

Operation 'Comet'
8th September, 1944
Nijmegen-Grave, Holland

**1st British Airborne & XX Corps versus
German local defence units and 10th SS Panzer Division**
A Rapid Fire scenario by Mark Piper

Background

Ever since the formation of the First Allied Airborne Army, in August 1944, Eisenhower had been searching for both a target and a suitable opportunity to employ the force. To that end a series of bold and imaginative airborne plans, calling for large-scale mass attacks deep behind the enemy's lines, were developed. As the speeding ground armies advanced each proposed airborne operation was cancelled. The last of these, before Operation 'Market', was Operation 'Comet'. What if it had not been cancelled?

TOP SECRET

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OPERATION "COMET"

SPHQ Instruction No. 1

OBJECT AND SCOPE OF THE OPERATION

1. An Airborne Force, is being sent to HOLLAND.
2. The composition of this Force is as follows :-
 - 1 BRITISH Airborne Division
 - 52 (L) Division
 - 1 POLISH Parachute Brigade
 - 2 Airlanding Light A.A. Battery
 - 878 Airborne Aviation Engineer Battalion
 - AFDAG
3. The object of the Operation is to seize and hold the following bridges :-
 - (i) Over the MAAS at GRAVE
 - (ii) Over the RHINE at NIJMEGEN
 - (iii) Over the NEDER RIJN at ARNHEIM
4. The Guards Armoured Division will then pass through.
5. "COMET" D-Day at present fixed for (morning) 8 Sep.
This will be confirmed by AD/M Duty Officer.

Original plan for Operation 'Comet' - dated 7th September, 1944
Cornelius Ryan Collection - Ohio University Library

Initially Montgomery proposed siezing a crossing near the town of Wesel, just over the Dutch-German border, however heavy AA defences forced a change. The site chosen was further west in Holland: the Lower Rhine Bridge at Arnhem. By the 7th September, Operation 'Comet', employing the British 1st Airborne Division and the Polish Airborne Brigade, was in readiness. Bad weather and concerns about ever-increasing German opposition, forced yet another postponement.

Both divisions of the German II SS Panzer Corps, who had been conducting a series of rearguard actions against US forces in the Somme, was ordered on the 5th September to withdraw towards the Mass-Scheldt canal though Venlo and Eindhoven. Inevitably, the 1st British Airborne Division and the 9th & 10th SS Panzer Divisions may have clashed on the 8th September. This scenario assumes that the remnants of the 9th SS Panzer Division would have been in action against British forces south of the Grave Bridge and that a Kampfgruppe based around the 10th SS Reconnaissance Battalion would have fought against the 1st British Airborne Brigade at Arnhem. Also it is assumed that a break in the weather and other favourable factors would have allowed the operation to go ahead as planned. This makes for an interesting 'what-if' scenario but with as much of a historical basis as possible.

Sources

- *Rapid Fire - Operation Market Garden Supplement* - Colin Rumford
- *British & German VG and Aircraft Charts* - www.rapid-fire-uk.com/freedownloads
- *Operation 'Comet' plans and messages 8th-12th September, 1944* (changed to 'Market'), *Operation 'Comet' Intelligence Summary #2, 7th September, 1944* - Cornelius Ryan
Collection Ohio University Library
- *Market-Garden - Nijmegen* - Tim Saunders
- *Operation Market-Garden - Then and Now Volume 1* - Karel Margery
- *Sons of the Reich - II SS Panzer Corps* - Michael Reynolds
- *A Bridge Too Far* - Cornelius Ryan
- *It Nevers Snows in September* - Robert Kershaw
- *Operation Market-Garden 1944 (1) - The American Airborne Missions* - Steven Zaloga
- *Operation Market-Garden 1944 (2) - The British Airborne Missions* - Ken Ford
- *Operation Market-Garden 1944 (3) - The British XXX Corps Missions* - Ken Ford
- *Arnhem 1944* - Martin Middlebrook
- *Arnhem* - Antony Beevor
- *Force graphics* - Colin Rumford with modifications by Mark Piper

The Game

The game represents the British 1st Airborne Division's attempts to **capture** and **hold** the Grave-Nijmegen road. It is played across an 8' x 6' table. We suggest a maximum of 16 moves.

Orders

German: **Defend** and **hold** the Grave-Nijmegen Road. **Prevent** British armour from exiting via the Nijmegen Road Bridge.

British: **Capture** and **hold** the Grave-Nijmegen Road. **Allow** British armour to exit via the Nijmegen Road Bridge.

Victory Conditions

Germans to Win: Germans have at least 16 dismounted infantry and 2 AFVs within 12" of the Grave-Nijmegen Road **AND** less than 3 British AFVs have exited off the Nijmegen Road Bridge at the end of 16 moves.

