

# The Devil's Cauldron

The Battles for Arnhem and Nijmegen

Exclusive Rules and Scenarios



Devil's  
Cauldron



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# Counter Symbols

## Western Allied

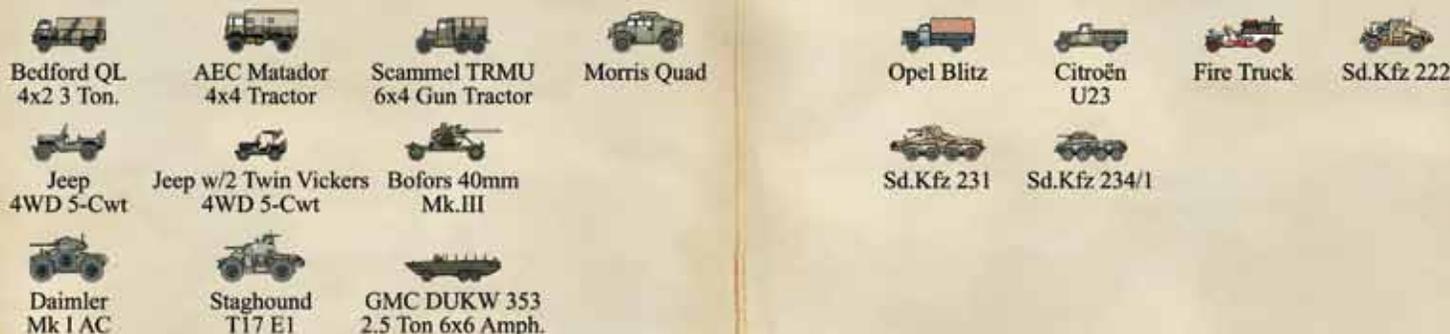


## Leg Infantry



## German

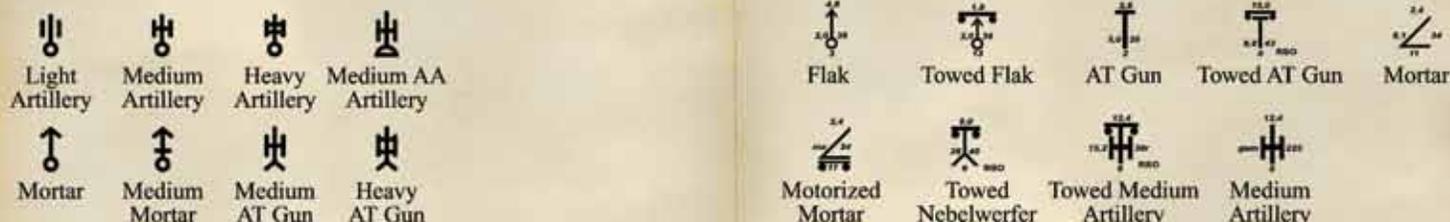
## Wheeled



## Tracked



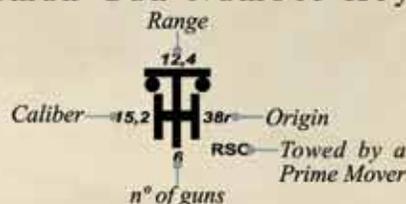
## Guns



## Others



## German Gun Number Key



## COMPONENTS

Series Rulebook  
 Series Rules Summary  
 Exclusive Rulebook  
 Historical Booklet  
 8 Player Aid Cards  
 Turn Record Chart and Weather Table  
 2 x combat Result Table/Terrain Effect Chart  
 4 Map Sheets (3 back printed with scenario maps)  
 3 Map Extensions  
 12 Counter Sheets  
 4 ten-sided dice

## ACTIVATION CHITS

There are duplicate sets of Activation Chits. One set is the original 1" counters and the second set is smaller 5/8" counters. A few minor errors crept into the 1" counters and we have corrected the errors in the 5/8" counters. Also, we found two sets convenient for 4 player games. One cup for use for all units south of the Waal and one cup for all units north. We recommend 4 players for the big game.

## COUNTER SYMBOLS

The Unit counter symbols are shown on page two. The only Unit counter symbol that has any effect on the game is the engineer symbol. All other symbols are for historical interest because the values, the colors of the values, and the colors around the values define all the other game functions. Each Leg Unit is company size, with the exception of the Rear-guard Units, which are platoon size.

The background color of each Unit counter shows the Division the Unit belongs to. The colors are red (1st Airborne Division), green (82nd Airborne Division), tan (Guards Armored Division), brown (43rd Wessex Infantry Division), grey (Division von Tettau), dark blue (Hohenstaufen Division), light blue (Korps Feldt) and black (Frundsberg Division).

## EXCLUSIVE RULES

The following are the exclusive rules for use with The Devil's Cauldron game. These extend the Grand Tactical Series rules when playing The Devil's Cauldron. There are also Special Rules that apply to just some of the scenarios.

### 1.0 Night and Weather

#### 1.1 Night

The night turn begins the turn after the 1900 turn.

#### 1.2 Fog

If fog was rolled on the Weather Table during the Check Weather Phase at the beginning of the day, there is a chance that it may clear in the morning. At the start of the 0900 turn,

roll a die. If the result is equal to or less than the fog number, the fog clears and the weather is clear for the rest of the day; if the roll is more than the fog number the fog remains for the 0900 turn. Repeat this procedure on the 1100 turn. If the die roll on the 1100 turn does not clear the fog, the weather becomes overcast and stays that way for the rest of the day.

Example: The 0700 weather die roll is a 3, which produces fog with a "clear number" of 5. This means that a die is rolled on the 0900 turn, and if the roll is 5 or less, the fog clears. If the roll is greater than 5, the fog stays for that turn. If the fog stays, another roll is made on the 1100 turn.

## 2.0 Terrain

The types of terrain in the game are:

Clear	Roads	City	Crests	Viaduct
Polder	Railroad	Fortified	Impassable	Ferry
Orchard	Village	Stream	Bridge	
Woods	Town	River	Raised Road	

All are described in full below. Each hex type is defined by the color of the dot in the center of the hex (and for City and Fortified hexes, the color of the hexsides). For example, if the hex has a green center dot, then it's a woods hex.

Some hexes contain water features that have no effect. In other hexes, the water features do have an effect, and this is indicated by an impassable portion (grey) in the hex.

Play note: The map was drawn for realism so the terrain in certain hexes may not be obvious. We've identified a few confusing hexes: Units may not move from 56.71 to 55.72 because the fraction of a raised road, representing a dam that the Germans decided not to use, is impassable. As an example of how Units move into hexes with rivers, they can move from 35.60 to 34.60 because of the portion of land that extends into 34.60. However, Units cannot move from 34.60 to 33.61 without the use of an assault ferry. If the players are unable to agree on movement between other hexes they should roll a die.

### 2.1 Clear

Clear terrain has a white circle in the center of the hex. A Leg Unit can enter a clear hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units can enter a clear hex for 3 movement points if not in Column, or 2 movement points if in Column. Tracked Units can enter a clear hex for 2 movement points if not in Column, or 1 movement point if in Column. Clear terrain is not Blocking Terrain, and does not modify the Fire Rating of Units firing into the hex.

### 2.2 Polder

Polder terrain has an aqua circle in the center of the hex. A Leg Unit can enter a polder hex for 2 movement points if not

in Column, or 1 movement point if in Column. Wheeled Units can enter a polder hex for 5 movement points if not in Column, or 3 movement points if in Column. Tracked Units can enter a polder hex for 3 movement points if not in Column, or 2 movement points if in Column. Polder is not Blocking Terrain, and does not modify the Fire Rating of Units firing into the hex.

Ooij Polder hexes cannot be entered by any Unit until the 0700 turn on the 22nd of September.

### 2.3 Orchard

Orchard terrain has a yellow circle in the center of the hex. A Leg Unit can enter an orchard hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units can enter an orchard hex for 8 movement points if not in Column, or 2 movement points if in Column. Tracked Units can enter an orchard hex for 4 movement points if not in Column, or 1 movement point if in Column. An orchard hex is not Blocking Terrain on its own, but a Line of Sight traced through two orchard hexes is blocked. (Line of Sight can be traced through one orchard hex and into a second.) Orchards modify the Fire Rating of Units firing into the hex by -1.

### 2.4 Woods

Woods terrain has a green circle in the center of the hex. A Leg Unit can enter a woods hex for 3 movement points if not in Column, or 2 movement points if in Column. Wheeled and Tracked Units cannot enter a woods hex unless they are in Column and travelling along a Road (in which case they pay the Road movement cost). Woods are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -2. This modifier is 0 if the Firing unit's Weapon Class is Mortar, Indirect HE or Direct HE (because of tree burst).

A Wheeled or Tracked Unit in a Woods hex may not leave Column.

### 2.5 Roads

Roads allow Units in Column to move faster. Any Unit in Column that enters a hex along a road can do so for ½ movement point. The Unit can decide not to use the road and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a road, must pay the base terrain cost.

Where two Roads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one Road to the other. The Roads have no effect on Line of Sight.

Play note: The capitalized word "Road" is a defined term in these rules that includes railroads, raised roads, and so on. The uncapitalized word "road" means the specific terrain type that is a road.

### 2.6 Railroads

Railroads allow Units in Column to move faster. Any Leg Unit in Column that enters a hex along a railroad can do so for ½ movement point. A Wheeled Unit in Column pays 2 movement points, and a Tracked Unit in Column pays 1 movement point. The Unit can decide not to use the railroad and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a railroad, must pay the base terrain cost.

Where two railroads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one railroad to the other. Railroads have no effect on Line of Sight.

### 2.7 Villages

Village terrain has a beige circle in the center of the hex. A Leg Unit can enter a village hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units can enter a village hex for 6 movement points if not in Column, or 1 movement point if in Column. Tracked Units can enter a village hex for 4 movement points if not in Column, or 1 movement point if in Column. Villages are not Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -1.

### 2.8 Towns

Town terrain has a brown circle in the center of the hex. A Leg Unit can enter a town hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled and Tracked Units cannot enter a town hex if not in Column, but may enter for 1 movement point if in Column. Towns are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -2.

A Wheeled or Tracked Unit in a Town hex may not leave Column.

### 2.9 Cities

City terrain has a black circle in the center of the hex and a white border around the hex. A Leg Unit can enter a city hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled and Tracked Units cannot enter a city hex if not in Column, but may enter for 1 movement point if in Column. City hexes are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -3.

A Wheeled or Tracked Unit in a City hex may not leave Column.

### 2.10 Fortified

Fortified terrain has a black circle in the center of the hex and a grey border around the hex. A Leg Unit can enter a Fortified hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units cannot enter a Fortified hex if not in Column, but may enter for 3 movement points if in Column. Tracked Units cannot enter a Fortified hex if not in Column, but may enter for 2 movement points if

in Column. Fortified hexes are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -4.

A Wheeled or Tracked Unit in a Fortified hex may not leave Column.

### 2.11 Streams

Streams are thin blue lines that run along hexsides. A Leg Unit that leaves a hex across a stream without using a Road pays 2 additional movement points if the Unit is not in Column, or 1 additional movement point if the Unit is in Column. Wheeled and Tracked Units may not cross streams except when using a Road (and must of course be in Column to do so). Note that the Roads that cross streams have map graphics showing bridges, but these are not considered bridges in game terms (i.e. they are not controlled, cannot be wired) and are treated just like Roads.

### 2.12 Rivers

Rivers are wide blue lines, and can only be crossed at bridges or with ferries. If a single hex contains terrain on both sides of a river, one side will be marked as impassable, and the terrain of the other side will determine the terrain type of the overall hex. A Unit can enter such a hex providing it does not do so via a hexside portion that has impassable terrain.

"The Rhine" is the Riverline from hex 01.35 to 72.56.

### 2.13 Crests

Crest hexsides block Line of Sight unless the crest hexside is part of the firing Unit's hex or the target Unit's hex.

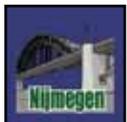
Crest hexsides have no effect on movement or fire combat (other than LOS).

### 2.14 Impassable

Impassable terrain is grey. If an entire hex is impassable, it is entirely grey, does not have a center circle, and cannot be entered by any Unit. If tracing a Line of Sight or if needed for Fire Combat, use the dominate pictured terrain in the hex.

If only part of a hex is impassable, the impassable portion is grey, meaning that no Unit can enter and/or leave the hex by passing over the impassable portion. An exception to this is if a Road or ferry is used to pass through impassable terrain, in which case a Unit using the Road or ferry legally can move through the impassable hex portion. Impassable hex portions are most commonly seen in hexes containing rivers. Impassable terrain has no effect on Line of Sight or fire combat.

### 2.15 Bridges



Bridges in the game are all named, and have a marker to show whether they are wired or not. Note that the graphics on the map for roads that cross over streams are not considered bridges for the game in terms of the following rules. Any Unit in Column in a hex with a bridge hex-

side suffers an additional terrain modifier of +2 and ignores the hex's original terrain.

#### 2.15.1 Crossing Bridges

A Unit must be in Column to cross a bridge, and the cost is the same as for normal movement. This means only one Unit can Assault across a bridge, and if a Unit not in Column is forced to run away, it cannot do so across a bridge.

#### 2.15.2 Road Blocks and Bridges

Road blocks cannot be placed in any same hex that has a bridge hexside.

#### 2.15.3 Railroad Bridges

Vehicles cannot cross railroad bridges unless the railroad bridge is "improved." To improve a railroad bridge, an engineer Unit must pass a Troop Quality Check in one of the two hexes sharing the railroad bridge hexside (this is an Engineer Action, so no Command Points can be spent on it, the engineer Unit can't be in Column, it triggers Opportunity Fire, and Men at Work markers can be placed).

If a Unit with Organic Transport crosses a railroad bridge that hasn't been improved, the Unit forever loses its transport capabilities, and an abandoned transport marker is placed on the Unit as a reminder.

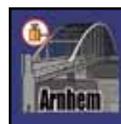
#### 2.15.4 Control of Bridges

Why do you even want to control a bridge? Well, you can't demolish it unless you wire it and you can't wire it unless you control it. See below for the demolition rules.

Either you control a bridge, or your enemy controls the bridge, or neither of you controls the bridge, in which case the bridge is "contested."

If you want to control a bridge, one of your Units must have been the last to enter both of the two hexes that share the bridge hexside, and neither of these two hexes can be in an enemy Fire Zone. Note that it doesn't have to be the same Unit that enters the hexes, and the Unit doesn't have to stay in the hex, nor do you have to move the Unit or Units through during the same activation. You can keep track of control status with blank chits if you wish.

#### 2.15.5 Bridge Demolition



You can only demolish a bridge if you first wire it for demolition. There are two ways a bridge is wired for demolition. The first is if the scenario rules tell you it is, in which case the rules

will also say which side wired it. Remember, only the side that wired a bridge can demolish it.

The second way a bridge can be wired is by one of your engineer Units. To do this:

- You must control the bridge (see above).
- Your engineer Unit must begin its Action in one of the two hexes that share the bridge hexside.
- Your engineer Unit must pass a Troop Quality Check (no Command Point for an automatic pass here; the Unit cannot be in Column; a Men at Work marker may be placed in case of failure); this is an Engineer Action so it can trigger Opportunity Fire.
- If your engineer Unit passes the Troop Quality Check the bridge is "wired" for demolition. Flip the marker on the bridge to the wired side.



Once you have a bridge wired you may try to demolish it when an enemy Unit enters one of the two hexes sharing the bridge hexside. You need a die roll of 5 or less if you don't project a Fire Zone into one of the two hexes that shares the bridge hexside, or a 6 or less if you do project a Fire Zone into one of the two hexes that shares the bridge hexside. If you demolish a bridge, place a destroyed marker on it, and the enemy Unit cannot get across. If you miss the roll, flip the bridge marker over to the non-wired side. You'll have to start all over now, and you can only wire the bridge again if you regain control of the bridge. You may only try to demolish a bridge when it is contested, not when it is enemy controlled.

Except for Campaign Games 2, 3 and 4, the Grave Bridge, Arnhem Road Bridge, Nijmegen Railroad Bridge, and the Nijmegen Road Bridge may not be wired during

the game (however, if optional rule O4.0 is in play, the Nijmegen Road Bridge does start wired).

### 2.15.6 Bridge Repair



Only the Allied Player may repair demolished bridges. To do so, he declares he is using the optional 128th Bridge Unit (part of the 43rd Infantry Division Independent Formation) at the start of any turn following a turn in which a bridge was demolished by the German player. The earliest this declaration can occur is the 1100 turn of September 20th. If the Allied player brings this Unit into play, it causes a four turn delay on remaining XXX Corps (43rd Infantry and Guards Armored Divisions) reinforcements for the rest of the game, and the Bridge Unit appears as a reinforcement at the start of Club Route on the third turn after the declaration. Start the delay the turn the Allied Player declares that he wants the Unit.

In order to repair a destroyed bridge the Bridge Unit must begin a turn, dismounted, in one of the two hexes that share the hexside of this bridge. In any subsequent activation the Unit must pass a Troop Quality Check as an Engineer Action (just like any other Engineer Action you may not spend a Command Point to pass, the engineer Unit can't be in Column, it triggers Opportunity Fire, and Men at Work markers can be placed). If the bridge is repaired, remove the destroyed marker. The Bridge Unit now acts as the bridge, but unlike a normal bridge, it is a Unit and may be targeted by enemy fire. If the Bridge Unit becomes Suppressed or takes a Cohesion Hit, it cannot act as a bridge until it Rallies. If the Bridge Unit takes a Step Loss or is eliminated, remove it from play, and the destroyed marker returns.

Example: A bridge is demolished during the 0900 turn. On the 1100 turn the Allied player can declare that he is bringing in the 128th Bridge Unit. The 128th Bridge Unit

### Bridge Blowing Example

The British tank has been activated and wishes to cross the contested Arnhem Road Bridge, which has been wired by the German player. The tank gets into Column for 1 MP, and moves adjacent to the bridge for ½ MP. At this point the German player gets to roll to try and demolish it. As the German Unit to the North of the bridge projects a Fire Zone into one of the hexes that shares the bridge hexside, the die roll has to be a 6 or less. If the German Unit was not there, the die roll would need to be a 5 or less to demolish it.

The die roll is a "3" and the bridge is blown. The bridge marker is removed, and replaced with a Destroyed marker. As the bridge has been destroyed, the British tank does not get to cross the bridge, but it is still active and has 11 ½ MP remaining.



will arrive on the 1700 turn. Any reinforcements that would have arrived on the 1100 turn will arrive on the 1900 turn and all subsequent XXX Corps reinforcements are delayed by 4 turns for the rest of the game.



Should more than one bridge be destroyed, the Allied player may bring in an additional Bailey Bridge Unit (up to a maximum of three in total including the 128th Bridge Unit). At the start of any turn following a turn in which a bridge was demolished by the German player, the Allied player declares that a Bailey Bridge Unit will be entering, and this delays all XXX Corps reinforcements for three more turns.



On the second turn after the declaration the Bailey Bridge Unit enters as a reinforcement, and on the following turn the delayed reinforcements may start arriving again. The second Bailey Bridge Unit cannot be declared as entering until the first one arrives as a reinforcement. The third Bailey Bridge Unit cannot be declared as entering until the second one arrives as a reinforcement.

### 2.15.7 Arnhem Pontoon Bridge



The Arnhem Pontoon Bridge may be assembled when an Allied engineer Unit is in one of the hexes sharing the pontoon hexside (either hex 48.28 or 47.29). This is an Engineer Action and this requires a successful Troop Qual-

ity Check (no spending a Command Point to pass, etc.). Should the attempt fail, the player may make no other attempts to build the Arnhem Pontoon Bridge and it may not be assembled for the remainder of the game. Replace the Pontoon? marker with a destroyed marker. The German Player may not assemble the Arnhem Pontoon Bridge.

If the Arnhem Pontoon Bridge has been assembled, any Unit in Column in hex 48.28 or 47.29 suffers a terrain modifier of +2 when fired on.

### 2.16 Raised Roads/Railroads

Raised Roads/Railroads are elevated road and railroad tracks that pose a significant hindrance to movement and also block Line of Sight.

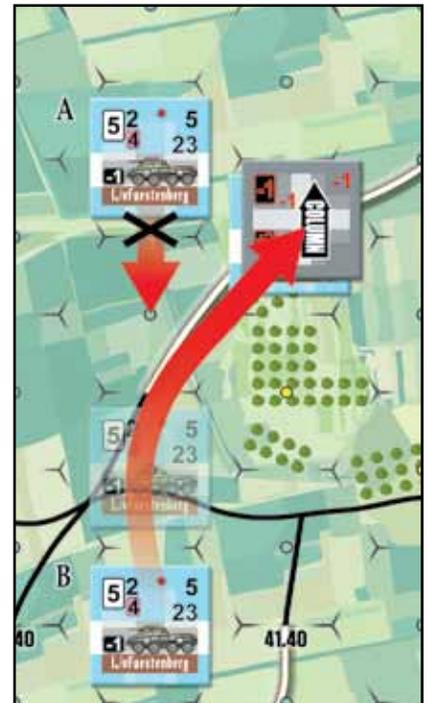
A Unit in Column can enter a hex with a Raised Road/Railroad if there is no road block in the Raised Road/Railroad hex, and the Unit enters the Raised Road/Railroad hex through a hexside that the Raised Road/Railroad touches. Similarly, a Unit in Column can only leave the Raised Road/Railroad hex through a hexside that the same Raised Road/Railroad touches. This means that if there are two Raised Roads/Railroads running through the same hex and they do not cross, you must remember which one the Unit is on, because it cannot jump from one to the other.

A Vehicle Unit on a Raised Road/Railroad cannot exit Column formation while in a Raised Road/Railroad hex. If the

#### Raised Road Example 1

In the example shown on the right, the Vehicle Unit labeled A cannot enter the Raised Road hex, as it is not entering along the road. It doesn't matter that the Unit is in Column or not.

Vehicle Unit labeled B first moves into the hex next to the Raised Road, gets into Column, and now can move onto the Raised Road because it is entering in Column from a connecting Road.



#### Raised Road Example 2

In the example on the left, the British para Unit is activated, and wants to move North. First it gets into Column for 1 MP. It then moves up 1 hex. As the Unit is in Column, and entering the Raised Road hex on the Raised Road, this costs ½ MP. It then moves another hex North, and as it attempts to do so, this triggers Opportunity Fire from the German Unit. Assuming the German Unit passes the Troop Quality Check in order to take the shot, the Fire Rating for the German Unit is modified from 5 to 12 (Fire Zone to Fire Zone movement is +3, +2 Raised Road even though in Column, +2 for being in Column), so anything but a 9 will hit. The die roll is a "4" and the para Unit takes a Cohesion hit, but completes its movement.



Vehicle Unit is forced to retreat, it must follow the Raised Road/Railroad and if it cannot do so, the Vehicle Unit is eliminated. The Vehicle Unit suffers a terrain modifier of +2 when fired on, in addition to the +2 modifier for being in Column. If a Unit dismounts from its Organic Transport while it is on a Raised Road/Railroad, the vehicles are lost. Place an abandoned transport Marker on the Unit after it dismounts. Note that Vehicle Units not in Column can never enter a hex with a Raised Road/Railroad.

A Leg Unit that is not in Column can enter a hex with a Raised Road/Railroad from any hexside (even if there is a road block in the hex), but it must pay double the terrain cost of the other terrain in the hex; when not in Column the Leg Unit can leave the Raised Road/Railroad hex by any hexside. If fired on when not in Column, the Leg Unit suffers the +2 terrain modifier for the Raised Road, and also benefits (or suffers from) the terrain modifier of the hex's original terrain. A Leg Unit not in Column in a Raised Road/Railroad hex may get in Column for 1 movement point. Remember that Vehicle Units not in column can never enter a hex with a Raised Road/Railroad.

A Leg Unit may get off a Raised Road/Railroad by exiting Column formation; this costs one movement point or the Leg Unit must take a Cohesion Hit. Once the Leg Unit is not in Column, it may leave the Raised Road/Railroad hex by any hexside. If a Leg Unit in Column is forced to retreat from the Raised Road/Railroad hex, it must follow the Raised Road/Railroad and if it cannot, the Leg Unit is eliminated. A Leg Unit in Column in a Raised Road/Railroad hex suffers a terrain modifier of +2 when fired on, in addition to the +2 modifier for being in Column.

Raised Roads/Railroads create a special Line of Sight situation. A Raised Road/Railroad is Blocking Terrain, but only if the Line of Sight actually passes through the Raised Road/Railroad graphic. For this purpose a raised Road/Railroad in

the same hex as a target Unit or a firing Unit is never blocking terrain. In addition a Line of Sight can pass through a hex with a Raised Road/Railroad as long as it does not cross the Raised Road/Railroad. For example, if we ignore the two orchard hexes, there is a Line of Sight from hex 37.54 to hex 37.58 (as the Line of Sight does not cross over the Raised Road outside of the start and end hexes), but the Line of Sight from 37.54 to 37.59 is blocked as it crosses the Raised Road in hex 37.58.

