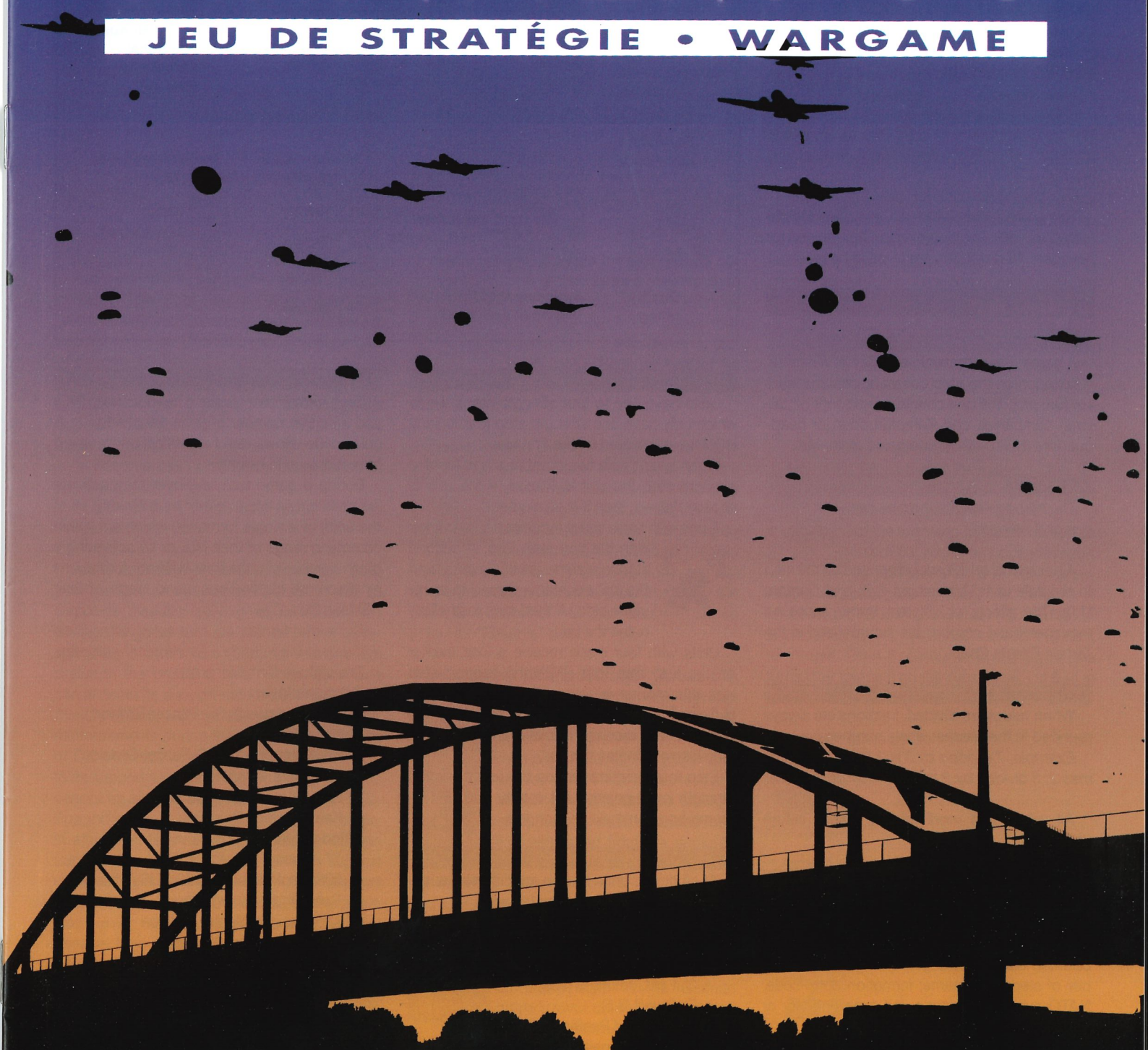


# ARNHEM 44

JEU DE STRATÉGIE • WARGAME



VÆVICTIS  
COLLECTION JEUX D'HISTOIRE



# Arnhem 1944

Arnhem 1944 simulates the combats of the 1<sup>st</sup> British Airborne and 82<sup>nd</sup> US Airborne divisions to capture the bridges at Nijmegen and Arnhem. This game is a second and greatly revised version of the game previously published under the same name in VaeVictis 13.

One player controls the German forces, the other the Allied forces.

**Note:** This game uses the same flexible system as *Ardennes 44* (VV 48), *Alsace 44* (VV 59), *Korsoun 44* (VV 72) and *Targu Frumos 44* (VV 82).

This game requires the use of a six-sided die (noted as 1d6). The abbreviation hex is used for hexagon. All distances are given in hexagons.

## 0 - OVERVIEW

### 0.1 Game Scales

A game turn represents one day of real time. A hexagon on the map covers approximately 1 km [0.6 mi.]. The unit counters represent battalions, companies and Kampfgruppen or headquarters (HQs) with their organic elements.

### 0.2 Terrain

The map represents the area between Nijmegen and Arnhem.

A hexagonal grid is superimposed on the map to regulate units' Movement (6.0) and Combat (7.0). The effects of different terrain types on movement and combat are summarized in the Terrain Effects Chart.

### 0.3 Rounding

When values are divided, fractions are always rounded to the nearest whole number.

**Example:** 7 divided by 3 is 2.33 which becomes 2; 3 divided by 2 is 1.5, which becomes 2.

All values and modifiers are added before dividing

## 1 - UNITS AND ORGANISATION

### 1.1 Units

Each unit has the following notations on the counter: combat strength; quality rating; number of steps; unit name; formation color code; NATO symbol indicating unit type (infantry or mechanized).

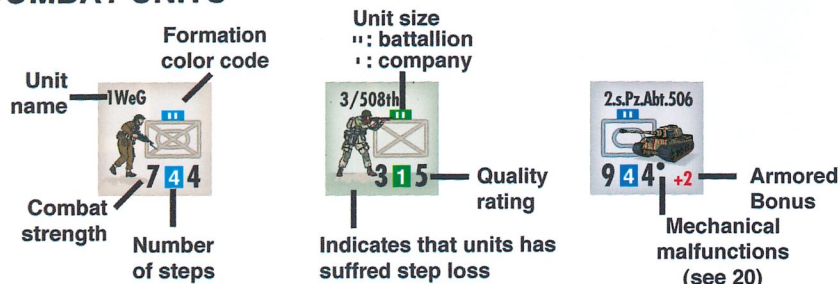
Any armor bonus is indicated by a red number.

Combat units are grouped into formations. A color code allows the easy recognition of different formations. Infantry units have 2 Action Points (AP), mechanized units, including HQs, have 3 Action Points.

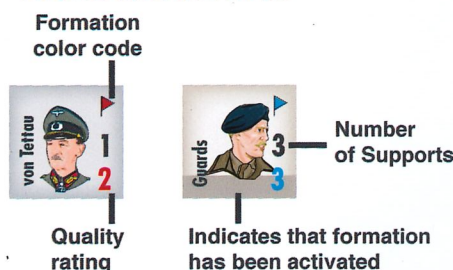
These Action Points are used for movement and combat. The number of APs available may be reduced by the unit's status.

## COUNTERS DESCRIPTION

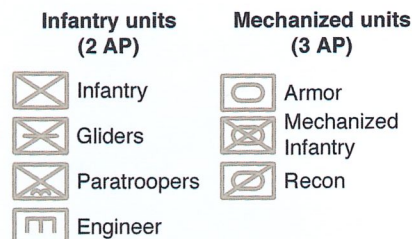
### COMBAT UNITS



### HEADQUARTERS



### NATO Symbol



### 1.2 Unit Reduction

Units have one to four strength steps. Units which only have one strength step (particularly HQs) are eliminated by the first loss.

When a unit with two combat steps loses a strength step the unit is flipped. If the unit is already flipped, then it is eliminated.

A unit with three steps receives a loss marker with the first step loss. A second step loss removes this marker and the unit counter is flipped to its reverse side. A third step loss eliminates the unit.

Units with four steps receive a loss marker on the first step loss. With the second step loss this marker is removed and the counter is flipped to its reverse side. On the third step loss, the unit receives a loss marker. A fourth step loss eliminates the unit.

Step loss markers reduce the unit's combat strength by 2 points. Unit quality and any armored bonus remain unchanged.

### 1.3 Status

At all times, units have a specific status depending upon game circumstances:

- Normal,
- Isolated (10.3),
- Unsupplied (10.3),
- Out of Command (8.2),
- Fatigued (3.5),
- in Improved Position (12.1),
- and/or Disorganized (3.6).

The effects of such status on unit performance are explained in the relevant rules sections. The default status of each unit is Normal. A unit may have several status simultaneously (for example, Isolated, in Improved Position, and Out of Command). In such a case, all effects are cumulative.

**Example:** a unit which is both *Fatigued* and *Unsupplied* will have no APs: a base of 1 for *Unsupplied* and -1 for *Fatigued*.

### 1.4 Organization and Command

Each formation includes a headquarters (HQ) and a certain number of units attached to it. A color code allows rapid identification to which formations units belong.

During a game turn, a player may activate his units in two ways: either by activating all of the units of a single formation which are within command range of their HQ, or by activating a given number of units from different formations or which are beyond command range of their HQ (see 3).

**Note:** the number of units activated is given in the doctrine rules as a function of nationality.

The various formations are:

#### German player:

- Kampfgruppe 9. SS-Panzer-Division « Hohenstaufen »
- Kampfgruppe 10. SS-Panzer-Division « Frundsberg »
- Kampfgruppe von Tettau
- Kampfgruppe Spindler

#### Allied player:

- 1<sup>st</sup> Airborne Division (British)
- 508<sup>th</sup> regiment of the 82<sup>nd</sup> US Airborne
- Polish Independent Parachute Brigade
- 43<sup>rd</sup> Wessex Infantry Division
- Guards Armoured Division

### 1.5 Headquarters (HQ)

Headquarters counters represent formation HQs. These are their sources of command and supply. They have 3 Action Points and show the following notations: their quality rating as well as how many supports they can allocate each turn to their subordinate units.

They have an intrinsic combat strength of 1 (which is only usable in defense) and a single strength step. The reverse side of the counter indicates the HQ's activation.

HQs can support friendly units of their formation in attack and defense if they are within its command range (if a Line of Communications reaches their hex, see 8.1) at the moment



of support (attack or defense). In that case, Support markers possessed by the HQ can be stacked with the supported unit (see 1.6).