British to Win: Less than 16 dismounted German infantry figures and 2 German AFVs within 12" of the Grave-Nijmegen road **AND** at least 3 British AFVs exit via the Nijmegen Road Bridge at the end of 16 moves.

Draw: Any other result is a draw

British and German reinforcements and artillery rules

No unit entering the table may advance more than 6" (infantry) or 12" (vehicles) during their first turn. In some cases, this will mean that a unit may not be able to fully deploy on their first turn of arrival, particularly for those entering via a road.

If any friendly elements are within 6" of an enemy element targeted by artillery, roll an additional D6. On a 5 or 6 carry out the attack against the nearest friendly element.

British Deployment, rules and reinforcements

Mark each landing zone (LZ) and drop zone (DZ) with either a pathfinder team or a single glider model respectively. These markers do not provide cover or block LOS. It is suggested that the "plastic fire grid method" is used for each Paratroop element (rule 17.7) and the "Glider Landings method" (rules 17.8 & 17.9) for all 1st Air Landed Brigade, 1st Airlanded Light Regiment, 2nd Airlanding AT battery, 4th Parachute Brigade HQ and 1st Airborne Division HQ.

Paratroop and Glider Infantry Morale rule (rule 17.10) applies rules and they are never considered isolated for morale purposes.

Other British forces start off table and arrive from the Grave Road Bridge as indicated.

A Typhoon is available on Day 2 (from move 10 - after the 2nd airborne lift). On a roll of a 4-6 a Typhoon is available this turn. On a 5 or 6 shift to the nearest friendly target and carry out the Typhoon attack with the armament chosen, then remove from the table. British artillery is off-board.

The British player moves **first**.

German Deployment, rules and reinforcements

German on-board forces set-up first as indicated. German infantry not in buildings and guns start dug-in.

Rule 13.1 (German LMGs +1 modifier to each D6 roll) applies to 10th SS infantry elements only including HQ and support weapon teams firing as small arms groups. Reinforcements arrive along the eastern edge (**G1-G1**) of the table as indicated. German artillery is off-board.

The German player moves **second**.

Terrain

- All **buildings** start intact and can hold a maximum of 11 figures each.
- **Elevations** do not affect movement.
- **Woods** are classed as open (provide light cover and maximum 1" visibility).
- **Observation** - the high Ground of the Groesbeek Heights may be used as an OP by either side (see rule 2.8).



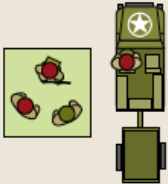
British Parachute troops advance from DZ "Y" towards the suburbs of Nijmegen, defended by Kampfgruppe Henke.

British - Day 1 (moves 1-8) - 1st Lift

4th Parachute Brigade

4th Parachute Brigade Headquarters *
(Brigadier J.W. 'Shan' Hackett)

CO + 2 figures, signals Jeep and trailer



LZ "Y" - turn 1


Morale: Higher level HQs

11th Parachute Battalion
(Lt Colonel G.H. Lea)

DZ "Y" - turn 2


HQ
CO + 8 figures, 2 x PIAT, 2" mortar

1st Airlanding Light Regiment RA
2 figure OP team




A Company
8 figures

B Company
8 figures



C Company
8 figures

Support Company
6 figs, 3" mortar, Vickers MMG




Airborne morale applies: CO + 40 figures (Elite)

10th Parachute Battalion
(Lt Colonel K.B.I. Smyth)

DZ "Y" - turn 1


HQ
CO + 8 figures, 2 x PIAT, 2" mortar

1st Airlanding Light Regiment RA
2 figure OP team




A Company
8 figures

B Company
8 figures



C Company
8 figures

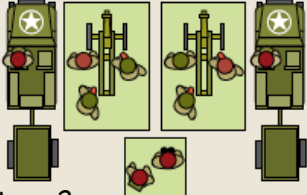
Support Company
6 figs, 3" mortar, Vickers MMG



Airborne morale applies: CO + 40 figures (Elite)

1st Battery / 1st Airlanding Light Regiment RA

8 figures, 2 x 75mm pack howitzer, 2 x Jeep & trailer tow




LZ "U" - turn 2

Morale: Artillery unit

4th Parachute Squadron Royal Engineers
(Major A.J.M. Perkins)

8 figures, flamethrower

LZ "U" - turn 2

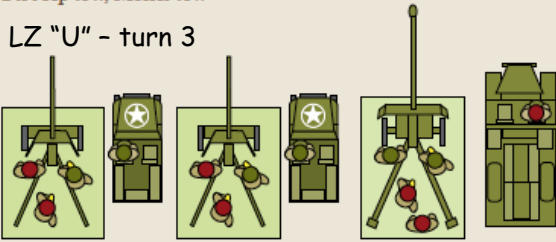


Airborne morale applies: 8 figures (Elite)

