more men, artillery, heavy mortars, and more armoured vehicles. The first two Tiger I E heavy tanks from *Kampfgruppe*

*Hummel*, arrived firing shell after shell directly into the buildings in support of Knaust and Brinkmann.

As the fighting at the bridge moved to its conclusion, Knaust's battlegroup was pulled from the frontline, reinforced with armoured vehicles and tanks, and readied for movement across the bridge as soon as it was cleared for traffic. Knaust was replaced in the frontline by a battalion of the *21. SS-Panzer Grenadierregiment*.

## WEDNESDAY, 20 SEPTEMBER

During Wednesday afternoon there was heavy fighting under the bridge. A Company of the British 2<sup>nd</sup> Parachute Battalion was driven back to the west side of the bridge. A Tiger tank continued the systematic shelling of the buildings. One shell after the other drilled through the walls. Fires broke out in practically all of the buildings held by the British.

Through the afternoon and into the evening German artillery delivered heavy, incessant bombardments further eroding the British opposition. One British officer noted, 'They now held practically every house. We were literally overrun.'

During the night, groups of British soldiers tried to escape through the ever-tightening cordon and a few succeeded. German tanks had forced their way onto the bridge, but could not yet cross. Firing on both sides died down as dawn approached.

## THURSDAY, 21 SEPTEMBER

By 0500 hours all organised resistance at the Arnhem bridge had collapsed. German forces soon reopened the Arnhem bridge and *Kampfgruppe Knaust* crossed the bridge at 1200 hours. Troops, vehicles, guns and tanks flooded south, over the bridge to face British 30 Corps north of Nijmegen. The bloody battle for Arnhem Bridge was over.





# SS-KAMPFGRUPPE BRINKMANN

SS-BATTLEGROUP BRINKMANN  
(MECHANISED COMPANY)

HEADQUARTERS

## HEADQUARTERS



SS-Kampfgruppe  
Brinkmann HQ

81

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



Gepanzerte SS-  
Aufklärungs Platoon

81

## INFANTRY



Gepanzerte SS-  
Aufklärungs Platoon

81

SS-Panzergrenadier  
Platoon

113

## INFANTRY



Gepanzerte SS-  
Aufklärungs Platoon

81

SS-Panzergrenadier  
Platoon

113

## MACHINE-GUNS



Gepanzerte SS-  
Aufklärungs Heavy Platoon

82

WEAPONS PLATOONS

## RECONNAISSANCE



Light SS-Panzerspäh  
Platoon

82

## RECONNAISSANCE





SS-Panzerspäh  
Platoon

83



## ALLIED PLATOONS

Your force is from the  
Waffen-SS.

Heer (marked ) and  
Luftwaffe (marked )  
platoons in your force are  
Allies and as such use the  
Reich Divided special  
rule on page 242 of the  
rulebook.

## SUPPORT PLATOONS

### ARMOUR



Schwere Panzer  
Platoon

 125

Hummel Schwere  
Panzer Platoon

 101

### ARMOUR



SS-Panzer Platoon

82

SS-Tank-hunter  
Platoon

136

### INFANTRY



Ersatz Panzergrenadier  
Platoon

 95

Pionier Platoon

 45

Security Platoon

 136

### ARTILLERY



Motorised SS-Artillery  
Battery

139

SS-Rocket Launcher  
Battery

137

### ARTILLERY



Motorised SS-Artillery  
Battery

139

Motorised Heavy  
SS-Artillery Battery

139

### ANTI-AIRCRAFT



Luftwaffe FlaK  
Platoon

 141

### AIRCRAFT



Air Support

140





## MOTIVATION AND SKILL

SS-Kampfgruppe Brinkmann was the first to engage Frost's perimeter in force. The bulk of Brinkmann's force was the highly motivated and professional troops of the 10<sup>th</sup> SS-Panzer Division's reconnaissance battalion.

SS-Kampfgruppe Arnheim is rated **Fearless Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

 **SS-KAMPFGRUPPE BRINKMANN**

## HEADQUARTERS

### SS-KAMPFGRUPPE BRINKMANN HQ

#### HEADQUARTERS



Company HQ

75 points

#### OPTION

- Replace one or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.

*Teams from an SS-Kampfgruppe Brinkmann HQ may use the Mounted Assault special rule.*

#### HAUPTSTURMFÜHRER

##### HAUPTSTURMFÜHRER

  
Company Command  
SMG team

  
2iC Command  
SMG team

  
Sd Kfz 250  
half track

  
Sd Kfz 250  
half track

##### COMPANY HQ

#### SS-KAMPFGRUPPE BRINKMANN HQ

## COMBAT PLATOONS

### GEPANZERTE SS-AUFKLÄRUNGS PLATOON

#### PLATOON

HQ Section with:



3 Aufklärungs Squads

290 points

2 Aufklärungs Squads

210 points

#### OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

*SS-Gepanzerte Aufklärungs Platoons may use the Mounted Assault special rule.*

The battalion's halftracks have been consolidated into a single unit so that they can continue to use their mobility and firepower to turn the tide of battle with daring charges.

Your half-tracks will keep the enemy on their back foot. Don't hesitate to be bold with these troops. Find a weak spot and exploit it with as much force as you can bring to bear on the enemy.

#### UNTERSTURMFÜHRER

##### UNTERSTURMFÜHRER



Command  
MG team



Sd Kfz 250/10  
(3.7cm) half-track

##### HQ SECTION

##### UNTERSCHARFÜHRER



MG team



MG team



Sd Kfz 250  
half-track



Sd Kfz 250  
half-track

##### AUFKLÄRUNGS SQUAD

##### UNTERSCHARFÜHRER



MG team



MG team



Sd Kfz 250  
half-track



Sd Kfz 250  
half-track

##### AUFKLÄRUNGS SQUAD

##### UNTERSCHARFÜHRER



MG team



Sd Kfz 250  
half-track



MG team



Sd Kfz 250  
half-track

##### AUFKLÄRUNGS SQUAD

#### GEPANZERTE SS-AUFKLÄRUNGS PLATOON

# GEPANZERTE SS-AUFKLÄRUNGS HEAVY PLATOON

## PLATOON

HQ Section with:



- Machine-gun Section 115 points
- No Machine-gun Section 20 points

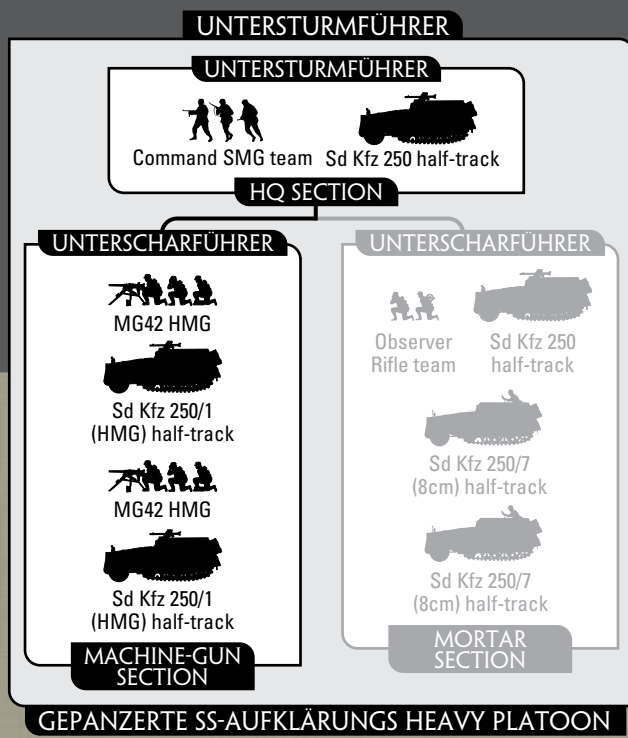
## OPTION

- Add a Mortar section for +100 points.

*An SS-Gepanzerte Aufklärungs Heavy Platoon must have a Mortar section if it has no Machine-gun Sections.*

*An SS-Gepanzerte Aufklärungs Heavy Platoon may make Combat Attachments to Gepanzerte SS-Aufklärungs Platoons, SS-Aufklärungs Platoons, and SS-Panzergranadier Platoons.*

The battalion's heavy platoon is prepared to lend assistance to the assault. They have a few 8cm half-tracks and HMG carriers at their disposal to help your Aufklärungs platoons reach the objective safely.



# WEAPONS Platoons

## LIGHT SS-PANZERSPÄH PLATOON

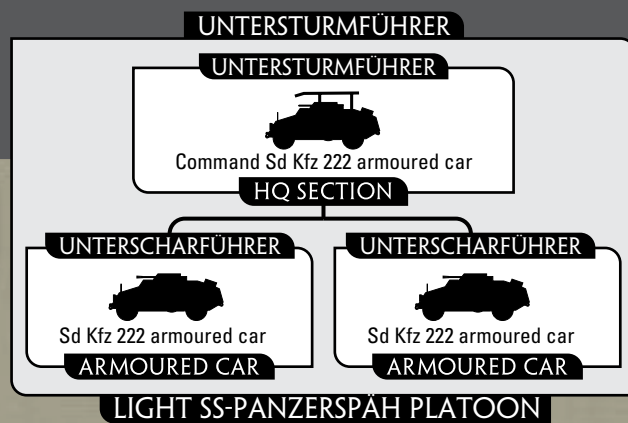
### PLATOON



- 3 Sd Kfz 222 120 points

*An Light SS-Panzerspäh platoon is a Reconnaissance Platoon.*

The battalion's remaining armoured cars are ideal for scoping out the enemy's positions and reporting back. However, in operations that call for speed, these cars are most useful lending their fire to the assault and picking out enemy troops for support guns to knock out.





## SS-PANZERSPÄH PLATOON

### PLATOON

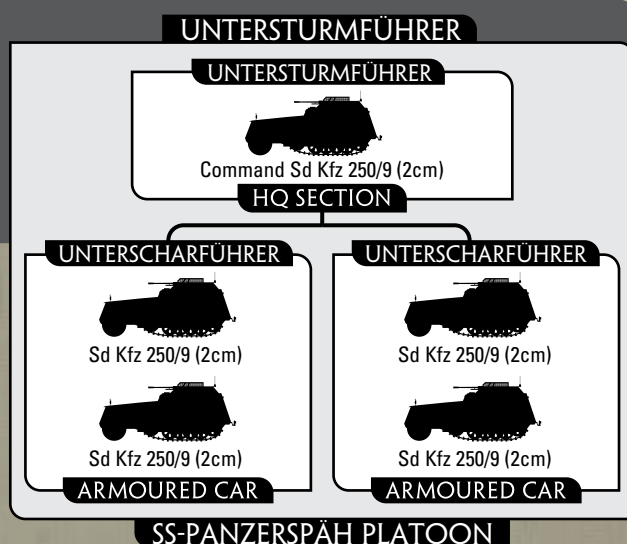


5 Sd Kfz 250/9 (2cm)	215 points
4 Sd Kfz 250/9 (2cm)	170 points
3 Sd Kfz 250/9 (2cm)	130 points

*An SS-Panzerspäh platoon is a Reconnaissance Platoon.*

The battalion lacks any sort of armoured tanks so we've had to improvise. The Panzerspäh company's Sd Kfz 250/9 (2cm) armoured half-tracks have been reorganised to serve as the battalions assault tanks.

Use these vehicles to blast or assault your way through a weak point in the enemy lines, then follow it up with a mounted assault from your SS-Gepanzerte Aufklarungs platoon.



## SS-KAMPFGRUPPE BRINKMANN

*SS-Obersturmbannführer* (SS-Lieutenant-Colonel) Heinz Brinkmann's 10. SS-Panzeraufklärungs Abteilung (10<sup>th</sup> Armoured Reconnaissance Battalion), from the 10. 'Frundsberg' SS-Panzerdivision, moved quickly toward the Arnhem road bridge, checking out reports of skirmishes. SS-Obersturmführer (SS-Lieutenant) Karl, Ziebrecht's company was the first German combat unit to reach the Arnhem road bridge after Frost's men had seized the north end.

The situation was uncertain as his armoured vehicles were fired at as they advanced up the Nijmeegseweg, the main road leading from the north down to the bridge. Suddenly small arms fire came from multiple directions as the British paratroopers opened up on the Germans.

The enemy strength was unknown, but it clearly dwarfed his force. Ziebrecht pulled his unit back and reported by radio to Brinkmann that the British had seized the vital road bridge. Brinkmann ordered the remainder of the reconnaissance battalion to close up on the lead company. A perimeter was established for all-around defence for the night.

Several skirmishes were fought during the night of 17 September. Brinkmann's troops kept several detachments of paratroopers from reaching the Arnhem road bridge, many being taken captive during the confused night fighting. He set up his command post in a building located on the east side of the northern ramp of the Arnhem road bridge, where he directed his unit throughout the fighting.

### FIRST ATTACKS

At dawn on 18 September, Brinkmann ordered his first concerted attack to regain the Arnhem bridge. The first attack was made only with his infantry troops advancing on foot. This attack was stopped almost immediately by the concentrated

small arms fire of the British paratroopers. However, Brinkmann quickly ordered a second infantry attack, this time supported by his armoured cars and halftracks. This provided heavy weapons to fire into the British positions located in the buildings around the bridge. The British paratroopers countered the attack with two 6-pounder anti-tank guns and once again, Brinkmann fell back.

### HOLDING THE LINE

In the following days Brinkmann shifted focus from assaulting to containment, as his troops formed the northern perimeter around the Arnhem bridge and held Kampfgruppe Knaust's right flank, while Knaust's troops did the attacking against the bridge. The massive rush of reinforcements into Arnhem brought units of almost every type to fight alongside Brinkmann's troops.

When the Germans regained control of the Arnhem road bridge, Brinkmann's reconnaissance battalion was one of the first units to cross the bridge. Brinkmann first screened *Sperrverband Harzer*, allowing that unit to get into place before rejoining the rest of the 10. SS-Panzerdivision to fight it out with the British 30 Corps north of Nijmegen.

### AFTER HOLLAND

Brinkmann would command his unit through the remainder of the war. On May 5 Brinkmann's troops were knocked aside by the massive Soviet attack into Berlin. Brinkmann retreated his few surviving troops to the west, crossed the Elbe River, and surrendered to the Americans.

# SS-KAMPFGRUPPE GRAEBNER

On 17 September 1944, *SS-Kampfgruppe Graebner* was assembled at Hoenderloo, near Arnhem. The battlegroup consisted of battered veterans from the *9. SS-Panzeraufklärungs Abteilung* (9<sup>th</sup> SS Armoured Reconnaissance Battalion), commanded by the eccentric and bold *SS-Hauptsturmführer* Viktor Graebner.

## NORMANDY

The unit was refitting after a hard fight and retreat in Normandy. Earlier, on 16 July 1944, Graebner's unit was attached to the *277. Infanteriedivision* (277<sup>th</sup> Infantry Division) near the road between Villers-Bocage and Caen. The British 30 Corps had taken Noyers-Bocage and threatened to unbalance the entire section of the German line.

Graebner prepared to counterattack. Knowing that the British were most alert at dawn, he would wait for them to relax and then launch his assault. Graebner's lightning counterattack was a dramatic success, catching the British completely by surprise and saving the Germans from the immediate crisis. His leadership and actions earned him the Knight's Cross.

## REFORMING

The desperate fighting in France gave way to a long retreat to Holland. By the first week of September, Graebner had made it to Holland with less than half his men and only 32 armoured vehicles. He was ordered to turn over all of his vehicles to the *10. 'Frundsberg' SS-Panzerdivision* in preparation of being removed to Germany for a complete rebuild. However, Graebner cunningly had his men render all of his vehicles 'unserviceable' to prevent losing them.

## MARKET GARDEN

During the morning of 17 September, *SS-Obersturmbannführer* (Lieutenant Colonel) Walter Harzer, commander of the *9. 'Hohenstaufen' SS-Panzerdivision*, was formally awarding Graebner with his Knight's Cross when Operation Market Garden was launched. Artillery shook the earth and Allied aircraft poured forth three airborne divisions across the Dutch landscape.

In just over one hour Graebner's men had all their 'unserviceable' vehicles ready for combat. Graebner immediately headed to Nijmegen, to scout for enemy activity and secure the route.

When he arrived in Nijmegen he found the city's bridge secured by men from *Kampfgruppe Henke*. Then Graebner learned that the *10. SS-Panzeraufklärungs Abteilung* was engaged in a heavy firefight with British forces at the Arnhem Bridge. Graebner raced his unit north. When he arrived he received reports of a small British parachute force holding the northern end of the bridge. Graebner, true to form, decided to launch an attack as soon as possible.

## GRAEBNER'S ASSAULT

Graebner decided to use the same tactics that had worked so well in Normandy. He would wait until after dawn passed, counting on the British to relax their vigilance and then he would pounce. Graebner's men were ready and willing. The battalion, approximately 300 men and 22 vehicles, would cut their way across the bridge.

The faster armoured cars led the assault, followed by armoured half-tracks. The Panzergrenadiers brought up the rear in a mixture of military and civilian trucks crouched behind metal barrels filled with sand and grain for protection against British fire.

At 0930 hours on 18 September, the *9. SS-Panzeraufklärungs Abteilung* raced across the bridge at top speed with Graebner at the head of the column in his captured British Humber scout car. The fast armoured cars made it through, but British anti-tank guns, PIAT rounds, and grenades demolished the open-topped vehicles. The 'small group' of British paratroopers turned out to be a full battalion well dug-in and prepared for his assault!

Somewhere in the confusion Graebner himself was killed, but it is uncertain when exactly. Some reports indicate that his armoured car was knocked out by a PIAT round, others say that he dismounted and encouraged his pinned down troops to keep moving under the hail of fire. But the fact remains that after the short but sharp battle Graebner, along with 70 of his men, had perished in the hasty assault. When the dust settled, 27 burning wrecks from earlier attacks and Graebner's assault littered the bridge, making it nearly impassable.

Although he had failed, his daring assault contributed to the siege by forcing Frost's paratroopers to deplete critical ammunition and supplies. The Chief of Staff of the *9. SS-Panzerdivision* remarked, 'that this was typical of Graebner, always the first to be stuck in!'



## SS-HAUPTSTURMFÜHRER VIKTOR GRAEBNER



### CHARACTERISTICS

SS-Hauptsturmführer Viktor Graebner is a Company Command Tank team and a Warrior. Graebner is permanently mounted in either a Captured Humber Scout Car for +40 points or a Captured Humber IV Armoured Car for +55 points. He replaces the Company Command team of SS-Kampfgruppe Graebner (see page 86) and is rated **Fearless Veteran**.

#### GRAEBNER'S GAMBLE

Graebner had a reputation for always following his own initiative. In Normandy, this proved valuable when he spoiled an allied attack, buying time for his division to evade encirclement. When the Allies launched Operation Market Garden, Graebner again acted on his own orders and rushed to counter the allied airborne assault at both Nijmegen and Arnhem.

*SS-Kampfgruppe Graebner Always Attacks (see page 257 of the rulebook).*

*Combat Platoons in SS-Kampfgruppe Graebner may make Spearhead moves (see page 261 of the rulebook).*

*In addition, SS-Kampfgruppe Graebner always makes the first Reconnaissance Deployment Move regardless of which player the mission states makes the first Reconnaissance Deployment Move.*

#### KNIGHT'S CROSS

SS-Lieutenant Colonel Walther Harzer, commander of the 9. 'Hohenstaufen' SS-Panzerdivision, decorated Graebner with the Knight's Cross merely hours before his assault on the Arnhem Bridge.

*Graebner and any platoon that he has Joined hit on 2+ in an Assault.*

#### SCHNELL!

Graebner ordered his column to charge into Arnhem jabbing his fist in the air and yelling, 'Marsch! Marsch!' As the column poured over the bridge some vehicles began to fall behind. Graebner encouraged them to pick up the pace shouting, 'Schnell! Schnell!'

*When Graebner and any Combat or Weapons platoon he has Joined makes a Stormtrooper move, it may move up to 6"/15cm instead of the normal 4"/10cm.*

# SS-KAMPFGRUPPE GRAEBNER

SS-BATTLEGROUP GRAEBNER  
(MECHANISED COMPANY)

HEADQUARTERS

## HEADQUARTERS



SS-Kampfgruppe  
Graebner HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



Gepanzerte SS-  
Aufklärungs Platoon

## INFANTRY



SS-Aufklärungs  
Platoon

## INFANTRY



SS-Aufklärungs  
Platoon

## MACHINE-GUNS



Gepanzerte SS-  
Aufklärungs Heavy Platoon

WEAPONS PLATOONS

## RECONNAISSANCE



Light SS-Panzerspäh  
Platoon

## RECONNAISSANCE



SS-Panzerspäh  
Platoon

## RECONNAISSANCE



Heavy SS-Panzerspäh  
Platoon

## INFANTRY GUN



SS-Aufklärungs  
Cannon Platoon

## SUPPORT PLATOONS

### ARTILLERY



Motorised SS-Artillery  
Battery

Motorised Heavy SS-  
Artillery Battery

### ARTILLERY



SS-Rocket Launcher  
Battery

Motorised SS-Artillery  
Battery

Motorised Heavy SS-  
Artillery Battery

### ANTI-AIRCRAFT



SS-Aufklärungs  
Anti-aircraft Gun Platoon

Heavy Anti-aircraft  
Gun Platoon


### AIRCRAFT



Air Support



## ALLIED PLATOONS

Your force is from the Waffen-SS. Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.





## MOTIVATION AND SKILL

*Graebner's men were fiercely loyal and trusted their commander. His expert tactics achieved success in Normandy against the British and they knew he would lead them to victory once again in Holland.*

SS-Kampfgruppe Graebner is rated **Fearless Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

 **SS-KAMPFGRUPPE GRAEBNER**

## HEADQUARTERS

### SS-KAMPFGRUPPE GRAEBNER HQ

#### HEADQUARTERS



Company HQ

55 points

#### OPTIONS

- Replace either or both Command SMG team with Command Panzerfaust SMG teams for +10 points per team.
- Replace either or both Schwimmwagen amphibious jeeps with Kübelwagen jeeps or motorcycles and sidecars at no cost.
- Replace both Schwimmwagen amphibious jeeps with two Sd Kfz 251/1 or Sd Kfz 250 half-tracks for +20 points.

#### HAUPTSTURMFÜHRER

##### HAUPTSTURMFÜHRER



Company Command  
SMG team



Schwimmwagen



2iC Command  
SMG team



Schwimmwagen

##### COMPANY HQ

#### SS-KAMPFGRUPPE GRAEBNER HQ

*Teams from an SS-Kampfgruppe Graebner HQ equipped with Sd Kfz 251/1 or Sd Kfz 250 half-tracks may use the Mounted Assault special rule.*

## COMBAT PLATOONS

### SS-AUFKLÄRUNGS PLATOON

#### PLATOON

HQ Section with:



3 Aufklärungs Squads

230 points

2 Aufklärungs Squads

165 points

#### OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

#### REINFORCED TRUCKS

*If a Reinforced Truck is hit by enemy shooting, artillery bombardment, or air attack, the vehicle does not make a save. Instead your opponent must take a Firepower Test for each hit:*

- If the roll equals or exceeds the weapon's Firepower rating, it is Destroyed.
- Otherwise, the hit fails to put the truck out of action and it is not Destroyed.

*If a Reinforced Truck is hit but not Destroyed, Passengers do not need to take a Passenger Save. If the vehicle is Destroyed, the normal rules for Unarmoured Transports apply (see pages 101, 135, and 189 of the rulebook).*

#### UNTERSTURMFÜHRER

##### UNTERSTURMFÜHRER



Command  
MG team



Reinforced  
truck

##### HQ SECTION

##### UNTERSCHARFÜHRER



MG team



MG team



Reinforced truck

AUFKLÄRUNGS  
SQUAD

##### UNTERSCHARFÜHRER



MG team



MG team



Reinforced truck

AUFKLÄRUNGS  
SQUAD

##### UNTERSCHARFÜHRER



MG team



MG team



Reinforced truck

##### AUFKLÄRUNGS SQUAD

#### SS-AUFKLÄRUNGS PLATOON

The trucks that went into combat with Graebner's assault were reinforced with 55-gallon drums filled with sand and grain, sandbags, and anything else that would offer the slightest bit of protection for the troops inside.

# WEAPONS PLATOONS

## HEAVY SS-PANZERSPÄH PLATOON

PLATOON



2 Sd Kfz 231 (8-rad)

90 points

The heavy Sd Kfz 231 (8-rad) armoured car is ideal for closing with the enemy while still being able to conduct reconnaissance. Its armour will prevent enemy rifle and machine-gun fire from penetrating the vehicle while it spots enemy positions.

UNTERSTURMFÜHRER

UNTERSTURMFÜHRER



Command Sd Kfz 231 (8-rad)

HQ SECTION

UNTERSCHARFÜHRER



Sd Kfz 231 (8-rad)

ARMOURED CAR

HEAVY SS-PANZERSPÄH PLATOON

*An SS-Heavy Panzerspäh platoon is a Reconnaissance Platoon.*



## SS-AUFKLÄRUNGS CANNON PLATOON

PLATOON



3 Sd Kfz 251/9 (7.5cm)

135 points

The *Aufklärungs* cannon platoon is equipped to knock out enemy gun teams with its excellent firepower. The 7.5cm cannon will keep enemy teams at bay that threaten your half-tracks and trucks.