HQs can only be destroyed if they are attacked while alone in a hex, or if all of the units with which they are stacked are eliminated.

**Note:** a destroyed HQ returns in the following turn at the end of phase 1 of the sequence of play and may be placed by the owning player wherever he wishes on the map, so long as the placement hex is not in enemy Zone of Control (see 4) and is supplied (see 10).

At the moment of the HQ's destruction, Support markers present in its HQ Allotted box are returned to its HQ Reserve box (see 1.6). They will be available again on the following turn.

## 1.6 Support markers

Each side has a certain number of Support markers. This pool may increase during the game through reinforcements and will decrease according to the rules for expending each type of support.

Each side has a Player Aid to manage its Support markers. Each Player Aid has two kinds of boxes:

- Reserve box, which may be common to several HQs,
- Allotted box, which belongs to only one HQ.

At the beginning of the Support Phase, Support markers on the Allotted boxes as well as Support markers arriving as reinforcements during the game turn are placed in the corresponding Allotted box (Support markers are drawn in the boxes to help). Then, each side can allocate its support markers to the different friendly HQs or DZs on the map or arriving as reinforcements during the game turn. Each HQ or DZ may receive a number of markers equal to its support level [note that an Unsupplied HQ cannot be allotted Support markers, see 10.3]. Support markers will be spent during combats, in attack or defence, to help units which can trace LoC to their HQ. A HQ can only support units belonging to its formation. After Support marker use, roll a die. Depending on the result (see below), the marker is placed back in its HQ Reserve box, it is placed on the turn track (it returns to the game later) or is eliminated.

The vehicle markers (B2, 250/16LF, 250/9, Stug, JagdPz IV, Achilles) can be used only if the defender's terrain and at least one attacker's hex are not impassable for mechanized units (see Terrain Effects Chart).

### 1.6.1 German Support Markers

**Heavy Artillery:** Shifts the combat two columns in the German player's favor (right in attack, left in defence). When it is used, the player rolls one die, on 1-4 the marker is placed in its HQ "Reserve" box for the next turn's use. On 5-6, it returns to the game two turns later (place it on the turn track).



**Nebelwerfer:** Shifts the combat one column in the German player's favor (right in attack, left in defence). When it is used, the player rolls one die, on 1-3 the marker is placed in its HQ "Reserve" box for the next turn's use. On 4-5, it returns to the game two turns later (place it on the turn track). On 6, it is eliminated from the game.



**Medium Artillery:** Shifts the combat one column in the German player's favor (right in attack, left in defence). When it is used, the player rolls one die, on 1-5 the marker is placed in its HQ "Reserve" box for the next turn's use. On 6, it returns to the game two turns later (place it on the turn track).



**Flamethrower:** Gives a plus or minus 2 drm for combat in the German player's favor when attacking or defending in an urban zone in the German player's favor. The player may choose to lose it as a step loss (the marker is equivalent to a strength step). If not chosen as a step loss, it is eliminated from the game on a die roll of 5-6. Otherwise, it is placed in its HQ "Reserve" box.



**Beutepanzer B2 and 250/16LF:** Gives a plus or minus 2 drm in the German player's favor for combat when attacking or defending in the German player's favor. The player may choose to lose it as a step loss (the marker is equivalent to a strength step). If not chosen as a step loss, it is eliminated from the game on die roll of 4-6. Otherwise, it is placed in its HQ "Reserve" box.



**Flak 88:** Gives a plus or minus 2 drm for combat in the German player's favor when attacking or defending in an urban zone in the German player's favor or provides a +2 drm when determining Amor Superiority (see 7.5). When it is used, the German player rolls one die, on 1-3 the marker is placed in its HQ "Reserve" box for the next turn's use. On 4-5, it returns to the game two turns later (place it on the turn track). On 6, it is eliminated from the game.



**Pak 40:** Gives a plus or minus 1 drm for combat when attacking or defending in an urban zone in the German player's favor or provides a bonus when determining Amor Superiority (see 7.5). The player may choose



to lose it as a step loss (the marker is equivalent to a strength step). If not chosen as a step loss, it is eliminated from the game on a die roll of 6. On a 4-5 result, it returns to the game two turns later (place it on the turn track). Otherwise, it is placed in its HQ "Reserve" box.

**Flak 20mm and 250/9:** Gives a plus or minus 1 drm for combat when attacking or defending in the German player's favor. The player may choose to lose it as a step loss (the marker is equivalent to a strength step). If not chosen as a step loss, it is eliminated from the game on a die roll of 5-6. Otherwise, it is placed in its HQ "Reserve" box.



**Stug/Jagdpanzer IV:** Shifts the combat one column in the German player's favor (right in attack, left in defence). The player may choose to lose it as a step loss (the marker is equivalent to a strength step), on a die roll of 5-6, it returns to the game two turns later (place it on the turn track). Otherwise, it is placed in its HQ "Reserve" box.



**Note:** "Urban zone" means town and village hexes.

### 1.6.2 Allied Support markers

**Anti-tank:** Gives a plus or minus 1 drm for combat, when defending only, in the Allied player's favor when one of the following Support markers is used: 50, B2, Stug or Jagdpanzer; or provides a +1 drm when determining Amor Superiority (see 7.5). When it is used, the player rolls one die; on 1-3 the marker is placed in its HQ "Reserve" box for the next turn's use. On 4-5, it returns to the game two turns later (place it on the turn track). On 6, it is eliminated from the game.



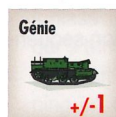
**Achilles:** same as German Stug/Jagdpanzer IV.



**Airborne or medium artillery:** same as German medium artillery.



**Engineers:** same as German flamethrower.



**AA:** same as German Flak 20mm.





## 2 - SEQUENCE OF PLAY

Arnhem 1944 is played in 10 turns, each game turn being composed of several phases.

### 2.1 Game Sequence

#### 1 - Weather Phase

The Allied player rolls a die and consults weather table (if random weather option has been chosen - see 15)

#### 2 - Airborne reinforcements Phase

If the weather allows it or if the scenario dictates, the Allied player can drop his Airborne reinforcements.

#### 3 - Supply and Command Phase

Both players check the Line of Supply (LoS, see 10) and Line of Command (LoC, see 8) for all of their units.

#### 4 - Support Phase

Support markers received this turn are placed in the pool. Depending on the weather, markers attached to a HQ (available or used) may be returned to the pool or remain attached to the same HQ (see 1.6).

Both players allocate their available Support markers (see 1.6) to the corps and army HQs by placing them in the appropriate box on the player aid display (on the back of the countersheet), up to the limit of each HQ's support rating [note that unsupplied HQ cannot be given Support markers, see 10.3].

#### 5 - Determine Initiative

Each player rolls 1d6 to determine who has the initiative for the turn, high roll wins. Reroll in case of ties.

#### 6 - Operations Phase

- First Player activation sequence: the player with the initiative may activate all of the units belonging to a single formation, or 3-4 (depending on nationality) units of his choice (including this turn's reinforcements, see 18). These units may then spend their Action Points (AP) according to the action rules (see 3.4.1). They may move, take up defensive positions and/or attack.

The player may also decide to pass and not activate any units.

Stacking limits are checked and corrected as needed (see 5).

- Second Player activation sequence: the second player does the same with the units of his choice. Stacking limits are checked and corrected as needed (see 5).

The players thus alternate activation sequences until the end of the turn.

#### 7 - Administrative Phase

- "Activated", "Breakthrough" and "Disorganized" markers are removed;
- Victory Conditions are checked;
- the Turn marker is advanced one space.

### 2.2 Turn End

The game turn may end early in two ways:

- if both players in succession pass in their action phase. A player may decide to pass during his action phase, and not activate any units. If the opposing player does likewise, the turn automatically ends.

- if one of the players has activated all of his units twice (Fatiguing them), the opposing player may then do a series of activation sequences. At the end of each activation sequence (of either type) beginning with the second, this player must roll 2d6. On a result of 11 or 12 the turn ends prematurely.

When neither player has any unit remaining to activate, the turn ends automatically.

## 3 - ACTIVATION

### 3.1 Overview

In order to move and fight, a unit must be activated. A unit is activated by the owning player during his operations phase, as either a "formation activation" (see 3.2) or a "general activation" (see 3.3).

Each unit or HQ can normally only be activated once per turn (exception, Fatigue see 3.5).

A unit may only move and fight during its activation. A HQ cannot be activated during a general-type activation except to move (but in no event may it activate the units of its formation).



To avoid confusion, an Activated marker may be placed on a unit at the end of its activation.

### 3.2 Activating by "Formation"

The player may activate all of the incommand units of a single formation during the operations phase.

A HQ must be activated to perform this type of activation and the following conditions must be met:

- The formation's HQ is not destroyed;
- Those of the formation's units which the player wishes to activate must be in command (see 8.1).

**Note:** a player is not required to activate all the units of his formation, they may instead be activated during a general type activation (see 3.3).

An already activated HQ may not normally do a Formation Activation. A player may however decide to perform a new formation activation by reactivating this HQ, in which case the HQ is automatically Fatigued at the moment of activation, and suffers the same penalties as a Fatigued unit (see 3.5). An un-Fatigued HQ may also be reactivated during a general-type activation, in which case it is treated as any other unit, i.e. it becomes Fatigued.

### 3.3 General-Type Activation

Instead of activating units through a single formation HQ, the player may decide to activate or reactivate units which are independent or belong to different formations, whether in or out of command. To do this, he chooses a general-type activation and may activate 5 or 6 units, depending on nationality (see 9). These

units do not need to be within a certain distance of each other.

A unit which is out of command or whose HQ has been destroyed must make a C3i check to activate (see 9.4).

If it passes, it has all of its normal APs, if not it has only one AP.

*Special case: Units arriving before their HQ is on the map can only be activated using general-type activations.*

### 3.4 Activation Mechanics

The activation process is relatively flexible and allows the players to perform different combinations of movement and combat.

#### 3.4.1 Actions

The actions undertaken by a unit (Movement, Combat etc.) during the course of its activation cost Action Points (APs) which are subtracted from its current allotment as a function of its Category (see 1.1) and Status (see 1.4).

A unit may choose as many actions as its APs permit.

A unit is not required to use all of its APs during its activation but unused APs do not accumulate for later activations and are lost immediately at the end of the current activation phase.