## 2.17 Viaducts

There are several viaducts located on the map; they run underneath Raised Roads/Railroads and your Units may use them to move under the Raised Roads/Railroads. The viaducts are marked with arrows that show which hexes are connected by the viaducts. Any Unit adjacent to a viaduct can move directly to the hex on the other side of the viaduct for the movement cost shown below in addition to the cost to enter the hex; remember to follow the arrows.

A Unit must be in Column to use a viaduct, and any Opportunity Fire provoked by its move through a viaduct must be resolved in the starting hex and never in the viaduct hex itself. The Opportunity Fire receives an additional +3 modifier in addition to the other modifiers that would normally apply (such as the +2 for being in Column). If the Unit triggers Opportunity Fire as it leaves the hex after the viaduct, this +3 modifier still applies.

Movement through a viaduct costs the following in addition to the terrain cost of entering the hex adjacent to the viaduct on its opposite side:

Leg: +2 movement points

Wheeled: +6 movement points

Tracked: +4 movement points

### Viaduct Movement Example

*Team Claude starts its Activation and wishes to move through the Viaduct and head into Arnhem. It gets into Column for a cost of 1 MP, and moves one hex South (for a cost of 1/2 MP) and then moves through the Viaduct for 6 MP plus 1/2 MP for the cost of terrain the Unit is entering". Opportunity fire is not triggered for this movement, as the flak Unit does not have a LOS to the hex that Team Claude left.*

*As Team Claude tries to leave the hex it is in, this does trigger Opportunity Fire from the flak Unit. Assuming that the flak Unit passes the Troop Quality Check, the Fire Rating of the flak Unit is modified from 4 to 13 (+2 for being in Column, +3 for using the Viaduct, no negative terrain modifier as Team Claude is in Column, +1 for Team Claude's Defense Rating and +3 Fire Zone to Fire Zone). The die roll is a 1, giving a Suppression result. Team Claude can try and roll to convert this Suppression to a Cohesion Hit, but that would eliminate the zero-step Unit. The final situation is as shown.*



A Unit on one side of a viaduct can Assault an enemy Unit on the other side of the viaduct. The Assaulting Unit must be in Column, and suffers the +3 modifier to Opportunity Fire for moving through the viaduct (in addition to the +2 modifier for being in Column) at the start of the Opportunity Fire procedure.

**2.17.1 The Culvert**

The Para Culvert (in hex 29.22) is a viaduct that was vital to the British paratroopers on the third day of the battle. It was the only North-South crossing point that the British held when they were forced to retreat on the 19th.

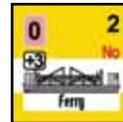
The Culvert is treated like any other viaduct except that only Leg Units can move through it because of how low it is. All other Units may not use this viaduct.

The height of the tunnel is about 4 feet.

**2.18 Ferries and Improved Ferries**

Engineer Units can ferry other Units across otherwise impassable water hexsides by using the ferry hexes that are printed on the map. With the exception of an "assault ferry" (see below), only hexes marked as ferries can be used to create ferries. Leg Units can use a ferry. Both Leg and Vehicle Units can use an improved ferry.

**2.18.1 Creating a Ferry**



You can create a ferry in a hex that is not in an enemy Fire Zone. An engineer Unit must begin an activation in the ferry hex, or the hex pointed to across the river. Announce that your engineer Unit wants to be a ferry [insert your

**Ferry Example**

In the situation shown, the German engineer Unit starts its Activation in a ferry hex, and wishes to build a ferry. This is an engineer Action, so the Troop Quality Check has to be rolled. The German engineer Unit rolls a 1, so the ferry has been built (and a ferry marker is placed on top of the engineer Unit).



At a later time, a German Leg Unit starts its Activation in Column and wants to ferry across the river, as shown here. This takes the entire Action for the Unit, and it triggers Opportunity Fire from the British Gun Unit. The Gun Unit rolls a 1 for its Troop Quality Check, so it will take the shot. The Fire Rating is modified from 4 to 8 (+2 for being in Column, +2 for using the ferry, -2 for range, +3 Fire Zone to Fire Zone movement). The die roll is a 6, and this eliminates the German Unit (but it has no effect on the ferry).



When the British Gun unit is activated, it can perform Direct Fire at the ferry. After the gun unit passes a Troop Quality Check for the Company bonus, the fire rating is modified from a 4 to a 6 (+3 defense rating, -2 range, +2 Company Bonus). The die roll is a 3, and the ferry takes a Cohesion Hit. This stops the ferry from ferrying Units until it rallies (which it can try and do the next time the engineer Unit is Activated either at night or not in an enemy Fire Zone). The final situation is as shown.



inappropriate joke here]. This is an Engineer Action. The engineer Unit now rolls a Troop Quality Check (a Command Point cannot be spent here). If it passes, it is now a ferry—put a ferry marker (not an improved ferry marker) on the actual hex that represents the ferry (the one with the arrow in it), and put the engineer Unit under the ferry marker.

The engineer Unit does not count towards the stacking limit of the hex now, but does count against the mass modifier if the hex is fired upon. The engineer Unit has now completed its Action for that activation and the ferry may begin ferrying Units from this point onward. If the engineer Unit fails the Troop Quality Check, it is done for the activation and it doesn't get to be a ferry; you may place a Men at Work marker. Your engineer Unit may try again to become a ferry during its next activation.

### 2.18.2 Creating an Improved Ferry



You can try to upgrade an existing ferry to an improved ferry by using a second engineer Unit in the existing ferry hex. First, the ferry hex may not be in an enemy Fire Zone. Second, you need your second engineer Unit to begin its activation in the ferry hex. Announce that your second engineer Unit will try to improve the ferry. This is an Engineer Action. The engineer Unit now rolls a Troop Quality Check (remember, no Command Points can be spent here). If it passes, the ferry is now an improved ferry—flip the ferry marker over to the improved ferry side and put the second engineer Unit, with the first one, under the improved ferry marker. Neither engineer Unit counts against the stacking limit of the hex, but they both count against the mass modifier. Any combat results that the ferry takes are applied to both engineer Units (e.g. if the ferry takes a Step loss, remove the ferry and both engineer Units take a Step loss).

### 2.18.3 Using Ferries and Improved Ferries

Remember that only Leg Units may use a ferry. Leg and Vehicle Units can use an improved ferry. A friendly Unit in Column that begins its activation in a hex containing a ferry/improved ferry can move into the hex pointed at by the ferry symbol; alternately, a friendly Unit in Column that begins its activation in the hex pointed at by the ferry symbol across the river can move to the hex containing the ferry/improved ferry marker. This is the Unit's entire activation and it is a Movement Action (so a Unit cannot move into a ferry/improved ferry hex and then use the ferry/improved ferry as a Second Action). Note that when a Unit uses a ferry/improved ferry it is not an activation for the ferry/improved ferry. Remember, the ferry/improved ferry does not work if the ferry/improved ferry is Suppressed.

Units that have Wheeled or Tracked Organic Transport may use a ferry but they must abandon their vehicles to do so. Place an abandoned transport marker on the Unit to show that it can never again use Organic Transport (this only applies to ferries, not improved ferries).

You cannot use a Command Point to ferry a Unit (so no Second Actions can be used to ferry Units).

The hex the Unit is being ferried into must not contain any enemy Units, otherwise the ferrying may not take place.

### 2.18.4 Removing a Ferry or Improved Ferry

A ferry (or improved ferry) remains in place until the (or one of the) engineer Unit(s) moves, or the ferry/improved ferry takes a Step Loss or Eliminated result.

A ferry/improved ferry can be the target of enemy fire just like any other Unit, and may be Assaulted as well. If the ferry/improved ferry becomes Suppressed, it remains in place, but it cannot actually ferry Units until it Rallies (place a Suppression marker on top of the ferry/improved ferry marker). If the ferry/improved ferry takes a Step loss, the ferry/improved ferry marker is removed, and the engineer Unit(s) takes the Step loss. If it suffers an Eliminated result, remove the ferry/improved ferry and eliminate the engineer Unit(s). If the ferry/improved ferry takes a Cohesion Hit, it is marked on the ferry/improved ferry, and if the engineer Unit(s) moves away, the result is transferred to the engineer Unit(s).

If one engineer Unit moves away from an improved ferry, the improved ferry is removed (it does not revert to a ferry). The remaining engineer Unit can try to build another ferry the next time it activates.

If a ferry (or improved ferry) is Assaulted, the ferry and engineer Unit(s) are eliminated at the same step in the Assault procedure when zero-step Units are eliminated.

### 2.18.5 Ferries and Opportunity Fire

If a Unit being ferried takes Opportunity Fire as it leaves its hex, it suffers a +2 modifier for being ferried (in addition to the +2 for being in Column). This fire does not affect the ferry.

### 2.18.6 The Allied Assault Ferry



Once during the game the Allied player may create an assault ferry. The assault ferry only lasts for one turn, and is removed when the barrage markers are removed at the end of the turn. The assault ferry is placed showing the appropriate color depending on which side built it (British or American).

An assault ferry may only be created at a full river hex-side. To create an assault ferry you need to have two engineer Units in the same hex. When one or both of the engineer Units is activated, announce that your engineer Units want to be an assault ferry, and perform a Troop Quality Check for one of the Units. This is an Engineer Action, so no Command Points may be spent on this, and it triggers Opportunity Fire. If the Troop Quality Check is passed, both engineer Units are now an assault ferry—put the assault ferry marker on top of the Units that created the assault ferry, and point it towards the hex the assault ferry will ferry Units to. These engineer Units do not count towards stacking in the hex for the rest of the turn, but are included in mass modifier calculations (i.e., the Steps of both engineer Units). The engineer Units have now completed their Action for that activation and the ferry may begin assault ferrying Units for the rest of the turn. If the engineer Unit fails the Troop Quality Check, it is done for the activation and there is no assault ferry; the engineer Units (or any others) can try again and you may place Men at Work markers for the assault ferry on the engineer Unit that failed the Troop Quality Check.

Any Leg Unit, in Column or not, may use an assault ferry if it begins its activation in the same hex as the assault ferry marker and passes a Troop Quality Check. The Unit then transfers to the hex that the assault ferry points to. This is the Unit's entire Action, though it may perform a Second Action (and this includes a Movement Action). This transferring from one hex to another does trigger Opportunity Fire from enemy Units. Note that this does not count as an activation for the assault ferry. The assault ferry does not work if it is Suppressed or has any Cohesion Hits.

An assault ferry may never be improved to allow vehicles to use it.

If there is an enemy Unit in the hex that a Unit would be assault ferried into, the Unit can use the assault ferry, but the Unit must perform an Assault Action. The Assaulting Unit must pass a Bravery Check (in addition to the Troop Quality Check to use the ferry) as if it were Assaulting an Armored Unit or an entrenched Unit. Unlike a normal Assault, this Assault triggers Opportunity Fire from other enemy Units, not just the Units being Assaulted. However, the Units in the hex being Assaulted only get to attempt to perform Opportunity Fire once though, not twice.

If a Unit using the assault ferry takes Opportunity Fire, it suffers an additional +2 modifier; the effects are only applied to the Unit using the assault ferry. The assault ferry is a Unit and can be targeted by enemy fire and also Assaulted.

At the end of the turn in which it came into existence, the assault ferry is removed. One engineer Unit remains in place, and the other is placed in the hex into which any

Units were successfully assault ferried—assuming the ferrying was successful, otherwise both engineer Units stay put (if the one that is moved has Organic Transport, it forever loses its transport capabilities and is marked with an abandoned transport marker). Any overstacking results in the elimination of the engineer Unit. Any combat result markers on the assault ferry stay with both engineer Units.

### 3.0 Paradrops and Glider Landings

Play note: The tricky thing here is the unpredictability of Allied airborne reinforcements. There are two variables that affect their arrival: the availability of their assigned drop zones (the enemy might get in the way), and the weather. The reinforcement schedule tells you the order in which airborne troops must arrive and when they become available, but it won't tell you exactly when they will arrive. So imagine a mass of airborne troops waiting in line for the word to go. The landing rules simulate this.



#### 3.1 Drops and Drop Numbers

Each daily delivery of Allied airborne troops is called a “drop.” There is never more than one drop per day. Drop One always happens on the first turn of the game during the special first turn drop phase. All drops are numbered sequentially after Drop One, so the drop after Drop One is always Drop Two and so on. But Drop One is the only drop that must happen on schedule. All subsequent drops are scheduled but may or may not happen when they are supposed to. All of the Allied airborne Units are assigned “drop numbers” on the reinforcement schedule. A Unit's drop number tells you which drop the Unit is in. So all Units designated with drop number two must arrive, if at all, in Drop Two.

#### 3.2 When to Drop

Units scheduled to drop arrive during the reinforcement phase of their scheduled drop turn. As noted above, Drop One always happens on the first turn of the game during the special first turn drop phase. Thereafter, there is only one drop per day and it will occur, if it occurs, on the second or third turn after the first clear weather turn of that day.



Here's what you do:

1. determine the weather for the day in accordance with the weather rules;
2. if the weather is rain or overcast, then move on, there will be no drop this day. Move all drops forward 1 day;
3. if the weather is clear, then the day's drop will happen on the 0900 turn or the 1100 turn (it is the Allied player's choice—see below for more on this)

4. If the weather is fog, then the drop happens only if the fog clears; if the fog clears, the drop will happen two or three turns after the fog clears (it is the Allied player's choice—see below for more on this).

If there will be a drop, the Allied player always has the choice of when to make it (i.e., either the 0900 or 1100 turn in clear weather, or the second or third turn after the fog clears). The Allied player has two counters. Both counters say "Air Drop?" on one side. The flip side of one counter says "Air Drop!" and the other says "No Drop." After the Allied player decides which turn he wants to drop he places the "Air Drop?" counter "Air Drop?" side up on the Turn Record Track for that turn; he places the "No Drop" counter "Air Drop?" side up on the Turn Record Track for the other turn. When the time for the first possible drop comes, the Allied player flips the "Air Drop?" counter, reveals his intentions and conducts his drop or not. Both players now have a hearty chuckle to relieve the unbearable tension.

Play example: If the weather is clear on the weather check on the second day, Drop Two will happen on the 0900 turn or the 1100 turn (and the Allied player makes his choice and places his "Air Drop?" counters accordingly). But if the weather is fog, then the drop can only happen two or three turns after the fog clears (if the fog clears). Let's say the fog clears on 0900 (i.e., 0900 is the first clear weather turn of the day). The next drop will be on the 1300 or 1500 turn (and the Allied player makes his choice and places his "Air Drop?" counters accordingly). If the weather had been rain, there would be no drop that day and the Allied player would have to wait until the third day to try and make Drop Two.

### 3.3 Where to Drop

The map has numerous marked airborne zones, designated by letter, which are either drop zones (DZ—meant for paratroops; glider Units landing in drop zones may suffer), or landing zones (LZ—fine for either paratroops or glider troops) or combined drop zone/landing zones (DZ/LZ—also fine for either paratroops or glider troops). Every Allied airborne Division is assigned a number of airborne zones that its Formations (and only its Formations) can use.

The hexes for the drop zones are:

DZ/LZ Y: 12.12, 12.13, 13.13, 13.14, 13.15, 14.13, 14.14, 14.15, 15.13, 15.14, 15.15, 15.16, 16.13, 16.14, 16.15, 16.16, 17.14, 17.15, 17.16.

DZ/LZ S: 23.17, 23.18, 23.19, 24.16, 24.17, 24.18, 24.19, 25.17, 25.19, 25.20, 26.19, 27.19, 27.20, 28.19, 28.20.

DZ/LZ X: 18.22, 18.23, 18.24, 19.21, 19.22, 19.23, 19.24, 19.25, 20.21.

DZ/LZ Z: 21.24, 21.25, 21.26, 22.20, 22.21, 22.22, 22.23, 22.24, 22.25, 22.26, 23.21, 23.22, 23.23, 23.24.

DZ/LZ L: 31.21, 32.20, 32.21, 33.21, 33.22, 34.21, 34.22.

SDPV (DZ/LZ\*): 41.22, 41.23, 42.21, 42.22, 42.23, 43.22, 43.23.

DZ/LZ\* V: 36.28, 36.29, 37.29, 37.30, 38.28, 38.29, 38.30.

DZ/LZ\* K(alt): 33.35, 33.36, 33.37, 33.38, 34.34, 34.35, 34.36, 34.37, 34.38, 35.35, 35.36, 35.37, 35.38, 35.39, 36.35, 36.36, 36.37, 36.38.

DZ/LZ\* K: 46.34, 47.34, 47.35, 47.36, 48.33, 48.34, 48.35, 48.36, 49.34, 49.35, 49.36, 50.34, 50.35.

DZ/LZ O(alt): 11.87, 12.86, 12.87.

DZ/LZ O: 23.87, 23.88, 24.86, 24.87, 24.88, 25.86, 25.87, 25.88, 25.89, 26.86, 26.87, 26.88, 27.86, 27.87, 27.88, 27.89, 28.86, 28.87.

DZ/LZ P: 25.77, 26.75, 26.76, 26.77, 26.78, 27.76, 27.77, 27.78, 27.79, 28.77, 28.78.

DZ N: 50.88, 50.89, 51.88, 51.89, 51.90, 52.87, 52.88, 52.89, 52.90, 53.89.

LZ N: 53.85, 53.86, 54.85, 54.86, 54.87, 55.85, 55.86, 55.87, 55.88, 56.85, 56.86, 56.87, 57.85, 57.86, 57.87.

DZ/LZ T: 53.81, 53.82, 54.79, 54.80, 54.81, 54.82, 55.79, 55.80, 55.81, 55.82, 55.83, 56.79, 56.80, 56.81, 56.82, 57.80, 57.81, 58.80.

#### 3.3.1 The Historical Drop Scenario

All drop numbers and airborne zones are on the reinforcement schedule—just follow that. Note that even though the term "sticks" is used to refer to all the drops in a hex, we are aware that these are not really sticks, rather the term is used to add flavor.

#### 3.3.2 The Free Drop Scenario

Before the game starts, the Allied player secretly assigns DZ/LZs for all of his Drops. Each day's drop composition may not change. You are deciding where Units drop - not which Units may drop. Only one Formation can use a DZ/LZ each turn. That means one Formation per airborne zone per drop number. You must plan all drops for the entire game before play starts - this includes one Supply DZ for each Airborne Division.

Units belonging to an Independent Formation may be designated to drop in any Division airborne zone as long as that airborne zone is being used that turn by another Formation of the Independent Formation's Division; however, Units belonging to an Independent Formation do not all have to arrive in the same airborne zone.

### 3.4 How to Drop

Place one or more Units in any hex in the appropriate airborne zone. There are no stacking restrictions, but Units cannot drop in Column (they can drop mounted if they wish). Each Unit that drops gets a glider/paradrop marker placed on top of it (more on this below); in addition, a Unit adds an extra glider/paradrop marker for each delay it has suffered (more on this below as well). Dropped Units can be fired at during subsequent enemy activations, but the drop itself does not trigger Opportunity Fire.

#### 3.4.1 The Drop Table

All Units that drop must have their fate decided with a die roll on the Drop Table. Roll for Units in Drop One as soon as they drop. Roll for Units in subsequent drops the first time they activate after the drop. The Drop Table has various results, which include elimination, Step loss, activation delays, and no effect. Only one roll per Stick is made.

Glider troops that are landing in drop zones (DZs) (instead of landing zones (LZs)) suffer a +2 modifier on the Drop Table. Some airborne zones on the map are marked with an “\*”. Glider troops landing in these airborne zones suffer an additional +1 modifier on the Drop Table. A Unit landing in an airborne zone also suffers an additional +1 modifier for every German Unit that is in **any** hex within the airborne zone, a +1 modifier for German non-88 Unit that projects a Fire Zone into **any** hex of the zone, and a +2 modifier for every 88 flak Unit with a Fire Zone into **any** hex of the airborne zone. You can identify an 88 by the caliber on the counter (see page 2).

All of these modifiers are cumulative and apply when the parachuting or glider Unit fire first becomes active.

#### 3.4.2 Glider/Paradrop Markers

Each glider/paradrop marker on a Unit takes the Unit one Action to remove. Removing a glider/paradrop marker is an Action but does not trigger Opportunity Fire. Drop One Units **do not** receive one of these markers unless marked Delay in the Drop One schedule.

### 3.5 Supply Drop Zones

Every day, there is a supply drop for the 1st Airborne and 82nd Airborne Divisions. The drop takes place at the same time any reinforcements arrive that day for these Divisions. If the Division will not be receiving any reinforcements (either due to the weather or the reinforcement schedule) a supply drop will take place at either 1300 or 1500. Indicate the time of this drop using the “Air Drop?” markers. The scenarios will tell you which drop zone is designated as the supply drop zone if the Free Drop scenario is not being played.

If any enemy Unit is in the supply drop zone at the time of the supply drop, then the supply drop is interdicted. Place the SDZ Closed marker on the player aid chart for the Division whose supply drop was interdicted. All Units of this Division suffer a -1 Troop Quality Rating modifier until the next supply drop the next day.

### 3.6 Changing the Drop Location

You can try to change future drop locations for a Division during the reinforcement phase of any 0700 turn.

To change drop location, roll on the Drop Zone/Landing Zone Changing Table. If successful, you can replan all remaining drops for the rest of the game for the Division and also reassign the supply drop zone for the Division. All the rules for planning a free drop at the start of a game start (see Exclusive Rule 3.3.2) still apply. Any drops for that day that were replanned will come in on the 1500 or 1700 turn (the Allied player picks as described above). Future drops all take place at the normal time.

If you roll abort, you do not change your drops and all your scheduled drops are delayed 24 hours for that Division.

If you roll no effect, there is, well, no effect. Just carry out your drops as planned.

## 4.0 The Club Route



The Club Route is the name given to the road that the British XXX Corps used in the Market-Garden campaign. The Club Route was the advance route of XXX Corps as well as XXX Corps' supply and communications lifeline, and is therefore of key importance in the game.

Historically, the British determined the Club Route as circumstances (i.e., demolished bridges and Germans) dictated, and you as the Allied player will do the same thing.

Play note: When you read the rules below, keep in mind that for the length of this campaign, the Club Route was crammed with supply vehicles that are not physically represented in the game.

#### 4.1 How the Club Route Affects Certain Units

The Club Route is either “open” or “closed.” If the Club Route is closed all Units of the 43rd Infantry Division and the Guards Armored Division suffer a -2 modifier to their Troop Quality Rating. If the Club Route is closed at any point in time, place the Club Route closed markers on the player aid sheets for the 43rd Infantry Division and the Guards Armored Division. As soon as the Club Route opens up again, remove these markers.

## 4.2 How to Determine the Club Route

At the turn after the second Group Hot reinforcements move onto the map of September 19th, the Allied player decides what the Club Route will be for the rest of the game; it never changes after that. To establish the Club Route, the Allied player can pick any road hexes that:

- (i) are connected to each other; and
- (ii) are connected by consecutive road hexes to both Club Route symbols on the map (hexes 03.94 and 38.70 or 03.94 and 36.67); and
- (iii) are colored purple.

And yes, the Club Route, when chosen, can include demolished bridges, a barrage marker, or German Units—if so, the Club Route will begin its career closed (see below). The players can use the Club Route chits provided in any way that is helpful for them to mark the Club Route. The possible Club Route roads are colored purple to help in selecting a Club Route.

The Units on Club Route can move 5 hexes per activation if it starts and ends the movement in Column, and there are no additional movement costs encountered (such as moving through a Barrage Marker). If a Unit reaches the end of Club Route use a fraction of the remaining MPs (so if a 13 MP unit has moved 2 hexes on Club Route and comes to the end, it has 3/5 of its movement remaining so 7 MP...round fractions down). This is a change from the movement costs printed on the charts.

### 4.2 How the Club Route is Closed

The Club Route is closed if a German Unit occupies a hex on it, there is a barrage marker on it, or a bridge on the Club Route is demolished.

The scenario may also state turns when the Club Route is automatically considered closed due to events taking place off-map.

### 4.3 The Club Route and Reinforcements

Prior to the 1100 turn of September 19, all Guards Armored Division Units enter play in the reinforcement box on the Club Route that is marked by a XXX Corps symbol. With the two exceptions listed below, and those reinforcements relieving the garrison of Mook or Grave (see Special Rule 5.5), all Allied non-airborne reinforcements entering the game after Club Route has been declared may not leave the Club Route until they reach hex 38.70 (the end of the Route). When they get to the end of the Club Route at Nijmegen they are free to move normally. If a Unit on the Club Route is forced to retreat off the Club Route, it is eliminated (this applies at all times).

There are two Brigades and an Artillery Battery that are attached to the 82nd Airborne Division (they are colored

green). These units are all exempt from the Club Route restrictions and may move freely as soon as they are in play.