Use the platoon sparingly and don't expose it unnecessarily to enemy fire as there are only a few Sd Kfz 251/9 (7.5cm) to go around and they can't hold up to enemy anti-tank weapons and tanks.

UNTERSTURMFÜHRER

UNTERSTURMFÜHRER



Command Sd Kfz 251/9 (7.5cm) half-track

GUN SECTION

UNTERSCHARFÜHRER



Sd Kfz 251/9 (7.5cm) half-track

GUN SECTION

UNTERSCHARFÜHRER



Sd Kfz 251/9 (7.5cm) half-track

GUN SECTION

SS-AUFKLÄRUNGS CANNON PLATOON





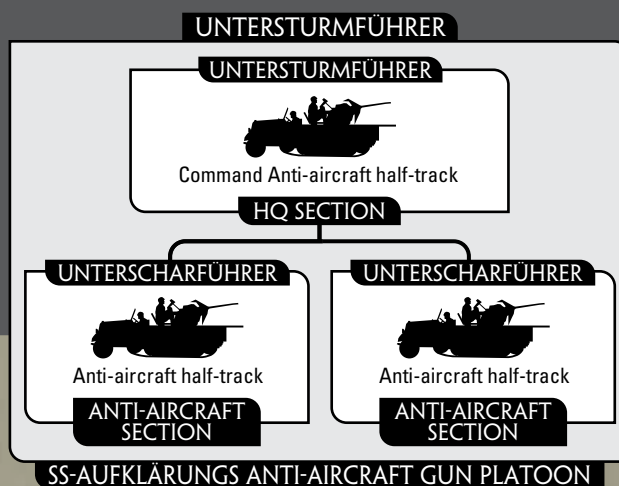
## SS-AUFKLÄRUNGS ANTI-AIRCRAFT GUN PLATOON

### PLATOON



3 Sd Kfz 10/5 (2cm)	95 points
2 Sd Kfz 10/5 (2cm)	65 points
3 Armoured Sd Kfz 10/5 (2cm)	135 points
2 Armoured Sd Kfz 10/5 (2cm)	90 points

Graebner's 9. SS-Panzeraufklärungs Abteilung has its own platoon of self-propelled anti-aircraft guns to protect them from enemy air strikes. Use these vehicles to protect your troops from enemy aircraft or armour them and use them against lightly armed enemy infantry.





# KAMPFGRUPPE KNAUST

*Kampfgruppe Knaust* was composed of roughly 400 troops from the *Panzergrenadier Ausbildungs und Ersatz Bataillon 64* (Training and Replacement Battalion 64) from Bocholt Germany under the command of Major Hans-Peter Knaust and a mixed panzer company of six Panzer III L or M tanks and two Panzer IV G tanks from the Bielefeld tank driving school of *6. Panzerdivision* under command of Lieutenant Mielke. The infantry were classed as 'not quite fit yet' for front line duty, but the demands of the time were more pressing.

The infantry of *Kampfgruppe Knaust* arrived in Arnhem on 18 September 1944 and placed under command of *Sturmabführer* (SS-Major) Brinkmann. Lieutenant Mielke's panzers would not arrive until 19 September due to constant harassment of the German rail system by Allied air power.

## ARNHEM BRIDGE

*Kampfgruppe Knaust* was ordered to relieve *Kampfgruppe Euling* on the north ramp of the Arnhem Bridge so *SS-Kampfgruppe Euling* could continue on to Nijmegen.

*Kampfgruppe Knaust* moved into position to engage the 2<sup>nd</sup> Battalion of the British 1<sup>st</sup> Airborne Division under the command of Lieutenant Colonel Frost. For the rest of 18 September Knaust's men were involved in a vicious hand-to-hand struggle with the British paratroopers. Progress was slow and gains were measured in meters. Believing only 120 British soldiers were in the area, the German commanders could not understand why progress was so slow and attributed it to the poor performance of Knaust's men. However, Frost actually had about 600 men with which to perform his dogged defence.

The arrival of Mielke's Panzers on 19 September allowed for a combined arms approach to the battles. The tanks and

infantry worked together to reduce the British strong points one at a time. Using nothing but small arms, machine guns, Panzerfausts, Panzers, and German ingenuity to remove the British from the area. The addition of two 10.5cm artillery pieces, brought up to direct-fire into the buildings, also lent much needed punch to Knaust's efforts. The British positions were reduced from the original 18 fortified houses to ten by 19 September.

## SUPPORTING TIGER TANKS

The gruelling two days of fighting (18 and 19 September) from house-to-house and often hand-to-hand reduced the British strength from 600 at the beginning of the battle to 150 on the morning of 20 September. The arrival of two Tiger tanks on 20 September, sent directly from Model on the command of Hitler himself, sealed the fate of the remaining British paratroopers. The paratroopers had no answer for these behemoths. In one action a Tiger tank's 8.8cm gun was able to damage a building sufficiently that the entire facing wall peeled off of the building exposing the scrambling paratroopers inside.

## RESCUING THE WOUNDED

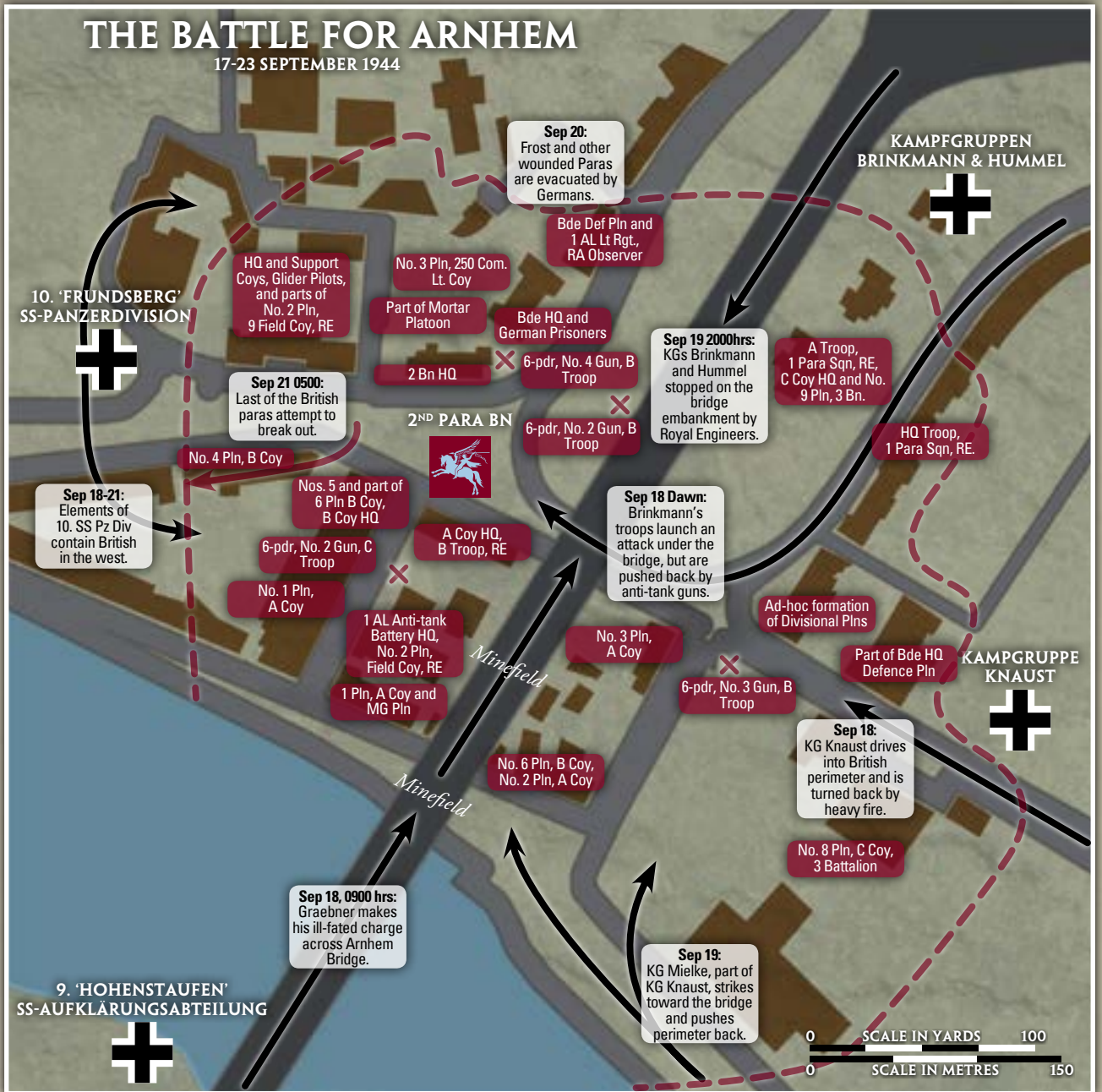
During the fighting of 18 to 20 September, *Kampfgruppe Knaust* saw the loss of three Panzer tanks and roughly half its manpower. To help alleviate the loss in manpower the German's used an armoured half-track to make runs down the street with both machine-guns blazing away to suppress the British paratroopers, stopping only long enough to pull wounded men into the back of the half-track. This proved extremely difficult due to the rubble and wreckage in the streets limiting the ability of the half-track to negotiate the narrow confines. This tactic was brought to an end when the half-track was hit by enemy fire. The half-track's driver was killed and two grenadiers were forced to bail out of the half-





# THE BATTLE FOR ARNHEM

17-23 SEPTEMBER 1944







track and flee through the cordon of British paratroopers. A liberal use of hand grenades and the close proximity of the river allowed both grenadiers to escape and get back to German lines.

### THE BRIDGE IS OPEN

By mid-day, 21 September the British were no longer able to dominate the road bridge and prevent the remnants of *SS-Kampfgruppe Euling*, *Kampfgruppe Knaust* and other German units to cross over the bridge to join defence against the British 30 Corps. With the bridge back in German hands, *Kampfgruppe Knaust* was directed to set up a blocking position in Elst to halt any breakthrough of *10. 'Frundsberg' SS-Panzerdivision* defences in Nijmegen. Reinforced by eight Panther tanks and assault guns, *Kampfgruppe Knaust* was able to occupy positions in Elst to block the advance of 30 Corps who stopped their own advance in Lent.

### THE POLISH PROBLEM

*Kampfgruppe Knaust* was ordered to attack the Polish parachute drop in Driel. The German commander of *II. SS-Panzerkorps*, Bittrich, was convinced the objective of the Polish paratroopers was to encircle and destroy *10. SS-Panzerdivision*. Bittrich ordered *Kampfgruppe Knaust* to move towards Driel and engage the enemy. Knaust's men began to advance, but once south of the town and out of the available cover they were halted. The coinciding offensive from the Allied units to meet up with the 1<sup>st</sup> Polish Independent Parachute Brigade forced the *Kampfgruppe* back towards the outskirts of Elst where it took up a defensive posture against the Allied efforts.

Major Knaust was awarded the Knights Cross for his actions leading to the recapture of the bridge at Arnhem.





## MAJOR HANS-PETER KNAUST



Major Hans-Peter Knaust led his men from the *Wehrkreis VI* Panzergrenadier Training and Replacement Battalion 'Bocholt' into the Arnhem Bridge battlefield before dawn of the second day of the battle. His men were a mix of men recovering from wounds and new recruits. Knaust himself was returning to action with a wooden leg, having been gravely wounded on the Russian Front.

Placed under the command of *10. SS-Panzerdivision*, Knaust's first mission was to launch direct attacks against Frost's troops at Arnhem Bridge. As the grim battle for the bridge wound down to its brutal conclusion, Knaust's troops were pulled off the front line and reinforced for their second mission: fighting south of Arnhem against the expected British advance from Nijmegen. They were also directed against the feared attack by the Polish paratroops for control of the south end of the Arnhem bridge, but ran into troops of the British 30 Corps before engaging the Poles.

Knaust's personal style of leadership had a direct impact on the reduction of the British hold on Arnhem Bridge and in blocking the road into Arnhem as Operation Market Garden ended. Knaust was respected and admired by his men, who marvelled at his near suicidal disregard to enemy fire on the front line. His service on the Russian Front and his gallant battlefield manner inspired his men to greater devotion to duty in the midst of some of the most desperate fighting in the West.

For his actions in the battles around Arnhem, Knaust was awarded the Knight's Cross on 28 September 1944. For further gallantry in later actions he was awarded the Knight's Cross with Oak Leaves and ended the war as an *Oberstleutnant* (Lieutenant Colonel).

### CHARACTERISTICS

Major Hans-Peter Knaust is a Warrior Higher Command SMG team rated as Fearless Veteran. Knaust is mounted in either an Sd Kfz 251/1 or Sd Kfz 250/3 half-track. Knaust may join Kampfgruppe Knaust (page 94) for +70 points.

#### A KEEN EYE ON THE BATTLE

As a vastly experience panzergrenadier commander Knaust had a keen eye for spotting enemy positions and identifying their likely locations.

*Major Hans Peter Knaust is a Recce team and may re-roll failed attempts to Reveal enemy platoons using Eyes and Ears (see page 195 of the rulebook).*

*In addition, Knaust does not suffer the usual +1 penalty to the score needed to Range In artillery bombardments.*

#### WOODEN LEG

Knaust lost his leg on the Russian Front and now has a wooden leg, somewhat slowing his movement on foot when dismounted from his half-track.

*When dismounted, Major Hans Peter Knaust moves 4"/10cm (instead of the normal 6"/15cm) and may not move At The Double.*

#### MARCH TO THE SOUND OF THE FIRING!

Knaust knew the importance of getting his reinforcements to where they were needed most.

*Once per turn, Major Hans Peter Knaust may re-roll one die rolled to receive Reserves for your force.*

# KAMPFGRUPPE KNAUST

BATTLEGROUP KNAUST  
(MECHANISED COMPANY)

HEADQUARTERS

## HEADQUARTERS



Kampfgruppe Knaust  
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



Ersatz Panzergrenadier  
Platoon

## INFANTRY



Ersatz Panzergrenadier  
Platoon

## INFANTRY



Ersatz Panzergrenadier  
Platoon

## HEAVY WEAPONS



Ersatz Panzergrenadier  
Heavy Platoon

WEAPONS PLATOONS

## ARTILLERY



Ersatz Panzergrenadier  
Mortar Platoon

## ANTI-TANK



Ersatz Panzergrenadier  
Anti-tank Platoon

## ARMOUR



Ersatz Panzer Platoon

## ARMOUR



Ersatz Panzer Platoon

## SUPPORT PLATOONS

### ARMOUR



Hummel Schwere  
Panzer Platoon

SS-Panzer Platoon

### ARMOUR



Hummel Schwere  
Panzer Platoon

### RECONNAISSANCE



Ersatz Panzerspäh  
Platoon

Light SS-Panzerspäh  
Platoon

SS-Panzerspäh  
Platoon

### INFANTRY



Sicherheits Company

Security Platoon

Gepanzerte SS-  
Aufklärungs Platoon

SS-Panzergrenadier  
Platoon

### ARTILLERY



Motorised SS-  
Artillery Battery

Motorised Heavy SS-  
Artillery Battery

### ARTILLERY



SS-Rocket Launcher  
Battery

Motorised SS-  
Artillery Battery

Motorised Heavy SS-  
Artillery Battery

### ANTI-AIRCRAFT



Heavy Anti-aircraft  
Gun Platoon

Luftwaffe FlaK  
Platoon



### AIRCRAFT



Air Support



## ALLIED PLATOONS

Your force is from the Heer. Waffen-SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



## MOTIVATION AND SKILL

Kampfgruppe Knaust was a training and replacement battalion for 6. Panzerdivision. While largely inexperienced, Knaust's men fought hard to push the British out of Arnhem and open the way to Nijmegen.

Kampfgruppe Knaust is rated **Confident Trained**.


MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

 **KAMPFGRUPPE KNAUST**

## HEADQUARTERS

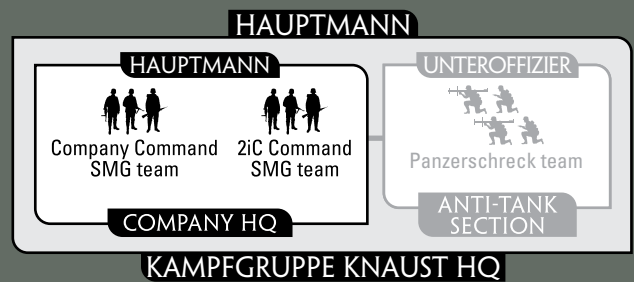
### KAMPFGRUPPE KNAUST HQ

#### HEADQUARTERS

Company HQ  35 points

#### OPTIONS

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add Anti-tank Section for +20 points.



## COMBAT PLATOONS

### ERSATZ PANZERGRENADIER PLATOON

#### PLATOON

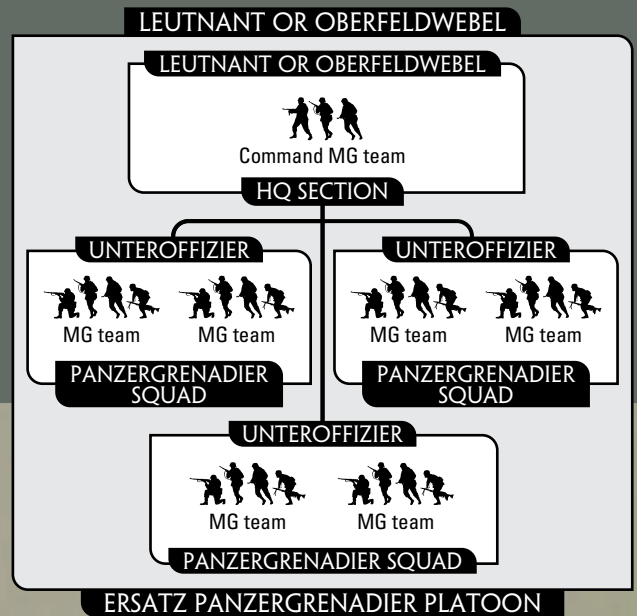
HQ section with: 

3 Panzergrenadier Squads 140 points  
2 Panzergrenadier Squads 100 points

#### OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

The men of *Kampfgruppe Knaust* were still undergoing training when they were called up to play their part in the defence of the Netherlands against the Allied assault. With little previous combat experience they set about reducing the fortified perimeter set up by the British paratroopers in Arnhem.



## ERSATZ PANZERGRENADIER HEAVY PLATOON

### PLATOON

HQ section with:



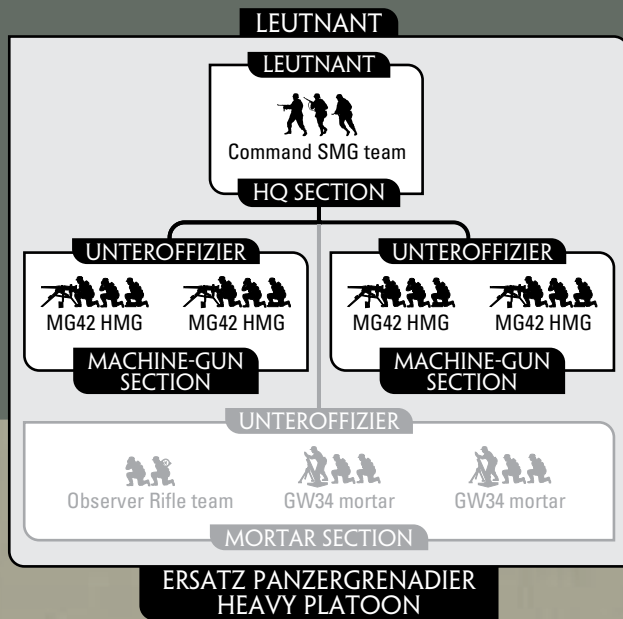
2 Machine-gun Sections	100 points
1 Machine-gun Section	55 points
No Machine-gun Section	10 points

### OPTION

- Add a Mortar Section for +45 points.

*An Ersatz Panzergrenadier Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.*

*Ersatz Panzergrenadier Heavy Platoons may make Combat Attachments to Ersatz Panzergrenadier Platoons.*



## WEAPONS Platoons

## ERSATZ PANZERGRENADIER MORTAR PLATOON

### PLATOON

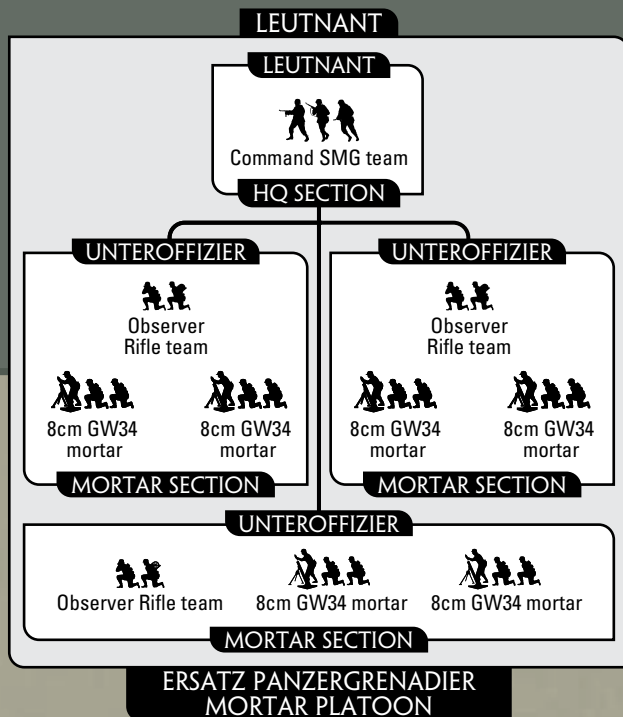
HQ Section and



Three Mortar Sections with: 6 8cm GW34	145 points
Two Mortar Sections with: 4 8cm GW34	100 points

The men of the Ersatz Panzergrenadier Mortar Platoon now get a chance to test their training in actual combat. They are trained to bring down bombardments at short notice as the panzergrenadiers require them. If timed right they can catch the enemy advancing in the open with devastating effect.

With so much of the fighting in the streets of Arnhem the direct fire capabilities of the 8cm mortar will also come into their own against infantry and gun positions, where a well aimed shot can be very effective.





## ERSATZ PANZERGRENADIER ANTI-TANK PLATOON

### PLATOON

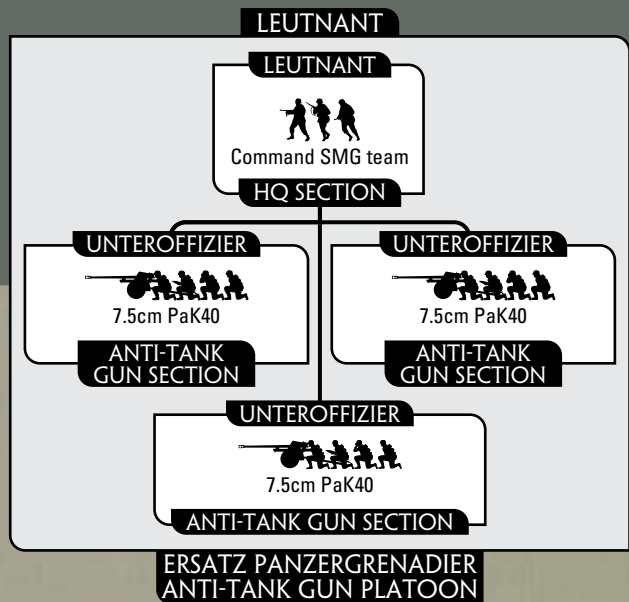
HQ section with:



3 7.5cm PaK40	120 points
2 7.5cm PaK40	80 points

The 7.5cm PaK40 is one of the best anti-tank guns available. It is light and easy to conceal, ideal for lying in wait for enemy armour.

It also has an effective high-explosive round for dealing with enemy infantry in buildings and other forms of cover. In Arnhem the PaK40 guns are more likely to be used as infantry guns in this way against the British paratroopers. However, you never know when some Allied tanks may show up.



## ERSATZ PANZER PLATOON

### PLATOON

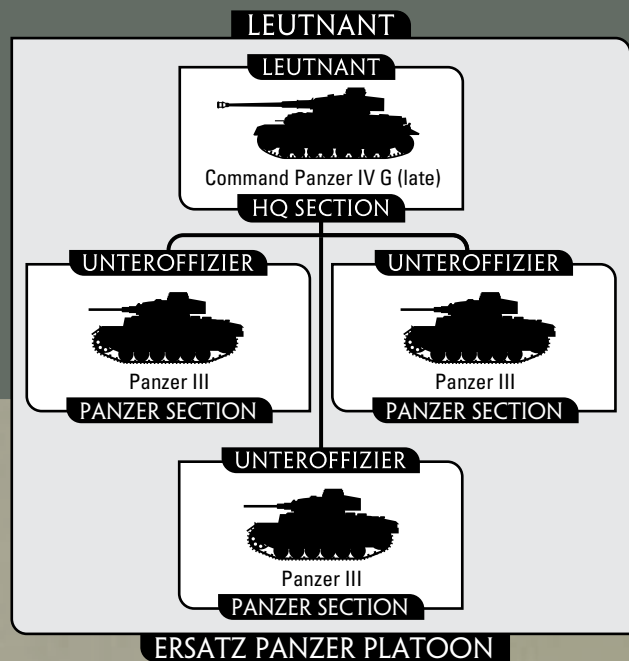


1 Panzer IV G (late)	220 points
& 3 Panzer III L or M	
1 Panzer IV G (late)	170 points
& 2 Panzer III L or M	

### OPTION

- Add Schürzen sideskirts to any or all Panzer III L or M, or Panzer IV G (late) tanks for +5 points per tank.