The possible actions are:

- **Movement** (costs 1 AP). The unit may move up to its full movement allowance as a function of its mobility class and status, paying the terrain costs according to unit type.

- **Normal Attack** (costs 1 AP). The unit may attack any unit in its zone of control (ZoC, see 4) possibly in conjunction with adjacent friendly units.

- **Fatigue Recovery** (costs 1 AP). A fatigue recovery (see 3.5.2) must be done as a fatigued unit's first action of its first activation sequence.

- **Prepared Attack** (costs 2 AP). The unit may attack any unit in its ZoC with bonuses and possibly in conjunction with adjacent friendly units.

- **Enter Improved Position** (costs 1 AP). See 12.

- **Leave Improved Position** (no AP cost). See 12.1.

#### 3.4.2 Free Combination

During the activation, the player may move some or all of his activated units, attack with one or more of these units, then move other activated units and have them attack in all possible combinations, bearing in mind the following points:

- entering an enemy ZoC stops movement and requires combat before the end of the formation's activation sequence, in those cases where it is mandatory (see 4.3).

- a unit may attack more than once per turn.

- an enemy unit may be attacked more than once per turn.



### 3.4.3 Order of Actions

Each activated unit undertakes actions singly or as a stack (see 5), in the order desired, regardless of the activation method used. None of the units of a stack can however expend more APs than they have available. Units with APs remaining may continue their Activation even if other units in the stack must end theirs.

A unit or stack may spend part of their APs, then wait while another stack also spends APs, before resuming in turn: the only restrictions are the rules on zones of control (ZoC, see 4) and the number of APs per unit.

AP Remaining markers are provided to note the remaining APs within an activated formation during an activation phase.

PA  
1

PA  
2

### 3.5 Fatigue

A unit may be reactivated once more during the same turn in a subsequent activation phase, either by its HQ or a general-type activation. In this case the reactivated unit and/or HQ automatically receive a Fatigue marker at the end of their activation. It is possible to jointly activate some units which are fresh and others which will be fatigued.



#### 3.5.1 Fatigue Effects

The unit loses 1 AP (thus, infantry units have 1 AP and mechanized units 2 APs) and has its combat strength halved.

#### 3.5.2 Fatigue Recovery

To recover from fatigue, the HQ or unit must spend 1 AP at the moment of its first activation in a turn, even if it is in enemy ZoC. The marker is then removed.

**Note:** a fatigued unit cannot immediately re-fatigue, it must first recover from fatigue before possibly fatiguing itself again.

### 3.6 Disorganization

(optional rule)

This rule slows game but it offers more diversity for combat results. A unit which retreats after combat must check its C3i. If it fails, it becomes disorganized. Its combat strength is halved in both attack and defense until the end of the turn. A Disorganized marker is placed on the unit.



## 4 - ZONES OF CONTROL (ZoC)

### 4.1 Overview

A unit's ZoC affects movement and combat of other [enemy] units. Most units exert a ZoC into the six adjacent hexes, except across a river, even one spanned by a bridge.

HQ, and non-HQ units which are alone in their hex (or are stacked with a HQ) and which have only one strength step, exert no ZoC.

### 4.2 ZoC Effects

- A unit which enters an enemy ZoC must stop its movement. It must then make a Normal Attack (7.3.1) or a Prepared Attack

(7.3.2), before the end of the formation's activation phase, and pay the appropriate APs. If it does not have sufficient APs to declare an attack, it cannot enter the ZoC in question, except if it is a hex where attack is not mandatory: town, village or forest... (see 4.3).

- A unit which begins its movement in an enemy ZoC may leave this ZoC by spending an additional +1 movement point (MP).
- A unit may move directly from one enemy ZoC to another enemy ZoC by paying +2 MP (do not count the +1 MP for leaving an enemy ZoC in this case), provided that this second ZoC is not exerted by the same unit.
- A unit cannot move directly from one ZoC to another ZoC exerted by the same enemy unit (exception, see Breakthrough, 7.8).
- The presence of a friendly unit in an enemy ZoC nullifies it for retreat (see 7.7), and supply lines (see 10.1), but not for movement. Important: the presence of a friendly ZoC does not negate an enemy ZoC.

### 4.3 ZoC and Combat

- Combat is mandatory for a unit which ends its move in an enemy ZoC during its activation (see 3.4.2 and 4.2).
- Exception: a unit in town, village, forest, or broken terrain is not required to attack enemy units exerting a ZoC upon it.
- A unit which enters an enemy ZoC during an advance after combat is not required to attack.
- A unit which begins its activation phase adjacent to an enemy unit which exerts a ZoC upon it is not required to attack. It may remain in place without being required to attack, may disengage or recover from fatigue.
- A unit or stack of units which retreats into an enemy ZoC as a result of combat loses 1 strength step (for the entire stack) per hex of enemy ZoC traversed (see 7.7) unless a friendly unit is present in the hex.

## 5 - STACKING

Maximum stacking in any given hex is 8 strength steps.

Stacking limits apply after each of a unit's move actions. However, during each sequence friendly units may freely move through each other. Units in violation of stacking at the end of the sequence are eliminated, owning player's choice as to which units. The various markers, HQs and Royal Engineer bridging unit do not count toward stacking limits.

**Exception:** mechanized movement along a road (6.2).

**Important:** the current strength steps, not the theoretical ones, are taken into account.

For example, a 2 steps unit which has lost one step counts for only one step.

## 6 - MOVEMENT

### 6.1 Overview

During a movement action, a unit may move using all or part of its movement allowance by spending the movement points (MPs) required for each type of terrain moved through.

Infantry units have a movement allowance of 4 MPs per move action, mechanized units have an allowance of 6 MPs.

A unit is not required to expend all of its MPs during its move action, but if it does not, the remaining MPs are lost for this action.

A unit which wishes to spend several consecutive movement actions may sum the MPs from these actions.

**Example:** an infantry unit uses a move action to move through 3 hexes of clear terrain (3 MPs) then a hex of broken terrain (2 MPs); it may use a second movement action in order to pay the missing MP and continue its movement with the remaining 3 MPs. This is equally true with certain events that cost 1 AP. The unit pays the AP and then continues with its remaining MPs.

### 6.2 Terrain Effects

Terrain effects on movement and combat are given on the Terrain Effects Table [at the end of these rules].

Roads: For mechanized units, the road movement cost only applies if the unit is alone in the hex. If another unit is stacked with it, or it moves through a unit already on the road, it will then pay the cost of the non-road terrain. Mechanized units ignore infantry units when determining whether they are alone in the hex.

**Note:** if a mechanized unit occupies a road hex in broken terrain, no other mechanized unit may enter the hex.

Infantry units always benefit from the road bonus.

Bridges and ferries: they are situated where roads or rail cross the river. They allow movement and/or combat across the river (see 13).

## 7 - COMBAT

In *Arnhem 1944*, combat occurs during an attack action taken during the activation sequence. Units which attack are termed the Attackers, the units in the attacked hex(es) are termed the Defenders.

### 7.1 Overview

A unit may attack any adjacent hex containing an enemy unit (the 'target hex') by choosing between the two permitted types of attack (see 7.3).

- Combat is mandatory once a unit or stack (5.0) enters an enemy ZoC (4.2, 4.3), this requirement may be voided by the terrain in the attacker's hex;
- the number of stacked units which can attack from the same hex cannot exceed stacking limits;
- a unit may attack any adjacent enemy unit (unless it cannot normally enter the defender's terrain: across a bridgeless river...);
- a unit must attack at least one hex containing an enemy unit or stack which exerts a ZoC upon it, but is not required to attack all the hexes which exert a ZoC upon it;
- an enemy unit may be attacked by all the friendly units adjacent to it.



## 7.2 Multiple Attacks

All the enemy units in the same hex must be attacked together, and must all take part in the defense; their defense strength is the sum of their combat strengths.

Different units attacking from a single hex (i.e. a stack) may attack different enemy hexes. Each attack is resolved separately. However, the combat strength of an individual unit may not be divided among several combats.

### Activation and movement example:



II/SSPzGr 22 starts its movement in hex 1602. It uses a first AP (4 MP) to go to 1908.

A second AP gets it into 1712 (To go from 2011 to 1911 costs 1.5MP: 0.5 for the road + 1 for the ferry).

During a second activation, the German player decides to reactivate the unit; it moves of one AP, so 4 MP that gets it to 1310. The British unit's ZoC doesn't extend across the river and thus doesn't block movement along the road. II/SSPzGr 22 uses a second AP to then enter an Improved Position. Lastly, the unit receives a Fatigue marker.

## 7.3 Attack Actions

There are two possible types of attack. Each type has its own characteristics as explained below and summarized in Table 7.3.

### 7.3.1 Normal Attack

The unit or stack spends 1 AP to attack a target hex. This attack may benefit from one and only one HQ support. Other adjacent stacks may join in the attack if they have at least 1 AP.

The unit or stack of units may again move and/or attack after its first attack if it has APs remaining.

### 7.3.2 Prepared Attack

The unit or stack spends 2 APs to attack a target hex. The active player notes the APs expended then may activate other units or stacks within the constraints of the chosen activation (3.1) and available APs (3.4.1), in order to attack the same hex.

He then notes the APs expended by these new participants in the attack and declares a Prepared Attack. This attack may benefit from two HQ supports and one air support mission.

Following any required advance after combat (see 7.7.2), units may subsequently attack units adjacent to them or move if they have APs remaining.

## 7.4 Modifiers

Modifiers are as follows:

- **Defender's Terrain:** the terrain in the defender's hex provides column shifts. These modifiers are cumulative (example: a village in difficult terrain shifts two columns to the left).
  - **Quality Difference:** the quality rating of one attacking unit minus the quality rating of one defending unit gives a positive or negative die roll modifier. The unit whose quality rating was chosen must suffer the first step loss, if any.
  - **HQ Support:** these supports provide column shifts or drm(see 1.6).
  - **Improved Positions:** An IP provides a 1 column shift to the left [see 12.1].
  - **Combined Attack:** when an infantry unit (mechanized or foot) and an armored unit are stacked, they benefit from a +1 drm when attacking, regardless of the number of 'tank-infantry' groups involved.
- All of these modifiers are cumulative.

## 7.5 Armor Superiority

If at least one attacking or defending unit has an armor modifier, each player chooses one of his units to determine armor superiority. Check the Armor Superiority Table. The attacker rolls one die to determine the final column shifts. If a loss result is obtained, the afflicted side **must immediately apply it**.