## SPECIAL RULES

The following are special rules that are used in some scenarios. Each scenario will state which rules are to be used, and if they are modified in any way.

### S1.0 Artillery Parks



Several Divisions have an artillery park marker, and Korps Feldt has two artillery park markers.

During the reinforcement phase any of these Divisions can place its artillery park marker on the map. An artillery park marker with a non-zero value must be placed in its Divisional reinforcement hex. An artillery park marker with a zero value can be placed in any hex that is within the Command Range of a Leader of its Division and not in an enemy Fire Zone.

When Indirect HE Units are in the same hex as the artillery park marker, they can be removed from the map and placed in the Artillery Park Box on the player aid chart. At their next activation they may start to perform Indirect Fire. Like the Roach Motel, Units can never leave an Artillery Park after they have entered it.

Units in an Artillery Park may never perform Direct Fire.

Units in the Artillery Park Box are always In Command. When calculating the range from an Indirect HE Unit in the Artillery Park Box to a target hex, count from the artillery park marker to the target, and add the number printed on the artillery park marker. Use this method to determine both maximum and minimum range.

If an enemy Unit enters the hex with an artillery park marker, all the Indirect HE Units in the Artillery Park Box are eliminated. Artillery parks are not Units, and may never be targeted by enemy fire.

Once an artillery park marker has been placed on the map, it cannot be moved.

### S2.0 Road Blocks and Rearguards

Unless a scenario states otherwise, the number of road blocks and Rearguards available to a player is limited by the counter mix.

### S3.0 Random Events



In some of the scenarios, random events are used. These come in the form of color-coded

event markers that are placed blindly on the map according to the scenario rules. A hex containing an event marker is an “event hex.” At the instant an Allied Unit is in a hex adjacent to an event hex, the German player has the option of triggering the event (but he cannot look at the marker before he decides); if the German player decides not to trigger the event, the marker stays where it is until the next time an Allied Unit is in a hex adjacent to it, at which time the German player has the same option.

At the end of the night turn on September 17th remove all untriggered red event markers from the game. Remove all untriggered green event markers at the end of the night turn of September 18th.

The events are as follows:

- No Event – nothing happens. The marker is removed from the map.
- Ambush – the German player may make an immediate Direct Fire attack on the triggering Unit or stack, using the white box on the Combat Results Table and a Fire Rating of 6. Only negative modifiers apply to this attack. After resolution, the event marker is removed from the game.
- Tank Scare – any Unit in Column that is in or adjacent to the event hex must immediately leave Column and take a Cohesion Hit; this is not an Action and does not trigger Opportunity Fire. The event marker remains in place for the remainder of the game turn and affects any Unit in Column that moves adjacent to or into the event hex. If a Unit cannot leave Column due to terrain restrictions, the Unit just takes a Cohesion Hit.
- Lost – the triggering Unit (or, if a triggering stack of Units, randomly pick a Unit from the triggering stack) is moved by the German player in any manner he wishes up to the Unit’s full (not remaining) movement allowance and according to all normal movement and Opportunity Fire rules (Opportunity Fire would only take place if the lost Unit begins its movement by the German player in a German Fire Zone). However, this “lost movement” ends as soon as the lost Unit enters an enemy Fire Zone. At the end of movement and after any Opportunity Fire is resolved, the Unit is Suppressed. During this lost movement the German player can put the Unit into or out of Column but he may not force march the Unit. After this lost movement is completed, the Unit’s activation is over.
- Kompanie Weber appears – this Independent Hohens- taufen Unit comes into play, and remains in play for the remainder of the scenario.
- SS-Pz.A.A. 9 appears – this Independent Hohens- taufen Unit comes into play, and remains in play for the remainder of the turn, after which it is removed from the game.
- SS-Pz.Jg.Abt. 9 appears – this Independent Hohens- taufen Unit comes into play, and remains in play for the remainder of the scenario.
- KG Buttlar appears – this Independent Hohenstaufen Unit comes into play, and remains in play for the remainder of the scenario.
- Pz-Ers. appears – this Independent Korps Feldt Unit comes into play, and remains in play for the remainder of the scenario.
- Fusilier 39 – this Independent Korps Feldt Unit comes into play, and remains in play for the remainder of the scenario.
- Ers-PaK – this Independent Korps Feldt Unit comes into play, and remains in play for the remainder of the scenario.
- Flakbatterie Beck – this Independent Korps Feldt Unit comes into play, and remains in play for the remainder of the scenario.
- POW – The Unit that revealed this event is removed from the game and placed in the American supply drop zone two turns later during the reinforcement phase (place the Unit on the Turn Record Chart to help remember to bring it back). Should a stack of Units trigger the event, all units in the stack are removed for two turns.
- KG Runge! – Remove the event from the map, and place the five Korps Feldt Independent Units of KG Runge either in the hex that contained the event, or in an adjacent hex that is not in the Fire Zone of the Unit that triggered the event (and this hex cannot contain another Allied Unit). These Units all remain in play for the rest of the scenario. Unlike other Independent Units, KG Runge Units can rout when any Unit takes a Step Loss. If a rout occurs, all units of KG Runge are removed from the map and never return to play.

Play Note: When a Unit appears as an event, it must follow all regular rules applying to normal Units. For example, Vehicle Units may have to be placed in Column should the event hex be in a town.

## S4.0 German Special Rules

### S4.1 Germans in Germany

All German Units in Germany add 1 to their Troop Quality

Ratings for all purposes. Germany is on the eastern edge of the map and is depicted with a darker shade to help recognition.

**S4.2 German Supply**



If the Arnhem Road Bridge is not German controlled, all Hohenstaufen Division and Frundsberg Division Units south of the Rhine have their Troop Quality Rating reduced by 1 for all purposes. Mark this immediately on the Hohenstaufen and Frundsberg player aid charts with the Bridge Closed markers as a memory aid. If the Arnhem Road Bridge comes under German control, flip these markers to their bridge open side; the effect is immediately removed.

**S4.3 German Airpower Availability**

First, the German player can only use his Air Units on hexes north of the Rhine. Second, the German player can only target Units that are in hexes that provide no negative terrain modifier to the targeted Units. Woods may not be targeted.

The German player receives three air Units, which he may or may not be able to use each day. On the 0700 turn of each day (or the 1500 turn of the first day of the game), the German player rolls three dice to see if he receives airpower for that day. Each die roll corresponds to the turn on which the German player will receive one air Unit that day:

Die Roll	Turn Air Unit is Available
0	0700
1	0900
2	1100
3	1300
4	1500
5	1700
6	1900
7, 8, 9	No Air Unit

For example, if the die rolls are 1, 1, and 8, then the German player gets two of his air Units on the 0900 turn and he doesn't get the other one on this day. Remember—air strikes on clear weather turns only! So if, in this example, there were fog at 0900, the German player would lose the opportunity to use these air Units for that day.

Play note: Since the first turn of the game is 1500, the German loses the chance to use his air Units on rolls of 0, 1, 2 or 3 on the first day.

**S4.4 German Rout**

On September 17th to 20th (inclusive), when any non-Independent German Unit belonging to Korps Feldt or the Division von Tettau takes a Step loss, there is a chance that the Unit's Formation may rout. Roll on the below table to see if the Formation routs. If it does, remove all of the Formation's Units and its Leader from the map immediately (any condi-

tional markers are removed). They return two calendar days later on the 0700 turn as reinforcements. If any Units were removed as two-Step Units reduced to one-Step Units, they return as one-Step Units, and Units that were eliminated do not return. In addition, remove all Independent Formation Units of that Division that are only within Command range of the routed Formation's Leader. If there are any other leaders that could command the Independent Unit, the Unit does not rout. Routed Independent Units return with the Formation that caused their rout.

If the routed Formation has any reinforcements scheduled to arrive before the routed Formation returns, these reinforcements are delayed, and arrive when the routed Units return.

Day	Die Roll Needed For A Rout*
September 17 or September 18	0-2
September 19 or September 20	0-1
After September 20	No rout possible

\*The German player can spend 1 Command Point to add 1 to the die roll, and 3 Command Points to add 2 to the die roll.

**S4.5 German Reorganization**

**S4.5.1 KG Krafft**



When KG Bruhn enters as a reinforcement on 1900 on September 18th, all the Units of KG Krafft can either remain as they are, or be replaced by identical Units under the command of Bruhn. Replacement counters are included for KG Bruhn for the command reorganization. Either all Units change command or no Units change command. The status of the Units (Suppressed, in Column, etc.) is not changed in any way.

**S4.5.2 Hohenstaufen Division**



At the start of the September 20th night turn the Hohenstaufen Division reorganizes. Flip the Sperrlinie Spindler Leader counter. KG Spindler Leader is now in play. Remove the following Leaders from play and place them on the player aid: KG Harder, KG Krafft, and KG von Allworden. All the Units that were originally under the command of these are now under the command of KG Spindler.

Play note: If the German player attached the KG Krafft Units to KG Bruhn (see 4.5.1), the original Units of KG Krafft are exempt from the Hohenstaufen reorganization.

**S4.5.3 Frundsberg Division**



At the start of the September 20th night turn the Frundsberg Division may reorganize. The German player may remove any Frundsberg

Formation Leaders and replace them with the KG Frundsberg Leader. The German player may remove as many of these Leaders as he wishes, and those Formations that have their Leader removed are now under the command of KG Frundsberg. The German player stacks the KG Frundsberg Leader with any Unit under its command. Place the removed Leaders in the KG Frundsberg box on the player aid card. Artillery and Independent Units may not be added to KG Frundsberg.

#### S4.5.4 Ostuf. Hartung



The Leader of KG Henke for September the 17th is Ostuf. Hartung. On the 0900 turn of September 18, replace Ostuf. Hartung with Oberst Henke, and remove Ostuf. Hartung from the game.

#### S4.6 Command for German Independents

The following German Independent reconnaissance Units can trace command to Leaders of either the Hohenstaufen Division or Frundsberg Division:

- 1./SS-Pz. A.A. 9
- 3./SS-Pz. A.A. 9
- 5./SS-Pz. A.A. 9
- 1./SS-Pz. A.A. 10
- 3./SS-Pz. A.A. 10
- 5./SS-Pz. A.A. 10

#### S4.7 German Flak Units

At the start of the game, the German player randomly places his immobile flak Units face down in the hexes designated in the scenario setup rules. The flak Units are flipped over on the first turn of the game during step 5 of the sequence of play.

#### S4.8 Northern von Tettau Reinforcement Hex "A"

Any reinforcements arriving in this hex are not placed on the map until after the reinforcing Units have been activated once. Note that these Units are Out of Command until on map.

#### S4.9 German Deployment Limits

Units of the Hohenstaufen Division cannot move south of the Rhine (from hex 01.35 to 72.56), unless the Arnhem Road Bridge is German controlled.

To activate normally Units of the Frundsberg Division must be (i) in Arnhem or Nijmegen (yellow tinted hexes) or (ii) north of the Waal and (iii) south of the Rhine. Frundsberg Division Units (including reinforcements) that do not conform to these restrictions must obey the Division activation restrictions, no matter how they are activated (i.e., treat any activation as resulting from a Division Activation Chit). As

soon as a Frundsberg Unit is in the right area, the restriction is lifted—even during an activation (so a Frundsberg Unit that begins a movement Action south of the Waal and moves north of the Waal could then move into an enemy Fire Zone). The converse is also true—the restrictions kick in during an activation if a Frundsberg Unit moves out of the magic area.

All Units of the Division von Tettau must stay north of the Rhine at all times.

All Units of Korps Feldt must stay south of the Waal at all times.

#### S4.10 German Radio Contact

Indirect HE Units of the Hohenstaufen and Frundsberg Divisions may not use spotter Formations from Korps Feldt or Division von Tettau. Indirect HE Units of Korps Feldt may not use spotter Formations from the Hohenstaufen or Frundsberg Divisions.

#### S4.11 SS Artillery Units

When the 1./ARKO 191; 2./ARKO 191; 3./ARKO 191; SS-Mörser Abt.102 artillery Units enter play, each Unit can either be assigned to the Hohenstaufen Division or the Frundsberg Division. The German player decides which Division they will all be assigned to (they may be assigned to different Division), and places the appropriate colored counters as reinforcements. There are two sets of counters for these Units, one for the Hohenstaufen Division and the other for the Frundsberg Division.

### S5.0 Allied Special Rules

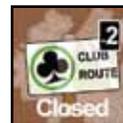
#### S5.1 Allied Supply

##### S5.1.1 Interdicted Drop Zones



If a German Unit occupies a hex in a Division's supply drop zone at the time of the supply drop, then all Units of that Division have their Troop Quality Rating reduced by 1 until the next non-interdicted supply drop. Supply drop occurs during the Reinforcement Phase.

##### S5.1.2 Club Route Closed



If Club Route is closed, all 43rd Infantry Division and Guards Armored Division Units have their Troop Quality Rating reduced by 2.

#### S5.2 Allied Dispatch Point Discounts

For the 1st Airborne, 82nd Airborne, and 43rd Infantry Divisions, if the Allied player purchases two Formation Activation Chits of the same Division at the same time, he may add into the mug the Independent Formation and Artillery Formation Activation Chits of the Division at no additional cost in Dispatch Points.

For the Guards Armored Division, if the Allied player purchases both the Group Hot and the Group Cold Formation Activation Chits at the same time, he may add the Guards Armored Independent Formation and Guards Armored Artillery Formation Activation Chits at no additional cost in Dispatch Points.

### S5.3 Polish Units



The Poles proved to be very aggressive and effective fighters in this campaign but they did show a propensity to firing at anything and everything not Polish. Because of this, whenever a Polish Unit fails a Troop Quality Check for any reason, it must immediately fire at the nearest non-Polish Unit of the Allied player's choice, even if the Unit is another Allied Unit (it is also the Allied player's choice whether the Polish Unit will try to obtain the Company Bonus). Implement the results of the Troop Quality Check (who knows, maybe the unit will get Suppressed!) before the involuntary fire, but do nothing else until the involuntary fire is resolved. If the unit can't fire per normal rules (it is Suppressed, or has no LOS, for example) it does not fire. This Direct Fire does not count as an activation. Note that the Polish Units have a \* next to their Troop Quality Rating to help you to remember this.

### S5.4 Night Turn Restrictions on Guards Armored and 43rd Infantry

The Allied player may not purchase any Formation Activation Chits for the Guards Armored Division and the 43rd Infantry Division to play it during a night turn. If one of those chits is drawn as the last chit on a 1900 turn it is wasted and not played during the night turn (and the first chit in play for that night turn is the first chit drawn from the mug).

### S5.5 The Grave and Mook Garrisons

By the beginning of the September 17th night turn the Allied player must garrison Grave if the Grave bridge is not demolished, and he must garrison Mook if the Mook bridge is not demolished. Each garrison must consist of all the in-play Units of an American battalion of the Allied player's choice (that is, one battalion for each garrison). The Units of an American battalion all have the same number as the second part of their designation (i.e., the 2 in D/2/504). All Units of a garrison cannot move more than 5 hexes from the town they are garrisoning, and if outside this range when the garrison is declared, must use all activations to move within range. Americans garrisoning Grave or Mook are relieved by the British Units so designated on the reinforcement schedule. British garrisons are successively relieved by future reinforcements so designated on the reinforcement schedule. The relieving garrison must be in position before the relieved garrison can depart. These relieving Units are allowed to move off of the Club Route once they have crossed either the Grave Bridge or the Mook Rail Bridge. If all the Units of a battalion are eliminated, an alternate battalion must be selected to take its place.

Prior to declaration of Club Route, if the Grave bridge is destroyed, the Grave garrison requirement is lifted; the same is true for the Mook bridge and the Mook garrison.

When the Allied player declares the Club Route, he only has to garrison Grave or Mook—selecting the town that Club Route passes through—for the rest of the game. This garrison requirement is independent of bridge status.

If enemy action causes Units of a battalion to be more than 5 hexes from the town they are garrisoning, the Units must counterattack to get back within range.

### S5.6 1st Airborne Deployment Limit

Units of the 1st Airborne Division may never move outside their deployment area, indicated by the red deployment line. If a Unit is forced to retreat outside this area, it is eliminated.

### S5.7 82nd Airborne Deployment Limit

Units of the 82nd Airborne Division may never move outside their deployment area, east of the green deployment line and north of the Waal (except for the small area north of the Waal at Nijmegen, and south of the green deployment line). If a Unit is forced to retreat outside this area, it is eliminated.

### S5.8 43rd Infantry and Guards Armored Divisions Deployment Limit

Once the Club Route has been declared, all Units of the 43rd Infantry and Guards Armored Divisions must stay on the Club Route until they reach its end at Nijmegen. Once a Unit enters the terminus, it is no longer subject to this restriction. If a Unit on Club Route is forced to retreat off Club Route, it is eliminated. These Units can also ignore the two-hex limit on approaching a Hohenstaufen/Frundsberg reinforcement entry hex. If a 43rd Infantry and Guards Armored Division Unit enters a Hohenstaufen/Frundsberg reinforcement hex, the hex cannot be used for the rest of the game, and any German Units in the hex are eliminated. If a 43rd Infantry or Guards Armored Division Unit is within 2 hexes of a Hohenstaufen/Frundsberg reinforcement hex, it cannot be used that turn. If a German Unit cannot arrive because of an Allied Units proximity to all its reinforcement hexes, the reinforcement never enters play for the rest of the game.

No units of 43rd Infantry or Guards Armored may cross the Pannerdensch Canal at any time throughout the game.

### S5.9 1st Airborne and 82nd Airborne Division Non-Formation Command

1st Airborne Division Units are considered In Command if they are within Command Range of any 1st Airborne Division Leader and not just their Formation Leader. However, if a 1st Airborne Division Unit is In Command by a Leader other than its Formation Leader, it must pay 2 Command Points for an

Action that would otherwise cost 1 Command Point. Not withstanding this rule, a 1st Airborne Division Unit that is in the Command Range of another 1st Airborne Division Leader does not become Active if the Formation Activation Chit of the other 1st Airborne Division Leader is drawn.

This rule also applies to the 82nd Airborne Division: just read the above paragraph, substituting "82nd Airborne Division" for "1st Airborne Division".

**S5.10 Group Hot and Group Cold Reorganization**

At the start of the September 23rd 0900 turn the Allied player must remove all of the Units and Leaders of two of the following four Formations: Welsh Guards, Irish Guards, Coldstream Guards, Grenadier Guards. He must also remove the Group Cold Formation Activation Chit from the game. The remaining two regiments become attached to Group Hot for the remainder of the game.

**S5.11 Piggyback Mode**

Infantry Units of the Irish Guards without Organic Transport may "piggyback ride" on Vehicle Units of their Formation. These Units can use piggyback mode only when arriving as reinforcements or if the scenario sets-up the Units in piggyback mode.

**S5.11.1 Starting in Piggyback Mode**

When a Unit starts in piggyback mode, the two Units move as one, but only when the Vehicle Unit is activated.

**S5.11.2 Exiting Piggyback Mode**

During the Vehicle (not the Infantry) Unit's activation, the two Units can exit piggyback mode if the Vehicle Unit expends half of its printed movement allowance. The Infantry Unit is then dismounted and the Vehicle Unit completes its activation. The now dismounted Infantry Unit may not be in Column. Dismounting is a Movement Action performed by the Vehicle Unit and does trigger Opportunity Fire. The Opportunity Firing player gets to decide when to shoot, i.e., before or after the dismounting. If the Opportunity Fire takes place after dismounting, only the Infantry Unit is the target, otherwise the Vehicle Unit is the target and Rule 5.12.4 applies.

**S5.11.3 Restrictions on Piggyback Mode**

One Infantry Unit can piggyback on one Vehicle Unit at a time.

A Vehicle Unit cannot carry an Infantry Unit unless the Vehicle Unit has at least as many Steps as the Infantry Unit.

Vehicle and Infantry Units in piggyback mode together count as one Unit for stacking purposes, but both count against the mass modifier.

Infantry Units in piggyback mode can perform no Actions.

The Vehicle Unit cannot perform any Action other than move while in piggyback mode (and yes this restriction includes Assault and performing Opportunity Fire) and dismounting the Infantry Unit.

Infantry Units with an Organic Transport can never piggyback.

**S5.11.4 Piggyback Mode and Combat**

When fired on by Direct or Indirect Fire (and airstrikes), Units in piggyback mode both count for the mass modifier. Both the Infantry Unit and the Vehicle Unit suffer the same fire combat die roll as if they were fired on separately, i.e., just apply the roll first to one and then to the other. Any terrain modifiers or marker modifiers for the Vehicle Unit also apply to the Infantry Unit. If either Unit takes a fire result (remember that passing an "S?" is no effect), the Infantry Unit must dismount (this does not trigger Opportunity Fire) immediately, and the combat results are then applied. This mandatory dismount ends the Activation of the Vehicle Unit. If the dismount causes overstacking in the hex, eliminate the Infantry Unit. The Infantry Unit may not be in Column when it dismounts.

If the Units are Assaulted, the Infantry Unit must dismount (and this does not trigger Opportunity Fire) when the Assault is declared, and then perform the Assault procedure as normal, starting with Opportunity Fire from the Units being Assaulted. If this dismount causes overstacking, eliminate the Infantry Unit.

If the Vehicle Unit in piggyback mode is the target of Indirect Fire, and this causes a mandatory dismount, the Infantry Unit suffers the result of the Indirect Fire die roll along with the Vehicle Unit but does not also take the "S?" result that other Units in the hex have to take.

**S5.12 American Telephones**



An American Unit is In Command if both the Unit and Leader are in a town, city, fortified hex, strongpoint or an observation post and the Leader has a telephone symbol on his counter. The two hexes can be anywhere on

the map.

**S5.13 Dutch Oranje-Bon Units**



On the first 0700 turn that there are no German Units within the city limits (yellow tinted hexes) of Nijmegen, place the two Oranje-Bon Units anywhere within the city limits of Nijmegen. Treat these Units as Independent Units of the 43rd Division.

### S5.14 Princess Irene Artillery



The Princess Irene artillery Unit is under the command of Brig. Heath of the 43rd Artillery Formation at all times.

### S5.15 Princess Irene Brigade



The Princess Irene Brigade is attached to the 43rd Division, and acts as its own Formation within the Division.

### S5.16 Allied Airstrikes

Allied player may make a limited number of airstrikes against any flak Units or Vehicle Units. The vehicle Units must be in Column in order to be targeted by an airstrike. When Drop One takes place, the Allied player may make nine airstrikes north of the Waal and eight airstrikes south of the Waal. During the turn that Drop Two takes place, the Allied player may make seven airstrikes north of the Waal and six south of the Waal. During the turns of all subsequent drop, the Allied player may make three airstrikes north of the Waal and three south of the Waal.

### S5.17 Self Command

The following four Allied Units are always considered to be in Command, no matter how far they are from any Leader:

- Team Claude
- Team Clarence
- 1 AB Recce Sqn
- 82 Recon

### S5.18 Household Cavalry Command

The following Allied Units of the Household Cavalry can be commanded by any Leader of the 43rd Division or Guards Armored Division:

- A/2 HHC
- B/2HHC
- C/2 HHC
- D/2 HHC

## OPTIONAL RULES

The following are optional rules than may be used if both players agree to them.

### O1.0 American Glider Pilots



On any September 20th turn the Allied player can place the five American glider pilot Units at the moment any German Unit comes within three hexes of a bridge that is on the Club Route. The glider pilot Units are placed in the

two hexes on either side of the bridge hexside (3 in one hex and 2 in the other, Allied player's choice).

### O2.0 Boresighting



When a Unit is activated, it can declare boresighting. The Unit may do this at any point in its activation, and this is not an Action. The owning player secretly picks one hex in the Unit's Fire Zone as a boresighted hex and writes down where it is. The Unit's Fire Zone is now restricted to that one hex.

If the Unit fires at an enemy Unit in this hex, reveal that this is the boresighted hex, and place a boresight marker in this hex. The firing Unit receives an additional +2 Fire Rating modifier.

If a Unit moves it loses its boresighted hex. During an activation the Unit may also freely cancel the boresighted hex and revert to a normal Fire Zone, or reselect which hex is boresighted.

### O3.0 German Assault Engineer Units

The following three Hohenstaufen Independent Units are assault engineer Units:

- 1./Pio-Lehr.Btl 9
- 2./Pio-Lehr.Btl 9
- 3./Pio-Lehr.Btl 9

The following three Korps Feldt Independent Units are also assault engineer Units:

- 1./KG Höxter
- 2./ KG Höxter
- 3./ KG Höxter

Whenever these Units assault a city or fortified hex, they receive a +2 modifier to both their Fire Rating and Assault Rating.

### O4.0 Jan van Hoof



Jan van Hoof is placed in hex 42.65 at the start of play.

