

MONTY'S GAMBLE: MARKET GARDEN

1.0 INTRODUCTION

Monty's Gamble: Market Garden (MGMG) is a continuation of a game series featuring Area Movement and Impulses. Somewhat different than other series-style games, there are no series rules or specific rules per se. Rather, the entire rules set needed to play are included in a single booklet. Future games in the series may adopt the series/specific format.

2.0 OBJECT

MONTY'S GAMBLE: MARKET-GARDEN is a two player game simulating the Allied airborne landings and battles in Holland between September 17 and September 26, 1944. One player commands the German forces defending Holland and the other Controls the attacking American and British forces. The Allies win if they achieve a Breakthrough or Control sufficient Victory Point Areas by the end of the September 20th Game Turn. The Germans win by avoiding the Allied Victory Conditions.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Index & Glossary (rules section 24). The numerical rule references found therein and throughout these rules should be ignored during the first reading and used only later to refer to related sections for greater clarity.

3.0 THE MAP

3.1 SCALE: The mapsheet depicts portions of Holland and the German frontier where the Market-Garden battles occurred. The map scale is approximately 1 inch = 1.5 miles.

3.2 AREAS: The mapsheet is divided into 65 numbered Areas separated by gray and blue boundary lines. Areas are adjacent to each other if they share a common boundary.

3.21 IDENTIFIER: Each Area or Zone contains an Identifier, either a circle or a square, which is divided into two halves. The number in the top half (from 1 to 65) identifies that Area. Areas with a square Identifier contain Elevated Terrain. Areas with their circumference printed in blue contain Polder (land reclaimed from the sea).

3.22 TEM: The black number in the lower half of the Identifier (ranging from +1 to +4) is that Area's Terrain Effects Modifier (TEM). It is used in resolving attacks against units in that Area (10.73B).

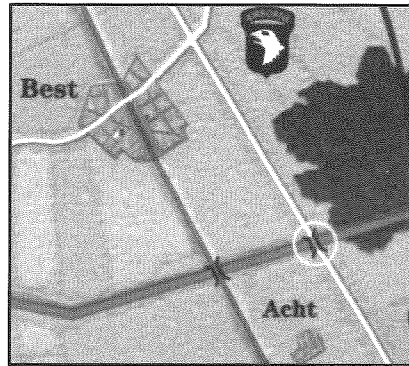
3.23 BOUNDARIES: Areas are separated from each other by one of three types of boundary lines:

- Solid gray line: Open Ground
- Wide blue boundary with white shoreline: River (Maas, Waal, Rhine, and Ijssel)
- Narrow blue boundary: Canal and Dommel River

The Dommel River is treated as a "canal" for all game purposes. Thin blue lines without names are strictly decorative.

The type of boundary affects movement, supply, and combat between Areas.

3.24 BRIDGES: Bridge symbols crossing River and Canal boundaries represent road and railroad bridges between the Areas. Although some Area boundaries contain more than one bridge symbol, only Bridge symbols with a yellow circle beneath the bridge artwork affect game mechanics—the others are merely decorative and have no effect on play.



Two Bridge symbols exist between Best and Acht, one on the road and one on the railroad. For *all* game purposes, however, only one connection exists between the Acht and Best Areas — only one bridge needs to be seized, demolished, repaired, moved on, etc. The second bridge is merely decorative.

3.25 VICTORY CONDITIONS: Any Area which has its name printed in red plays a role in determining Victory Conditions (21).

3.26 AIRBORNE OPERATIONAL SECTORS: Each Allied Airborne division has Operational Sectors indicated on the map. Operational Sectors contain an ID (Red Devils, Screaming Eagle, or All American) also printed on the counters of that Division's units. Airborne units may never enter an Area outside their Operational Sector (9.67).

3.261 AIRBORNE DROP AREAS: Certain Areas may be the recipients of Allied Airborne Reinforcements (18.4). These Areas have their Identifier color coded to indicate those units legally entitled to be placed there: red for the British 1st Parachute Division, and green for the American 82nd Airborne Division and the American 101st Airborne Division.

3.262 AIRBORNE SUPPLY HEADS: Certain Areas may be the recipients of Allied Airborne Depots (13.63). These Areas contain a supply symbol.

3.3 ZONES: There are ten perimeter rectangular boxes with white Identifier circles lettered "A" through "J" which represent off-map approaches. These Zones are used to regulate strategic movement of units outside the immediate vicinity of the battle around the edges of the map.

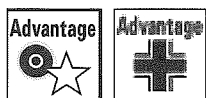
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3.4 UNITED KINGDOM BOX: The United Kingdom Box contains Allied Airborne units that failed to land during the preceding Turn.

3.5 AIR UNIT DISPLAY: These boxes holds each side's air markers. The Allies have two Air Bombardment markers and an Air Supply marker, and the Germans have two Air Interdiction markers.

3.6 TURN RECORD TRACK: The Turn Record Track is used to note the current Game Turn date, weather, and the arrival of reinforcements. The game begins with the Turn marker in the first space (September 17, 1944) of the Turn Record Track with the "Clear" side face-up. At the end of each Turn, advance the Turn marker one space on the Turn Record Track.



3.7 IMPULSE TRACK: The Impulse Track is used to record the current Impulse of a Turn. The Advantage marker is placed in the space corresponding to the current Impulse, with the side of the marker that is face up indicating the holder of the Advantage (12). The Advantage marker is placed on the "0" space with the "Allied" side face-up to record the initial Impulse of the first Turn.



3.8 SUPPLY TRACK: The Supply Track is used to record the amount of supply in reserve (13.43) for each player by moving his supply marker(s) along it.



3.9 CONSTRUCTION AVAILABILITY BOX: The Construction Availability Box is used to hold the construction markers until they are placed on the map (19.21) and to hold the used markers until they are Refit (6.4). Bridges may only be repaired if a marker is available to be placed.



3.10 BOAT ASSAULT BOX: The Boat Assault Box is used to hold the Allied River Assault marker. Once the Allied player attempts Boat Assault movement (9.64), the marker is flipped to its "used" side.

3.11 FERRY CROSSING BOX: The location of a Ferry Crossing (9.62) is shown on the map by a blue arrow inside a blue box.

4. THE PLAYING PIECES



4.1 UNITS: Included in the game are die-cut playing pieces called units representing the various military formations that fought the battle. U.S. units are green, British Units are tan, German units are field gray (Wehrmacht and Luftwaffe) and black (SS). Polish and Dutch units are considered British for game purposes.

4.11 UNIT TYPES: There are five types of units: Infantry, Armor, Field Artillery, FLAK, and FLAK Towers. Each unit has two printed sides. The front (colored) side represents a Fresh unit while the back (white) side represents a Spent unit.



4.111 INFANTRY: Infantry units comprise infantry, mechanized infantry, parachute, and glider forces (including British Glider Pilot units). These last two are called Airborne units.



4.112 ARMORED: Armored units comprise British tank and armored car reconnaissance battalions, and German panzer and armored car reconnaissance battalions.



4.113 FIELD ARTILLERY: Field Artillery units comprise regimental, divisional, and corps artillery. The Attack Factor of Field Artillery is printed in yellow to indicate that Field Artillery cannot be used as a Point Unit in an Assault Impulse and cannot enter an enemy-Controlled Area without Point Unit accompaniment.



4.114 FLAK: FLAK units comprise German Anti-Aircraft battalions. The Attack Factor of FLAK units is printed in yellow to indicate that FLAK cannot be used as a Point Unit in an Assault Impulse and cannot enter an enemy-Controlled Area without Point Unit accompaniment.

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4.115 FLAK TOWER: FLAK Towers represent fixed anti-aircraft emplacements designed to interdict Allied aircraft. They may not move, retreat, or attack. They interdict Allied airborne invasion forces, reinforcements, and supply. Their defense factor represents an assortment of prepared defenses, 20mm and/or 88mm anti-aircraft guns, and low grade security forces.

4.2 UNIT INFORMATION: All unit markers have the unit's size and organization, strength/movement factors, and time and location of arrival.

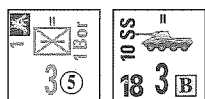
4.21 UNIT SIZE AND ORGANIZATION: One of the following symbols appears at the top center of each unit to identify the size of that unit:

II	Battalion
III	Regiment
×	Brigade
×	Division
×	Corps

In addition, each unit has an identifying number or name to the right of the unit's symbol. Some units also have their parent division listed on the left of the unit's type, which is used to determine Divisional Integrity (10.72D). Allied Airborne units contain a divisional ID in the upper left hand corner that matches their Operational Sectors (3.26).



4.22 STRENGTH/MOVEMENT FACTORS: On its Fresh side, each unit has three numbers below its symbol. The first number is the unit's Attack Factor, followed by the Defense Factor, and the Movement Factor (MF). There is only one number (the Spent Defense Factor) on a unit's Spent side since a Spent unit can neither attack nor move during an Impulse.



4.23 TURN OF ENTRY AND SETUP AREA: Each unit has its Turn of Entry and/or its Setup Area on its Spent side. The Turn of Entry is the date in September the unit becomes available and is listed as a small number to the left of the Spent Defense Factor. Units with no date are placed on the mapsheet at the start of the game.

The Area in which a unit begins play is its Setup Area. The number of the Setup Area is printed in a circle to the right of the Spent Defense Factor. Those units that begin play in a Zone have the letter of that Zone in a box to the right of the

Spent Defense Factor. Allied Airborne units that invade on D-Day (September 17) have the number of the corresponding Drop Area to the right of the Spent Defense Factor.



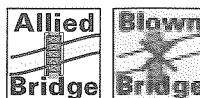
4.3 AIR MARKERS: There are three different types of Air Markers: Bombardment, Supply, and Interdiction. These are not units; they do not move on the mapboard nor can they control an Area. Air Bombardment markers are kept in their respective display boxes printed on the mapboard and flipped to the "used" side after use. An Air Bombardment marker (16.2) only has an Attack Factor that is used in a Bombardment Impulse. The reverse side indicates that it has been used and is not available for another Bombardment in the current Turn. The Air Supply marker (13.64) may be placed in a manner similar to an Allied Depot. The German Air Interdiction markers may each be placed in an Allied Airborne Drop Area or Supply Head where they add to the Interdiction Value (16.4) of that Area for the remainder of the Daylight Phase.



4.4 DISRUPTION MARKERS: These markers are used to show levels of disorganization of a unit as a result of combat. The face-up side of the Disruption marker shows the level of Disruption of the marked unit (level 1 or 2).



4.5 CONTROL MARKERS: Control markers are placed in Areas Controlled by the Allies; the Germans Control Areas without a Control marker.



4.6 BRIDGE MARKERS: Place a Destroyed Bridge marker on a bridge symbol when that bridge is destroyed (19.4). Remove it when the bridge is repaired (19.2). Place an Allied Bridge marker on any bridge seized (19) or repaired by the Allies.



4.7 FERRY CROSSING MARKERS: These markers are placed in the Ferry Crossing Boxes to show where limited movement over rivers is possible (9.62). If a Ferry Crossing marker takes an Attrition Point as a result of Field Artillery Bombardment (11.4), it is flipped to its destroyed side and

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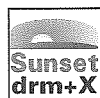
neither side may use that Ferry Crossing for the rest of the game.



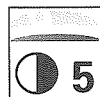
4.8 TURN MARKER: The Turn marker indicates the current Turn on the Turn Record Track. The face-up side indicates the Weather for the current Turn: Clear or Overcast.



4.9 ADVANTAGE MARKER: See section (12)



4.10 SUNSET DRM MARKER: See section (12.23)



4.11 SUPPLY MARKERS: See Section (13)

5.0 PREPARE FOR PLAY

5.1 PLACE MARKERS: Place the Turn marker on the September 17 space of the Turn Record Track, with the "Clear" side face-up. Place the Advantage marker on the "0" space of the Impulse Track with the star/roundel side face up (to show Allied Control of the Advantage). Place the Sunset DRM marker above the "0" space of the Impulse Track ready to move onto the Track if earned. Place the four "Supply x 1" and "Supply x 10" markers on the "0" space of the Supply Track. Place the "x 1 VP" marker on the "1" space of the Supply Track and the "x 10 VP" marker on the "0" space of the Supply Track. Place the Allied Air Bombardment markers in their respective Display Boxes on the mapboard with their colored sides face-up. Place the three Ferry Crossing markers in the Ferry Crossing Boxes on the map.

5.2 SETUP: Each player places his initial units on the mapboard in the Areas shown on his Setup Card. All units begin the game with their Fresh sides face-up. Place any units designated as reinforcements in the corresponding locations of each player's Setup Card to await entry. Ignore all units entering after September 20 unless playing the Extended Game (22).

5.3 START OF PLAY: The game is now ready to begin with the Allied airborne invasion on D-Day, September 17, 1944.

6.0 SEQUENCE OF PLAY

6.1 OVERVIEW: A game has four Turns (unless playing the Extended Game; 22). Each Turn represents 24 hours and comprises four Phases and a variable number of "mini-turns" or Impulses. After all the Turn's Impulses end, both players are able to Refit and Regroup their surviving units. At the end of the September 20th Game Turn, Victory Conditions are checked to decide the winner. Each Turn has the following phases:

- * Dawn Phase (place Reinforcements, reset Bombardment, Construct Marker, and Boat Assault Displays, and make a Weather Die Roll)
- * Daylight Phase (players alternate taking Assault, Bombardment, Infiltration or Pass Impulses)
- * Refit Phase (Refit and place Supply Depots)
- * Regroup Phase (move any units into adjacent Free Area)

6.2 DAWN PHASE: Both players consult the Turn Record Track for reinforcements and place those scheduled to arrive as specified on the Setup Card. All Air Markers on the Bombardment Displays are returned to their Fresh side. All Construct markers in the Construction Availability (Used) box are moved to the (Available) box. Flip the Boat Assault marker to its "Available" side. Move the Turn marker to the next space of the Turn Record Track with the face-up side matching the Weather determined by a Weather Die Roll (6.21).

6.21 WEATHER DIE ROLL: There is no Weather determination to begin either the D-Day special phases or the September 18th Dawn Phase—these Turns automatically begin with Clear Weather. Beginning with the September 19th Dawn Phase, the Allied player makes a dr to determine the starting weather for that Turn:

dr	Weather
1-3	Overcast
4-6	Clear

Flip the Turn marker to the appropriate side on the Turn Record Track.

6.22 FIRST TURN: On the first Turn (September 17, 1944) the Dawn Phase is replaced with four Invasion Phases: the Air Bombardment, Artillery Bombardment, Airborne Landing, and XXX Corps Ground Assault Phases (see D-Day; 20).

6.3 DAYLIGHT PHASE: The players alternate Impulses, starting with the German. The first Allied DR made for any purpose during an Allied Impulse also serves as the Sunset DR. If the Sunset DR is < the Impulse number, the Daylight Phase immediately ends. If the Sunset DR is equal to the current Impulse number, the Weather changes (the marker still advances). If the Sunset DR is > the Impulse number, the Advantage marker advances to the next space on the Impulse

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Track. If the Advantage marker moves off the Impulse Track, the Daylight Phase immediately ends. The Sunset DR may be modified by the position of the Sunset DRM marker on the Impulse Track (either plus or minus—depending on which side of the Sunset DRM marker is face up; 12.23).

6.4 REFIT PHASE: Place the Advantage marker on the “0” space of the Impulse Track and return the Sunset DRM marker above the “0” space of the Impulse Track (12.23). The German player refits his units that he chooses to resupply and may then expend his available Reserves (if any) to advance or retract the Advantage marker for the start of the next Turn by one Impulse for each ten points of Reserves (fractions rounded down) he expends. The Allied player then Refits all of his units that he chooses to resupply. The Allied player may then expend his available Reserves (if any) to advance or retract the Advantage marker for the start of the next day one Impulse space for each ten points of Reserves (fractions rounded down) he expends. Each isolated German or Airborne unit must then make a Surrender dr (13.7), and any Evening Construction (19.23) attempts are made.

6.5 REGROUP PHASE: Each player may Regroup any or all of his (non-FLAK Tower) units by moving them one Area into any adjacent Free Area. The German player Regroups first, followed by the Allied player.

7.0 STACKING AND CONTROL

7.1 AREAS: Each side may have a maximum of ten units per Area. Units may not move into, Assault into, Regroup into, or voluntarily end a retreat in an Area already containing ten friendly units.

7.2 ZONES: There is no limit to the number of units that may occupy a Zone.



7.3 CONTROL: Each Area is always Controlled by either the Germans, the Allied Airborne, or XXX Corps. Initially all Areas are Controlled by the Germans. Control changes only when a side has a unit in a Vacant Area previously Controlled by the enemy. Control can be gained during movement without stopping to end an Impulse in an Area. However, the cost to enter a Vacant, enemy Controlled Area remains two MF throughout the Impulse even though the first friendly unit to enter it gains Control of that Area. Control is shown by placing/removing an Allied Airborne/Corps Control marker in that Area. An Airborne-Controlled Area becomes Corps-Controlled immediately when any unit of XXX Corps enters that Area (even if currently occupied by an Airborne unit). If both Allied types occupy an Area when Control is gained, the Area is considered Corps-Controlled.

7.4 CONTESTED: An Area is Contested if it contains units of both sides. Contesting an Area does not alter Control of that Area.

7.5 VACANT: An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently Controls it.

7.6 FREE: An Area is Free if it is Vacant and under friendly Control. Regrouping units may enter only Free Areas.

7.7 STACKING: Although some areas are large enough to display all of the units therein, stacking of all units of the same Division, or various levels of Spent/Disruption units in separate piles, is recommended to conserve space and markers. A player may freely examine stacks of enemy units at any time.

8.0 IMPULSES

8.1 OVERVIEW: The majority of the game is played during the Daylight Phase in alternating mini-turns called Impulses. The German player has the first Impulse and the Allied player has the last Impulse in each Turn. In his Impulse, the German player activates a single Area or Zone to move and/or Assault with any of his Fresh units which started the Impulse in that activated Area or Zone. The Allied player then has the same opportunity in his Impulse, including the option to activate the United Kingdom Box. The Allied player may always activate Zone F for either a Bombardment or Assault Impulse in addition to activating any other Area, Zone, or the United Kingdom Box for an Assault Impulse (14.5). A player may take two consecutive Impulses only by forfeiting the Advantage to declare a Double Impulse (12.4). The active player during an Impulse is the Attacker; his opponent is the Defender.

8.2 TYPES OF IMPULSES: There are four types of Impulses: Assault, Infiltration (German player only), Bombardment, and Pass.

8.21 ASSAULT IMPULSE: The Attacker selects any one Area or Zone (or, for the Allied player, the United Kingdom Box) of his choice as the Active Area. The Allied Attacker may additionally activate Zone F. If the Active Area is under friendly Control, the Attacker may attempt to repair bridges on the Active Area's boundaries. The Attacker may then attempt to seize any bridges on the Active Area's boundaries, move, and/or Assault with any Fresh units in that Area. Finally, once all desired bridge seizing attempts, movement, and/or Assaults from that Area are complete, the Attacker may then attempt to destroy any/all bridges on the boundaries of the Active Area provided the Attacker currently Controls that Area.

8.211 BRIDGE REPAIR: At the start of each Assault Impulse, the Attacker may attempt to repair any destroyed

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Bridges on the boundaries of the Active Area provided he currently Controls that Area (see 19.2).

8.212 MOVEMENT/COMBAT: The Attacker may move all, some, or none of his Fresh units from the Active Area. At any point in the Impulse, Fresh units that began this Impulse in the Active Area may Assault enemy units within the same Area. Each Area may be assaulted only once per Impulse. If the Assault results in an Overrun (10.5), Assaulting units with unused MF may continue movement. When a unit completes its tasks for the Impulse, it is flipped to its Spent side. Other Fresh units in the Active Area may then also move and/or Assault. This continues until there are no Fresh units in the Active Area with which the Attacker desires to perform actions.



8.2121 SEIZING BRIDGES: Any Fresh Armor/Infantry unit which began the Impulse in the Active Area may attempt to take an enemy-held bridge bordering the Free Area that it currently occupies by spending one MF and making a $dr \geq 4$. The seizing unit need not attack across the bridge into the next Area. See 19.3 for the applicable drm . Only one bridge seizure attempt may be made per bridge per Impulse or D-Day Airborne Landing Phase. All other units crossing a bridge successfully seized in the same Impulse by this method must pay the one extra MF expended for the seizure attempt. Destroyed bridges and canal boundaries may not be seized; they must be crossed to gain Control of them.



8.2122 BRIDGE DEMOLITION: At the end of an Assault Impulse, the Attacker may attempt to destroy any of the bridges he Controls on the boundaries of the Active Area so long as at least one of the two Areas spanned by the bridge is either Enemy-Controlled or Contested. See 19.4. The Attacker need not currently Control (or even occupy) the Active Area to attempt Bridge Demolition on that Area's boundaries.

8.22 INFILTRATION IMPULSE: The German player (only) may activate an Area containing Fresh infantry or armor adjacent to an Allied-Controlled, non-Contested Area with the intent of moving one or more Fresh infantry or armor units into that Allied Controlled Area without conducting a Mandatory Assault (10.2). Infiltration may only be attempted across a Clear Area boundary and the Area being Infiltrated must not contain either Elevated or Polder terrain. Infiltration may not be attempted in violation of normal movement restrictions (9.6). Each unit attempting Infiltration must make a $dr <$ the entered Area's TEM in Clear weather and \leq the TEM in Overcast weather. Units failing their Infiltration dr must Assault in one combined Mandatory Assault at the end of the

Impulse. Units which pass their Infiltration dr are unaffected by any combat results occurring as a consequence of failed Infiltration. Infiltration attempts need not be pre-designated (i.e., the German player may see the results of each Infiltration attempt before attempting another).

8.23 BOMBARDMENT IMPULSE: The Attacker may activate any one Area to bombard with Field Artillery or Air Bombardment (11). Additionally, the Allied Attacker may also activate Zone F.

8.24 PASS IMPULSE: The Attacker may elect to take no action during this Impulse (although the Allied Player must still make a Sunset DR to determine if the Daylight Phase ends or if the Weather changes). If both players declare a Pass Impulse consecutively, the Daylight Phase immediately ends.

8.3 EXHAUSTION: Only Fresh units may be used in an Impulse. Once a unit expends MF and/or attacks (including Barrage Bombardments for Field Artillery units) and finishes its Impulse, it is flipped to its Spent side. Consequently, a unit may move and/or attack in only one Impulse of each Daylight Phase.

8.4 NATIONALITIES: The Allied player may use both British and U.S. units in the same Impulse without penalty.

8.5 ENEMY UNITS: No unit may move during an Enemy Impulse except as a result of combat.

8.6 LEGALITIES AND ERRORS: A player may not change his move once a DR/ dr has been made, or his opponent has declared any action (including a Pass Impulse) he will take during his Impulse. An illegal move/attack's results are valid if the opposing player does not challenge them prior to completing his own next Impulse.

9.0 MOVEMENT

The Attacker may move any number of Fresh units beginning the Impulse in the Active Area. Moving some units from an Active Area does not prevent the movement of other units from that Active Area later in the same Impulse.

9.1 MULTIPLE AREA DESTINATIONS: Units starting in an Active Area may move to and/or Assault different Areas in the same Impulse. Assaults into different Areas do not have to be pre-designated. The Attacker may wait for the results of a move/Assault before announcing a later move/Assault into another Area in the same Impulse by other Fresh units starting in the Active Area. Once an Area is assaulted, additional units may not move into that Area during the same Impulse. Units that just assaulted and Overran an Area, and have sufficient MF remaining, may continue moving.