Flak88, Pak 40 and Antitank markers influence the determination of armor superiority.

## 7.6 Combat Resolution

Combat takes place as follows:

- The attacker declares the type of attack and the target hex(es).
- The attacker sums his modified combat strengths.



- The defender sums his modified combat strengths.

- A ratio is made between the attacker's and defender's sums to obtain a basic force ratio. This ratio is always rounded to the nearest whole number

(Example: 1.49 to 1 gives a 1:1; 1.50 to 1 gives a 2:1).

- Beginning with the active player, the players add support from their HQ (see 1.6).

- Column shifts are applied to obtain the final strength ratio column.

- The attacker consults the appropriate column on the Combat Results Table (CRT) then rolls 1d6 which he modifies as needed to determine the final combat result.

## 7.7 Combat Results

Results are given in the form of numbers which can affect the attacker as well as the defender. These numbers indicate the number of strength steps which that force must lose and/or the number of hexes of retreat.

The owning player apportions his combat losses among the stack (but the unit whose quality rating was used must suffer the first loss) and the number of retreat hexes, always beginning with the losses (mandatory or not) and then the optional retreats. The defender apportions his losses and retreats, if any, then the attacker does the same (note that for a prepared attack or if the defender accepts losses then the attacker must suffer at least one step loss on any adverse result).

Asterisked \* results indicate that at least one strength step must be lost by the defender or attacker before any retreats, regardless of the type of attack.

If the defender chooses to remain in place and lose strength steps, the attacker must take all of his losses as step losses and may not retreat.

If mechanized units are present on both sides, then the first or second loss (if the unit whose quality rating was used is not mechanized) must be taken from an armored or mechanized unit.

## 7.8 Retreats and Advances After Combat

### 7.8.1 Retreats

The owning player may decide to retreat instead of suffering step losses.

A unit or stack of units which retreats cannot enter a hex occupied by enemy units. It also cannot retreat into a hex impassible to it such as an unbridged river for tanks for example.

Retreats must be done as much as possible within the following order of priorities:

- towards a hex out of enemy ZoC;
- in the general direction of the friendly board edge or towards the unit's HQ;
- towards the hex furthest from an enemy unit.

A unit or stack may retreat into an enemy ZoC, losing one strength step for the entire stack per hex of enemy ZoC moved through, unless this hex is occupied by a friendly unit.

A unit cannot retreat into a hex in violation of stacking limits. If such would be the case, the unit must absorb the entire combat result

### Combat example:

The German player activates the three following in command units of the Spindler formation: KG Bruhns, Spindler and von Allwörden.



Von Allwörden does not move, it is already adjacent to the target hex; Bruhns and Spindler

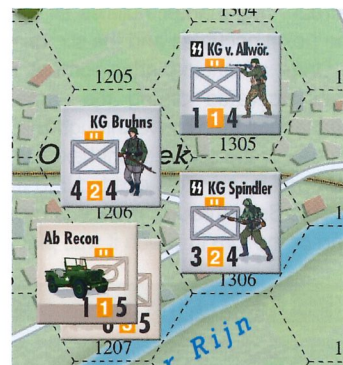
each spend 1 AP to move next to AB Recon. As they have only one AP left, the German player decides to launch a normal attack, including von Allwörden. He commits a JgPz IV support marker. The basic force ratio is  $(4 + 3 + 3 = 10)$  against  $(3 = 3)$  to 1; but the British unit is in a village hex, so it benefits from one column left; the ratio becomes 2 to 1. The support marker shifts one column to the right again, so the final ratio is 3 to 1. The British unit quality is 5, the German quality is 4 (if the German player had a 5 quality unit, he could have chosen it to lead the attack; in the case of an adverse result, this unit would have had to suffer the first loss). The German player rolls a die and obtains 6! It is modified to 5

due to the quality difference, so the final result is 1/2.

The British unit must either lose 2 steps, or retreat one hex and lose 1 step, or retreat 2 hexes. He decides to retreat into 1207 and lose one step. AB Recon is flipped.

If players use the optional rule, the unit must check its C3i (3.6 and 9.4). If the British player obtains 4 or less with 1d6, the unit retreats without being disorganized; otherwise, it becomes disorganized and a marker is placed over the unit.

The German player may advance units into the hex freed by the AB Recon's retreat. But he must first suffer one step loss. He decides to take the loss from the von Allwörden counter which is flipped, and to advance KG Spindler into the vacated hex.



as losses.

Units from a retreating stack may retreat into different hexes so long as they all retreat the same number of hexes.

Any unit which retreats, whether attacker or defender, becomes disorganized.

A unit which must retreat off the map or into a hex with impassable terrain is eliminated.

### 7.8.2 Advance After Combat

When a unit or stack of units retreats or is eliminated, it leaves the hex that it had occupied vacant, as well as a retreat path of varying length depending upon the number of hexes retreated.

Victorious units which took part in the combat may then enter the vacated hex and advance along the retreat path of the defeated unit still respecting impassable terrain (an unbridged

river to tanks, for example). If a retreating stack splits into several hexes, the active player is free to follow whichever of the retreat path(s) he wishes.

**Exception: Mechanized units are not required to follow the retreat path of retreating units after the first hex.**

This movement ends when they enter an enemy ZoC, except for the initial vacated hex. However, units are not required to attack, regardless of the terrain type.

This movement also ends after crossing a river, even if the enemy retreated further.

In the case of a shared result, the attacker must convert all of his adverse results into step losses if he wishes to remain in place or advance after combat.

Only the attacker may advance after combat and this advance is mandatory (by at least one



unit) in the case of a prepared attack.

**Example:** a 1/2 result indicates that the defender must: lose 2 strength steps and remain in place or lose 1 strength step and retreat all of his units 1 hex or retreat all of his units 2 hexes. The attacker must either retreat 1 hex (only if the defender did not remain in place) or lose 1 step. If he chooses the second option, he may then advance into the defender's vacated hex if the defender has retreated. If the defender retreats 2 hexes, the attacker may follow the defender along his retreat path provided that an enemy ZoC does not prevent him from entering the second hex vacated by the retreat (exception breakthrough, see 7.8). If the result had been 1/2\*, the defender would have been obliged to take a step loss before being able to choose whether to retreat a hex or take a second step loss.

Advance restrictions:

- if an enemy unit is eliminated before fulfilling all the requirements of its combat result, the attacker may convert remaining requirements into hexes of advance after combat.

**Example:** a result of -1/3\* eliminates a unit which had only one strength step, in this case the attacker may advance two hexes.

- Fatigued units may advance only one hex after combat.

### 7.9 Special Result: Breakthrough



If the attacker's result is printed in red on the CRT, a "breakthrough" has occurred in the enemy front. A Breakthrough marker is then placed in the hex formerly occupied by the enemy unit before its elimination or retreat. This marker nullifies all enemy ZoC in the hex it occupies and the six adjacent hexes.

Units advancing after combat and friendly units activated during the same operations phase may then move through the breakthrough hex or the six adjacent hexes without being stopped by any ZoC exerted into these hexes.

This Breakthrough marker is removed at the end of the turn in which it was placed.

## 8 - COMMAND

### 8.1 Command Range

HQs (and DZs) of both sides have a command range of six hexes (range exclusive of the HQ's own hex but inclusive of the hex of the unit concerned).

In order to be in command, a unit must be able to trace a Line of Command (LoC) to its HQ. This LoC may pass through any terrain or enemy ZoC but not through an enemy-occupied hex.

At the start of each turn, both players check the command status of all their units. Units which are in command at the start of the turn remain so for the entire turn, even if they move subsequently out of command range.

### 8.2 Effects



A unit which is unable to trace a LoC to its HQ at the start of the turn gets an Out of Command marker. It cannot be activated during a "formation" activation, only during a general-

type activation. In addition, an Out of Command unit must pass a C3i check to be activated (see 9.4).

## 9 - DOCTRINE

### 9.1 Overview

The doctrines of the various belligerents require some modifications or restrictions to the base rules; they are indicated by nationality.

### 9.2 Allies

- Activation by formation: normal.
- General activation: 6 units.

### 9.3 Germans

- Activation by formation: normal.

**Exception:** KG von Tettau cannot activate more than 5 units of its formation together.

- General Activation: 5 units.

A German unit which is unable to trace a LoC to its HQ at the start of the turn but which is able to trace a LoC to another HQ, is considered to be in command. However, it may only be activated during a general-type activation.

### 9.4 C3i Check for Out of Command or retreating units

#### 9.4.1 Out of Command units

Out of Command units must pass a C3i check to be activated. The player rolls 1d6 and must roll less than the unit's quality rating.

**Example:** for a quality rating of 5, the player must roll 1, 2, 3, or 4.

An Out of Command unit must which fail its C3i check is considered as activated even if this unit does nothing.

#### 9.4.2 Retreating units

(Optional rule)

A retreating unit must check its C3i to know if it is disorganized or not (see 3.6).

## 10 - SUPPLY

### 10.1 Overview

A LoS may pass through any type of terrain usable by a mechanized unit but cannot pass through an enemy-occupied hex or through an enemy ZoC, unless this hex is occupied by a friendly unit.

Unit supply is checked during the supply and command phase.

### 10.2 Supply

For a unit to be supplied, it must be able to trace a Line of Supply (LoS) to:

- Its DZ (if not under enemy control), its HQ or a HQ of XXX Corps, if the unit is part of 1<sup>st</sup> Airborne Division or the Polish brigade.
- A supplied HQ for all other units.

A unit can trace a LoS to its HQ or its DZ of up to 6 hexes in length.

Furthermore, a HQ must be able to trace a LoS to a road, which itself connects to:

- The northern or eastern edge of the map for HQs of KG 9SS, 10SS and KG Spindler.
- The western edge of the map for the HQ of KG von Tettau.
- Hex 0327 for HQs of XXX Corps and

508<sup>th</sup>

- Its DZ for HQ of 1<sup>st</sup> Airborne and 1<sup>st</sup> Polish

The distance from a HQ to a connected road cannot exceed 2 hexes (a HQ may also be within 2 hexes of a DZ or a road hex on the map edge to be supplied, without using a road).

### 10.3 Effects

If a unit or HQ is unable to trace a LoS at the start of the turn, it gets an Isolated marker. The consequences are as follows:



- A mechanized unit or HQ has only 2 AP (an isolated infantry unit still has 2 AP);
- All units attack normally but cannot make prepared attacks;
- All units defend normally.