2nd (Oban) Airlanding Anti-Tank Battery
(Major A.F. Haynes)

10 figures, 2 x 6 pdr anti-tank gun, 17 pdr anti-tank gun, 2 x Jeep tow, Morris tow

LZ "U" - turn 3



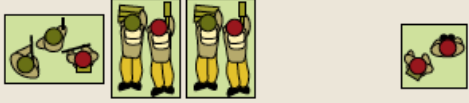
Airborne morale applies: attach to other units as required (Elite)

* higher order HQ for 4th Parachute Brigade Group units only

156th Parachute Battalion
(Lt Colonel Sir R. de B. dees Voeux) DZ "Y" - turn 3


HQ
CO + 6 figures, 2 x PIAT

1st Airlanding Light Regiment RA
2 figure OP team




A Company
8 figures

B Company
8 figures



C Company
6 figures


Support Platoon
3 figures, 3" mortar



Airborne morale applies: CO + 33 figures (Elite)

1st Airborne Division Headquarters **
(Major General R.E. 'Roy' Urquart)

CO + 2 figures,
signals Jeep and trailer



Morale: Higher level HQs

LZ "U" - turn 3

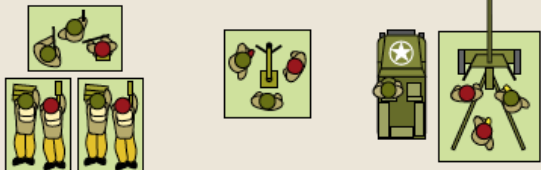
** higher level HQ for all airborne forces

1st Airlanding Brigade

HQ
CO + 6 figs,
2 x PIAT

Support Platoon
3 figures,
3" mortar


Anti-Tank Platoon
3 figs, 6 pdr AT gun,
Jeep tow



A Company
8 figures

B Company
8 figures

1st Airlanding Light Regt RA
2 figure OP team



LZ "Z" - turn 1

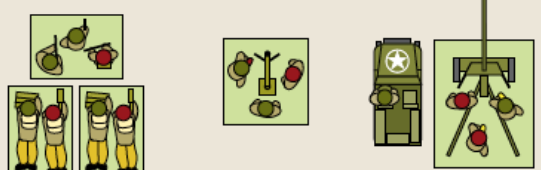
2nd Battalion / South Staffordshire Regiment
(Lt Colonel W.D.H. McCardie) *******

Airborne morale applies: Each battalion = CO + 30 figures (Elite)

HQ
CO + 6 figs,
2 x PIAT

Support Platoon
3 figures,
3" mortar


Anti-Tank Platoon
3 figs, 6 pdr AT gun,
Jeep tow



A Company
8 figures

B Company
8 figures

1st Airlanding Light Regt RA
2 figure OP team



1st Battalion / The Border Regiment
(Lt Colonel T.H. Haddon) *******

LZ "Z" - turn 2

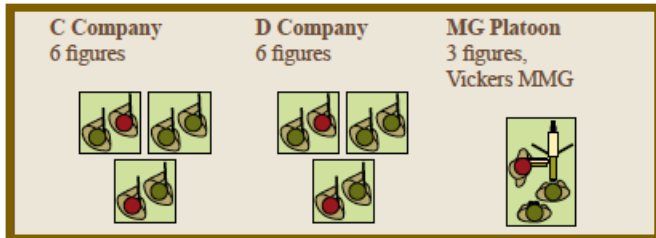
Airborne morale applies: Each battalion = CO + 30 figures (Elite)

*** less 2 x companies "Coup de main" each landed at A & B by glider with parachute attached - turn 1

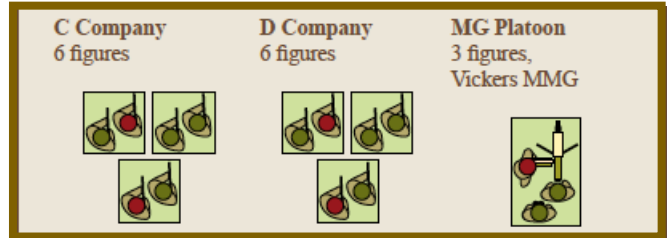
Glider-borne 'Coup de main' Bridge Forces

Group A - 2nd Battalion / South Staffordshire Regiment - **15 figures** (no morale test required)

Group B - 1st Battalion / The Border Regiment - **15 figures** (no morale test required)





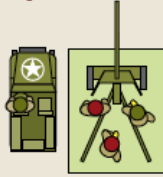



Grave Bridge Southern end @ A - Turn 1



Nijmegen Bridge Northern end @ B - Turn 1

British - Day 2 (moves 9-16) - 2nd lift


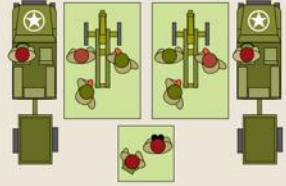
1st Battalion / King's Own Scottish Borderers
(Lt Colonel R. Payton-Reid)