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9.2 MECHANICS OF MOVEMENT: A unit may only move into adjacent Areas or along arrows between Zones and Areas/Zones. Movement requires the expenditure of Movement Factors (MF) during an Impulse. The unit may continue to move into adjacent Areas until it lacks enough MF to do so, or it enters an Area occupied by an enemy unit. Units that begin movement in the same Area do not all have to end their movement in the same Area. Nor do all moving units during an Impulse have to move simultaneously. Thus, a unit that fails an Interdiction dr (18.41) could block the movement of other units in that Impulse if it causes the Area to become fully-stacked.

9.3 MF COSTS: Movement into an Area incurs the following MF costs:

1 MF	Enter a Free Area
2 MF	Enter an enemy-Controlled Vacant Area
3 MF	Enter an Area containing <i>only</i> Spent or Disrupted enemy units
4 MF	Enter Area containing a Fresh enemy unit
All MF	Cross a canal without using a bridge (Infantry only), to cross a river using the Allied Boat Assault marker (Infantry only), or to cross a river at Ferry Crossing.
All MF	Exiting a Contested Area (if Infantry) or a Contested Area containing an enemyArmor unit (if Armor) as long as destination is a Free Area/Zone

Note: Armor in a Contested Area containing no enemy Armor may exit at normal MF costs.

These cases are not cumulative; i.e., only the most severe case applies when entering an Area.

9.4 ROAD NET: The Road Net is defined as Areas which share a common boundary which also has a road illustration crossing that common boundary.

9.41 ROAD NET RESTRICTIONS: Non-Infantry units may only enter/exit an Area by tracing their movement along the Road Net.

9.42 ALLIED ROAD NET BONUS: All Allied armored/mechanized/artillery units which spend an entire Assault Impulse moving along the Road Net through nothing but Free Areas spend only 1/2 MF per Area entered.

9.5 ENTRANCE OF ENEMY-OCCUPIED AREA: Provided they have sufficient MF, armor and infantry units may enter an enemy-occupied/enemy-Controlled Area from a Vacant Area. FLAK and Field Artillery may only enter an enemy-occupied Area if it is already Contested or if a friendly Point Unit (9.66) accompanies them.

9.6 MOVEMENT RESTRICTIONS: The following seven other situations restrict movement.

9.61 CROSSING BOUNDARIES: A maximum of five units may use a single bridge to cross a canal or river boundary during any Impulse/Regroup Phase. The five-unit limit for each bridge applies regardless of the direction(s) traversed. A unit may cross a river boundary only by using a bridge or Ferry Crossing (9.62).

9.62 FERRY CROSSINGS: The location of a Ferry Crossing is indicated on the map by a blue arrow inside a blue box. A maximum of one unit may use a Ferry Crossing to move across a river boundary in any Daylight/Regroup Phase. Since the MF cost for using a Ferry Crossing is "All," a unit may not otherwise move and use a Ferry Crossing in the same Impulse. German Armor may not use a Ferry Crossing until September 19. The one-unit limit for using a Ferry Crossing is regardless of the direction traversed.



9.63 ENEMY-CONTROLLED BRIDGES, CANALS, AND FERRY-CROSSINGS: A unit may cross a bridge, canal boundary, or Ferry Crossing without declaring a Mandatory Assault (10.2) only if it is using a friendly Controlled bridge, or if the unit is retreating as a result of combat from a failed Mandatory Assault.

9.64 BOAT ASSAULTS: Once per Turn, if the River Assault marker is available, the Allied player may move any one (non-Mechanized) Infantry unit across an unbridged River boundary. The unit must be able to trace a Supply Line (13.4) back to Zone F. If the Area entered is enemy-Controlled/Contested, the unit must make a Mandatory Assault (10.2) that costs all MF for that unit. Once the Allied player declares Boat Assault movement, the River Assault marker is flipped to its "Used" side.



9.65 FLAK TOWERS: FLAK Towers may never move, retreat, or Regroup.

9.66 POINT UNITS: A Point Unit is a Fresh unit that enters a non-Contested, enemy-Controlled Area. Only Infantry and Armor units may serve as Point Units. Only Point Units may enter an Uncontested, Enemy-Controlled Area (whether Vacant or not). Once a Point Unit in an Impulse has entered an Area, any type of unit may enter that Area for the duration of that Impulse. Artillery and FLAK units may not enter a Contested Area across a boundary requir-

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ing a Mandatory Assault (10.2) unless preceded by a Point Unit.

9.67 AIRBORNE OPERATIONAL SECTORS: Airborne units may only enter an Area containing the symbol of that particular Airborne Division (3.26). Airborne Artillery may bombard Areas outside their Operational Sectors.

9.7 MINIMUM MOVE: If a unit has not yet expended MF in the Impulse, and lacks sufficient MF to enter an Adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all of its MF.

10.0 ASSAULTS

10.1 RESOLVING ASSAULTS: Only Fresh units that begin an Impulse in the Active Area may Assault. An Assault incurs no additional MF cost beyond that for entering an enemy-occupied Area unless the Active Area is contested. In this latter case, the Assault costs on additional MF if the assaulted Area contains only Spent/Disrupted units, or two additional MF otherwise. Non-participating units of the Attacker are not affected by this Assault. All Defending units in an Area being assaulted can potentially be affected by that Assault. An Assault is resolved only after all units have entered the assaulted Area in that Impulse. Other Fresh units starting in the Active Area not involved in the Assault may move, but no additional units may enter the assaulted Area during the current Impulse once the Assault is resolved.

10.2 MANDATORY ASSAULTS: A friendly unit must make a Mandatory Assault whenever it enters an enemy-occupied Area that was not Contested at the beginning of the current Impulse (unless it passes an Infiltration dr; 8.22) or it enters a Contested Area across a canal boundary, River Crossing Arrow, or enemy-Controlled bridge. After a Mandatory Assault is resolved, flip all moving units to their Spent side. If a Mandatory Assault fails, all participating units must Retreat (10.91) along their route from the Active Area (8.1). If an Assault includes units conducting a Mandatory Assault and other units conducting an Optional Assault (10.3), only those units making a Mandatory Assault must retreat if the Assault fails.

10.3 OPTIONAL ASSAULTS: Unless required to conduct a Mandatory Assault, the Attacker may Assault with any or all of his units that entered the Area. Unactivated units starting in the Defending Area may not participate in the Assault and are unaffected by any results generated by the Assault. Units entering the Area without Assaulting become Spent when they finish their move. Units which Assault become Spent after their Assault is resolved. Units making an Optional Assault while entering an Area may retreat or remain in the Defending Area if the Assault fails.



10.4 RIVER ASSAULTS: Units may only Assault across a river without a bridge at a Ferry Crossing or by making an Allied Boat Assault (9.64). Any unit crossing a canal or using a Ferry Crossing to enter an enemy-occupied Area must make a Mandatory Assault. If the Mandatory Assault succeeds (or ends in a Stalemate; 10.742), the canal/river boundary becomes friendly-Controlled and is marked with a "held" marker in the same manner as a seized bridge. All unmarked canal boundaries and Ferry Crossings are held by the Germans unless they connect two Allied Controlled Areas.

10.5 OVERRUNS: If an Assault requires the Defender to take more Casualty Points (10.8) than can be absorbed by the Defending units in the Assaulted Area, the Attacker may continue moving the Assaulting units with any remaining MF (and any supporting Artillery may continue to support other assaults). Units in Elevated Terrain or Polder, or that crossed an unbridged canal boundary or Ferry Crossing this Impulse, or that are making a Boat Assault, may not Overrun and must stop following resolution of their Assault. If Overruns are not allowed, the attacking unit's Impulse ends after its attack; it may not use any remaining MF to seize bridges or move elsewhere. Overruns are also not allowed during the Airborne Landing Phase (20.4).

10.6 ACTIVE CONTESTED AREA: If the Active Area is Contested at the start of the Impulse, all, some, or none of the Fresh units starting in that Area may Assault before they begin movement. If the Defenders are Overrun, the Assaulting units may continue moving. If no Defending units remain in the Area but the Defenders are not Overrun, the Assaulting units are Spent but other Fresh units in that Area may move without Contested Area Exit restrictions (9.3). If any Defending unit remains in that Area after the Assault has been resolved, the Assaulting units become Spent, and Contested Area Exit restrictions apply to all other Fresh units moving in that Impulse. If the Attacker loses the Assault, the Assaulting units do not retreat and must remain in that Area. All units in the Active Area (regardless of involvement in the Assault) moving after the Assault resolution must use one MF if only Spent defenders were in that Area, or two MF if any Fresh defender was in the Area prior to the Assault.

10.7 ASSAULT RESOLUTION: Assaults are resolved by comparing the Attack Value of the Attacking unit(s) plus a DR (the Attack Total; AT) against the Defense Value of the Defending unit(s) plus a DR (Defense Total; DT). In an Assault, the Attacker selects the Point Unit (9.66; 10.72A) and all Assaulting units, and then the Defender selects the Forward Unit (10.73A).

10.71 DICE: When resolving combat, each player simultaneously rolls the dice. The German player uses the white dice;

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the Allied player uses the colored dice. It is suggested that each player roll both dice into a container, and if any dice end up outside the container only the errant die or dice be re-rolled.

10.72 ATTACK VALUE (AV): The AV is equal to:

- A) **+x** Attack Factor of any one Assaulting Infantry/Armor unit (the Point Unit) of the Attacker's choice
- B) **+1** Each additional Assaulting Unit
- C) **+1** Each supporting Field Artillery Unit (15.12)
- D) **+1** Divisional Integrity bonus for each Division contributing three or more units to the attack (including supporting Field Artillery)
- E) **-1** SS and Wehrmacht units Assault together

10.73 DEFENSE VALUE (DV): The DV is equal to:

- A) **+x** The Defense Factor of any one Defending unit (the Forward Unit) of the Defender's choice in the Area being Assaulted. (Reduce this unit's Defense Factor by its Disruption Level.)
- B) **+y** TEM of the Area being Assaulted.
+1 Assaulting unit(s) crossed a bridge while making a Mandatory Assault (10.2), an additional +1 if that bridge is Controlled by the defender, and an additional +1 if the bridge spans a river boundary.
- C) **+2** Assaulting unit crossed a canal without using a bridge, or crossed a River using a Ferry Crossing, or made a Boat Assault (9.64). If another attacking unit crosses a bridge, use the higher applicable modifier of cases C and D, but not both.
- D) **+1** Each additional Fresh Defending unit [EXCEPTION: Airborne units that do not have a valid Supply Line to Zone F at the moment of attack do not count towards this modifier].

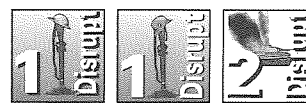
10.74 COMPUTING RESULTS: The result of the Assault depends on the difference between the Attack Total (AT) and the Defense Total (DT).

10.741 FAILURE: If $AT < DT$, the Attacker has been repulsed and there is no effect on the Defender's units. All Assaulting units other than supporting Field Artillery become "Disrupt 1." Assaulting units in a Mandatory Assault must retreat [EXCEPTION: newly-landed Airborne units assaulting a German-Controlled, non-Contested Drop Area (18.4)]. Assaulting units in an Optional Assault may retreat unless they started the Impulse in the Assaulted Area, or entered the Area from the United Kingdom Box. Assaulting Allied units in Zone F do not retreat in the XXX Corps Ground Assault

Phase of D-Day or any subsequent Impulse. Assaulting units that retreat must do so into the Area/Zone from which they entered.

10.742 STALEMATE: If $AT = DT$, the Assaulting units and any supporting Field Artillery become Spent and may retreat at the owning player's option. The Point Unit becomes "Disrupt 1." There is no effect on any Defending units.

10.743 SUCCESS: If $AT > DT$ the Defender must remove Casualty Points (10.8) equal to the difference between the AT and the DT. All Assaulting units and any supporting Field Artillery become Spent at the end of the Impulse (unless an Overrun occurs; 10.5).



10.8 CASUALTY POINTS (CP): In order to satisfy losses, the Defender removes CP from his units in the Defending Area. CP may be taken in any combination, except that the Forward Unit must suffer the first CP loss. Casualty Points may be removed as follows:

- Each Fresh unit that becomes Spent absorbs one CP.
- Each Spent unit that becomes "Disrupt 1" absorbs one CP.
- Each "Disrupt 1" unit that increases its Disruption to "Disrupt 2" absorbs one CP.
- Each "Disrupt 2" unit that is eliminated absorbs one CP.
- Each Spent/Disrupted Defending unit that Retreats (10.91) absorbs one CP.

The same unit may absorb more than one CP in an Assault, until it is eliminated, but a unit cannot absorb CPs by both retreat and elimination. If a unit must absorb more CP than it can fulfill by becoming "Disrupt 2" and retreating then it must be eliminated without retreating. If the results of any attack require the Defender to take more CP than his units in the Area can sustain, additional casualties are ignored, but an Overrun may result.

10.81 DEFENSIVE TERRAIN: Defending units in Elevated Terrain Areas always suffer one less CP than the difference between the Attack Total and the Defense Total.

10.9 RETREATS: The Attacker or Defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area/Zone from which they entered the attacked Area [EXCEPTION: Fully-stacked Areas; see 10.91]. Defending units must follow a list of Retreat Priorities (10.92) to determine which Area/Zone they retreat to.

10.91 RETREAT PROCEDURE: Units must retreat one unit at a time to determine if the Area becomes fully-stacked. If it does, subsequent units must continue their retreat to another Area that is not fully-stacked. In this event, both Attackers

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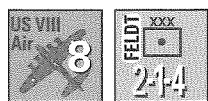
and Defenders must follow the Retreat Priorities (10.92) to determine the second (or more) Areas to which they must retreat. An Airborne unit forced to retreat outside its Operational Sector (9.67) is eliminated instead.

10.92 RETREAT PRIORITIES: If there is more than one Area to which defending units may retreat, the Defender *must* retreat based on the following priorities:

1. Free Area adjacent to the least number of enemy-Controlled Areas
2. Friendly-Controlled, Contested Area
3. Enemy-Controlled, Contested Area
4. Fully-stacked Area (10.91)
5. Adjacent Zone

Multiple Defenders may retreat into different Areas so long as the above priorities are observed. If two Areas share the same priority the retreating player may select which Area to retreat into.

11.0 BOMBARDMENT



11.1 BOMBARDMENT IMPULSE: In a Bombardment Impulse, the Attacker activates an Area to be the Target Area. Unlike an Assault Impulse, neither movement nor Bridge Repair/Demolition is allowed.

11.11 BOMBARDMENT DECLARATION: The Allied player may bombard with Field Artillery or Air Bombardment. The German player may bombard with Field Artillery. Attacking Air Bombardment markers are flipped and returned to the appropriate bombardment display with the "used" side up to show that they cannot attack again. Attacking Field Artillery remain Fresh after bombardment unless a Barrage (11.111) is declared.

11.111 BARRAGE: Only Corps Artillery (15.13) may lead a Barrage. In a Barrage the AV of the Lead Artillery (11.2) unit is doubled. After resolving a bombardment where a Barrage was declared, the Lead Artillery unit and all supporting Artillery are flipped to their Spent side.

11.12 PRIMARY TARGET: The Attacker chooses one unit in the Target Area as the Primary Target. The Primary Target must take the first Attrition Point inflicted, if any. Field Artillery may not be selected as the Primary Target if there are other Defending types in the Target Area. A Construct marker or Ferry Crossing marker can be chosen as the Primary Target of Field Artillery Bombardment only if the Bridge or Ferry Crossing marker occupies a boundary of the Area containing the Lead Artillery unit (11.2).

11.2 ATTACK VALUE (AV): In an Air Bombardment, the AV is the Attack Factor of the Attacking Air Bombardment marker. In a Field Artillery Bombardment, the AV is the Attack Factor of one Field Artillery unit of the Attacker's choice (the "Lead Artillery unit") plus one for each additional Field Artillery in or adjacent the Target Area supporting the Bombardment. If Corps Artillery is leading a Barrage (11.111), the Attack Factor of the lead artillery unit is doubled. British artillery may not support U.S. artillery or vice versa.

11.3 DEFENSE VALUE (DV): The DV is the sum of:

- A) **+x** Double the TEM of the Target Area
- B) **+1** Each Fresh FLAK unit or FLAK Tower in the Target Area (vs Air Bombardment only)
- C) **+1** Each Fresh Field Artillery unit in the Target Area (vs Field Artillery Bombardment only)

NOTE: The Defense Factor of the Defending unit(s) is not relevant to Bombardment resolution.

11.4 BOMBARDMENT RESOLUTION: To resolve a Bombardment, the Attacker makes a DR, which is added to the AV to form the Attack Total (AT), and the defender makes a DR, which is added to the DV to form the Defense Total (DT). If the Attack Total > the Defense Total, the Defender must remove Attrition Points (AP) equal to the difference between the Attack Total and the Defense Total. Bombarding Field Artillery units suffer neither retreat nor Disruption.

11.41 ATTRITION POINTS: The Defender removes AP as follows:

- 3 AP Fresh Armored Unit becomes Spent
- 2 AP Spent Armored Unit becomes "Disrupt 1"
- 2 AP Armored Unit at "Disrupt 1" becomes "Disrupt 2"
- 2 AP Fresh non-Armored Unit becomes Spent
- 1 AP Spent non-Armored Unit becomes "Disrupt 1"
- 1 AP Non-Armored "Disrupt 1" becomes "Disrupt 2"
- 1 AP Construct marker reduced one level (19.22) or Ferry Crossing destroyed if designated as the Primary Target (11.12)

A Fresh unit absorbs AP by becoming Spent, an already Spent/Disrupted unit absorbs AP by increasing its Disruption Level. The Primary Target must take the first AP. The Defender distributes remaining AP among other Defending units in the Area as he chooses, but must apportion the losses by exact count in such a way as to use the maximum number of AP to reduce Defending units given the Attacker's choice of the Primary Target and the remaining units in the Target Area. A unit may not voluntarily take a loss by absorbing more/less AP than required so as to save another unit from taking a loss. Unlike an Assault, each Defending unit in a Bombardment can only be reduced a maximum of one level per Impulse. A unit can absorb fewer than its listed AP without being affected. Excess AP are ignored.

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11.5 RETREAT: Units are not allowed to retreat as a result of Bombardment.

12.0 THE ADVANTAGE CHIT



12.1 OVERVIEW: The Advantage abstractly reflects an edge that one side will temporarily have based on Weather, morale, position, surprise, leadership, intercepted communication or fate. One of the players always has the Advantage as symbolized by placement of the Advantage marker with the Controlling side's symbol face-up on the Impulse Track (5.1). The Allies start the game with the Advantage.

12.2 ADVANTAGE SHIFT: Whenever the Controlling player uses the Advantage, it shifts to the opponent at the end of the current Impulse (or phase, during the D-Day preliminary phases). Flip the Advantage marker to its other side on the Impulse Track whenever the Advantage changes possession.

12.21 ALLIED LOSSES: Only in extreme circumstances would the Allies lose whole formations en masse. Therefore, the loss of a unit has significant consequences for the Allies. Whenever an Allied unit is eliminated during the Daylight Phase, the German player gains the Advantage. If more than one Allied unit is eliminated in an Impulse, the German player gains the Advantage and may immediately move the Sunset DRM marker one space in either direction along the Impulse Track for each eliminated unit above the first. If the Allies do not currently have the Advantage, advance or retract the Sunset DRM marker immediately one space on the Impulse Track at the German option for each Allied unit eliminated.

12.22 GERMAN LOSSES: Whenever three German units are eliminated in a single Impulse (including a Double Impulse, but not an Invasion Phase), the Allied player gains the Advantage. If more than three German units are eliminated in an Impulse, the Allied player gains the Advantage and may immediately move the Sunset DRM marker one space in either direction along the Impulse Track for each eliminated unit above the third. If the Germans do not currently have the Advantage, advance or retract the Sunset DRM marker immediately one space on the Impulse Track for each eliminated German unit in excess of two at the Allied player's option.

12.23 SUNSET DRM: Whenever the Sunset DRM marker is moved onto the Impulse Track, it modifies all subsequent Allied player Sunset DR (for Sunset purposes only) by an amount corresponding to the number of the space it occupies. The yellow "Sun +" side is placed face-up when the marker has been advanced past zero and the amount will be added to the Sunset DR. The black "Moon -" side is placed face-up when the marker has been retracted below zero and that

amount will be subtracted from the Sunset DR. The Sunset DRM does not affect Weather Changes.

12.24 SHIFT LIMITS: The Sunset DRM marker may never be moved more than three spaces per Impulse regardless of the number of enemy units eliminated in that Impulse. Remove the Sunset DRM marker from the Impulse Track at the end of the Daylight Phase by placing it back above the "0" space.

12.3 COMBAT: The player currently holding the Advantage may use it once per Impulse/Phase to force a re-roll of any one attack DR, before any subsequent action takes place. Both players re-roll. There is no guarantee that the re-roll will be better; it can even be worse. Regardless of the new result, the Advantage shifts to the enemy at the end of that Impulse/Phase.

12.4 DOUBLE IMPULSE: The Advantage may be spent by the Attacker to declare two active Areas during his Impulse instead of one, or to activate the same Area twice. All normal rules apply (the Attacker may still not enter an Area previously attacked in the same Impulse). A Double Impulse counts as only one Impulse on the Impulse Track. A player may observe the results of his first Impulse before deciding to declare a Double Impulse, or he may declare them simultaneously so as to combine forces from two active Areas in the same Assault.



12.5 SUNSET DR: If the Advantage is used to re-roll any DR that had served as the Allied Sunset DR, the re-rolled DR becomes the effective Sunset DR. The second Impulse of a Double Impulse has no Sunset DR.

12.6 OTHER USES: The Advantage can be used to force a re-roll of any DR/dr. This causes loss of the Advantage to the opponent at the end of the Impulse/Phase. Because the Advantage is not lost until the end of the Impulse/Phase in which it is used, it may not be used to force a re-roll of any DR/dr that has already been re-rolled. Nor can the Advantage be lost due to unit losses caused by the opponent's use of Advantage (such as the declaration of a Double Impulse), because the defender would not yet have the Advantage and thus could not lose it.

13.0 DISRUPTION AND SUPPLY



13.1 OVERVIEW: Only units that begin the Impulse with their Fresh side face-up may move, Assault, Bombard, or pro-

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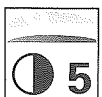
vide Artillery support. Units participating in those activities are flipped to their Spent side at the end of the current Impulse. Units can become Disrupted through combat results. They are flipped to their Spent side and marked with appropriate Disrupt (1 or 2) markers.



13.2 BECOMING SPENT/DISRUPTED: Fresh units that move become Spent. Units that make an Assault become Spent if $AT > DT$, or "Disrupt 1" if $AT < DT$. If an Assault results in $AT = DT$, the Point Unit (only) suffers "Disrupt 1" and the remaining Assaulting units become Spent. Bombarding units become Spent after their Bombardment is resolved only if a Barrage was declared. A Fresh Defending unit that takes Casualty Points must become Spent for its first CP. A unit can absorb CP/AP by becoming Spent and/or increasing its Disruption level.

13.3 REFIT: Units recover during the Refit Phase. The Germans conduct their Refit Phase first, followed by the Allies. Players will often lack sufficient supply to Refit all of their units. Regardless of available supply, a Disrupted unit may not refit more than one level per Turn (i.e., Disrupt 2 can only refit to a Disrupt 1; Disrupt 1 can only refit to Spent).

13.4 SUPPLY LINES: Supply Lines are traced from a unit's Area back to a supply source. A valid Supply Line is a contiguous route of any length through any friendly-Controlled (Free or Contested) Areas. Supply may not cross a canal boundary without a bridge, except to enter the Area being supplied. Supply may not cross a river boundary without a friendly bridge or Ferry Crossing. If the river boundary contains a friendly Ferry Crossing, supply may cross the boundary, but a Depot may not. Units without a valid Supply Line are Isolated (13.7).



