A person wearing a hat

Description automatically generated

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**1st Airborne Reconnaissance Squadron**

**1st Airborne Reconnaissance Squadron Recce Troop**

OPERATION MARKET GARDEN 1944

The squadron, affectionately known as “Freddie Gough’s Specials”, was originally tasked to carry out a *coup de main* attack and capture the road bridge in Arnhem. They were then to hold until 1st Parachute Brigade arrived. Delays after landing prevented this.

Major Gough had wanted the Jeeps to mount twin Vickers K Guns but was told that weight restrictions meant that they would only be able to carry enough ammunition for one gun per jeep.

**Platoon Force Rating**

Elite: +8 without Jeeps; +14 with Jeeps

**Command Dice: 5+1**

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| **PLATOON HEADQUARTERS** | |
| Captain, *Senior Leader*, Sten  Sergeant, *Senior Leader*, Sten  PIAT Team, 2 crew  Bren gun, 2 crew  Bren gun, 2 crew | |
| *\* Two Jeeps* | |
| **RECCE SECTIONS 1 to 3** | |
| Subaltern, *Superior Junior Leader*, Sten | |
| *\* Two Jeeps with Vickers K Gun* | |
| **Mortar Team** | **Gun Team** |
| 2” Mortar, 2 crew | Bren Gun, 2 crew  Bren Gun, 2 crew  2 Rifles  1 Sten |

***Superior Junior Leader*** *– activates on a 3 with 2 CIs or a 4 with 3 CIs.*

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| **SQUADRON SUPPORT LIST** |
| **LIST ONE** |
| Sticky Bomb or similar |
| **LIST TWO** |
| PIAT *Team*, 2 crew |
| **LIST THREE** |
| 3”mortar battery off‐table (see Notes) ***NB not at Arnhem*** |
| **LIST FOUR** |
| 20mm Polsen gun, 5 crew plus *Junior Leader* |

Below is the additional support available from elements of 1st Airborne Division.

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| **ADDITIONAL SUPPORT LIST** | |
| **LIST ONE** | |
| Medical Orderly | |
| Adjutant | |
| Engineer Mine Clearance *Team*, 3 men | |
| Engineer Wire Cutting *Team*, 3 men | |
| Engineer Demolition *Team*, 3 men | |
| Minefield | Only available in defence |
| Barbed wire |
| Entrenchments for one Team |
| **LIST TWO** | |
| Pre-Game Barrage | |
| Roadblock | Only available in defence |
| **LIST THREE** | |
| Engineer Flamethrower *Team*, 3 men | |
| Sniper *Team* | |
| **LIST FOUR** | |
| Engineer *Section* with *Junior Leader* | |
| Forward Observer and 3” Mortar Battery | |
| Regular Vickers MMG on tripod mount, 5 crew | |
| **LIST FIVE** | |
| 6 pounder anti-tank gun with 5 crew and a *Junior Leader* | |
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| **LIST SIX** | |
| Regular Airborne *Section* with *Junior Leader* | |
| 17 pounder anti-tank gun with 5 crew and *Junior Leader* | |
| Forward Observer for 75mm artillery Battery | |

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| **BRITISH NATIONAL CHARACTERISTICS** |
| **FIVE ROUNDS RAPID!**  *The British soldier is taught to love his rifle and the mantra that delivery of fast, accurate fire is the key to success.*  *When a Leader is attached to a rifle Team and uses two or more Command Initiatives to activate that Team, he may add that many D6 to the Team’s firing dice to reflect his controlling their rapid fire.* |
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| **CONCENTRATED FIRE**  *The Bren gun was a reliable and popular weapon, but in truth it was too accurate to be an ideal light support weapon. As a result, the British used its accuracy to good effect by concentrating their fire on a specific target and, effectively, sniping with the light machine gun.*  *When a Leader is attached to a Bren Team and uses two Command Initiatives, the Team may focus their fire against one enemy Team, even when other Teams are present within 4” of the target.* |
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Most of the support options on the list will be self‐explanatory and their qualities covered by the National Arsenal Table.