*Kampfgruppe Knaust* also had group of training tanks from *Panzerkompanie 'Mielke'* that supported them in Arnhem. This small company was made up of older types of Panzer tanks. The company had six Panzer III L or M and two Panzer IV G tanks (one may have been a Panzer IV H). Though older types, they could still hold their own against some types of Allied tanks.



# KAMPFGRUPPE HUMMEL

*Hauptmann* (Captain) Hans Hummel was on convalescent leave, when he was directed to report to the marshalling yard of *Panzer Ersatz Abteilung 500* (Tank Training Battalion 500) located in Military District VI, Paderborn, Germany. He was to put together a Heavy Panzer Company and to move to relieve of the city of Arnhem and recapture the bridge crossing the Rhine River. The orders from the high command called for a heavy armoured company composed of Tiger tanks. It was felt this would be the perfect hammer needed to reopen the flow of men and equipment needed to stop the Allied advance.

## KAMPFGRUPPE HUMMEL IS FORMED

*Kampfgruppe Hummel* was formed from fourteen Tiger I E tanks pulled out of the inventory of *Panzer Ersatz Abteilung 500*. These Tiger tanks were assembled from cannibalized wrecks with a variety of old turrets, mismatched road wheels, and commander's cupolas. Some of the tanks still had *zimmerit* anti-magnetic mine paste applied to the hull, but the majority of the tanks were lacking this. Some of the tanks still had the old filter components attached to their engine systems.

## TO ARNHEM

The fourteen Tiger tanks entrained and moved towards Arnhem. On 19 September the Tiger I E tanks of *Kampfgruppe Hummel* arrived in Bocholt 80 kilometres (50 miles) from Arnhem. The rail lines were congested and blocked further forward and the Tiger tanks had to road march towards the town. Due to the improvised nature of the Tiger tanks, twelve of the fourteen vehicles suffered mechanical break downs before arriving in Arnhem. The twelve tanks that broke down would be repaired, but would not get involved in the fighting until after 21 September.

## UNDER KAMPFGRUPPE BRINKMAN

The two remaining Tigers, under command of *Leutnant* Knaack and *Feldwebel* Barneki, arrived on the evening of 19 September. It was decided the two Tiger tanks would be subordinated under *SS-Kampfgruppe Brinkman* and begin the assault directly rather than await the remainder of Hummel's command to arrive in dribs and drabs. The morale boost provided by the firepower of the two Tiger tanks proved to be a massive boon for the German forces.

The two Tiger tanks started their attack at 2000 hours on the evening of 19 September. The tanks advanced up the embankment of the Nijmegen Highway moving onto the ramps towards the bridge. The systematic shelling of the houses occupied by the British paratroopers was the beginning of a strong push to force the British 2<sup>nd</sup> Parachute Battalion into a smaller cordon.

The German attacks were beginning to sap the strength of the 2<sup>nd</sup> Parachute Battalion. Multiple positions were reduced. In one instance the combined fire of the pair of Tigers destroyed two upper floors and peeled the face off the front of the building. Unfortunately for the Tigers, this position was occupied by members of the Royal Engineers and like a nest of angry hornets the engineers responded with improvised explosive charges thrown against the Tiger tanks. This combined with the fire from the one remaining 6 pounder anti-tank gun, located at the British Headquarters building in Arnhem, was able to hit and penetrate the turret of *Leutnant* Knaack's Tiger, injuring two crewman. This unexpected resistance caused the two Tigers to withdraw. *Leutnant* Knaack's Tiger retired to the rear area workshops for repairs.

The damage was already done by this time and *SS-Kampfgruppe Brinkman's* infantry had been able to strangle the cordon into a smaller and tighter perimeter.







## CALLING IN THE ARTILLERY

The strong resistance presented by the 2<sup>nd</sup> Parachute Battalion caused the Germans to pull their units back and begin a massive artillery barrage on the night of 19/20 September. The bombardment caused further confusion and injury to the entrenched paratroopers.

As soon as the final round of the artillery barrage landed, *Feldwebel* Barneki's Tiger returned and continued the work with the panzergrenadiers of *SS-Kampfgruppe Brinkman* to reduce the remnants of the British paratroopers' positions. The British were facing assaults from Brinkman's panzergrenadiers with support from Hummel's Tiger tanks, with further pressure from the infantry of *Kampfgruppe Knaust* from the southern embankment of the bridge.

## SECURING THE BRIDGE

The British fought to the last bullet, but by 0500 hours on Wednesday morning, 20 September, the Germans had secured the northern end of the bridge, wresting control of it from the 2nd Parachute Battalion. The bridge was once more in German hands.

On the morning of 20 September *Hauptmann* (Captain) Hummel brought up the remaining strength of the company and thirteen Tigers moved out with *Kampfgruppe Knaust* towards the town of Elst. There they set up a blocking position to stop the advance of the British 30 Corps. The Germans found the debris and destroyed vehicles on and around Arnhem Bridge to be a major impedance, but were able to use the powerful Tiger tanks to clear a path through the vehicles littering the road.

*SS-Kampfgruppe Brinkman* remained to continue putting pressure on the British paratroopers. The fighting finally

came to a halt sometime on 21 September with a message of 'Out of Ammo, God save the King.' The soldiers of Johnny Frost's 2<sup>nd</sup> Parachute Battalion then surrendered, having done everything they could to hang on to Arnhem. Sadly the only people to hear this message were the German interception stations. The Allies would not have a clear understanding of the outcome of the battle until sometime later.

## WITH KAMPFGRUPPE KNAUST

On Thursday 21 September, the Tiger tanks of *Kampfgruppe Hummel* and the panzergrenadiers of *Kampfgruppe Knaust* were diverted from moving towards the town of Elst in order to deal with the new threat posed by the new air landings of the 1<sup>st</sup> Polish Independent Parachute Brigade's arrival in the area surrounding Driel. The diversion provided by containing the Polish paratroopers delayed the arrival of Hummel's Tigers in Elst until the evening of Friday 21 September.

On the evening of 22 September the Tiger tanks of *Kampfgruppe Hummel* were ambushed by leading elements of the British 43<sup>rd</sup> 'Wessex' Division. The short firefight caused confusion amongst the Tigers and five vehicles were lost to the combined firepower of the anti-tank guns and PIAT launchers. During the firefight some of the Tigers attempted to reverse away from the fire, but slid down off of the steep embankments to become bogged down in the wet fields. These Tiger tanks had to be abandoned as unrecoverable under fire at the time.

*Kampfgruppe Hummel* lost an additional two Tiger tanks in the area around Elst during skirmishes with the elements of the British 30 Corps. Soon afterwards the company was removed from the line and was reassigned to 506. *Schwere Panzerabteilung* (506<sup>th</sup> Heavy Tank Battalion) as its fourth armoured company.

# KAMPFGRUPPE HUMMEL

BATTLEGROUP HUMMEL  
(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Kampfgruppe Hummel  
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## ARMOUR



Hummel Schwere  
Panzer Platoon

## ARMOUR



Hummel Schwere  
Panzer Platoon

## ARMOUR



Hummel Schwere  
Panzer Platoon

## SUPPORT PLATOONS

### ARMOUR



Schwere Panzer  
Platoon

Ersatz Panzer Platoon

SS-Panzerspäh  
Platoon

### INFANTRY



Gepanzerte SS-  
Aufklärungs Platoon

SS-Panzergrenadier  
Platoon

Ersatz Panzergrenadier  
Platoon

Pionier Platoon

### INFANTRY



Gepanzerte SS-  
Aufklärungs Platoon

SS-Panzergrenadier  
Platoon

Ersatz Panzergrenadier  
Platoon

### ARTILLERY



Motorised SS-  
Artillery Battery

SS-Rocket Launcher  
Battery

### ARTILLERY



Motorised SS-  
Artillery Battery

Motorised Heavy SS-  
Artillery Battery

### ANTI-AIRCRAFT



Heavy Anti-Aircraft  
Gun Platoon

Luftwaffe FlaK  
Platoon



### AIRCRAFT



Air Support



## ALLIED PLATOONS

Your force is from the Heer. Waffen-SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.





## MOTIVATION AND SKILL

Kampfgruppe Hummel was a training and replacement unit, equipped with old worn-out Tiger I E heavy tanks.

Kampfgruppe Hummel is rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

 **SCHWERE PANZERKOMPANIE HUMMEL**

## HEADQUARTERS

### KAMPFGRUPPE HUMMEL HQ

#### HEADQUARTERS

- |             |            |
|-------------|------------|
| 2 Tiger I E | 290 points |
| 1 Tiger I E | 145 points |

Kampfgruppe Hummel added serious firepower to the battle of Arnhem bridge.



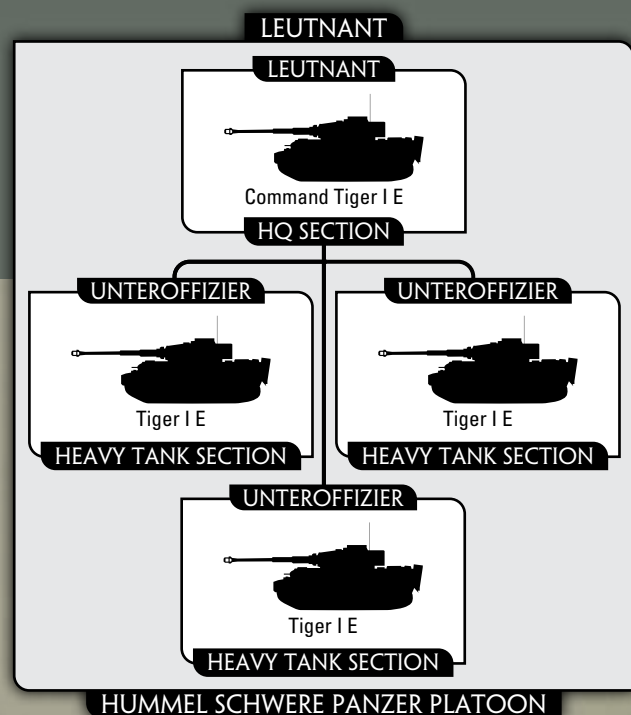
## COMBAT PLATOONS

### HUMMEL SCHWERE PANZER PLATOON

#### PLATOON

- |             |            |
|-------------|------------|
| 4 Tiger I E | 580 points |
| 3 Tiger I E | 435 points |
| 2 Tiger I E | 290 points |

The Tiger I E heavy tanks of Kampfgruppe Hummel were a mismatched selection of repaired and recovered tanks from 500. Panzer Ersatz Abteilung (500<sup>th</sup> Tank Training Battalion). Hulls and turrets were matched together to assemble working tanks from a variety of different production runs of Tiger I E tanks. Some had older drum cupolas, while others were fitted with new, but unpainted, gun barrels. There was a mix of *zimmerit* and non-*zimmerit* tanks, a wide variety of camouflage schemes, and a large number of parts simply in red oxide undercoat.



## HUMMEL'S TIGERS

The Tigers of Kampfgruppe Hummel were essentially 'Frankenstein' tanks, built from a wide variety of sources. Colour schemes rarely matched and many of the engines were old and worn-out, but still had a little life left in them. The tanks' tracks had seen better days and they had no ready spares to quickly repair breakages. In many ways, Hummel's Tigers were wrecks waiting to happen, but despite all of this, their presence in Arnhem permanently tipped the balance of power in the Germans' favour.

Unlike normal Tiger heavy tanks, all of the Tiger I E heavy tanks of Kampfgruppe Hummel **do not** use Tiger Ace Skills, nor do they benefit from Wide Tracks. They do, however, gain the Unreliable rule (page 61 of the rulebook).

Despite these shortcomings, what remains are very cheap Tiger I E tank to reinforce your kampffgruppen!

# SS-KAMPFGRUPPE ARNHEIM

SS-BATTLEGROUP ARNHEM  
(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



SS-Kampfgruppe  
Arnhem HQ

103

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



- Gepanzerte SS-Panzergrenadier Platoon  61
- SS-Panzerpionier Platoon  61
- Gepanzerte SS-Aufklärungs Platoon  61
- SS-Aufklärungs Platoon  61
- SS-Panzergrenadier Platoon  113
- SS-Panzer Crew Platoon  114

## INFANTRY



- Grenadier Platoon  39
- Pionier Platoon  45
- Sicherheit Company  131
- Security Platoon  135

WEAPONS PLATOONS

## INFANTRY



- Gepanzerte SS-Aufklärungs Heavy Platoon  82
- SS-Heavy Platoon  115
- Light SS-Infantry Gun Platoon  116
- Heavy SS-Infantry Gun Platoon  116

## SUPPORT PLATOONS


### ARMOUR



- SS-Panzer Platoon  82
- SS-Panther Platoon  118
- Hummel Schwere Panzer Platoon  101
- Assault Gun Platoon  121
- Schwere Panzer Platoon  125

### RECONNAISSANCE OR ARMOUR



- Light SS-Panzerspäh Platoon  82
- SS-Panzerspäh Platoon  83
- Heavy SS-Panzerspäh Platoon  88
- SS-Tank-hunter Platoon  136
- Ersatz Panzer Platoon  51
- Assault Howitzer Platoon  121
- Flame-tank Platoon  134


### ANTI-TANK



- SS-Anti-tank Gun Platoon  117



### ARTILLERY



- Motorised SS-Artillery Battery  139
- Motorised Heavy SS-Artillery Battery  139
- Armoured SS-Artillery Battery  136


### ARTILLERY



- SS-Rocket Launcher Battery  137
- SS-Mortar Platoon  116

### ANTI-AIRCRAFT



- Light SS-Anti-aircraft Gun Platoon  117
- SS-Panzer Anti-aircraft Gun Platoon  119

### ANTI-AIRCRAFT



- Heavy Anti-aircraft Gun Platoon  140
- Luftwaffe FlaK Platoon  141



### AIRCRAFT



- Air Support  140



## ALLIED PLATOONS

Your force is from the Waffen-SS. Heer (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



## MOTIVATION AND SKILL

SS-Kampfgruppe Arnheim represents the many ad-hoc battlegroups formed and thrown into combat in Arnhem and Oosterbeek. Troops were generally drawn from 9. SS-Panzerdivision, however, many other forces were taken under command to complete the mission. SS-Kampfgruppe Arnheim is rated **Fearless Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

 **SS-KAMPFGRUPPE ARNHEIM**

## HEADQUARTERS

### SS-KAMPFGRUPPE ARNHEIM HQ

#### HEADQUARTERS



Company HQ

55 points

#### OPTIONS

- Replace one or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add Panzerschreck teams for +30 points per team.
- Add up to three Sniper teams for +50 points per team.

SS-Kampfgruppe Arnheim represents a moment in time. You have witnessed the Allied airborne landings and now it is up to you and your men to react. What resources can we gather and what are your orders?

#### HAUPTSTURMFÜHRER

##### HAUPTSTURMFÜHRER

Company Command SMG team    2iC Command SMG team

##### COMPANY HQ

##### UNTERSCHARFÜHRER

Panzerschreck team    Panzerschreck team

##### ANTI-TANK SECTION

#### SS-KAMPFGRUPPE ARNHEIM HQ

# SS-KAMPFGRUPPE ARNHEIM

Historically, there was no such force called *SS-Kampfgruppe Arnheim*. What is represented here is a hypothetical organisation that allows you to assemble what the Germans called an *Alarmheutenkompanie* (Alarm Company). These companies were quickly raised by an officer with whatever troops were on hand. Their mission was to investigate suspected enemy activity, assess and report the enemy's strength, and then immediately attack. There were many such forces in Arnhem in those early hours and several proved to be very decisive in denying the British 1<sup>st</sup> Airborne Division's initial objectives.

## SS-TRAINING BATTALION 'KRAFFT'

Abrupt attacks by alarm forces often caught the Allies off guard. One example was at Wolfheze by *SS-Sturmabteilungsführer* Krafft's SS training battalion. Krafft's battalion included 306 troops, a heavy weapons company, mortars, anti-tank guns, anti-aircraft guns, and flame-throwers.

Krafft's force was exercising in the woods near Wolfheze when the British 1<sup>st</sup> Airborne Division began their landings. He sprang into action, knowing that the initial hours of a parachute landing were the most decisive. He deployed two of his companies forward, and dug his heavy company in astride the Wolfheze road. He correctly guessed in those early

hours that the Arnhem Bridge was the target, so he called up the rest of his battalion to block two of the three main roads into Arnhem.

Krafft's men engaged the British paratroopers as they were landing and ambushed the 1<sup>st</sup> Airborne Reconnaissance Squadron's coup-de-main force. As the fighting progressed, Krafft pushed more and more reserves into the path of the struggling paras. Only Lieutenant-Colonel John Frost's parachute battalion was able to sneak by and reach the Arnhem bridge by nightfall. However, the weight of the entire British division was slowly encircling Krafft's small battalion and he successfully broke out and set up a second line of defence north of Oosterbeek.

Krafft's attacks and fighting withdrawal bought enough time for Kampfgruppe Spindler to assemble and wedge itself between the British in Arnhem and those in Oosterbeek.

## SS-KAMPFGRUPPE ARNHEIM

*SS-Kampfgruppe Arnheim* puts you in the shoes of a German officer on that sunny afternoon of 17 September 1944. Thousands of parachutes drift slowly toward the ground and you have only moments to plan your next move. So grab whatever troops happen to be nearby and attack!





*SS-Kampfgruppe Allwörden engages the 1<sup>st</sup> Parachute Battalion west of Arnhem.*

# THE OOSTERBEEK PERIMETER



*Polish Paratroopers attempt to relieve the British in Oosterbeek, but are pushed by von Tettau's men.*





*SS-Kampfgruppe Spindler and 280. Sturmgeschützbrigade attack paras in west Arnhem.*



*British 17 pdr anti-tank guns square off against Spindler's King Tigers.*



# THE OOSTERBEEK PERIMETER

At the head of the Allied attempt to advance into Germany during Operation Market Garden was the British 1<sup>st</sup> Airborne Division, dropped to the west of the Dutch town of Oosterbeek. Although the landings were unopposed, the German reaction was immediate and blocking forces were established to halt British progress towards the bridge. Only the Lieutenant Colonel John Frost's 2<sup>nd</sup> Parachute Battalion reached the Arnhem bridge before the Germans cut off access.

Despite valiant attempts to breakthrough, the airborne soldiers were forced on to the defensive. In order to retain a foothold over the Rhine, General Roy Urquhart, commander of the 1<sup>st</sup> Airborne, ordered the formation of the Oosterbeek perimeter on the western edge of Oosterbeek itself. Over the next five days the slowly shrinking perimeter held out against repeated German assaults.

## THE BRITISH PERIMETER

The 1<sup>st</sup> Airborne Division was in serious danger when the Oosterbeek perimeter was formed. To the east, the 1<sup>st</sup> Parachute Brigade had suffered heavy casualties during its advance to Arnhem on 18 and 19 September during bitter and confused house-to-house combat against *SS-Kampfgruppe Spindler*. To the north and west, the 4<sup>th</sup> Parachute Brigade had also suffered grievously. The battered remnants pulled back to Oosterbeek. With the loss of so much infantry strength, the paratroopers could no longer hope to launch offensive operations, but they could dig in and hopefully hold on until the arrival of 30 Corps from the south.

## SS-KAMPFGRUPPE SPINDLER

Assaulting the Oosterbeek perimeter was a wide variety of German units. Those that had taken part in the defence of Arnhem were still in action under *SS-Kampfgruppe Spindler* which had been formed around a core of soldiers from the 9. 'Hohenstaufen' *SS-Panzerdivision*. As the battle wore on, reinforcements were added to *SS-Obersturmbannführer* (major) Ludwig Spindler's command, including heavy tanks, assault guns, and infantry. This allowed the formation to

further divide itself for better tactical flexibility. *Kampfgruppe Harder* attacked near the Rhine riverbank, and was made up of two companies of dismounted SS tank crews, three Panther tanks and five StuG assault guns from 280. *Sturmgeschütz Brigade* (280<sup>th</sup> Assault Gun Brigade) which had arrived on 19 September with ten vehicles.

On the right flank, *Kampfgruppe von Allwörden* moved towards the base of the perimeter. Their composition included three mixed infantry companies made up of dismounted anti-tank gunners, some naval personnel, two Jagdpanzer IV tank-hunters, and two Flakpanzer IV *Möbelwagen* (furniture van) armed with 3.7cm anti-aircraft guns. *Kampfgruppe Möller* held the centre, and included infantry and half-tracks from 9. *SS-Panzerpionier Abteilung* (9<sup>th</sup> SS-Armoured Pioneer Battalion) as well as the other five StuG assault guns from the 280. *Sturmgeschütz*. On 24 September these two battlegroups were reinforced by Tiger II heavy tanks from the 506. *Schwere Panzer Abteilung* (506<sup>th</sup> Heavy Tank Battalion).

The final two battlegroups under Spindler were concentrated at the north of the perimeter. *SS-Kampfgruppe Krafft*, primarily as SS Infantry battalion, and *Kampfgruppe Bruhn* had been in combat from 19 September and held the line of the railway embankment which created a natural barrier to the north of Oosterbeek. *Kampfgruppe Bruhn* was based around the 361. *Panzergranadier Ersatz Battalion* (361<sup>st</sup> Motorised Infantry Replacement Battalion).

Finally, operating in the same area as Spindler was *Kampfgruppe von Swoboda*, an anti-aircraft force which had been sent from Germany. It contained a large number of anti-aircraft guns of various calibres which helped put pressure on the Oosterbeek perimeter and later the Polish landings at Driel.

## KAMPFGRUPPE VON TETTAU

The other German unit opposing the paratroopers was *Kampfgruppe von Tettau*. Commanded by Lieutenant General Hans von Tettau, this was a division-strength force made





# German Forces At Oosterbeek

0 SCALE IN METRES 500  
0 SCALE IN YARDS 880

## KAMPFGRUPPE VON TETTAU

*Kampfgruppe von Tettau* is a massive formation. It includes grenadiers from the Waffen-SS, Hermann Göring, and miscellaneous formations. They are responsible for the western portion of the perimeter.

You can find more about *Kampfgruppe von Tettau* on page 126.

KAMPFGRUPPE  
VON TETTAU



SEE PAGE 126

1<sup>ST</sup> AIRBORNE  
DIVISION



506. SCHWERE  
PANZER ABTEILUNG



SEE PAGE 122

## 506. SCHWERE PANZER ABTEILUNG

The *506. Schwere Panzer Abteilung* arrived to lend its Tiger II heavy tanks to the fight. With the help of supporting infantry, the Tigers' firepower will help reduce the Oosterbeek perimeter block-by-block.

You can find more about *506. Schwere Panzer Abteilung* on page 122.

280.  
STURMGESCHÜTZ  
BRIGADE



SEE PAGE 120

Arnhem  
3miles/4.5km

## 280. STURMGESCHÜTZ BRIGADE

The *280. Sturmgeschütz Brigade* has divided up its companies to support *SS-Kampfgruppe Spindler*. Of particular value was the brigade's assault howitzers which reduced buildings with great efficiency.

You can find more about *280. Sturmgeschütz Brigade* on page 120.

WESTERBOUWING HEIGHTS



DRIEL

## SS-KAMPFGRUPPE SPINDLER

Ludwig Spindler's battlegroup consisted of many smaller Kampfgruppen. Spindler's troops not only stopped the British advance into Arnhem they have pushed them into a perimeter in Oosterbeek

You can find more about *SS-Kampfgruppe Spindler* on page 110.

SS-KAMPFGRUPPE  
SPINDLER



SEE PAGE 110

## OOSTERBEEK KAMPFGRUPPEN

In the following pages you will find the battlegroups sent to contain and crush the British 1<sup>st</sup> Airborne Division bottled up in Oosterbeek. These include forces from the Waffen-SS, training units, and security troops from all branches of the German armed forces.

## SS-KAMPFGRUPPE ARNHEIM

*SS-Kampfgruppe Arnheim* was not a real battlegroup. We have included it to allow you to build your own German alarm company. You have all of the resources available to the Germans north of the Rhine. The British have landed, what are your orders?

You can find more about *SS-Kampfgruppe Arnheim* on page 102.



up of a collection of units that had been based in western Holland to protect the Rhine.