13.41: SUPPLY DEPOTS: Supply Depots are placed during each player's Refit Phase and removed from the mapsheet at the end of that Phase. To refit, a unit must "draw supply" from a Supply Depot. A refit requires the following number of Supply Points:

- +1 point per refitting unit in the same Area as the Depot
- +1 additional point for a Disrupted unit
- +1 additional point for each boundary crossed by the Supply Line between the refitting unit and the Depot
- +1 additional point for each friendly-Controlled, Contested Area between the refitting unit and the Depot

The Depot owner chooses his most advantageous supply

route. Units in an enemy Controlled Area may trace supply at no additional cost. However, units may not trace supply through or into an enemy-Controlled Area. A unit drawing supply from more than one Depot must pay a total supply cost equal to that of the furthest Supply Depot from which it will draw supply. There is no limit to the number of Supply Depots allowed in an Area.

13.42 CONTESTED SUPPLY: A Depot placed in a Contested Area may not be used to refit units outside that Area or to add excess supply to its reserves on the Supply Track. Any surplus supply from that Depot is lost.



13.43 RESERVES: All unused Supply Points of a Depot in a Free Area are added to that player's Reserves by moving his supply markers on the Supply Track. Each space on the Supply Track occupied by the x10 "Reserves" marker is worth 10 Supply Points times the value of that space. Each space on the Supply Track occupied by the x1 "Reserves" marker is worth 1 Supply Point times the value of that space. Either player may expend his Supply Reserves to buy impulse advances or retractions for the following Turn at a cost of ten points each at the end of his current Refit Phase. The maximum daily impulse purchase is three per player. Therefore, if the German player were to purchase an impulse advance to set the Advantage marker at "1", the most the Allies could do is purchase three impulse retractions and reset the Advantage marker to "B". Neither player may use reserves to augment the value of his on-map Supply Depots [EXCEPTION: 23.4].

13.5 GERMAN SUPPLY SOURCES: German Controlled Zones are German Supply Sources.

13.51 GERMAN SUPPLY CAPACITY: The German player may place up to five Depots during the Refit Phase of each Turn in any Free Areas which can trace a Supply Line to a German-Controlled Zone. Each German Depot is worth six Supply Points in Overcast Weather or five Supply Points in Clear Weather (17.2). Weather status for the purposes of supply capacity is determined at the beginning of the turn and is unaffected by Weather changes that may occur throughout the course of the turn.

13.511 ZONE I GERMAN SUPPLY: German units in Zone I (Oss) may automatically refit without using an onboard Depot, so long as Zone I is German-Controlled.

13.6 ALLIED SUPPLY SOURCES: Allied units are supplied from five Depots originating each Refit Phase in Zone F, three Airborne Depots, and an Air Supply marker. U.S. Depots may only refit U.S. units. British Depots may only refit British units. [EXCEPTIONS: the American Air Supply marker may be used to refit units of either Allied nationality,

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and British Zone F Depots may not be used to refit Airborne Units].



13.61 ZONE F: Zone F supplies Allied units. Five Allied Depots marked "Zone F" originate in that Zone and are worth five Supply Points each turn. If Zone F is Contested (regardless of who Controls it), it may only supply Allied units in that Zone. If Zone F is Controlled by the Allies and Uncontested, its Depots may be moved into any Allied Controlled Free Area with a valid Supply Line to Zone F. The Supply Line to Zone F cannot cross a canal/river boundary without use of a friendly bridge.



13.62 ZONE I ALLIED SUPPLY: Allied units in Zone I (Oss) may automatically refit without using an onboard Depot, even if Zone I is German Controlled. If Zone I is Allied-Controlled and Uncontested, an Allied Depot marked "Zone I" originates in that Zone and is worth ten Supply Points each day. The Supply Line to Zone I cannot cross a canal/river boundary without use of a friendly bridge.



13.63 AIRBORNE DEPOTS: The Allies have three Airborne Depots. Each Depot is marked with a divisional insignia to indicate those Airborne Supply Heads (3.262) in which they may be placed. An Airborne Depot may only be placed in an Allied-Controlled or Contested Supply Head of the appropriate division. If none are available that Depot is lost for the day. Each Airborne Depot is worth ten Supply Points in Clear Weather or five Supply Points in Overcast Weather. Weather status for the purposes of supply capacity is determined at the beginning of the turn and is unaffected by Weather changes that may occur throughout the course of the turn. Both FLAK and Air Interdiction (13.641) modify these values.

13.64 AIR SUPPLY: The Allies have a single Air Supply marker. The marker may be placed in any Allied-Controlled Area or Zone with a TEM of +1 or +2. The Air Supply marker is worth five Supply Points. If the Turn begins Clear, the Air Supply marker is available during the Refit Phase; otherwise it is not available that Turn. The value of the Air Supply marker is modified by FLAK and Air Interdiction (13.641).



13.641 INTERDICTION: The supply value of any Allied Airborne Depot/Air Supply marker is reduced by one for each Fresh FLAK unit or FLAK Tower in or adjacent to the Airborne Supply Head that the Depot marker was placed in. Since the Germans refit first, they may restore Spent FLAK Towers and FLAK units in time to interdict Allied supply before the Allied Airborne Depots are placed. The supply value is further reduced by one for each German Air Interdiction marker in or adjacent to the Airborne Supply Head the Depot was placed in.

13.7 ISOLATION/SURRENDER: Units without a valid Supply Line are Isolated. There are four levels of Isolation: Fresh units are Isolation Level 1; Spent units are Isolation Level 2; Disrupt 1 units are Isolation Level 3; Disrupt 2 units are Isolation Level 4. Isolated units must make a Surrender dr at the end of appropriate Refit Phases. If the dr is less than the current Isolation Level of the unit, the unit is eliminated. If the dr equals the Isolation Level of the unit, the unit's Isolation Level is increased by one (or the unit is eliminated if the unit is already Disrupt 2). If the dr is greater than the unit's Isolation Level, the unit is unaffected.

13.71 ISOLATION OF GERMAN UNITS: Isolation does not affect the ability of Fresh FLAK Towers or FLAK units to interdict Allied Reinforcements/supply. At the end of the German Refit Phase, each isolated German unit must make a Surrender dr.

13.72 ISOLATION OF ALLIED UNITS: Allied units are not considered isolated, regardless of their position on the map, during the September 17th and 18th Game Turns. Starting with the end of the September 19th Refit Phase, each isolated Allied unit must make a Surrender dr.

14.0 ZONES

14.1 OVERVIEW: A Zone represents much more terrain than an Area. All rules for Areas apply equally to Zones unless otherwise stated.

14.2 ASSAULT IMPULSE MOVEMENT: A Zone can only be entered by a unit that begins its Impulse in an adjacent Zone or Area, and the unit must end its movement upon entering that Zone. A unit beginning an Impulse in a Zone may move to an adjacent Area by paying the entrance costs of that Area and may continue movement normally to other Areas using its available MF. There are no movement restrictions due to beginning an Impulse in a Contested Zone (9.3).

14.3 OCCUPATION LIMITS: An unlimited number of units of both sides may occupy a Zone.

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14.4 COMBAT: Artillery units occupying a Zone may only attack enemy units in that Zone. A Zone may not be attacked by Artillery outside the Zone. This applies to making or supporting a Bombardment as well as to supporting an Assault. Otherwise, an Assault can be conducted in a Zone normally. Allied Air Bombardment markers may attack any Zone adjacent to Allied units, or adjacent to an Area Controlled by the Allies.

14.5 ZONE F: Zone F may be activated every Allied Impulse in addition to any other Area, Zone, or the United Kingdom box as if it were the second Area selected in a Double Impulse (12.4). The Advantage need not be spent, or even possessed, to activate this Zone. If Zone F is activated in this manner during an Impulse, the Allied player may not use the Advantage to activate a third Area. Units may only enter Zone F when Retreating (10.9).

15.0 ARTILLERY



15.1 FIELD ARTILLERY: Field Artillery may make or support a Bombardment or support an Assault. Defending Field Artillery in an Area being attacked absorbs losses like any other unit except that it may not be designated as the Primary Target or Forward Unit in any Area that has other Defending unit types.

15.11 BOMBARDMENT: Field Artillery may Bombard enemy units in the same or adjacent Area as the sole action of an Impulse. Field Artillery in a Contested Area may only make a Bombardment or support an Assault in its own Area. Field Artillery in a Free Area may Bombard or support an Assault against any adjacent Area. As discussed in 11.2, there is one "Lead Artillery unit," with each additional participating Artillery unit adding one to the Attack Value. Each Fresh Defending Field Artillery unit in the Target Area adds one to the DV (11.3).

15.12: ASSAULT SUPPORT: Each Fresh Field Artillery unit can add one to the AV of an Assault it is Supporting (10.72C). Field Artillery in a Contested Area may only Support an Assault in its own Area. Field Artillery in a Free Area may Support an Assault in any adjacent Area. Corps Artillery in a Free Area may Support an Assault up to two Areas away. Divisional Artillery may support an Assault only if the Assault includes at least one non-Artillery unit of its own division.

15.13 CORPS ARTILLERY: To aid in recognition, the Corps ID is highlighted in an oval background. Corps Artillery occupying a Free Area may Bombard up to two Areas away, and may Support an Assault up to two Areas away. Corps Artillery may also lead a Barrage.

15.2 FLAK: A FLAK unit may be the Forward Defender. Each Fresh FLAK unit in or adjacent to an Allied Airborne Drop Area adds one to the Interdiction of Allied Airborne Reinforcements, Airborne Depots, Air Supply (13.641, 18.41), and to the DV of its Area vs an Air Bombardment (11.3B, 16.2).



15.3 FLAK TOWERS: Each Fresh FLAK Tower adds one to the DV of its Area vs an Air Bombardment (11.3B, 16.2). FLAK Towers may never move, Regroup, retreat, or attack. Each Fresh FLAK Tower adjacent to an Allied Drop Area adds one to the Interdiction of Allied Airborne Reinforcements, Airborne Depots, and Air Supply (13.64, 18.41).

16.0 AIRPOWER



16.1 OVERVIEW: The Allies have two markers for Air Bombardment: RAF 2 Group and RAF 83 Group. Each Air Bombardment marker is flipped when used and automatically becomes Fresh during the Dawn Phase. The Allies also have one Air Supply Marker (U.S. 8th Air). The Germans have two markers for Air Interdiction.

16.2 AIR BOMBARDMENT: Each Air Bombardment marker can make an Air Bombardment during Clear Weather against any Area containing enemy units as the sole activity of an Allied Impulse. Other forms of Bombardment/Artillery cannot support Air Bombardment. Unlike other Impulses/actions, Air Bombardment does not advance the Impulse marker, although the resolution DR is still a Sunset DR to determine if the Daylight Phase ends or the Weather changes. Air Bombardments are resolved in the same manner as Field Artillery Bombardments except that each Fresh FLAK Tower or FLAK unit in the Target Area adds one to the DV (instead of each Fresh Field Artillery Unit).

16.21 MISTAKEN ATTACK: If the Target Area of an Air Bombardment is Contested, Allied casualties occur if the original (unmodified) Attacker and Defender DRs are equal. The Allied Attrition Points are half (fractions rounded up) of the Attacker's original DR. The German may select the unintentional Allied "Primary Target" after the attack is resolved. German losses are taken normally.

16.3 AIR SUPPLY: The Allied Air Supply marker can place its Supply Depot in any +1 or +2 TEM Area or Zone that is Allied-Controlled (13.64).

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16.4 AIR INTERDICTION: Placement of a single Air Interdiction marker is done as the sole activity of a German Impulse. A German Air Interdiction marker may be placed in any Area containing an Allied Airborne Drop Area or Airborne Supply Head. The Interdiction Value (18.41) of the Area is raised by one if an Air Interdiction marker is present in it. Once placed, the Air Interdiction marker remains in the Area until the end of the Refit Phase, at which time it is placed Fresh side up in the German air display box. If both Air Interdiction markers are available, two separate Impulses are required to place them both. There may never be more than one Interdiction marker in the same Area during a Turn.

17.0 WEATHER

17.1 DAWN: Beginning with the September 19th Turn, and each Turn thereafter, determine the Weather (6.21) and flip the Turn marker to the appropriate side. The September 17th and 18th Turns both begin with Clear Weather.

17.2 CLEAR WEATHER: Play proceeds normally. Air bombardment and Airborne Reinforcement are available only during Clear Weather Impulses. The Allied Air Supply marker is only available if the Turn begins with Clear Weather.

17.3 OVERCAST: German units have their MF increased by one during Overcast Impulses. Air Bombardment and Airborne Reinforcement are not available during Overcast Impulses.

17.4 WEATHER CHANGES: If the Allied Player's Sunset DR (6.3) equals the current Impulse number, the Weather changes (from Clear to Overcast or vice versa) during the next German Impulse. Record the Weather Change by flipping the Turn marker on the Turn Record Track. The new Weather status remains in effect until the Dawn Phase of the next Turn, or until the Allied player's Sunset DR again equals the current Impulse number. In the latter case, record the Weather Change by flipping the Turn marker on the Turn Record Track. Should a Weather Change occur during an Air Bombardment Impulse, the Weather Change is recorded on the Turn Record Track even though the Advantage marker has not yet advanced on the Impulse Track.

17.41 SUPPLY CONSEQUENCES: See 13.51 & 13.63-13.64.

18.0 REINFORCEMENTS



18.1 OVERVIEW: Reinforcements are placed during the Dawn Phase.

18.2 GERMAN: German Reinforcements are placed in the Zone(s) specified, Fresh Side up.

18.3 ALLIED GROUND UNITS: Units of the British XXX Corps are placed in Zone F, Fresh side up.

18.4 ALLIED AIRBORNE UNITS: Allied Airborne unit reinforcements are initially placed in the United Kingdom (UK) box. Airborne units may initially land only in the Drop Areas indicated on the back of each individual unit (18.5). The number of landing reinforcements and Allied units already in the Drop Area may never exceed ten during each landing Impulse. A maximum of three units per Impulse may move from the UK Box to Areas on the mapsheet. The units may land in a single Drop Area, or multiple Drop Areas, so long as the limit of three units is not exceeded, and the units land in the Drop Areas specified on the Allied Setup Card. Newly landed reinforcements are placed Fresh side up and may move/attack normally. An Impulse used to land Airborne units requires activation of the UK Box and does not activate any units already in the Drop Area. An Airborne Landing Impulse is treated as a normal Assault Impulse except that no bridge-repair/demolition is possible since no Area was activated. Reinforcements pay normal MF costs for entering the Drop Area, and may continue moving if it is Allied-Controlled and non-Contested or if they achieve an Overrun. Airborne reinforcements landing in a German-Controlled non-Contested Drop Area must conduct a Mandatory Assault (10.2). If the Assault fails, those Airborne units do not retreat (10.741). They are instead considered to have started the Impulse in the Assaulted Area (10.6). Allied Artillery units may not land in a German Controlled, non-Contested Area unless accompanied by at least one Allied Point Unit.



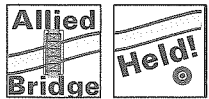
18.41 INTERDICTION: Fresh German FLAK Towers, FLAK units, and Air Interdiction markers may Interdict Allied Airborne Reinforcements, Airborne Supply, and Invasion units. The Interdiction value of a Drop Area is equal to the number of Fresh German FLAK Towers, FLAK units, and Air Interdiction markers in/adjacent to the Drop Area. Each Allied Airborne unit landing in a Drop Area must be declared before any Interdiction is resolved. The German player then makes an Interdiction dr for each landing unit. If the dr is equal to the Drop Area's Interdiction Value, the unit becomes Spent in the Drop Area in which it landed and cannot attack or move farther during that Turn. If the Interdiction dr is less than the Drop Area's Interdiction Value, the unit becomes Spent and Disrupt 1. If the Interdiction dr is greater than the Drop Area's Interdiction Value, the unit is unaffected. If the Drop Area becomes fully stacked, no further units may land that Impulse. FLAK Towers and FLAK units do not become Spent as a result of Interdiction, and may interdict all adjacent Drop Areas during the same Impulse. Similarly Air Interdiction markers are unaffected by Interdiction.

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18.5 SEPTEMBER 18 AND 19 REINFORCEMENTS: Allied Airborne Reinforcements moving from the UK Box to the mapboard on September 18 or September 19 must be placed in the Drop Areas shown on the backs of the units. Reinforcement units entering after September 19, even if they were originally scheduled for September 18 or September 19, may land in any of their color-coded divisional Drop Areas (3.261).

19.0 BRIDGES



19.1 OVERVIEW: Bridges are always in one of three states: German-held, Allied-held (marked by a "Held" marker), or Destroyed (indicated by a "Destroyed Bridge" marker). At the start of play, all bridges are German-held. Bridges can change hands in four different ways:

- * Repair of a Destroyed Bridge (19.2)
- * Successful seizure attempt during movement (8.2121)
- * Crossed during a successful or Stalemated Mandatory Assault (10.4)
- * Both connecting Areas become friendly Controlled (10.4)

A maximum of five units may use a bridge during an Impulse or Regroup Phase (although they may move across a bridge during an Impulse and retreat back across it in the same Impulse) regardless of the direction moved.

19.2 BRIDGE REPAIR: Destroyed Bridges can be repaired. Bridges may not be built across boundaries that did not have a bridge initially. If the active Area is friendly-Controlled and not isolated (and, for the Allies, maintains a Supply Line to Zone F), repair attempts may be made at the start of an Assault Impulse to any bridges on its boundaries. A maximum of two repair attempts may be made per Impulse (or Refit Phase) by the Allies and one by the Germans. Only one repair attempt per bridge per Impulse or Refit Phase may be made. The Attacker makes a dr and adds the appropriate dr (19.5) for each repair attempt. If the final Repair dr is ≥ 7 , the bridge is repaired and the Destroyed Bridge marker is removed or flipped to its Held side.



19.21 CONSTRUCTION: For each Bridge Repair attempt, a Construct marker belonging to that side must be available in the Construction Availability Box. If a player does not have a Construct marker available a Bridge Repair attempt cannot be

made. If the initial repair attempt is unsuccessful place a Construct +1 marker on the Destroyed Bridge, otherwise move one Construct marker from the Available to the Used box within the Construction Availability box. For all other unsuccessful repair dr, flip the Construct +1 on the bridge to +2. The maximum Construct marker dr for repair attempts is +2. If the repair attempt is successful, remove any Construct marker on that bridge and place it in the Construction Availability (Used) box on the map. Both sides may attempt to repair the same bridge, but if either side is successful, the Construct marker of the other player is removed and placed in the Construction Availability (Used) box.

19.22 PRIMARY TARGET: If a Construct marker is chosen as the Primary Target (11.12) of a Bombardment it will absorb one AP and be reduced one level (e.g., a +2 Construct Marker is flipped to a +1 Construct Marker; a +1 Construct Marker is removed from the map and placed in the Construction Availability (Used) box). Any additional AP inflicted will affect other units in the Target Area normally.

19.23 EVENING CONSTRUCTION: A player may attempt bridge repair during his Refit Phase by using supply as if the bridge site were a Spent unit. The supply must be provided by a Zone F Depot, not an Air Supply marker or an Airborne Depot. If the repair is successful, other Depots may trace their supply line through that bridge to their supply source during the same Refit Phase.



19.3 BRIDGE SEIZURE: A moving Armor/Infantry unit in a Free Area can attempt to seize an enemy-held bridge bordering its Area at any time during its movement. The attempt costs one MF and is successful on a dr ≥ 4 . The dr is subject to the following modifications:

- +1 Adjacent (bordering) Area is Vacant
- 1 Per Fresh enemy unit in Adjacent Area
- 1 Bridge spans a River Boundary

Each bridge is subject to only one seizure attempt per Impulse or D-Day Airborne Landing Phase. If successful, all other units must pay one additional MF when crossing the seized bridge during the Impulse it was seized.



19.4 BRIDGE DEMOLITION: A demolition attempt for each bridge on any or all boundaries of the Active Area may be made at the end of an Assault Impulse by the side that Controls those bridges if the enemy Contests or Controls one of the bridge's two Areas. Contesting an Area momentarily dur-

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ing a failed Mandatory Assault is not sufficient to allow a Bridge Demolition attempt. The attempt is successful on a ≥ 7 and is subject to Bridge Demolition/Repair Modifiers (19.5). If the attempt is successful, the bridge is covered with a Destroyed Bridge marker. A Bridge Demolition attempt may be made regardless of the presence or absence of friendly units in the Active Area.

19.5 BRIDGE DEMOLITION/REPAIR MODIFIERS: Demolition/Repair drm depend on the status of the two Areas on either side of the bridge. Total the drm for both Areas:

+3	Free
+2	Contested Friendly
+1	Contested Enemy
-1	Any Repair attempt
-1	River Boundary
+x	Construct modifiers to any Repair attempt

20.0 D-DAY

20.1 OVERVIEW: The Turn sequence for the first Turn is changed from the normal sequence by replacing the Dawn Phase with four temporary Phases as follows:

- 1) Air Bombardment Phase
- 2) Artillery Bombardment Phase
- 3) Airborne Landing Phase
- 4) XXX Corps Ground Assault Phase

20.2 AIR BOMBARDMENT PHASE: The Allies make Air Bombardment attacks against every Area on the mapsheet containing a German FLAK Tower. These are resolved normally with full Attack Strength (16.2) and then the American 8th Air marker is flipped, becoming the Allied Air Supply marker for the rest of the game. The British 2nd and 83rd TAC Air markers are not flipped.

20.3 ARTILLERY BOMBARDMENT PHASE: The British XXX Corps Artillery counter conducts a Barrage (11.111) in Zone F and is flipped to its Spent side.



20.4 AIRBORNE LANDING PHASE: First, the Allied player places all the initial Allied Airborne units indicated on the Allied Setup Card in their Drop Areas, Fresh side up. Second, the German player resolves any Air Interdiction (18.41). Third, the Allied player may activate each Drop Area containing at least one Fresh Allied unit and do one of the following:

- a) Assault: The Drop Area must be Contested. One or more Allied Airborne units may perform one combined

assault in the Drop Area. There is no retreat if the Assault is a Failure. Overruns are prohibited.

- b) Seize Bridges: The Drop Area must be Uncontested. A single unit may be activated to make bridge seizure attempts.
- c) Move: The Drop Area must be Uncontested. Units may expend ALL their MF to enter adjacent Vacant Area(s).
- d) Do Nothing: The unit(s) in the Area remain Fresh and are available for activation during future Impulses.

Any unit performing options a, b, or c becomes Spent regardless of the outcomes of those actions (or "Disrupt 1" if an Assault is a Failure).

20.5 XXX CORPS GROUND ASSAULT PHASE: At least one Guards Armor Division unit set up in Zone F must Assault the German units in that Zone.

20.6 DAYLIGHT IMPULSES: A normal Turn now starts with German Impulse 0.

20.61 D-DAY MOVEMENT RESTRICTIONS: During German Impulse 0 of September 17 German units may not move/attack, but Bridge Demolition may be attempted. Thereafter, German units have only one Movement Factor during any Clear Weather Impulses of September 17.

20.7 REFIT AND REGROUP PHASES: These Phases follow in the same manner as in a normal Turn.

21.0 VICTORY CONDITIONS

21.1 BREAKTHROUGH: The Allies win immediately if they achieve a Breakthrough by having a supplied Fresh unit in Apeldoorn (Zone A) at the end of the Daylight Phase of any Game Turn.

21.2 SEPTEMBER 20TH VICTORY CHECK: The Allies win by having ten or more Victory Points at the end of the September 20th turn. The Germans win by preventing the Allies from fulfilling their Victory Conditions.

21.3 VICTORY POINTS: The Germans do not receive Victory Points. Victory depends solely on the Allied Victory Point total unless a Breakthrough (21.1) is achieved. The Allies receive Victory Points for all Areas Controlled by XXX Corps units and having a valid Supply Line to Zone F regardless of the presence of German units Contesting an Area (EXCEPTION: Arnhem). The Allies receive two Victory Points for Controlling an isolated Arnhem or four Victory Points if a Supply Line from Zone F to Arnhem has been established. The Allies receive one Victory Point if they possess the Advantage (12).