After the September 18th 0700 turn he may at be activated. To activate Jan, the Allied player shouts "Run, Jan, Run" as loudly as possible (although historically he used a bike). The game pauses as Jan is activated and starts to move to hex 41.65 and then 41.64. If he makes it to 41.64 the Nijmegen Road Bridge becomes unwired. Jan may enter German occupied hexes and may take Opportunity fire from only those units (as if at one hex range). Any result from fire (not including S?), and Jan is

removed from play. If this option is used, the Nijmegen Road Bridge starts the game wired.

## 05.0 Routed Units

A routed formation may return to play in one day instead of the two in the standard rules. If the Formation routs in the 7am turn, a die roll of 5 or less is needed to return the next morning. 9am, 4 or less; 11am, 3 or less; 1pm, 2 or less; 3pm, 1 or less, and if on the 5pm turn, a 0 only. Units routed on the 7pm or night turn, automatically arrive in 2 days per the standard rules.

## 06.0 Alternate Chit Draw Mechanism

The Grand Tactical Series game system was created to attempt to follow actual battlefield pacing as much as possible. We fully recognize that some of the system might strike the true cardboard warrior as a little too limiting. For those players that want more fighting and a more dynamic game, we offer this alternative way of playing. Discard the Direct Command chit from the game and disregard all the movement and fire restrictions on the Division Activation. Play the remainder of the game as per the rules. This will be a more "standard" wargame.

Losses should skyrocket so you might want to play this method with the replacements optional rule as well. No promises on historical accuracy and timing here but it should be a lot of fun to play.

## 07.0 German Lost Rule

The following rule is suggested in order to prevent some highly mobile German Units from roaming in an ahistorical manner.

Anytime a German Unit is more that twice the range from a Leader that can Command it, the Unit must make a Troop Quality Check each time it attempts to move to a hex that maintains or increases this distance. If the Unit fails the Troop Quality check it becomes lost, and the Allied player gets to move the Unit following the Lost random event rules. Once the Allied player starts moving the Unit, no more Troop Quality Checks need to be made.

## 08.0 Ox and Bucks, Airborne Tanks, and 52nd Air Landing Division

### 08.1 Ox and Bucks

The Ox and Bucks Unit and the 247 Field, RE Unit can be placed in hex 50.29 when the Allied Player conducts Drop One. These arrive via glider with an additional +1 modifier on the Drop Table. If this optional rule is in play then the Hohenstaufen Division independent Units 1./SS-Pz.A.A.9; 3./SS-Pz.A.A.9; 5./SS-Pz.A.A.9 arrive at 1700 in reinforcement hex E or F on the 17th rather than at 1900 in Lent.

### 08.2 Airborne Tanks

Players can see if having armor would have mattered.

Included for the 1st Airborne and 82nd Airborne Division are 2 companies of both more plausible Tetrarch tanks, and more capable and less likely Locust tanks. One type of tank should be selected for use. These tanks land in Drop One in any landing zone in use during that drop, with each Unit arriving as a separate stick. Each Unit is placed under a delay marker.

### 08.3 52nd Air Landing Division

At anytime that either the Deelen Airfield or Keent Airstrip (hex 04.86) has been captured (Allied Units occupy at least one hex of the airfield), and there are no enemy Fire Zones projected on any hexes of the airfield, the Allied player may decide to bring the Units of the 52nd Air Landing Division in as reinforcements. Three clear daylight turns after the next clear weather turn, bring in all the Units and place them in any hex of the airfield. Each stack must make a roll on the Drop Table as if entering by a glider, and treat every hex of the airfield as the landing zone in order to determine the modifiers. When the Division lands, it enters play with 0 Command Points and 0 Dispatch Points. Its Command Rating is 2 and the Dispatch Rating is 4 (track the Command and Dispatch Points on the 1st Airborne Division player aid chart).

## 09.0 Divisional Trucks/Jeeps



There is a series of optional Units labeled Divisional Trucks and Divisional Jeeps. These are kept off the map until used.

If In Command, a Unit of the owning Division may use these assets. As an Action the Unit may mount just as if it had Organic Transport. Remove the Unit from the map, and replace it with either the Divisional Jeep or Truck. The Unit is now treated as an Independent Formation Unit until it dismounts. When it dismounts, place the original Unit back on the map, and remove the Divisional Jeep or Truck If from the map. It may now be used again. If eliminated in combat, these assets are removed from the game, otherwise they can be used an unlimited number of times.

When this optional rule is in play, all Organic Transport trucks for the Hohenstaufen Division are removed from the game and these Divisional Trucks replace this Organic Transport. The Hohenstaufen Division Units may start mounted in a reinforcement hex by using the Divisional Trucks.

The counter mix is an absolute limit and players may not create more.

## O10.0 Allied Replacements

This optional rule should be considered if the Allied player is experiencing very heavy loss rates.

Whenever a paratroop Unit is eliminated, place it to one side. At the start of each night turn, one of these eliminated Units can be completely removed from play in order to flip over a one-Step paratroop Unit to make it a two-Step Unit. The Unit that receives the replacement cannot be in an enemy Fire Zone, must be In Command at the start of the night turn, and must be of the same Division as the permanently eliminated Unit.

## O11 Jedburgh Teams



The arrival time and placement is listed in scenario drop compositions when these may be used in the game.

As well as being a unit in all respects, these Units may also be flipped to their reverse side and be used as special ambush counters. Once flipped to their ambush side, they can never flip back. An ambush marker:

1. It is not a Unit, it cannot move, it cannot be activated or perform Actions, it has no Fire Zone, it cannot Opportunity Fire, it cannot be fired at or Assaulted.
2. Any German Unit (or stack) that moves into an ambush marker's hex must pause its activation while the Allied player executes a Direct Fire attack on the Unit (or one Unit in the stack) on the pink box of the Combat Results Table and with a Fire Rating of 4.
3. It is removed only if the Allied player rolls a 9 on a Direct Fire attack.
4. It can never be flipped back over to its Unit side.

## Scenarios

### General Comments

For the scenarios, please remember the following:

All Units start at full strength, unless otherwise noted.

Leaders stack with any of their Units at set-up, unless otherwise noted.

All Units may set-up munter or not, in Column or not (observing stacking limits) at the owning player's choice, except when otherwise noted.

Improved positions, entrenchments, road blocks, and Re-guard Units are only set-up where noted.

No artillery contact markers are placed at set-up, unless otherwise noted.

Reinforcements and air drops may arrive overstacked.

Reinforcements may arrive at any of their divisional reinforcement hexes, unless noted otherwise

Leaders arrive with the first Unit of their Formation, unless otherwise noted.

The last chit drawn for a turn becomes the first chit in play the next turn, except when otherwise noted.

## “A Victory Lost”

1300 9/21/44 — 1500 9/21/44

### Introductory Scenario #1

Although much had gone wrong in Operation Market-Garden, on the morning of September 21 the battle could still be won. The Nijmegen Bridge had just been captured and the Germans had yet to secure the Arnhem Road Bridge so still couldn't flood German force into the Island. The path to victory was open. But it was not to be. Everything that could go wrong did go wrong. Forming up for the attack was delayed for several hours and didn't start until the afternoon. Air support failed when the RAF control set broke – and after that, the backup radio failed. The supporting artillery chose this time to redeploy and was unavailable. The few Germans in the Island were ready. It was a disaster.

Try this scenario with the 179th Field in support and/or three or four Typhoons and see what might have happened if Lady Luck hadn't betrayed the British Army.

### Set-up

The map to be used for this scenario is the “Island Scenario Map”. The first turn of the scenario is 1300, on September 21. Only steps 6 through 9 of the sequence of play are used in this scenario. The weather is clear, and does not change.

### Allied

All the Allied Units are from the **Guards Armored Division, Group Hot Formation**.

1/2 IrishGds (one-Step side) placed in hex 37.58

2/2 IrishGds; 2/3 IrishGds piggyback placed in hex 38.58

3/2 IrishGds; 4/3 IrishGds piggyback placed in hex 38.59

recce/2 IG (one-Step side) placed in hex 39.60

S(Mtr)/3 IG placed in hex 39.61

S(AT)/3 IG placed in hex 40.61

Leader Gwatkin stacks with any Unit of his command.

All Allied Units are in Column and mounted.

### German

All the German Units are from the **Fruntsberg Division**.

**Independent:** Leichte Flak placed in hex 31.57

**KG Henke:** 1./FJ Lehr Stab 1 placed in hex 31.57

**KG Henke:** 2./FJ Lehr Stab 1 placed in hex 30.55

**KG Henke:** 3./FJ Lehr Stab 1 placed in hex 32.55

**Independent:** s.Flak Battr placed in hex 37.54

**KG Knaust:** 1./I./SS-PG.Rgt.21 placed in hex 36.45 (in an improved position)

Fruntsberg artillery park marker is placed in hex 39.47

Leader Henke stacks with any Unit of his command.

### Markers

Place the Nijmegen Railroad Bridge (not wired), Nijmegen Road Bridge (not wired), Arnhem Road Bridge (not wired) on the map. Place a destroyed marker on the Arnhem Railroad Bridge. The Driel Ferry is not in place.

The Allies control the two Nijmegen Bridges; the Germans control the Arnhem Road Bridge.

### Command Values

Dispatch Points are not used this scenario, only Command Point. No Activation chits will be purchased.

For the Guards Armored Division the Command Rating is 3. The division starts with 12 Command Points.

For the Fruntsberg Division the Command Rating is 2. The division starts with 3 Command Points.

### Reinforcements

#### Allied

1300

**Guards Armored, Group Cold:** Recce/2 WG; 1/2 Welsh-Gds; 2/2 WelshGds; 3/2 WelshGds; 1/1 WelshGds; 2/1 WelshGds; 3/1 WelshGds; 4/1 WelshGds; S(Mtr)/1 WG; S(AT)/1 WG

#### German

None

### Chits

The following chits are placed in the mug and randomized:

Guards Armored Division Activation, Allied Direct Command, Group Cold Formation Activation, Fruntsberg Division Activation, German Direct Command.

The Group Hot Formation Activation Chit is not placed in the mug and is the first in play.

No chits are purchased in this scenario.

### Victory Conditions

The scenario ends when the last chit is drawn on the 1500 turn. This chit is not played.

Allied Victory: An Allied Unit is in hex 36.45, and no more than five Step were lost from the following Units:

Recce/2 IG; 1/2 IrishGds; 2/2 IrishGds; 3/2 IrishGds; Recce/2 WG; 1/2 WelshGds; 2/2 WelshGds; 3/2 WelshGds;

German Victory: All other results.

If the last chit is drawn on 1700 turn and no Allied Unit has entered hex 49.30, the German player wins.

### Scenario Special Rules

Group Hot and Cold Formation Activation chits are placed in the cup every turn along with the Guards Armored Division Activation, Allied Direct Command, Fruntsberg Division Activation, German Direct Command, unless it was the last chit drawn in a turn (in which case, it is the first chit of the next turn).

Hex 41.64 is treated as the reinforcement hex for the Guards Armored Division.

All Units of the Guards Armored Division once they leave the 82nd Airborne Division Deployment area must stay west (and not on) of the raised railroad that runs from the Nijmegen Railroad Bridge to the Arnhem Railroad Bridge.

### Special Rules in Effect

S5.11 Piggyback Mode

## “Little Omaha”

1500 9/20/44 — 1700 9/20/44

### Introductory Scenario #2

In one of the most dramatic moments of the war, the 82nd Airborne launched a daring assault across the Waal to capture the Nijmegen Bridges. Unfortunately, all the newspaper press was to the southeast and no one was there to document this moment. No less daring was shown by the British as they charged through the city against strong resistance to meet the lightly armed Americans on the far shore.

### Set-up

This scenario uses the “Island Scenario Map”. The first turn is 1500, on September 20th. Play begins with step 5 of the sequence of play, and steps 1 through 4 will not apply

throughout this scenario. Weather is Clear for the entire scenario.

### Allied

All the Allied Units are from the **Guards Armored** or **82nd Airborne Division**.

**82nd, 504 PIR:** A/1/504; C/1/504; placed in hex 33.61

**82nd, 504 PIR** (except 615 Field, RE which is **Guards Armored, Independent**): Assault Ferry facing hex 36.61 (C/307 Eng and 615 Field, RE are maintaining); I/3/504; H/3/504; G/3/504; S(Mtr)/3/504 placed in hex 35.62

**82nd, 505 PIR:** D/2/505 placed in hex 36.66

**Guards Armored, Group Hot:** 1/2 GG (in Column) placed in hex 36.66

**82nd, 505 PIR:** S(Mtr)/2/505 placed in hex 36.67

**Guards Armored, Group Hot:** 2/1 GG; 3/2 GG (in Column) placed in hex 36.67

**Guards Armored, Group Hot:** King's/1 GG placed in hex 40.64

**Guards Armored, Group Hot:** 4/1 GG placed in hex 40.65

**Guards Armored, Group Hot:** 3/1 GG; S(Mtr)/1 GG placed in hex 40.66

**82nd; 505 PIR:** E/2/505; F/2/505 placed in hex 41.66

**Guards Armored, Artillery:** A/153rd Field, RA; B/153 Field, RA; C/153 Field, RA; 376 go in the Allied Artillery Park box (except 376 which is **82nd; Artillery**)

Leaders Gwatkin and Tucker stack with any Unit of their command. On Leader Gwatkin place In Contact marker for A/153 Field, RA and C/153 Field RA. On Leader Tucker place "In Contact" marker for the 376 and for B/153 Field, RA.

### German

The German Units are from the **Fruntsberg Division**.

**KG Henke:** 1./FJ Lehr Stab 1 placed in hex 37.60

**Independent:** Leichte Flak placed in hex 37.60

**KG Euling:** 1./II/SS-PG.Rgt.19 (in an improved position) placed in hex 41.64

**Independent:** Leichte Flak () placed in hex 41.64

**KG Euling:** 1./Ers-Btl./Euling (in an improved position) placed in hex 41.65

**Independent:** 4./s.Flak Abt.572 placed in hex 41.65

**KG Henke:** Eisb.SIPO (in an improved position) placed in hex 38.63

**KG Henke:** SS-Lazarett.Kp. (in an improved position) placed in hex 38.64

**Artillery:** 1/21/SS-Art.Ausb.5; 2/21/SS-Art.Ausb.5 go in the Allied Artillery Park box

Leaders Henke and Euling stack with any Unit of their command.

A Fruntsberg Sperre is placed in hex 41.62

### Markers

Place the Nijmegen Road Bridge (not wired) marker and the Nijmegen Railroad Bridge (not wired) marker on the map. Germans control both bridges.

Neither player may build any additional road blocks, or deploy any Rearguard Units during the scenario.

### Command values

Each Division has a Command Rating of 4. Dispatch Points are ignored for this scenario, and the activation chits to be used are already determined (see below).

The Command Points at the start of the scenario are:

Fruntsberg – 4 Command Points

Guards Armored – 12 Command Points.

82nd – 8 Command Points.

### Reinforcements

None.

### Chits

The following chits are placed in the mug and randomized:

82nd Division Activation, Guards Armored Division Activation, Fruntsberg Division Activation, German Direct Command, Allied Direct Command, 505 PIR Formation Activation, Group Hot Formation Activation, Guards Armored Artillery Formation Activation, Fruntsberg Artillery Formation Activation, KG Euling Formation Activation.

The 504 PIR Formation Activation chit is not placed in the mug, as it will be the first chit in play for the first turn of the scenario.

The last chit drawn for the first turn is not put into play, instead it becomes the first chit drawn for the second turn.

For the second turn, all the chits are placed back into the mug, except for the last one drawn (as this will be the first one in play). The last chit drawn for the second turn is not put into play, and the scenario ends at this point.

### Victory Conditions

If by the end of the scenario (when the last chit is drawn on the second turn), the Allied player controls both bridges and has at least one unsuppressed Unit in the fort at hex 37.60, the Allied player wins. If the both bridges are contested, the German player wins. All other results are a draw.

## Special Scenario Rules

During this scenario, the Arnhem Road Bridge is contested. Due to this, all German Troop Quality Ratings are reduced by 1.

The 376 82nd Airborne artillery Unit is considered to be in the Guards Armored Division, and is activated when the Guards Armored artillery Units are activated.

All artillery Units are placed in off-map artillery parks. These locations are always In Command, and every hex in the scenario is within range of all the artillery Units.

No Unit in the scenario may move outside the 82nd Airborne Division Deployment Area.

Even though the Leader of the 505 PIR Formation is not on the map, the Units of the 505 PIR Formation are always In Command.

### Special Rules In Effect

S1.0 Artillery Parks

Possible Optional Rules: O2.0

## “Race to the Bridge”

1500 9/17/44 — Night 9/17/44

### Intermediate Scenario #1

These few hours would shape all that followed in Operation Market-Garden. How much force can the British get into the city and can they take the bridge with enough force to hold it until the British Army arrives? Battling chance and Germans, the 1st Para has to move quickly and decisively to grab the prize of the entire operation before the Germans rally and can resist.

#### Set-up

This scenario uses the “Red Devils Scenario Map”. The first turn is 1500, on September 17. Play begins with step 2 of the sequence of play, and there is no need to perform steps 1 or 3. The weather is clear for the duration of the scenario.

Select randomly 9 Hohenstaufen Division flak Units and place them face down on the map in the hexes listed below. Select randomly 11 Frundsberg Division flak Units and place them face down on the map in the hexes listed below.

**Hohenstaufen Division:** 33.30, 36.29, 41.29, 46.26, 50.29, 53.29, 53.30, 59.30, 59.31

**Frundsberg Division:** 37.31, 39.32, 42.29, 42.35, 46.28, 46.32, 49.30, 50.33, 53.33, 59.32, 60.31

Place the following one-Step flak Units on the map:

**Frundsberg, Independent:** 4.RAD-Flak 216 (hex 44.28); s.Flak Battr (hex 49.33)

The Allied player can now perform nine airstrikes with his Air Units against Flak Units. Once these airstrikes have been resolved, flip over the remaining flak Units.

Place the 1st Airborne Division Random Events (red tinted) face down in the following hexes: 18.18, 27.21, 32.26, 33.29, 34.22, 35.20, 41.27, 44.26, 47.25, 49.28.

#### Allied

All Allied Units are from the **1st Airborne Division**. Set-up the following with each stick in its own hex:

Stick One (arrives via Glider): 1 AB Recce Sqn (DZ/LZ Z) (**Independent**)

Stick Two (arrives via Parachute): 21 Ind (DZ/LZ Z) (**Independent**)

Stick Three (arrives via Glider - DELAY): 9 Field RE (DZ/LZ Z) (**Independent**)

Stick Four (arrives via Parachute - DELAY): Team Claude (DZ/LZ X) (**Independent**) (optional)

Stick Five (arrives via Glider - 2 DELAY): 1/1AL Lgt (DZ/LZ X) (**1 Para Brigade**)

Stick Six (arrives via Glider - 2 DELAY): 3/1AL Lgt (DZ/LZ X) (**1 Para Brigade**)

Stick Seven (arrives via Parachute): R/1/1; S/1/1; T/1/1; S(Mtr)/1/1; 1st Para Sqn, RE (DZ/LZ Z) (**1 Para Brigade**)

Stick Eight (arrives via Parachute): A/2/1; B/2/1; C/2/1; S(Mtr)/2/1 (DZ/LZ Z) (**1 Para Brigade**)

Stick Nine (arrives via Parachute): A/3/1; B/3/1; C/3/1; S(Mtr)/3/1 (DZ/LZ Z) (**1 Para Brigade**)

Stick Ten (arrives via Glider - DELAY): 1 AL AT Bty, RA (DZ/LZ Z) (**1 Para Brigade**)

For each DELAY, add one para/glider marker to the stack

Leaders Lathbury, Thompson may be placed with any Units of their command

#### German

All the German Units are from the **Hohenstaufen** or **Frundsberg Division**:

**Hohenstaufen, KG Krafft:** 2./SS-PG A.u.E. 16; 4./SS-PG A.u.E. 16; 9./SS-PG A.u.E. 16, Gr.W./KG Krafft within 6 hexes of hex 26.22. No Unit may start adjacent to an Allied Unit or in a DZ/LZ.

**Frundsberg, Independent:** 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10. 1. and 2. are placed (in an improved position) in the hex south of the Arnhem bridge hex 49.30, 3. goes in hex 49.31 (see special scenario rules for their movement and command restrictions)

Leader Krafft may be placed with any Unit of his command

The German player now rolls 3 dice to determine Air Unit availability for this day. A roll of "4" means an Air Unit appears at the 1500 turn, a "5" the 1700 turn and a "6" the 1900 turn. All other results are ignored. If the 3 dice are rolled to show "5", "5", and "9", then two Air Units will attack at the 1700 turn.

### Resolve Airdrops

The Allied player rolls to resolve the airdrops. Use the Airdrop/Glider Landing Table.

Each time a stack is activated it can attempt to remove any remaining markers. All markers must be removed before the Unit can perform any other Action.

### Markers

Place the Arnhem Road Bridge (not wired) marker and place the Arnhem Railroad Bridge (wired) marker on the map. Both bridges are under German control. "Pontoon ?" marker is placed on the Arnhem Pontoon hex.

The Allied player can build road blocks and deploy Rearguard Units, up to the limit of the counter mix. The German player may not build sperren during the scenario.

### Command values

For the 1st Airborne Division, the Command Rating is 5 and the Dispatch Rating is 4. The Division starts with 9 Command Points and 2 Dispatch Points.

For the Hohenstaufen Division, the Command Rating is 4 and the Dispatch Rating is 2. The Division starts with 3 Command Points and 0 Dispatch Points.

### Reinforcements

#### Allied Reinforcements

None

#### German Reinforcements

##### 1900

**Hohenstaufen, KG Krafft:** 10/3 Orpo

**Hohenstaufen, KG Möller:** 1./SS-Pz.Pio.Btl 9

**Hohenstaufen, Sperrlinie Spindler:** 1./SS-Pz.Art.Rgt.9; 2./SS-Pz.Art.Rgt.9 Division reinforcement hex A, B, or C)

**Hohenstaufen, KG Harder:** 1./SS-Pz.Rgt.9; 2./SS-Pz.Rgt.9 (within 3 hexes of hex 53.20)

##### Night

**Fruntsberg, Independent:** 1./SS-Pz.A.A.10; 3./SS-Pz.A.A.10; 5./SS-Pz.A.A.10 (Division reinforcement hexes A, B, or C)

**Hohenstaufen, KG von Allwörden:** SS-Pz.Pio.Rgt.9; SS-Verstruppe 9; SS-PZ.Jg.Abt.9; Kriegsmarine Ers.

### Chits

The following chits are placed in the mug and randomized:

1st Airborne Division Activation, Hohenstaufen Division Activation, German Direct Command, Allied Direct Command.

The 1st Para Formation Activation chit is not placed in the mug, as it will be the first chit in play for the first turn of the scenario.

If the last chit drawn is Allied it is played immediately (and the first chit next turn is the first one drawn from the mug). If the last chit drawn is German, it becomes the first chit played the next turn.

### Victory Conditions

The Scenario ends after the last chit is drawn for the night turn. There is a 50% chance that this chit is played. After this has been determined (and the chit played if the roll was even) then the Victory Points are determined.

#### Victory Points

Only the Allied player receives victory points.

At the conclusion of the night turn, add up the following:

A British AT gun is in any city hex of Arnhem : +1 VP

A British Engineer unit is in the northern Arnhem Road Bridge hex: +3 VP

For each two steps of British Infantry in an Arnhem city hex: +1 VP

If the British attempted to cross the Railroad bridge: +3 VP

If the British attempted to construct Pontoon bridge: +3 VP

If the British have captured the OP in Arnhem: +1 VP

If the British have units on, or were the last to enter the northern Arnhem Road Bridge hex: +7 VPs

Deduct the following from the total:

For each British Step eliminated: -1 VP

If there are German units of any kind in any hex of SDPV: -1VP

More than 15 points, the British player wins. 15 or fewer, the German player wins.

### Special Scenario Rules

No German Units may enter Drop Zones X, Z, or S during the scenario.

The 10th SS Independent Units 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10 may not perform Movement Actions, Direct Fire, or Assault. They may Opportunity Fire and defend against Assaults.

All Fruntsberg Units except 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10 are considered to be Hohenstaufen Units for all purposes in this scenario.

## Special Rules In Effect

S2.0 Road blocks and rearguards  
 S3.0 Random Events  
 S4.2 German Supply  
 S4.3 German Airpower Availability  
 S4.6 Command for German Independents  
 S4.7 German Flak Units  
 S4.9 German Deployment Limits  
 S5.2 Allied Dispatch Point Discounts  
 S5.6 1st Airborne Deployment Limit  
 S5.9 1st Airborne Non-Formation Command  
 S5.16 Allied Airstrikes  
 S5.17 Self Command  
 Possible Optional Rules: O2.0, O8.0, O8.2, O9.0, O11.0

## “The Empire Strikes Back”

**0700 9/18/44 — 1700 9/18/44**

### Intermediate Scenario #2

While most historians look to the north and the action in Arnhem, it was here that the entire operation almost failed before it had really begun. The US paratroopers, stretched to their limit, had to fight off the first major attack from the rallying Germans. The Germans took two drops zones and were cleared out just moments before the next day's airdrop arrived.