An already Isolated unit or HQ which is unable to trace a LoS at the start of the turn gets an Unsupplied marker, the consequences are as follows:



- A mechanized, HQ or infantry unit has only 1 AP;
- All units attack with only half their combat strength and cannot make prepared attacks (they do not have enough APs to do this);
- Units defend with half their combat strength.

An unsupplied HQ cannot receive support markers to distribute to its units in the support phase.

### 10.4 Supply and river crossing

A LoS cannot cross rivers other than by using bridges and ferries.

### 10.5 Air supply

The Allied player can benefit from air supply for units of 1<sup>st</sup> Airborne which would be cut from their supply source. Air supply may happen only once during the game. It allows Isolated units to revert to Normal status and Unsupplied units to return to Isolated status. The number of units supplied this way cannot exceed 5. This supply is randomly determined as follows:

Each turn, starting with turn 3 and until turn 6 inclusive, the allied player rolls a die. If he obtains the right number (see below), he can supply up to 5 British units of 1<sup>st</sup> Airborne (only). He can supply these units only once in the game, and that as soon as he is successful in his die roll. If there are no units to supply, the supply drop is lost.

- Turn 3 : on a roll of 6
- Turn 4 : on a roll of 5 or 6
- Turn 5 : on a roll of 4 to 6
- Turn 6 : on a roll of 3 to 6

## 11 - FOG OF WAR

(optional rule)

In order to limit players' knowledge of enemy dispositions and strengths, the following rules are used.

### 11.1 Enemy Stack Inspection

Players may only examine the contents of an enemy stack under the following conditions:



- the stack is engaged in combat with friendly units (at the moment when the attack type is declared);
- if a friendly unit exerts a ZoC on the enemy stack.

## 11.2 Stacking Order

A player may arrange his stacks in whatever order he wishes, for example putting the weakest unit on top in order to hide stronger units.

**Note:** *players may mutually agree to use the reverse of the game markers (Unsupplied, Activated, Fatigued, etc.) to hide the top unit of a stack.*

## 12 - DEFENSIVE WORKS

### 12.1 Improved Position

A unit can establish an Improved Defensive Position (IP) at any point in its activation. To do so, it spends 1 AP and cannot be in a hex where it is required to attack (see 4.2).

Each unit which wishes to enter IP must spend 1 AP. An IP cannot be transferred from one unit to another. If a stack of units wishes to enter IP, each of the units in the stack must spend the required AP. If some units in a hex are in IP and others are not, the IP bonus does not apply in combat. Units may freely leave an IP in order to perform normally (i.e. to be able to move in a new activation).

The unit or stack in IP gets a beneficial modifier for combat (see the CRT).

## 13 - BRIDGES AND FERRIES

### 13.1 - Use

Bridges and ferries are the only way for units to cross a river. Costs for crossing a bridge or a ferry are indicated on the Terrain Effects Charts (see Play Aid).

The Royal Engineer unit allows 4 steps of infantry (mechanized or not), per turn, to cross a river. To do so, the Royal Engineer unit must be adjacent to the river, the unit crossing the river passing through the Royal Engineer hex.

Crossing a river by this means costs 2 APs to a mechanized infantry unit and 1 AP to an infantry unit. Units can then spend the remaining APs after the river crossing. Crossing can be done from one river hexside to the other, as soon as the engineer unit is present in one of the two hexes.

The Royal Engineer unit can be commanded by both HQs of XXX corps (Guards Armoured and 43rd divisions) and 508th HQ. The Royal Engineer unit has no combat value and is automatically destroyed by a German unit which enters its hex if it is alone in its hex (the German unit entering this hex suffers no penalty). The Royal Engineer unit doesn't count for stacking, can't be used as a step loss, retreats with stacked unit(s) and is eliminated if the stack it is in is destroyed.

The first use is automatic. Starting with the second use, the Allied player must roll a die. He must roll 2 or higher to succeed. On the third

use, he must roll 3 or higher and so on... The Allied player can try once per turn, and if he fails, the Royal Engineer unit is removed from play.

**Note:** *Armored units may not cross through ferry or Royal Engineer hexes.*

**Exception:** *the following German units can cross through ferry between hex 1911-2011: KG Reinhold 2, KG Mielke. Cost for crossing is 1 AP.*

### 13.2 - Destruction

The road bridges over the Waal and Nederrijn cannot be destroyed.



Rail bridges and ferries can be destroyed by the German player when an Allied unit enters a hex adjacent to the rail bridge or ferry.

The German player rolls a die. On a 4-6, the bridge or ferry is destroyed. Otherwise, the demolition attempt fails. The German player doesn't need to have a unit adjacent to the bridge or ferry to try to destroy it.

Demolition can only be attempted the first time an Allied unit enters an adjacent hex.

The German player can try to destroy any given bridge or ferry only once in the game.

## 14 - AIR MISSIONS

Players have a certain number of air missions that shift a combat one column in the player's favor. Air support is limited to one air mission per attack.

The player indicates at the moment of combat that he is calling an air mission, by placing an air support mission on the attacked hex.

### 14.1 - Allied air missions

The Allied player has a number of air missions depending on the weather.



Only units in command may receive air support.

**Exception:** *1st AB may receive 2 air support missions during the whole game, if the weather allows, without being in command.*

### 14.2 - German air missions

The German player has one air mission if the weather is Fair on a die roll of 5-6; or if the weather is Cloudy on a die-roll of 6.



Only units in command may receive air support.

## 15 - WEATHER

### 15.1 - Overview

Weather played an important role in the outcome of Operation Market Garden. Thus, reinforcements and air support depend on the weather. At the beginning of the game, the Allied player may choose to use historical weather or random weather.

During the weather phase, the Allied player rolls a die to know the weather status, which can be either Fair, Cloudy or Overcast. The historical weather is indicated on the turn track.

### 15.2 - Weather determination

On a die roll of:

- 1: Fair ;
- 2,3: Cloudy;
- 4,5: Overcast ;
- 6: same weather as previous turn.

### 15.3 - Weather effects

Weather effects are as follows:

- Fair: paratroops are possible; the Allied player has three air support missions.
- Cloudy: paratroops are possible; the Allied player has one air support mission.
- Overcast: no paratroops, the Allied player has no air support missions.



## 16 – REINFORCEMENTS

Reinforcements are listed according to their entry turn.

When they enter, they expend MPs for their entry hex, + 1MP for each unit entered on map by this hex during this activation sequence.

They enter as part of an activation (formation activation or general activation). If their HQ is not yet on the map, they can enter only through a general activation.

### 16.1 – German reinforcements

German reinforcements are listed in the scenario instructions, giving turn and entry zone (letters on the map). The player may delay their entry by one or more turns. He may also change their entry zone by one zone for each delayed turn of entry. This option must be used if the zone is allied controlled.

### 16.2 – Allied airborne reinforcements

The Allied player has airborne reinforcements: parts of 1<sup>st</sup> British Airborne Division and the Polish Independent Parachute Brigade.

They may arrive in two ways, depending on the chosen scenario:

- the airborne reinforcements may occur on a turn that the weather allows
- the airborne reinforcements occur historically.

#### Procedure:

Use the following procedure to place airborne reinforcements:

- place unit within 2 hexes of the DZ, in clear or broken terrain.

**Exception: gliders, engineers, recon and HQ must be placed in clear terrain only.**

- a unit may land in an enemy ZoC, and may attack the enemy during its activation but may only use normal attack.

Once all units have been placed, roll a die for each unit. On 1-3, the unit has all its APs, on 4-6, the unit loses an AP for this turn.

Moreover, if rule 18.4 (alternative DZ) is used, the allied player may place the DZ where he wants on the map, within these restrictions:

- the DZ must be placed in a hex free of enemy forces, in clear or broken terrain.

### 16.3 – Allied ground reinforcements

Elements of XXX Corps arrive via hex 0327 as indicated on the scenario details.

**Optional rule: the Allied player may test a quicker progression of the ground elements of Operation Market Garden by moving the arrival times forward 1 turn.**

## 17 – VICTORY CONDITIONS

The conditions are very simple: as the aim of Operation Market Garden was to end the war 6 months earlier, it may be considered that if the bridge at Arnhem is not under Allied control at the end of the game, the operation has not succeeded. Conversely, if a bridgehead of at least 16 infantry steps remain across the Nederrijn, holding a bridge or not, the Allies have a minor victory.

If the bridge at Arnhem is in Allied hands (both hexes), it is a strategic victory.

Otherwise the Germans win.

## 18 – SCENARIOS

Whichever scenario is chosen by the players, the initial unit setup remains the same. The Allied player has the possibility of choosing between historical or free DZs, historical or random weather.

### 18.1 – Units initial setup

**German setup:** [Formation VT: von Tettau/ S: Spindler /KG9/KG10]

- KG Harder : 1605 [S]
- KG Krafft : 0804 [S]
- KG Weber : 0801 [S]
- KG Gräbner : 1220 [10]
- KG Henke 1 : 1222 [10]
- KG Henke 2 : 1023 [10]

#### Allied setup:

- DZ 1<sup>st</sup> Airborne: 0505 (procedure : see 16.2). All units of 1<sup>st</sup> Airborne are placed on map, except units of 4<sup>th</sup> Parachute Brigade (named 4P).
- Elements of 82<sup>nd</sup> US Airborne : 1/508 and HQ of 508<sup>th</sup> : 1327 (attention : it is a setup hex, not a DZ).