21.31 BONUS VICTORY POINT: The Allies receive one additional Victory Point if they Contest or Control Eindhoven at the end of September 17th.

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21.4 PENALTY FOR GERMAN-CONTESTED VICTORY POINT AREAS: The Allies forfeit one Victory Point if the German player Contests (not Controls) Allied-Controlled Victory Point areas worth at least six Victory Points at game end. Arnhem counts as four Victory Points toward this total regardless of how many Victory Points it is worth to the Allies.

22.0 THE EXTENDED GAME

The following rules are an optional extension of the normal four turn game. It is intended for those wishing to extend play beyond September 20th. Should both players agree beforehand, make the following rules modifications and/or additions.

22.1 CONTINUING VICTORY CHECK: Check the Allied Victory Conditions at the end of each of the following Game Turns: September 20 (10 VP), 24 (15 VP), and 26 (21 VP). If the Allies exceed the required Victory Points for that date, they win. If they have less than the required Victory Points for that date, they lose. If they have exactly the required number of Victory Points, play continues until the next date. The required Victory Points are printed to the right of the Turn Record Track for each date. Meeting the Breakthrough conditions (21.1) still ends the game with an immediate Allied Victory.

22.2 DELEEN AIRFIELD: The British 52nd Light Division (Air-Portable) becomes available as an Airborne Reinforcement during any Dawn Phase beginning September 21 in which Deleen (Area 9) is Allied-Controlled, non-Contested, and occupied by at least one Fresh Allied unit. Unlike other Airborne units, the 52nd Light Division must appear at Deleen. Otherwise it may not enter play. Similarly, the German Pioneer Lehr battalion must appear at Deleen, and only may do so if that Area is German-Controlled and non-Contested. Otherwise it may not enter play.

23.0 OPTIONAL RULES

23.1 OVERVIEW: These rules may be added only by the consent of both players.

23.2 OPTIONAL D-DAY LANDINGS: Instead of landing in the Areas indicated on the Allied Setup Card, Allied Airborne units may land in any of the color-coded Drop Areas of that division, subject to the following restrictions:

- * The Area must have a +1 or +2 TEM, or be an Allied Supply Drop Zone.
- * The Area must be able to trace a Supply Line to an Allied Supply Drop Zone (Area 24 does not qualify).
- * A maximum of four units may drop in any one Area, except Area 54 where a maximum of six units may drop.
- * The Interdiction Value (18.41) of Areas containing

Polder is increased by 1, or 2 for Glider and Glider Pilot troops (see At-Start Area 5) and Field Artillery.

23.3 DOUBLE LIFTS: Instead of being available as indicated on the Allied Setup Card, Allied Reinforcements placed in the UK Box are available as follows:

- * Reinforcements available on September 18 become available on Impulse 7 of D-Day.
- * Reinforcements available on September 19 become available on Impulse 7 of September 18.

23.4 RESERVE DEPOT AUGMENTATION: During the Refit Phases when Allied Airborne Depots all have a value of less than 10, the Allied player may spend Reserves (13.43) to augment the value of each of his Airborne Depots by an equal amount (not to exceed 10 per Depot). The available Reserve must be split equally among all Airborne Depots. Any unspent Supply is again returned to Reserve.

23.5 SIDE DETERMINATION: If both players want to play the same side, this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

23.51 BIDS: Both players simultaneously present a written, secret bid for their preference. The high (winning) bid gets their preference of side while the low (losing) bid gets the remaining side plus the winner's bid in the form of Reserve Supply points marked prior to the start of play. A negative bid is for the Allies, a positive bid is for the Germans. If both bids are the same, determine sides randomly, with the tie bid serving as the number of Reserve Supply points that are granted to the loser. Reserve Supply points marked on the Supply Track may be spent to purchase Impulse Advances or Retractions for September 17 per the Reserve rule (13.43).

EXAMPLE: John and Bob wish to play and decide to bid for sides. Both want the Germans so they bid a positive amount—John bids 10 and Bob bids 15. Bob is the high bid and gets the Germans, John gets the Allies and begins the game with 15 Reserve Supply points.

EXAMPLE: John and Bob play again. John bids -5 (negative, an "Allied" bid) because he liked playing the Allies. Bob bids -10 because he doesn't want to play the Germans again. Bob is the high bid, so he gets the Allies. John gets the Germans and begins the game with 10 Reserve Supply points.

23.6 REORGANIZATION: Only Infantry, Armor, and Artillery may reorganize. To be eligible for reorganization, two units of the same type (Infantry, Armor, or Artillery) must occupy the same Area (even if Isolated). Reorganization takes place at the end of the Refit Phase, after all refitting via supply depots and rolls for Surrender are complete. A Spent or D1 unit may recover a level by eliminating another D1 or D2 unit of the same type in that same Area. A unit may both Refit and reorganize in the same Refit Phase. A unit could thusly re-

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cover two levels in a single Refit Phase, but only as the result of the elimination of a D1 or D2 unit.

23.7 ALTERNATE COMBAT RESOLUTION: Players who feel that the luck element is too strong may substitute cards for dice when resolving attacks. Although this does not eliminate the luck element, it does lessen it and ensures that both players will have an "average" DR of 7 for every 36 combat resolutions. Dice still must be used for all purposes other than combat resolution.

23.71 THE DECK: Four ordinary card decks are required, two each with the same decorative sides. Two special decks of 36 cards each are selected from those decks with each containing one 2, two 3's, three 4's, four 5's, five 6's, six 7's, five 8's, four 9's, three 10's, two Jacks, and one Queen. The Jacks are considered an 11 DR; the Queen is considered a 12 DR. Instead of rolling dice, both players turn over one card at a time from their respective decks to resolve attacks. Once all 36 cards have been used, the decks are reshuffled. Drawn cards negated by the use of the Advantage are not returned to their respective decks until both decks are exhausted and reshuffled. Players may wish to insert additional decks to make card counting more difficult.

24.0 INDEX AND GLOSSARY

Active Area: The Area or Zone which the attacker has specified from which he will use units in an Assault Impulse (8.21), or in which he will repair/destroy bridges (19.2/19.4), or which will be the target of a Bombardment Impulse (8.23).

Adjacent: Areas that share a common boundary are adjacent.

Advantage: The temporary advantage one side has over the other, yielding certain benefits to its owner. 12 (Victory Points: 21.3)

Air Bombardment: 16.2

Air Markers: 4.3

Air Supply: 13.64 (Placement 16.3)

Airborne: Parachute or glider-borne Infantry. 4.111

Air Unit Display: 3.5

Airborne Landing Phase: 20.4

Airborne Supply Heads: 3.262 (Depots: 13.63)

Alternate Combat Resolution: 23.7

Area: An irregularly shaped space on the mapsheet, used to regulate movement and combat. 3.2

Armor: A type of unit, usually part of an armored or panzer division, equipped with tanks and other armored vehicles. 4.112 Armor is noteworthy for its ability to leave Contested Areas and continue

movement (9.3) and for its resilience against bombardments. 11.41

Artillery: see Field Artillery 4.113

Artillery Bombardment Phase: 20.3

Artillery Support: 15.12

Assault Impulse: A declared impulse during which the attacker may move and attack with Fresh units, and repair, seize and destroy bridges. 8.21

Assault Resolution: 10.7

Attacker: The active player resolving the current Impulse, whether attacking or not. 8.1

Attack Factor: The first (leftmost) number below the unit symbol on the Fresh side of units, or the number on the Fresh side of an Air Bombardment marker. It is used when attacking as the Point Unit of a Ground Assault, or when making a Bombardment. 4.22

Attack Total: The sum of the Attack Value and a combat resolution DR. 10.7

Attack Value (AV): 10.72

Attrition Points (AP): 11.41

Barrage: 11.111

Bids: 23.5, 23.51

Boat Assault: 9.64

Boat Assault Box: 3.10

Bombardment Impulse: An attack made solely by Field Artillery or Aircraft. 11

Boundary: The gray lines, canals, or rivers separating two adjacent Areas. 3.23

Breakthrough: An immediate Allied victory achieved by having a supplied, Fresh Allied unit in Zone A at the end of any Daylight Phase. 21.1

Bridge: A symbol (with a yellow circle beneath it) on a canal or river boundary that permits units to either cross that boundary or to do so with fewer movement/combat penalties. Bridges may be destroyed or repaired. 3.24, 19 (Movement Limits: 9.61) (D-Day: 20.4) (Repair: 8.211) (Seizure: 8.2121) (Demolition: 8.2122)

Casualty Points (CP): The difference between the Attack Total and the Defense Total in an Assault, which must be absorbed by defending units becoming Spent, increasing their level of disruption, retreating, or being eliminated. 10.8

Clear Weather: 17.2

Construction: 19.21 (during Refit Phase 19.23)

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Construction Availability Box: 3.9

Contested: Any Area containing both friendly and enemy units. 7.4

Control: The last side to be the sole occupant of an Area Controls it. The Germans Control all Areas at the start of play. 7.3 (VP for Control by XXX Corps: 21.3)

Corps Artillery: 15.13

Dawn Phase: 6.2, 17.1

Daylight Phase: The alternating movement/combat impulses of each day 6.3

D-Day: 6.22, 20 (Movement Restrictions: 20.61)

Defender: The inactive player who is not resolving the current impulse. 8.1

Defense Factor: The second of the three numbers below the unit symbol on the Fresh side of a unit, or the only number on the Spent side of a unit beneath its symbol. When resolving an Assault, the Defense Factor of the Forward Unit serves as the basis for the Defense Value. 4.22

Defense Total: The sum of the Defense Value and a combat resolution DR. 10.7

Defense Value (DV): The total defensive strength of a defending group before the addition of a combat resolution DR. 10.73

Demolition: 19.4

Depots: Markers from which supply is drawn to Refit. 13.41

Disruption: An increased state of disorganization of a unit, suffered in combat and signified by a "Disrupt 1" or "Disrupt 2" marker. 4.4, 13.2

Divisional Artillery Support Limits: 15.12

Divisional Integrity: A +1 modifier added to the AV of any attack if three or more of the attacking units belong to the same division. 10.72D

Double Impulse: An impulse activated by use of the Advantage so that the Attacker may declare two active Areas (or the same Area twice) in the current Impulse. 12.4

Double Lifts: 23.3

dr (die roll): A roll of one die.

DR (dice roll): A roll of two dice added together to form one combined result.

drm (die roll modifier): A number added to an original die roll to produce a final result.

DRM (Dice Roll Modifier): A number added to an original dice roll to produce a final result.

Drop Areas: The Areas where Allied Airborne units are initially placed during either the Airborne Landing Phase of D-Day (20.4) or during an Assault Impulse where the United Kingdom Box is activated. 3.261

Elevated Terrain: An Area whose terrain is dominated by a hill or hills. It has a square rather than a round Identifier symbol. 3.21 (Infiltration NA: 8.22) (Overrun NA: 10.5) (Assault CP: 10.81)

Entrance of Enemy-Occupied Area: 9.5

Errors: 8.6

Exit of Enemy-Occupied Area: 9.3, 10.6

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Ferry Crossing: 9.62

Field Artillery: A type of unit having mobile guns, howitzers, mortars, or rockets. 4.113 (Bombardment Declaration: 11.11)

First Turn (D-Day): 6.22, 20

FLAK (Flieger Abwehr Kanonen: Anti-Aircraft): A German unit having 20mm and 88mm anti-aircraft weapons. 4.114, 15.2

FLAK Towers: A stationary unit consisting of fixed anti-aircraft guns, along with miscellaneous security units 4.115 (Lack of movement: 9.65) (Bombardment DV: 15.3)

Forward Unit: The defending unit chosen by the Defender whose Defense Factor is used in computing the DV of an Area against an Assault. 10.7, 10.73A

Free: An Uncontested, friendly-Controlled Area. 7.6

Fresh: The colored (front) side of a unit. 4.22 (Only Fresh units may move or attack except to Regroup or Retreat: 8.212)

Glider Pilot (GP): a type of Glider unit: 4.111

Identifier: The circles or squares within each Area or Zone. 3.21

Impulse: One of the alternating move/attack "mini-turns" that make up the Daylight Phase of a turn. 8.1

Impulse Track: The seventeen-box display reading from "A" to "13" used to record the current Impulse for each day. 3.7

Infantry: All units not otherwise defined as Armor, Field Artillery, FLAK, or FLAK Tower. 4.111

Infiltration: 8.22

Interdiction: 16.4 (Airborne reinforcements: 18.41) (supply: 13.641)

Isolation: 13.7

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Mandatory Assault: An assault into a previously Uncontested Area or across an enemy-Controlled bridge, canal boundary, Ferry Crossing, or river boundary during a Boat Assault. 10.2 (Infiltration failure: 8.22)

Map (alt: Mapsheet, Mapboard): 3

Minimum Move: 9.7

Mistaken Attack: 16.21

Movement Factor (MF): The third (rightmost) number below the unit symbol on the Fresh side of a unit. It is the number of movement points a unit may expend in one impulse. 4.22, 9.2 (Germans +1 if Overcast: 17.3)

Movement: 9

NA: Not allowed

Optional Assault: 10.3

Optional Rules: 23

Optional D-Day Landings: 23.2

Operational Sectors: Areas (identified by a divisional ID) which may be entered by specific Allied Airborne divisions. 3.26, 9.67

Overcast: 17.3

Overrun: An Assault generating more Casualty Points than the Defender can absorb thereby allowing the Attacker to continue moving in/from the attacked Area. Overrun is not allowed during the Airborne Landing Phase of D-Day (20.4) or in Elevated Terrain or Polder. 10.5

Pass Impulse: An Impulse during which the Attacker performs no action. 8.24

Point Unit: The Armor/Infantry unit whose Attack Factor is used as the basis for computing the AV in an Assault. 9.66, 10.72A

Polder: A tract of low land reclaimed from the sea. 3.21

Prepare to Play: 5

Primary Target: The Attacker's pre-selected choice of a defending unit that takes the first Attrition Point in a bombardment. 11.12 (Cannot be Field Artillery if other options exist.)

Refit: 13.3 (Refit Phase: 6.4)

Regroup: 6.5

Reinforcements: 18

Reorganization: 23.6

Reserves: 13.43 (Reserve Depot Augmentation: 23.4)

Retreats: 10.9

Road Net: 9.4 (Allied bonus movement: 9.42)

Seizing Bridges: 8.2121 (modifiers 19.3)

Sequence of Play: 6

Setup Area: 4.23

Spent: The first step of unit exhaustion caused by movement or combat. This is shown by flipping the unit to its white (back) side. 4.22, 13.1

Stacking: 7, 7.7

Sunset DR: 6.3, 8.24 (Advantage: 12.5) (Modifier: 12.23)

Supply Line: 13.4 (Supply Reserves: 13.43)

Supply Track: 3.8

Support of Assaults: 15.12

Surrender: 13.7 (German units 13.71) (Allied units 13.72)

Target Area: The Area selected by the Attacker as the subject of a Bombardment. 11.1, 11.12

TEM (Terrain Effects Modifier): The black number in the lower half of the Identifier. This is the defensive modifier added to the DV against all attacks in a given Area. 3.22, 10.73B, 11.3A

Turn: All the phases and impulses of a single date on the Turn Record Track. 3.6, 6.1

Turn of Entry: 4.23

Turn Record Track: 3.6

Unit: Any piece that can Control an Area. This includes Infantry, Armor, FLAK, Field Artillery, and FLAK Towers. It excludes Air Markers. 4.1

United Kingdom Box: 3.4, 8.1, 18.4

Vacant: An Area containing no enemy units. An Area can contain friendly units and still be considered Vacant. 7.5

Victory Conditions: 21

Weather: 17 (Change: 17.41) (Dawn dr: 6.21)

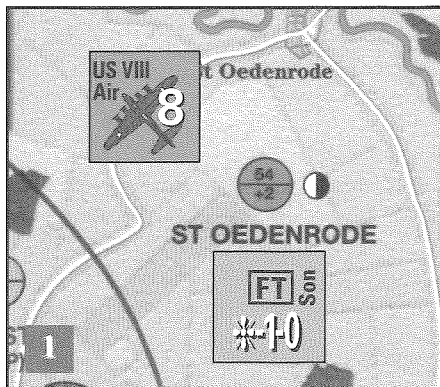
XXX Corps Ground Assault Phase: 20.5

Zones: 3.3, 14 (Zone F Allied Activation: 14.5) (Zone F Allied Supply: 13.61) (Zone I Allied Supply: 13.62) (Zone I German Supply: 13.511)

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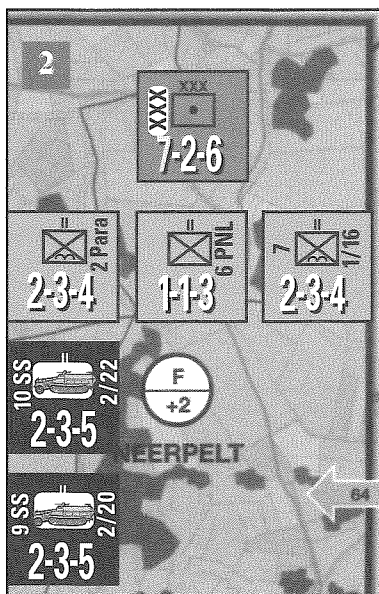
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25.0 EXAMPLES OF PLAY



1. AIR BOMBARDMENT PHASE: The game always begins with the Air Bombardment Phase of D-Day. The Allied player conducts an Air Bombardment against every Area on the mapboard containing a German FLAK Tower using the American VIII Air marker.

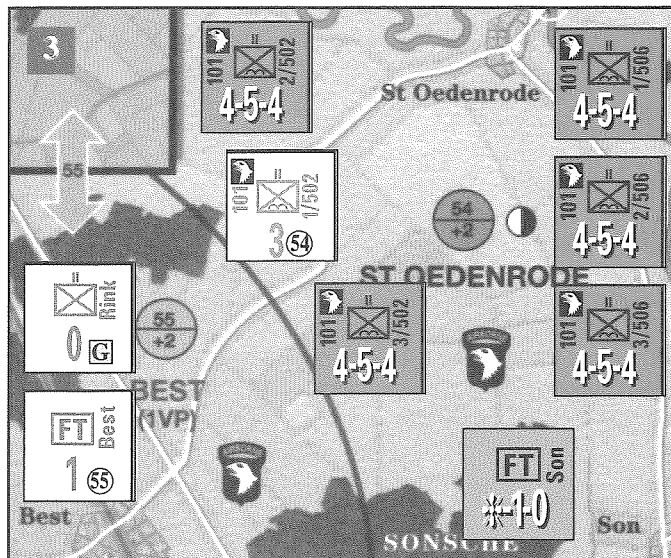
If there are additional units in the Target Area, the FLAK Tower must be the Primary Target. In the example below the Son FLAK Tower is attacked. The VIII Air marker has an AV of 8 [the Attack Factor of the VIII Air Marker]. The Germans in St. Odenrode defend with a DV of 5 [4 (2x the +2 TEM of the Area) + 1 Son FLAK Tower = 5]. If the German DR is at least three more than the Allied DR, there will be no effect. If the German DR is two greater than the Allied DR, there will be one AP but since it takes two APs to render a Fresh FLAK Tower Spent, there will also be no effect. If the German DR is one greater than the Allied DR, the Germans take two APs, which must be absorbed by the Primary Target—rendering the Son FLAK Tower Spent. Any additional APs gained in this attack are ignored since a unit may not lose more than one step in a bombardment. Regardless of the result, the VIII Air marker is flipped at the end of the Air Bombardment Phase and becomes the Allied Air Supply marker (13.64) for the rest of the game.



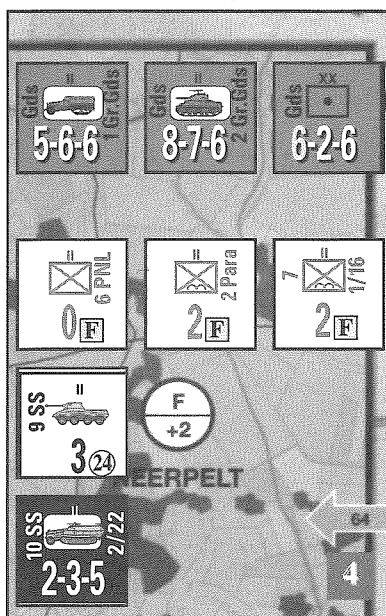
2. ARTILLERY BOMBARDMENT PHASE: The Allied player now conducts a Barrage bombardment (11.111) with the XXX Corps Artillery unit in Zone F. Zone F is attacked with an AV of 14 [2x the Attack Factor of the XXX Corps Artillery] and defends with a DV of 4 [2x (the +2 TEM of the Area) = 4]. The Allied player chooses the 9SS 2/20 Panzer Grenadier Battalion as the Primary Target. The possible results depend on

the difference between the Attack Total (AV + DR) and the Defense Total (DV + DR). If the German DR beats the Allied DR by ten, there is no effect. If the German DR beats the Allied DR by nine, the bombardment inflicts one AP. Since it takes two APs to render a Fresh Infantry unit Spent, there is no effect. Otherwise, at least the Primary Target will become Spent, and if the Allied DR at least ties the German DR, all five German units will become Spent.

3. AIRBORNE LANDING PHASE: The Allied player places his Airborne units in their designated Drop Areas, Fresh side up. In the example below, the German player must make an Interdiction dr



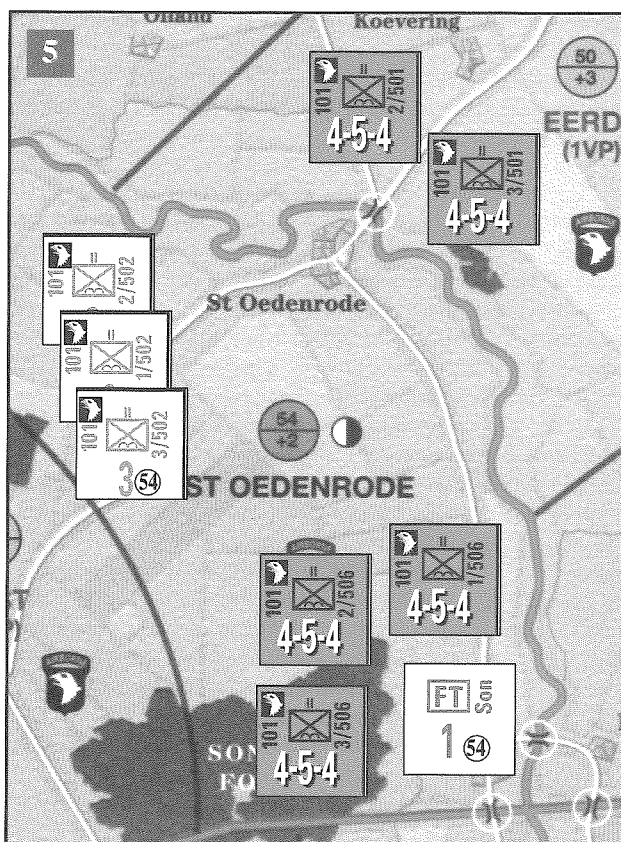
for each of the six American airborne battalions due to the Fresh FLAK Tower in St. Odenrode. A "1" is rolled for the 1/502, so it immediately becomes Spent and is unable to do anything until it is Refit. Since the Drop Area is Contested, the Allied player has the option of either Assaulting with one or more Fresh units, or doing nothing and remaining Fresh for activation in future impulses. The Allied player decides to Assault with the 2/502 and 3/502. The AV is a 5 [4 (Attack Factor of the Point unit) + 1 (one other attacking unit) = 5]. The German DV is 3 [1 (Defense Factor of the Son FLAK Tower) + 2 (TEM of St. Odenrode) = 3]. Assume the Allied DR is 3 more than the German DR. This generates five CPs which is more than the four CPs the Fresh Son FLAK Tower can absorb. The FLAK Tower is eliminated but there is no Overrun result during the Airborne Landing Phase. If the German DR beat the Allied DR by exactly two (Stalemate) the Point Unit would become "Disrupt 1", but the second assaulting unit would be Spent and the other US Airborne units in the Area would not be effected, nor would they have to retreat, because it is the Airborne Assault Phase. If the German DR beat the Allied DR by more than two (Failure) then the two assaulting units would become "Disrupt 1" but the other units would not be effected, nor would they have to retreat, for the same reason.