#### Set-up

This scenario uses the “All American Scenario Map”. The first turn of the scenario is 0700, on September 18. Steps 1, 2 and 3 from the sequence of play are not used, and the scenario begins at step 4. The weather is clear, and does not change

#### Allied

The Allied Units must set-up within 82nd Airborne Division Deployment Area limits, and all the Allied Units at set-up are from the **82nd Airborne Division**.

**505 PIR:** A/1/505; B/1/505; C/1/505; S(Mtr)/1/505 placed within Mook (hexes 42.90, 42.91, 43.92)

Three 505 rearguard Units placed in hexes 50.94 and 49.99, 49.95 (all three Units in improved positions)

**505 PIR:** F/2/505 placed in hex 37.83

**505 PIR:** G/3/505 placed in hex 53.91

**505 PIR:** H/3/505 placed in hex 55.90

**505 PIR:** I/3/505 placed in hex 56.88

**505 PIR:** S(Mtr)/3/505 placed in hex 54.89

Leader Ekman stacks with any Unit of his command

**508 PIR:** C/1/508 placed in hex 43.73

**508 PIR:** D/2/508 placed in any hex of DZ/LZ T

508 Rearguard Unit placed in hex 51.82 (in an improved position)

Leader Lindquist stacks with any Unit of his command

**Artillery:** 376 Para Fld Bn may set-up freely within the 82nd Division Deployment Area limit

Leader March stacks with 376 Para Fld Bn Unit.

82 Recon; B/307 Eng; A/80 AA/AT Bn (Independents) may set-up freely within the 82nd Division Deployment Area limit.

4 roadblocks placed within the 82nd Division Deployment Area limit.

All Units may set-up in Column or not, at the Allied player's choice. The Allied player places his two “Air Drop?” markers on the 1500 and 1700 boxes of the turn record chart, deciding when he wants the drop to take place. The turn when the drop happens is the last turn for the scenario. Remember, if a German Unit is in his supply drop zone (DZ N in this case) during the reinforcement phase on the turn the drop takes place, all Allied Units suffers a -1 Troop Quality Rating modifier for the rest of the scenario (see Exclusive Rule 3.5).

#### German

None

#### Markers

Place destroyed markers on Mook Bridge and Malden Bridge. Place the Heuman Lockbridge (not wired) marker on the map. It is controlled by the Allies. The Nijmegen Bridges are not marked (as Nijmegen is out of play).

#### Command Values

For the 82nd Airborne Division the Command Rating is 5 and the Dispatch Rating is 2. The Division starts with 10 Command Points and 2 Dispatch Points.

For Korps Feldt the Command Rating is 2 and Dispatch Rating is 2. Korps Feldt starts with 0 Command Points and 0 Dispatch Points.

#### Reinforcements

##### Allied

**0900**

**508 PIR:** A/1/508; B/1/508; S(Mtr)/1/508 arrive at hex 41.69. See Special Scenario Rule.

##### German

**0700**

**Korps Feldt, Kampfgruppe Becker:** 1./KG Becker; 2./KG Becker; 3./KG Becker; Gr.W./KG Becker; 1./vFuestenberg;

2./vFuestenberg; 3./vFuestenberg; Pz-Ers. (Division reinforcement hex B)

**Korps Feldt, Independent:** 1./KG Molzer (Division reinforcement hex B)

**Korps Feldt, Kampfgruppe Greschik:** 2/LW Festung XVII; 3/LW Festung XVII; 1"Ear" Battalion; 2"Ear" Battalion; 3"Ear" Battalion; Gr.W./Greschick (Division reinforcement hex C)

**Korps Feldt, Kampfgruppe Goebel:** 1./I.Sich.Rgt.; 2./I.Sich.Rgt.; 3./I.Sich.Rgt.; 1./Ers.Bat.39; 2./Ers.Bat.39; 3./Ers.Bat.39; 4./Ers.Bat.39; 1./Ld.Schtz.I./6; 2./Ld.Schtz.I./6; 3./Ld.Schtz.I./6 (Division reinforcement hex D or E/F)

**Korps Feldt, Artillery:** Ers–Art.225. Place artillery park markers A and B in two Division reinforcement hexes and place the artillery Unit in these parks. All future artillery Units are placed in one of these parks

**0900**

**Korps Feldt, Independent:** m.PaK(1)/Tiltmann (Division reinforcement hex C)

**1100**

**Korps Feldt, Independent:** m.PaK(2)/Tiltmann (Division reinforcement hex C)

**Korps Feldt, Artillery:** 1./Festg-Art.Rgt.; 2./Festg-Art.Rgt (place in an artillery park)

**1300**

**Korps Feldt, Independent:** s.PaK/KG Tiltmann (Division reinforcement hex C)

**1500**

**Korps Feldt, Artillery:** 406-Art-Abt. (place in an artillery park)

## Chits

The following chits are placed in the mug and randomized:

82nd Division Activation, Allied Direct Command, 505 Formation Activation, KG Goebel Formation Activation, German Direct Command.

The Korps Feldt Division Activation chit is not placed in the mug and is the first in play.

When the last chit is drawn, there is a 50% chance it will be put into play now, or be held and become the first chit for the second turn. Roll a die, and if the result is even, the chit is played as the last chit this turn, otherwise it is the first chit in play for the next turn.

## Victory Conditions

The scenario ends when the last chit on the turn when the Allied drop take place is drawn (either 1500 or 1700). There is a 50% chance that this chit is played. After this has been determined (and the chit played if the roll was even) then the victor are determined.

**German Player Victory:** At the end of the scenario if there are any unsuppressed German Units in any of the three hexes

49.95, 49.99, or 50.94 **and** if there are 2 or more unsuppressed German Units in one or more of the Drop Zones or Landing Zones: DZ N, LZ N or DZ/LZ T.

**Allied Player Victory:** If at the end of the scenario, the German has achieved none at all of the above conditions.

If neither of these conditions are met, count up the number of Allied Steps that were lost during the scenario. If there are 3 or more Steps, the German player wins, 2 or fewer the Allied player wins.

## Scenario Special Rules

No units may enter Nijmegen city limits during the course of the scenario for any reason.

The Allied Units G/3/505; H/3/505; I/3/505; S(Mtr)/3/505 may not activate until a German unit enters any DZ or DZ/LZ hex or has entered a Fire Zone of one of the 4 listed units.

The German player cannot move any Unit within 2 hexes of 41.69 as this is considered an Allied reinforcement hex for this scenario only.

## Special Rules in Effect

- S1.0 Artillery Park Rule
  - S2.0 Road Blocks and Rearguards
  - S4.1 German Units in Germany
  - S4.4 German Rout Rule
  - S5.1 Allied Supply
  - S5.2 Allied Dispatch Point Discounts
  - S5.7 82nd Airborne Deployment Limit
  - S5.9 82nd Airborne division Non-Formation Command
  - S5.12 American Telephones
  - S5.17 Self Command
- Possible Optional Rules: O2.0

## “Crossfire Hurricane”

**0700 9/19/44 — 1700 9/19/44**

## Advanced Scenario #1

After failing to break through to the Arnhem Road Bridge on the 18th, the British regroup and give it another go the next morning. This time, the 4th Parachute Brigade joins in the attack and Lathbury and Urquhart have returned to their commands after a day trapped behind enemy lines. A low fog hides the British advance in the early going but lifts at just the wrong time and the advance is stalled when subjected to a deadly three-way crossfire. As von Tettau advances from the west against light resistance and British unit after British unit wilts under fire, a headlong retreat begins. The line doesn't stabilize until the division reaches Oosterbeek and a

desperate perimeter is formed. Hope for a victory is lost and Market Garden is now a rescue operation

## Set-up

This scenario uses the “Red Devils Scenario Map”. The first turn is 0700, on September 19. Play begins with step 2 of the sequence of play, and there is no need to perform step 1 as the weather is fog-3 at the start of the scenario.

### Allied

All the Allied Units are from the **1st Airborne Division**.

**1 Para Brigade:** A/2/1; B/2/1 (one-Step side); C/3/1 (one-Step side); 1 Para Sqn, RE (all four Units are in entrenchments) placed in hex 50.29

**1 Para Brigade:** S/1/1; T/1/1 (one-Step side), 1 AL AT Bty, RA placed in hex 45.27

**1 Para Brigade:** R/1/1 (one Step side); B/3/1; S(Mtr)/1/1 placed in hex 45.26

**1 Para Brigade:** S(Mtr)/2/1; S(Mtr)/3/1 placed in hex 44.27

**1 Airlanding Brigade:** C/2SSf/1AL; S(AT)/2SSf/1AL placed in hex 44.26

**1 Airlanding Brigade:** B/2SSf/1AL placed in hex 43.26

**1 Airlanding Brigade:** D/2SSf/1AL; S(Mtr)/2SSf/1AL placed in hex 43.27

**1 Airlanding Brigade:** A/2SSf/1AL placed in hex 42.26

**4 Para Brigade:** B/11/4 placed in hex 40.26

**4 Para Brigade:** C/11/4 placed in hex 38.25

**4 Para Brigade:** S(Mtr)/11/4 placed in hex 37.26

**4 Para Brigade:** A/11/4 placed in hex 36.24

**4 Para Brigade:** 2 AL AT Bty, RA; A/156/4 placed in hex 35.23

**4 Para Brigade:** B/156/4 placed in hex 34.22

**4 Para Brigade:** C/156/4; S(Mtr)/156/4 placed in hex 33.22

**4 Para Brigade:** B/10/4 placed in hex 32.21

**4 Para Brigade:** C/10/4 placed in hex 32.20

**4 Para Brigade:** A/10/4; S(Mtr)/10/4 placed in hex 31.21

**1 Airlanding Brigade:** C/7KOSB/1AL placed in hex 35.21

**1 Airlanding Brigade:** A/7KOSB/1AL placed in hex 34.19

**1 Airlanding Brigade:** D/7KOSB/1AL; S(Mtr)/7KSB/1AL placed in hex 33.20

**1 Airlanding Brigade:** B/7KOSB/1AL; S(AT)/7KSB/1AL placed in hex 32.18

**Artillery:** 1/1AL Lgt, RA; 2/1AL Lgt, RA; 3/1 Lgt, RA placed within 1 hex of 37.29

**Independent:** C/2 Wing; E/2 Wing; F/2 Wing; 1 AB Recce Sqn (one-Step side); 261 Field, RE placed anywhere west of the front line

Leaders Lathbury, Thompson, Hicks, and Hackett are placed with any Units of their Formation, but not in hex

50.29. Eight Units are placed in improved positions. After set-up, all Allied Units must be In Command.

The Allied player decides when the drops will take place this day, either at 1300 or 1500, and the supply will drop in SDPV.

### German

All the German Units are from the **Hohenstaufen Division**, **Frundsberg Division**, and **Division von Tettau**.

**Frundsberg, Independent:** 4.RAD-Flak 216 placed in hex 46.28

**Hohenstaufen, Independent:** 1./SS-Pz.A.A.9 (one-Step side); 3./SS-Pz.A.A.9 placed in hex 46.28

**Frundsberg, Independent:** 1./SS-Pz.A.A.10; 3./SS-Pz.A.A.10; 5./SS-Pz.A.A.10 placed adjacent to hex 50.29

**Frundsberg, KG Knaust:** 1./I./SS-PG.Rgt.21; 2./I./SS-PG.Rgt.21 placed adjacent to hex 50.29

The following German Units set up east of the front line and east of hexrow 35.xx:

**Hohenstaufen, Sperrlinie Spindler:** Alarm(1)/SS-PGR 19; Alarm(2)/SS-PGR 19; Alarm(1)/SS-PGR 20; Alarm(2)/SS-PGR 20; 1./SS-Pz.Art.Rgt.9; 2./SS-Pz.Art.Rgt.9; Ers. Pionier

**Hohenstaufen, KG Harder:** Kriegsmarine Kp.; 1./SS-Pz.Rgt.9; 2./SS-Pz.Rgt.9; SS-Wirtch.Btl.9

**Hohenstaufen, KG Möller:** 1./SS-Pz.Pio.Btl.9; 2./SS-Pz.Pio.Btl.9; 3./SS-Pz.Pio.Btl.9

**Hohenstaufen, KG von Allwörden:** SS-Pz.Pio.Rgt.9; SS-Verstruppe 9; SS-PZ.Jg.Abt.9; Kriegsmarine Ers.

Leaders Spindler, Harder, Möller, and van Allwörden are placed with any Units of their command.

The following German Units are placed north and east of the front line, and west of hexrow 36.xx:

**von Tettau, KG Bruhn:** 1./PG-Ers.361; 2./PG-Ers.361; 3./PG-Ers.361; 4./PG-Ers.361; 5./PG-Ers.361; 6./PG-Ers.361; 7./PG-Ers.361; 8./PG-Ers.361; Gr.W./PG-Ers.361; 2./SS-PG A.u.E.16; 4./SS-PG A.u.E.16l.9./SS-PG A.u.E.16; 10/3 Orpo.; Gr.W./KG Krafft

Leader Bruhn is placed with any Unit of his command.

Six Units are placed in improved positions.

The German player now rolls 3 dice to determine Air Unit availability for this day.

### Markers

Place the Arnhem Road Bridge (not wired) marker and place destroyed markers on the Arnhem Railroad Bridge and the Pontoon hex. The Arnhem Road Bridge is contested.

Both players may not build road blocks or deploy Rearguard Units in this scenario.

### Command values

For the 1st Airborne Division, the Command Rating is 3 and the Dispatch Rating is 3. The Division starts with 12 Command Points and 1 Dispatch Points.

For the Hohenstaufen Division, the Command Rating is 6 and the Dispatch Rating is 2. The Division starts with 0 Command Points and 0 Dispatch Points.

### Reinforcements

#### Allied Reinforcements

None

#### German Reinforcements

0900

**Hohenstaufen: *Independent*.** Stug.Brig.280

#### Chits

The following chits are to be placed in the mug and randomized, but first the British player selects one that will be the first chit in play:

1st Airborne Division Activation, Hohenstaufen Division Activation, German Direct Command, Allied Direct Command, 1st Airborne Division Artillery Formation Activation Chit, plus two other 1st Airborne Formation Activation chits.

When the last chit is drawn, there is a 50% chance it will be put into play now, or be held and become the first chit for the second turn. Roll a die, and if the result is even, the chit is played as the last chit this turn, otherwise it is the first chit in play for the next turn.

#### Victory Conditions

The scenario ends after the last chit is drawn for the 1700 turn. There is a 50% chance that this chit is played. After this has been determined (and the chit played if the roll was even) then the victor is determined.

The Allied player wins if it meets at least one condition from both of the following sets of conditions:

Set A: An Allied Unit is adjacent to hex 50.29 **or** there are no German Units in SDPV

Set B: There are no German Units in hex 33.30 **or** there are no German Units in DZ/LZ L

If the Allied player does not meet at least one condition from each set, the German player wins.

#### Special Scenario Rules

All Allied Units have their Troop Quality Ratings reduced by

1, as the supply drop on the previous day was interdicted. If the supply drop during the scenario is not interdicted, this reduction is removed.

No Units may move west of hexrow 31.xx (note: a Unit can be in hexrow 31.xx) during the scenario.

The Frundsberg Units may not be activated during the scenario, but may Opportunity Fire and defend against Assaults. These Units are always considered to be In Command.

KG Bruhn is under the command of the Hohenstaufen Division, and considered to belong to the Hohenstaufen Division for this scenario (and therefore is exempt from the German rout rule).

All Units that start the scenario in or adjacent to hex 50.29 may not be activated during the scenario, but may Opportunity Fire and defend against Assaults.

All non-artillery British Units are considered to be In Command if in range of one of the British Leaders Lathbury, Hicks, or Hackett's Command Range until "command breakdown" takes place. During a non-Artillery 1st Airborne Formation Activation, all non-artillery Units in range of the corresponding Leader are activated (even if they don't belong to the Formation). Beginning on the 0900 turn, at step 4 in the sequence of play of each turn, the British player rolls a die to see if "command breakdown" occurs – a one or less and the Leader command reverts to its normal mode. If the fog lifts, add two to the roll. Once command breakdown takes place, there is no further need to make this roll.

#### Special Rules In Effect

S4.3 German Airpower Availability

S4.9 German Deployment Limits

S5.1 Allied Supply

S5.2 Allied Dispatch Point Discounts

S5.6 1st Airborne Deployment Limit

S5.9 1st Airborne Non-Formation Command

S5.17 Self Command

### "A Near Run Thing"

**0700 9/20/44 — 1900 9/20/44**

### Advanced Scenario #2

After the failed German attack on the 18th had come so close to success, the Germans reformed and reinforced and tried it again on the 20th. With a three pronged attack,

the Germans came the closest to making Market-Garden a corps sized disaster rather than a divisional one. As German Panther tanks came within 700 meters of the vital Heimen Drawbridge, the entire operation hung in the balance.

As an option, this scenario may be played as an extension of "The Empire Strikes Back" scenario. Set-up for this scenario does not change with the exception that the Steps removed during set-up for both the Allied and German Units are ignored, and instead, the losses from "The Empire Strikes Back" are used (so if a Unit was eliminated in the prior scenario, it does not appear in this one).

### Set-up

The map to be used for this scenario is the "All American Scenario Map". The first turn of the scenario is 0700, on September 20. Steps 1, 2 and 3 from the sequence of play are not used, and the scenario begins at step 4. The weather is overcast, and does not change.

#### Allied

The Allied Units must set-up within 82nd Airborne Division Deployment Area limits, and all the Allied Units at set-up are from the **82nd Airborne Division**.

**505 PIR:** A/1/505; B/1/505; C/1/505; S(Mtr)/1/505 placed within Mook (hexes 42.90, 42.91, 43.92)

Three 505 rearguard Units placed in hexes 50.94 and 49.99, 49.95 (all in improved positions)

**505 PIR:** G/3/505 placed in hex 53.91

**505 PIR:** H/3/505 placed in hex 55.90

**505 PIR:** I/3/505 placed in hex 56.88

**505 PIR:** S(Mtr)/3/505 placed in hex 54.89

Leader Ekman stacks with any Unit of his command. One of the Units starts with one Step instead of two, at the Allied player's choice.

**508 PIR:** A/1/508 placed in hex 55.73 (in an improved position)

**508 PIR:** B/1/508 (508 PIR); B/80 AA/AT Bn (Independent) placed in hex 59.77 (both in improved positions) C/1/508; S(Mtr)/1/508 placed in hex 56.75

**508 PIR:** D/2/508 placed in hex 57.79 (in an improved position)

**508 PIR:** E,F/2/508; S(Mtr)/2/508 placed in any hex of Groesbeek

**508 PIR:** G/3/508 placed in hex 48.70

**508 PIR:** H/3/508; S(Mtr)/3/508 placed in hex 50.71

**508 PIR:** I/3/508 placed in hex 52.70 (in an improved position)

Three rearguard Units (in improved positions) placed any hex in 82nd Deployment Area limit

Leader Lindquist stacks with any Unit of his command.

Two of the Units start with one Step instead of two, at the Allied player's choice.

**Artillery:** 319 Gldr Fld Bn; 320 Gldr Fld Bn; 376 Para Fld Bn; 456 Para Fld Bn placed any hex in 82nd Deployment Area limit

Leader March stacks with any artillery Unit

**Independent:** 82 Recon; A/80 AA/AT Bn; C/307 Eng; D/307 Eng placed any hex in 82nd Deployment Area limit

**Independent:** 3 Glider Pilots placed in hex 37.86, 2 Glider Pilots placed in hex 36.86 (restricted activation, see Special Scenario Rules below)

4 roadblocks placed within the 82nd Division Deployment Area limit.

#### German

None

#### Markers

Place destroyed markers on Mook Bridge and Malden Bridge. Place the Heuman Lockbridge (not wired) marker on the map. The bridges are all Allied controlled. The Nijmegen Bridges are not marked (as Nijmegen is out of play).

Place Club route markers at hex 34.87 (facing hex 35.88) and hex 39.86 (facing hex 38.85)

The Allied player can build road blocks and deploy Rear-guard Units, up to the limit of the counter mix. The German player may not build sperren during the scenario.

#### Command Values

For the 82nd Airborne Division the Command Rating is 5 and the Dispatch Rating is 2 at the start of the scenario, and this changes at the start of the 1300 turn to a Command Rating of 7 and a Dispatch Rating of 3. The Division starts with 2 Command Points and 6 Dispatch Points.

For Korps Feldt the Command Rating is 3 and the Dispatch Rating is 2. Korps Feldt starts with 19 Command Points and 1 Dispatch Point.

#### Reinforcements

##### Allied

###### 1300

**Guards Armored, Coldstream Guards:** Recce/1 CG; 1/1 CldStmGds; 2/1 CldStmGds; 3/1 CldStmGds; 1/5 CldStmGds; 2/5 CldStmGds; 3/5 CldStmGds; 4/5 CldStmGds; S(Mtr)/5 CG; S(AT)/5 CG all in hex 38.70. Attached to 82nd Airborne Division, see below.

##### German

###### 0700

**Korps Feldt, Kampfgruppe Greschik:** 2/LW Festung XVII; 3/LW Festung XVII; 1"Ear" Battalion; 2"Ear" Bat-

talion; 3/"Ear" Battalion; Gr.W./Greschik; 1./Ers.Abt.6; 2./Ers.Abt.6; 3./Ers.Abt.6; Gr.W./Ers.Abt.6; PaK(1)/Greschik (Division reinforcement hex B or C)

**Korps Feldt, Kampfgruppe Becker:** 1./KG Becker; 2./KG Becker; 3./KG Becker; Gr.W./KG Becker; 1./vFuestenberg; 2./vFuestenberg; 3./vFuestenberg; Pz-Ers.; FJ-Rgt.8; FJ-Rgt.9; FJ-Flak-Abt.5; 1./KG Isphording; 2./KG Isphording; Gr.W./Isphording (Division reinforcement hex A)

**Korps Feldt, KG Herrman:** FJ-Rgt.13; FJ-Rgt.14; FJ-Flak-Abt.6; PaK.KG Herrman; Flemish Waffen-SS; FJ-Lehr-Rgt.21; 1./KG Lewin; 2./KG Lewin; 3./KG Lewin; Gr.W./KG Lewin; Pz-Ers.; 3./FJ-Rgt.5 (Division reinforcement hex E/F)

**Korps Feldt, Kampfgruppe Goebel:** 1./I.Sich.Rgt.; 2./I.Sich.Rgt.; 3./I.Sich.Rgt.; 1./Ers.Bat.39; 2./Ers.Bat.39; 3./Ers.Bat.39; 4./Ers.Bat.39; 1./Ld.Schtz.I./6; 2./Ld.Schtz.I./6; 3./Ld.Schtz.I./6 (Division reinforcement hex D)

For the Units listed above, the German player removes a total of 3 Steps from any Units of Kampfgruppe Greschik, 2 Steps from any Units of Kampfgruppe Becker and 2 Steps from any Units of Kampfgruppe Goebel.

**Korps Feldt, Artillery:** Place Korps Feldt Artillery Parks A and B in any of the Korps Feldt reinforcement hexes. Place the German artillery Units 1./FJ-Art.5; 2./FJ-Art.5; 406-Art-Abt; Ers-Art.225; 1./Festg-Art.Rgt.; 2./Festg-Art.Rgt into these artillery parks

**Korps Feldt, Independent:** Stacked with any reinforcement: s.PaK/KG Tiltmann; m.PaK(1)/Tiltmann; m.PaK(2)/Tiltmann; 1./KG Molzer; 2./KG Molzer

### 1100

**Korps Feldt, Artillery:** 1./s.FJ-Nbl.W.21; 2./s.FJ-Nbl.W.21; 4./s.FJ-Nbl.W.21 (place in artillery park)

### 1300

**Korps Feldt, Artillery:** 3./s.Art.Rgt.139 (place in artillery park)

## Chits

The following chits are placed in the mug and randomized:

82nd Division Activation, Allied Direct Command, German Direct Command.

The Korps Feldt Division Activation chit is not placed in the mug and is the first in play.

When the last chit is drawn, there is a 50% chance it will be put into play now, or be held and become the first chit for the second turn. Roll a die, and if the result is even, the chit is played as the last chit this turn, otherwise it is the first chit in play for the next turn.

## Victory Conditions

The Scenario ends after the last chit is drawn for the 1900 turn. There is a 50% chance that this chit is played. After this has been determined (and the chit played if the roll was even) then the victor is determined.

The scenario ends when the last chit on the 1900 turn is drawn. This chit is not played. At this time, victory is determined.