<p>HQ CO + 6 figs, 2 x PIAT</p> 	<p>Support Platoon 3 figures, 3" mortar</p> 	<p>Anti-Tank Platoon 3 figs, 6 pdr AT gun, Jeep tow</p> 
<p>A Company 8 figures</p> 	<p>B Company 8 figures</p> 	<p>1st Airlanding Light Regt RA 2 figure OP team</p> 

LZ "Z" - turn 9

2nd Battalion / South Staffordshire Regiment
(Lt Colonel W.D.H. McCardie)

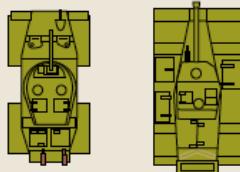
Airborne morale applies: Each battalion = CO + 30 figures (Elite)

<p>1st Airlanding Brigade HQ (Brigadier R.H.W. 'Pip' Hicks)</p> <p>CO + 2 figures, signals Jeep and trailer, Bren Carrier</p> 	<p>3rd Battery / 1st Airlanding Light Regiment RA LZ "Z" - turn 9</p> <p>8 figures, 2 x 75mm pack howitzer, 2 x Jeep & trailer tow ****</p> 
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**** higher level HQ for 1st Airlanding Brigade units (including glider pilots) only

A Squadron / 2nd Household Cavalry

Staghound armoured car (37mm), AEC armoured car (75mm)



Morale: Independent AFVs (Elite)

Grave Bridge - turn 9

All glider troops arrive as per rule 17.8 & 17.9
Roll for casualties, may move 3" and engage targets with small arms.

5th Guards Brigade Group

5th Guards Brigade Group HQ *****
(Bridadier N.W. Gwatkin)

CO + 2 figures, Humber scout car, M3 scout car (VMG)

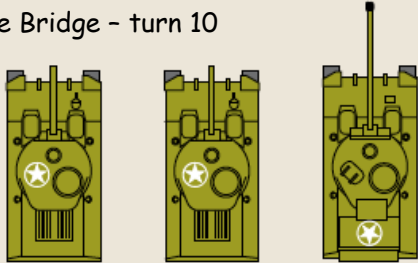
Grave Bridge - turn 11



A Squadron / 2nd Arm'd Bn Grenadier Guards

Sherman (75mm) CO, Sherman (75mm), Sherman Firefly (17 pdr)

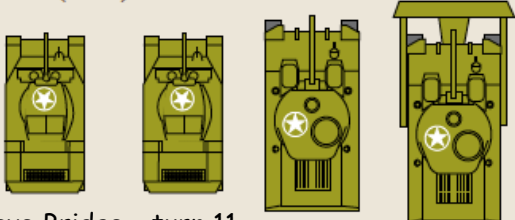
Grave Bridge - turn 10



+ Bren Carrier OP team

2nd Arm'd Bn Grenadier Guards HQ and Recce
(Lt Colonel Giles J.N.R. Moore)

Sherman (75mm) (CO), Sherman Dozer (75mm), 2 x Stuart (37mm)



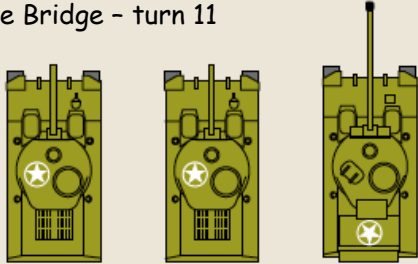
Grave Bridge - turn 11

Morale: 4 x Independent AFVs (Elite)

B Squadron / 2nd Arm'd Bn Grenadier Guards

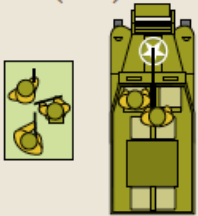
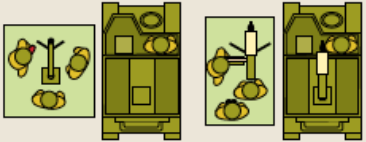
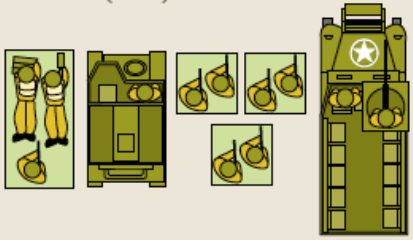
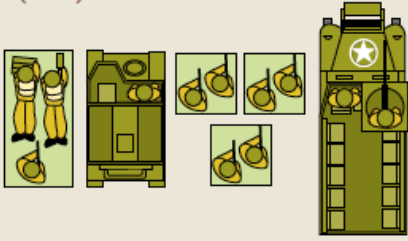
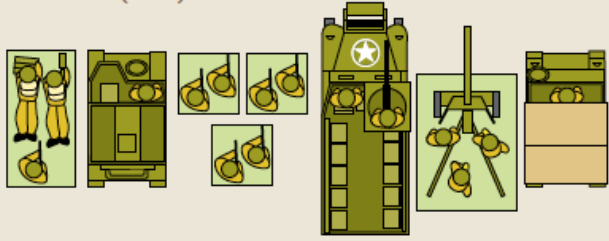
Sherman (75mm) CO, Sherman (75mm), Sherman Firefly (17 pdr)