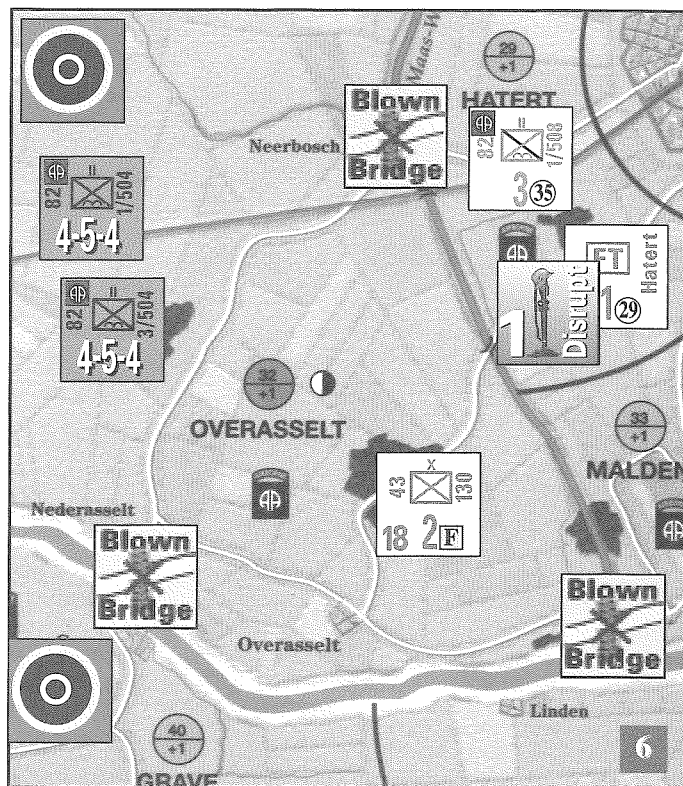
4. XXX CORPS GROUND ASSAULT PHASE: At least one unit belonging to the Guards Armored Division must Assault the German units in Zone F. In the example below, the Artillery Bombardment Phase has succeeded in flipping four of the five German units to Spent. The Allied player chooses to Assault with the 1st and 2nd Grenadier Guards, supported by the Guards Divisional Artillery. His AV is 11 [8 (Attack Factor of the Point Unit) + 1 (one other attacking unit) + 1 (Supporting Field Artillery) + 1 (Divisional Integrity

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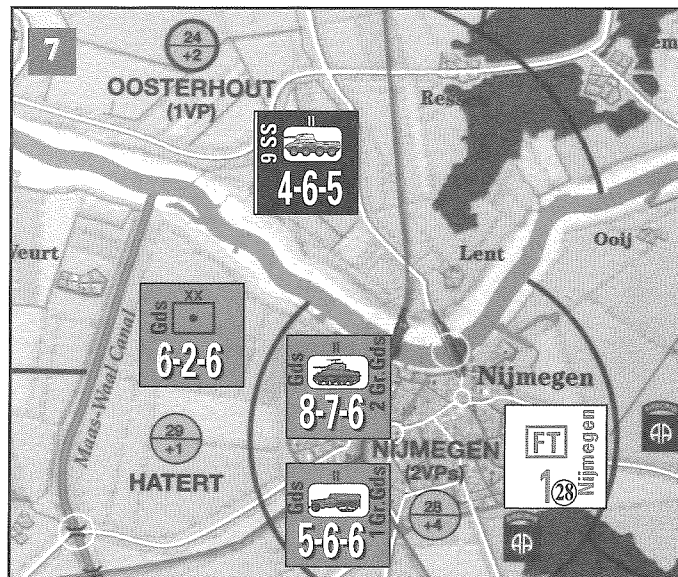
The German had several other choices to satisfy his losses in the assault. For instance, he could have simply eliminated the Fresh 10SS 2/20 for four CPs, and reduce one of the four Spent units to “Disrupt 2”. Alternately, he could have taken three CPs to render the 10SS 2/20 “Disrupt 2” and then retreat any three units to Valkenswaard.



6. BRIDGE REPAIR: The Allied player starts his impulse by declaring Overasselt as the Active Area of an Assault Impulse and attempts to repair the three bridges that border this Area (19.2). Each



7. OVERRUN AND BRIDGE SEIZURE: The Allied player activates Nijmegen for an Assault Impulse. One Movement Factor is expended to Assault the Spent Nijmegen FLAK Tower. The Assault is made with an AV of 11 against a German DV of 5. The DRs are equal and this results in six CPs which is three more than the Spent FLAK Tower can absorb. Consequently the Nijmegen FLAK Tower is eliminated and an Overrun (10.5) has occurred. This allows the assaulting units to continue moving until they expend their remaining

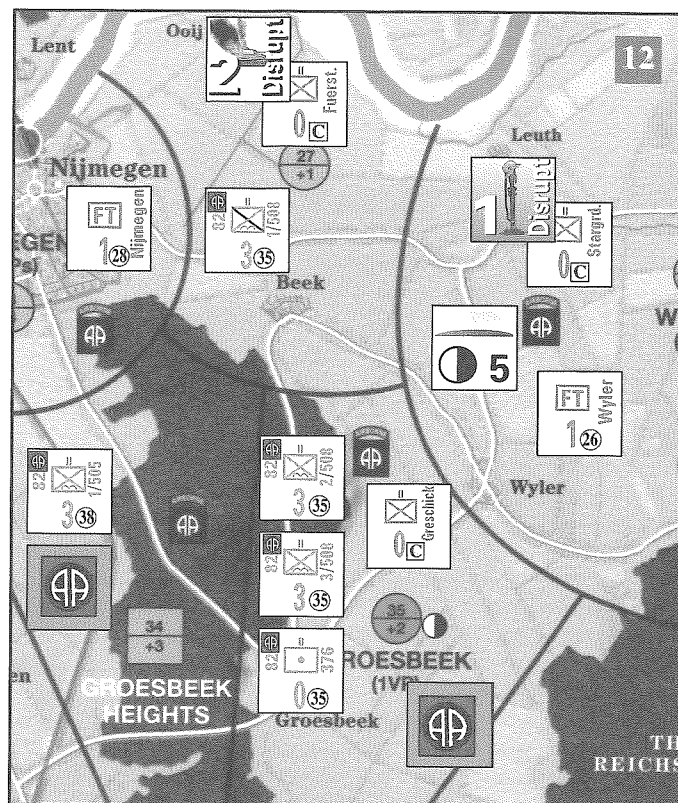


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The map shows the Huissen area with the Rhine river flowing through it. Key locations include Elden (1VP) to the north, Huissen in the center, and Loo to the east. A ferry crossing is marked with a sign that reads "Ferry Crossing" and a crossed-out arrow. A scale bar indicates distances up to 10 km. A north arrow is located in the top right corner. A legend in the bottom left corner identifies symbols for a road (43), a crossing (XX), and a distance marker (18 +2).

13. REGROUP PHASE: It is the Allied player's Regroup Phase (6.5). He decides the three Disrupted units in Wolfheze are in danger, so he moves them to Oosterbeek. He could not move them to Lichtenbeek because that Area is German Controlled. He also wants to reinforce Oosterbeek with the



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DESIGNER'S NOTES

THE MAPSHEET

The mapsheet depicts those areas of Holland and the German frontier where the Allied airborne divisions and British ground troops engaged the Germans. The attacks launched on the flanks of the main advance, by the British XII Corps on the left and VIII Corps on the right, were left out for reasons of simplicity and their very slow historical performance, especially during the crucial four days covered by the Basic Game. The only area of the mapsheet reached by XII Corps during the course of the battle was the ground southwest of Best along the Wilhelmina Canal (Area 56). This was not reached until September 20th, and was the limit of the advance by the British 15th Infantry Division. In game terms the battle for Best was decided well before the arrival of this unit. In the case of VIII Corps progress was even slower. The attack didn't begin until the morning of September 19th, and was held up by German resistance and poor terrain southeast of Helmond (Area 60) until the 24th. The following day 11th Armored Division made contact with XXX Corps at Boxmeer (Area 45). In game terms this terrain had been occupied by units already depicted in the game. So badly strung out was VIII Corps that it was forced to halt while the XIX Corps of the American 1st Army under General Hodges veered northeast to establish contact and solidify the Allied line.

The most important features of the battlefield are the three major cities, canals, rivers, polder, and elevated terrain. Eindhoven, Nijmegen, and Arnhem were cities with populations of about 100,000 and each has its own Area. Most of the other areas center on a major town. Canals are frequently used to separate one Area from another, as are important rivers like the Dommel, Maas, Waal, and Rhine. For the most part, these water boundaries are geographically identical to the actual water boundary. In a few cases small liberties were taken to allow counters to comfortably fit within an Area. The best defensive terrain was urban. A small number of German troops were able to hold up superior Allied forces short of the highway bridge at Nijmegen in the crucial early days of the battle. Only a desperate river crossing, coupled with a very strong frontal assault, was successful in breaking the city's defenses. As every student of the campaign knows, the second battalion of the British 1st Parachute Brigade managed, by itself, to hold off attack after attack around the northern end of the Arnhem Bridge. Later the rest of the division put up an equally ferocious defense of a very narrow perimeter around Oosterbeek. Consequently, Arnhem, Oosterbeek, and Nijmegen rate a +4 TEM, while Eindhoven rates a +3 TEM.

The area of Holland over which the battle was fought is extremely open and flat, so any elevated ground was prime real estate. The elevated terrain represented on the map was also heavily wooded. The most significant Areas of this type were north of Arnhem, Groesbeek Heights running south from Nijmegen, and Germany's Reichswald Forest just to the east. These Areas rate a +3 TEM as well as a prohibition against Overruns and the ability to absorb the first CP in an Assault. Polder consisted of land that the Dutch had reclaimed from the sea. While many of the Areas found on the mapsheet contain polder, the ground between the Waal and the Rhine—known as the Betuwe—was especially ill-suited for military operations. Because unit movements were virtually limited to the road net in the Betuwe, no Overruns are allowed, and the Areas rate a +2 TEM. Other Areas with a significant amount of forest, marsh, or urbanization also earned a +2 TEM. A TEM of +1 fell to the remaining Areas, which were predominately open and flat.

In contrast to previous area/impulse games the road net was much more important in Holland. This is because there were only a few bridges across the major water boundaries capable of handling military traffic. For the sake of simplicity each Area boundary is treated as hav-

ing one bridge for purposes of movement, assault, demolition, and repair. The map depicts road and rail bridges separately for historical flavor, and each road bridge often represents a number of bridges (at Eindhoven for example there were at least four road bridges over the Dommel that were deemed worthy of seizure). The boundaries between two Areas can be canal, river, or open. The canals depicted on the mapsheet varied in width but as a whole were not as difficult to cross as rivers. Boats were common and often were appropriated to cross canals. Swimming the Wilhelmina Canal was one thing, swimming the Rhine another matter entirely. Players will note the Dommel River is treated as a canal for game purposes. This is because it was not a major water obstacle on a par with the Maas, Waal, and Rhine, and because the German troops in the vicinity were too few and too disorganized to demolish them. The Aa River was not depicted with a river boundary, for much the same reasons. Its bridges are represented by boundaries making up the nearby Zuid Willemsvaart Canal.

ZONES

The Zones on the mapsheet, like other zones found in area movement games, are meant to deal with the "edge of the world" effect found in typical hex-based games. A Zone represents a much larger amount of territory than an Area, and because of this has different rules governing it. Given its size, there are no stacking restrictions in a Zone, while it takes longer to move into/between Zones than it does from Area to Area.

Players will note that there is no movement permitted between certain Zones where such movement might be expected. These restrictions were imposed for three reasons. First, they represent in the simplest manner possible historical German corps boundaries. Other games depicting Operation Market Garden go to elaborate lengths to deal with German Corps and Army boundaries. The same effect is achieved here by not allowing movement between certain Zones. Second, the distance between alphabetically "adjacent" Zones is not identical. While Zones A and B are geographically very close to each other, examination of the road net available at the time reveals that to reach Zone C from Zone B would require moving well to the east, and then south. Such a move would have taken more than a day and consumed gasoline the Germans could not spare. While there is a direct road link between Zones H and J, the distance involved would require that an intervening Zone be interjected somewhere on the mapsheet. Since there was no significant military traffic between Utrecht and s'Hertogenbosch during the battle, and the supply dump at Oss played an important role, this movement option was not included. Third, these Zone-to-Zone restrictions are meant to limit the German player to reasonably historical strategies. If the German player is permitted to move most of the II SS Panzer Corps southward, from Zone B to C, and attack out of Cleve, for example, the Allies stand very little chance of taking Nijmegen. Similarly if reinforcements appearing in Zone J can shift to Zone H or I, a flood of units will soon be infiltrating into the Allies' slender supply line. They could also garrison the supply center of Oss making it all but impossible for the Allies to capture it. Strictly speaking, German units in Zone D should be able to enter the map at St. Anthonis. They are forbidden to do so in order to reflect the on-going concerns the Germans had about the northward advance of Britain's VIII Corps. Allied airborne units may not enter Zones because their historical objectives were all in close proximity to the drop/landing zones.

THE ARMIES

The Allies comprised the British Second Army and First Allied Airborne Army, both attached to Montgomery's 21st Army Group. Once an Airborne-controlled Area has a XXX Corps unit pass through it, it is considered British-controlled for the rest of the game (unless recaptured by the Germans). Since the American 82nd and 101st Airborne Divisions received their own supplies via air during the course of the

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battle, and did not venture far from their drop/landing zones, rules for separate American and British supply lines in the manner of Breakout: Normandy were deemed unnecessary. Similarly, there were many instances of joint American-British attacks during Operation Market-Garden, the attacks at Best and Nijmegen being the most prominent examples. Again in contrast to Breakout: Normandy Allied units may move and attack together. The German defenders in Holland were split between several commands. North of the Rhine was the Armed Forces Command (AFC) Netherlands, controlling mainly German occupation forces and training units, plus the recuperating II SS Panzer Corps. South of the Rhine was the German Army Group B, represented by LXXXVIII Corps of 15th Army and LXXXVI Corps of 1st Parachute Army. Along the German frontier lay the rear echelon Corps Feldt, later supplemented by the II Parachute Corps. While having separate supply depots for each command would be more realistic, the Germans will typically need to supply distant locations of the map simultaneously, so there was no need for detailed supply line rules.

The Allied order of battle represents every unit that began the offensive under the command of XXX Corps. A few units that were loaned from VIII and XII Corps to hold the southernmost part of the Allied corridor late in the battle are not represented, since the Basic Game ends after the fourth day of the campaign, and in the Extended Game the focus of the battle will have shifted well to the north. The Allied airborne divisions were elite units and are the focus of the game. To this end they are represented by their component battalions. The superior quality of the airborne troops is also represented by the ease with which they will be able to gain the Divisional Integrity Bonus while attacking. American airborne divisions had roughly twice as much artillery as their British airborne counterparts, so each of their artillery battalions was given its own counter. The British airborne artillery, on the other hand, had the highly effective 17-pounder gun, so the division's artillery regiment has a slightly better attack and defense value. The Allied infantry divisions are represented by their component brigades because their performance during the battle may best be characterized as cautious. Since German reconnaissance battalions played a prominent role in the campaign, and because reconnaissance units were powerful units in their own right—Allied units had their own light tanks in addition to the expected armored cars—they deserved their own counters.

The German order of battle includes all the major formations—divisions and brigades—and most of the many independent battalions that fought in the battle. The German practice of forming ad hoc formations known as *kampfgruppen* ("battle groups") made effective defensive cooperation possible despite the merging of several smaller formations. The difficulty in coordinating offensive operations is reflected by the few opportunities the German player will have for gaining the Divisional Integrity Bonus and by the -1 modifier for combined Wehrmacht/SS attacks. The difficulties of offensive coordination are also reflected in the infiltration rules—if the first unit attempting to infiltrate fails, placing additional units at risk is often counterproductive as the resulting combat is likely to be lost. Independent battalions and smaller units not given their own counter are adequately represented by German depots (which allow "Spent" and "Disrupted" units to recover and return to play), by the FLAK Tower units, and by the strength of several mobile units. Many German infantry, parachute and panzer-grenadier battalions were in truth badly under strength, and only have the attack and defense factors they do based on the presumption of additional forces attached to them in the manner of *kampfgruppen*. The German infantry divisions depicted in the game suffered from the same problems, so only their constituent regiments are given counters. The 59th Infantry Division detraining at Tilburg had 1,000 men, 30 artillery pieces, and 18 assault guns. The strength of these counters, and their ability to refit when disrupted, reflects the German practice of "feeding" independent companies and battalions into divisions on an "as needed" basis.

INITIAL SETUP

Many of the German units in the game had small contingents spread out over several Areas represented on the mapsheet. A "center of gravity" approach was taken here. Areas with a single FLAK Tower typically represent more than just a few FLAK guns guarding bridges or other vital assets. In the case of the Zon FLAK Tower, for example, the counter represents a few tanks that were in the town of St. Oedenrode. The reconnaissance unit of the 9th SS Panzer Division presented a special problem. Strictly speaking, this unit should begin the battle north of Arnhem. In the actual battle this unit crossed over the Arnhem bridge only minutes before the arrival of the British and continued south towards Nijmegen. The scale of the game requires the British to be able to enter Arnhem before any German units, or they will have no chance whatsoever of establishing a position within the city. The initial placement of the 9th SS Reconnaissance unit just north of Nijmegen, while not strictly accurate, reflects Model's intention that this unit proceed to that city and prevent its capture by the 82nd Airborne Division. The German player has the option of turning the unit around and attacking back into Arnhem, as was done historically with most of the unit (with disastrous results), or using it as Model intended to lead the defense of Nijmegen.

The Allied airborne battalions appear in the locations where they landed historically, via either parachute or glider. Each parachute regiment/brigade of the three airborne divisions dropped on an alphabetically named drop zone, while each glider battalion/brigade had a similar landing zone. The drops and landings were so accurate that, given the size depicted by the map Areas, rules for scattered landings were unnecessary. This is not to say that units did not occasionally drop or land off target. They did on a number of occasions. The only case of a unit landing in a different Area of the mapsheet, however, is represented by the 1st Battalion of the 501st Regiment of 101st Airborne Division, which landed at Heeswijk, northwest of its intended drop zone near Veghel. Those players wishing to second-guess the historical landings may use the optional rules, which give the Allied player greater flexibility in choosing where and in what strength to commit his airborne forces on D-Day and throughout the battle. This option is sure to be popular with players who prefer a good "what-if" rather than a more strictly historical "conflict simulation".

NIGHT

The most significant clashes of the campaign—at Best, Nijmegen, Arnhem, in the Betuwe, around Groesbeek Heights, and north and south of Veghel—all took place during the day. There were no large-scale offensive operations by either side at night. Combat on a scale smaller than that depicted in the game did take place at night, such as an unsuccessful attempt to storm the northern end of Arnhem bridge by part of the British 2nd Battalion during the night of September 17th. Several night attacks were contemplated, but called off. Far more frequently, both sides hesitated once darkness set in. Notable examples include the Guards Division on D-Day when it halted at Valkenswaard and the same division on September 20th right after it had stormed across the Nijmegen bridges. Rather than attack under conditions of failing light, both sides preferred to stop, refit, and regroup for the next day. The Allies did undertake a major night movement on September 25th, but that was to withdraw what was left of 1st Airborne Division back to the south side of the Rhine. In game terms the Allies were conceding defeat and admitting the battle was over. Rules for large-scale night combat would be entirely speculative, so this option was not included in the game.

INTELLIGENCE

A board game allows players to peer down upon the units they control—and those under the command of their opponent—with perfect knowledge, as if they were gods, all-knowing and all-seeing. Warfare,

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in contrast, has a great deal of uncertainty, the so-called "fog of war." The area/impulse game system is especially adept at preventing players from unrealistically exploiting their perfect knowledge, since they can normally only activate one area at a time. So while the player "knows" things no real commander could, he can act on this information only imperfectly. He must prioritize among competing needs, since the number of available impulses will vary from turn to turn.

The fog of war is perhaps no thicker than during a major airborne landing. The immediate aftermath of a typical airborne landing, and certainly one as huge as Market, is near complete confusion for both sides, particularly the defender. The Germans had virtually no idea what was happening on D-Day. True, detailed plans were in General Student's hands very early in the battle, and this may have helped the German response take shape as the battle developed, but at least initially the very detail of the captured plans was cause for doubt among other senior commanders. Despite these captured plans, precise information was scanty for commanders of smaller German units. It must be remembered that Germany had occupied Holland since 1940. By the summer of 1944 the climate had become extremely hostile for the occupier. The very air seemed to reek of hatred for the Germans who feared a general uprising at any moment. Indeed, Dutch transportation workers immediately declared a general strike (for which Dutch civilians would pay dearly in the months ahead). For these reasons German mobility is limited to a single Area on D-Day. They regain normal movement capability beginning September 18th, or on September 17th if the weather changes. The latter case represents not so much the absence of air interdiction but rather an individual German commander making a decision based on local intelligence, and acting on personal initiative.

The Allies had a good general picture of the strength and location of most German units. Even at Arnhem, the Allies knew some German armor was refitting in the Area, but intelligence sources were contradictory about whether these forces were the entire II SS Panzer Corps. In any event the knowledge of this armor was treated with a sort of malign neglect – it basically was not seen as a significant obstacle to the airborne forces soon to sweep down upon the region. Some individual units like the 16th SS Training Battalion at Wolfheze could not be accounted for. More by accident of location than due to any action taken by its commander, this very weak unit (less than 500 troops) prevented much of 1st Parachute Brigade from reaching its objectives on D-Day. When XXX Corps began its advance up the highway leading from Eindhoven to Arnhem, the Allies could not afford to dilute their spearhead reconnoitering their flanks. This often allowed German units to infiltrate into the Allied perimeter along large portions of what became known as "Hell's Highway." The Dutch underground was very well informed and proved quite useful providing information to the Allies about German intentions (though this information was not always used optimally). The presence of this underground is one reason why the Allied airborne battalions, in addition to their elite status, are given such high defense factors even when Spent. It is also the primary reason the Allied player refits and regroups second after observing the decisions of his German opponent.

AIR POWER

The Allies enjoyed complete air supremacy during the battle of Normandy. The Luftwaffe presence over France had been almost completely eliminated in the spring of 1944. Operation Market-Garden was a very different campaign, however, the only battle in western Europe between the Normandy landings and the end of the war where the Allies fought with air inferiority. The heavy bombers whose carpet bombing had proved so devastating during the battle of Normandy had returned to the strategic bombing of Germany. Aircraft in western France were in the process of relocating to airfields in eastern France and Belgium even as the plans for Market-Garden were being finalized. The

Allied commanders had decided that whenever airborne units were scheduled to be ferried to Holland, tactical air support units would have to be held back to ease congestion over the battlefield. As the historical notes explain, since the lifts were first planned and then canceled due to bad weather over the UK on an almost daily basis after September 18th, tactical air support was lacking for almost the entire battle. The Luftwaffe in contrast had several advantages, such as operating from airfields closer to the battle and better prevailing weather conditions. Still, the Luftwaffe was a shadow of its former self in September 1944. Pilot attrition, fuel shortages, and poor maintenance due to skilled ground personnel being drawn off to fight in combat units, all greatly lowered its effectiveness. Only occasional appearances could be made to establish a presence in a very limited area. However, these local incursions did considerable damage by intercepting transports, gliders, and supply planes headed to each airborne sector, as well as strafing newly landed gliders—hence the inclusion of the German Interdiction markers.