Facing the base of the British perimeter was *Kampfgruppe Worrowski*, with 600 men from the *Hermann Göring Schule* (school) Regiment. They were joined on 18 September by flame-thrower tanks from the *224. Panzerkompanie* (224<sup>th</sup> Armoured Company), the unit was equipped with ex-French Char B2 tanks which had been re-designated as PzKpfw B2 (f) *Flammpanzer* (flame tank). On their left flank, *Kampfgruppen Schultz* and *Eberwein* held the centre. To the north, *Kampfgruppe Helle*, which consisted of Dutch SS volunteers, dismounted *Heer* (army) artillery crews, and men from the *SS-Polizei Schule* (SS-Police School).

## WESTERBOUWING HEIGHTS

Early on the morning of the 21 September, *Kampfgruppe von Tettau* launched a series of concentrated attacks in an attempt to break into the perimeter from the west. *Kampfgruppe Worrowski* attempted to cut the perimeter at the base along the Rhine to complete the encirclement of the British.

The Westerbouwing Heights, a 27-meter-high bluff which overlooked a small ferry site across the Rhine, was firmly held by the British paratroopers. Worrowski's Hermann Göring infantry attacked with the support of four *Flammpanzer* tanks of the *224. Panzerkompanie* and overwhelmed the three platoons dug-in on the heights. However, three of the tanks were knocked out by PIAT anti-tank projectors, leaving the infantry open to counterattack.

Three British counterattacks were launched over several hours, but *Kampfgruppe Worrowski* held. The British paratrooper company was effectively destroyed and a new defensive line had to be set up further back. The loss of the high ground narrowed the base of the Oosterbeek perimeter by half, and would prove disastrous later in the battle when the Polish paratroopers and 43<sup>rd</sup> (Wessex) Division tried to cross the river to relieve the 1<sup>st</sup> Airborne.

## FROM THE EAST

The eastern side of the perimeter was also tested on 21 September by Spindler's forces. A combined tank and infantry force attacked in the morning, but were repulsed by small-arms and the 75mm guns of the 1<sup>st</sup> Airlanding

Light Regiment, Royal Artillery which were dug-in nearby. Holding the centre of the line, the 10<sup>th</sup> Parachute Battalion was assailed by *SS-Kampfgruppe Möller*, which was able to use their supporting StuG assault guns to fire directly into the buildings being used by the airborne soldiers as strongpoints. This caused a significant number of casualties and opened gaps in the line which were exploited in vicious close-quarters fighting.

## FROM THE NORTH

The final attack on Thursday was launched by *Kampfgruppen Bruhn* and *Krafft* on the north of the perimeter. The 7<sup>th</sup> Battalion of the King's Own Scottish Borders held the Holding the Dreyeroord Hotel. Throughout the day the Germans fired into the British positions, and launched several assaults. The Borderers launched several counterattacks themselves, which although successful cost a high number of casualties which could not be replaced. Despite the hotel being surrounded by an estimated 100 German dead, the position was untenable and Urquhart ordered the perimeter pulled back.

## CHANGE OF PLANS

Although they had captured the Westerbouwing Heights, German casualties were high and a more cautious and deliberate approach was taken over the next few days. Instead of direct assaults, the Germans used firepower to whittle the defenders down, with tanks, assault guns, and the anti-aircraft guns of *Kampfgruppe von Swoboda* firing directly into British positions. Over one hundred and ten artillery pieces were gathered to bring the 1<sup>st</sup> Airborne under regular heavy bombardments for the remainder of the battle.

## SOUTH OF THE RHINE

On 21 September the 1<sup>st</sup> Polish Independent Parachute Brigade was dropped outside Driel on the far side of the Rhine. They immediately moved to secure the riverbank opposite the perimeter, but they discovered that the ferry they intended to use had been cut loose by its Dutch owner to prevent its use by the Germans. Unable to cross the 200-yard wide river, the Polish paratroopers returned to Driel and dug in. The Polish paras were soon under pressure from *Kampfgruppe von Swoboda* and *Sperrverband Harzer*.







## A BATTLE OF ATTRITION

Over the next two days, the British found themselves under regular bombardment, which caused physical and psychological casualties. Small unit actions were the order of the day, with the various *Kampfgruppen* launching small, targeted attacks. Snipers infiltrated the perimeter to cause further pressure. Despite all of this, the 1<sup>st</sup> Airborne held firm and very little land was lost.

By Saturday 23 September, the constant attrition was starting to severely impact the ability of the airborne troops to hold their positions. Attacks from *Kampfgruppe von Tettau* were forced back by the British using weapons and ammunition taken from fallen Germans.

## THE BEGINNING OF THE END

On that night, the 1<sup>st</sup> Polish Airborne attempted to cross the Rhine to relieve the troops remaining in Oosterbeek. However, they came under fire from machine-guns and anti-aircraft guns from the Westerbouwing Heights. Only a small number of Polish paratroopers made it across.

During the night of 24 September, 30 Corps had gathered enough strength opposite the Oosterbeek perimeter to attempt a full-scale relief. Motorised assault boats delivered a

few companies of the 4<sup>th</sup> Battalion, Dorsetshire Regiment at the base of the Westerbouwing Heights to launch an assault on the German positions. However, as soon as the defenders became aware of the British, the defensive fire from their machine-guns and anti-aircraft guns made further crossings impossible. The vast majority of British soldiers that had crossed were rounded up by the Germans. As the situation remained critical in Oosterbeek, it was decided to call the operation off and withdraw the 1<sup>st</sup> Airborne Division.

## THE EVACUATION

As the defenders prepared to withdraw on Monday, 25 September, *SS-Kampfgruppe Spindler* launched a major assault against the base of the perimeter. The attack almost severed the 1<sup>st</sup> Airborne from the riverbank. Six Tiger II heavy tanks, StuG assault guns and howitzers, and specialised assault pioneers joined the breakthrough. On the verge of success, the Germans were only halted by an accurate and heavy bombardment from the 64<sup>th</sup> Medium Regiment, Royal Artillery from south of the Rhine. The British quietly began to evacuate the perimeter.

The following morning probing attacks by the Germans met with little resistance and it was quickly obvious what had happened during the night. The battle of Arnhem was over.





# SS-KAMPFGRUPPE SPINDLER

In late 1942, the German High Command created the *II. SS-Panzerkorps* (2<sup>nd</sup> SS-Panzer Corps), consisting of the 9<sup>th</sup> 'Hohenstaufen' and the 10<sup>th</sup> 'Fruntsberg' SS-Panzer Divisions. The corps was deployed briefly to the eastern front before being hastily returned to France to counter the Allied landings in Normandy.

## VEHICLES, WHAT VEHICLES?

The two divisions were pushed into Holland following the fighting in France. They were pulled out of the line and sent to Arnhem to rest and refit. 9. 'Hohenstaufen' SS-Panzerdivision was to surrender all of its vehicles to the 10. SS-Panzerdivision before being sent to Germany to receive new equipment.

*SS-Hauptsturmführer* (Captain) Viktor Graebner, commander of the division's reconnaissance battalion, ordered his men to report all of their perfectly functioning vehicles as 'unoperational', retaining them for the battle to come. The rest of Hohenstaufen surrendered all but a handful of its tanks and vehicles to its sister-division.

The remnants of the 9. SS-Panzerdivision were headquartered 12 miles (20km) north of Arnhem. The division's troops were then ordered to form small security units spread throughout the area, as quick reaction forces against possible Allied airborne drops. These units were formed from all across the division including dismounted tank crews, pioneers, and artillerymen fighting as infantry.

## SS-KAMPFGRUPPE SPINDLER

When the Allies launched Operation Market Garden, *SS-Obergruppenführer* (Lieutenant General) Wilhelm Bittrich, commander of the *II. SS-Panzerkorps*, ordered the 9. SS-Panzerdivision to assemble north-east of Arnhem. By 1730 hours, the division's commander, *SS-Obersturmbannführer* (Lieutenant Colonel) Walter

Harzer ordered the commander of his artillery regiment, *SS-Obersturmbannführer* Ludwig Spindler to assume command and form an *SS-Kampfgruppe* and move to stop the British forces from reaching Arnhem.

*SS-Kampfgruppe Spindler* absorbed *SS-Hauptsturmführer* Hans Möller's 90 or so remaining pioneers and two armoured half-tracks, *SS-Obersturmführer* (Lieutenant) Harder's dismounted tank crews, and *SS-Hauptsturmführer* Klaus von Allwörden's 140 men of the 9. *SS-Panzerjäger Abteilung* equipped with two Jagdpanzer IV tank-hunters, a few anti-tank guns, and a couple of *Möbelwagen* self-propelled anti-aircraft guns. Spindler also received a major boost to his firepower with the arrival of ten StuG and StuH42 assault guns from 280. *Sturmgeschützbrigade* (280<sup>th</sup> Assault Gun Brigade).

## HOLDING UP THE PARATROOPERS

Spindler immediately went to work deploying his force with expertise and perfect timing. He stymied every British advance over the first two days of the battle. When two British parachute brigades launched a major predawn attack on 19 September, they ran straight into a steel wall of firepower orchestrated by *SS-Kampfgruppe Spindler*. Both British brigades were pulverized, losing over 1,700 wounded or captured out of almost 3,000 men that started the attack.

The close oversight of Field Marshal Model provided a flood of reinforcements; armour, pioneers, armoured cars, *Nebelwerfer* and artillery support, along with more infantry and heavy weapons. Over the course of the battle Spindler commanded 16 different combat units, expertly distributing these reinforcements to the various German units within *SS-Kampfgruppe Spindler*.

## ON THE ATTACK

After shattering the British attack on 19 September, Spindler went on the offensive. As the *SS-Kampfgruppe*





## 9. 'HOHENSTAUFEN' SS-PANZERDIVISION SS-OBERSTURMBANNFÜHRER (LIEUTENANT COLONEL) WALTER HARZER

### SS-KAMPFGRUPPE SPINDLER SS-OBERSTURMBANNFÜHRER (LIEUTENANT COLONEL) LUDWIG SPINDLER

#### 17 SEPTEMBER

##### 9. SS-ARTILLERIE REGIMENT

Fighting as infantry (120 men)

##### 9. SS-PANZERPIONIER ABTEILUNG

SS-Kampfgruppe Möller (100 men)

##### SS-KG KRAFFT

4 Companies (440 men)

##### 9. SS-FLAK ABTEILUNG

1x 8.8cm FlaK36 and 1x 2cm FlaK38

#### 18 SEPTEMBER

##### SS-KG VON ALLWÖRDEN

3x Companies of naval troops and dismounted tank crews, 2x Jagdpanzer IV tank-hunters, 2x Möbelwagen self-propelled anti-aircraft guns (410 men)

##### SS-KG HARDER

2x Companies of dismounted tank crews, 3x Panther tanks (460 men)

##### 19. AND 20. SS-PANZERGRENADIER REGIMENTS

4 Companies (1220 men)

#### 19-24 SEPTEMBER

##### 280. STURMGESCHÜTZBRIGADE

10 StuG assault guns  
Arrived: 19 Sept

##### FLAK KG VON SWOBODA

33 8.8cm FlaK36, 29 2cm FlaK38, 8 3.7cm FlaK43 anti-aircraft guns  
Arrived: 19 Sept

##### 9. SS-PANZERAUFKLÄRUNGS ABTEILUNG

Survivors of SS-KG Graebner  
Arrived: 21 Sept

##### 506. SCHWERE PANZERABTEILUNG

15x Tiger II heavy tanks  
Arrived: 24 Sept

pushed the British paras into the Oosterbeek perimeter it evolved, incorporating the reinforcing armour, artillery and infantry. Spindler was relentless in his assault on the British paratroopers. He never allowed them a moment of respite, launching constant attacks on the Oosterbeek Perimeter.

Spindler's assaults in the east were pushing the British paras up against the immovable *Kampfgruppe von Tettau* in the west. Soon the paras were wedged solidly between the two *Kampfgruppe* formations. Spindler launched an attack on the northern perimeter, forcing the paras to reform their line. Several attacks were launched aimed at cutting off the airborne troops' retreat route across the Rhine, but they were repulsed.

### REINFORCEMENTS

By 25 September, combat teams were created, mixing the SS-Panzergrenadiers with Möller's pioneers. These combined with the arrival of several King Tiger heavy tanks from 506. *Schwere Panzerabteilung* (506<sup>th</sup> Heavy Tank Battalion)

pushed into the paratrooper's line, reaching the British para artillery positions. The vigorous combined arms attacks by *SS-Kampfgruppe Spindler* and other German units caused the British to abandon their positions north of the Rhine, leaving all of their wounded to fall into German captivity.

*SS-Obergruppenführer* Wilhelm Bittrich, commander of the II. *SS-Panzerkorps* remarked, "It was he [Spindler] we have to thank for blocking such a steely opponent. Compared to *SS-Kampfgruppe Spindler's* performance... all other actions in Arnhem should be relegated to a backseat position." *SS-Obersturmbannführer* Ludwig Spindler was awarded the Knight's Cross on 27 September for his actions in leading his disparate and ad-hoc *SS-Kampfgruppe* with such verve and distinction. He was killed, three months to the day, during the Battle of the Bulge, when his staff car was strafed by an Allied fighter-bomber.



# SS-KAMPFGRUPPE SPINDLER

SS-BATTLEGROUP SPINDLER  
(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



SS-Kampfgruppe  
Spindler HQ

113

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



SS-Panzergrenadier  
Platoon

113

SS-Panzer Crew  
Platoon

114

SS-Panzerpionier  
Platoon

61

## INFANTRY



SS-Panzergrenadier  
Platoon

113

SS-Panzer Crew  
Platoon

114

SS-Panzerpionier  
Platoon

61

## INFANTRY



SS-Panzergrenadier  
Platoon

113

SS-Panzer Crew  
Platoon

114

SS-Panzerpionier  
Platoon

61

## MACHINE-GUN



SS-Heavy Platoon

115

WEAPONS PLATOONS

## RECONNAISSANCE



SS-Scout Platoon

115

## ARTILLERY



SS-Mortar Platoon

116

## ARTILLERY



Light SS-Infantry Gun  
Platoon

116

Heavy SS-Infantry Gun  
Platoon

116

## ANTI-TANK



SS-Anti-tank Gun  
Platoon

117

## ANTI-AIRCRAFT



Light SS-Anti-aircraft  
Gun Platoon

117

## SUPPORT PLATOONS

### ARMOUR



Schwere Panzer  
Platoon

125

Assault Gun Platoon

121

SS-Panther Platoon

118

### ARMOUR



Assault Howitzer  
Platoon

121

SS-Tank-hunter  
Platoon

136

SS-Panzer Anti-aircraft  
Gun Platoon

119

### ARMOUR



Gepanzerte  
SS-Aufklärungs Platoon

61

Pionier Platoon

45

### INFANTRY



Security Platoon

135

### ARTILLERY



Motorised SS-Artillery  
Battery

139

Motorised Heavy  
SS-Artillery Battery

139

### ARTILLERY



SS-Rocket Launcher  
Battery

137

### ANTI-AIRCRAFT



2cm Anti-aircraft  
Gun Battery

72

Heavy Anti-aircraft  
Gun Battery

71

### AIRCRAFT





Air Support

140



## ALLIED PLATOONS

Your force is from the Waffen-SS. Heer (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

## SS-KG SPINDLER SPECIAL RULE

### KAMPFGRUPPE MARSCH!

Spindler expertly coordinated his reserves so that they arrived on time and right where he needed them the most.

Once each turn, you may re-roll one die rolled to receive Reserves for your force.

In a mission using the Scattered Reserves special rule, once per turn you may also re-roll one die rolled to determine where a platoon will arrive from Scattered Reserve.



## MOTIVATION AND SKILL

SS-Kampfgruppe Spindler grew from a small Sperrverband (blocking group) of platoons to eventually include the majority of the 9. 'Hohenstaufen' SS-Panzerdivision. These veterans of Normandy have engaged the British in Arnhem and Oosterbeek.

SS-Kampfgruppe Spindler is rated **Fearless Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

 **SS-KAMPFGRUPPE SPINDLER**

## HEADQUARTERS

### SS-KAMPFGRUPPE SPINDLER HQ

#### HEADQUARTERS



Company HQ

55 points

#### OPTIONS

- Replace one or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add Panzerschreck teams for +30 points per team.
- Add up to three Sniper teams for +50 points per team.

SS-Kampfgruppe Spindler has been formed to stop the British paratroopers from getting to Arnhem. Your task is to place your force directly between Arnhem and the enemy. They must not be allowed to capture the bridge over the Rhine. Once they have been stopped, you will

#### HAUPTSTURMFÜHRER

##### HAUPTSTURMFÜHRER

Company Command SMG team    2iC Command SMG team

##### COMPANY HQ

##### UNTERSCHARFÜHRER

Panzerschreck team    Panzerschreck team

##### ANTI-TANK SECTION

#### SS-KAMPFGRUPPE SPINDLER HQ

launch a counterattack and crush the paratroopers between you and *Kampfgruppe von Tettau* to the west.

## COMBAT PLATOONS

### SS-PANZERGRENADIER PLATOON

#### PLATOON

HQ Section with:



3 Panzergrenadier Squads

220 points

2 Panzergrenadier Squads

155 points

#### OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining MG teams with Panzerfaust MG teams for +20 points per squad.

Your *SS-Panzergrenadiere* are from the elite Waffen-SS and have been battle hardened through the cauldron of Normandy. They may have lost some of their heavier equipment, particularly their tank support, but they are still highly motivated and professional.

SS-Panzergrenadiers are well equipped with machine-guns and Panzerfaust anti-tank launchers to help defend against both enemy infantry and tanks.

#### UNTERSTURMFÜHRER

##### UNTERSTURMFÜHRER

Command MG team

##### HQ SECTION

##### UNTERSCHARFÜHRER

MG team    MG team

##### PANZERGRENADIER SQUAD

##### UNTERSCHARFÜHRER

MG team    MG team

##### PANZERGRENADIER SQUAD

##### UNTERSCHARFÜHRER

MG team    MG team

##### PANZERGRENADIER SQUAD

#### SS-PANZERGRENADIER PLATOON

# SS-PANZER CREW PLATOON

## PLATOON

HQ Section with:



- 3 Panzergrenadier Squads 185 points
- 2 Panzergrenadier Squads 130 points

## OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining MG teams with Panzerfaust MG teams for +20 points per squad.

## PANZER CREWS

The dismounted tank crews are not trained to form battlegroups—their strength comes from fighting together.

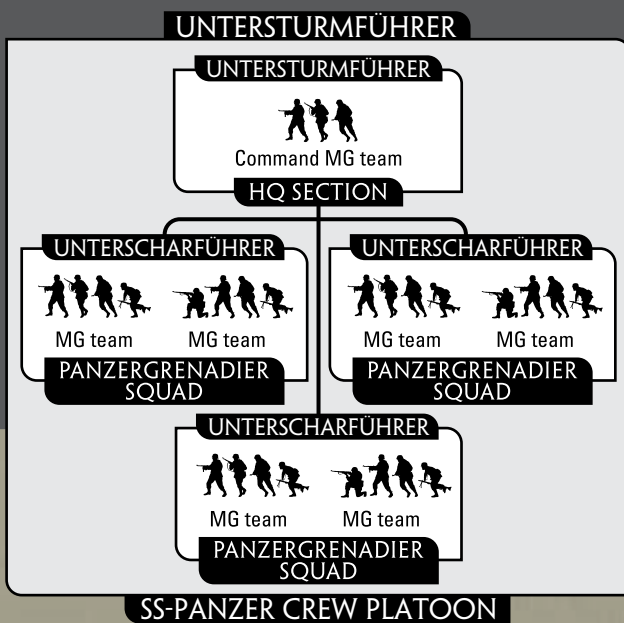
*Teams from an SS-Panzer Crew Platoon cannot be included in a Kampfgruppe platoon.*

## NO FEAR OF TANKS

Dismounted tank crews fighting as infantry are well aware of the limitations of a tank, giving them more confidence when it comes to assaulting tanks.

*SS-Panzer Crew Platoons ignore both the Tank Terror rule on page 143 of the rulebook and the Must Test if Assaulted By Tanks rule on page 162 of the rulebook.*

We lost a lot of tanks in Normandy, but these will be replaced. Until then, the Panzer crews fight on foot using whatever weapons they salvaged from their tanks. Each tank crew has two machine-guns and a few submachine-guns and rifles picked up along the way.



## SS-PANZER CREW PLATOON

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

*Even without their tanks, these platoons are highly motivated. As such an SS-Panzer Crew Platoon is rated **Fearless Trained**.*

While not fully trained to fight as infantry, the platoon certainly knows how to perform on the battlefield. Use them to hold down a flank or attack a weak position in the enemy line or take on enemy tanks.







## SS-HEAVY PLATOON

### PLATOON

HQ Section with:



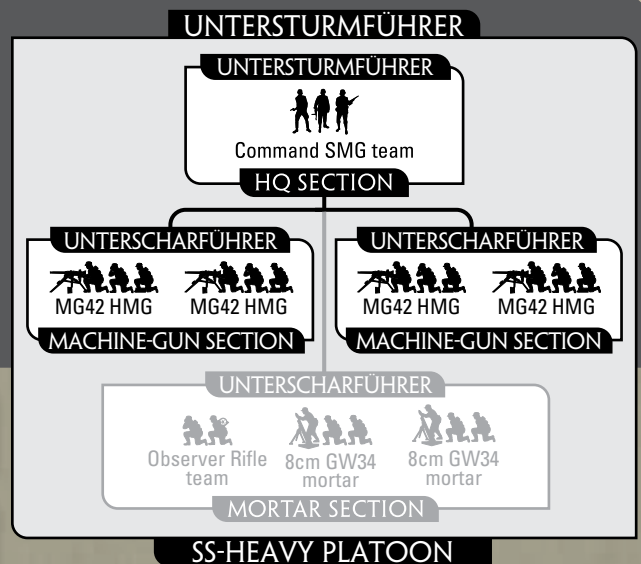
2 Machine-gun Sections	150 points
1 Machine-gun Section	80 points
No Machine-gun Sections	10 points

### OPTION

- Add Mortar Section for +65 points.

*An SS-Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.*

*SS-Heavy Platoons may make Combat Attachments to Combat Platoons.*



## WEAPONS PLATOONS

### SS-SCOUT PLATOON

#### PLATOON

HQ Section with:

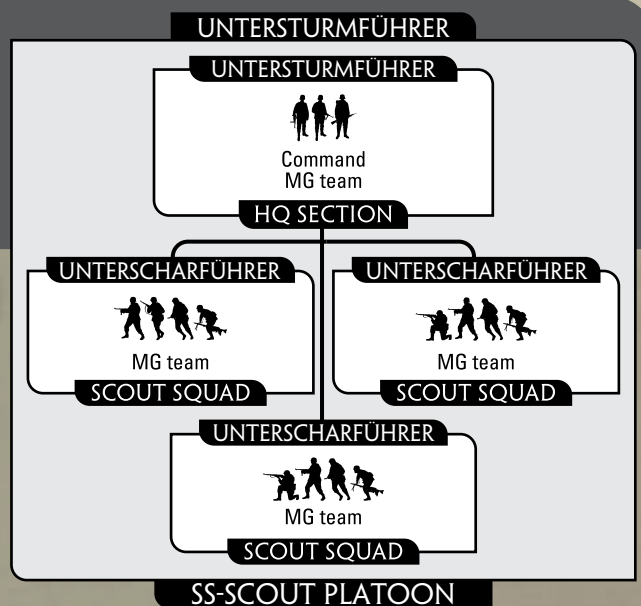


3 Scout Squads	155 points
2 Scout Squads	115 points

*An SS-Scout Platoon is a Reconnaissance Platoon.*

A reconnaissance platoon scouts ahead of your assault picking out any concealed enemy teams and identifying them for your guns and tanks to blast apart.

They also make sure that enemy ambushes are kept well away from your troops as they close into assault position.



## SS-MORTAR PLATOON

### PLATOON

HQ Section and

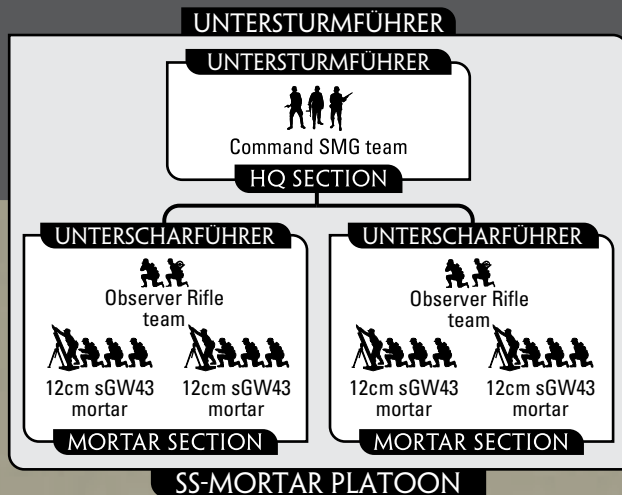


4 12cm sGW43

185 points

The mortar platoon works well with the heavy platoon's mortars. While the heavy platoon puts down a smoke barrage, use these mortars to bombard the enemy and pin them down. Then move to assault the objective with your SS-Panzergrenadiers.

Using tactical combinations such as these will get your troops onto the objective with speed and far fewer casualties.