Grave Bridge - turn 11



+ Bren Carrier OP team

1st Motor Battalion / Grenadier Guards Grave Bridge - turn 11
(Lt Colonel E.H. Goulburn)

<p>HQ CO + 2 figures, M3 scout car (VMG)</p> 	<p>Support Company Mortar Platoon: 3 figures, 3" mortar, Bren carrier, MG Platoon: 3 figs, Vickers MMG, Bren carrier *</p> 	<p>A Company 9 figures, PIAT, Bren carrier *, M5 half-track (VMG)</p> 
<p>B Company 9 figures, PIAT, Bren carrier *, M5 half-track (VMG)</p> 	<p>C Company 12 figures, 6 pdr anti-tank gun, PIAT, Bren carrier *, Loyd Carrier PM, M5 half-track (VMG)</p> 	

* If the crew is in the carrier the vehicle may fire a VMG.

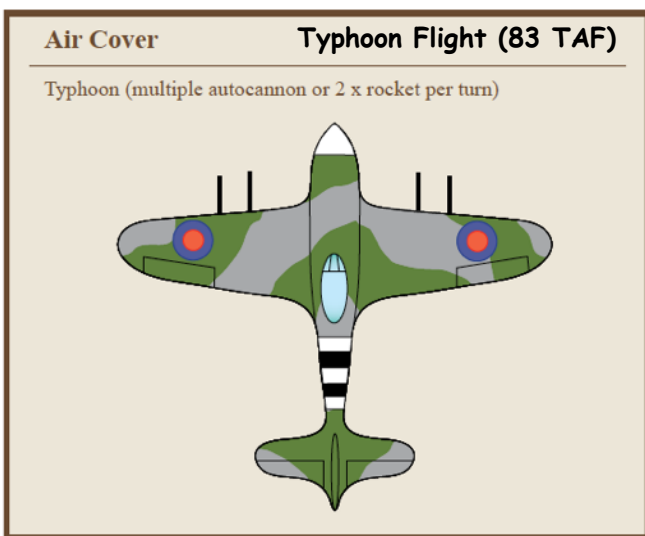
Morale: CO + 38 figures (Regular)

***** higher level HQ for Guards Brigade Group units only

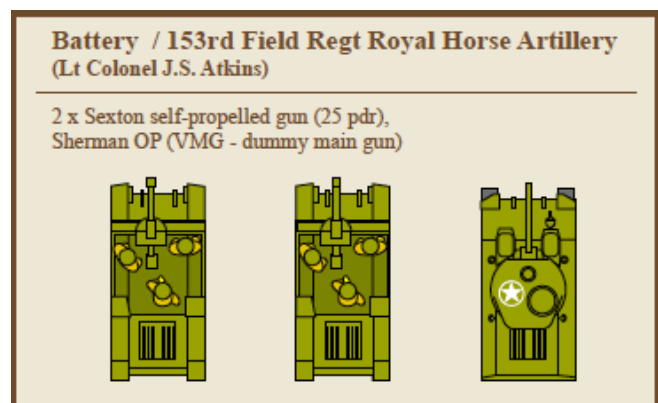


Grave Bridge - turn 12

Off-Table Support



Available from turn 10



Available from turn 10
OP from turn 9

"Under the command of General Browning, the 1st Airborne Division and the Polish Parachute Brigade were to seize the bridges over the Maas at Grave, the Waal at Nijmegen and the Rhine at Arnhem. British ground forces were to pass over and form a bridgehead"

Operation Market Garden - Then & Now Volume 1
Karel Margery

British Guns and Vehicles Data

GUNS		
Description	AT / HE Value	Notes
2" mortar	HE 6 pts table 4	Minimum range 3", maximum range 18"
3" mortar	HE 8 pts table 4	Minimum range 6", maximum range 48"
PIAT hand held AT launcher	AT class 2 / HE 8pts table 4	Maximum range 6"
6pdr anti-tank	AT 3 / HE 6 pts table 4	2 rounds AT 2 (APDS)
75mm pack howitzer	AT 4 / HE 10 pts table 4	Maximum range IDF 72"
17pdr anti-tank **	AT 1 / HE 8 pts table 4	
25pdr field gun	12 pts table 4	OFF TABLE