WEATHER

Because the Allied airborne reinforcements were spread out over three days, the invasion of Holland was dependent on the weather. Allied air power, already limited by the factors previously mentioned, was further hampered by conditions of low cloud cover, fog, and rain. The weather was a crucial factor in deciding the success or failure of Operation Market-Garden, and plays a major role in the game. Even today weather forecasting remains an imprecise science, and this was even truer in the summer of 1944. The planners were certain of fair weather for roughly the first 48 hours of the attack, but beyond that the weather could turn in any direction, at virtually any time. Because of this, the starting weather each of the first two days will be Clear, but beginning with the third day, the initial prevailing weather must be determined. Players may get better than the historical weather, about the same, or worse. The possibility of an Allied Die Roll causing a weather change during a turn also prevents either side from knowing with absolute certainty when conditions might turn for or against them. A timely arrival by the American 82nd Airborne's glider regiment on September 19th, for example, may be the difference in deciding whether Nijmegen falls before September 21st. Similarly a drop by the Polish parachute brigade may mean the difference between holding or losing Arnhem or Oosterbeek.

INFILTRATION

General Taylor of the American 101st Airborne Division likened the fighting along the main highway between Eindhoven and Nijmegen to the American West, with the single road the equivalent of a railroad line, the airborne the cavalry, and the Germans the Indians. The Allied airborne divisions were committed to defending very large perimeters. It was virtually impossible to keep an eye on everything. Battalions were usually concentrated around the key bridges and towns. They did not occupy every mile of the highway in a continuous line. This allowed individual German units to filter into Allied controlled territory without committing themselves to a head-on assault.

Only German infantry and armor are allowed to infiltrate in the game. Infiltration is not an option for the Allies because, to win, they had to seize and control real estate, not simply contest it. The likelihood of infiltrating an Area is based on its TEM—the higher the TEM, the easier it is to infiltrate. The TEM of the Areas between Eindhoven and Grave—"Hell's Highway"—is based on the actual terrain: woods, marsh, orchards, and small water barriers. These TEM are also calculated to encourage historical German strategies. The Germans made virtually no effort to infiltrate into Areas such as Zeeland and Grave, even though the Allies left them relatively unguarded. In contrast the Germans attempted to slip into Eerde, Veghel and, to a lesser extent, Uden over and over again, even when heavily defended. Players will note that while a +3

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(and especially a +4) Area is fairly easy to infiltrate, if the attempt should "fail" and a Mandatory Assault result (in essence, the unit is spotted while on the move), defeating the defenders will be difficult to impossible. In contrast a unit may fail to infiltrate a +2 Area, but the low TEM will increase the chances that the attacker will survive and remain in the Area anyway. German attempts to infiltrate into Areas such as Mook and Groesbeek will often see this result. Infiltration may not be attempted into elevated terrain for the obvious reason that the defenders would be in a position to observe any such movement, while the unique nature of polder in the Betuwe made infiltration impractical there as well.

SUPPLY

Supply was another crucial factor during Operation Market-Garden. Supply for the airborne divisions had to arrive by air for the duration of the fighting depicted in the game. The British XXX Corps was entirely dependent on the narrow ribbon of highway leading north from its jumping-off point on D-Day. Both sources of supply were vulnerable—airborne transports could be grounded by bad weather or destroyed by German FLAK, and supply trucks moving north could be halted by German infiltration onto Hell's Highway. Astute players will note that in Clear weather Allied supply enjoys a roughly 2 to 1 advantage over German supply. Overcast weather reduces this edge considerably. As units from XXX Corps become strung out between Eindhoven and Arnhem, they can expect to encounter supply problems. Refitting every unit will prove challenging, even impossible, in a given turn. This may give the German player opportunities to infiltrate into a weakly defended Area, or even launch a counter-attack. The Air Resupply marker will be of some help, though the likelihood of Overcast weather will diminish its potential impact. Capturing Oss and its supply depot can help the Allies, particularly in the Extended Game. Unfortunately the Allied player cannot use airborne units to attack Oss, since it lies outside their Operational Sectors. This means that units from XXX Corps will need to be diverted northwest into Zone I if the Allied player wishes to capture Oss. The Oss depot can be crucial if the Germans block or cut the supply route north, preventing depots in Zone F from reaching Spent Allied units.

The lower value of German depots reflects such factors as Allied strategic bombing, air interdiction, and – during the first two days, September 17th and 18th – the weakness of the initial German response to the airborne invasion. The increase in the value of German depots in Overcast weather reflects the absence of such bombing/interdiction, the fact that the Germans had the advantage of much shorter supply lines as long as Antwerp and the channel ports remained closed to the Allies, and the increased priority given to Holland by the German high command once the nature of the Allied attack was fully understood.

The unused supply from depots contributes to supply reserves that are used during a major offensive. This is reflected in the purchase of an adjustment to the Impulse/Turn starting point for the next day, either adding or subtracting impulses. Reserves abstractly reflect the heavy use of supplies in a major attack (or defense, if the day is shortened). The optional supply rules allowing the Allied player to increase the value of his airborne depots is intended as a game mechanism to improve Allied chances of winning, and to simulate "organic" supply drawn from initial reserves, or appropriated from XXX Corps depots in proximity to airborne units.

CANALS, RIVERS, AND BRIDGES

It was the many water obstacles that gave the campaign in Holland its unique flavor. The whole reason the airborne troops were dropped in the first place was to secure the bridges over several canals and three major rivers: the Maas, Waal, and Rhine. Unlike the rivers in Normandy those in Holland were wide and in many cases swift moving. The canals in Holland were also on the whole larger than those in Normandy. They were a major obstacle to any Allied advance north.

Ownership of a bridge or a canal/river boundary gives an indication that a foothold has been established in the contested Area. It can also represent a very small bridgehead, centered on a captured bridge, into an uncontested enemy-controlled Area. Crossing a bridge or a water boundary—either a canal or a river with a Ferry Crossing—into an enemy-controlled Area is always a Mandatory Assault; there are enemy troops between the attackers and the Area. If the boundary is successfully crossed, it then belongs to the attacker. It is also possible to make a limited attack just to seize a bridge. A successful bridge seizure die roll represents taking the bridge itself and a limited amount of ground on the opposite side, without controlling a significant portion of that Area. Since the airborne troops encountered varying degrees of delay in landing and assembling on D-Day, their Area must be activated in order to attempt any bridge seizures. In some cases the Area will first have to be cleared of German troops "blocking" the way to the bridge.

Both sides had a number of engineer battalions organic to divisions or attached to corps or armies that are not represented with separate counters in the game. Among other duties, these engineers built and destroyed bridges; but separate game counters are not required for this purpose. Although the Germans managed to demolish many of the bridges printed on the map in time to block the Allied advance, there were some notable instances where they failed, most importantly the railroad and highway bridges at Nijmegen. Strictly speaking, the Allied airborne divisions should be able to begin repairs on canal boundaries, but as this would have required separate rules for the partial repair of canal bridges by airborne engineers, the idea was dropped to preserve simplicity and game balance. In many games the Allied player will be able to redirect his advance to the east or west of a demolished bridge (the Zon bridge being a prime example), whereas historically the Allies never really had this opportunity.

Certain rules regarding bridges work in the German's favor. In contrast to many games depicting the Market-Garden campaign, there are no "dummy rules" prohibiting demolition attempts of certain major river bridges. Players must understand that while it is certainly true the battle would have been over immediately had massive structures such as the bridges at Grave and Nijmegen been destroyed, it is equally true that demolition attempts frequently only damaged a structure. This was the case at Neerbosch where the bridge was badly damaged but not destroyed. It was also the case shortly after the battle was over, when German planes bombed the bridges at Nijmegen, damaging both. German commandos later attached explosives to the same bridges, and managed to destroy the center span of the railroad bridge and knock it out of commission. Furthermore, had the highway bridge at Nijmegen been destroyed, but the railroad bridge been captured intact, Allied engineers would have required about a day to convert the latter so that armored units could pass across it. So if the German player "destroys" a river bridge, and the Allied player then "repairs" it, it may safely be assumed the bridge was only damaged by the demolition attempt, or another bridge nearby was captured and perhaps converted to permit mechanized units to cross. This seems preferable to rules that restrict players to the same decisions as their historical counterparts.

River bridges were harder to rig for demolition and more difficult to repair once damaged, as is represented by a drm in the game. It is also harder to repair a bridge than to destroy it, so this too is represented by a drm. Other drms come from the level of control of the two Areas on either side of the bridge boundary. Bridges can only be repaired, not built. In order for a bridge to be useful it must be connected to the local road net, and there must be a militarily significant road approach to the bridge, both of which are assumed to be lacking if the boundary has no printed bridge.

VICTORY CONDITIONS

A clean breakthrough by the Allies, all the way to Appeldorn, is virtually impossible in the four-turn Basic Game. As in history, the first

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four days of battle – September 17th to 20th – are not so much a race for Apeldoorn, or even for Arnhem, as they are a race for Nijmegen. There was really only one route to “victory” for the Allies, and that was to push XXX Corps straight up Hell’s Highway to Arnhem and beyond. Most of the Victory Point Areas on the map reflect this. But the Allies also had to protect their airborne supply Drop Zones and attempt to secure key points on the flanks of their advance, such as Best and Wyler. Because of this, Areas not directly on the main highway also had a bearing on victory and are given a Victory Point value in the game. The importance of XXX Corps aggressively pushing up the highway on D-Day and reaching Eindhoven is reflected in the bonus Victory Point the Allies receive if they either control or contest the city by the end of the first game turn.

The German player wins by preventing the Allied player from meeting his Victory Conditions. The better he can distract the Allied player, creating situations the Allied player must respond to—such as infiltrating into Hell’s Highway or pressuring the British 1st Airborne Division—the greater the chances of the Germans winning. To reward aggressive infiltration and counterattacks by the German player, he can subtract a Victory Point from the Allied total by contesting six Victory Points worth of Areas controlled by the Allies. The Allied player, like his historical counterpart, will often have to decide how much of XXX Corps he will devote to reaching 1st Airborne and how much will be used to protect Areas already captured and now threatened by German infiltration or counterattacks. The Allied player, moreover, is playing against the clock: there are a limited, and unknown, number of impulses available in each game turn, and he will have to make the most of each one.

If playing the Extended Game, Allied performance is compared to what was achieved historically. If the Allied player surpasses this performance, he wins. If he falls short of this performance, he loses. If he equals (approximately) the historical performance, the game continues to the next Victory Point Check. Historically the Allies finished the first four days of the campaign controlling important areas as far north as Nijmegen. With the elimination of the 2nd Parachute Battalion at Arnhem, however, they forfeited both the city and what remained of their initiative, as the defeat at Arnhem allowed German units north of the Rhine to cross the river and form a solid blocking position at Elst. The Allies managed to establish contact with 1st Airborne at Oosterbeek, but the severing of the Allied supply lines by German infiltration north and south of Veghel between September 24th and 25th prevented XXX Corps from refitting and effectively decided the battle.

CAMPAIGN SUMMARY

PROLOGUE

Operation Cobra had been unleashed with deadly, if unintended, effect. Launched on July 25, 1944, with the modest goal of securing ground west of St. Lo, Cobra had instead achieved what the Allies had sought since the D-Day landings – a breakout from Normandy. Faced with the option of retreating behind the Seine River or going on the offensive to pinch off the Allied breakthrough before it could be consolidated, Hitler predictably chose to order an attack. Alerted by Ultra, and possessing complete supremacy of the skies, the Allies easily thwarted a German advance on August 7th from Mortain in the direction of Avranches. The American Third Army under General Patton swept east of the German salient, then north, while the British Second and Canadian First Armies drove southward from Caen. The German Fifth Panzer and Seventh Armies narrowly escaped complete annihilation in the pocket that was formed when the Allied armies linked up at Falaise on the 19th, but the defeat was devastating none-the-less: of the 100,000 troops trapped in the pocket, 10,000 were killed and 50,000

captured, with a near total loss of all heavy equipment. The campaign in Normandy, in ten weeks of bitter fighting, had produced losses twice as high as the war’s putative turning point at Stalingrad: 240,000 Germans killed or wounded, 210,000 captured. Twenty-five of the thirty-eight divisions committed to the defense of Normandy had been destroyed.

The surviving units of German Army Group B, reeling from the defeat just handed them, could do little more than retreat from the advancing Allies as fast as possible. Paris was liberated on August 25th. The British 21st Army Group under newly promoted Field Marshal Montgomery advanced 250 miles in one week, reaching the Belgian border on September 2nd, capturing Brussels on the 3rd, and the major port of Antwerp on the 4th. The Ruhr, Germany’s industrial heartland, lay only 100 miles away. To the south, Patton’s Third Army, part of Bradley’s 12th Army Group, had reached the Moselle north of Metz on August 30th. The Rhine bridges were only 70 miles away, and none had been prepared for demolition. Taking personal command of Allied forces in Europe on September 1st, General Eisenhower had every reason to be optimistic. During the two weeks after the fall of Paris, most of northern France had been liberated, and another 140,000 Germans captured. Along the entire Western front, 480 miles long and running from Antwerp in the north to the Swiss border in the south, the Germans found themselves outnumbered 20 to 1 in tanks and 25 to 1 in aircraft. Their manpower reserves were critically depleted as well. The seventy-four divisions facing the American and British armies had, in the estimate of Army Group B commander General Model, an actual fighting strength of perhaps twenty-five. Neither replacements nor reinforcements in any substantial quantities were immediately available. The Siegfried Line fortifications defending the German border were in disrepair and would require weeks to ready.

It was at this moment that the Allied advance, almost miraculously, slowed and in many instances ground to a complete halt. The reason was simple: with the channel ports either destroyed or still held by German garrisons by-passed during the rapid Allied advance, both reinforcements and supply for the Allied armies had to be transported 300 to 400 miles overland from the beaches at Normandy. The only major port captured by the Allies during the Normandy campaign, Cherbourg, was still in the process of being repaired. Antwerp, though captured intact, was unusable so long as the Germans held the Scheldt estuary separating the port from the North Sea. The Allied advance lost its momentum not so much because of enemy resistance (German units were continuing to stream back towards Germany in considerable disorder) but because the materials needed to wage war were failing to arrive at the front fast enough, particularly gasoline. This logistics problem was made worse by Eisenhower’s decision, motivated in part by political considerations, to adhere to a “broad front” strategy, doling out supply to each Allied army on a roughly equal basis and preventing any single army from outpacing the others. Both Montgomery and Bradley (as well as Patton) strongly disagreed with Eisenhower’s policy. Each was convinced that a decisive “narrow front” push along – naturally – his own part of the front would yield a decisive victory for the Allies, and win the war by Christmas.

After the breakout from Normandy, a large number of airborne operations had been proposed, but each had been canceled due to the rapid pace of the Allied dash across France and Belgium. With the momentum ebbing due to the logistical difficulties, however, Montgomery now proposed to Eisenhower an audacious plan to utilize the First Allied Airborne Army, commanded by General Brereton, in support of his 21st Army Group. The goals of the proposed operation were lofty indeed: to simultaneously cut off German troops in western Holland, cross the Rhine, and outflank the Siegfried Line. The mission of the airborne troops, dubbed Market, would be to seize key bridges over canals and three major rivers in Holland: the Maas, the Waal, and Lower Rhine. The ground phase of the operation, dubbed Garden,

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would then utilize this "highway to the Reich" to push armor of the British Second Army rapidly north from positions currently located along the Albert and Escaut canals. The main thrust would be by XXX Corps, with flank support from XII Corps on the left and VIII Corps on the right. The powerful Guards Armored Division, with 13,000 men and 200 tanks, would spearhead the advance and was expected to reach Eindhoven, about fifteen miles north of the Escaut Canal, by late afternoon on D-Day. Some elements were expected to be as far north as Veghel by the end of the day. On D+1 another 40 miles, northeast to Nijmegen, was to be covered. Arnhem, a further 11 miles to the north, would have to be reached by noon on D+2. The Guards would be followed by the 43rd Infantry Division (with 8th Armored Brigade attached), and still later by the 50th Infantry Division. Also participating was the Royal Netherlands "Prinses Irene" Brigade. These forces would assist in holding the corridor open, and eventually relieve the airborne forces entirely.

This bold plan by the usually cautious Montgomery was approved by Eisenhower on September 10th, even though it would entail a diversion of already limited resources from other Allied armies in the field. Many decisions and problems had to be addressed in a very short time. In contrast to previous Allied airborne landings in Sicily, Italy and Normandy, the Allies decided Market would be a daylight operation. This was considered dangerous for several reasons. German Flak would certainly be more accurate under daylight conditions. Signs pointed to a strengthening of German air defenses along the planned route of the advance, especially 20mm and 88mm anti-aircraft guns that could be used in both anti-aircraft and ground roles. Flying in slow, compact formations only 500 feet above the ground, the transports and gliders would be vulnerable to even small arms fire. Casualties on D-Day were expected to run as high as 40%. These risks were, however, offset by the potential advantages to be gained by better navigation to the drop sites and glider landing zones, more accurate landings, and quicker assembly of the troops. Moreover, daylight was deemed necessary since no moonlight would be available. Two routes over the English Channel were chosen, a northern and a southern, since this would shorten the length of the Allied air-columns and grant flexibility should the weather or enemy action make one route or the other too hazardous.

It was estimated that air supply would have to continue for as long as ten days, and be further supplemented by supplies dropped by specially modified B-24 bombers of the American Eighth Air Force. This division of air resources, along with other reasons, would limit the troop carriers to one mission a day, meaning that it would be D+2 before the delivery of each airborne division would be completed. Under such a schedule, the Allies were at the mercy of the weather. Staff weather officers predicted generally fair weather for the all-important September 17th-20th period, and this was considered sufficient to launch the attack. The commander of the British First Airborne Division, General Urquhart, felt the only suitable ground near Arnhem was an area of several fields between five and eight miles west of the city. This would require the troops, upon landing, to move with haste to take up a defensive perimeter in and around the city. The timetable for the advance of XXX Corps was also particularly demanding. Anything less, it was felt, would leave the paratroop divisions, particularly the British north of the Rhine, vulnerable to encirclement and piecemeal destruction. After linking up with the First Airborne Division, the Guards' primary objective was the capture of the town of Appeldorn, 15 miles north of Arnhem. Success would isolate another 250,000 German troops, and allow easy entry into Germany. Along with two other armor divisions the Guards would at a later date be directed east over the plains of northern Germany against Hamm, Munster and Osnabruck, with the encirclement of the Ruhr being the final, ultimate objective.

D-Day: September 17

TO THE DROP ZONES

The weather, so crucial to the success of the entire operation, was almost exactly as predicted on the morning of Sunday, September 17th. Early morning fog had given way by 9:00 am to mostly sunny skies with only light winds in Southern England, over the English Channel, and over Belgium and Holland. The greatest airborne assault in history began with a massive aerial bombardment. A force of 821 B-17s of the American Eighth Air Force dropped 3,139 tons of bombs on 117 flak positions, with generally good results. An additional 371 fighter-bombers from RAF Bomber Command attacked other flak positions, motorized transport, barracks and airfields. Beginning at 10:25 am the greatest troop carrier fleet ever assembled took to the skies over the United Kingdom. Over the next hour and a half 1,544 airplanes and 478 gliders began streaming towards the continent. On board were some 15,000 elite troops comprising roughly half of three different airborne divisions. Above the Channel the armada divided into two groups. The "Screaming Eagles" of the American 101st Airborne Division began heading towards the battlefield via the southern approach, while the 82nd Airborne "All-American" Division and the "Red Devils" of the British First Parachute Division launched their attacks via the northern approach.

EINDHOVEN SECTOR

Despite intense and persistent flak, especially in the vicinity of Best and the Zonsche Forest, the air formations carrying the American 101st Airborne remained tight and the landings were nearly perfect. Upon assembly, the 501st Regiment sent its 2nd Battalion to secure bridges over the Zuid Willems Canal, while its 3rd Battalion occupied Eerde and established contact with the 502nd Regiment. The 1st Battalion was meant to drop just west of Veghel on the opposite side of the same canal, but mistakenly landed some three miles to the northwest. The battalion assembled quickly, however, and in less than a half-hour advanced down a road to Veghel where it easily overcame the small garrison there. The 506th Regiment had as its assignment the seizure of the highway bridge just south of Zon plus the capture of Eindhoven to provide a linkup with the advancing Guards Armored Division. The bridge, however, was blown by the Germans as the 1st and 2nd Battalions closed to within 100 yards of it. While engineers immediately set to work on beginning repairs, elements of the regiment began to filter across the canal, establishing a bridgehead large enough for units to regroup over the canal that night. The 502nd Regiment was meant to act as a link between the 506th to the south and the 501st to the north. Its 1st Battalion easily captured St. Oedenrode, acquired a bridge over the Dommel River, and made contact with the 501st. Most of the regiment remained in the area to guard the drop zones. Part of its 3rd Battalion, however, moved southwest in a bid to capture a bridge over the Wilhelmina Canal that might be used as an alternate route for XXX Corps. This gambit was stalemated by German garrison troops stationed in the town of Best. The fighting here would steadily escalate as control of Best was essential in order to secure Garden's left flank.

NIJMEGEN SECTOR

North of the 101st Airborne, the 82nd Airborne Division encountered only sporadic and inaccurate flak. Paratroop drops and glider landings were executed with textbook precision, followed by rapid assembly once on the ground. The 82nd had an extensive series of objectives. In addition to six different bridges, including the 1,800-foot structure at Nijmegen, the division was directed to seize Groesbeek heights located to the south of the city. These wooded hills, at roughly 300 feet in height, were the highest in Holland and dominated the surrounding countryside. The 504th Regiment, minus a portion of its 2nd

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Battalion, dropped northeast of Grave, near the town of Overasselt. A group from the 2nd Battalion was dropped south of the bridge at Grave, so as to capture the important highway bridge across the Maas from both ends at once. This was accomplished against only minimal resistance. The 1st Battalion attempted to seize three different bridges over the Maas-Waal canal. The bridges near Malden and Hatert were blown but the bridge at Heumen was captured intact. The 505th Regiment landed east of the town of Mook. It was joined by the 376th Field Artillery Battalion. Elements of the 1st Battalion took the town of Mook and remained on the defensive guarding the area, since there were rumors of German armor in the Reichswald Forest to the east. The 2nd Battalion moved westward, making contact with the 504th Regiment at Heumen. A railroad bridge over the Maas northwest of Mook was blown just as it was about to fall into Allied hands. Part of the 3rd Battalion moved to the high ground on the southern end of Groesbeek Heights. The 508th Regiment landed northeast of the town of Groesbeek. One battalion headed north to occupy a stretch of elevated ground overlooking the town of Beek, a village sitting astride a key highway running between Cleve and Nijmegen. The 1st Battalion moved to seize the heights southeast of Nijmegen including the resort hotel at Berg en Dal. Attempts by the battalion to advance into Nijmegen itself were met with violent resistance by both the city's garrison and the just-arrived reconnaissance battalion of the 9th SS Panzer Division. Faced with this level of opposition the American paratroops were ordered to regroup out of the city that night.