## LIGHT SS-INFANTRY GUN PLATOON

HQ Section with:



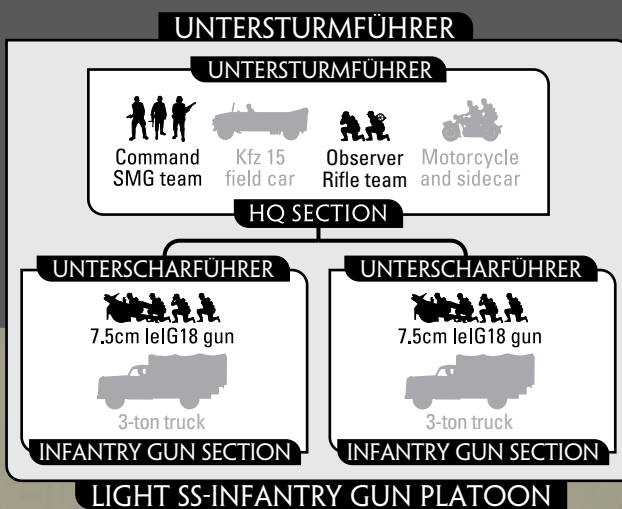
2 7.5cm leIG18

75 points

### OPTION

- Add Kfz 15 field car, Motorcycle and sidecar, and 3-ton trucks for +5 points for the platoon.

The versatile 7.5cm leIG18 infantry gun will provide your troops with artillery, smoke, and direct-fire support. Its gunshield keeps the crew safe from rifle fire. This allows it to get into position to shell enemy heavy weapons, such as mortars and machine-guns.



## HEAVY SS-INFANTRY GUN PLATOON

HQ Section with:



2 15cm sIG33

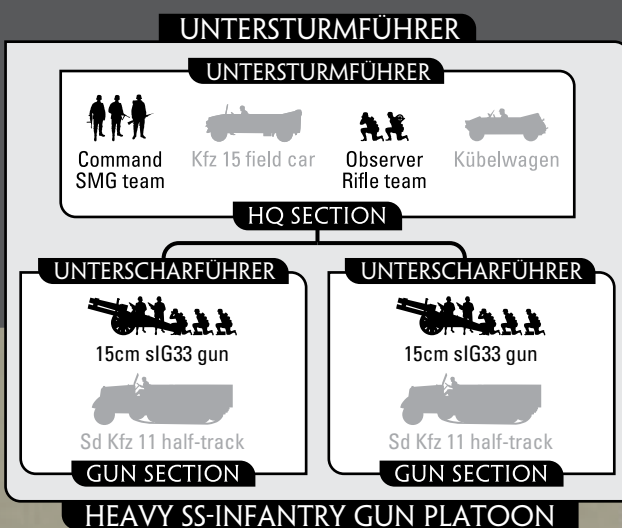
165 points

### OPTION

- Add Kfz 15 field car, Kübelwagen, and Sd Kfz 11 half-tracks for +5 points for the platoon.

The paratroopers have dug in deep in Arnhem and Oosterbeek. To get them out bring up the heavy 15cm sIG33 infantry gun.

A single shell from this gun will easily level buildings in seconds and clear enemy fortifications so that your SS-Panzergrenadiers can move in to secure their objective.





## SS-ANTI-TANK GUN PLATOON

### PLATOON

HQ Section with:



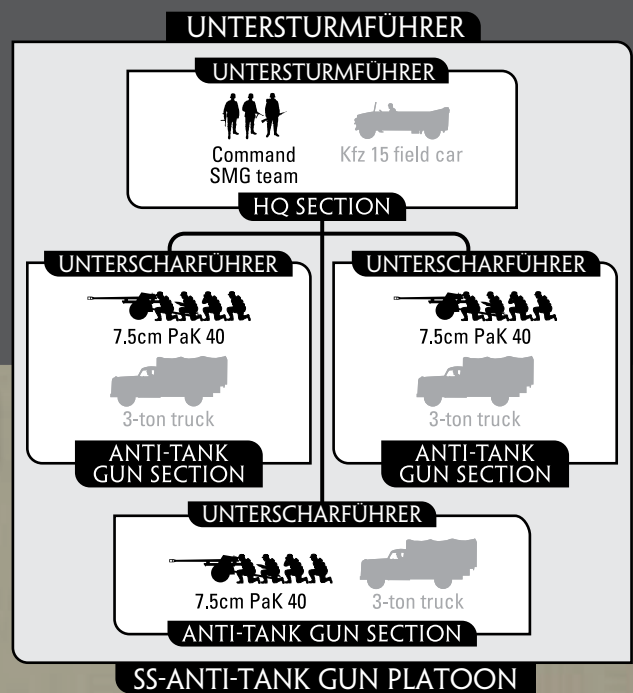
3 7.5cm PaK 40	180 points
2 7.5cm PaK 40	120 points

### OPTION

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon

*SS-Anti-tank Gun Platoons may make Combat Attachments to Combat Platoons.*

Anti-tank guns are essential weapons to have in your *SS-Kampfgruppe*. The low profile of a 7.5cm PaK40 anti-tank gun keeps it well hidden until the last moment when it fires a deadly volley into the enemy platoon. These guns will destroy any tank the Allies will throw at you, freeing up your infantry to press the attack.



## LIGHT SS-ANTI-AIRCRAFT GUN PLATOON

### PLATOON

HQ Section with:



3 2cm FlaK38	80 points
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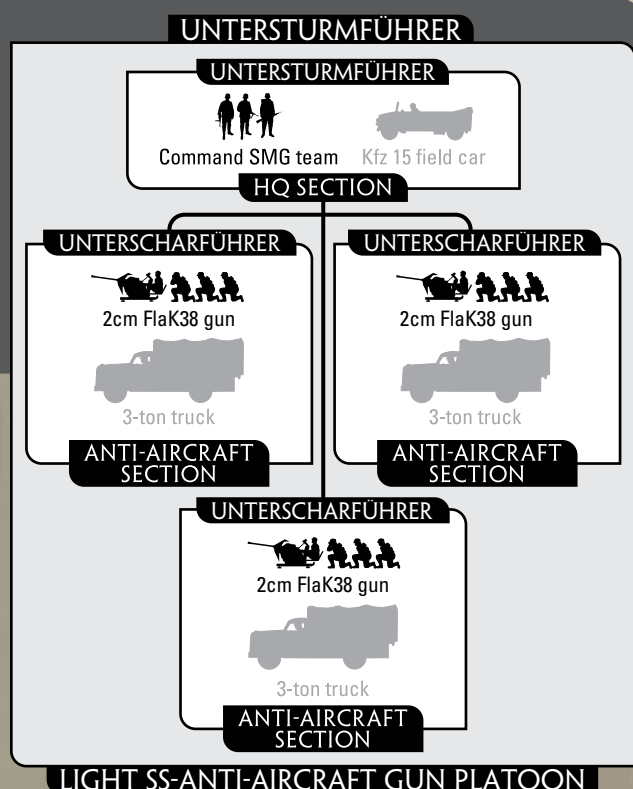
### OPTION

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.

*Light SS-Anti-aircraft Gun Platoons may make Combat Attachments to Combat Platoons.*

The Allied fighters are filling the skies, but that just gives your 2cm anti-aircraft guns more to shoot! These guns will protect artillery and key positions from aircraft attacks. They are also useful to protect against enemy infantry teams that try to rush your objective.

In the attack, carry these light guns with you and set them up to lend supporting fire for your assaults.



## SS-PANTHER PLATOON

### PLATOON



3 Panther A

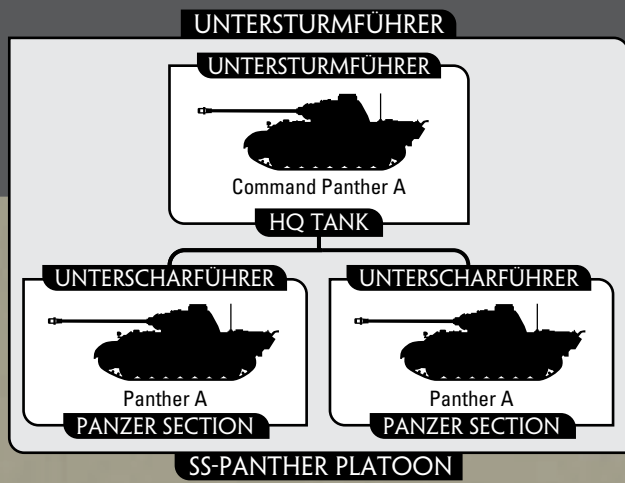
640 points

2 Panther A

425 points

The 9. SS-Panzerregiment has managed to keep three Panther tanks operational during its long retreat from Normandy.

These precious tanks are plenty enough to wreak havoc on Allied armour. They can also support your infantry, lending high-explosive and machine-gun fire to help soften up the enemy.







## SS-PANZER ANTI-AIRCRAFT GUN PLATOON

### PLATOON



2 Möbelwagen and 1 Sd Kfz 10/5 (2cm) 170 points  
 2 Möbelwagen 125 points

### OPTION

- Replace Sd Kfz 10/5 half-track with Armoured Sd Kfz 10/5 half-track for +10 points.

*SS-Kampfgruppe Allworden* also has a pair of self-propelled 3.7cm FlaK43 anti-aircraft guns from 9. *SS-Panzerregiment*. These vehicles, nicknamed *Möbelwagen*, or furniture vans, owing to their boxy shape, are excellent dual-purpose tanks. They can bring down enemy fighters at longer ranges than the 2cm anti-aircraft gun, as well as tear through an enemy infantry platoon with their high rate of fire and devastating firepower.



# STUG BATTERIE

ASSAULT GUN BATTERY  
(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



StuG Batterie HQ

121

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

ARMOUR



Assault Gun Platoon

121

ARMOUR



Assault Howitzer Platoon

121

ARMOUR



Assault Gun Platoon

121

SUPPORT PLATOONS

ARMOUR



Schwere Panzer Platoon

125

INFANTRY



Pionier Platoon

45

SS-Panzergrenadier Platoon

113

SS-Panzer Crew Platoon

114

Fallschirmjäger Platoon

26

INFANTRY



Pionier Platoon

45

SS-Panzergrenadier Platoon

113

Fallschirmjäger Platoon

26

RECONNAISSANCE



SS-Scout Platoon

115

ARTILLERY



Motorised SS-Artillery Battery

139

Motorised Heavy SS-Artillery Battery

139

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Battery

71

2cm Anti-aircraft Gun Battery

72

AIRCRAFT





Air Support

140



## ALLIED PLATOONS

Your force is from the Heer. Waffen-SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

# 280. STURMGESCHÜTZBRIGADE

280. Sturmgeschützbrigade (280<sup>th</sup> Assault Gun Brigade) was formed on 1 August 1943 and saw action on the Eastern Front. After nearly a year in combat, the battalion returned to Germany and received a new batch of StuG assault guns.

On 17 September 1944, they were ordered to Arnhem. The brigade sent its III. Sturmgeschützbatteerie (3<sup>rd</sup> Assault Gun Battery), armed with seven StuG III assault guns and three StuH42 assault howitzers. It arrived on 19 September and was immediately swept up into SS-Kampfgruppe Spindler.

Initially, the battery was broken up into three platoons to support Spindler's three-pronged approach to Oosterbeek, but it was called back together to support an armoured thrust

aimed at cutting off the British from the Rhine. Supported by three Tiger II heavy tanks, from 506. Schwere Panzerabteilung, the assault nearly succeeded in slicing the British perimeter in half, but just at the critical moment, British medium artillery from 30 Corps drove the German assault off.

After reducing the Oosterbeek Perimeter, the battery rushed south to counter 30 Corps in the Betuwe region between Arnhem and Nijmegen. From there it was assigned to the 6. Fallschirmjägerregiment in October to help resist Canadian attacks at Eschen. The brigade then moved south to Alsace in November and carried on fighting until April 1945 when it was finally destroyed.



## MOTIVATION AND SKILL

280. Sturmgeschützabteilung was a vastly experienced unit that had seen service in Russia as well as on the Western Front. The brigade was on its way to Aachen when part of the unit was rerouted by Field Marshal Model to Arnhem. They had just spent a number of months refitting and training in Denmark and was well prepared for action.

A StuG Batterie is rated **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

 STUG BATTERIE

## HEADQUARTERS

### STUG BATTERIE HQ

#### HEADQUARTERS

StuG G

95 points

280. Sturmgeschützbrigade (280<sup>th</sup> Assault Gun Brigade) was commanded by Major Kurt Kühme who was a veteran of both the Eastern and Western Fronts.



## COMBAT PLATOONS

### ASSAULT GUN PLATOON

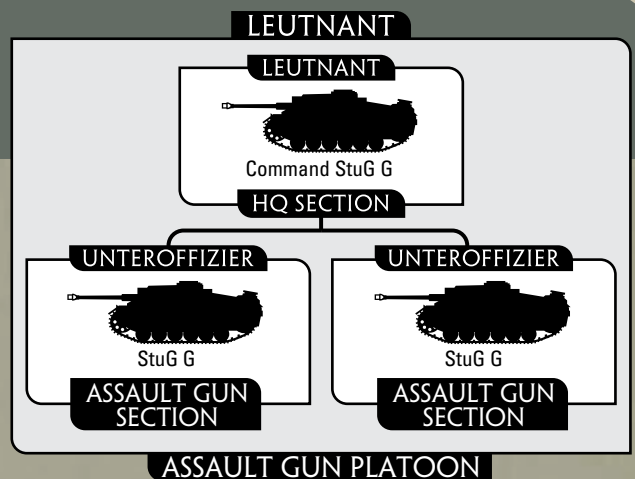
#### PLATOON

3 StuG G

285 points

280. Sturmgeschützbrigade was initially committed to the battle for Arnhem. The brigade was called into action in Oosterbeek to support *SS-Kampfgruppe Spindler*.

Unlike other tanks, assault guns are at home in urban combat. Keep them safely back shelling the enemy with their excellent firepower while your infantry charge in to assault. Kühme's unit had considerable firepower and was extremely effective against the lightly armed airborne troops.



### ASSAULT HOWITZER PLATOON

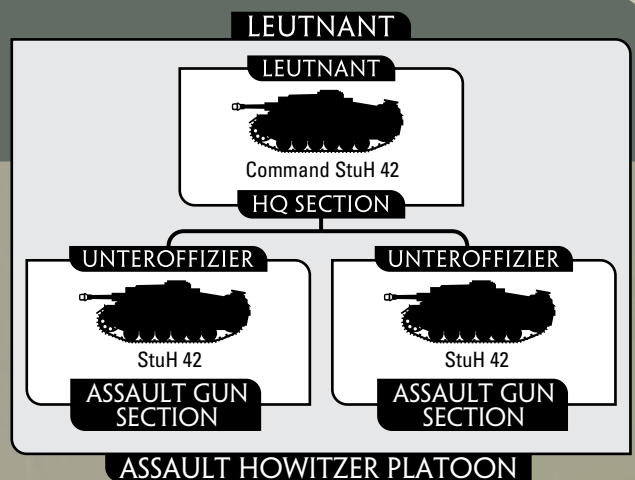
#### PLATOON

3 StuH42

285 points

Major Kühme's *kampfgruppe* employed only ten vehicles, seven StuG III G assault guns and three StuH42 assault howitzers.

The single platoon of StuH42 assault howitzers proved vital in the destruction of buildings occupied by the British paratroopers. The StuH42 assault howitzer platoon was attached to *Kampfgruppe Möller*, while fighting with *SS-Kampfgruppe Spindler*.



# 506. SCHWERE PANZERABTEILUNG

506. *Schwere Panzerabteilung* was first established on 4 April 1943 from elements of *III. Bataillon* of the *33. Panzerregiment*, *9. Panzerdivision*, but didn't receive delivery of their 45 Tiger I E tanks until August 1943. The late delivery of the Tigers meant they only arrived in time to help stem the Soviet advances after the failure of Operation Citadel. Finally reaching the front in September 1943, the 506<sup>th</sup> was once again attached to *9. Panzerdivision* as a part of *XVII. Armee-Korps*.

## RUSSIAN FRONT

Throughout September and October 1943 the 506<sup>th</sup> was attached to various *Kampfgruppen* in defence of the Saporoschje (Zaporizhia) Bridgehead. The 506<sup>th</sup> acted as a fire brigade stemming the Soviet advance, but ultimately the situation became untenable.

After the fall of the Sapoloschje Bridgehead, the 506<sup>th</sup> was placed in the reserve of *16. Panzergrenadierdivision*. The unit continued fighting to maintain ground in the Ukraine through the rest of 1943. Despite being plagued by continual operational readiness issues and low numbers of available tanks, the unit gave a good accounting of itself destroying a total of 213 tanks and 194 anti-tank guns by early January 1944.

On 4 February 1944, the battalion took part in Operation Wanda — an attempt to relieve German forces trapped in a defensive pocket in the Ukraine — but was hampered not only by a quick snow melt that created very muddy terrain, but chronic fuel shortages as well. The 506<sup>th</sup> was attached to *Schwere Panzerregiment Bäke* during the offensive. By 14 February, they had reached their objectives and the trapped German forces were largely able to escape the encirclement.

## RECONSTRUCTION

After the end of Operation Wanda, the remaining Tiger I E tanks of the battalion were handed over to *503. Schwere Panzerabteilung*, and the 506<sup>th</sup> was transported to Lemberg for reconstruction on 1 March 1944. By 8 April, the unit had received 45 new Tiger I E tanks and went back into action on the Eastern front.

On 1 May 1944 the unit distinguished itself by participating in the first capture of an IS-1 tank near Chozimierz. Unfortunately, the German war situation on the Eastern Front was disintegrating, and the 506<sup>th</sup> found itself caught up in the general rout. By 22 July, the unit had to withdraw west to avoid being encircled themselves. Most of the Tiger tanks of the unit had to be destroyed by their own crews to prevent capture. The few remaining Tigers were handed over







to 507. *Schwere Panzerabteilung* in late July 1944. The crews of the unit were then transported to Ohrdruf and refitted with the new Tiger II tank.

## TRANSITION TO THE TIGER II

The 506<sup>th</sup> received their Tiger II tanks in two batches, one batch of eleven received from 20 to 31 August with an additional 34 received from 1 to 12 September for a total of 45 vehicles. Training with the Tiger II focused on the use of camouflage (including the use of natural foliage) as the Allies had near total air superiority on both fronts by that point in the war. Early experience with the new vehicle also uncovered issues with the fuel lines running too close to the exhaust, which led to some engine fires.

## OPERATION MARKET GARDEN

By 8 September 1944, the 506<sup>th</sup> training was complete and the unit was ordered to the Arnhem sector, though they wouldn't arrive for several days. On Sunday 17 September 1944 the Allies launched Operation Market Garden with American and British paratroopers seizing several key bridges throughout Holland. The deployment of 506. *Schwere Panzerabteilung* to Arnhem quickly changed from a routine deployment to a critical reinforcement mission, and they were even allocated a few additional Porsche turreted Tiger II tanks from Paderborn for the operation.

Even though they were already in transit, the 506<sup>th</sup> was one of the last units to arrive to try and stem the Anglo-American offensive. The entire unit arrived by train in Zevenaar, but it was split by company with each company being assigned different objectives upon arrival. The HQ company and 1<sup>st</sup> Company continued on to Aachen to combat the American forces encircling the fortress city while the 2<sup>nd</sup> and 3<sup>rd</sup> Companies continued on to Arnhem.

In Arnhem the 506<sup>th</sup> was nominally attached to the 1. *Fallschirmpanzer Armee* on 24 September 1944. The 2<sup>nd</sup> Company was sent on to Oosterbeek in support of 9. *Hohenstaufen* SS-Panzerdivision and their efforts to reduce the pocket of British resistance while 3<sup>rd</sup> Company was sent to Elst in support of 10. *Fruntsberg* SS-Panzerdivision fighting near the Rhine.

At Oosterbeek, the 506<sup>th</sup> discovered that their heavy vehicles were nearly useless in the narrow streets of the town. Not only

did the extreme weight of the vehicle damage the roads, but the long overhang of the 8.8cm main gun made traversing the turret nearly impossible as the gun would catch on buildings and other obstructions. The presence of the massive Tiger II did, however, boost German morale while at the same time profoundly demoralized the British defenders who generally lacked a substantial number of anti-tank assets.

Ultimately 506. *Schwere Panzerabteilung* and 280. *Sturmgeschützbrigade* were able to cut the British supply lines to the East of Oosterbeek and advance to nearly the centre of the British defensive pocket. Their resistance stiffened and with the support of an artillery regiment in Nijmegen the British were able to halt the German advance.

Overall losses for the 506<sup>th</sup> during Operation Market Garden itself were light with only two vehicles being destroyed, but at this stage in the war, Germany was forced to husband its armoured assets carefully and any loss was acutely felt. The *Abteilung* lost its first tank in Oosterbeek to overwhelming British fire. After being hit several times with no effect by a 6-pounder anti-tank gun, the Tiger II destroyed that gun and attempted to continue its advance. It was then met with direct fire from a 75mm howitzer which ultimately set the vehicle on fire as a result of a track hit (the hit possibly damaged the questionable fuel system encountered in training). Not satisfied that the tank was out of action, the British soldiers closed and finished the job with two PIAT hand-held anti-tank weapons. The second vehicle was destroyed by a stray mortar shot impacting the fuel filler cap. Hot shrapnel from the impact entered one of the gas tanks causing a fire which burned-out the tank.

## AFTER MARKET GARDEN

After operation Market Garden, the 506<sup>th</sup> continued to fight in various mop up operations on 'the Island' and along the Western front. It continued to serve as a fire brigade over the next two months much as the battalion served during 1943 on the Eastern front. The unit's numbers slowly dwindled until it was reinforced in early December with additional Tiger II tanks and also with some of the remaining Tiger I tanks in late December in preparation for Operation *Wacht am Rhein*. During the Battle of the Bulge the 506<sup>th</sup> supported 12. *Hitlerjugend* SS-Panzerdivision in its attack on Bastogne knocking out 15 Shermans in a counterattack near Wardin.

# SCHWERE PANZERKOMPANIE

HEAVY TANK COMPANY  
(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Schwere Panzerkompanie HQ

125

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## ARMOUR



Schwere Panzer Platoon

125

## ARMOUR



Schwere Panzer Platoon

125

## ARMOUR



Schwere Panzer Platoon

125

## SUPPORT PLATOONS

### ARMOUR



Assault Gun Platoon

121

Assault Howitzer Platoon

121

### ARMOUR



Assault Gun Platoon

121

### INFANTRY



Pionier Platoon

45

Ersatz Panzergrenadier Platoon

95

Gepanzerte SS-Aufklärungs

81

SS-Panzergrenadier Platoon

113

SS-Scout Platoon

115

### INFANTRY



Pionier Platoon

45

SS-Aufklärungs Platoon

81

SS-Panzergrenadier Platoon

113

### ARTILLERY



Motorised SS-Artillery Battery

139

Motorised Heavy SS-Artillery Battery

139

### ARTILLERY



SS-Rocket Launcher Battery

137

### ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Battery

71

2cm Anti-aircraft Gun Battery

72

### AIRCRAFT





Air Support

140



## ALLIED PLATOONS

Your force is from the Heer. Waffen-SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



## MOTIVATION AND SKILL

The 506. Schwere Panzerabteilung is a veteran Tiger unit. In September it was retraining with its brand-new Königstiger tanks when the orders came through to proceed directly to Arnhem to help quash the British landings there.

A Schwere Panzerkompanie is rated as **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

 SCHWERE PANZERKOMPANIE

## HEADQUARTERS

### SCHWERE PANZERKOMPANIE HQ

#### HEADQUARTERS

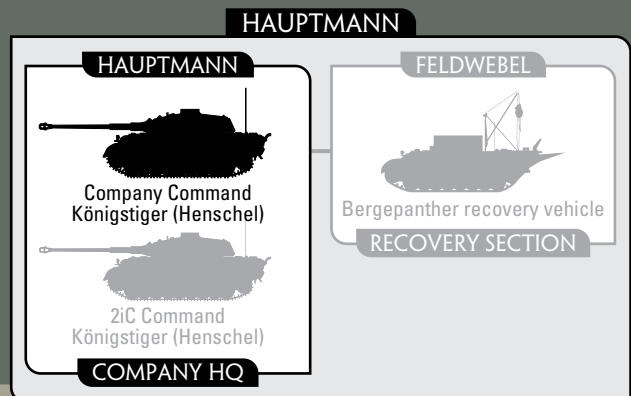


2 Königstiger (Henschel)	695 points
1 Königstiger (Henschel)	350 points

#### OPTIONS

- Replace either or both Königstiger (Henschel) tanks with Königstiger (Porsche) tanks for -5 points per tank.
- Add a Bergepanther recovery vehicle for +15 points.

*The Company Command tank always has two Tiger Ace Skills (see page 244 of the rulebook). Roll 2 dice and any rollof a 6 (or ♠) allows you to choose your Tiger Ace skill.*



#### SCHWERE PANZERKOMPANIE HQ

A Schwere Panzerkompanie (heavy tank company—pronounced shvair-rer pant-serr kom-pan-ee) can easily spoil the plans of even the most confident enemy tank commander. Their firepower can wreak havoc way beyond their numbers. They excel in either an offensive or defensive role. And though slow, can turn the tide in their favour in any tank battle.