**German Player Victory:** If at least two of the following conditions are met, the German Player wins. Club Route was cut at any time during the scenario, an unsuppressed German Unit is in any hex of Mook at the end of the scenario (hexes 42.90, 42.91, and 43.92), an unsuppressed German Unit is in any hex of Groesbeek at the end of the scenario (hexes 51.82, 50.82, 51.83, 51.84, 52.83, 52.84, 52.85), an unsuppressed German Unit is in any hex of Wyler at the end of the scenario (hexes 58.76, 59.77), or an unsuppressed German Unit is in any hex of Berg en Dal at the end of the scenario (hexes 47.70, 48.70, 49.70, 40.71).

**Allied Player Victory:** If the German player does not obtain at least two of the objectives above, the Allied player wins.

## Special Scenario Rules

No units may enter Nijmegen city limits during the course of the scenario for any reason.

The Coldstream Guards are attached to 82nd Airborne Division. Their Formation Activation chit is purchased using 82nd Airborne Division Dispatch Points, and they are activated when the 82nd Airborne Division Activation chit is drawn.

The Allied Units G/3/505; H/3/505; I/3/505; S(Mtr)/505 can only be activated after 2 Dispatch Points are spent during a reinforcement phase of a turn or if a German Unit enters one of their Fire Zones. If 2 Dispatch Points are spent, all four units are able to activate, and the Formation Activation Chit becomes available for purchase, for the rest of the scenario. If a German Unit enters their Fire Zone the Units are able to activate at their next opportunity.

The American Glider Pilot Units can only be activated after a German Unit is within 3 hexes of 37.86. As soon as a German Unit moves within 3 hexes of 37.87, all five Glider Pilot Units are able to activate at their next opportunity.

The Guards Armored Division Independent Units are considered to be 214 Infantry Brigade units for all purposes.

## Special Rules in Effect

- S1.0 Artillery Park Rule
- S2.0 Road Blocks and Rearguards
- S4.1 German Units in Germany
- S4.4 German Rout Rule
- S5.1 Allied Supply
- S5.2 Allied Dispatch Point Discounts
- S5.7 82nd Airborne Deployment Limit
- S5.8 43rd and Guards Armored Division Deployment Limit

S5.9 82nd Airborne division non-Formation Command  
S5.12 American Telephones  
S5.17 Self Command

## “A Bridge Too Far”

0900 9/22/44 — 1700 9/23/44

### Advanced Scenario #3

In what was by then a rescue operation, the 43rd Infantry Division and the Polish Air Brigade made their debut in the battle and moved to try and save the beleaguered 1st Airborne just a few miles to the north. But the Germans had had enough time to reinforce the Island. Can the 43rd reach the Driel ferry in time to allow the British Paratroops to escape?

#### Set-up

The map to be used for this scenario is the “Island Scenario Map”. The first turn of the scenario is 0900, on September 22. The scenario starts with step 4 of the sequence of play, and step 2 is never used.

On the first day of the scenario the weather is overcast, and is rolled for on the second day.

#### Allied

The following Units of the **Polish Formation** of the **1st Airborne Division** are set-up in any hex within the 1st Airborne deployment area (north of the red line), west of the railroad (not on the railroad) that runs from the Nijmegen Railroad Bridge to the Arnhem Railroad Bridge:

1/1; 2/1; 3/1; 4/1; 5/2; 6/2; 7/2; 8/2; 9/3; 10/3; 11/3; 12/3; 2 Rearguard Units

Leader Sosabowski stacks with any Unit of his command. Three Units are placed in improved positions.

All the following Allied Units of the **43rd Division** and **Guards Armored Division** are set-up (all in Column):

**Guards Armored, Independent:** D/2 HHC placed in hex 32.56

**Guards Armored, Independent:** C/2 HHC placed in hex 33.57

**43rd, 214 Infantry:** A/4/7 RDG placed in hex 34.57

**43rd, 214 Infantry:** B/7 SOM LI placed in hex 35.58

**43rd, 214 Infantry:** C/7 SOM LI placed in hex 36.58

**43rd, 214 Infantry:** D/7 SOM LI placed in hex 36.59

**43rd, 214 Infantry:** S(AT)/7 SOM LI placed in hex 36.60

**43rd, 214 Infantry:** A/7 SOM LI placed in hex 37.61

**43rd, 214 Infantry:** S(Mtr)/7 SOM LI placed in hex 39.62

Leader Essane stacks with any Unit of his command.

Place the following Units not in Column:

**43rd, Independent:** A/8 Middlesx; B/8 Middlesx; C/8 Middlesx; D/8 Middlesx placed in hex 37.59

Place the 43rd Division artillery park marker in hex 33.61 and place the following artillery units in the artillery park:

**43rd, Artillery:** A/179 Fld, RA; B/179 Fld, RA; C/179 Fld, RA; A/94 Fld, RA; B/94 Fld, RA; C/94 Fld, RA; A/112 Fld, RA; B/112 Fld, RA; C/112 Fld, RA; Princess Irene

The Allied player may start any of these artillery Units with their “In Contact” markers stacked with the 214 Infantry Leader.

Before the German player sets up, the Allied player secretly selects one of the three victory conditions and writes it down.

#### German

All German Units must set-up at least three hexes away from any Allied Unit.

The following Units are placed within the 1st Airborne Deployment area (north of the red line), east of the railroad (not on the railroad) that runs from the Nijmegen Railroad Bridge to the Arnhem Railroad Bridge:

**Hohenstaufen, Sperrverband Harzer:** 1./Masch.Gew.Btl.41; 2./Masch.Gew.Btl.41; 3./Masch.Gew.Btl.41; 4./Masch.Gew.Btl.41; 1./KM.Rgt.642; 2./KM.Rgt.642; 3./KM.Rgt.642; 1./KG Schörken; 2./KG Schörken; 3./KG Schörken; 3./KG Schörken; 1./LW Kauer; 2./LW Kauer; 3./LW Kauer; 1./SS-Ld.St.Ndl.3; 2./SS-Ld.St.Ndl.3; 3./SS-Ld.St.Ndl.3; Gr.W./SS-Ld.St.Ndl.3; Ers Pionier

The following Units are placed outside the 1st Airborne Deployment area (south of the red line), west of the railroad (not on the railroad) that runs from the Nijmegen Railroad Bridge to the Arnhem Railroad Bridge:

**Frundsberg, KG Knaust:** 1./I./SS-PG.Rgt.21; 2./II./SS-PG.Rgt.21; 1./II./SS-PG.Rgt.21; 2./II./SS-PG.Rgt.21; 3./II./SS-PG.Rgt.21; 1./III./SS-PG.Rgt.21; 2./III./SS-PG.Rgt.21; 5./II/SS-Pz.Rgt.10; 6./II/SS-Pz.Rgt.10; 1./PG-Ers.Ausb.6; 2./PG-Ars.Ausb.6; 3./PG-Ers.Ausb.6; Orpo./KG Knaust; Radf. (Kp.); Pz-Ers-Rgt Bielefeld; s.Pz.Kp Hummel

The following Units are placed outside the 1st Airborne Deployment area (south of the red line), east of the railroad (not on the railroad) that runs from the Nijmegen Railroad Bridge to the Arnhem Railroad Bridge:

**Frundsberg, KG Reinhold:** 1./SS-Flak.Abt.10; 1./I./SS-Pz.Rgt.10; 2./I./SS-Pz.Rgt.10; 3./I./SS-Pz.Rgt.10; 7./II/SS-Pz.Rgt.10; 8./II/SS-Pz.Rgt.10

Place the Frundsberg Division artillery park marker in any hex on the east edge of the map and place the following artillery units in the artillery park:

**Frundsberg, Artillery:** 1/SS-Art. Rgt.10; 1/II/SS-Art. Rgt.10; 2/II/SS-Art. Rgt.10; 1/III/SS-Art. Rgt.10; 2/III/SS-Art. Rgt.10; SS-Mörser Abt.102

Place the following Units on the map:

**Frundsberg, KG Henke:** 1./FJ Lehr Stab 1 (1-Step side, placed in an improved position) placed in hex 31.55

**Frundsberg, KG Henke:** 2./FJ Lehr Stab 1 (1-Step side, placed in an improved position) placed in hex 30.55

**Frundsberg, KG Henke:** 3./FJ Lehr Stab 1 (1-Step side, placed in an improved position) placed in hex 29.55

**Frundsberg, Artillery:** 1/21/SS-Art.Ausb.5 placed in hex 36.44

**Frundsberg, Artillery:** 2/21/SS-Art.Ausb.5 placed in hex 37.45

These two artillery Units are “In Contact” with any German Formation on the map, at the choice of the German Player. Place the “In Contact” markers with the appropriate Leaders.

In any of the German set-up areas, place the following Units:

**Hohenstaufen, Independent:** 1./SS-Pz.A.A.9 (one-Step side); 3./SS-Pz.A.A.9

**Frundsberg, Independent:** 1./SS-Pz.A.A.10; 3./SS-Pz.A.A.10; 5./SS-Pz.A.A.10

Leader Harzer, Knaust, Reinhold, and Schwappacher stack with any Unit of their command.

## Markers

Place a destroyed marker on the Arnhem Railroad Bridge. Place the Arnhem Road Bridge (not wired), Nijmegen Road Bridge (not wired), and Nijmegen Railroad Bridge (not wired) markers on the map. The Germans control the Arnhem Bridge. The Allies control the two Nijmegen Bridges.

Neither player may build any road blocks, or deploy any additional Rearguard Units during the scenario.

## Command Values

For the 1st Airborne Division, the Command Rating is 3 and the Dispatch Rating is 2. The Division starts with 5 Command Points and 0 Dispatch Points.

For the 43rd Division, the Command Rating is 2 and the Dispatch Rating is 5. The Division starts with 15 Command Points and 6 Dispatch Points.

For the Hohenstaufen Division, the Command Rating is 4 and the Dispatch Rating is 0. The Division starts with 4 Command Points and 0 Dispatch Points.

For the Frundsberg Division, the Command Rating is 8 and the Dispatch Rating is 4. The Division starts with 5 Command Points and 2 Dispatch Points.

## Reinforcements

### Allied

#### September 22

##### 0900

**43rd, 129 Infantry:** A/4 WILTS; B/4 WILTS; C/4 WILTS; D/4 WILTS; S(Mtr)/4 WILTS; S(AT)/4 WILTS; B/13/18 HUS

##### 1300

**43rd, 214 Infantry:** A/5 DCLI; B/5 DCLI; C/5 DCLI; D/5 DCLI; S(Mtr)/5 DCLI; S(AT)/5 DCLI

##### 1500

**43rd, 214 Infantry:** A/1 WORC; B/1 WORC; C/1 WORC; D/1 WORC; S(Mtr)/1 WORC; S(AT)/1 WORC; B/4/7 RDG; C/4/7 RDG; Recce 4/7 RDG

### Night

**43rd, 129 Infantry:** A/13/18 HUS; C/13/18 HUS; Recce/13/18 HUS

#### September 23

##### 0700

**43rd, 130 Infantry:** A/5 Dorset; B/5 Dorset; C/5 Dorset; D/5 Dorset; S(Mtr)/5 Dorset; S(AT)/5 Dorset

##### 0900

**43rd, 130 Infantry:** A/7 HAMPS; B/7 HAMPS; C/7 HAMPS; D/7 HAMPS; S(Mtr)/7 HAMPS; S(AT)/7 HAMPS

##### 1100

**43rd, 130 Infantry:** A/4 Dorset; B/4 Dorset; C/4 Dorset; D/4 Dorset; S(Mtr)/4 Dorset; S(AT)/4 Dorset

## German

None

## Chits

The following chits are placed in the mug and randomized:

43rd Division Activation, 1st Airborne Division Activation, Allied Direct Command, Hohenstaufen Division Activation, Frundsberg Division Activation, German Direct Command.

The 214 Infantry Brigade Formation Activation Chit is not placed in the mug and is the first in play.

## Victory Conditions

When the last chit is drawn on the 1700 turn is drawn, it is not played, and it is determined if the Allied player has achieved his selected victory condition.

The three possible conditions are:

1. A path using Roads (including Raised Roads/Railroads) from the Driel Ferry (hex 33.31) to the Nijmegen

Railroad Bridge (hex 38.62) free of German Units, or Fire Zones from German Units.

2. A path using Roads (including Raised Roads/Railroads) from the Arnhem Railroad Bridge (hex 38.31) to the Nijmegen Railroad Bridge (hex 38.62) free of German Units, or Fire Zones from German Units.

3. A path using Roads (including Raised Roads/Railroads) from the Arnhem Road Bridge (hex 49.30) to the Nijmegen Railroad Bridge (hex 38.62) free of German Units, or Fire Zones from German Units.

If the Allied player achieves his victory condition, he wins. Otherwise the German player wins.

### Scenario Special Rules

No German Unit may enter the 82nd Airborne Deployment area.

Hex 41.64 is the Allied reinforcement hex.

The Guards Armored Division Independent Units are considered to be Independent 43rd Division units for all purposes.

All units of the Polish Brigade have their troop quality reduced by 1 as their Supply Drop Zone is considered interdicted.

Club Route is automatically marked as closed on the following turns (due to events off-map):

September 23rd 0900, 1100, 1300, and 1500.

### Special Rules in Effect

- S1.0 Artillery Parks
- S2.0 Road Blocks and Rearguards
- S4.2 German Supply
- S4.3 German Airpower Availability
- S4.6 Command for German Independents
- S4.9 German Deployment Limits
- S5.2 Allied Dispatch Point Discounts
- S5.3 Polish Units
- S5.4 Night Turn Restrictions on Guard Armored and 43rd Infantry
- S5.6 1st Airborne Deployment Limit
- S5.14 Princess Irene Artillery
- S5.18 Household Cavalry Command

## “Saga of the 1st Airborne”

1500 9/17/44 — Night 9/20/44

### Advanced Scenario #4

In this multi-map scenario, players play the entire Arnhem sector from drop to when relief might have occurred had things worked out differently. Can the British hold?

#### Set-up

This scenario uses the Arnhem and Ede campaign maps, with the Deelen extension. The first turn is 1500, on September 17. On the first and second days steps 1 and 3 of the sequence of play are ignored. For the remaining turns all the steps in the game are used in this scenario. The weather is clear for September 17 and 18. It will be rolled for on the 0700 turn of the 19th and 20th.

Place the 12 Hohenstaufen Division and 6 von Tettau flak Units randomly face down on the map in the hexes listed below. Also select randomly 13 Frundsberg Division flak Units and place them face down on the map in the hexes listed below.

**Hohenstaufen:** 33.30, 36.29, 41.29, 44.09, 46.26, 47.09, 50.29, 53.29, 53.30, 59.30, 59.31, 61.29

**Frundsberg:** 37.31, 39.32, 42.29, 42.35, 46.28, 46.32, 49.30, 50.33, 53.33, 58.40, 59.32, 60.31, 60.40

**von Tettau:** 05.16, 05.23, 08.11, 13.31, 02.33, 03.34

Place the following one-Step flak Units on the map:

**Frundsberg Division, Independent:** 4.RAD-Flak 216 (hex 44.28); s.Flak Battr (hex 49.33)

The Allied player can now perform 9 airstrikes with his air Units. Once these airstrikes have been resolved, flip over the remaining flak Units. The second day, the Allied player will perform 7 additional airstrikes at the same turn as the Drop Two.

Place the 1st Airborne Division Random Events (red tinted) face down in the following hexes: 18.18, 27.21, 32.26, 33.29, 34.22, 35.20, 41.27, 44.26, 47.25, 49.28.

#### Allied

All the Allied Units are from the **1st Airborne Division**. Set-up the following with each stick in its own hex:

Stick One (arrives via Glider): 1 AB Recce Sqn (DZ/LZ Z) (*Independent*)

Stick Two (arrives via Parachute): 21 Ind Para (DZ/LZ Z) (*Independent*)

Stick Three (arrives via Glider - DELAY): 9 Field, RE (DZ/LZ Z) (**Independent**)

Stick Four (arrives via Parachute - DELAY): Team Claude (DZ/LZ X) (**Independent**) (optional)

Stick Five (arrives via Glider - 2 DELAY): 1/1AL Lgt, RA (DZ/LZ X) (**1 AB Division Artillery**)

Stick Six (arrives via Glider - 2 DELAY): 3/1AL Lgt, RA (DZ/LZ X) (**1 AB Division Artillery**)

Stick Seven (arrives via Parachute): R/1/1; S/1/1; T/1/1; S(Mtr)/1/1; 1 Para Sqn, RE (DZ/LZ Z) (**1 Para Brigade**)

Stick Eight (arrives via Parachute): A/2/1; B/2/1; C/2/1; S(Mtr)/2/1 (DZ/LZ Z) (**1 Para Brigade**)

Stick Nine (arrives via Parachute): A/3/1; B/3/1; C/3/1; S(Mtr)/3/1 (DZ/LZ Z) (**1 Para Brigade**)

Stick Ten (arrives via Glider - DELAY): 1 AL AT Bty, RA (DZ/LZ Z) (1 Para Brigade) (**1 Airlanding Brigade**)

Stick Eleven (arrives via Glider): B/2SSf/1AL; D/2SSf/1AL; S(Mtr)/2SSf/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

Stick Twelve (arrives via Glider): A/1Bdr/1AL; B/1Bdr/1AL; C/1Bdr/1AL; D/1Bdr/1AL; S(Mtr)/1Bdr/1AL; S(AT)/1Bdr/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

Stick Thirteen (arrives via Glider): A/7KOSB/1AL; B/7KOSB/1AL; C/7KOSB/1AL; D/7KOSB/1AL; S(Mtr)/7KSB/1AL; S(AT)/7KSB/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

For each DELAY place the appropriate marker on the stick (parachute or glider marker). The Leaders for each Formation are stacked with any of its Units.

### German

**Hohenstaufen, KG Krafft:** 2./SS-PG A.u.E. 16; 4./SS-PG A.u.E. 16; 9./SS-PG A.u.E. 16, Gr.W./KG Krafft within 6 hexes of any hex of Wolfheze (hex 26.22). No Unit may start adjacent to an Allied Unit.

**Fruntsberg, Independent:** 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10 are placed within 6 movement points (assume the Units are moving in Column) of hex 12.41.

**von Tettau, KG Lippert:** 1./184 Artillerie; 2./184 Artillerie; 3./184 Artillerie, placed in any hex of the nine city or town hexes of Wageningen.

Leader Krafft is placed with any Unit of his Formation. Leader Lippert is not stacked with any of these Units, and does not arrive until the night turn of the 17th.

The German player now rolls 3 dice to determine Air Unit availability for this day. The German player will roll for Air Unit availability on the 0700 turn each day as detailed in the exclusive rules.

### Resolve Airdrops

The Allied player rolls to resolve the airdrops. Use the Airdrop/Glider Landing Table.

Each time a stack is activated it can attempt to remove any remaining markers. All markers must be removed before the Unit can perform any other Action.

### Markers

Place the Arnhem Road Bridge (not wired) marker and place the Arnhem Railroad Bridge (wired) marker on the map. Both bridges are under German control. "Pontoon ?" marker is placed on the Arnhem Pontoon hex.

The both players can build road blocks and the Allied player can deploy Rearguard Units, up to the limit of the counter mix.

### Command values

For the 1st Airborne Division, the Command Rating is 5 and the Dispatch Rating is 4. The Division starts with 9 Command Points and 2 Dispatch Points.

For the Hohenstaufen Division, the Command Rating is 4 and the Dispatch Rating is 2. The Division starts with 3 Command Points and 0 Dispatch Points.

For the Fruntsberg Division, the Command Rating is 0 and the Dispatch Rating is 0. The Division starts with 0 Command Points and 0 Dispatch Points.

For Division von Tettau, the Command Rating is 1 and the Dispatch Rating is 0. The Division starts with 0 Command Points and 0 Dispatch Points.

These values may change over time, as detailed below:

At the start 0700 turn on the 18th, Hohenstaufen Division increases its Command Rating to 6 and Dispatch Rating to 2. Division von Tettau increases its Command Rating to 3 and Dispatch Rating to 2.

On the 0900 turn of the 18th, Fruntsberg Division increases its Command Rating to 2 and Dispatch Rating to 0.

At the start 0700 turn on the 20th, Division von Tettau increases its Command Rating to 4 and Dispatch Rating to 2.

At the start night turn on the 20th, Hohenstaufen Division increases its Command Rating to 8 and Dispatch Rating to 3.

### Reinforcements

#### Allied

#### Drop Two (Day+1)

All Allied Units are from the **1st Airborne Division**.

Stick One (arrives via Parachute): A/10/4; B/10/4; C/10/4; S(Mtr)/10/4 (DZ/LZ Y) (**4 Para Brigade**)

Stick Two (arrives via Parachute): A/11/4; B/11/4; C/11/4;

S(Mtr)/11/4 (DZ/LZ Y) (**4 Para Brigade**)

Stick Three (arrives via Parachute): A/156/4; B/156/4; C/156/4; S(Mtr)/156/4 (DZ/LZ Y) (**4 Para Brigade**)

Stick Four (arrives via Parachute - DELAY): 4 Para Sqn, RE (DZ/LZ Y) (**4 Para Brigade**)

Stick Five (arrives via Glider - DELAY): 2 AL AT Bty, RA (DZ/LZ Y) (**4 Para Brigade**)

Stick Six (arrives via Glider): A/2SSf/1AL; C/2SSf/1AL; S(AT)/2SSf/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

Stick Seven (arrives via Glider - 2 DELAY): 2/1AL Lgt, RA (DZ/LZ X) (**1 Airlanding Brigade**)

Stick Eight (arrives via Glider - DELAY): 261 Field Park, RE (DZ/LZ X) (**Independent**)

### Drop Three (Day+2)

Three airstrikes.

Stick One (arrives via Glider - DELAY): AT (DZ/LZ L) (**Polish**)

### Conditional Reinforcements

**Independent:** A/1 Wing; B/1 Wing; D/1 Wing; G/1 Wing arrive 3 turns following removal of last Glider Marker and in the LZ from which the marker was removed from Drop One.

**Independent:** C/2 Wing; E/2 Wing; F/2 Wing arrive 3 turns following removal of last Glider Marker and in the LZ from which the marker was removed from Drop Two.