ARNHEM SECTOR

The cautiously selected zones were clearly recognized by the pilots, and the landings, almost entirely devoid of flak, were virtually perfect. Not one troop transport or glider was lost due to enemy action. Gliders carrying the British 1st Airlanding Brigade, along with most of the division's artillery regiment, landed northwest of the village of Wolfheze, while the 1st Parachute Brigade dropped northeast of Heelsom. The task of the parachute troops in the initial hours of the battle was to form a defensive perimeter around the bridge at Arnhem. A minor setback occurred right at the start when a reconnaissance squadron, arriving by glider and meant to rush ahead in jeeps to seize the highway bridge at Arnhem, failed to reach the landing zone in sufficient numbers for the unit to be able to operate. The brigade's 2nd Battalion, originally meant to follow the reconnaissance squadron, would now have to march on foot six miles to secure the bridge. Moving along a secondary road that hugged the river on the southern edge of the suburb of Oosterbeek, 2nd Battalion entered Arnhem and secured the northern end of the bridge. Several efforts to rush across were halted by two light anti-aircraft guns and an armored car on the opposite side. The 3rd Battalion, taking a more northern approach into Arnhem, was stopped west of the city when it encountered the 16th SS Training Battalion deployed east of Wolfheze. During this movement by 2nd and 3rd Battalion the Germans on the opposite bank destroyed a railroad bridge connecting Oosterbeek with Driel just as a handful of British paratroopers began to cross it. The 1st Battalion, attempting to take the high, forested ground north of the city, was slowed by heavy sniping around Wolfheze, and then forced to take up defensive positions after sighting German tanks. The glider battalions were not committed, being held back to guard the landing areas for the next day's reinforcements.

XXX CORPS

Spearheaded by the 2nd Irish Guards Battalion of the Guards Armored Division, the British XXX Corps began its advance north toward Eindhoven at 2:35 in the afternoon. The attack was preceded and supported by an immense concentration of artillery and mortar fire. The Allies expected that the thin "crust" of low quality German troops opposing the assault would crumble quickly, but a rapid disintegration

did not materialize as hoped. Not only did the Germans recover from the initial bombardment in enough strength to put up a spirited defense, but (unknown to Allied intelligence) their lines had been reinforced with two battalions of SS troops. Confined to a single narrow road flanked by woods and marsh that made off-road movement next to impossible, the Allied ground offensive went forward for only ten minutes before it was hit from the flanks and rear and brought virtually to a halt. Only after infantry was deployed, supported by rocket-firing Typhoons from the 2nd Tactical Air Force, did the attackers manage to pry the Germans out of their positions, allowing XXX Corps to resume its advance. Even then German resistance remained stubborn, and by evening the Guards had only managed to reach Valkenswaard, six miles short of Eindhoven. Here as in other urban areas the Allies found the streets clogged with throngs of excited, cheering Dutch civilians celebrating liberation after over four years of German occupation.

THE GERMAN REACTION

The German reaction on D-Day, as might be expected, was slow, tentative and confused. The largely rear-echelon forces in the immediate vicinity of the landings were unable to put up effective resistance, just as the Allied planners had hoped. Small detachments did manage to destroy bridges in some areas, most notably near Zon, Oosterbeek, and Hatert, but local commanders were hesitant to move troops in the initial hours of the landings, fearing a general uprising from the hostile Dutch population. The reaction among the German High Command in Prussia was one of great alarm, but little help. Hitler, by this stage of the war obsessed with his own personal safety, rambled about the danger of his entire high command, including himself, being seized by paratroops. Initial reports about the Allied landings were sketchy and prone to exaggeration. Wild rumors circulated freely; there was even news of American paratroops landing in Warsaw. Hitler fumed at the incompetence of the Luftwaffe in intercepting the Allied transports and gliders. The German Air Force had in fact quickly identified the Allied landings but, as during the Normandy invasion, was unable to intervene effectively. Fewer than 50 fighters were put up to oppose the airborne landings on D-Day. These were easily turned back well east of the battlefield by the several hundred fighters flying escort for the air transports and gliders. In the following days the Germans stripped the Aachen sector of its air cover to assist in the defense of Holland. In desperation fighters in central Germany that were engaged in the strategic defense of the Reich against Allied daylight bombings were also ordered to reinforce the Holland sector, but these would not arrive until September 23rd.

Luck was on the German side in the form of a glider that fell near the command post of General Student's First Parachute Army. Inside was a copy of plans detailing many of the Allies' intentions. Two hours after the Allied attack had commenced General Student, who had led the successful German air assault on Crete in 1941, had a copy on his desk. Equally fortunate was the presence of Field Marshal Model, commander of Army Group B. Model was headquartered in Oosterbeek within sight of some of the British landings. The Field Marshal and his staff quickly relocated east to Zutphen and joined the headquarters of General Bittrich's II SS Panzer Corps. Less than two weeks before, Model had relocated this corps north and east of Arnhem to rest and refit. Furthermore, both divisions in this corps, 9th SS Panzer and 10th SS Panzer, had received training in 1943 specifically intended to repel an Allied airborne landing. Model was suspicious of the captured plans, believing them to be planted by the Allies as a deception, but he did direct the positioning of available anti-aircraft units so as to interdict subsequent Allied troop and supply drops.

Model divided the German response into three parts in reaction to each of the sectors under attack by the Allies. First Parachute Army would contain the British XXX Corps and attack the American 101st Airborne. The 59th Infantry Division (headed east from Tilberg at that

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moment) would attack east, while the 107th Panzer Brigade, previously en route to Aachen to engage the American First Army, would attack west from Velno. This concentric attack would meet somewhere around Zon. To oppose the 82nd Airborne, Model had only part of a rear echelon German Headquarters, called Corps Feldt, which had at its disposal only makeshift forces. It was to attack west in any event. General Meindl's II Parachute Corps would be sent to help as soon as it could be brought up from Cologne. Against the British 1st Airborne around Arnhem General Christiansen's Armed Forces Command Netherlands, an assortment of training, security, and coastal defense battalions collectively referred to as Division von Tettau, would attack from the west and north, while the II SS Panzer Corps would attack from the east. Both 9th SS Panzer and 10th SS Panzer had been severely mauled in the Normandy campaign and were badly understrength. In the wake of the fighting at Falaise, II SS Panzer Corps reported on September 12th that it had only twelve functioning tanks. Some tanks, however, had been partially dismantled so that they could be reported as inoperable and thus increase the allocation of replacements. North of Appeldorn, moreover, was the chief training ground in the west for Tiger tank battalions. The number of Tiger tanks in action at Arnhem increased as the battle wore on. Model felt the battle would be decided at Nijmegen, not Arnhem, so he ordered the comparatively stronger 10th SS Panzer to reinforce Nijmegen. With all movement south blocked by the British paratroops holding the north end of the Arnhem bridge, the division would have to cross the Rhine via a ferry at Pannerden, southeast of Arnhem. This would take some time. Nijmegen and its important highway bridge would be held in anticipation of an attack south planned for the 20th.

D+1: SEPTEMBER 18

Like most amphibious invasions, airborne attacks typically meet light initial resistance. The toughest fighting usually occurs later after the defender has a chance to assess the situation and organize counter attacks. The critical time for Market-Garden would come in the days immediately following D-Day. The initial landings were just the beginning of a ten-day battle, with additional troops and supplies delivered by air while those on the ground fought intense, see-saw engagements to hold and expand the narrow corridor they had opened in Holland. The weather remained generally fair on September 18th, although there were periods of rain and low clouds that delayed the completion of the second day's lifts. The arrival of the 4th Parachute Brigade in the Arnhem sector, for example, was over four hours late at a time when every hour was precious. When the brigade finally did land, it attacked east, but made little headway. On the outskirts of Arnhem, the 1st and 3rd Battalions of the 1st Parachute Brigade attacked eastward, hoping to link up with the 2nd Battalion now surrounded in positions around the north end of the bridge. The 506th Regiment of the 101st Airborne Division moved south into Eindhoven and won control of the city in the early afternoon. Elements of the 502nd Regiment continued to wrestle the 59th Infantry Division for control of Best. During the course of the day's fighting the Germans successfully blew the bridge along the Wilhelmina Canal to the south of Best. The Guards Armored Division, finally overcoming persistent German resistance south of Eindhoven, managed to link up with the 101st shortly before nightfall, and regrouped north so as to be ready to advance once the bridge at Zon was repaired. Earlier in the day the 32nd Guards Brigade had looped eastward through Geldrop and Heeze, searching for an alternate route north, but found the way blocked by a strong garrison near Helmond and was ordered to return to the main axis of attack.

D+2 SEPTEMBER 19

The weather turned out to be much worse than predicted. The morning fog gave way to low clouds and rain across southern England, the Channel, and the Low Countries. In the sector of the 101st Airborne

two battalions of the 502nd Regiment, supported by elements of the newly arrived 327th Glider Regiment and led by tanks of the 8th Armored Brigade, finally broke the German resistance at Best after three days of intense fighting. The city itself remained in German hands, but the 59th Infantry Division was reduced to a shell of its former self, and the flank in this vicinity was hereafter secured. Most of the forces committed to Best were soon thereafter withdrawn to deal with new threats. A German column led by Panther tanks of the 107th Panzer Brigade attacked west from the direction of Nuenen late in the afternoon. Scratch forces led by a glider infantry battalion held this attack off just short of the Wilhelmina Canal. The other regiments of the 101st Airborne held their positions at St. Odenrode and Veghel. Most of the reinforcements and much of the supply designated for the division did not arrive, the latter scattered and dispersed across the countryside due to the weather and German flak.

The bridge repair at Zon was complete by early morning, allowing the Guards Armored Division to move rapidly northward. It passed through Veghel at 6:45am, contact made with the 82nd Airborne Division at Grave ten miles to the north by 8:30, and crossed the Maas-Waal Canal around 10:00. Although the bridge at Nijmegen was the 82nd Airborne's primary objective, the division was still awaiting its glider regiment and was stretched thin along a 25-mile perimeter. Only one battalion could be spared to attack the city. The small attack by the 2nd Battalion of the 505th Regiment and a few tanks from 8th Armored Brigade failed to gain control of the bridge. In the Arnhem sector the 10th and 156th Battalions of 4th Parachute Brigade attacked east from the vicinity of Wolfheze, trying reach the high ground north of Arnhem, but once more made little progress while suffering heavy casualties. In Oosterbeek four battalions attacked eastward down the Heelsom-Arnhem highway in a last attempt to establish contact with the 2nd Battalion isolated at the Arnhem bridge. Short of anti-tank ammunition, the attack fell short. These units were mauled by mortar fire and counterattacks on their flanks while attempting to disengage; only 400 survivors managed to reform with the divisional artillery a mile west. The 2nd Battalion continued to hold its ground against increasing numbers of German armored vehicles, most notably Tiger tanks from Kampfgruppe Knaust, but towards evening began running short of ammunition. The Polish Brigade was scheduled to drop south of Arnhem and might have been able to rescue the 2nd Battalion, but found itself grounded by bad weather in southern England. The weather also seriously hampered resupply efforts. The 82nd recovered only 20% of the supplies originally dropped. Resupply attempts at Arnhem flew straight into what was described as a "flaming hell" of enemy flak. Despite the heroicism of the individual air-crews only 6% of the supplies released (21 of 388 tons) were recovered. The logistical situation was becoming critical for both divisions.

D+3: SEPTEMBER 20

The weather in England remained an unfavorable mix of fog and rain, again drastically curtailing Allied efforts to fly in reinforcements and supplies. In contrast the skies in northern Holland and western Germany enjoyed much better weather, allowing German fighters to become an increasing nuisance. Still, the Eindhoven sector was relatively quiet for the moment. The 1st Battalion of the 501st Regiment pushed northwest of Veghel, capturing Dinther and Heeswijk against only minor German resistance. In contrast fighting in the Nijmegen sector was very intense. The Guards 32nd Brigade and a battalion of armor relieved units of the American 504th Regiment holding the bridges at Grave and Heumen. On the eastern flank, several understrength German battalions attacked with some armor support out of the Reichswald. American forces in advanced positions at Wyler had to abandon the area, and Beek was soon contested. To the south the Germans attacked and recaptured Mook. Tanks of the British Coldstream Guards, held in reserve under command of the 82nd Airborne,

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were required to repel the attack. The Allies launched a desperate two-pronged assault to gain control of the Nijmegen bridge. West of Nijmegen, after a large preparatory bombardment, the 3rd Battalion of the 504th Regiment began crossing the Waal in 26 canvas boats borrowed from the British. Despite efforts to cover the crossing with smoke, men and boats were raked with both machine gun and mortar fire, and only 11 boats would make it back. Incredibly, the surviving paratroopers successfully formed a bridgehead and began pushing east where they cleared the north end of the bridge against stiff opposition. In Nijmegen armor from the Guards Division and elements of the 505th Regiment finally broke through German resistance and reached the southern end of the highway bridge. Unfortunately, even as Allied tanks were crossing over the Waal, the tattered 2nd Battalion, clinging to an ever-smaller perimeter in Arnhem, was in the process of being eliminated, succumbing to heavy artillery bombardment and point-blank panzer fire. Meanwhile, the badly decimated 10th and 156th Battalions still contesting Wolfheze were forced to retreat south to the other remaining British pocket at Oosterbeek. Total British fighting strength north of the Rhine now consisted of five severely depleted battalions of paratroops, some glider troops, and the divisional artillery.

D+4: SEPTEMBER 21

The fog and rain continued. The 101st Airborne Division continued to expand its perimeter, with the 1st Battalion of the 501st Regiment entering Schijndel against light resistance. The 82nd Airborne Division repelled further German intrusions in the direction of Beek and Mook. Short on supply and still without its glider regiment, however, the 82nd was nearing exhaustion and could barely hold its lines. Several elements of the Guards Armored Division had to be held back as a reserve for the airborne troops. After some delays clearing the Nijmegen bridge of snipers and machine guns, the remaining armor of the Guards pushed north in a last-ditch attempt to reach Arnhem. Near Ressen, however, the tanks ran into the 10th SS Panzer Division and other German units that blocked every attempt to move up the highway. In this portion of Holland, called the Betuwe, off-road movement was simply impossible through the polder – soggy lowland crisscrossed with small dikes and ditches. The roads were well-elevated, offering perfect silhouettes for anti-tank guns. British tanks, in contrast, found they could not angle their guns low enough to hit the dug-in German anti-tank batteries. Without additional air, artillery, and especially infantry support XXX Corps simply could not reach the Lower Rhine. The 82nd Airborne was in no shape to help. The progress of 43rd Infantry Division had been held up several times: by the attack of the 107th Panzer Brigade, by German shelling, and especially by the innumerable traffic jams on the single available highway. It would only reach Nijmegen as the day ended. At Oosterbeek the 1st Airborne Division grimly held its perimeter, now only a mile and a half square. Repeating the tactics used at Arnhem, the Germans began to pour artillery into the British positions, followed by waves of infantry supported by tanks. The fight with the Red Devils was vicious and house-to-house—some German veterans later said it surpassed anything they had experienced at Stalingrad. Late in the afternoon the 2nd and 3rd Battalions of the Polish Brigade finally did drop. Since the situation at Arnhem was no longer favorable, an alternate drop zone near Driel was used. Enemy flak, fighters, and the miserable weather interfered with the landings, and only about half the paratroops reached the assembly points that day.

D+5: SEPTEMBER 22

The weather, like the Allied position, remained positively gloomy. Fog was prevalent early, and a cover of heavy mist as low as 300 feet left no other option but to cancel all air missions for the day. Rain again began to fall, further reducing visibility. The narrow Allied corridor into Holland remained exposed because the British XII and VIII

Corps, charged with protecting the flanks of XXX Corps, were still held up southeast and southwest of Eindhoven. While the area south of the Wilhelmina Canal was relatively secure, Veghel was held only by the 2nd Battalion of the 101st Airborne's 501st Regiment, and between Veghel and Grave the Allies had no forces of substance. Sensing trouble, General Taylor first withdrew from Schijndel, then had the 327th Glider Regiment moved to Veghel, while the 2nd and 3rd Battalions of the 506th Regiment were sent north to Uden. This redeployment was carried out just in time. Late in the morning the Germans launched a major attack to sever what had now become known as "Hell's Highway." Kampfgruppe Walther, situated in Gemert and made up of the 107th Panzer Brigade and infantry and artillery from the 180th Infantry Division, attacked west into Veghel and nearly overran the 2nd Battalion. Kampfgruppe Huber, made up of German infantry from a reformed 59th Infantry Division, attacked east out of Schijndel into Eerde. While Veghel itself held, the highway north and south of the city was cut. The 82nd Airborne Division's sector was quiet, except for some momentary pressure on the perimeter near Beek. Elements of the 50th Infantry Division and the Royal Netherlands "Prinses Irene" Brigade assumed control of Nijmegen. The 43rd Infantry Division sent its 214th Brigade north to assist the armor of the Guards Division now fighting near the village of Elst, while the rest of the division looped northwest through the Betuwe and, moving very cautiously, made contact with the Poles towards evening. First Airborne Division, its lines bent but unbroken, continued to hold on, still optimistic that relief would arrive.

D+6: SEPTEMBER 23

The weather finally cleared. In contrast to D-Day, however, some 300 German fighters were now operating in the skies over Holland. These were rarely more than a nuisance, however, since they generally limited their appearance to areas where no Allied air presence was detected. On the ground a few weak German incursions against Veghel were repelled. The 506th counterattacked northward and made contact at Uden with the 32nd Guards Brigade which had been sent south from Grave to assist in clearing the main highway. American reinforcements held up since the 19th finally took to the air. The 101st Airborne Division received the last of its artillery battalions and a battalion from the 327th Glider Regiment. The long-awaited 325th Glider Regiment of the 82nd Airborne Division landed near Overasselt. The unit suffered some losses but assembled reasonably intact, and was immediately sent to reinforce the position at Groesbeek. Air resupply was rushed to each airborne division as well. In Oosterbeek the lines of the 1st Airborne Division had shrunk to only 1000 feet in diameter. Concentrated Allied air strikes effectively blunted several German attacks, which included a number of King Tigers from the 506th Heavy Tank Battalion, as did bombardments by artillery now positioned on the south side of the Lower Rhine. German attempts to enter Driel from the east were also repelled; this time the German tanks were taught out how well-suited the Dutch polder was for defense. The 214th Brigade of the 43rd Infantry Division fought its way with armor support into the streets of Elst, less than a half dozen miles south of Arnhem, but the Germans clung to the northern edges of the village, thereby denying any further movement northward.

D+7: SEPTEMBER 24

The weather again closed in for the better part of the day, although clearing in the afternoon allowed the 2nd Tactical Air Force to once more provide close air support at Oosterbeek. Along Hell's Highway the front finally seemed to have stabilized. The Allies made plans to send the Poles and part of the 43rd Division across the Rhine to reinforce the 1st Airborne Division. Before this plan could be carried out another large-scale German infiltration south of Veghel, led by two battalions of the 6th Parachute Regiment and the inexperienced parachute

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battalion Jungwirth, cut the highway once again, this time for forty hours. With the northward movement of supplies for XXX Corps effectively blocked, any further major offensive operations in the Betuwe were precluded. The Guards Division was down to a day's worth of supply, and the division had the added burden of some 1,500 German prisoners. The logistical situation might have become critical except that a large supply dump—petrol and stores of food—had been discovered at Oss. Elements of the 50th Infantry Division took up defensive positions around Volkel, relieving the Guards' 32nd Brigade. A battalion of the 43rd Infantry Division's 130th Brigade did attempt to cross the Rhine to reinforce the 1st Airborne, but their boats were scattered by the swift-moving waters, and many landed at German held positions where they were easily mopped up.

D+8: SEPTEMBER 25

South of the Maas the repeatedly contested Hell's Highway was finally cleared of German resistance. While no further infiltration would succeed in cutting the road, it remained under attack by enemy artillery fire. There was still a slim hope that another bridgehead might be formed over the lower Rhine while a large amount of German strength was still preoccupied with the 1st Airborne Division at Oosterbeek. The plan was to project first the Poles and then the bulk of the 43rd Infantry Division across the Rhine west of Renkum. There were also thoughts of committing the 52nd Light Division to a landing on a prepared airfield at Grave. In light of the existing situation, however, these plans were abandoned since there was no reason to believe the battle could still be resolved in the Allies favor. As the day wore on defeat was conceded up and down the Allied chain of command. The pressure from German attacks in Oosterbeek—again led by the 506th Heavy Tank Battalion—was growing so intense that the 1st Airborne was forced to call for artillery to be brought down on its own positions. That night, in a heavy rain that mercifully concealed their movement, the weary remnants of 1st Airborne, after leaving the wounded behind to man the defenses, stole down to the riverbank and in small groups were ferried back across the Rhine. Of the over 10,300 who had fought north of the Rhine, only 2,587 returned. An estimated 1,300 had been killed and some 6,450 taken prisoner. They had fought with the greatest élan, causing the Germans at least 3,300 casualties, including 1,100 dead. So too had the air crews attempting to keep 1st Airborne supplied: of the 630 planes sent on resupply missions, 52 were shot down and another 281 damaged. Pilots would circle as many times as necessary to get the last bundle out, even with their planes burning and disintegrating around them.

EPILOGUE

The Germans continued to attack the Allied salient during October and November, especially its northern tip. After these attacks failed to drive the Allies back, on December 2nd the Germans opened the dikes on the south side of the Lower Rhine and flooded the Betuwe. During the winter the Dutch population paid dearly for the general strike declared shortly after the airborne landings. The Germans cut off transportation within the portions of Holland still under their control, leading to an estimated 30,000 deaths during the "Hunger Winter." Arnhem and the tree-lined heights behind it were to remain out of reach until the final days of the war. The bridge at Arnhem was closed to road traffic in October due to Allied bombing, and the Germans finally blew it up on February 4th. On April 14, 1945, the British 49th Infantry Division—helped along by the Royal Navy—entered the largely deserted city, whose population had been removed by the Germans the previous fall.

Market was an airborne attack of unprecedented scale. A total of 34,876 troops, along with 568 artillery pieces and 1,927 vehicles, went into combat via airplane and glider. It proved that airborne operations by daylight, with all the advantages that went with it, were possible.

Losses at the drop and landing zones, predicted to be as high as 40% on D-Day, were in the 2-3% range. Market-Garden came very close to succeeding and bringing the war to an end in 1944 and saving some 500,000 Allied casualties. It was, as General Eisenhower later characterized it, a very worthwhile gamble. Yet although Montgomery claimed to have achieved 90% of his objectives, without the bridge at Arnhem all he could be said to have won was a 50-mile salient leading nowhere. Arnhem proved to be a bridge too far.

That Operation Market-Garden did not succeed may be attributed to several factors. The entire operation depended upon clear skies, especially for the crucial first four days of battle. The weather, while not all that unusual for September in Holland, was initially promising but then turned poor for the better part of the ten-day campaign. The full weight of Allied air superiority—by this stage of the war pilot attrition and fuel shortages had reduced the German Air Force to a shadow of its former self—could not be brought to bear on the sector of the front under attack. Market-Garden was the only battle in western Europe during the summer and fall of 1944 fought without Allied air superiority. The Allies brought this on themselves to a degree. For one thing, the commander of the 1st Airborne Corps, General Browning, failed to arrange RAF and USAAF liaison officers for his airborne troops. For another, the commander of the Allied First Airborne Army, General Bereton, had given strict orders that whenever airborne troop reinforcements were scheduled, ground support aircraft must be grounded. Since airlifts were repeatedly delayed by the weather, appearances by tactical air support over the battlefield were rare. These factors, coupled with limited "hit and run" interference by the Luftwaffe, greatly hampered attempts at reinforcements and especially air resupply. By the most generous estimates the 101st Airborne received less than 70% of the supplies dropped to it, the 82nd Airborne less than 50%, and the 1st Airborne Division less than 15%. No plans were made for air interdiction of German troop movements, despite the nature of the terrain, which tended to bottleneck large scale road movements. The Germans were able to move combat units to the Market-Garden area faster and with much less difficulty than they had in the early days of the Normandy landings.

