

WWII MICRO ARMOUR®: THE GAME

A Costly Setback

Oosterbeek, Holland - September 1944

Operation "Market-Garden", the Allied attempt to seize a bridge across the Rhine before the advent of Winter, 1944, got off to a good start but things went downhill rather quickly. This scenario depicts part of the landing of the British 1st Airborne Division, the "Red Devils" near Oosterbeek. It includes their initial assault on German positions around their initial landing zone, and their attempt to hold off the 10th SS Panzer Division's subsequent counterattack.



INITIAL DEPLOYMENT:

The map should be approximately 24"x48" or 8 square feet. Basic Terrain is "Mixed": Maximum sighting distance is 20". Terrain consists of a small lake with marshy ground extending around its North and East banks, three wood lots, and a stream running North to South. There are three villages; Vurst in the North, Kimmel to the West, and Zumpfstal near the center of the map. There is a "Causeway" leading across the marsh SW of Zumpfstal. (Village names are fictitious, and for ID purposes only.)

First the British secretly write down the location of their "Initial Drop Zone" and "Primary Drop Zones (2)". See included map. Then the Germans deploy their initial forces on the map at their discretion. See included map. Play begins in the "Movement Phase" of turn 1.

SCENARIO LENGTH: 20 TURNS

VICTORY CONDITIONS:

British and Germans:

Occupy all three villages at the end of turn 20.

SPECIAL RULES:

- 1. Paratroop Deployment: After the German initial force is on the map, the British player places one stand on his "Initial Drop Zone" and rolls for cohesion (at Cohesion 16). If he is successful the stand stays there. If not he rolls for deviation as if he were rolling for indirect artillery fire (1D8 for direction, 1D8/2 for distance). He places his next stand so that it is touching the first and rolls for cohesion again. If he succeeds, it stays put. Otherwise, it deviates as before. He places his third stand as before and goes through the process until all his "Initial Force" stands are on the map. Stands which "deviate" off the map are lost.
- 2. The British cohesion level starts at 13. Before each subsequent turn the British player rolls for cohesion at his current level. If he succeeds this level goes up by one. He does this each turn until his cohesion reaches 16.

River Causeway Swamps Lake Road Map is shown in GHQ's Terrain Maker. 1 hex = 4" across.

- 3. The German initial force begins at a cohesion level of 8. This is raised as described above until it reaches 13.
- 4. The Game is played until the end of turn 10. At this point the British player places his "Gliders" on the map at his "Primary Drop Zones". If any "88's remain on the map at the end of turn 10, each of the "Gliders" deviates in a random direction from its original location (1D8/2 for each remaining "88"). At the beginning of turn 11, the British player places his main force around the edges of the "Glider" drop zones. Play resumes. Players should use models or markers for the gliders.
- 5. The German "Counterattack Force" arrives on the road on the East edge of the map on turn 12, On the road SE of Zumpfstal on turn 13, On the "Causeway" SW of Zumpfstal on turn 14, or on the road South of Kimmel on turn 15. Roll 1D8/2 to decide. 1= turn 12, 2= turn 13 etc.

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Germans - Elements: Division von Tettau

& 10th SS Panzer Division

Cohesion 13

British - Elements: 25th Inf. Brigade 1st Tank Corps

Cohesion 16

INITIAL FORCES

1xHeavy AA Bn(-): 2 x 88mm Flak36[^] 1xVolksgrenadier Bn: 1 x Headquarters, 7 x Infantry'39

1 x 8cmK Mortar(1)

2 x Support 10 x Standard Minefields 6 x Light Improved Positions 2 x Medium Improved Positions

COUNTERATTACK GROUP

1xPzGrenKampfgruppe Command Center

(10th SS Panzer): 1 x GHQ(+0)

1 x Light Truck

1 x SdKfz10/37 SPAA

1xPzJager Co. (-): 1 x StugIIIF

1x105mm How. Btty: 1 x 105mm Howitzer(2)OFF

MAP

1xGrenadier Bn(-): 1 x Headquarters

5 x Infantry '43 5 x SdKfz251/1 3 x SdKfz251/2(1) 1 x SdKfz251/10

INITIAL LANDING

1xParatroop Battalion: 1 x Headquarters

> 9 x Infantry 1 x 3" Mortar(3) 1 x Engineers

MAIN LANDING

Airlanding Brigade Command Center (1st Airborne

1 x GHQ [+0] (FO) Division):

1 x Jeep w/ 50 cal.

1xAir-Landing Inf. Bn: (Glider force 1)

1 x Headquarters 12 x Infantry

1 x 3" Mortar(3) 1 x Engineers

1 x 6lbr ATG

1 x Jeep w/ 50 cal.

1xAir-Landing Inf. Bn: (Glider force 2)

1 x Headquarters,

12 x Infantry 1 x 3" Mortar(3) 1 x Engineers 1 x 6lbr ATG

1 x Jeep w/ 50 cal.

WEAPONS STATISTICS:							
Weapon	Points	Firepower	Range	Defense	Speed	Cargo	Transport
GERMAN		AP / HE	AP / HE		W/T/F	Capacity	Requirement
Headquarters	40	0 / 4	1/5	6**	3F	-	8
Infantry '39	11	0 / 5	1/5	6**	3F	-	8
Infantry '43	13	3 / 6	1/5	6**	3F	=	8
8cmK Mortar § (1)	8	0 / 6‡	9/9	6**	3F	-	4
Infantry Support	16	0/5	1 / 10	6**	2F	-	4
88mm Flak36*	121	9/6	40 / 40	2	0	_	10
SdKfz10/37mm	36	4 / 6	10 / 10	2	15T	=	=
StugIIIF-G §	82	9/5	20 / 20	[8]	10T	-	
SdKfz251/1 & 7	12	0 / 4	1/5	[3]	15T	8	-
SdKfz251/2 § (1)	23	0 / 6‡	21 / 21	[3]	15T	-	-
SdKfz251/10	16	3 / 2	5/5	[3]	15T	8	H
105mm How. § (2)	170	2 / 8‡	84 / 84	3	0	-	10
Light Truck	7	-	-	1	20W	8	-
BRITISH							
6lbr ATG §	26	6/3	15 / 5	5	0	=	6
3" Mortar § (3)	39	0 / 6‡	20 / 20	6**	2F	-	8
Headquarters	40	0 / 4	1/5	6**	3F	-	8
Infantry '43-'45	12	5/5	1/5	6**	3F	-	8
Engineers '43-'45	12	5/5	1/5	6**	3F	-	8
Infantry Support	17	1 / 5	1 / 10	6**	2F	-	4
Jeep w/ 50 cal.	6	1/4	10 / 10	3	18W	4	-
* See Special Rules (10.0, page 14)							