VEHICLES				
Vehicle	Speed	Armour	Hull Weapons	Turret Weapons
Jeep	24/12	F	-	-
Humber scout car	30/15	E	VMG	-
M3 Scout Car *	30/15	E	VMG	-
Bren Carrier *	30/15	E	VMG	-
M5 half-track (MG) *	30/15	E	VMG	-
Loyd carrier PM	24/12	F	-	-
Stuart (37mm)	30/15	D	VMG	AT 4 / HE 6pts on table 4 (or VMG)
Staghound Armoured Car (37mm)	30/15	D	VMG	AT 4 / HE 6pts table 4 (or VMG)
AEC armoured car (75mm)	30/15	D	-	At 3 / HE 10pts table 4 (or VMG)
Sherman (75mm)	24/12	C	VMG	AT 3 / HE 10 pts on table 4 (or VMG)
Sherman Firefly (17pdr)**	24/12	C	-	AT class 1 / no HE (or VMG)
M10 tank destroyer (76mm)	24/12	D	-	AT 2 / HE 8pts on table 4

* Personnel carriers can continue to fire when all passengers have dismounted.

** AT ranges are: short 0-12", medium 12-36", long 36-60".


AIRCRAFT		
Description	Type	Ground Attack Armament
Hawker Typhoon ***	Superior fighter bomber	Multiple 20mm autocannon OR 2 x rockets per turn

*** May bomb at low altitude. Treat as dive bomber, but hit for D6 throw of 5 or 6. Can be driven off by anti-aircraft fire.


German - Day 1 (moves 1-8)

**Situated at Nijmegen (Kampfgruppe Henke)
(Colonel Henke)**


HQ Training Fjr Regt Henke **NCO School / Police Reserves**
CO + 2 figures, Kubelwagen 6 figures



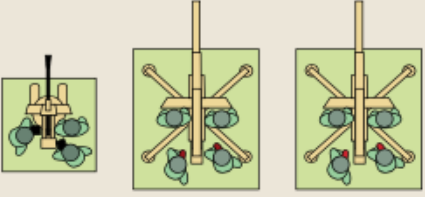
Company Ersatz Battalion 6 **Company Ersatz Battalion 6**
9 figures, Panzerfaust, MMG 9 figs, Panzerfaust, 81mm mortar



Herman Goering Company Runge
9 figures, MMG



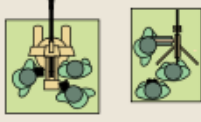
AA / AT Detachments
11 figures, 2 x 88mm AA gun, 20mm AA gun (no tows)



Morale: CO + 46 figures (Regular)

Garrison of Fort Hof van Holland

6 figures, 20mm AA gun, MMG




Morale: N/A

Within 12" of Grave Road Bridge


SS Panzer Regiment 10

HQ CO + 5 figures, MMG	1st Company 8 figures, Panzerfaust	2nd Company 8 figures, Panzerfaust
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SS Engineer Company Baumgaertal

8 figures, Panzerfaust, flamethrower



Morale: CO + 34 figures (Elite)

Not within 12" of Nijmegen Road Bridge

From Venlo (G1-G1) - turn 4

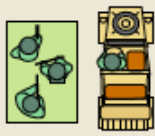

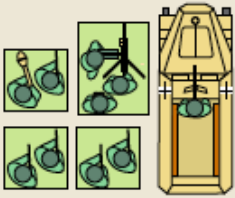

"... it is reported that one of the broken panzer divisions has been sent back to the area North of Arnhem to rest & refit; this might produce some 50 tanks."

Operation "Comet" - Intelligence Report 7th September 1944

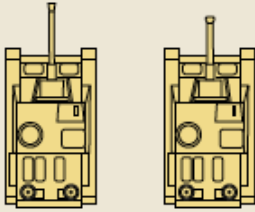
Kampfgruppe "Schultze"

II & III Battalions, SS Panzer Grenadier Regiment 21

Battalion / SS Panzer Grenadier Regiment 21

<p>HQ CO + 2 figures, Kubelwagen</p> 	<p>Support Platoon 3 figures, 120mm mortar, Steyr heavy car</p> 
<p>Company 9 figures, MMG, Panzerfaust, Sdkfz 251/1 half-track (VMG)</p> 	<p>Company 8 figures, Panzerfaust, Citroen truck</p> 

StuG III (75mm), StuG III (105mm)