#### Supports:

- 2 x Airborne artillery
- 2 x Antitank

### 18.2 – Reinforcements

#### A – German reinforcements:

*Enter on turn 1: 17 september*

- KG von Allwörden (v. Allwör.): (D) [S]
- KG Möller : (E) [S]
- EM Spindler : (E) [S]
- KG Spindler : (E) [S]
- EM 10.SS.Pz. : (E) [10]
- KG Euling : (F) [10]
- KG Reinhold 1 : (E) [10]

#### Supports of HQ Spindler :

- 1 x 250/16LF
- 1 x Flak 20 mm
- 1 x JagdPzIV
- 1 x Pak 40
- 1 x 250/9 20 mm

#### Supports of HQ 10SS :

- 1 x Flak 88 mm

*Enter on turn 2: 18 september*

- EM von Tettau : (B) [VT]
- KG Helle : (B) [VT]
- KG Eberwein : (B) [VT]
- KG Schulz : (B) [VT]
- Fliegerhorst : (B) [VT]
- Hermann Göring (HG) Ersatz Bat. : (A) [VT]
- Art. 184 : (A) [VT]
- Kriegsmarine : (A) [VT]
- I/SSPz.Gren.Reg. 19 : (E) [S]
- I/SSPz.Gren.Reg. 20 : (E) [S]
- EM 9.SS.Pz. : (E) [9]
- KG Brinckmann (Brinck.): (E) [9]
- KG Knaust : (D) [9]

#### Supports of HQ von Tettau :

- 1 x Flak 20 mm

*Enter on turn 3: 19 september*

- II/SSPz.Gren.Reg. 21 : (D) [10]
- II/SSPz.Gren.Reg. 22 : (G) [10]
- KG Hartung : (F) [10]
- KG Bruhns : (C) [S]
- KG Knoche : (B) [VT]
- KG Haenish : B [VT]
- KG 347.ID : (B) [VT]
- KG Mielke : (D) [9]

#### Supports of HQ von Tettau :

- 1 x B2 Beutepanzer

#### Supports of HQs Spindler and 9.SS:

- 2 x Stug (*stug brigade 208*)

#### Supports of HQs Spindler, 9.SS et von Tettau :

- 1 x Nebelwerfer
- 2 x Medium artillery

#### Supports of HQ 10SS :

- 1 x JagdPzIV

*Enter on turn 4: 20 september*

- MG Bat 30 : (B) [VT]
- KG Hummel : (D) [9]
- KG Reinhold 2 (II.SS.Pz.Reg.10): (F) [10]

#### Supports of HQs Spindler and 9.SS :

- 1 x Flak 20 mm
- 1 x Flak 88 mm (*Flak brigade Swoboda*)

#### Supports of HQ 10SS :

- 1 x Heavy artillery

*Enter on turn 5: 21 september*

- I.SS.Pz.Reg.10 : (D) [10]
- KG Shörken : (D) [9]
- MG bat 41 : (D) [9]
- KG Köhnen : (D) [9]
- Landstorm Nederland (Ndl) : (D) [9]
- KG Kauer : (D) [9]

#### Supports of HQs Spindler and 9.SS:

- 1 x Flamethrower (*Pionier Lehr Bat*)

*Enter on turn 8: 24 september*

- 2.s.Pz.Abt.506 : (D) [10]
- 3.s.Pz.Abt.506 : (D) [9]

#### B – Allied reinforcements:

**US ground reinforcements:** enter by hex 1327.

*Enter on turn 2: 18 september*

- 2/508 Bataillon
- 3/508 Bataillon
- Supports : 2 Airborne artillery

**British ground reinforcements:** enter by hex 0127.

*Enter on turn 3: 19 september*

- 2<sup>nd</sup> Household Cavalry (HC)
- EM Guards Armoured division
- 1<sup>st</sup> & 5<sup>th</sup> Coldstream Guards (CoG)
- 1<sup>st</sup> & 2<sup>nd</sup> Welsh Guards (WeG)
- 2<sup>nd</sup> & 3<sup>rd</sup> Irish Guards (IrG)

#### Supports Guards AD :

- 2 x Medium artillery
- 1 x Antitank
- 1 x Engineer
- 1 x AA



**Enter on turn 4: 20 september**

- 1<sup>st</sup> & 2<sup>nd</sup> Grenadier Guards
- XXX corps Royal Engineer
- EM 43<sup>rd</sup> Division
- 43<sup>rd</sup> Recon Regiment
- 130<sup>th</sup> brigade : 7<sup>th</sup> Hampshire (Ha), 4<sup>th</sup> et 5<sup>th</sup> Dorsetshire (Do)

**Supports 43rd Division :**

- 3 x Medium artillery
- 2 x Antitank
- 1 x Engineer
- 1 x AA

**Enter on turn 5: 21 september**

- 214<sup>th</sup> brigade : 5<sup>th</sup> Duke of Cornwall Light (DCL), 1<sup>st</sup> Worcester Rifles (Wo), 7<sup>th</sup> Somerset Light (SoL)
- 129<sup>th</sup> brigade : 4<sup>th</sup> Somerset Light (SoL), 4<sup>th</sup> et 5<sup>th</sup> Wiltshire (Wi)

**C- Airborne reinforcements:**

**Enter on turn 2: 18 september**

- 4<sup>th</sup> parachute brigade (five units named 4P) : DZ 505

**Supports :**

- 1 x Airborne artillery
- 1 x Antitank

**Enter on turn 5: 21 september**

- Polish Brigade (5 units) : DZ 0909

**Supports : 1 x Antitank**

**18.3 - Historical paradrop**

In historical scenario, Allied airborne reinforcements are deployed as written in 18.2.

**18.4 - Free paradrop**

If this option is chosen, the Allied player may paradrop:

- his reinforcements when weather allows it, and in case of Polish brigade, where jhe wants as soon as he obeys to rule 16.2.
- he may also choose another DZ for the 1st Airborne. He chooses then any hex on map to place the 1st Airborne DZ. This hex must obey to rules 16.2.

**19 – SNAFU**

(Optional rule)

To simulate the uncertainties of combat, no matter how well prepared, the following optional rule is proposed.

After each side has allocated its support markers and designated the unit whose quality rating will be used, but before resolving the combat, the attacker rolls 2d6. The sum of the dice is modified as follows:

- + the quality of the attacker's formation HQ;
- - the quality of the defender's formation HQ;
- +1 if the defender is out of command;
- -1 if the attacker is out of command.

If one side's units belong to more than one HQ, use the HQ which provides the most supports. In case of a tie, it is the owning player's

choice which to use.

The attacker suffers a SNAFU [Situation Normal, All Fouled Up] if the final total is less than 5 inclusive, the defenders suffers one if the final total is greater than 9 inclusive.

The side suffering from SNAFU then rolls 2 dice:

Dice Result

**2:** Orders were not transmitted. +/-2 drm for combat in favor of the opposite side

**3:** Hesitation. No advance after combat, no breakthrough possible and attackers lose 1 AP (if they have any remaining).

**4:** Radio transmissions garbled. Artillery support cancelled.

**5:** Tense situation elsewhere on the front: armor support cancelled.

**6-8:** No exceptional SNAFU.

**9:** Supply problems. One attacking (defender's choice) or defending (attacker's choice) unit has its combat factor halved.

**10:** Effective anti-aircraft defence. Air support cancelled.

**11:** Traffic jam towards the front. One of the attacking (defender's choice) or defending (attacker's choice) has its combat strength reduced to zero, but still suffers any adverse results (ignore if only one attacker or only one defender).

**12:** Command confusion. No support of any kind.

**20- SPECIAL RULES FOR TIGER**

The three Tiger I and II units suffered from numerous technical problems. The following rules apply as soon as these units enter the map, and before their first move. For each Tiger unit the German player rolls a die. On a 1, the unit immediately loses one step and one AP.

Subsequently, as soon as one of these units is activated, the German player rolls a die. On a 1, the unit immediately loses one AP.



## MARKET GARDEN

or "à la recherche du temps perdu" (In Search of Lost Time).

The 17th of September 1944 marked the start of Operation Market Garden, the best known airborne operation after the Normandy landings. Planned to bring an end to the war in a few months, it led to the last great Allied defeat of the conflict.

Market Garden was primarily the result of the priority given to an offensive of Montgomery's, whose aim was to finally destroy the Reich and to finish the war before the end of the year. It took advantage of the existence of 1st Airborne Army and the planning which had gone into no less than 15 cancelled parachute drops since the 6th of June! The last of these, Comet, aimed to capture the bridges between Grave and Arnhem, thus opening the way to the heart of the Ruhr. Market Garden continued the main theme of Comet, backed up by American airborne forces. With the operation being under British command, the 1st Airborne Division and the Polish Independent Parachute Brigade were to capture Arnhem (Operation Market), where they would wait for the British XXX Corps (Operation Garden). XXX Corps' spearhead, the Guards Armoured Division (GAD), was supposed to reach Arnhem in only three days ... The US 101st Airborne was to take care of the first bridges around Eindhoven, and the 82nd of those on the River Waal, at Nijmegen to the south of Arnhem. As is well known, Market Garden suffered from a confused and ill-considered preparation. An exaggerated optimism prevailed amongst the majority of Allied commanders, who underestimated the enemy's capabilities. The German 1. Fallschirm-Armee stood in front of XXX Corps. This "parachute army" was not at all an elite force, unlike the soldiers who were shortly to land from the sky, but on the 17th of September, it comprised a force which was well commanded and which was near the borders of the Reich.

### First setbacks

On the 17th of September 1944, the operation got off to the most favorable of starts.

Everywhere, paratroops and gliders landed with minimal losses. But there were also setbacks everywhere. In the south, the GAD, delayed by ambushes, failed to reach Eindhoven. To the north of the town, the Son Bridge exploded in front of the 506th Parachute Infantry Regiment (506th PIR). In Nijmegen the 508th PIR, too slow to attack, failed to snatch the road bridge from the SS of the 9.SS-Pz.Div. Finally, in Arnhem, the distance to be covered and the unforeseen resistance encountered, meant that only one battalion, 2nd Para led by Lieutenant-Colonel Frost, was able to take up position north of the bridge over the Rhine, where it found itself isolated while II SS Pz.Kps mobilised all possible resources between Arnhem and Nijmegen.

The next day the delays became more serious. If the 101st and the GAD finally linked up at Eindhoven, they still had to wait for a temporary bridge to be built at Son, which was finished at 0600 hours on the 19th of September.

On their side, the Germans were reacting to events. The 406. Infanterie-Division counter-attacked towards the landing zones of the 82nd. It was repulsed, and the second wave of reinforcements was able to arrive, but General Gavin was unable to take the bridges at Nijmegen. In Arnhem, the enemy also threatened the drop zones for the reinforcements, and was proving to be too powerful for the paras. Frost, whose men had decimated 9.SS Pz.Division's reconnaissance group, remained isolated and Major-General Urquhart found himself cut off from the rest of his division! Far from panicking, the 1. Fallschirm-Armee was now looking to wipe out the Allied airborne units. Lastly, the British weather was disrupting the take off of airborne units and supplies.