For the 1st Airborne Division, the Historical Supply DZs are:

September 17th: DZ X

September 18th: DZ L

September 19th—20th: DZ SDPV

### German

#### September 17

##### 1900

**von Tettau, KG Helle:** 1./Wach.Abt.3; 2./Wach.Abt.3

**Hohenstaufen, KG Möller:** 1./SS-Pz.Pio.Btl 9

**Hohenstaufen, Sperrlinie Spindler:** 1./SS-Pz.Art.Rgt.9; 2./SS-Pz.Art.Rgt.9 (Division reinforcement hex A, B, or C)

**Hohenstaufen, KG Harder:** 1./SS-Pz.Rgt.9; 2./SS-Pz.Rgt.9 (within 3 hexes of hex 53.20)

**Hohenstaufen, KG Krafft:** 10/3 Orpo

##### Night

**Hohenstaufen, Independent:** 1./SS-Pz.A.A.9; 3./SS-Pz.A.A.9; 5./SS-Pz.A.A.9 (enter on the South map edge)

**von Tettau, KG Helle:** Jadgkommando; 3./Wach.Abt.3; 4./Wach.Abt.3; 5./Wach.Abt.3; Gr.W./Wach.Abt.3

**von Tettau:** Leader for KG Lippert

**Fruntsberg, Independent:** 1./SS-Pz.A.A.10; 3./SS-Pz.A.A.10; 5./SS-Pz.A.A.10 (Division reinforcement hexes A, B, or C)

**Hohenstaufen, KG von Allwörden:** SS-Pz.Pio.Rgt.9; SS-Verstruppe 9; SS-PZ.Jg.Abt.9; Kriegsmarine Ers.

#### September 18

##### 0700

**von Tettau, KG Lippert:** 1./NCO Arnheim; 2./NCO Arnheim

**Hohenstaufen, Sperrlinie Spindler:** Alarm(1)/SS-PGR 19; Alarm(2)/SS-PGR 19; Alarm(1)/SS-PGR 20; Alarm(2)/SS-PGR 20 (Division reinforcement hexes A, B, or C)

**Hohenstaufen, KG Harder:** Kriegsmarine Kp.; SS-Wirtch.Btl.9 (Division reinforcement hexes E or F)

##### 0900

**Fruntsberg, KG Knaust:** 1./I./SS-PG.Rgt.21; 2./I./SS-PG.Rgt.21; Radf. (Kp.) (Division reinforcement hexes A, B, or C)

**Hohenstaufen, Sperrlinie Spindler:** Ers. Pionier

##### 1100

**Fruntsberg, KG Knaust:** 1./II./SS-PG.Rgt.21; 2./II./SS-PG.Rgt.21; 3./II./SS-PG.Rgt.21; 1./III./SS-PG.Rgt.21; 2./III./SS-PG.Rgt.21; Pz-Ers-Rgt Bielefeld (Division reinforcement hexes A, B, or C)

**Hohenstaufen, KG Möller:** 2./SS-Pz.Pio.Btl 9; 3./SS-Pz.Pio.Btl 9

##### 1900

**von Tettau, KG Bruhn:** 1./PG-Ers.361; 2./PG-Ers.361; 3./PG-Ers.361; 4./PG-Ers.361; 5./PG-Ers.361; 6./PG-Ers.361; 7./PG-Ers.361; 8./PG-Ers.361; Gr.W./PG-Ers.361; 2./SS-PG A.u.E.16; 4./SS-PG A.u.E.16; 9./SS-PG A.u.E.16; 10/3 Orpo.; Gr.W./KG Krafft

##### Night

**von Tettau, KG Eberwein:** 1./SS-Ers.Abt.4; 2./SS-Ers.Abt.4; 3./SS-Ers.Abt.4; 1./Wach Ers.; 2./Wach Ers.; 3./Wach Ers.; 4./Wach Ers.; HK.Art.Abt 1230

#### September 19

##### 0700

**von Tettau, KG Knoche:** 1./I./Sich.Rgt.26; 2./I./Sich.Rgt.26; 3./I./Sich.Rgt.26; 4./I./Sich.Rgt.26; 1./II./Sich.Rgt.26; 2./II./Sich.Rgt.26; 3./II./Sich.Rgt.26; 4./II./Sich.Rgt.26; 1./Fest.MG 30; 2./Fest.MG 30; 3./Fest.MG 30; 4./Fest.MG 30; Flak Abt.688

**Hohenstaufen, Independent:** StuG.Brig.280

##### 0900

**von Tettau, KG Lippert:** 3./NCO Arnheim; 4./NCO Arnheim; Gr.W./KG Lippert; 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10; 6./Schiff.Abt.14

##### 1500

**Hohenstaufen, KG Svoboda:** 1./KG Ladewig; 2./KG Ladewig; 1./KG Neumann; 2./KG Neumann; Flak Rgt.19;

Flakbatterie Krüger; SS-Flak Battr.102

**1700**

**von Tettau, Independent.** Pz. 224

**Hohenstaufen, Artillery:** 1./ARKO 191; 2./ARKO 191; 3./ARKO 191; SS-Mörser Abt.102

**1900**

**von Tettau, Independent.** Deelen-Flak Kp.

**Night**

**von Tettau, KG Wossowski:** 1./PG A.u.E.4; 2./PG A.u.E.4; 3./PG A.u.E.4; 4./PG A.u.E.4; Gr.W./PG A.u.E.4

**Hohenstaufen, Sperrlinie Spindler.** SS-Pz.FlakAbt 9

**Fruntsberg, KG Knaust:** 5./II/SS-Pz.Rgt.10; 6./II/SS-Pz.Rgt.10 (Division reinforcement hex A, B, or C)

**September 20**

**1900**

**Hohenstaufen, Independent:** 1./Pio-Lehr.Btl 9; 2./Pio-Lehr.Btl 9; 3./Pio-Lehr.Btl 9 (placed in any airfield hex of Deelen)

**Night**

**von Tettau, Independent:** 1./SS-Polizei; 2./SS-Polizei; 3./SS-Polizei; 4./SS-Polizei

**von Tettau, KG Schulz:** 5./NCO Arnheim; 6./NCO Arnheim; 7./NCO Arnheim; 8./NCO Arnheim; Gr.W./KG Schulz

**von Tettau, KG Haenisch:** 1./Cstl.Fest.1409; 2./Cstl.Fest.1409; 3./Cstl.Fest.1409; 4./Cstl.Fest.1409; 1./Flieger.Abt.2; 2./Flieger.Abt.2; 3./Flieger.Abt.2; 4./Flieger.Abt.2; Gr.W./Flieger.Abt.2; 1./Flieger.Abt.3; 2./Flieger.Abt.3; 3./Flieger.Abt.3; Gr.W./Flieger.Abt.3

**Hohenstaufen, Independent:** 1./R.A.D.; 2./R.A.D.; 3./R.A.D.

**Chits**

The following chits are placed in the mug and randomized:

1st Airborne Division Activation, von Tettau Division Activation, Hohenstaufen Division Activation, Fruntsberg Division Activation, German Direct Command, Allied Direct Command. The 1st Para Formation activation chit is not placed in the mug, it will be the first chit in play at the start of the Activation Phase.

When the last chit is drawn, there is a 50% chance it will be put into play now, or be held and become the first chit for the second turn. Roll a die, and if the result is even, the chit is played as the last chit this turn, otherwise it is the first chit in play for the next turn.

**Victory Conditions**

The scenario ends when the last chit is drawn on the night turn of the 20th. There is a 50% chance that this chit is played. After this has been determined (and the chit played if

the roll was even) then the victor is determined. If the Allied player controls or contests Arnhem Road Bridge, the Allied player wins. If this is not the case, the Allied player gets to activate each Unit once, and if any Unit crosses the Rhine (and the German player may perform Opportunity Fire as normal), the game is a draw. For all other results, the German player wins.

**Scenario Special Rules**

None (although the majority of Optional Rules may be considered).

**Special Rules in Effect**

- S2.0 Road blocks and Rearguards
- S3.0 Random Events
- S4.2 German Supply
- S4.3 German Airpower Availability
- S4.4 German Rout
- S4.5 German Reorganization
- S4.6 Command for German Independents
- S4.7 German Flak Units
- S4.8 Northern von Tettau Reinforcement Hex "A"
- S4.9 German Deployment Limits
- S4.10 German Radio Contact
- S5.1 Allied Supply
- S5.2 Allied Dispatch Point Discounts
- S5.3 Polish Units
- S5.6 1st Airborne Deployment Limit
- S5.9 1st Airborne Non-Formation Command
- S5.16 Allied Airstrikes
- S5.17 Self Command

## Campaign Game 1

**1500 9/17/44 — Night 9/24/44**

### Historical Drops and Deployment Limits

We have provided 4 versions of the campaign game: With or without historical drop zones and with or without limits as to where your divisions can go.

In the first, with fixed drop zones and historical limits on where the divisions may go, players will get the most accurate version of Operation Market Garden. With free drop zones, players can see if the drop zone choices are what doomed the operation. Without restrictions on where divisions may go, players can explore strategies above all else and to experience a true "what-might-have-been."

**Set-up**

The game is played with the Ede, Grave, Arnhem, and Groesbeek maps, with the Deelen, Pannerden, and Cuijk extensions.

The first turn is 1500, on September 17. On the first day steps 1 and 3 of the sequence of play are ignored. For the remaining turns all the steps in the game are used in this scenario.

The weather is clear for September 17. It will be rolled for on the 0700 turn of the other days.

Place the German flak Units randomly face down in the following hexes:

**Hohenstaufen:** 33.30, 36.29, 41.29, 44.09, 46.26, 47.09, 50.29, 53.29, 53.30, 59.30, 59.31, 61.29

**Fruntsberg:** 31.57, 37.31, 37.54, 37.60, 39.32, 39.60, 41.61, 41.64, 42.29, 42.35, 42.65, 46.28, 46.32, 49.30, 50.33, 53.33, 58.40, 59.32, 60.31, 70.53, 70.54

**von Tettau:** 05.16, 05.23, 08.11, 13.31, 02.33, 03.34

**Korps Feldt:** 13.86, 13.87, 13.88, 27.57, 30.66, 30.70, 31.76, 32.62, 33.61, 34.65, 35.62, 35.82, 37.86, 40.89, 45.68

Place the following one-Step flak Units on the map:

**Fruntsberg, Independent:** 4./s.Flak Abt.572 (hex 41.65); 4.RAD-Flak 216 (hex 44.28); s.Flak Battr (hex 49.33)

**Korps Feldt, Independent:** s.Flak.Battr (hex 39.69)

The Allied Player now performs nine airstrikes north of the Waal, and then eight airstrikes south of the Waal. Once these airstrikes have been resolved, flip over the remaining flak Units.

Place the 1st Airborne Division Random Events (red tinted) face down in the following hexes: 18.18, 27.21, 32.26, 33.29, 34.22, 35.20, 41.27, 44.26, 47.25, 49.28.

Place the 82nd Airborne Division Random Events (green tinted) face down in the following hexes: 15.86, 27.72, 29.77, 34.82, 36.67, 36.86, 38.69, 41.70, 43.69, 44.66.

### Allied

All Allied Units from the 1st Airborne Division are set-up as follows with each stick in its own hex:

### Drop One

Stick One (arrives via Glider): 1 AB Recce Sqn (DZ/LZ Z) (**Independent**)

Stick Two (arrives via Parachute): 21 Ind Para (DZ/LZ Z) (**Independent**)

Stick Three (arrives via Glider - DELAY): 9 Field, RE (DZ/LZ Z) (**Independent**)

Stick Four (arrives via Parachute - DELAY): Team Claude

(DZ/LZ X) (**Independent**) (optional)

Stick Five (arrives via Glider - 2 DELAY): 1/1AL Lgt, RA (DZ/LZ X) (**1 AB Division Artillery**)

Stick Six (arrives via Glider - 2 DELAY): 3/1AL Lgt, RA (DZ/LZ X) (**1 AB Division Artillery**)

Stick Seven (arrives via Parachute): R/1/1; S/1/1; T/1/1; S(Mtr)/1/1; 1 Para Sqn, RE (DZ/LZ Z) (**1 Para Brigade**)

Stick Eight (arrives via Parachute): A/2/1; B/2/1; C/2/1; S(Mtr)/2/1 (DZ/LZ Z) (**1 Para Brigade**)

Stick Nine (arrives via Parachute): A/3/1; B/3/1; C/3/1; S(Mtr)/3/1 (DZ/LZ Z) (**1 Para Brigade**)

Stick Ten (arrives via Glider - DELAY): 1 AL AT Bty, RA (DZ/LZ Z) (1 Para Brigade) (**1 Para Brigade**)

Stick Eleven (arrives via Glider): B/2SSf/1AL; D/2SSf/1AL; S(Mtr)/2SSf/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

Stick Twelve (arrives via Glider): A/1Bdr/1AL; B/1Bdr/1AL; C/1Bdr/1AL; D/1Bdr/1AL; S(Mtr)/1Bdr/1AL; S(AT)/1Bdr/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

Stick Thirteen (arrives via Glider): A/7KOSB/1AL; B/7KOSB/1AL; C/7KOSB/1AL; D/7KOSB/1AL; S(Mtr)/7KSB/1AL; S(AT)/7KSB/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

All Allied Units from the 82nd Airborne Division are set-up as follows with each stick in its own hex:

Stick One (arrives via Parachute): E/2/504 (DZ/LZ O(alt)) (**504 PIR**)

Stick Two (arrives via Parachute): A/1/504; B/1/504; C/1/504; S(Mtr)/1/504 (DZ/LZ O) (**504 PIR**)

Stick Three (arrives via Parachute): D/2/504; F/2/504; S(Mtr)/2/504 (DZ/LZ O) (**504 PIR**)

Stick Four (arrives via Parachute): G/3/504; H/3/504; I/3/504; S(Mtr)/3/504 (DZ/LZ O) (**504 PIR**)

Stick Five (arrives via Parachute): A/1/505; B/1/505; C/1/505; S(Mtr)/1/505 (DZ N) (**505 PIR**)

Stick Six (arrives via Parachute): D/2/505; E/2/505; F/2/505; S(Mtr)/2/505 (DZ T) (**505 PIR**)

Stick Seven (arrives via Parachute): G/3/505; H/3/505; I/3/505; S(Mtr)/3/505 (DZ N) (**505 PIR**)

Stick Eight (arrives via Parachute): A/1/508; B/1/508; C/1/508; S(Mtr)/1/508 (DZ T) (508 PIR)

Stick Nine (arrives via Parachute): D/2/508; E/2/508; F/2/508; S(Mtr)/2/508 (DZ T) (**508 PIR**)

Stick Ten (arrives via Parachute): G/3/508; H/3/508; I/3/508; S(Mtr)/3/508 (DZ T) (**508 PIR**)

Stick Eleven (arrives via Glider): 82 Recon (LZ N) (**Independent**)

Stick Twelve (arrives via Glider - DELAY): A/80 AA/AT Bn (LZ N) (**Independent**)

Stick Thirteen (arrives via Parachute): B/307 Eng; C/307 Eng; D/307 Eng (DZ N) (**Independent**)

Stick Fourteen (arrives via Parachute - DELAY): 376 Para Fld Bn (LZ N) (**Artillery**)

Stick Fifteen (arrives via Parachute - DELAY): Team Clarence (DZ N) (**Independent**) (optional)

For each DELAY place the appropriate marker on the stick (parachute or glider marker). The Leaders for each Formation is stacked with any of its Units.

## German

**Hohenstaufen, KG Krafft:** 2./SS-PG A.u.E. 16; 4./SS-PG A.u.E. 16; 9./SS-PG A.u.E. 16, Gr.W./KG Krafft within 6 hexes of Wolfheze (hex 26.22). No Unit may start adjacent to an Allied Unit.

**Fruntsberg, Independent:** 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10 are placed within 6 movement points (assume the Units are moving in Column) of hex 12.41.

**Fruntsberg, KG Henke:** 1./FJ Lehr Stab 1; 2./FJ Lehr Stab 1; 3./FJ Lehr Stab 1; 1./Ers-Btl.6; Orpo./KG Henke are placed within the city limits of Nijmegen. The Leader for the KG Henke Formation is Ostuf. Hartung (until he is replaced on the 18th).

**Korps Feldt, Independent:** Leichte PaK placed in hex 58.76 under an improved position marker.

**von Tettau, KG Lippert:** 1./184 Artillerie; 2./184 Artillerie; 3./184 Artillerie, placed in any hex of the nine city or town hexes of Wageningen.

The leader for KG Krafft is placed with any Unit of his Formation. The Leader for KG Henke (Ostuf. Hartung) is placed with any Unit of his Formation. The Leader for KG Lippert is not stacked with any of these Units, and does not arrive until the night turn of the 17th.

The German player now rolls 3 dice to determine Air Unit availability for this day. The German player will roll for Air Unit availability on the 0700 turn each day as detailed in the exclusive rules.

## Resolve Airdrops

The Allied player rolls to resolve the airdrops. Use the Airdrop/Glider Landing Table.

Each time a stack is activated it can attempt to remove any remaining markers. All markers must be removed before the Unit can perform any other Action.

## Markers

All the bridge markers are put in play on their wired side, except for Grave Bridge, Arnhem Road Bridge, Nijmegen Railroad Bridge, and the Nijmegen Road Bridge. All bridges start the game under German control. However, if the Jan van Hoof optional rule is in play, the Nijmegen Road Bridge starts the game wired.

Place the "Pontoon?" marker on the Arnhem Pontoon.

In the scenario both players may build as many improved positions and entrenchments as the counter mix allows. The

both players can build road blocks and the Allied player can deploy Rearguards, up to the limit of the counter mix.

## Command Values

For the 1st Airborne Division, the Command Rating is 5 and the Dispatch Rating is 4. The Division starts with 9 Command Points and 2 Dispatch Points.

For the 82nd Airborne Division, the Command Rating is 8 and the Dispatch Rating is 2. The Division starts with 0 Command Points and 0 Dispatch Points.

For the Guard Armored Division, the Command Rating is 2 and the Dispatch Rating is 4. The Division starts with 0 Command Points and 0 Dispatch Points.

For the 43rd Infantry Division, the Command Rating is 2 and the Dispatch Rating is 5. The Division starts with 0 Command Points and 0 Dispatch Points.

For the Hohenstaufen Division, the Command Rating is 4 and the Dispatch Rating is 2. The Division starts with 3 Command Points and 0 Dispatch Points.

For the Fruntsberg Division, the Command Rating is 2 and the Dispatch Rating is 0. The Division starts with 0 Command Points and 0 Dispatch Points.

For Korps Feldt, the Command Rating is 1 and the Dispatch Rating is 0. The Division starts with 0 Command Points and 0 Dispatch Points.

For Division von Tettau, the Command Rating is 1 and the Dispatch Rating is 0. The Division starts with 0 Command Points and 0 Dispatch Points.

These values may change over time, as detailed below:

At the start 0700 turn on the 18th, Hohenstaufen Division increases its Command Rating to 6 and Dispatch Rating to 2. Korps Feldt increases its Command Rating to 3 and Dispatch Rating to 2. Division von Tettau increases its Command Rating to 3 and Dispatch Rating to 2.

At the start of the 0900 turn on the 18th, Fruntsberg Division Increases its Command Rating to 4 and Dispatch Rating to 2.

At the start 0700 turn on the 20th, Fruntsberg Division increases its Command Rating to 6 and Dispatch Rating to 2. Division von Tettau increases its Command Rating to 4 and Dispatch Rating to 2.

At the start night turn on the 20th, Hohenstaufen Division increases its Command Rating to 8 and Dispatch Rating to 3.

At the start of the 0700 turn on the 21st, Frundsberg Division Increases its Command Rating to 8 and Dispatch Rating to 4.

At the start of the 0700 turn on the 22nd, Korps Feldt increases its Command Rating to 5 and Dispatch Rating to 3.

## Reinforcements

### Allied Airborne Reinforcements

#### Drop Two (Day+1)

13 Airstrikes (see rule S5.16)

#### 82nd Airborne Division:

Stick One (arrives via Glider - DELAY): B/80 AA/AT Bn (LZ N) (**Independent**)

Stick Two (arrives via Glider - 2 DELAY): 320 Gldr Fld Bn (LZ N) (**Artillery**)

Stick Three (arrives via Glider - 2 DELAY): 319 Gldr Fld Bn (LZ N) (**Artillery**)

Stick Four (arrives via Glider - 2 DELAY): 456 Para Fld Bn (DZ/LZ T) (**Artillery**)

#### 1st Airborne Division:

Stick One (arrives via Parachute): A/10/4; B/10/4; C/10/4; S(Mtr)/10/4 (DZ/LZ Y) (**4 Para Brigade**)

Stick Two (arrives via Parachute): A/11/4; B/11/4; C/11/4; S(Mtr)/11/4 (DZ/LZ Y) (**4 Para Brigade**)

Stick Three (arrives via Parachute): A/156/4; B/156/4; C/156/4; S(Mtr)/156/4 (DZ/LZ Y) (**4 Para Brigade**)

Stick Four (arrives via Parachute - DELAY): 4 Para Sqn, RE (DZ/LZ Y) (**4 Para Brigade**)

Stick Five (arrives via Glider - DELAY): 2 AL AT Bty, RA (DZ/LZ Y) (**4 Para Brigade**)

Stick Six (arrives via Glider): A/2SSf/1AL; C/2SSf/1AL; S(AT)/2SSf/1AL (DZ/LZ S) (**1 Airlanding Brigade**)

Stick Seven (arrives via Glider - 2 DELAY): 2/1AL Lgt, RA (DZ/LZ X) (**1 Airlanding Brigade**)

Stick Eight (arrives via Glider - DELAY): 261 Field Park, RE (DZ/LZ X) (**Independent**)

#### Drop Three (Day+2)

6 Airstrikes (see rule S5.16)

#### 1st Airborne Division:

Stick One (arrives via Glider - DELAY): AT (DZ/LZ L) (**Polish**)

#### Drop Four (Day+4)

6 Airstrikes (see rule S5.16)

#### 1st Airborne Division:

Stick One (arrives via Parachute): 1/1; 2/1; 3/1; 4/1 (DZ K) (**Polish**)

Stick Two (arrives via Parachute): 5/2; 6/2; 7/2; 8/2 (DZ K) (**Polish**)

Stick Three (arrives via Parachute): 9/3; 10/3; 11/3; 12/3 (DZ K) (**Polish**)

Stick Four (arrives via Parachute): Engineer (DZ K) (**Polish**)

#### Drop Five (Day+6)

6 Airstrikes (see rule S5.16)

#### 82nd Airborne Division:

Stick One (arrives via Glider): A/1/325; B/1/325; C/1/325; S(Mtr)/1/325 (DZ/LZ O) (**325 Glider**)

Stick Two (arrives via Glider): E/2/325; F/2/325; G/2/325; S(Mtr)/2/325 (DZ/LZ O) (**325 Glider**)

Stick Three (arrives via Glider): E/2/401; F/2/401; G/2/401; S(Mtr)/2/401 (DZ/LZ O) (**325 Glider**)

Stick Four (arrives via Glider - DELAY): AT/325 (DZ/LZ O) (**325 Glider**)

Stick Five (arrives via Glider - DELAY): C/80 AA/AT Bn; D/80 AA/AT Bn; E/80 AA/AT Bn; F/80 AA/AT Bn (DZ/LZ O) (**Independent**)

Stick Six (arrives via Glider): A/307 Eng (DZ/LZ O) (**Independent**)

For the 82nd Airborne Division, the Historical Supply DZs are:

September 17th, 18th: DZ N

September 19th—24th: DZ/LZ O

For the 1st Airborne Division, the Historical Supply DZs are:

September 17th: DZ X

September 18th: DZ L

September 19th—24th: DZ SDPV

## Conditional Reinforcements

#### 1st Airborne Division:

**Independent:** A/1 Wing; B/1 Wing; D/1 Wing; G/1 Wing arrive 3 turns following removal of last Glider Marker and in the LZ from which the marker was removed from Drop One.

**Independent:** C/2 Wing; E/2 Wing; F/2 Wing arrive 3 turns following removal of last Glider Marker and in the LZ from which the marker was removed from Drop Two.

## Allied XXX Corps Reinforcements

The following reinforcements all arrive via the XXX Corps reinforcement entry hex. The Leader always arrives with the first Unit of his Formation

September 19

0900 (Guards Armored Division Activation is added to mug)

**Guards Armored, Independent:** B/2 HHC

1100

**Guards Armored, Group Hot:** Recce/2 GG; 1/2 GrenGds; 2/2 GrenGds; 3/2 GrenGds; King's/1 GG; 2/1 GrenGds; 3/1 GrenGds; 4/1 GrenGds; S(Mtr)/1 GG; S(AT)/1 GG

1300

**Guards Armored, Group Hot:** Recce/2 IG; 1/2 IrishGds; 2/2 IrishGds; 3/2 IrishGds; 1/3 IrishGds; 2/3 IrishGds; 3/3 IrishGds; 4/3 IrishGds; S(Mtr)/3 IG; S(AT)/3 IG

1500

**Guards Armored, Artillery:** A/55 Fld, RA; B/55 Fld, RA; C/55 Fld, RA; A/153 Fld, RA; B/153 Fld, RA; C/153 Fld, RA

1700

**Guards Armored, Independent:** Q/21 AT, RA; R/21 AT, RA; S/21 AT, RA; T/21 AT, RA

**Guards Armored, Artillery:** A/84 Medium, RA; B/84 Medium, RA; C/84 Medium, RA

1900

**Guards Armored, Independent:** A/94 Lgt AA, RA; B/94 Lgt AA, RA; C/94 Lgt AA, RA

Night

**Guards Armored, Independent:** 14 Field, RE; 615 Field, RE; 11 AGRE, RE; A/2 HHC; C/2 HHC; D/2 HHC

September 20

0700

**Guards Armored, Group Cold:** Recce/2 WG; 1/2 Welsh-Gds; 2/2 WelshGds; 3/2 WelshGds; 1/1 WelshGds; 2/1 WelshGds; 3/1 WelshGds; 4/1 WelshGds; S(Mtr)/1 WG; S(AT)/1 WG. Both battalions of the Welsh Guards relieve the American garrison at either Mook or Grave and become the Grave/Mook garrison until they are in turn relieved (see rule S5.5).

0900

**Guards Armored, Group Cold:** Recce/1 CG; 1/1 CldStmGds; 2/1 CldStmGds; 3/1 CldStmGds; 1/5 CldStmGds; 2/5 CldStmGds; 3/5 CldStmGds; 4/5 CldStmGds; S(Mtr)/5 CG; S(AT)/5 CG

1300

**Guards Armored, Independent:** 148 Field Pk, RE

1700

**Guards Armored, Independent:** 1/RNF

1900 (43rd Division Activation is added to the mug)

**82nd, Independent:** A/Notts(SR) Yeo; B/Notts(SR) Yeo; C/Notts(SR) Yeo; R/Notts(SR) Yeo; A/Royal Drgns; B/Royal Drgns; C/Royal Drgns; D/Royal Drgns

**43rd, 43rd Recce:** A/43 Recce; B/43 Recce; C/43 Recce; A/12 KRRC; B/12 KRRC; C/12 KRRC; S(AT) 12 KRRC

Night

**82nd, Artillery:** A/147 Field, RA; B/147 Field, RA; C/147 Field, RA

**43rd, 130 Infantry:** A/7 HAMPs; B/7 HAMPs; C/7 HAMPs; D/7 HAMPs; S(Mtr)/7 HAMPs; S(AT)/7 HAMPs; A/4 Dorset; B/4 Dorset; C/4 Dorset; D/4 Dorset; S(Mtr)/4 Dorset; S(AT)/4 Dorset; A/5 Dorset; B/5 Dorset; C/5 Dorset; D/5 Dorset; S(Mtr)/5 Dorset; S(AT)/5 Dorset. The 4 Dorset battalion Units relieve the Welsh Guards from garrison duties of Mook or Grave until these Units are relieved.