Morale: CO + 29 figures (Elite) including 2 independent (Regular) AFVs

From Venlo (G1-G1) - turn 4

10th SS Battlegroup HQ

SS Brigadier Harmel

Battlegroup Headquarters \$



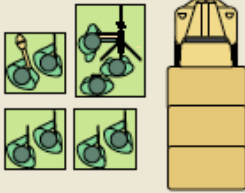

3 figures, staff car, 2 figure OP team, Kubelwagen



Morale: Higher level CO

\$ higher order HQ for all 10th SS Panzer elements
From Venlo (G1-G1) - turn 5

SS Panzer Grenadier Regiment 21

<p>HQ CO + 2 figures, Kubelwagen</p> 	<p>Company 8 figures, Panzerfaust, Citroen truck</p> 
<p>9 figures, MMG, Panzerfaust, Opel Blitz truck</p> 	<p>Support Platoon 3 figures, 120mm mortar, Steyr heavy car</p> 

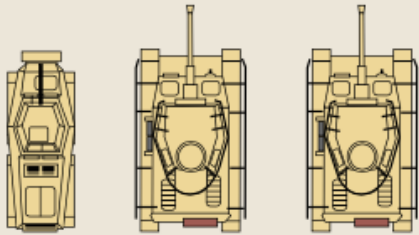
Morale: CO + 22 figures (Elite)

From Venlo (G1-G1) - turn 4

II Battalion, SS Panzer Regiment 10

10th SS Panzer Division

Armour Detachments
2 x Panzer IV (75mm), Sdkfz 232 (20mm) armoured car




Morale: 3 independent AFVs (Elite)

From Venlo (G1-G1) - turn 5

10th SS Panzer Division

SP Artillery Battalion
2 x Wespe self-propelled gun (105mm),
Panzer III OP tank (VMG - dummy main gun)



Morale: 3 independent AFVs (Elite)

Off-board - turn 5
OP arrives - turn 4

German - Day 2 (moves 9-16)

Kampfgruppe "Paetsch"

2nd Battalion / SS Panzer Grenadier Regiment 22

Company
6 figures, Panzerfaust, Sdkfz 250/1 half-track (VMG)

Support Company
Sdkfz 251/9 (75mm) half-track

Company
6 figures, Panzerfaust, Sdkfz 251/1 half-track (VMG)

Morale: 17 figures including 1 independent AFV (Elite)

From Venlo (G1-G1) - turn 10

3rd Battalion / SS Panzer Grenadier Regiment 22

HQ
CO + 2 figures, Kubelwagen

Company
8 figures, Panzerfaust, Citroen truck

Company
9 figures, MMG, Panzerfaust, Opel Blitz truck

AT Platoon
3 fig, PaK 40 (75mm) AT gun, Citroen truck tow,

Morale: CO + 22 figures (Elite)

From Venlo (G1-G1) - turn 10

10th SS Panzer Division

SP Artillery Battalion
2 x Wespe self-propelled gun (105mm), Panzer III OP tank (VMG - dummy main gun)

Morale: 3 independent AFVs (Elite)

Off board - turn 11
OP arrives - turn 10

10th SS Panzer Division

Armour Detachments
2 x Panzer IV (75mm), Sdkfz 232 (20mm) armoured car

Morale: 3 independent AFVs (Elite)

From Venlo (G1-G1) - turn 12

German Guns and Vehicles Data

GUNS		
Description	AT / HE Value	Notes
Panzerfaust AT rocket launcher	AT 2 / HE 6 pts table 4	Minimum range 6"
80mm mortar (medium)	HE 8 pts table 4	Minimum range 6", maximum range 48"
120mm mortar (heavy)	HE 12 pts table 4	Minimum range 6", Maximum range 60"
20mm AA	Autocannon	6"/16"/30" direct - 8 pts
75mm Pak 40 AT	AT 2 / HE 10 pts table 4	
105mm howitzer	AT 3 / HE 12 pts table 4	OFF TABLE
88mm AA *	AT 2 / HE 12 pts table 4	AT ranges 0-12", 12-36", 36-60". HE bands 6 x 10"

VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons
Kubelwagen	30/15	F	-	-
Truck /heavy car	24/12	F	-	-
Sdkfz 10 HT prime mover	24/12	F	-	-
Sdkfz 250/1+251 / 1	30/15	E	VMG**	-
Sdkfz 251/9 (75mm)	30/15	E	AT 4 / HE 10 pts table 4	-
Sdkfz 232 (20mm) armoured car	30/15	E	-	Autocannon
Panzer III OP	24/12	C	VMG	VMG
Stug III (long 75mm)	24/12	C	AT class 2 / HE 10 pts table 4 (or VMG)	-
Stug III (105mm)	24/12	C	AT class 3 / HE 12 pts table 5 (or VMG)	-
Panzer IV (long 75mm)	24/12	C	VMG	AT 2 / HE 10pts on table 4 (or VMG)

* AT ranges are: short 0-12", medium 12-36", long 36-60". HE bands are: 6 x 10"

** Personnel carriers can continue to fire when all passengers have dismounted.

"...but the Germans, General, the Germans !"