## COMBAT PLATOONS

### SCHWERE PANZER PLATOON

#### PLATOON



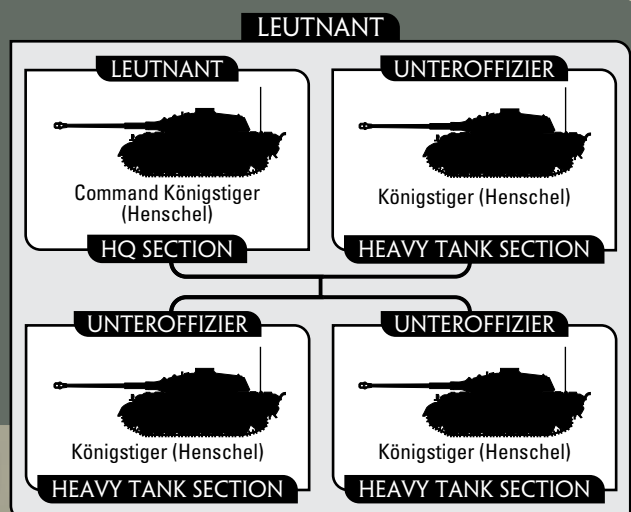
4 Königstiger (Henschel)	1380 points
3 Königstiger (Henschel)	1035 points
2 Königstiger (Henschel)	690 points
1 Königstiger (Henschel)	345 points

#### OPTION

- Replace up to two Königstiger (Henschel) tanks in the platoon with Königstiger (Porsche) tanks for -5 points per tank.

*Remember to roll for your Tiger Ace Skills before each game.*

The 506. Schwere Panzerabteilung is arriving to support operations in Oosterbeek. The heavy Königstiger (King Tiger) tanks will crush anything under the weight of their treads and massive guns. However, they will need to be well supported with infantry so that British paratroopers in the urban battlefield don't swamp them.



#### SCHWERE PANZER PLATOON

The 506. Schwere Panzerabteilung is one of the few units to receive a small number of the Porsche version of the King Tiger tank. These models can be easily distinguished from the more common Henschel version by noting their differently-shaped turrets.

# KAMPFGRUPPE VON TETTAU

In September 1944, *Generalleutnant* (Lieutenant General) Hans von Tettau commanded all of the military training schools in the Netherlands. When the Allies launched Operation Market Garden on 17 September, von Tettau was instructed to form a *Kampfgruppe* and secure the region from enemy paratroopers.

## VON TETTAU FORMS HIS KAMPFGRUPPE

To do this, von Tettau was given a wide variety of support from all across the German military. His command included units from all the German military branches, including *Heer* (Army), *Kriegsmarine* (Navy), *Luftwaffe* (Air Force) and the *Waffen-SS*.

The force included *SS-Schule 'Arnheim'* under the command

of *SS-Standartenführer* (Colonel) Lippert and had 3,000 men at its disposal. This was a *Waffen-SS* school which trained non-commissioned officers (NCOs). All of the candidates were experienced veterans of the east front and very professional soldiers. *SS-Battalion 'Eberwein'* was another veteran *Waffen-SS* unit that von Tettau could rely upon to assault enemy defences.

The *Kampfgruppe* also included the *Hermann Göring Schule Regiment*, commanded by *Oberst* Kluge. Portions of the regiment were deployed all over Holland and appeared often to fight 30 Corps and the American paratroopers south of the Rhine. However, the 'Worrowski' Battalion, of the *Hermann Göring Schule Regiment*, was stationed north of the river and fell under von Tettau's command.

*Kampfgruppe Knoche*, a collection of security troops, was the third major component to von Tettau's battlegroup. These troops were assembled together to form a small regiment and were reinforced with the lion's share of *Kampfgruppe von Tettau's* precious few heavy machine-guns.

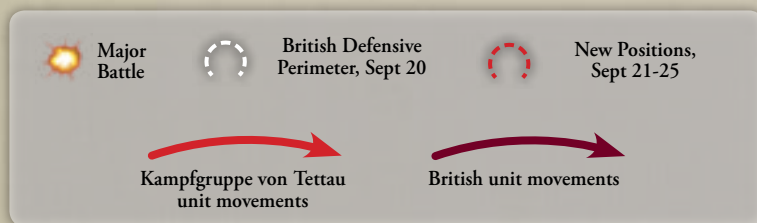
The remainder of the force was cobbled together with *Polizei* (Police), *Schiffsturm* (naval boarding party) and *Fliegerhorst* (air force personnel). Von Tettau relied upon these low grade troops to maintain contact between his veteran units which did the bulk of the fighting.

## INTO THE FIGHT

When it arrived the *Kampfgruppe* immediately assaulted the British drop and landing zones. The plan was for all units to advance together in one large attack over a five mile (8km) front, overwhelming the British and crushing them between *Kampfgruppe von Tettau* and *SS-Kampfgruppe Spindler*.

Armoured reinforcements arrived mid-day on 18 September. The *224. Panzerkompanie* was equipped with a company of *Flammwagen B-2(f)*, flame tanks converted from old French Char B2 tanks. Its tank platoons were divided up and sent to reinforce the line.

The *Kampfgruppe* pushed over a mile (2km) through British positions. Helle's Dutch volunteers of *3. SS-Wach Battalion* (3<sup>rd</sup> SS-Alert Battalion) managed to overrun portions of the British LZ-S. Supplies and equipment on the landing zone fell into German hands and the entire British position was in danger of collapsing. *Kampfgruppe von Tettau* was on the verge of destroying the British 1<sup>st</sup> Airborne Division.





# KAMPFGRUPPE VON TETTAU

## GENERALLEUTNANT (LIEUTENANT GENERAL) HANS VON TETTAU

### SS-SCHULE 'ARNHEIM'

(SS-Standartenführer Lippert)  
Waffen-SS (3000 men)

### SS-BATALLION 'EBERWEIN'

(SS-Sturmbannführer Eugen Eberwein)  
5-8. Kompanie, SS-Schule 'Arnheim'  
Waffen-SS (600 men)

### HERMANN GÖRING SCHULE REGIMENT

(Oberst Kluge)  
I. 'Worrowski' Battalion, Hermann Göring  
Schule Regiment (600 men)  
Deelen Airfield Flak Company  
(8x 2cm Flak38 anti-aircraft guns)

### KAMPFGRUPPE KNOCHE

(Major Knoche)  
I. and II Battalion,  
26 Sicherheits Regiment (900 men)  
30. MG Battalion (390 men)  
I and II Battalion, 688 Flak Abteilung  
(2x 3.7cm Flak43, 4x 2cm Flak38 anti-  
aircraft guns)

### 10. AND 6/14. SCHIFFSTURM ABTEILUNG

Kriegsmarine (1200 men)

### 2. AND 3. FLIEGERHORST BATALLION

Luftwaffe (1200 men)

### 224. PANZERKOMPANIE

(Oberleutnant May)  
3x Panzer B-2(f)  
14x Flammwagen B-2(f)

### 3. SS-WACH BATALLION

SS-Standartenführer Helle,  
Dutch SS Volunteers  
(600 men)

### 184. ARTILLERIE REGIMENT

Dismounted crews (Heer)  
(450 men)

### 42. SICHERHEITS REGIMENT

(Heer, 100 men)

### SS-POLIZEI SCHULE

(600 men)

## THE BRITISH FIGHT BACK

However, during the German attack, the entire British 4<sup>th</sup> Parachute Brigade landed 2,000 men behind Helle's Dutch volunteers, which instantly evaporated as a combat unit.

The German assault stalled and then broke. Undisciplined units suddenly began streaming toward the rear. The British, who were waiting for the 4<sup>th</sup> Parachute Brigade, launched a counterattack all along the front and von Tettau's attack collapsed. Lippert's SS NCOs fought to keep the ground they gained but with the inexperienced troops on their northern flank disappearing they too were forced to pull back.

Von Tettau quickly reorganised his force and by 20 September, *Kampfgruppe von Tettau* had closed the top of the Oosterbeek perimeter, meeting up with the flank of *SS-Kampfgruppe Spindler*.

## RENEWED ATTACK

On 22 September, the *Kampfgruppe* launched a second attack across its entire front. In the west and north SS troops from Eberwein's group and all three of Lippert's battalions attacked British positions west of the Hartenstein Hotel. Meanwhile, the Worrowski Battalion of the *Hermann Göring Schule Regiment* attacked the critical Westerbouwing Heights dominating the British position along the Rhine.

The first assault by the Worrowski Battalion was repulsed with heavy losses, but the *Luftwaffe* troops continued their attack. With raw determination and the flame tanks of the *224. Panzerkompanie* the battalion forced the British back and reduced the Oosterbeek Perimeter's base by nearly half.

On 24 September the British 30 Corps attempted to establish a crossing over the Rhine with two companies of the Dorset Regiment, 43<sup>rd</sup> Wessex Division. However, *Kampfgruppe Knoche* had just moved to defend the newly won Westerbouwing Heights and spotted the British attempting to cross. They counterattacked the weak bridgehead and only 75 of the original 400 attacking Dorsets made it back to the south bank of the Rhine, the rest were either killed or captured.

## THE BRITISH WITHDRAW

The following day the British received orders to withdraw across the Rhine as soon as possible. As the day wore on *Kampfgruppe von Tettau* began infiltrating the line with relative ease due to the paratroopers falling back, leaving the wounded to cover their retreat.

By the end of the day von Tettau and Spindler knew that the British were withdrawing and launched assaults and set up machine-guns and mortars to harass the retreating enemy. At daybreak the following day the British had escaped, but their mission was a failure.

Combining *Waffen-SS*, *Heer*, *Luftwaffe*, and *Kriegsmarine* forces ranging in skill and experience into an effective combat formation was no small feat. With practically no armour or artillery, *Kampfgruppe von Tettau* had seized British landing zones, cut off the enemy's supply, and killed, wounded, or captured hundreds of paratroopers and significantly contributed to preventing the British from achieving their objectives during Operation Market Garden.

# KAMPFGRUPPE VON TETTAU

BATTLEGROUP VON TETTAU  
(INFANTRY COMPANY)



HEADQUARTERS

## HEADQUARTERS



Kampfgruppe von Tettau  
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be either from the SS-Unteroffizier Schule 'Arnheim' (marked ) , the Hermann Göring Training and Replacement Regiment (marked ) , or Kampfgruppe Knoche (marked ) . Your Combat and Weapons Platoons must be marked with your selected symbol. However, your Support Platoons may have any symbol or no symbol and do not have to match your selected symbol.

COMBAT PLATOONS

## INFANTRY



Grenadier Company   
Sicherheits Company 

## INFANTRY



Grenadier Company   
Sicherheits Company 

## MACHINE-GUNS



Machine-gun Platoon 

## MACHINE-GUNS



Machine-gun Platoon 

## ARTILLERY



Mortar Platoon 

WEAPONS PLATOONS

## ANTI-AIRCRAFT



Anti-aircraft gun Platoon 

## ANTI-AIRCRAFT



Anti-aircraft gun Platoon 

## SUPPORT PLATOONS

## ARMOUR



Flame-tank Platoon 

## ARMOUR



Flame-tank Platoon 



## INFANTRY



Grenadier Company   
Sicherheits Company 



## ARTILLERY



Motorised SS-Artillery Battery   
Motorised Heavy SS-Artillery Battery 

## ARMOUR



SS-Rocket Launcher Battery   
Motorised SS-Artillery Battery 

## ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Battery 


## AIRCRAFT





Air Support 



## ALLIED PLATOONS

A force from SS-Unteroffizier Schule 'Arnheim' is from the Waffen SS (marked ) .

A force from the Hermann Göring Training and Replacement Regiment is from the Luftwaffe (marked ) .

A force from Kampfgruppe Knoche is from the Heer (marked ) .

All platoons in your force that do not match your selected force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.



MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

 **SS-UNTEROFFIZIER SCHULE 'ARNHEIM'**

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

 **HERMANN GÖRING TRAINING AND REPLACEMENT REGIMENT**

MOTIVATION	SKILL
<b>RELUCTANT</b>	CONSCRIPT
CONFIDENT	<b>TRAINED</b>
FEARLESS	VETERAN

 **KAMPFGRUPPE KNOCHE**

## MOTIVATION AND SKILL

Generalleutnant *Hans von Tettau* commanded all of the training schools in Holland. When Operation Market Garden was launched, he assembled Kampfgruppe von Tettau out of his schools and sent them into action. The battlegroup consisted of a large variety of troops ranging from crack Waffen-SS units to less-than-eager Luftwaffe airfield security troops.

## HEADQUARTERS

### KAMPFGRUPPE VON TETTAU HQ

#### HEADQUARTERS

Battalion HQ  
add Anti-tank Section



20 points  
+80 points

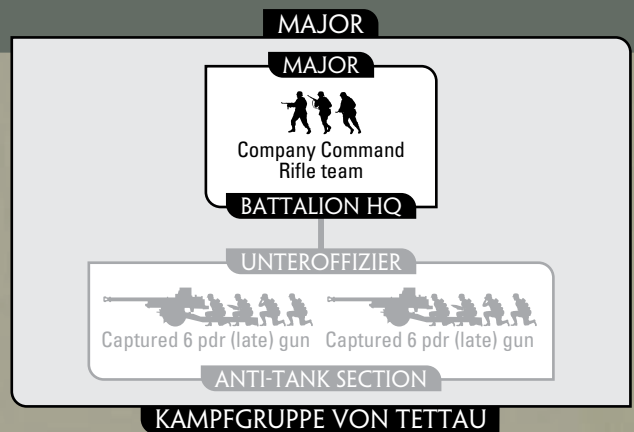


15 points  
+55 points



10 points  
+50 points




*Kampfgruppe von Tettau* has been formed to deal with the Allied airborne troops from the west. The formation includes a wide variety of troops ranging from various schools and training regiments to security troops. Your task as a battalion commander is to create a western blocking force to contain the enemy paratroopers and then crush them.







# COMBAT PLATOONS

## GRENADIER COMPANY

### COMPANY

			
3 Grenadier Platoons	720 points	345 points	-
2 Grenadier Platoons	480 points	230 points	-
1 Grenadier Platoon	240 points	115 points	-

### OPTIONS

-  Replace any or all Command Rifle teams with a Command Panzerknacker Rifle team for +5 points per team.
-  Replace any or all Command Rifle teams with a Command Panzerknacker Rifle team for +5 points per team.
-  Add Light Mortar teams for +25 points per team.
-  Add Light Mortar teams for +20 points per team.

*Grenadier Platoons operate as separate platoons, each with their own command team.*



### OSTFRONT VETERANS



The men from *SS-Unterscharführer Schule 'Arnheim'* were experienced soldiers coming from the Russian front. These men had learned many tricks on how to take on tanks using mines, grenades and other explosives.

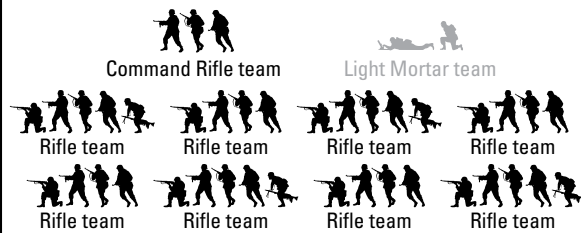
*Rifle teams from SS-Unterscharführer Schule 'Arnheim' are Tank Assault 4.*

Generalleutnant Hans von Tettau's schools include a Waffen-SS NCO school and the Hermann Göring Training and Replacement Regiment. These formations are either partly or fully staffed with veterans familiar with fighting tactics and command structure.

Use these better trained units to assault the enemy and capture objectives, while your lower grade troops protect your own or provide a distraction.

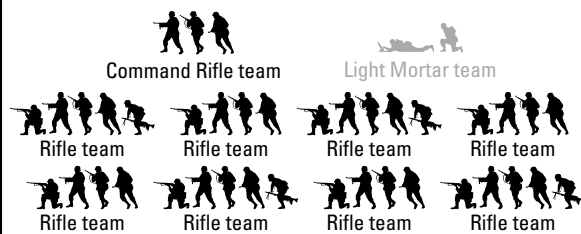
### LEUTNANT

#### LEUTNANT



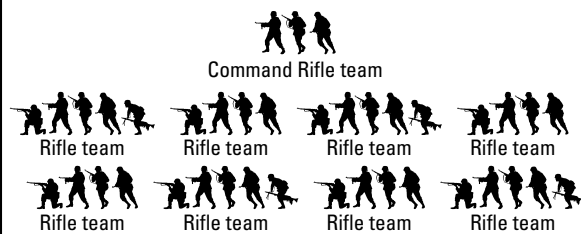
### GRENADIER PLATOON

### LEUTNANT



### GRENADIER PLATOON

### LEUTNANT



### GRENADIER PLATOON

### GRENADIER COMPANY







## SICHERHEITS COMPANY

### COMPANY



3 Sicherheits Platoons	250 points
2 Sicherheits Platoons	170 points

### OPTIONS

- Replace the Command Rifle team with a Command Panzerknacker Rifle team for +5 points.
- Add Light Mortar teams to the HQ section for +15 points per team.

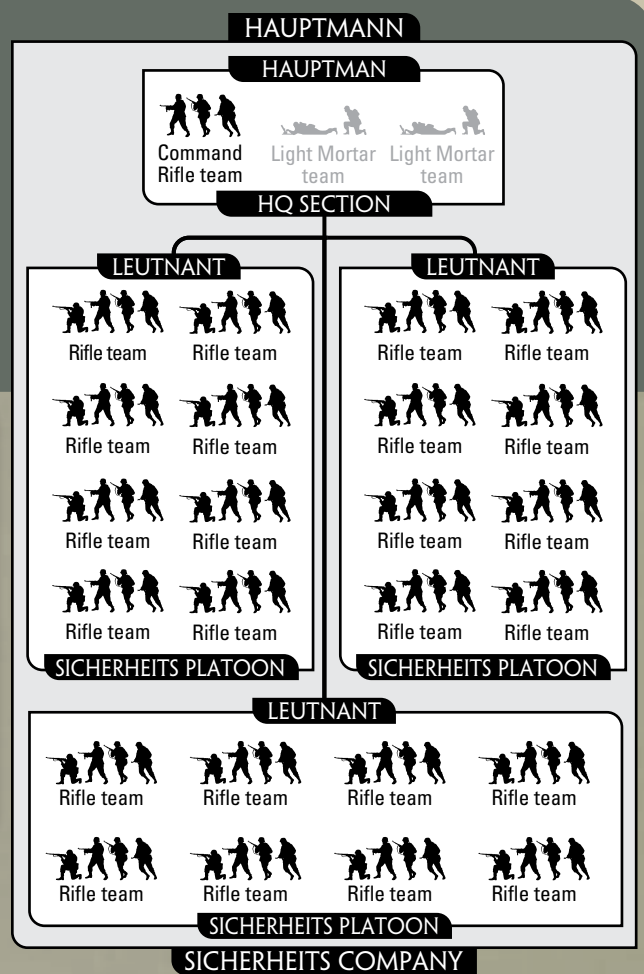
### TETTAU'S LEGION

*Sicherheits* (security) companies lacked experienced officers and non-commissioned officers. Those rare officers that did have experience were put in command of companies.

*Unlike a Grenadier Company, a Sicherheits Company operates a single platoon.*

*Wherever the rules talk about platoons, read that as a Sicherheits Company. When you are fielding a Sicherheits Battalion, read rules that talk about a company as referring to your Sicherheits Battalion.*

Sicherheits companies represent the random collection of security troops in the Arnhem area, but they needn't be that specifically. They can also represent *Kriegsmarine*, *Luftwaffe* anti-aircraft gunners, and other rear-echelon troops.





## MACHINE-GUN PLATOON

### PLATOON

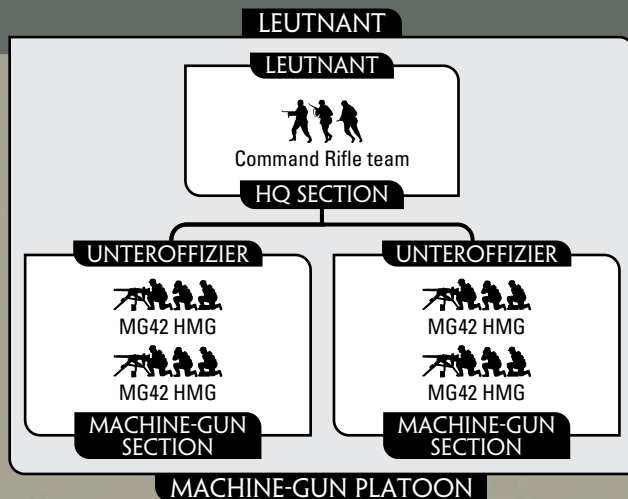
HQ Section with:

- 2 Machine-gun Sections
- 1 Machine-gun Section

150 points	100 points	90 points
80 points	-	-

Machine-guns are not as common as they are in more regular units but there are still a few training examples available to be pressed into service. These will add substantial firepower to your force. Place them in key locations to protect your own objectives and free up your infantry to put pressure on the enemy.

The machine-gun is also quite helpful on the offensive. Use its range to protect it from enemy return fire and employ its high rate of fire to pin the enemy down. While the enemy keeps his head down, swamp him with your infantry.



## MORTAR PLATOON

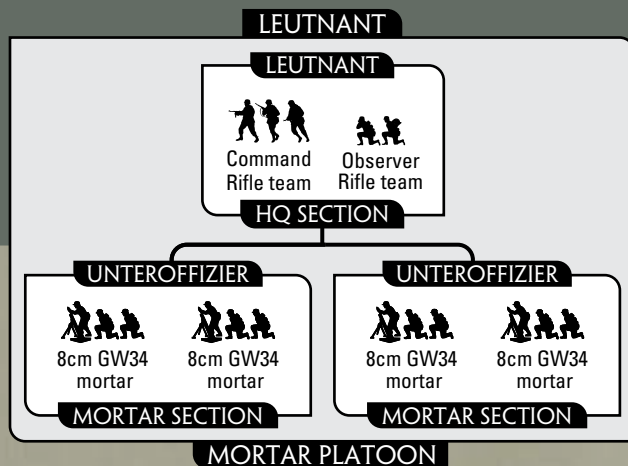
### PLATOON

HQ Section with:

- 2 Mortar Sections 135 points
- 1 Mortar Section 75 points

SS-Unteroffizier Schule 'Arnheim' has a few 8cm mortars at its disposal for training. These have been pressed into combat and organised to provide the NCOs-in-training with accurate artillery support.

The smoke from the mortars will conceal your troops as they assault the enemy, reducing the number of casualties you will sustain and helping ensure you won't be pinned down by defensive fire.







# WEAPONS PLATOONS

## ANTI-AIRCRAFT GUN PLATOON

### PLATOON

HQ Section with:

			
4 2cm FlaK38	-	75 points	-
3 2cm FlaK38	80 points	55 points	50 points
2 3.7cm FlaK43	-	-	45 points

### OPTION

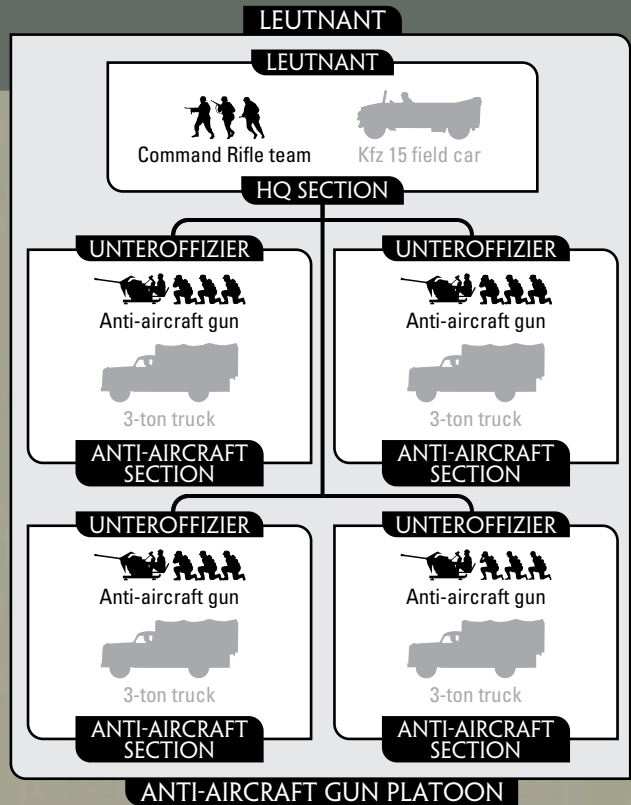
- Add Kfz 15 field car and 3-ton trucks for +5 points.

Several units of anti-aircraft guns are ready to support your force. The 2cm anti-aircraft gun is an effective infantry support gun with its high rate of fire and firepower. These guns will certainly help your infantry dig out enemy paratroopers.