September 21

0700

**43rd, Artillery:** A/64 Medium; B/64 Medium; 419 Bty/52 Hvy

1100

**43rd, 214 Infantry:** A/7 SOM LI; B/7 SOM LI; C/7 SOM LI; D/7 SOM LI; S(Mtr)/7 SOM LI; S(AT)/7 SOM LI; A/1 WORC; B/1 WORC; C/1 WORC; D/1 WORC; S(Mtr)/1 WORC; S(AT)/1 WORC; A/5 DCLI; B/5 DCLI; C/5 DCLI; D/5 DCLI; S(Mtr)/5 DCLI; S(AT)/5 DCLI; Recce 4/7 RDG; A/4/7 RDG; B/4/7 RDG; C/4/7 RDG

1700

**43rd, Princess Irene:** Verkenning; 1/Gev. Gr.; 2/Gev. Gr.; 3/ Gev. Gr. The Units of the Princess Irene formation (not the artillery Unit) relieve the 4 Dorset battalion of garrison duties of Mook or Grave, and remain as the garrison for the rest of the game.

**43rd, Artillery:** Princess Irene

1900

**43rd, 129 Infantry:** A/4 SOM LI; B/4 SOM LI; C/4 SOM LI; D/4 SOM LI; S(Mtr)/4 SOM LI; S(AT)/4 SOM LI; A/4 WILTS; B/4 WILTS; C/4 WILTS; D/4 WILTS; S(Mtr)/4 WILTS; S(AT)/4 WILTS; A/5 WILTS; B/5 WILTS; C/5 WILTS; D/5 WILTS; S(Mtr)/5 WILTS; S(AT)/5 WILTS; Recce/13/18 HUS; A/13/18 HUS; B/13/18 HUS; C/13/18 HUS

Night

**Guards Armored, Independent:** 198/73 AT, RA

**43rd, Artillery:** A/179 Fld, RA; B/179 Fld, RA; C/179 Fld,

RA; A/112 Fld, RA; B/112 Fld, RA; C/112 Fld, RA; A/94 Fld, RA; B/94 Fld, RA; C/94 Fld, RA

**43rd, Independent:** 553 Field, RE

### September 22

#### 0900

**43rd, Independent:** A/8 Middlesex; B/8 Middlesex; C/8 Middlesex; D/8 Middlesex; 204 Field, RE; 207 Fld Pk, RE; 260 Field, RE

#### 1100

**43rd, Independent:** A/59 AT, RA; B/59 AT, RA; C/59 AT, RA; D/59 AT, RA

#### 1300

**43rd, Independent:** A/119 LAA; B/119 LAA; C/119 LAA

#### Optional Reinforcements

**43rd, Independent:** 128 Bridge, RE; 15 Bridge, RE

**Guards Armored, Independent:** 11 Bridge, RE

#### German Reinforcements

### September 17

#### 1700

**Korps Feldt, Independent:** NCO Kempton

#### 1900

**von Tettau, KG Helle:** 1./Wach.Abt.3; 2./Wach.Abt.3

**Korps Feldt, Kampfgruppe Jenkel:** Reichthtsdnst

**Korps Feldt, Artillery:** Ers-Art.225

**Fruntsberg, Artillery:** 1/21/SS-Art.Ausb.5; 2/21/SS-Art.Ausb.5 (place within 1 hex of 31.55)

**Fruntsberg, KG Reinhold:** 1./SS-Pz-Pio.Btl.10; 2./SS-Pz-Pio.Btl.10 (Division reinforcement hex A)

**Fruntsberg, KG Henke:** Eisb.SIPO (placed in Nijmegen adjacent to, or with, the Unit's Leader)

**Hohenstaufen, Independent:** 1./SS-Pz.A.A.9; 3./SS-Pz.A.A.9; 5./SS-Pz.A.A.9 (in Lent town hex 40.61)

**Hohenstaufen, KG Krafft:** 10/3 Orpo

**Hohenstaufen, KG Möller:** 1./SS-Pz.Pio.Btl 9

**Hohenstaufen, Sperrlinie Spindler:** 1./SS-Pz.Art.Rgt.9; 2./SS-Pz.Art.Rgt.9 (Division reinforcement hex A, B, or C)

**Hohenstaufen, KG Harder:** 1./SS-Pz.Rgt.9; 2./SS-Pz.Rgt.9 (within 3 hexes of hex 53.20)

#### Night

**von Tettau, KG Helle:** Jagdkommando; 3./Wach.Abt.3; 4./Wach.Abt.3; 5./Wach.Abt.3; Gr.W./Wach.Abt.3

**von Tettau:** Leader for KG Lippert

**Korps Feldt, Kampfgruppe Becker:** NCO Juelich

**Korps Feldt, Independent:** 1./Ers.-Btl.58; 2./Ers.-Btl.58; 3./Ers.-Btl.58

**Korps Feldt, Kampfgruppe Jenkel:** Kriegsmarine-Ers; I/FJ-Art 4; II/FJ-Art 2

**Fruntsberg, Independent:** 1./SS-Pz.A.A.10; 3./SS-Pz.A.A.10; 5./SS-Pz.A.A.10 (Division reinforcement hexes A, B, or C)

**Fruntsberg, KG Henke:** SS-Lazarett.Kp. (placed in Nijmegen adjacent to, or with, the Unit's Leader)

**Fruntsberg, KG Euling:** 1./II/SS-PG.Rgt.19 (Reinforcement hex A, B, or C)

**Hohenstaufen, KG von Allwörden:** SS-Pz.Pio.Rgt.9; SS-Verstruppe 9; SS-PZ.Jg.Abt.9; Kriegsmarine Ers.

### September 18

#### 0700

**von Tettau, KG Lippert:** 1./NCO Arnheim; 2./NCO Arnheim

**Korps Feldt, Kampfgruppe Greschik:** 2/LW Festung XVII; 3/LW Festung XVII; 1/"Ear" Battalion; 2/"Ear" Battalion; 3/"Ear" Battalion; Gr.W./Greschik

**Korps Feldt, Kampfgruppe Goebel:** 1./I.Sich.Rgt.; 2./I.Sich.Rgt.; 3./I.Sich.Rgt.; 1./Ers.Bat.39; 2./Ers.Bat.39; 3./Ers.Bat.39; 4./Ers.Bat.39; 1./Ld.Schtz.I./6; 2./Ld.Schtz.I./6; 3./Ld.Schtz.I./6

**Korps Feldt, Kampfgruppe Becker:** 1./KG Becker; 2./KG Becker; 3./KG Becker; Gr.W./KG Becker; 1./vFuestenberg; 2./vFuestenberg; 3./vFuestenberg; Pz-Ers.

**Korps Feldt, Independent:** 1./KG Molzer

**Fruntsberg, KG Reinhold:** 1./I/SS-Pz.Rgt.10; 2./I/SS-Pz.Rgt.10; 3./I/SS-Pz.Rgt.10; 7./II/SS-Pz.Rgt.10; 8./II/SS-Pz.Rgt.10 (Division reinforcement hexes A, B, or C)

**Fruntsberg, KG Henke:** 1./Flak Ers.; 2./Flak Ers.; 3./Flak Ers. (placed in Nijmegen adjacent to, or with, the Unit's Leader)

**Hohenstaufen, Sperrlinie Spindler:** Alarm(1)/SS-PGR 19; Alarm(2)/SS-PGR 19; Alarm(1)/SS-PGR 20; Alarm(2)/SS-PGR 20 (Division reinforcement hexes A, B, or C)

**Hohenstaufen, KG Harder:** Kriegsmarine Kp.; SS-Wirtch.Btl.9 (Division reinforcement hexes E or F)

#### 0900

**Korps Feldt, Independent:** m.PaK(1)/Tiltmann

**Fruntsberg, KG Henke:** 1./21 ULK HG; 2./21 ULK HG (placed in Nijmegen)

**Fruntsberg:** Replace Ostuf. Hartung with Oberst Henke

**Fruntsberg, KG Knaust:** 1./I/SS-PG.Rgt.21; 2./I/SS-PG.Rgt.21; Radf. (Kp.) (Division reinforcement hexes A, B, or C)

**Hohenstaufen, Sperrlinie Spindler:** Ers. Pionier

#### 1100

**Korps Feldt, Independent:** m.PaK(2)/Tiltmann

**Korps Feldt, Artillery:** 1./Festg-Art.Rgt.; 2./Festg-Art.Rgt

**Fruntsberg, KG Reinhold:** 1./SS-Flak.Abt.10 (Division reinforcement hexes A, B, or C)

**Fruntsberg, KG Henke:** 2./Ers-Btl.6; 1./Gren.A.u.E.365; 2./Gren.A.u.E.365 (placed in Nijmegen adjacent to, or with, the Unit's Leader)

**Fruntsberg, KG Knaust:** 1./II./SS-PG.Rgt.21; 2./II./SS-PG.Rgt.21; 3./II./SS-PG.Rgt.21; 1./III./SS-PG-Rgt.21; 2./III./SS-PG.Rgt.21; Pz-Ers-Rgt Bielefeld (Division reinforcement hexes A, B, or C)

**Hohenstaufen, KG Möller:** 2./SS-Pz.Pio.Btl 9; 3./SS-Pz.Pio.Btl 9

### 1300

**Korps Feldt, Independent:** s.PaK/KG Tiltmann

### 1500

**Korps Feldt, Artillery:** 406-Art-Abt.

**Fruntsberg, Artillery:** 1/SS-Art. Rgt.10; 1/II/SS-Art. Rgt.10; 2/II/SS-Art. Rgt.10; 1/III/SS-Art. Rgt.10; 2/III/SS-Art. Rgt.10 (Division reinforcement hexes A, B, or C)

**Fruntsberg, KG Euling:** Orpo.(1)/KG Euling (placed in Nijmegen adjacent to, or with, the Unit's Leader if the Leader is within the Nijmegen city limits, otherwise not placed)

### 1900

**von Tettau, KG Bruhn:** 1./PG-Ers.361; 2./PG-Ers.361; 3./PG-Ers.361; 4./PG-Ers.361; 5./PG-Ers.361; 6./PG-Ers.361; 7./PG-Ers.361; 8./PG-Ers.361; Gr.W./PG-Ers.361; 2./SS-PG A.u.E.16; 4./SS-PG A.u.E.16; 9./SS-PG A.u.E.16; 10/3 Orpo.; Gr.W./KG Krafft

### Night

**von Tettau, KG Eberwein:** 1./SS-Ers.Abt.4; 2./SS-Ers.Abt.4; 3./SS-Ers.Abt.4; 1./Wach Ers.; 2./Wach Ers.; 3./Wach Ers.; 4./Wach Ers.; HK.Art.Abt 1230

### September 19

#### 0700

**von Tettau, KG Knoche:** 1./I./Sich.Rgt.26; 2./I./Sich.Rgt.26; 3./I./Sich.Rgt.26; 4./I./Sich.Rgt.26; 1./II./Sich.Rgt.26; 2./II./Sich.Rgt.26; 3./II./Sich.Rgt.26; 4./II./Sich.Rgt.26; 1./Fest.MG 30; 2./Fest.MG 30; 3./Fest.MG 30; 4./Fest.MG 30; Flak Abt.688

**Fruntsberg, KG Henke:** Pz-Ers. (optional Unit, see Special Rules below)

**Fruntsberg, KG Reinhold:** 3./Ers-Btl.6 (placed in Nijmegen adjacent to, or with, the Unit's Leader)

**Hohenstaufen, Independent:** StuG.Brig.280

#### 0900

**von Tettau, KG Lippert:** 3./NCO Arnheim; 4./NCO Arnheim; Gr.W./KG Lippert; 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10; 6./Schiff.Abt.14

**Korps Feldt, Kampfgruppe Becker:** 1./KG Isphording; 2./KG Isphording; Gr.W./Isphording

### 1500

**Hohenstaufen, KG Svoboda:** 1./KG Ladewig; 2./KG Ladewig; 1./KG Neumann; 2./KG Neumann; Flak Rgt.19; Flakbatterie Krüger; SS-Flak Battr.102

### 1700

**von Tettau, Independent:** Pz. 224

**Fruntsberg or Hohenstaufen, Artillery:** 1./ARKO 191; 2./ARKO 191; 3./ARKO 191; SS-Mörser Abt.102

### 1900

**von Tettau, Independent:** Deelen-Flak Kp.

**Fruntsberg, Independent:** 3./SS-Flak Abt.10 (Division reinforcement hexes A, B, or C)

### Night

**von Tettau, KG Wossowski:** 1./PG A.u.E.4; 2./PG A.u.E.4; 3./PG A.u.E.4; 4./PG A.u.E.4; Gr.W./PG A.u.E.4

**Fruntsberg, KG Knaust:** 5./II/SS-Pz.Rgt.10; 6./II/SS-Pz.Rgt.10 (Division reinforcement hexes A, B, or C)

**Fruntsberg, KG Euling:** 1./Ers-Btl./Euling (placed in Nijmegen adjacent to, or with, the Unit's Leader if the Leader is within the Nijmegen city limits, otherwise not placed)

**Hohenstaufen, Sperrlinie Spindler:** SS-Pz.FlakAbt 9

### September 20

#### 0700

**Korps Feldt, Kampfgruppe Greschik:** 1./Ers.Abt.6; 2./Ers.Abt.6; 3./Ers.Abt.6; Gr.W./Ers.Abt.6; PaK(1)/Greschik

**Korps Feldt, Kampfgruppe Becker:** FJ-Rgt.8; FJ-Rgt.9; FJ-Flak-Abt.5

**Korps Feldt, KG Herrman:** FJ-Rgt.13; FJ-Rgt.14; FJ-Flak-Abt.6; PaK.KG Herrman; Flemish Waffen-SS; FJ-Lehr-Rgt.21; 1./KG Lewin; 2./KG Lewin; 3./KG Lewin; Gr.W./KG Lewin; Pz-Ers.; 3./FJ-Rgt.5

**Korps Feldt, Independent:** 2./KG Molzer

**Korps Feldt, Artillery:** 1./FJ-Art.5; 2./FJ-Art.5

**Fruntsberg, Independent:** 1./Pionier 6; 2./Pionier 6; 3./Pionier 6

**Fruntsberg, KG Knaust:** 1./PG-Ers.Ausb.6; 2./PG-Ars.Ausb.6; 3./PG-Ers.Ausb.6 (Division reinforcement hexes A, B, or C)

#### 0900

**Fruntsberg, KG Euling:** 2./Ers-Btl./Euling (placed in Nijmegen adjacent to, or with, the Unit's Leader if the Leader is within the Nijmegen city limits, otherwise not placed)

#### 1100

**Korps Feldt, Artillery:** 1./s.FJ-Nbl.W.21; 2./s.FJ-Nbl.W.21; 4./s.FJ-Nbl.W.21

1300

**Korps Feldt, Artillery:** 3./s.Art.Rgt.139

1900

**Hohenstaufen, Independent:** 1./Pio-Lehr.Btl 9; 2./Pio-Lehr.Btl 9; 3./Pio-Lehr.Btl 9 (placed in any airfield hex of Deelen)

Night

**von Tettau, Independent:** 1./SS-Polizei; 2./SS-Polizei; 3./SS-Polizei; 4./SS-Polizei

**von Tettau, KG Schulz:** 5./NCO Arnheim; 6./NCO Arnheim; 7./NCO Arnheim; 8./NCO Arnheim; Gr.W./KG Schulz

**von Tettau, KG Haenisch:** 1./Cstl.Fest.1409; 2./Cstl.Fest.1409; 3./Cstl.Fest.1409; 4./Cstl.Fest.1409; 1./Flieger.Abt.2; 2./Flieger.Abt.2; 3./Flieger.Abt.2; 4./Flieger.Abt.2; Gr.W./Flieger.Abt.2; 1./Flieger.Abt.3; 2./Flieger.Abt.3; 3./Flieger.Abt.3; Gr.W./Flieger.Abt.3

**Fruntsberg, KG Reinhold:** 3./SS-Pz-Pio.Btl.10 (Division reinforcement hex A)

**Hohenstaufen, Independent:** 1./R.A.D.; 2./R.A.D.; 3./R.A.D.

September 21

0700

**Korps Feldt, Kampfgruppe Greschik:** 1./Magen Abt.; 2./Magen Abt.; 3./Magen Abt.; PaK(2)/Greschik

**Fruntsberg, KG Euling:** Orpo.(2)/KG Euling (placed in Nijmegen adjacent to, or with, the Unit's Leader if the Leader is within the Nijmegen city limits, otherwise not placed)

0900

**Korps Feldt, Independent:** 3./KG Molzer

**Korps Feldt, Artillery:** 1./FJ-Art.6; 2./FJ-Art.6

**Fruntsberg, KG Knaust:** s.Pz.Kp Hummel (Division reinforcement hexes A, B, or C)

1100

**Hohenstaufen, Sperrverband Harzer:** 1./Masch.Gew.Btl.41; 2./Masch.Gew.Btl.41; 3./Masch.Gew.Btl.41; 4./Masch.Gew.Btl.41; 1./KM.Rgt.642; 2./KM.Rgt.642; 3./KM.Rgt.642; 1./KG Schörken; 2./KG Schörken; 3./KG Schörken; 4./KG Schörken; 1./LW Kauer; 2./LW Kauer; 3./LW Kauer; 1./SS-Ld.St.Ndl.3; 2./SS-Ld.St.Ndl.3; 3./SS-Ld.St.Ndl.3; Gr.W./SS-Ld.St.Ndl.3; Ers Pionier

1300

**Fruntsberg, KG Knaust:** 1./SS-Pz.Rgt.10 (reinforcement hex A, B, or C)

Night

**Fruntsberg, KG Euling:** 3./Ers-Btl./Euling (placed in Nijmegen adjacent to, or with, the Unit's Leader if the

Leader is within the Nijmegen city limits, otherwise not placed)

September 22

0700

**Korps Feldt, 84 Division:** 1./1501 Gren.; 2./1501 Gren.; 3./1501 Gren.; 1./1502 Gren.; 2./1502 Gren.; 3./1502 Gren.; Gr.W./1502 Gren.; 184 Pionier; 184 Pz-Jg.

**Korps Feldt, Independent:** 1./KG Höxter

1100

**Korps Feldt, Independent:** 2./KG Höxter; 3./KG Höxter

1500

**Hohenstaufen, Independent:** 1./KG Zwolle; 2./KG Zwolle

September 23

0700

**Korps Feldt, 190 Division:** 1./I/Ers-Rgt.30; 2./I/Ers-Rgt.30; 1./II/Ers-Rgt.30; 2./II/Ers-Rgt.30; 1./III/Ers-Rgt.30; 2./III/Ers-Rgt.30; Gr.W./Ers-Rgt.30; Gr.W./Ers-Rgt.520; 1./Ers-Rgt.520; 2./Ers-Rgt.520; 3./Ers-Rgt.520; PG-Ers.Btl.; Pio-Ers.Abt.30

0900

**Hohenstaufen, Independent:** SS-Pz.Rgt.9

September 24

0700

**Fruntsberg, KG Knaust:** 2./schw.Pz.Abt 506 (Division reinforcement hexes A, B, or C)

**Hohenstaufen, Independent:** 3./s.Pz-Abt.506

Chits

The following chits are placed in the mug and randomized:

1st Airborne Division Activation, 82nd Airborne Division Activation, von Tettau Division Activation, Hohenstaufen Division Activation, German Direct Command, Allied Direct Command.

The 1st Para Activation Formation Activation chit is not placed in the mug, as it will be the first chit in play for the first turn of the scenario. The other Allied Formation Activation Chits are also available for purchase for this turn.

The last chit drawn for the each turn is not put into play, instead it becomes the first chit drawn for the next turn.

The other Division Activation Chits are placed in the mug the first turn that a Unit of that Division will be arriving as a reinforcement.

**Victory Conditions**

At the end of the night turn of the 24th, when the last chit is drawn, but not played, determine who has won the game, using the conditions listed below. XXX Corps is any unit of the 43rd Infantry Division or the Guards Armored Division.

**Major Allied Victory**

A XXX Corps Unit is in a reinforcement hex of Frundsberg/Hohenstaufen, and a continuous path can be traced from this hex to the XXX Corp reinforcement hex along a Road that is free of enemy Units and enemy Fire Zones.

**Minor Allied Victory**

An unsuppressed XXX Corps Unit is north of the Rhine.

**Minor German Victory**

There are no unsuppressed XXX Corps Units north of the Rhine, but there are unsuppressed XXX Corps Units north of the Waal.

**Major German Victory**

There are no unsuppressed XXX Corps Units north of the Waal.

**Special Rules**

All of the Special Rules are in effect.

Additionally, Club Route is automatically marked as closed on the following turns (due to events off-map):

September 19th 1700 and night.

September 20th 1900.

September 23rd 0900, 1100, 1300, and 1500.

The Ferries in hexes 59.41, 02.34 and 43.98 have been destroyed by the Dutch Underground and may not be used by either player throughout the game. The Arnhem Road Bridge, Nijmegen Road and Rail Bridges, and the Grave bridge are not wired at the start of play and may never be wired.

When the Leader of KG Euling is on the map, the KG Euling Formation Activation chit is always added to the mug, every turn.

XXX Corps units may enter a Hohenstaufen/Frundsberg reinforcement hex but once entered, may never return to play

**Campaign Game 2****1500 9/17/44 — Night 9/24/44****Free Drops with Deployment Limits**

The set-up for this campaign is identical to Campaign Game 1, with the following exceptions:

During the set-up, the Allied player assigns drop zones and landing zones for all the drops during the course of the game (and the supply drop zone for each day). Please note the limitations in Exclusive Rule 3.3.2 on how many Formations may use a single drop zone each day.

All the bridges start the game wired.

The Hohenstaufen Division Independent Units 1./SS-Pz.A.A.9; 3./SS-Pz.A.A.9; 5./SS-Pz.A.A.9 arrive at 1700 in reinforcement hex E or F on the 17th.

The Units of KG Krafft placed during set-up may be placed anywhere outside of the Arnhem city hexes and north of the Rhine. Each Unit must start In Command.

**Campaign Game 3****1500 9/17/44 — Night 9/24/44****Historical Drops and No Deployment Limits**

The set-up for this campaign is identical to Campaign Game 1, with the following exceptions:

The deployment limits (Special Rules S4.9, S5.6, and S5.7) are not in effect. Remember that Units may not move within 2 hexes of an enemy reinforcement hex (with the exception as noted in special rule S5.8).

All the bridges start the game wired.

The Hohenstaufen Division Independent Units 1./SS-Pz.A.A.9; 3./SS-Pz.A.A.9; 5./SS-Pz.A.A.9 arrive at 1700 in reinforcement hex E or F on the 17th.

**Campaign Game 4****1500 9/17/44 — Night 9/24/44****Free Drops and No Deployment Limits**

The set-up for this campaign is identical to Campaign Game 1, with the following exceptions:

During the set-up, the Allied player assigns drop zones and

landing zones for all the drops during the course of the game (and the supply drop zone for each day). Please note the limitations in Exclusive Rule 3.3.2 on how many Formations may use a single drop zone each day.

All the bridges start the game wired.

The Hohenstaufen Division Independent Units 1./SS-Pz.A.A.9; 3./SS-Pz.A.A.9; 5./SS-Pz.A.A.9 arrive at 1700 in reinforcement hex E or F on the 17th.

The Units of KG Krafft placed during set-up may be placed anywhere outside of the Arnhem city hexes and north of the Rhine. Each Unit must start In Command and not in any DZ/LZ.

The deployment limits (Special Rules S4.9, S5.6, and S5.7) are not in effect. Remember that Units may not move within 2 hexes of an enemy reinforcement hex (with the exception as noted in special rule S5.8)

## Credits

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# How do the maps connect?

Deelen Map

Ede Map

Arnhem Map

Pannerden Map

Grave Map

Groesbeek Map

Cuijk Map



# Terrain Legend



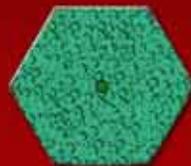
Clear Hex



Polder Hex



Orchard Hex



Woods Hex



Impassable Hex



Village Hex



Town Hex



City Hex



Fortified Hex



River



Road



Railroad



Raised Railroad



Raised Road



Stream



Crestsides



Viaduct



Bridge



Strongpoint



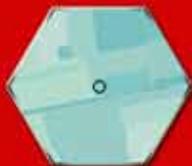
Observation Post



City Limit



Ferry



Ooij Polder



1st Airborne  
Deployment Area



82nd Airborne  
Deployment Area



German Border



Club Route



Front Line

## Reinforcement Symbol



Hohenstaufen  
Frundsberg



von Tettau



Korps Feldt



Club Route  
Start/Stop



British DZ/LZ



American DZ/LZ