Reports from the Dutch underground and other sources had indicated German panzer divisions refitting in the vicinity of Arnhem, but these were dismissed by British intelligence. The Allies generally believed that the German rear elements consisted of little more than disorganized remnants of shattered divisions, along with low quality security troops made up of the infirm, old men, and boys. The presence of the II SS Panzer Corps in close proximity to Arnhem was a significant bit of bad luck. So too was the positioning of the 59th Infantry Division at Tilberg and the two SS battalions in the way of XXX Corps. Continued rumors of large quantities of German armor lurking in the Reichswald—some intelligence reports placed the II SS Panzer Corps in Cleve—kept most of the 82nd Airborne on the defensive when the bridge at Nijmegen might have been seized. General Model must be given credit for quickly organizing an effective German response to the airborne landings and maintaining German morale, which had been shaky ever since the panic set off by the sudden capture of Antwerp on September 4th. His only real mistake was prohibiting any attempt to destroy the bridge at Nijmegen until it was too late. The various Allied senior commanders, such as Montgomery, Dempsey, and Horrocks, did not distinguish themselves during the battle.

Allied communications broke down in two different respects. At the micro level, the short-range radio sets used by the 1st Airborne Division had been in use since the fighting in North Africa and were subject to mechanical failure. In addition, the wooded and urban terrain reduced their range. Without proper radio communication, 1st Airborne was unable to coordinate the forces at its disposal, inform its superiors as to the true nature of its predicament, or redirect air resupply missions when the division failed to capture its supply drop zone, to the

east of Wolfheze. Equally unfortunate, the commanders of the 1st Airborne Division and the 1st Parachute Brigade were both cut off from their commands between the night of the 17th and the morning of the 19th, when German patrols forced them to take refuge in an attic near Oosterbeek. On another occasion, when XXX Corps began to move north from Nijmegen, wireless radio communication with 2nd Tactical Air Force failed, preventing a repetition of the effective ground support that had been given on D-Day. At the macro level, the Allied coalition had become somewhat frayed in the exhilaration of the dash across France and Belgium. Conflicts of interest had become more visible between various senior commanders. Eisenhower, who could have exercised more control of the battle, was immobilized by an injured knee at SHAEF headquarters, located for much of the battle in the Normandy town of Granville. The commander of the British XXX Corps, General Horrocks, had serious health problems dating back to the campaign in Italy. Relations between the commander of the Allied First Airborne Army, General Brereton, and his immediate subordinate, 1st Airborne Corps commander General Browning, had become strained during a disagreement over one of the airborne operations canceled just before Market-Garden. Furthermore, there was no single person responsible for coordinating the two halves of the battle; once the initial plan was decided upon, precious little thought was given to how to respond should plans go astray.

Reports had indicated that flak around Arnhem and Deelen Airfield made landing near the highway bridge too hazardous. The ground south of Arnhem was considered too soft for gliders, and the British, unlike the Americans, were committing their gliders to the first wave of the attack. These factors influenced the decision to locate the 1st Airborne Division's drop and landing zones five to eight miles west of the division's primary objective counter to standard airborne doctrine. Surprise is a key element of any airborne attack, and that advantage was lost because the bridge at Arnhem was a good six hours march from where the division was supposed to assemble. This distance also compelled the division to divide its strength both to protect the drop zones for later reinforcements and to reach and hold the bridge at Arnhem. The division's commander, General Urquhart, admitted afterwards this deployment had been a mistake. Urquhart did benefit, however, from the presence of his glider pilots, trained to fight as infantry on the ground, in contrast to the American glider pilots.

The flank attacks by XII and VIII Corps were depressingly sluggish, in part the result of enemy resistance but primarily due to the lack of air support and the marshy and wooded terrain. Had they advanced faster, German pressure on the main highway would have been much less than it was. The initial attack by XXX Corps failed to achieve the quick breakthrough that was expected of it. The inability of at least part of the Guards Armored Division to reach Eindhoven on D-Day was an important setback. The slow advance by the 43rd Infantry Division further impeded progress in the latter half of the battle. It should also be noted that there was a degree of interservice rivalry between the Allied ground and airborne troops. The infantry felt the airborne had it "easy" because they were held back much of the time. The airborne on the other hand felt they were often called on to do the infantry's job and bail them out as well. In addition, the breakout from Normandy and the elation of the dash across northern France and Belgium lessened—if only minimally—the urgency of the soldiers who had been fighting, and dying, on a daily basis. No one wanted to be a casualty if the war not only was won, but was going to be over in only a few weeks. The war would in fact drag on for many more months. Although the German Army may have been down in the aftermath of Normandy, it was not yet out, as the defensive victory during Market-Garden demonstrated. Less than three months later that same army would put the Allies to the test once more in the snowy, bitter woods of the Ardennes.

MGMG CREDITS

Game Design: Michael Rinella

Game Development: Multi-Man Publishing, LLC

Map Art and Layout: Joe Youst

Counter Art and Layout: Dean Essig

Box Art: Kurt Miller

Playtesters: Phil Barcafer, Paolo Cariolato, Ken Dunn, Darren Emge, Jeff Evich, Michael Johnson, Luca Marcolungo, Marty Sample, Randy Yeates (Special Thanks to Walter Zaagman for proofing the map names!)

Monty's Gamble: MARKET-GARDEN

Allied Setup Card and D-Day Sequence of Play

1.1 AIR BOMBARDMENT PHASE



Bombard each Area containing a FLAK Tower, then flip bombardment marker to its Air Supply side.



1.2 ARTILLERY BOMBARDMENT PHASE



Conduct one Barrage bombardment and flip to Spent side.

F Neerpelt

1.3 AIRBORNE LANDING PHASE



(5) Ginkelse Heide



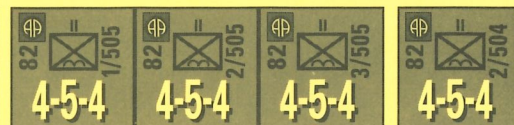
(6) Renkum



(32) Overasselt



(35) Groesbeek



(38) Mook

(40) Grave



(48) Dinther



(50) Eerde

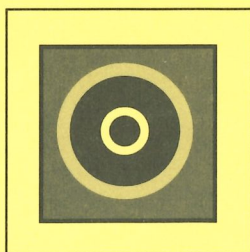


(54) St. Oedenrode

1. Place each Airborne unit in its respective Drop Area, Fresh side up.
2. Resolve all Air Interdiction for each unit landing in or adjacent to an Area containing a Fresh FLAK Tower.
3. The Allied player may activate each Drop Area containing \geq one Fresh Airborne unit and do ONE of the following: Assault, seize bridge(s), move, pass (remain Fresh).

Overruns are NA during and Airborne Landing Phase Assault, units that attempt to seize bridge(s) immediately become Spent and may not Assault, and units that move may enter an adjacent Vacant Area before becoming Spent.

1.4 XXX CORPS GROUND ASSAULT PHASE



F Neerpelt

The Allied player *must* conduct an Assault with at least one Guards Armored Division unit.



Monty's Gamble: MARKET-GARDEN



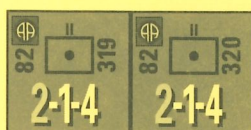
Allied Reinforcements

September 18



(5) Ginkelse Heide

September 18



(35) Groesbeek

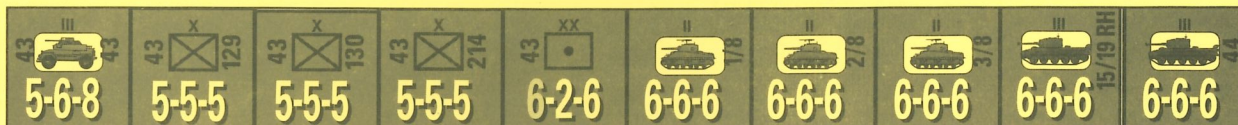
September 18



(54) St. Oedenrode

Airborne units are placed in the UK Box on the map during the Dawn Phase of their turn of entry.

September 18



F Neerpelt Place in Zone F as soon as any unit of the Guards Division crosses the Maas.

September 19



(17) Elden

September 19



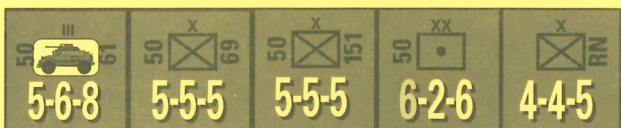
(32) Overasselt

September 19



(54) St. Oedenrode

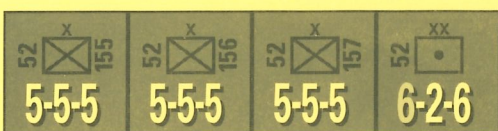
September 20



F Neerpelt

Place in Zone F as soon as any unit of the Guards Division crosses the Waal.

September 21



(9) Deelen

Become available as reinforcements beginning on September 21 if Area 9 is Allied-controlled, non-Contested, and occupied by at least one Fresh Allied unit. They are treated as reinforcing Airborne units except that they *must* enter play in Area 9 (i.e., they may not be dropped in another Area).

Monty's Gamble: MARKET-GARDEN



German Setup Card

B Zutphen

9 SS 3-3-5	1/19 2-3-5	9 SS 2-3-5	2/19 2-3-5	9 SS 2-3-5	1/20 2-3-3	Euling 2-3-3	1 SS 4-2-5
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C Cleve

Fuerst. 1-1-3	Goebel 1-1-3	Greschick 1-1-3	Stargrd. 1-1-3	FELDT 2-1-4
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F Neerpelt

9 SS 2-3-5	2/20 2-3-5	10 SS 2-3-5	2/22 2-3-4	7 2-3-4	1/16 2-3-4	2 Para 1-1-3	6 PNL 1-1-3
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J Utrecht

4 SS 2-3-3	Schulz 2-3-3	Schiff.10 1-1-3	Fliegerhrst 1-1-3
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1 Ede

FT Ede *-1-0

3 Wageningen **8** Wolfheze **9** Deelen **10** Hoenderlo **12** Lichtenbeek **15** Pannerden **17** Elden

FT Wag. *-1-0

16 SS 1-1-3

Weber 1-1-3

9 SS 0-3-5

1/9 1-1-5

FT Pannerden *-1-0

FT Elden *-1-0

24 Oosterhout **26** Wyler **28** Nijmegen **29** Hatert **33** Malden **40** Grave **54** Son

9 SS 4-6-5

FT Wyler *-1-0

FT Nijmegen *-1-0

FT Hatert *-1-0

FT Malden *-1-0

FT Grave *-1-0

FT Son *-1-0

55 Best **63** Eindhoven **65** Heeze

FT Best *-1-0	Rink 1-1-3
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FT Eindhoven *-1-0

7 3-3-4

RETREAT PRIORITIES 10.92

Defender **must** retreat based on the following priorities:

- Free Area adjacent to the fewest enemy-controlled Areas
- Friendly-Controlled, but Contested Area
- Enemy-Controlled, but Contested Area
- Fully-stacked Area (10.91)
- Adjacent Zone

SEQUENCE OF PLAY 20.1

(on September 17th)

- 1.1) Air Bombardment Phase
- 1.2) Artillery Bombardment Phase
- 1.3) Airborne Landing Phase
- 1.4) XXX Corps Ground Assault Phase
- 2) Daylight Phase
- 3) Refit Phase
- 4) Regroup Phase

(after September 17th)

- 1) Dawn Phase
- 2) Daylight Phase
- 3) Refit Phase
- 4) Regroup Phase

AIRBORNE LANDING PHASE 20.4

Airborne Landing Phase Options:

- Assault* (contested Drop Zone only)
- Seize bridges (uncontested Drop Zone only)
- Move** (uncontested Drop Zone only)
- Do nothing/remain Fresh

* Overruns are NA

** Units expend ALL Movement Factors to enter any adjacent Vacant Area

DEFENDER RETREAT LIMITS

Defender retreats must be into Areas adjacent to the **least** number of enemy-controlled Areas while following these restrictions:

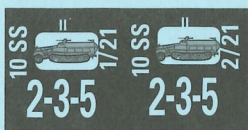
- Only non-motorized/non-mechanized infantry may retreat across a canal without a friendly bridge
- No retreat across unbridged river boundary or across an enemy-held bridge/canal.
- No retreat into Uncontested, enemy-controlled Area, even if Vacant.
- Allied Airborne may not retreat out of their Operational Sectors.
- Retreats may not end in violation of stacking limit.

Monty's Gamble: MARKET-GARDEN



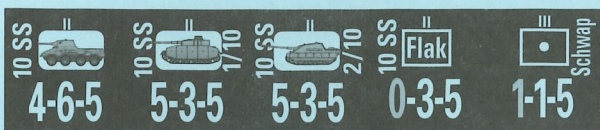
German Reinforcements

September 18



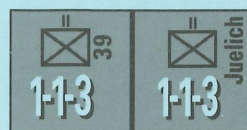
A-B Apeldoorn or Zutphen

September 18



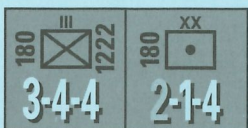
B Zutphen

September 18



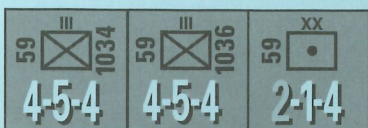
C Cleve

September 18



E Velno

September 18



G Tilburg

September 18



H s'Hertogenbosch

September 18



J Utrecht

September 19



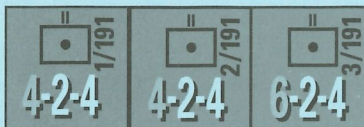
A Apeldoorn

September 19



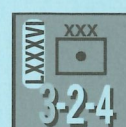
A-B Apeldoorn or Zutphen

September 19



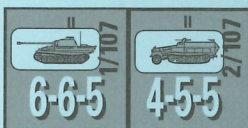
B Zutphen

September 19



D-E Goch or Velno

September 19



E Velno

September 19



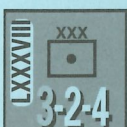
G Tilburg

September 20



C Cleve

September 20



H s'Hertogenbosch

September 21



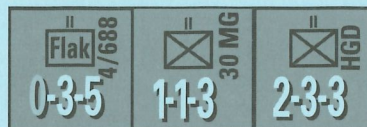
D-E Goch or Velno

September 21



G-H Tilburg or s'Hertogenbosch

September 21



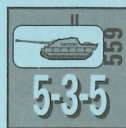
J Utrecht

September 21



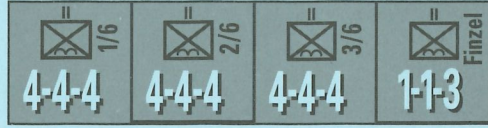
A Apeldoorn

September 22



G-H Tilburg or s'Hertogenbosch

September 22



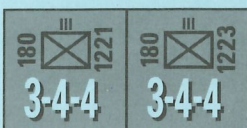
G Tilburg

September 22



H s'Hertogenbosch

September 23



D-E Goch or Velno

September 23



A Apeldoorn

September 23



E Velno

September 21



9 Deelen

May be placed during any Dawn Phase that Area 9 is German controlled and uncontested.

2-3-3 12 SS	2-3-5 10 SS 1/21	2-3-5 10 SS 2/21	4-6-5 10 SS	5-3-5 10 SS 1/10	5-3-5 10 SS 2/10	0-3-5 10 SS Flak	4-2-5 10 SS xxx
1-1-5 9 SS 1/9	0-3-5 9 SS Flak	4-6-5 9 SS	3-3-5 9 SS 1/19	2-3-5 9 SS 2/19	2-3-5 9 SS 1/20	2-3-5 9 SS 2/20	2-3-5 10 SS 2/22
2-3-3 4 SS	2-3-3 Schulz	1-1-3 16 SS	2-3-3 Euling	1-1-5 Schwap	2-3-3 Richter	5-3-5 Roestel	*1-10 Pannerden
4-4-4 1/6	4-4-4 2/6	4-4-4 3/6	1-1-3 Finzel	5-3-5 559	1-1-3 Bloch	7-7-5 506	2-3-3 Kerutt
3-4-4 Huber	3-2-4 LXXXVIII xxx	1-1-3 642	1-1-3 47 MG	1-1-3 Kauer	2-3-3 HGD	1-1-3 30 MG	0-3-5 Flak 4/688
3-2-4 LXXXVI xxx	6-6-5 1/107	4-5-5 2/107	4-5-4 59 1035	2-3-3 Becker	2-3-3 Hermann	1-1-3 Weber	2-3-3 March
0-3-5 Flak Neumann	0-3-5 Flak Ladewig	0-3-5 Flak Kruger	5-6-5 280	6-6-5 Knaust (+)	4-2-4 1/191	4-2-4 2/191	6-2-4 3/191
3-4-4 180 1222	2-1-4 180 xx	4-5-4 59 1034	4-5-4 59 1036	2-1-4 59 xx	2-3-3 Ewald	2-3-3 Veghel	0-3-5 Flak 19
*1-10 Eindhoven	2-3-4 7 1/16	3-3-4 7 16(-)	2-3-4 2 Para	1-1-3 6 PNL	1-1-3 Rink	1-1-3 39	1-1-3 Juelich
1-1-3 Goebel	*1-10 Wylter	*1-10 Nijmegen	*1-10 Hatert	*1-10 Malden	*1-10 Grave	*1-10 Son	*1-10 Best
1-1-3 Schiff.10	1-1-3 Fliegerhrst	*1-10 Ede	*1-10 Wagen.	*1-10 Elden	1-1-3 Stargrd.	1-1-3 Fuerst.	1-1-3 Greschick

5-5-5 52 155	5-5-5 52 156	5-5-5 52 157	6-2-6 52 xx	RAF 83 8	RAF 2 8	British Construct +1dmm	British Construct +1dmm
4-5-4 101 3/506	4-5-4 101 1/327	4-5-4 101 2/327	4-5-4 101 3/327	2-1-4 101 377	2-1-4 101 321	2-1-4 101 907	[101 Air]
4-5-4 101 1/501	4-5-4 101 2/501	4-5-4 101 3/501	4-5-4 101 1/502	4-5-4 101 2/502	4-5-4 101 3/502	4-5-4 101 1/506	4-5-4 101 2/506
4-5-4 82 3/508	4-5-4 82 1/504	4-5-4 82 1/325	4-5-4 82 2/325	4-5-4 82 3/325	4-5-4 82 1/505	4-5-4 82 2/505	4-5-4 82 3/505
4-5-4 82 1/504	4-5-4 82 2/504	4-5-4 82 3/504	4-5-4 82 1/505	4-5-4 82 2/505	4-5-4 82 3/505	4-5-4 82 1/508	4-5-4 82 2/508
5-6-8 50 61	6-6-6 44	4-4-5 RN	Zone F 5	Zone F 5	Zone F 5	Zone F 5	Zone F 5
4-5-4 1 Pol	4-5-4 2 Pol	4-5-4 3 Pol	[1 Air] 10	5-5-5 50 69	5-5-5 50 151	5-5-5 50 231	6-2-6 50 xx
6-6-6 2/8	6-6-6 3/8	5-5-5 43 129	5-5-5 43 130	5-5-5 43 214	6-2-6 43 xx	5-6-8 43 43	6-6-6 15/19 RH
3-4-3 GP 2	4-5-4 1	4-5-4 2	4-5-4 3	4-5-4 10	4-5-4 11	4-5-4 156	6-6-6 1/8
5-6-8 Gds 2 HC	6-2-6 Gds xx	7-2-6 xxx xxx	3-2-4 1	4-6-4 1 Bor	4-6-4 1 KOSB	4-6-4 2 Sth St.	3-4-3 GP 1
5-6-6 Gds 1 Gr.Gds	8-7-6 Gds 2 Gr.Gds	5-6-6 Gds 3 Irish Gds	8-7-6 Gds 2 Irish Gds	5-6-6 Gds 5 Cld Gds	8-7-6 Gds 1 Cld Gds	5-6-6 Gds 1 Wsh Gds	8-7-6 Gds 2 Wsh Gds

4F = 2 Wsh Gds	3F = 1 Wsh Gds	4F = 1 Cld Gds	3F = 5 Cld Gds	4F = 2 Irish Gds	3F = 3 Irish Gds	4F = 2 Gr. Gds	3F = 1 Gr. Gds
2 5 = 1	3 5 = 2 Sth St.	3 5 = 7 KOSB	3 5 = 1 Bor	1 6 = 1	1 6 = 1	1 6 = 1	3 5 = 2 HC

15/19 RH	43	43	43	43	43	43	43
15/19 RH	43	43	43	43	43	43	43

20 1 F	20 2 F	20 2 F	20 2 F	20 2 F	20 2 F	20 2 F	20 2 F
20 1 F	20 2 F	20 2 F	20 2 F	20 2 F	20 2 F	20 2 F	20 2 F

2/508	2/508	2/508	2/508	2/508	2/508	2/508	2/508
2/508	2/508	2/508	2/508	2/508	2/508	2/508	2/508

2/506	2/506	2/506	2/506	2/506	2/506	2/506	2/506
2/506	2/506	2/506	2/506	2/506	2/506	2/506	2/506

5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5

1 55 = Best	1 54 = Son	1 40 = Grave	1 33 = Malden	1 29 = Hatert	1 38 = Nijmegen	1 26 = Wyler	0 0 = Goebel
1 55 = Best	1 54 = Son	1 40 = Grave	1 33 = Malden	1 29 = Hatert	1 38 = Nijmegen	1 26 = Wyler	0 0 = Goebel




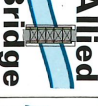
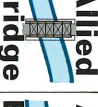
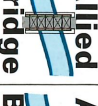
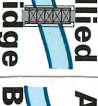









Juelich	39	0 G	0 F	2 F	2 F	2 F	2 F
Juelich	39	0 G	0 F	2 F	2 F	2 F	2 F






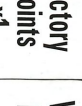









March	0 9 = Weber	20 2 C	20 2 C	19 2 G	19 2 G	19 2 G	19 2 G
March	0 9 = Weber	20 2 C	20 2 C	19 2 G	19 2 G	19 2 G	19 2 G




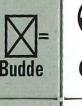












4/688	30 MG	21 1 J	21 0 A	21 0 A	21 0 A	21 0 A	21 0 A
4/688	30 MG	21 1 J	21 0 A	21 0 A	21 0 A	21 0 A	21 0 A

2 22	2 20	2 20	2 19	2 19	2 19	2 19	2 19
2 22	2 20	2 20	2 19	2 19	2 19	2 19	2 19

18 1 B	18 2 B	18 2 B	18 2 B	18 3 B	18 2 A/B	18 2 A/B	18 2 J
18 1 B	18 2 B	18 2 B	18 2 B	18 3 B	18 2 A/B	18 2 A/B	18 2 J

 Allied Bridge	 Allied Bridge	 Allied Bridge	 Allied Bridge	 Allied Bridge	 Allied Bridge	 Allied Bridge	 Allied Bridge
 Allied Bridge	 Allied Bridge	 Allied Bridge	 Allied Bridge	 Heidi	 Heidi	 Heidi	 Heidi

















 German Supply x1	 German Supply x10	 Allied Supply x1	 Allied Supply x10	 OSS 10		 Victory Points x1	 Victory Points x10
 Ferry Crossing	 Ferry Crossing	 Ferry Crossing	 River Assault	 Sunset dnm+x	 TURN	 Advantage	 US VIII Air 8

 FELDT xxx 2-1-4	 Lehr 5-3-3	 Molzer 1-1-3	 Budde 1-1-3	 Lewin 1-1-3	 von Fuer 3-2-4	 Air Interdiction 180 3-4-4 1221	 German Construct +1 Arm 180 3-4-4 1223
 Air Interdiction	 Air Interdiction	 Air Interdiction	 Air Interdiction	 Air Interdiction	 Air Interdiction	 Air Interdiction	 Air Interdiction

 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger
 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger












 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger
 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger

















 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger
 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger	 German Tiger


 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
















 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
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 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt
 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt	 Disrupt