On the next day, the 19th of September, the battle swung in the German's favor. The 1st Airborne, at last up to full strength, launched a desperate attack to link up with Frost, but failed in the face of German fire power. By the afternoon, the British were retreating in disorder towards Oosterbeek. In Nijmegen, the arrival of the GAD allowed the Allies to send powerful forces towards the bridges. All were repulsed with losses. Lastly, the German counter attacks started against XXX Corps' axis of advance, which became baptised "Hell's Highway". In Best, the 502nd PIR, supported by British tanks, repulsed an attack by the 59. ID, causing heavy casualties, but in Son the 107. Panzerbrigade, reinforcements which had been sent especially on Hitler's orders, threatened the bridge which the 101st hung on to desperately.

The easy procession to the Rhine which Montgomery had imagined, was turning into a nightmare.

### Last opportunities missed

On the 20th of September, the 82nd succeeded in carrying out an engagement of great daring, but whose success was unfortunately not exploited.

The Germans had delayed blowing the bridges at Nijmegen. Gavin therefore decided to send a battalion of the 504th PIR across the Waal. Surprised by this 'suicidal' action, the defenders were unable to prevent the survivors – the battalion lost 200 men – from taking the northern end of the road bridge. The arrival of a second battalion attacking from the rear brought about the collapse of the defence of the railway bridge. Finally in Nijmegen itself, the GAD and the 505th PIR eliminated KG Euling of the 9.SS-Pz.Div. In short, by 1900 hours, British tanks were crossing the River Waal. They were now only 11 miles from Arnhem, and paused... Whatever the reasons for this may have been, it allowed the Germans to strengthen their defences between Nijmegen and Arnhem, nicknamed 'the Island'. The following day, the Allies met determined resistance.

1st Airborne's situation appeared desperate. At 0500 hours, on the 21st of September, the last men of Frost's battalion were overwhelmed. At Oosterbeek, Urquhart's perimeter was under pressure everywhere, from von Tettau's division in the west and from the SS in the east. The majority of the Polish Independent Parachute Brigade could not be dropped and the

supply drops fell largely into enemy hands. In the south too, the situation was getting worse. On the 20th, "Hell's Highway" was again attacked by German armour. Nevertheless the 101st held the enemy off for two days. On the 22nd two Kampfgruppen, one of which was the 107. Panzerbrigade, threatened to cut the road at Veghel, which was only cleared by an Allied counterattack.

Nonetheless, the Allies thought they could still win the battle. On the 21st, the main body of the Polish Independent Parachute Brigade was dropped on the south bank of the Rhine, on the other side from Oosterbeek, around Driel. This time losses were heavy, and the new arrivals were unable to join Urquhart. The next day they were at least joined by the 43rd (Wessex) Division of XXX Corps. The British divisional heavy artillery was able to fire in support of the paras and night time river crossings allowed some Poles and men of the 4th Dorsets of 43 Div to get to the north bank of the river, against the advice of General Sosabowski, commander of the Polish Independent Parachute Brigade. In any event, these 'reinforcements' counted for little. In addition, the Germans continued to press 'Hell's Highway'. On the 23rd, a brigade of the GAD had to go back to clear the sector around Veghel. Finally, a little further south the next day, at Koeving, the Germans cut 'Hell's Highway' – albeit temporarily and without destroying any bridges. At this point the Allies decided to evacuate 1st Airborne. On the night of the 25th of September pouring rain covered its departure. Of the approximately 10,000 troops engaged in the area between Arnhem and Oosterbeek 2,500 were saved.

The battle continued all along the salient, which was some 45 miles long, but Market Garden ended as a conclusive defeat. Even more than the difficulties involved in taking the bridges, the weather had conspired against the Allies. The planners' far too optimistic timetables contributed to the successive delays, and explained in part the GAD's decision to stop at Nijmegen. In contrast, the Germans had reacted without delay. In short the dominant theme of Market Garden is 'temps perdu'; lost time ...

Phillippe Naud



réf : VJA011  
Arnhem 44  
Version Anglaise



# TERRAIN EFFECTS [0.2]

Terrain	Infantry movement	Mechanized Movement	Effects on combat
 Clear	1 MP	1 MP	None
 Broken	2 MP	3 MP	None
 Woods	2 MP	4 MP	-1 Col, Attack optional
 Village	1 MP	2 MP	-1 Col, Attack optional
 Town	1 MP	2 MP	-2 Col, Attack optional
 Road	1/2 MP	1/2 MP if alone in hex	None
 Rail	1/2 MP	Other terrain	None
 River	Impassable except across bridge or ferry		Forbidden
 Bridge	+0 MP	+1 MP	Attack optional Attack /2
 Ferry	+1 MP	+2 MP Blindés : 1 PA	Forbidden
 Marshes	Impassable	Impassable	Forbidden

« Attack optional » : A unit in this terrain is NOT required to attack enemy units which exert ZoC into the hex.

# COMBAT MODIFIERS [7.4]

Terrain	see table
Prepared Attack	+2 col
Combined arms attack	+1 drm
Armor superiority	see table
Units status	see table
Pak/Flak/Flamethrower/Engineer support	+/- drm
Artillery/Armored support	+/- 1 or 2 col
Quality difference	+/- drm
Improved Position	-1 col
Air support	+/-1 col

# STATUS EFFECTS [1.3]

Status	Attack [8.2]	Defense	PA (see notes)	Notes
Normal	Normal	Normal	Mechanized 3 Infantry 2	
Isolated [10.3]	Normal No prepared attack	Normal	2	
Out of Supply [10.3]	Halved No prepared attack	Halved	—	General activation only and C3I check
Out of Command [8.2]	Halved	Halved	Normal	
Fatigued [3.5]	Halved	Halved	-1 AP	1 AP to recover [3.5.2]
Deorganized [3.6]	Halved	Halved	Normal	
Improved Position	Normal	-1 col (if all units are in IP)	Normal	1 AP to enter IP Free to leave

# TYPES OF ATTACK [7.3]

Type	Modifier	Support	Air support	Attacker Results	Advance
Normal	-	1 marker	1 air support	Retreat possible	Optional
Prepared	+ 2 col	2 markers	1 air support	Retreat possible at least 1 loss if needed	Mandatory

# DOCTRINE [9.0]

Nationality	Command Range	Formation Activation	General Activation
Germans	6	Entire Formation (except V. Tettau : 5 units)	5
Allies	6	Entire Formation	6

# COMBAT RESULTS TABLE (CRT) [7.6]

1d6	1:4-	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1+
0 et -	E/-	*4/-	*3/1	*3/1	*3/1	*2/-	*2/1	1/1	-1/1	-1/1	-1/1
1	*4/-	*3/-	*3/1	*2/-	*2/-	*2/1	-1/1	-1/1	-1/1	1/2	-2/*
2	*4/-	*3/-	*2/-	*2/1	*2/1	1/1	-1/1	-2/1	-2/*	-2/*	-2/*
3	*3/-	*2/-	*2/1	1/1	1/1	-1/1	-1/1	-2/1	-2/*	-2/*	1/3*
4	*3/-	*2/-	1/1	1/1	-1/1	-1/1	1/2	-2/*	1/3*	-3/*	-3/*
5	*2/-	*2/1	1/1	-1/1	-1/1	1/2	-2/*	1/3*	-3/*	-3/*	-3/*
6	*2/-	1/1	1/1	-1/1	1/2	-2/*	-2/*	-3/*	-3/*	1/4*	-4/*
7	1/-	1/1	-1/1	1/2	-2/*	-2/*	1/3*	-3/*	1/4*	-4/*	1/E
8 et +	1/1	-1/1	1/2	1/2*	-2/*	1/3*	-3/*	1/4*	-4/*	1/E	-E

# Combat results [7.6]

Combat results are in the form attacker/defender  
# : combat steps lost and/or optional retreat [7.5] et [7.5.1]

Red : Breakthrough [7.5.3]

\*: 1 step must be lost by the affected side

E : entire stack is eliminated

# ACTIONS [3.4.1]

Action	# of AP
Movement	1
Normal Attack	1
Prepared Attack	2
Enter IP	1 [12.1]
Leave IP	0
Recover fatigue	1 [3.5.2]

# ARMOR SUPERIORITY [7.5]

Armor Superiority Difference attacker - defender	Die	0	1	2	3	4	5	6	7
-2		0 col	0 col	-1 col	-1 col	-1 col	-1 col	-1 col *	-1 col *
-1		1 col	0 col	-1 col	-1 col	-1 col	-1 col	-1 col *	-1 col *
0		1 col	1 col	1 col	1 col	0 col	-1 col	-1 col *	-1 col *
1		1 col	1 col	1 col	1 col	0 col	-1 col	-1 col *	-1 col *
2		2 col	2 col	2 col	2 col	1 col	0 col	0 col	0 col *

# Die roll modifiers:

+1 if defender uses a Pak 40 or Antitank marker + 2 if defender using a Flak 88 marker

\* 1 attacker armor loss / Red 1 defender armor loss



**Reserve Von Tettau**

B2 LF  
  
+/-2

Flak 20mm  
  
+/-1

**Reserve Spindler**

250/9  
  
+/-1


Flak 20mm  
  
+/-1

Pak 40  
  
+1

250/16 LF  
  
+/-2

Jagpz IV  
  
+/-1c

**Éliminés  
Eliminated**



**Réserve Spindler + 9SS**

x2  
Stug  
  
+/-1c

Flak 88mm  
  
+2

Lance-Flammes  
  
+/-2

Flak 20mm  
  
+/-1

**Affectés/Allotted  
Von Tettau**

**1**

**Affectés/Allotted  
Spindler**

**4**

**Affectés/Allotted  
9SS**

**3**

**Affectés/Allotted  
10SS**

**3**

**Reserve Spindler + Von Tettau + 9SS**

x2  
Nebelwerfer  
  
+/-2c

Art. Moyenne  
  
+/-1c

**Reserve 10SS**

Art. Lourde  
  
+/-2c

Jagpz IV  
  
+/-1c

Flak 88mm  
  
+2

Tours Turns	1	2	3	4	5	6	7	8	9	10
----------------	---	---	---	---	---	---	---	---	---	----

**Reserve 1st Airborne**


x3  
Antichars  
  
-1

x3  
Art. Aéro.  
  
+/-1c

**Reserve 1st Polish**

Antichars  
  
-1

**Éliminés  
Eliminated**



**Affectés/Allotted  
1st Airborne**

**3**

**Affectés/Allotted  
DZ 1st Airborne**

**1**

**Affectés/Allotted  
1st Polish**

**1**

**Reserve 508th**

x2  
Art. Aéro.  
  