All three major battlegroups of *Kampfgruppe von Tettau* relied on the high rate of fire of the 2cm FlaK38 anti-aircraft cannons. Building a defence around these guns kept the enemy from launching a frontal assault.

In the streets and parks of the Oosterbeek perimeter, the 2cm gun was easy to transport and quick to deploy, making it a valuable weapon on the offence.

Some of the battlegroups were lucky to be supported by the heavier 3.7cm FlaK43 gun, which had higher firepower. These were particularly useful for setting up at long range and shelling the British.



# KAMPFGRUPPE VON TETTAU SUPPORT PLATOON

## FLAME-TANK PLATOON

### PLATOON



5 Flammwagen B-2(f)	210 points
4 Flammwagen B-2(f)	170 points
3 Flammwagen B-2(f)	130 points
2 Flammwagen B-2(f)	90 points

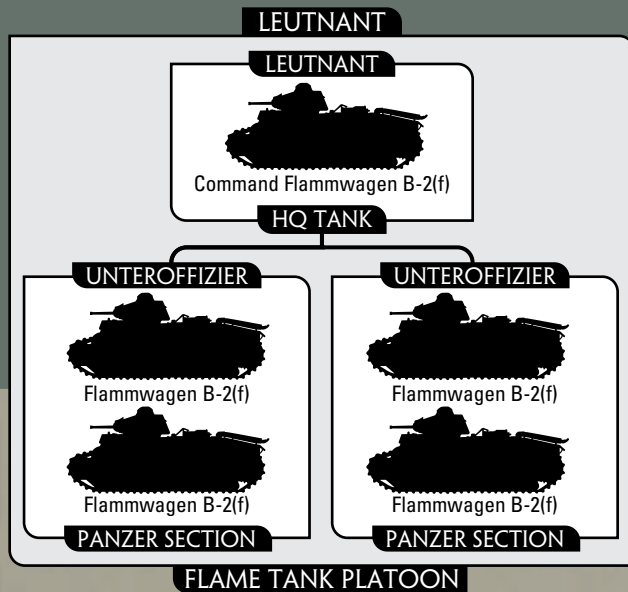
### OPTION

- Replace the Command Flammwagen B-2(f) with a Panzer B-2 740(f) tank at no cost.

*Unlike normal flame tanks, the Flammwagen B-2(f) tanks were used as both flame and infantry tanks, and thus may Launch Assaults and Counterattack.*

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

*The tank crews of 224. Panzerkompanie are newly-formed and have not yet seen combat. As such a Flame-tank Platoon is rated **Confident Trained**.*



The 224. Panzerkompanie (244<sup>th</sup> Armoured Company) was stationed in the Netherlands for quite some time. They are responsible for providing armoured support to the German garrison units along the Dutch coast. In March 1944 they were refitted with 17 Flammwagen B-2(f) tanks, converted from old French Char B2 heavy tanks.

The flame-tanks were assigned to Kampfgruppe von Tettau to provide the battlegroup's armoured support. They have been parcelled out to the various assault groups to help crack the paratroopers' line in Oosterbeek.





# HEER SUPPORT PLATOON

## SECURITY PLATOON

### PLATOON

HQ Section with:



3 Security Sections

70 points

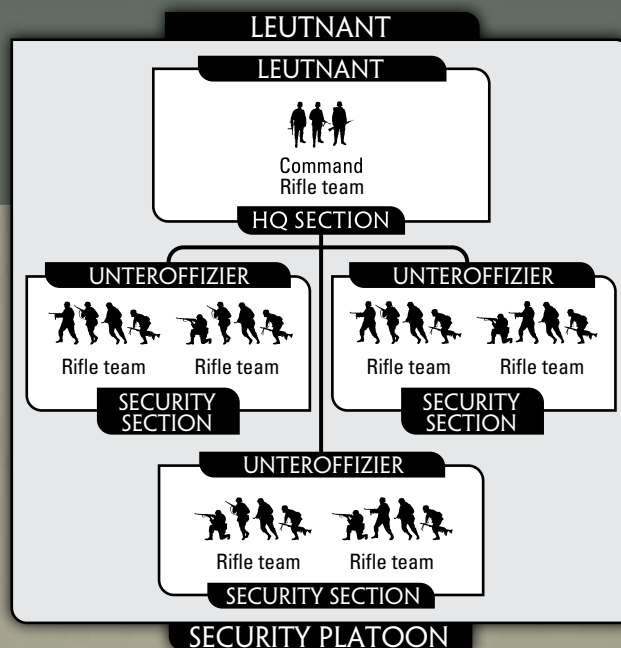
MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

*Security troops were sometimes the only troops that could be committed to battle until more reliable troops could be sent in. As such a Security Platoon is rated **Reluctant Trained**.*

### SECURITY TROOPS

Security troops were always the first on the scene. They had to hold the line until relieved by regular units.

*Security Platoons may never be placed in Reserve*



Arnhem was packed with troops from the rear areas that found themselves scooped up and thrown into battle. These included *Sicherungs* security troops, *Feldgendarmarie* (field police), airfield defence forces, penal troops, sailors, desk clerks, cooks, convalescents, Prisoner Of War camp guards, *Osttruppen* (ex-Soviet POWs released to fight for the Germans), coastal defence soldiers, conscripts, and many more combatants that did not expect to ever face the enemy, much less a battle-hardened one like Allied paratroopers and armoured forces.



# WAFFEN-SS SUPPORT PLATOONS

## MOTIVATION AND SKILL

The men of 9. 'Hohenstaufen' SS-Panzerdivision (9<sup>th</sup> 'Hohenstaufen' SS Armoured Division) and 10. 'Frundsberg' SS-Panzerdivision (10<sup>th</sup> 'Frundsberg' SS Armoured Division) are hardened veterans, having survived the crucible of Normandy. They are still highly motivated and capable of halting the British before they reach Arnhem. As such, all Waffen-SS Support Platoons are rated **Fearless Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

**WAFFEN-SS SUPPORT PLATOONS**

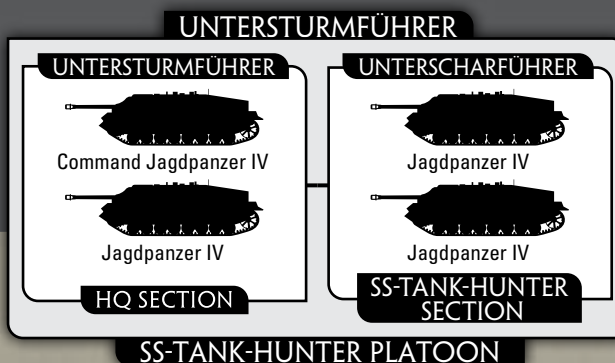
## SS-TANK-HUNTER PLATOON

### PLATOON



4 Jagdpanzer IV	435 points
3 Jagdpanzer IV	325 points
2 Jagdpanzer IV	215 points

The tank-hunters of 10. SS-Panzerjägerabteilung (10<sup>th</sup> SS Tank-hunter Battalion) supported the Fallschirmjäger of Major Kerutt. SS-Kampfgruppe von Allwörden (part of Spindler's command) was also supported by two Jagdpanzer IV tank-hunters.



## ARMoured SS-ARTILLERY BATTERY

### PLATOON

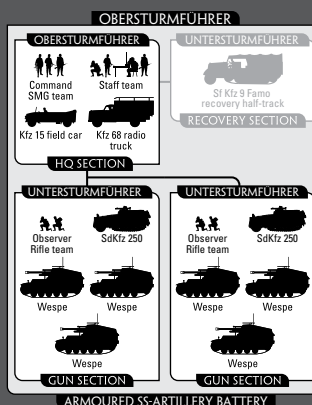
#### HQ Section and



Two Gun Sections with:	
6 Wespe	470 points
One Gun Sections with:	
3 Wespe	255 points

#### OPTIONS

- Replace each Observer Rifle team and its Sd Kfz 250 half-track with an Observer Panzer III OP tanks for +10 points per tank.
- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.



The 10. SS-Panzer Division sent a small battlegroup south to Eindhoven to bolster Kampfgruppe Walther. This included the division's last remaining Wespe self-propelled howitzers. These weapons provided close artillery support to the German defenders facing 30 Corps' assault on 17 September 1944.





## SS-ROCKET LAUNCHER BATTERY

### PLATOON

HQ Section and



Two Gun Sections with:

6 15cm NW41 230 points

One Gun Sections with:

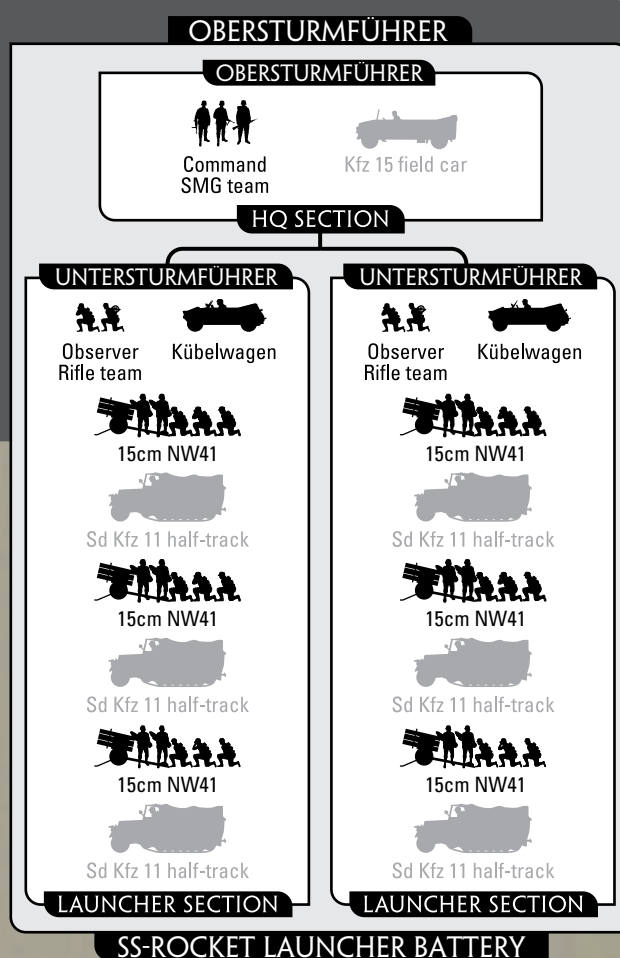
3 15cm NW41 120 points

### OPTION

- Add Kfz 15 field car and Sd Kfz 11 half-tracks at +5 points per launcher section.

The artillery from *II. SS-Panzerkorps* includes the *102. SS-Werferabteilung* armed with *Nebelwerfer* rocket launchers. The six-barrelled launcher delivers heavy rockets directly into the Allied lines with devastating and demoralising effect.

The inexpensive, yet deadly, *Nebelwerfer* is an ideal support weapon for your battalion. A full battery will put down a large bombardment with either high-explosive rockets or smoke to cover your troops.



## SS-STURMBANNFÜHRER HANS-GEORG SONNENSTUHL



When the new 9. SS-Panzerdivision was formed, SS-Obergruppenführer (SS-General) Wilhelm Bittrich chose his personal friend, Hans-Georg Sonnenstuhl to command one of the artillery battalions. After Normandy, Bittrich promoted Sonnenstuhl to command all the artillery in 10. SS-Panzerdivision.

On 17 September 1944, as the highest ranking officer in the region, SS-Sturmbannführer (SS-Major) Sonnenstuhl commanded the northern push to retake the bridge.

Once the bridge was retaken and reopened Sonnenstuhl followed the push south, commanding artillery. Sonnenstuhl commanded not only the artillery of the 10. SS-Panzerdivision,

but all of the artillery that deployed in the battle area. Sonnenstuhl's artillery was vital in smashing the 30 Corps attacks north of Nijmegen.

To maximize the effectiveness of his artillery Sonnenstuhl created the innovative *Sperrfeurlinie* (Artillery Blocking Line) artillery tactic. Sonnenstuhl divided the entire frontline area into simple, numbered map sectors. Each numbered sector was then pre-registered with every artillery formation under his command. Forward observers had only to request an artillery mission using the appropriate map sector reference number. This process could call down all available artillery in a concentrated barrage in a mere matter of minutes.

### CHARACTERISTICS

SS-Sturmbannführer Hans-Georg Sonnenstuhl is a Warrior Staff team, replacing a Staff Team of either a Motorised SS-Artillery Battery (page 139) or a Motorised Heavy SS-Artillery Battery (page 139) for +75 points. He may join Sperrverband Harzer (page 68), Kampfgruppe Swoboda (page 70), SS-Kampfgruppe Brinkmann (page 80), Kampfgruppe Knaust (page 94), Kampfgruppe Hummel (page 100), or a Schwere Panzerkompanie (page 124). He is rated **Fearless Veteran**.

#### COMBINED BOMBARDMENT

Sonnenstuhl's artillery tactic brought immense artillery fire over a wide area in a very short amount of time. The missions were violent but brief as multiple requests could be demanded from other points along the front at the same time.

*When Sonnenstuhl's Artillery Battery fires an Artillery Bombardment, you may chose to group other Motorised SS-Artillery Batteries or a Motorised Heavy SS-Artillery Batteries with Staff teams into the same bombardment before rolling to Range In as Combined Bombardment.*

*Use the Mixed Bombardments rule on page 131 of the rulebook.*

#### SPERRFEURLINIE

The firing program developed by Sonnenstuhl meant that the Germans could call in fire instantly and without warning. This stopped two major American and British assaults on the Nijmegen crossings in their tracks.

*Any Artillery Bombardment (including a Combined Bombardment) fired by Sonnenstuhl's Artillery Battery, may use the US Time on Target special rule on page 240 of the rulebook.*



## MOTORISED SS-ARTILLERY BATTERY PLATOON

HQ Section and 

Two Gun Sections with: 6 10.5cm leFH18	330 points
One Gun Section with: 3 10.5cm leFH18	180 points

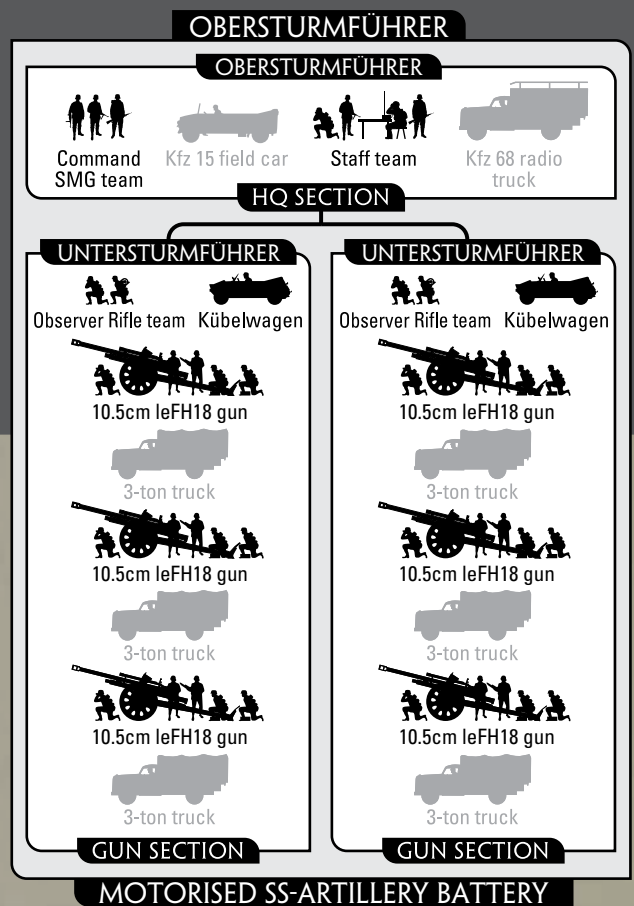
### OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and 3-ton trucks at +5 points for the battery.

The Germans enjoyed a serious advantage in artillery during the battles of Market Garden. This was especially true around Nijmegen and Arnhem where the entirety of the 2<sup>nd</sup> SS-Panzer Corps' artillery was concentrated in the Betuwe region between the two cities.

10. SS-Panzerdivision stationed its 52 10.5cm leFH18 and 12 15cm sFH18 howitzers south of the Arnhem bridge so that it could support operations in both Arnhem and Nijmegen.

Support your troops with plenty of artillery to help soften up the enemy and pin them down before you attack.



## MOTORISED HEAVY SS-ARTILLERY BATTERY

### PLATOON

HQ Section and 

Two Gun Sections with: 6 15cm sFH18	500 points
One Gun Sections with: 3 15cm sFH18	265 points

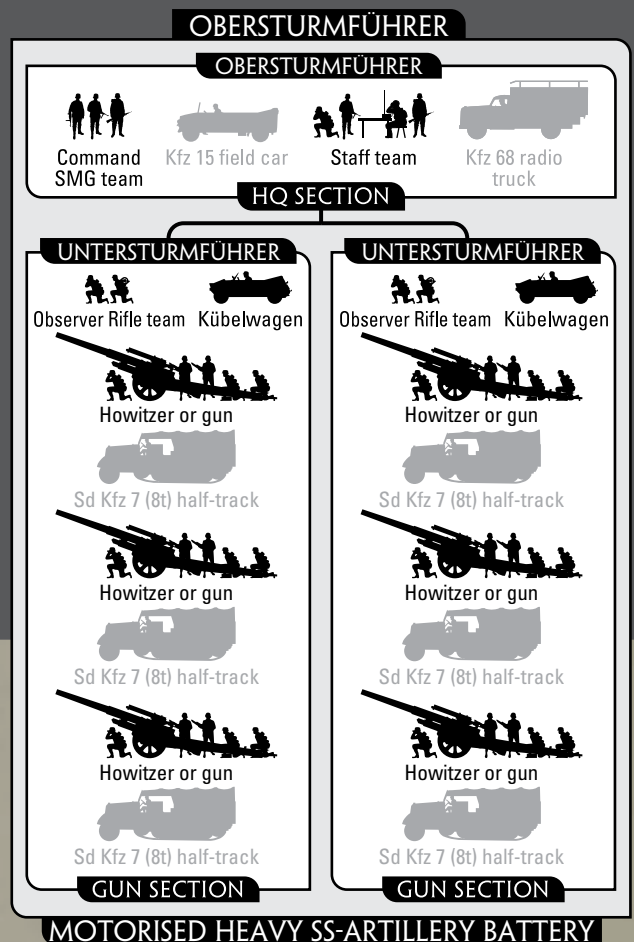
Two Gun Sections with: 6 s10cm K18	535 points
One Gun Sections with: 3 s10cm K18	285 points

### OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and Sd Kfz 7 half-tracks at +5 points for the battery.

A large number of heavy artillery pieces were assembled in the Betuwe region between Arnhem and Nijmegen. These heavy guns were essential in breaking up the initial Allied attempts to capture the Nijmegen bridges, buying time for *SS-Kampfgruppe Euling* to set up in the city.

The heavy guns also played an important role in Arnhem and Oosterbeek where their extremely effective high explosive shells blasted the stubborn paratroopers from their defences.



# LUFTWAFFE SUPPORT PLATOONS

## MOTIVATION AND SKILL

Heavy anti-aircraft emplacements have been stationed at important locations for many months, guarding vital targets in Holland. For the most part, the fighting has been a safe distance away, but now the enemy is all around!

Luftwaffe platoons are rated **Reluctant Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

 LUFTWAFFE SUPPORT PLATOONS

## AIR SUPPORT

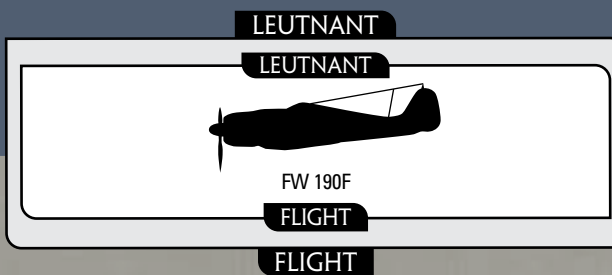
### SPORADIC AIR SUPPORT



FW 190F

100 points

Allied fighters are concentrating their efforts further south and sending escorts with their resupply transports. Take advantage of this unique moment of local air superiority and strike the enemy's support platoons.



## HEAVY ANTI-AIRCRAFT GUN PLATOON

### PLATOON

HQ Section with:



2 8.8cm FlaK36 (Static)

110 points

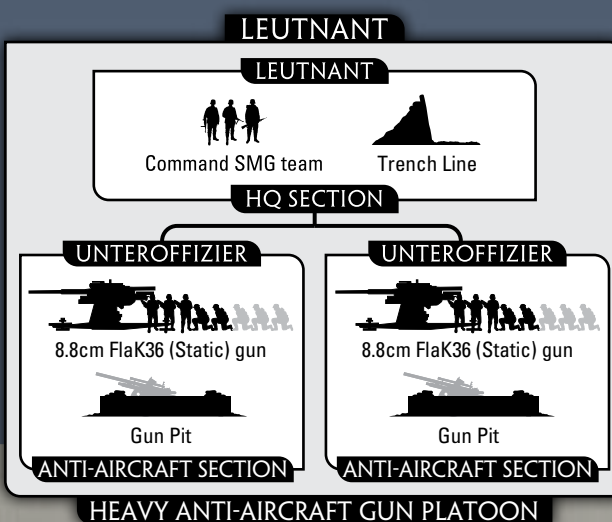
1 8.8cm FlaK36 (Static)

60 points

### OPTION

- Model 8.8cm FlaK36 (Static) guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

*A Heavy Anti-aircraft Gun Platoon is a Fortified Platoon.*







## LUFTWAFFE FLAK PLATOON

### PLATOON

HQ Section with:



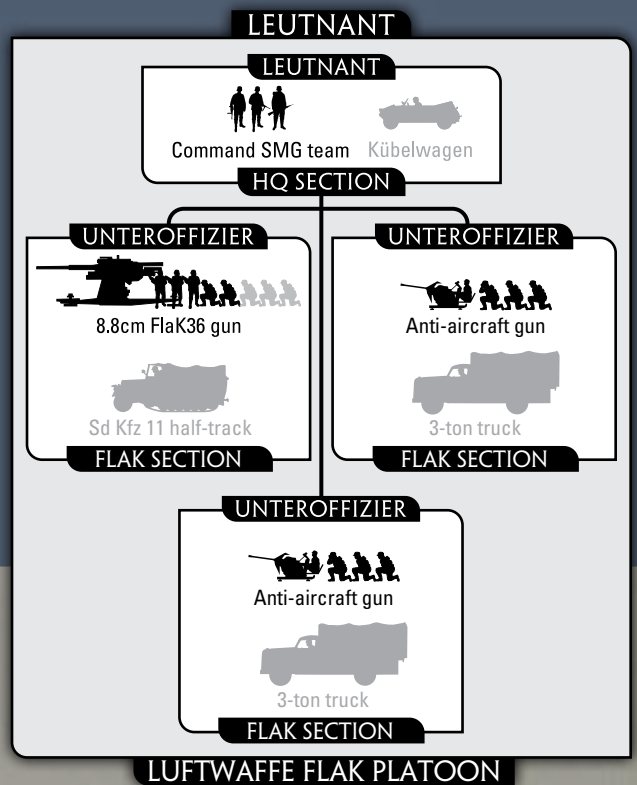
1 8.8cm FlaK36 and 2 2cm FlaK38	85 points
1 8.8cm FlaK36 and 2 2cm Flakvierling 38	90 points
1 8.8cm FlaK36 and 2 3.7cm FlaK43 guns	95 points

### OPTIONS

- Model the 8.8cm FlaK36 gun with eight or more crew and increase their ROF to 3 for +10 points.
- Add Kübelwagen, Sd Kfz 11 half-track and 3-ton trucks for +5 points for the platoon.

*The 8.8cm FlaK36 gun in a Luftwaffe FlaK Platoon is equipped with a Gun Shield.*

The *Luftwaffe* has assembled small FlaK battlegroups to support our assault against the enemy in the village of Beek. These guns can shoot down enemy aircraft as well as train their deadly fire on ground targets.



