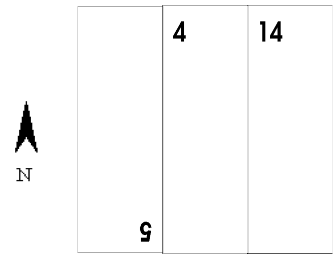
Operation Varsity

SL SCENARIO 46 from GI

Near Hamminkeln, Germany, March 24, 1945: The airborne phase of the Allies' Northern Rhine crossing was to be the last airborne assault of the war. Artillery units and fighter-bombers pounded the German gun positions in the vicinity of the drop zones so severly that the first wave of transport planes experienced little ground fire, arriving as they did so close behind the Allied bombardment phase. But the second regiment to land was not so fortunate. With the Germans no longer deterred by the bombardment, the paratroopers of the 513th Parachute Regiment were greeted by heavy small arms and AA fire as they started their descent a full mile north of their assigned drop zones.

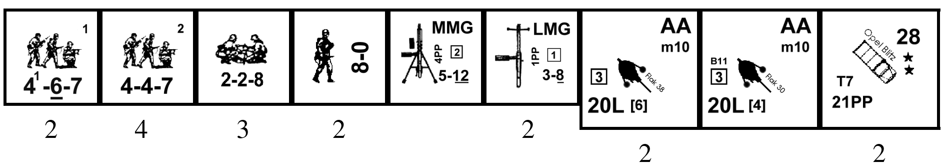
Board Configuration:



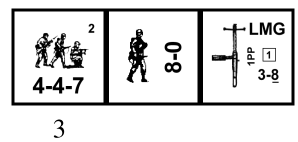
Victory Conditions: The German player must have control of the American assembly point, as determined by SSR 2, or amass twice as many CVP then the Americans by game end.

Germans set up first Americans move first	1	2	3	4	5	6	7	8	9	10	end

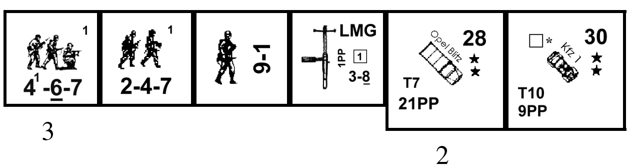
Elem. 84th Inf. Div. [ELR 1] set up on any board. [SAN 3]



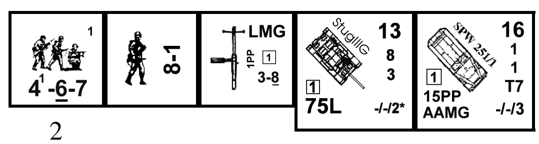
Reinf. Gr 1 enter as per SSR 3



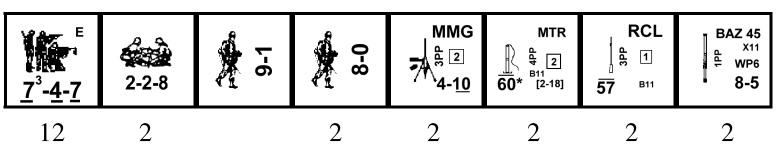
Reinf. Gr 2 enter as per SSR 3



Reinf. Gr 3 enter as per SSR 3



Elem. 513th Parachute Regt. 17th AB DIv [ELR 5] Drop turn 1 as per SSR 1 and E9.0 [SAN 2]



Special Rules:

1. EC are wet with no wind at start.

2. Prior to set-up the American player randomly determines his assembly point and the records his drop points. (E9.12). The assembly point is determined by drawing a chit from six numbered chits. The number drawn indicates the assembly point as follows: 1 - 5I9, 2 - 4P1, 3 - 4I10, 4 - 14Y3, 5 - 14AA10, 6 - 14I9. The German player must be shown the chit at the beginning of the German turn 4 RPh.

3. The German reinforcement groups enter the boards from random locations as follows: 1,2 = 5GG5/5GG6, 3 = 14I1, 4,5 = 4GG5/4GG6, 6 = Group enters on the next turn rolling as per this SSR. Gr.1 enters turn 3, Gr.2 on turn 4 and Gr.3 on turn 5.

4. The first American squad to pass a MC on the IFT caused by German fire on turn 2 or later will generate a hero automatically even if no HOB occurs.

5. Use GI overlays D on board 5 and F on board 14. If you don't have the GI overlays, the airfield on Bd. 14 can be covered using Wd4 -H7/H8, Wd3 J7/I8, Wd5 J6/I5, O2 L5/M6, OG4 M7/L7. On Bd. 5 it is more difficult, the overlay is very large and has a hedge. Try overlay G4 L7/M7, G2 L6/K6, G1 I8, G5 I6/J6 (use an orchard of the same shape) and G5 H8/H9 (same, try an orchard).

Hope this works!

Aftermath: Those elements of the 513th ;landing in the vicinity of German forces suffered heavy casualties while descending and in the short, but sharp firefight which ensued. However, once the American units had assembled and were able to bring superior firepower to bear the Germans soon lost heart and all the first day objectives were seized in a matter of hours. The 17th Airborne took 2,000 prisoners and virtually eliminated the 84th Inf. Div. as a cohesive fighting force. However, in view of the weak condition of German units at this point in the war, and the particular vulnerability of airborne troops during and immediately following their descent, there was much ado about the need for the operational all. The 17th had suffered 900 casualties . . . a fact that the more highly publicized first successful use of the US Recoilless rifle against German armor and the posthumous awarding of the Medal of Honor to Pvt. Stryker could hardly assuage.