

“Krafft’s Blocking Line—Part II”



Arnhem, The Netherlands — September 17th, 1944

Following the elimination of the Reconnaissance Squadron, the accumulated British forces began to move in earnest towards the Arnhem bridge. All afternoon, Krafft’s line would hold off the British while inflicting substantial losses. Krafft’s force would grow to nearly four hundred men. The arrival of his 9th Company would provide him with a mobile reserve as the strength of the opposing British forces began to be felt.



9		ZH
	17	

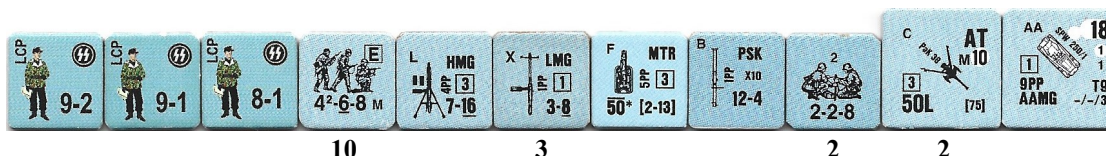
VICTORY CONDITIONS: The British win immediately upon exiting 28 EVP off the east edge. Any other result is a German victory.

British Player moves First	1	2	3	4	5	6	7
German Player sets up First							

Board Configuration:
9a, 17, HazMO HZ1



4th Company of Krafft’s Training & Replacement Battalion 16 (ELR 4) (SAN 4) (Set up: per SSR 6)



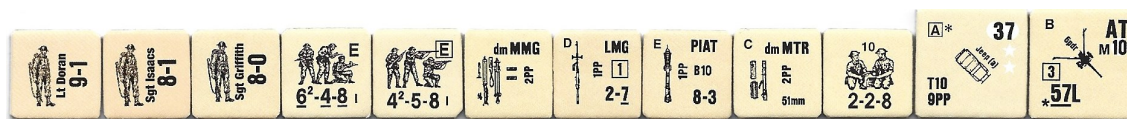
2nd Company of Krafft’s Training and Replacement Battalion 16 (from Part I) (ELR 4) (Set up per SSR 7)



The German forces from Part I which survived that fighting are brought over for Part II.



Elements of 7th KOSB (ELR 5) (SAN 2) (Set up: as per results from Part I—see SSR 5)



The British forces from Part I which survived the landings are to brought over for Part II.

Special Rules/Notes:

1. EC are moderate, with no wind at start.
2. Kindling (B25.11) is N.A.
3. Bore Sighting (C6.4) is N.A.
4. Concealment Gain is N.A. at start. Concealment (A12) is gained normally following game start.
5. British setup is pre-determined based on the results of Part I. British Units set up west of the Rows for Boards HZ1 and 17 as indicated by number of Jeeps to have successfully exited off the east edge.
6. German setup is based on the British setup rows. The German player sets up five hexes or more from the selected British setup rows on boards HZ1 & 17.
7. German units from Part I must pass a normal morale check prior to setup. Any unit which fails its morale check is considered to have been either captured or moved away from the fighting and is therefore removed from play along with any possessed support weapons. All units passing this NMC become part of the current German force and set up as per SSR 6.

Aftermath: Krafft’s grenadiers would fight hard during the intense forest skirmishes that characterized much of the fighting. By five o’clock, Krafft began to sense that the British were encircling his command. Krafft resolved to break contact and under the cover of darkness withdraw to the east. The British timetable for success had been significantly disrupted by the success of Krafft’s blocking line.

