

**3. COUNTERATTACK  
AT GROESBEEK**

**Operation  
Market  
Garden**

# Counter attack at Groesbeek

**Field Marshal Model:** No reinforcements to Arnhem. Von Runstedt says we will need them for our counter attack.

**Lt. General Bittrich:** Counterattack! With what?

**Field Marshal Model:** Paratroopers are lightly armed and equipped. They cannot hold out for long. If we can hold up their infantry on the road to Arnhem, they will be forced to surrender

XXX Corps' thrust through enemy territory towards Arnhem was constantly threatened on the flanks by German counterattacks. It was the job of the American paratroopers, once XXX Corps passed them to keep the supply lines open and fend off any counterattacks.

XXX Corps reached Nijmegen on the 19th of September and the 82nd Airborne had still not managed to capture the town's bridges. On the 20th September the paratroopers attacked again but this time with the support of XXX Corps.

Meanwhile on the same day a major German counterattack was launched against the paratroopers holding the Groesbeek heights. The 82nd Airborne had also been tasked with capturing this area as well as their bridges and so these men that bore the brunt of the German attack.

Meanwhile further south the 101st Airborne were also fighting to keep the Germans from cutting the supply lines. The 101st had begun calling XXX Corps' route north "Hell's Highway".

The 101st Airborne were supported by Tanks of the 8th Armoured Brigade whilst the 82nd Airborne's defence of the Groesbeek Heights was supported by the Coldstream Guards.



Men of the US 101st Airborne Division to the north of Eindhoven take cover as vehicles belonging to XXX Corps on the road come under attack on Wednesday 20th.

## THE SCENARIO

*The US paratroopers have been able to capture most of their objectives but they now have to hold off increasing German counterattacks. If they are lucky XXX Corps has made good progress these valiant paratroopers will have vital armoured support...*

### Battlegroups

You can agree any reasonable points limit for this game. The attacking battlegroup is allowed double the points of the defending battlegroup. Neither battlegroup is allowed to upgrade the CV of their command units.

The defending battlegroup is limited in how many points it can spend on certain units...

To determine the amount of armoured support the defender gets you must look at the results of the previous two games in the campaign (*Joe's Bridge & The Screaming Eagles*). Remember the attackers in both those games are now the defenders in this game.

- If the attacker won both previous games and at least one of those results was a major victory then the defending battlegroup may spend up to 33% of its points on armour and artillery units.
- If the attacker won both previous games but neither result was a major victory then the defending battlegroup may spend up to 25% of its points on armour and artillery units.
- If the attacker only won one

of the previous two games then the defending battlegroup may spend up to 15% its points on armour and artillery units.

- If the attacker lost both previous games then the number of points available to the defending battlegroup is reduced by 10%.

Essentially the points the defending battlegroup can spend on artillery and tanks are limited by the results of the previous games in the campaign.

### Using paratrooper armies with armoured support...

If you want to use one of the paratrooper armylists to re-fight this game historically then simply pick your army from the relevant armylist but depending on previous results you can choose to take Cruiser Tank Units and Support Tank Units from the British Army, North West Europe 1944-45 army list.

### Air and Artillery Assets

The attacker may purchase artillery assets as usual. The defender may not purchase any artillery assets. Neither battlegroup may purchase air assets. Both attacking and defending artillery units may be fielded on or off table.

## The Gaming Table

The major feature of this game is the Groesbeek heights themselves. I suggest 2-3 good sized hills within 30cm of the defenders table edge. The rest of the board should be set up to represent rural countryside. Woodlands, hedgerows, farmsteads and farmland could easily be used to fill the table. The more scenery on the table the more interesting the game will become.

## Deployment

The defender deploys his battlegroup first using the rules for static deployment. The defender may use the Hidden Deployment special rule. All defending units may start the game dug-in (remember dug-in units in cover are not visible to enemy units until they are spotted or they open fire).

The attacking battlegroup starts the game using mobile deployment. The attacker may use the Flank Deployment special rules but is not allowed to deploy in the defenders third of the table.

## First Turn and Game Length

The attacking battlegroup takes the first turn and the game last for 8 turns or until one battlegroup breaks.

## Objectives

The defender must halt the counterattack and remain in

a strong defensive position. The attacker must smash the defence and then be able to take advantage of encircling the defenders and cutting their supply lines.

When the game ends you must work out how many victory points you have scored. Each player works out his victory points based on the units his battlegroup destroyed during the game. Each enemy unit that your battlegroup destroyed adds its 'points value' to your victory points total.

If a battlegroup was broken at the end of the game (reduced to below 50% of its scoring units) then all units in that battlegroup that survived the game give up 50% of their points value to the opposing player's victory points.

The player that scored the most victory points gets a minor victory. The game is considered a major victory if the winner scored more than double the loser's victory points.



An ammunition truck is destroyed on Hell's Highway