**STICKY BOMBS**

Details of the Sticky Bomb, along with several other British hand-held weapons which may be used instead if preferred, are shown on Table Seven, *Hand-Held Anti-Tank Weapons*. It may be used once by any *Section* on the table when commanded by the *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point.

How the charge works is detailed in Section 9.3.4, *Tank Hunters*.

**2” MORTAR TEAM**

The 2” mortar has only three rounds of High Explosive ammunition, the rest being all smoke rounds. It has no theoretical minimum range, but at under 12” the crew would normally use their rifles for reasons of their own safety. However, if using a 2” mortar to fire on a target under 12” roll a D6 for each hit achieved. On a roll of 3 to 6, the shrapnel from the round has hit the target *Unit*, the enemy will dice for the Hit Effect as normal. On a roll of 1 or 2, the shrapnel from the round has hit the mortar *Team*, they must roll for the ***Hit Effect on Table 6.***

**3” MORTAR BARRAGE**

This represents the 3” mortars of the squadron’s Support Troop. The barrage may only be called in by a Senior Leader who is with his Jeep. There is a modifier of -1 on the deviation dice roll for where the barrage lands to reflect that the Senior Leaders are not trained FOOs.

**20mm POLSEN GUN**

This is a 20mm cannon from the Squadron’s Support Troop.

**VICKERS K GUN**

The jeeps of the three recce sections of the recce troops were fitted with a single Vickers K Gun. Although it is fed by a drum magazine, the size and ease of changing the drums, and its rate of fire means that it should be treated as a belt fed LMG (8 firing dice). It can only be fired from the Jeep in a 180 degrees forward arc.

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| **BRITISH ARSENAL TABLE** | | | | | | | | | | | | |
| **ARMOURED VEHICLES** | | | | | | | | | | | | |
| **VEHICLE** | | **ARMOUR** | **A.P.** | | **H.E.** | | **SPEED** | | | **NOTES** | | |
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| **SCOUT & ARMOURED CARS** | | | | | | | | | | | | |
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| **ANTI TANK GUNS** | | | | | | | | | | | | |
| **ANTI TANK WEAPON** | | | **A.P.** | | | | | | **H.E.** | | | |
| L50, 6 pounder | | | 7 | | | | | | 4 | | | |
| L58, 17 pounder | | | 12 | | | | | | 5 | | | |
| 20mm Polsen Gun | | | 4 | | | | | | 6 | | | |
| **INFANTRY ANTI TANK WEAPONS** | | | | | | | | | | | | |
| **WEAPON** | **0-6”** | | | **6-9”** | | **9-18”** | | **18-24”** | | | **24-36”** | **H.E.** |
| PIAT | 7 | | | 7 | | 7 | | 7 | | | 7 | 2 |

**Notes**

1. All Jeeps of the Recce Troop carried a Bren gun. The Jeeps of the three Recce Sections also carried a single Vickers K gun which could be dismounted, but I have opted not to show it dismounted.

2. Each Recce section had 10 men (1 Subaltern, 1 Lance Sergeant, 8 others). The Subaltern’s Jeep carried a 2” Mortar and one Bren gun; the Lance Sergeant’s Jeep carried one Bren gun. I’ve opted to split these into a mortar team and a gun team (with 2 Brens, 2 Rifles and 1 Sten).

3. The Troop HQ had 8 men (1 Captain, 1 Sergeant, 1 Corporal, 5 others). I have chosen not to count the Corporal as a Junior Leader. The Captain’s Jeep carried the PIAT; both Jeeps carried one Bren gun.

4. With the small numbers available, each Bren gun has been allocated as having 2 crew.

5. In costing the Troop, I have followed the following suggestions:

*Superior Junior Leaders* - +1 point

*Elite (5 + 1 Command Dice)* - plus one third

*Vehicles* - costed separately then added to cost of Troop

6. Jeeps were costed as follows:

*Armour = 0*

*Capacity – Team = +1*

*Small = +1*

*Low Profile = +1*

*Open Top = -1*

*Vickers K Gun = +4*

This gives a cost of 2 points each for the two radio Jeeps in Troop HQ and 6 points each for the gun Jeeps of the Recce sections..