# ARSENAL

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
<b>TANKS</b>					
Panzer III L or M <i>5cm KwK39 gun</i>	Standard Tank <i>24"/60cm</i>	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV G (late) <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV H <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther A or G <i>7.5cm KwK42 gun</i>	Standard Tank <i>32"/80cm</i>	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
Tiger I E <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Unreliable. <i>Slow traverse.</i>
Königstiger (Porsche) <i>8.8cm KwK43 gun</i>	Slow Tank <i>40"/100cm</i>	14 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Unreliable. <i>Slow traverse.</i>
Königstiger (Henschel) <i>8.8cm KwK43 gun</i>	Slow Tank <i>40"/100cm</i>	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded. <i>Slow traverse.</i>
Panzer B-2 740(f) (Char B-1) <i>4.7cm KwK35 (f) gun</i> <i>7.5cm KwK29 (f) gun</i>	Slow Tank <i>24"/60cm</i> <i>16"/40cm</i>	6 2 2	5 6 6	2 4+ 3+	Co-ax MG, Unreliable. <i>One-man Turret.</i> <i>Hull mounted.</i>
Flammpanzer B-2 (f) (Char B-1) <i>4.7cm KwK35 (f) gun</i> <i>1.4cm Flammenwerfer</i>	Slow Tank <i>24"/60cm</i> <i>4"/10cm</i>	6 2 3	5 6 -	2 4+ 5+	Co-ax MG, Unreliable. <i>One-man Turret.</i> <i>Flame-thrower, Hull mounted.</i>

## TANK-HUNTERS

Jagdpanzer IV <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
Panzer IV/70 (A) <i>7.5cm PaK42 gun</i>	Slow Tank <i>32"/80cm</i>	8 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. <i>Hull mounted.</i>
Panzer IV/70 (V) <i>7.5cm PaK42 gun</i>	Slow Tank <i>32"/80cm</i>	9 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. <i>Hull mounted.</i>
Jagdpanther <i>8.8cm PaK43 gun</i>	Standard Tank <i>40"/100cm</i>	10 2	5 16	1 3+	Hull MG. <i>Hull mounted.</i>







Name Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
<b>ASSAULT GUNS</b>					
StuG D or E 7.5cm StuK36 gun	Standard Tank 24"/60cm	5 2	3 9	1 3+	AA MG, Protected ammo. Hull mounted.
StuG G 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuH42 10.5cm StuH42 gun	Standard Tank 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. Hull mounted, Breakthrough gun, Smoke.
<b>INFANTRY GUNS (SP)</b>					
Sd Kfz 250/7 (8cm) 8cm GW34 mortar Firing Bombardments	Half-tracked 24"/60cm 40"/100cm	1 2 -	0 2 2	0 3+ 6	AA MG. Hull mounted, Portee, Smoke, Minimum range 8"/20cm. Smoke bombardment.
Sd Kfz 251/9 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	AA MG. Hull mounted.
<b>RECONNAISSANCE</b>					
Sd Kfz 222 (2cm) 2cm KwK38 gun	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG. Self-defence anti-aircraft.
Sd Kfz 231 (8-rad) 2cm KwK38 gun	Jeep 16"/40cm	2 3	0 5	0 5+	Co-ax MG.
Sd Kfz 250 (recce)	Half-tracked	1	0	0	Hull MG, AA MG.
Sd Kfz 250/9 (2cm) 2cm KwK38 gun	Half-tracked 16"/40cm	1 3	0 5	0 5+	Co-ax MG. Self-defence anti-aircraft.
<b>ARTILLERY (SP)</b>					
Wespe 10.5cm leFH18M howitzer Firing bombardments	Standard Tank 24"/60cm 72"/180cm	1 1 -	1 10 4	0 2+ 4+	AA MG, Protected ammo. Hull mounted, Breakthrough gun, Smoke. Smoke bombardment.
Panzer III OP	Standard Tank	5	3	1	Hull MG.
<b>ANTI-AIRCRAFT (SP)</b>					
Sd Kfz 10/5 (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	- 4	- 5	- 5+	Gun shield. Anti-aircraft.
Armoured Sd Kfz 10/5 (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	0 4	0 5	0 5+	Anti-aircraft.
Sd Kfz 251/17 (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	1 4	0 5	0 5+	Anti-aircraft.
Sd Kfz 251/21 (Triple 15mm) MG151/15 gun	Half-tracked 16"/40cm	1 6	0 4	0 5+	Anti-aircraft.
Möbelwagen (3.7cm) 3.7cm FlaK43 gun	Standard Tank 24"/60cm	0 4	0 6	0 4+	Anti-aircraft.
Wirbelwind (Quad 2cm) 2cm FlaK38 (V) gun	Standard Tank 16"/40cm	3 6	1 5	0 5+	Hull MG. Anti-aircraft.
<b>VEHICLE MACHINE-GUNS</b>					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
7.5cm LG40 recoilless gun	Man-packed	16"/40cm	2	9	3+	Recoilless.
8cm GW42 (Stummelwerfer) mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6	Smoke bombardment.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
2cm Flakvierling 38 gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
Captured OQF 6 pdr (late) gun	Medium	24"/60cm	3	11	4+	Gun shield.
8.8cm FlaK39(r) gun	Immobile	32"/80cm	2	12	3+	Heavy anti-aircraft, Turntable.
8.8cm FlaK36 (Static) gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Turntable.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
s10cm K18 gun	Immobile	32"/80cm	1	15	2+	
Firing bombardments		96"/240cm	-	4	4+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly troops.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Panzerfaust Trap team	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

## FORTIFICATIONS

### BUNKERS AND PILLBOXES

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
2cm FlaK38 Nest	Immobile	16"/40cm	4	5	5+	Anti-aircraft.
HMG Nest	Immobile	24"/60cm	6	2	6	ROF 3 when pinned down.





## TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Armour Top <i>Firepower</i>	Equipment and Notes
<b>TRUCKS</b>					
BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired hull MG.
Schwimmwagen	Jeep	-	-	-	Amphibious, Optional Passenger-fired hull MG.
Horch Kfz 15 field car	Jeep	-	-	-	
Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
RSO	Slow Tank	-	-	-	
Horse-drawn wagon	Horse-drawn	-	-	-	
<b>TRACTORS</b>					
Sd Kfz 11 or Sd Kfz 7 half-track	Half-tracked	-	-	-	
Horse-drawn limber	Horse-drawn	-	-	-	
<b>ARMOURD PERSONNEL CARRIERS</b>					
Reinforced Truck	Wheeled	-	-	-	Passenger-fired AA MG, Unreliable, Overloaded, Reinforced truck.
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250/1 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 250/10 (3.7cm) <i>3.7cm PaK36</i>	Half-tracked <i>16"/40cm</i>	1 2	0 6	0 4+	Passenger-fired AA MG. <i>Hull mounted.</i>
Sd Kfz 251/1 D half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 D (Stuka) half-track <i>28cm sW40 Rocket Launcher</i>	Half-tracked <i>40"/100cm</i>	1 -	0 3	0 1+	Hull MG, Passenger-fired AA MG. <i>Hull mounted, Stuka zu Fuss.</i>
<b>RECOVERY VEHICLES</b>					
Sd Kfz 9 Famo recovery vehicle	Half-tracked	-	-	-	Recovery vehicle.
Bergepanther recovery vehicle	Standard Tank	10	5	0	AA MG, Wide tracks, Recovery vehicle.

## AIRCRAFT

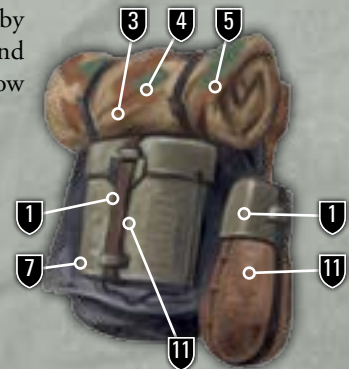
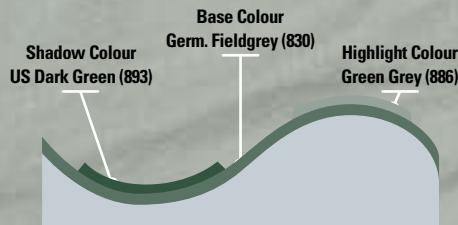
Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
FW 190F	Cannon	3+	7	5+	
	Bombs	4+	5	1+	

# GERMAN PAINTING GUIDE

## PAINTING LUFTWAFFE



Highlights and shadows give your miniatures depth by lightening raised surfaces that reflect the most light, and darkening the deeper shadows. The diagram below shows how highlights and shadows work.



Indicator	Shadow Colour	Base Colour	Highlight Colour
1 Painted Metal	Black (950)	German Grey (995)	Germ. Fieldgrey (830)
2 Skin	Light Brown (929)	Medium Fleshstone (860)	Flat Flesh (955)
3 Jump Smock	Khaki (988)	Germ. Camo Beige (821)	Stone Grey (884)
4 Camo Colour	Chocolate Brown (872)	Germ. Camo Med. Brown (826)	
5 Camo Colour	Russian Green (894)	Luftwaffe Camo Green (823)	
6 Boots/Gloves	Black (950)	Leather Brown (871)	Flat Brown (984)
7 Pouches	German Grey (995)	Luftwaffe Uniform WW2 (816)	
8 Wood	Chocolate Brown (872)	Germ. Camo Med. Brown (826)	Beige Brown (875)
9 Bare Metal	German Grey (995)	Gunmetal Grey (863)	Oily Steel (865)
10 Uniform	US Dark Green (893)	German Field Grey (830)	Green Grey (886)
11 Leather	Germ. Camo Med. Brown (826)	Flat Earth (983)	US Field Drab (873)

There were two camouflage patterns, Splinter and Marsh (sometimes called Water). There were variations in colours for both but the patterns remained the same.

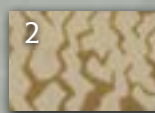
The jump smock could be found in both camouflage patterns with matching helmet covers in either plain olive green or Splinter pattern. The *Fallschirmjäger* helmet cover was never made from Water pattern material. The plain olive green jump smock was still in widespread use all the way to the end of the war.

Boots were still black jump boots but they could just as likely be normal marching boots as replacements started to trickle into the veteran ranks. Similarly, the occasional infantry-style helmet also started appearing among the troops.

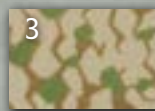
During Operation Market Garden, the *Fallschirmjäger* still had the usual *Fallschirmjäger* style uniforms but with a couple of new additions, like *Luftwaffe* blue trousers becoming more common alongside the usual field grey jump trousers.

### Painting Splinter Camouflage

1. Start with a base of 821 German Camo Beige.



Paint irregular lines and patches of 826 German Camo Medium Brown. Try to create angular, zig-zag shapes; you should aim to cover approximately one-third of the base colour, at most.

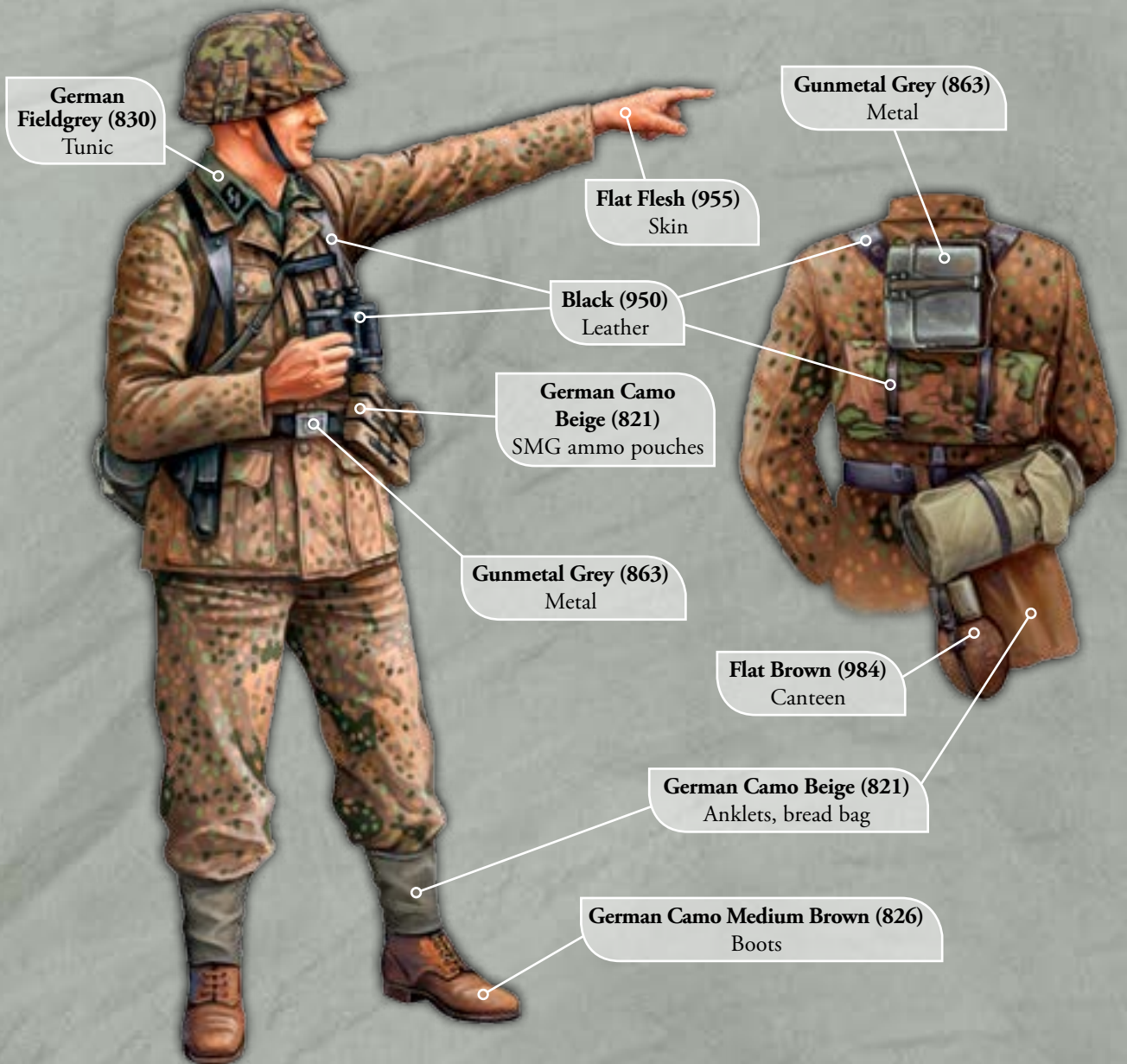


Add small patches of 823 Luftwaffe Camo Green or 968 Flat Green between the brown areas.

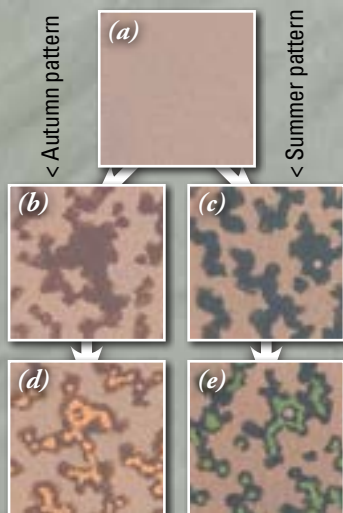
This basic method ignores the vertical lines – splinters – that give this camo pattern its name. Some people like to paint fine lines, but a more scale-appropriate method is to use a base colour which suggests the splinters – 886 Green Grey works well – using small patches of 821 German Camo Beige to indicate the areas without splinters.



# PAINTING WAFFEN-SS



## SS CAMOUFLAGE PATTERNS

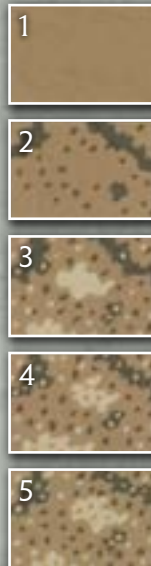


### OAK LEAF PATTERN

Start with German Cam. Pale Brown (825), highlighted with USA Tan Earth (874) (a).

Apply mottled patches of Chocolate Brown (872) for the Autumn pattern (b), or German Cam. Dark Green (979) for the Summer pattern (c).

Carefully paint small dots inside the dark patches. Use Light Brown (929) for Autumn (d) or German Cam. Bright Green (833) for Summer (e).



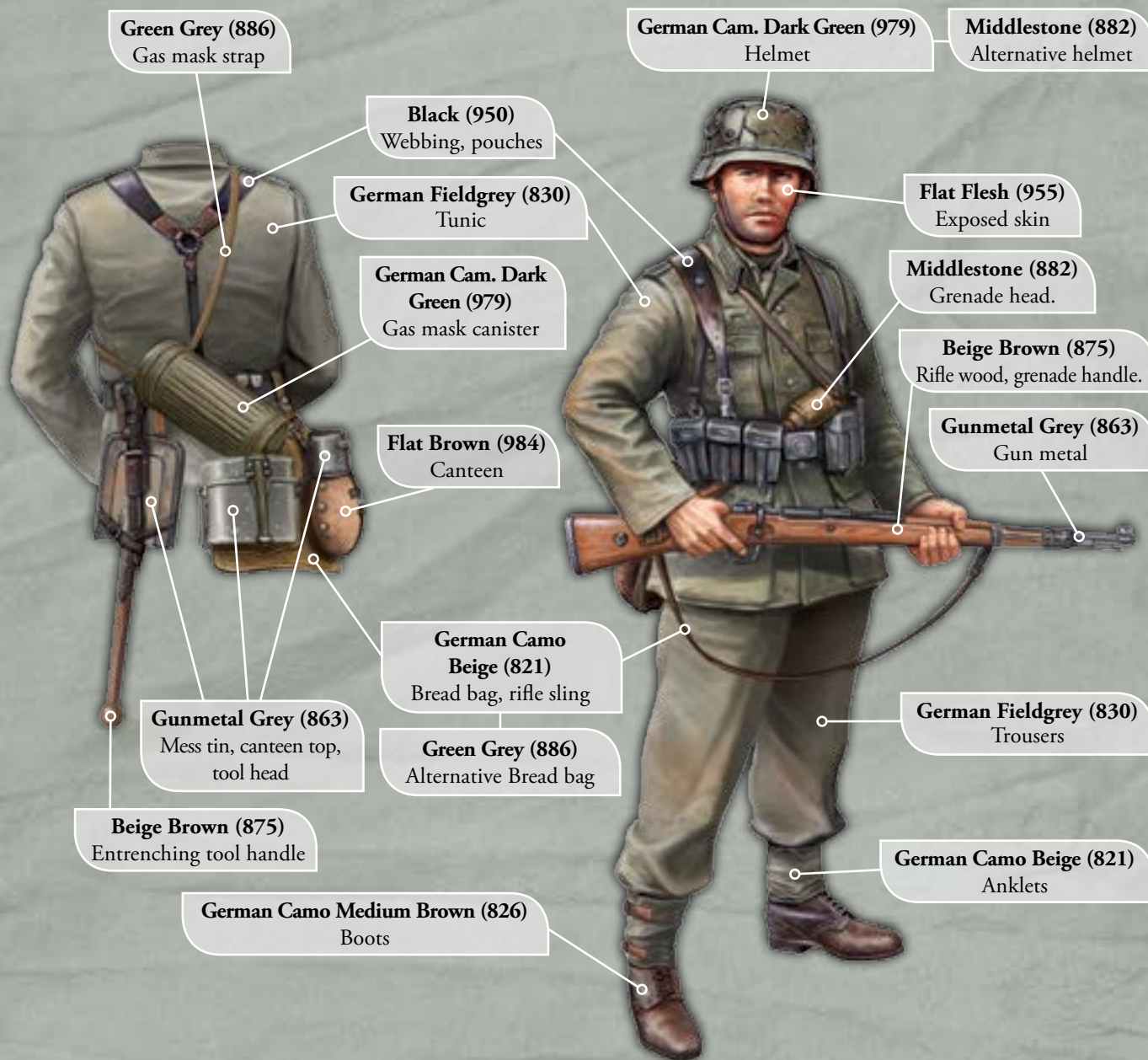
### PEA DOT PATTERN

1. Start with a base of US Field Drab (873).
2. Using German Camo Dark Green (979), paint small dots and a small number of irregularly shaped patches.
3. Paint dots and patches of German Camo Beige (821).
4. Add dots of US Field Drab (873) over the Dark Green and Beige patches.
5. Add dots of German Camo Bright Green (833).

This four-colour scheme simplifies the five-colour Pea Dot pattern slightly. If you haven't been driven mad already, you can add dots of Yellow Green (881) for an even more historical finish.



## PAINTING HEER



**Green Grey (886)**  
Gas mask strap

**German Cam. Dark Green (979)**  
Helmet

**Middlestone (882)**  
Alternative helmet

**Black (950)**  
Webbing, pouches

**German Fieldgrey (830)**  
Tunic

**Flat Flesh (955)**  
Exposed skin

**German Cam. Dark Green (979)**  
Gas mask canister

**Middlestone (882)**  
Grenade head.

**Beige Brown (875)**  
Rifle wood, grenade handle.

**Flat Brown (984)**  
Canteen

**Gunmetal Grey (863)**  
Gun metal

**German Camo Beige (821)**  
Bread bag, rifle sling

**German Fieldgrey (830)**  
Trousers

**Gunmetal Grey (863)**  
Mess tin, canteen top,  
tool head

**Green Grey (886)**  
Alternative Bread bag

**Beige Brown (875)**  
Entrenching tool handle

**German Camo Beige (821)**  
Anklets

**German Camo Medium Brown (826)**  
Boots

## GERMAN VEHICLES

The tanks, assault guns, and vehicles of the German forces in the Western Front were painted in *Dunkelgelb* (Dark-yellow) with roughly painted *Rotbraun* (red brown) and *Olivgrün* (olive green) camouflage.

Most had national identification markings of black crosses on the superstructure sides along with the Company/Platoon/Tank vehicle identification number on the superstructure for self-propelled guns or turrets for tanks.

**Middlestone (882) or German Armour Late (SP04)**  
*Dunkelgelb*: Vehicles, guns, equipment

**German Camo Medium Brown (826)**  
*Rotbraun*: Camo colour

**Reflective Green (890)**  
*Olivgrün*: Camo colour

**Beige Brown (875)**  
Tool handles

**Gunmetal Grey (863)**  
Tracks, machine gun, tool heads,  
exposed metal





## GERMAN VEHICLES

### FLAMMWAGEN B-2(F) AND PANZER B-2(F)

*Kampfgruppe von Tettau* was reinforced by 224. *Panzerkompanie*, equipped with Panzer B-2(f) and Flammwagen B-2(f) tanks. The Germans converted many of the old French Char B2 tanks and used them in Crimea and the Balkans in 1942. The last batch of tanks were converted and sent to Holland to the 224. *Panzerkompanie*. Photographs indicate that these were lightly camouflaged and some were given national markings. They were not numbered.

#### Hull, Turret & Gun

**Basecoat:** *Middlestone* (882)  
**Camouflage:** *Reflective Green* (890)  
 & *Flat Brown* (984)

#### Tracks

**Basecoat:** *Black* (950)  
**Highlight:** *Gunmetal* (863)



### REINFORCED TRUCKS

Graebner's *SS-Kampfgruppe* lacked armoured vehicles, most of them having been destroyed in Normandy. When the division moved to Arnhem it was ordered to turn over all of its vehicles, but Graebner quietly ignored the order. In fact he collected (or stole) a lot of vehicles from units in the area, resulting in a odd selection of trucks.

As a result, when called into action, Graebner's was the only element of the division that was mobile. He ordered the unit to collect the trucks and reinforce them to protect the passengers against small-arms fire. The trucks were slow and cumbersome but effective. However, none survived the charge across the bridge.

Paint the bodies of the trucks in the same colours as the Panzer B-2(f) above. A guide to painting the SS crew can be found on page 147.

**Sandbags** *Khaki* (988)

**55-gallon drums** *Middlestone* (882)  
*Gunmetal* (863)

**Wooden crates** *Beige Brown* (875)

**Tarpaulin** *Reflective Green* (890)



### GRAEBNER

Because historical accounts vary as to whether Graebner rode in a Humber IV or a Humber scout car, he can be fielded in either. It is unlikely the vehicle would have been repainted in German colours, so it would have remained British SCC15 Olive Drab (Russian Uniform 924).

Clear identification markings were especially important on captured vehicles, so add several prominent Balkenkreuz decals.



*Graebner in Humber scout car*



*Graebner in Humber IV*



## ALLIED FORCES IN HOLLAND



**GUARDS  
ARMOURED  
DIVISION**



**11<sup>TH</sup>  
ARMOURED  
DIVISION**



**1<sup>ST</sup> AIRBORNE  
DIVISION**



**82<sup>ND</sup>  
AIRBORNE  
DIVISION**



**101<sup>ST</sup>  
AIRBORNE  
DIVISION**



**2<sup>ND</sup> CANADIAN  
INFANTRY  
DIVISION**



**3<sup>RD</sup> CANADIAN  
INFANTRY  
DIVISION**



**4<sup>TH</sup> CANADIAN  
ARMOURED  
DIVISION**



**52<sup>ND</sup> (LOWLAND)  
DIVISION**



**41, 47, 48, 10(IA)  
COMMANDO**



*Detail Map on Page 145*



0 SCALE IN KILOMETRES 100  
0 SCALE IN MILES 50

**BRUSSELS**





VON TETTAU



ARNHEM



9. SS-PZ DIV

# NETHERLANDS

NIJMEGEN



10. SS-PZ DIV



S'HERTOGENBOSCH



107. PZ BDE

EINDHOVEN



# BELGIUM

# GERMANY

## GERMAN FORCES



6.

FALLSCHIRMJÄGER  
REGIMENT



3.

FALLSCHIRMJÄGER  
DIVISION



85. INFANTERIE  
DIVISION



59. INFANTERIE  
DIVISION



107. PANZER  
BRIGADE



10. SS-PANZER  
DIVISION



KAMPFGRUPPE  
VON TETTAU



9. SS-PANZER  
DIVISION



*“It never snows in September! They must be parachutists!”*  
— Lieutenant Joseph Enthammer,  
Arnhem: 1400 hrs on 17 September 1944



*This is a supplement for Flames Of War, the World War II Miniatures Game.*  
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