+/-1c

**Affectés/Allotted  
508th**

**1**

**Affectés/Allotted  
43th**

**3**

**Affectés/Allotted  
Guards**

**3**

**Reserve XXX Corps**

x2  
Antichars  
  
-1

Achilles  
  
+/-1c

x5  
Art. Moyenne  
  
+/-1c






x2  
Génie  
  
+/-1

x2  
AA  
  
+/-1

Tours Turns	1	2	3	4	5	6	7	8	9	10
----------------	---	---	---	---	---	---	---	---	---	----



 Guards 3 7 3 5	 2HC 10 4 4	 2LrG 7 4 4	 3LrG 8 4 4	 1GrG 10 4 4	 2GrG 10 4 4	 1CoG 8 4 4	 5CoG 7 4 4	 1WeG 9 4 4
 2WeG 9 4 4	 43rd Wessex 8 4 3	 4Sol 8 4 3	 4Wi 8 4 3	 5Wi 8 4 3	 7Ha 8 4 3	 4Do 8 4 3	 5Do 8 4 3	 7SoL 8 4 3
 1Wo 8 4 3	 5 DCL 8 4 3	 Recon/43 5 3 3	 Royal Engineer 0 1 0	 1st Airborne 6 3 5	 1/1st' 6 3 5	 2/1st' 6 3 5	 3/1st' 6 3 5	 1st Border/1A 7 3 4

 2nd SS/1A 7 3 4	 7th KSOB/1A 7 3 4	 Glider Pil. Rgt 5 3 3	 Glider Pil. Rgt 5 3 3	 Ab Engineer/1st' 2 1 5	 Ab Engineer/1A 2 1 5	 Ab Recon 3 2 5	 10/4th 6 3 5	 11/4th 6 3 5
 156/4th 6 3 5	 Ab Engineer/4th 2 1 5	 1st Polish 4 2 5	 1 Pol 4 2 5	 2 Pol 4 2 5	 3 Pol 4 2 5	 Ab Engineer 2 1 5	 Antichars -1	 Antichars -1
 Art. Aéro. +/-1c	 Art. Aéro. +/-1c	 Art. Aéro. +/-1c	 Antichars -1	 Antichars -1	 Antichars -1	 Antichars -1	 Art. Moyenne +/-1c	 Art. Moyenne +/-1c

 508th Para 1 4	 1/508th 7 3 5	 AA +/-1	 Génie +/-1	 Génie +/-1			 DZ 1 <sup>st</sup> Airborne 1	 DZ 1 <sup>st</sup> Polish 0
 3/508th 7 3 5	 2/508th 7 3 5	 Art. Moyenne +/-1c	 Art. Moyenne +/-1c	 Art. Moyenne +/-1c				
 Art. Aéro. +/-1c	 Art. Aéro. +/-1c	 Achilles +/-1c	 AA +/-1					








								
								
PA 1	PA 1	PA 1	PA 1	PA 1	PA 2	PA 2	PA 2	PA 2

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ARNHEM 44

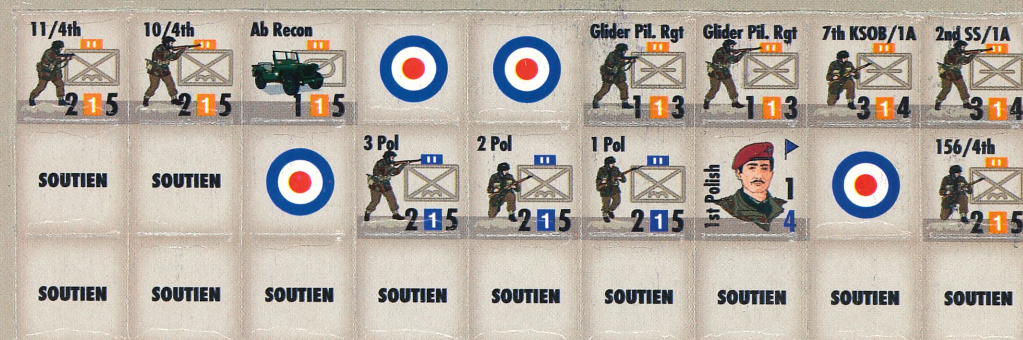
 von Tettau 1 2	 KG Helle 6 3 2	 KG Eberwein 4 2 3	 KG Schulz 4 2 3	 HG Ersatz Bat 4 2 3	 Fliegerhorst 4 2 2	 Kriegsmarine 4 2 2	 Art. 184 4 2 2	 KG 347.ID 4 2 2
 KG Knoche 6 3 1	 KG Haenish 4 2 2	 MG Bat 30 5 2 2	 KG Spindler 4 2 3	 KG Spindler 3 2 4	 KG Harder 3 2 4	 KG Kraft 4 2 4	 KG Weber 2 1 2	 KG v. Allwör. 3 2 4
 KG Möller 3 2 5	 I/SSPz.G.19 3 2 5	 I/SSPz.G.20 3 2 5	 KG Bruhns 4 2 4	 9SS Harzer 3 2 5	 KG Brinck 6 3 5	 KG Knaust 4 2 4	 KG Mielke 6 3 3	 KG Hummel 5 3 4

 3.s.Pz.Abt.506 9 4 4	 KG Schörken 6 3 3	 MG bat 41 5 2 2	 KG Köhnen 4 2 3	 Landsturm Ndl 4 2 4	 KG Kauer 4 2 3	 10SS Harnel 3 5	 KG Gräbner 7 3 5	 KG Henke 1 6 3 3
 KG Henke 2 5 3 3	 KG Euling 5 2 4	 KG Reinhold 1 3 2 4	 KG Reinhold 2 8 4 5	 II/SSPz.G.21 5 3 5	 II/SSPz.G.22 5 3 5	 KG Hartung 4 2 3	 I/SSPz.10 9 4 5	 2.s.Pz.Abt.506 9 4 4
 250/16 LF +/-2	 B2 LF +/-2	 Flak 20mm +/-1	 Flak 20mm +/-1	 Flak 20mm +/-1	 Flak 88mm +2	 Flak 88mm +2	 Stug +/-1c	 Stug +/-1c

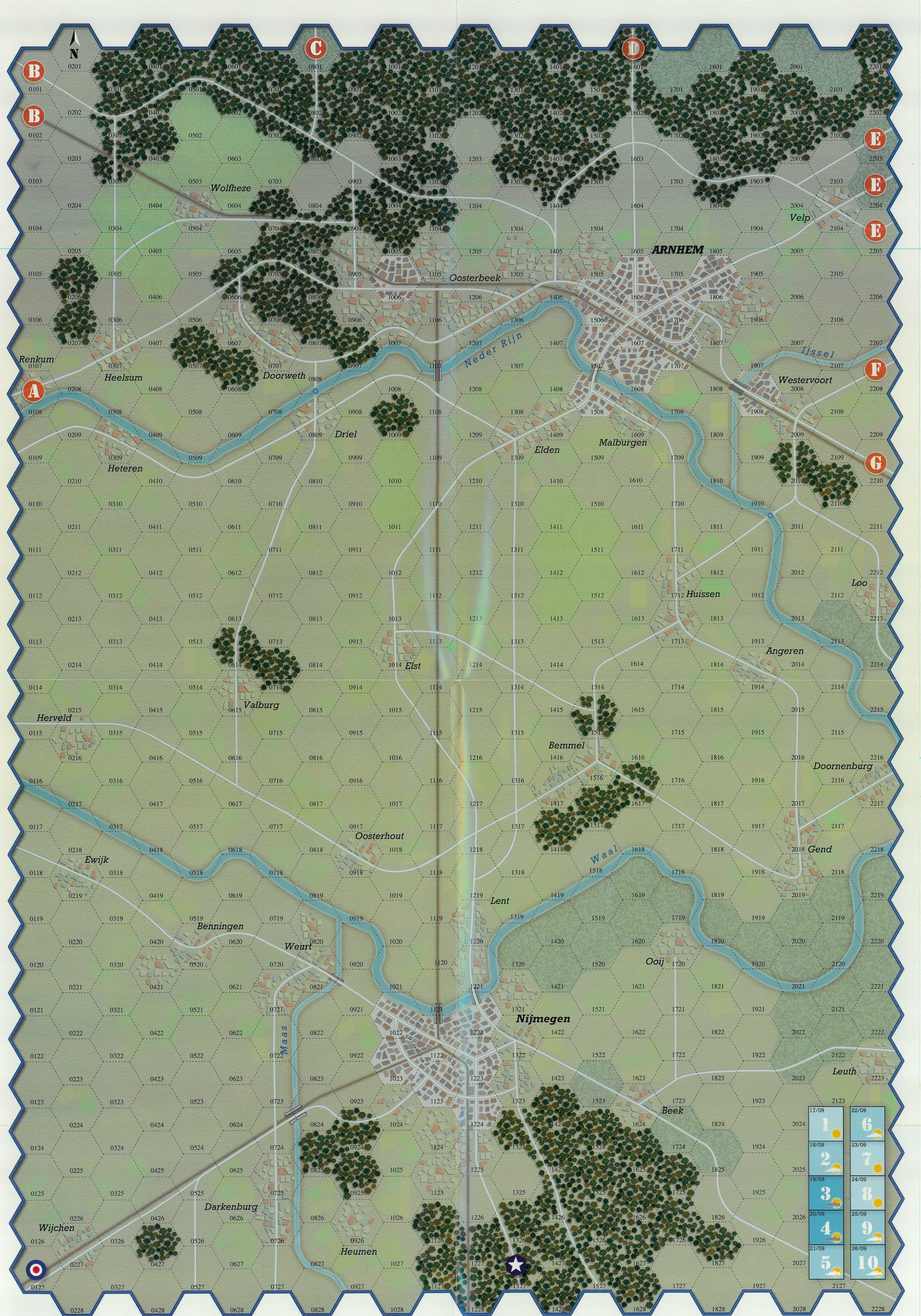
 Lance-Flammes +/-2	 Pak 40 +1	 Jagpz IV +/-1c	 Jagpz IV +/-1c	 Nebelwerfer +/-2c	 F	 F		
 Art. Moyenne +/-1c	 Art. Moyenne +/-1c	 Art. Lourde +/-2c	 250/9 +/-1		 F	 F		
								

 D	 D	 D	 D	 F	 F	 F		
 P	 P	 P	 P	 P	 P	 P	 P	 P
 P	 P	 P	 P	 P	 P	 P	 P	 P









17/09	22/09
1	6
18/09	23/09
2	7
19/09	24/09
3	8
20/09	25/09
4	9
21/09	26/09
5	10