Major-General Sosabowski (1st Polish Parachute Brigade)

Operation "Comet" planning meeting,

5th September, 1944



Kampfgruppe Henke defends Nijmegen suburbs



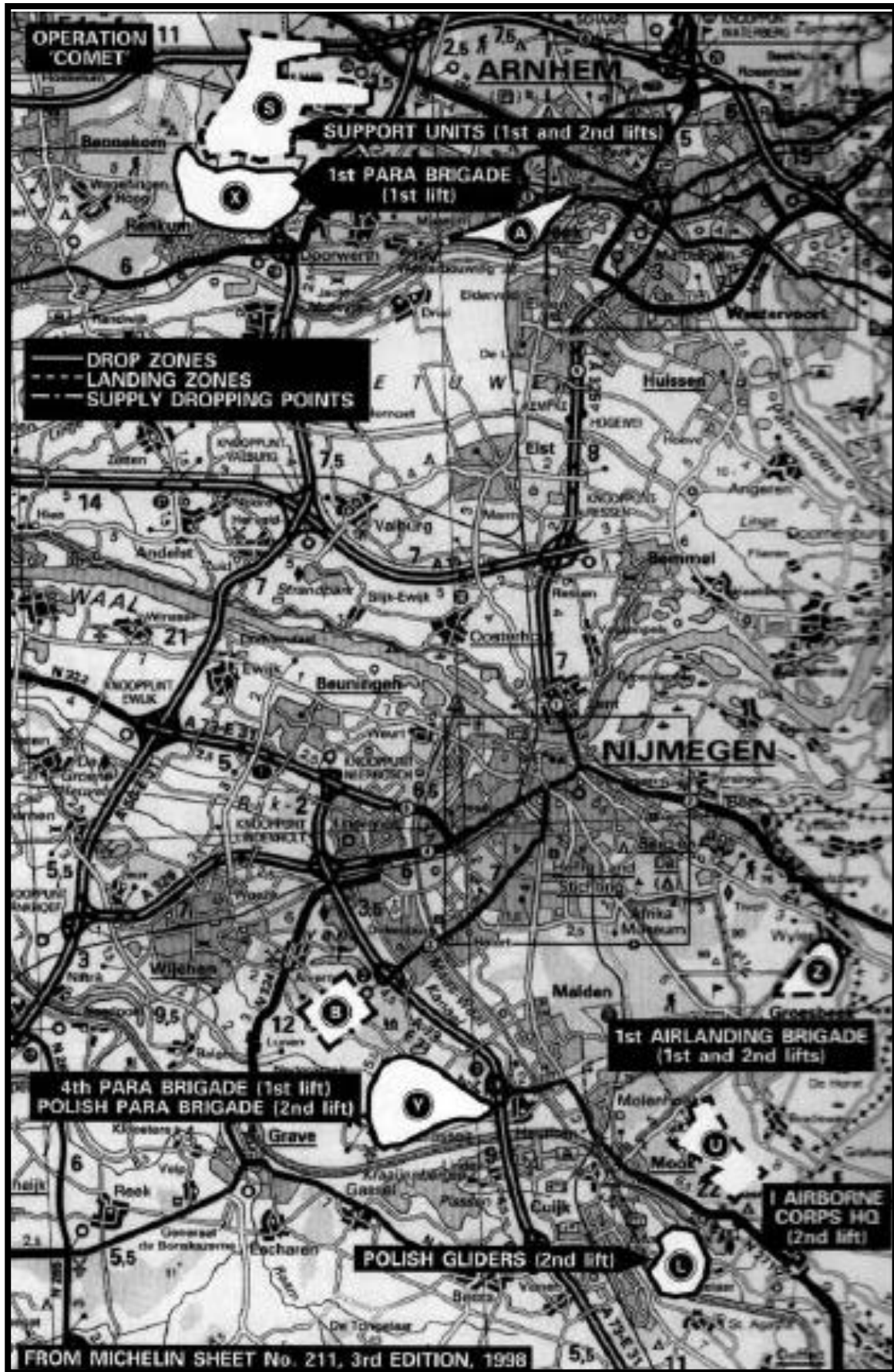
British 1st Air Landed Brigade - LZ "Z"



British 1st Airborne HQ - LZ "U"



British 4th Parachute Brigade- DZ "Y"



Operation "Comet" - LZs & DZs superimposed on a modern map
 "Operation Market Garden - Then and Now Volume 1" - Karel Margery



British 1st Air Landed Brigade - LZ "Z"



British 1st Airborne Divisional Artillery - LZ "U"

