It Continues to Snow
Additional Scenarios for SCS It Never Snows

It Never Snows has received some very good feedback with its recent release. One limitation, however, was that many players commented on was their limited table space and wish for smaller area scenarios. The game design concentrated on the whole 5-map campaign and the small scenarios provided in the game were centered on certain actions for quick play. What is being offered here are three campaigns (the full 17 turns) centered on each of the airborne division drops and a breakout scenario (lasting 6 turns). Two of the scenarios use multiple maps, as it was impossible to recreate the area of operations for the two American divisions given the map layout. I did, however, design the play area around the creases in the map so they could be folded without compromising the historical area of operations. Therefore the largest play area lengthwise and widthwise is one map length (roughly 34"). The three airborne campaign scenarios offer a historical set up as well as a free set up using that division. If any enterprising player wishes to use a different division, try it; just remember to use the modified air drop table from the other corresponding scenario.

I would like to give a big thanks to **Steve Newhouse** for his tremendous help in playtesting and assisting in the scenario design. His insight and expertise helped guide the scenarios with playability, finding issues, helping define victory conditions, and making sure I provide enough Design Notes to help explain many of the design decisions. I'd certainly be lost and would not have been able to design these scenarios in a reasonable amount of time without his help.

5.9 The Red Devils & the Free Poles

This scenario is a whole campaign game centering on the Arnhem objective. It offers a historical setup and a free setup without giving the player the option to select the airborne division. Historically, the British were dropped some distance from the bridge objectives and tried to rely on speed to quickly grab the Arnhem road bridge with light forces with follow on forces joining them. With the drop and landing zones away from their objectives, the British tasked a whole brigade to defend the supply zones causing their area of operation to be spread out. The Germans responded to the drops very quickly, converging on Arnhem with the remnants of the 9th SS Panzer Division and other reinforcements from the north and east, and an ad hoc divisional force from the west (von Tettau). The 10th SS Panzer Division which was also situated north or Arnhem was ordered to defend Nijmegen and only a handful of its forces fought in the Arnhem region. The results were disastrous for the British from the start, but they fought bravely against increasing odds and their last stand made them legends.

Playing Area: Map A north of 34.xx inclusive
First Turn: 1
Last Turn: 17
Length: 17 turns
Supply Sources: **Allies:** Airborne traces as per 1.8a. XXX Corps traces from any road along hexrow 34.xx
  Germans: Trace as per 1.8a

Off Map Artillery: The "off map" artillery can fire on any hex south of A51.XX inclusive, but needs normal spotting.

Special Rules: The Allied player either chooses 1) Free set up and reinforcements for the airborne or 2) Historical set up and reinforcements for the airborne. Once the player chooses either 1) or 2), he must use the setup and reinforcements corresponding to that choice and cannot swap choices. The XXX Corps reinforcements are set and cannot be changed.

For the 2) Historical set up: There is no Planning and Placement of DZ Markers (2.1b). The allied units to air drop have been pre-determined. There are some deviations from the game rules for air drops. The historical DZ hexes are listed below. Note that while most correlate directly to the usual game DZ hexes listed, there is additional historical detail shown that is beyond the player's normal abilities to plan his drops. This additional freedom is not accorded to the player to avoid micro-management issues. Air Drops scatter from these hexes normally. Units land on the turn designated. No Air Drop & Glider Point rolls are needed except for Turn 4 and after and only for ammo supply.

Allied Artillery Points Available:
  Airborne: None at start. 4 Arty Ammo Points arrive when the Yellow Artillery unit lands (The ammo comes with the artillery, there is no additional Air Drop/Glider Point required for this ammunition.)

  XXX Corps: Unlimited

Allied Information:
1) Free Set Up:
Set Up:
None on Map. Plan and place DZ Markers as per 2.1b.

Plot LZ/DZ Marker locations before the Germans set up!

Free Set Up Reinforcements:
As per 2.1c and use the Air Drop & Glider Points Play Aid with the following changes:
For Turn 1, choose either:
    1) 12 Air Drop and 16 Glider Points
    2) 22 Air Drop and 6 Glider Points
For Turn 2, choose either:
    1) 11 Air Drop and 5 Glider Points
    2) 1 Air Drop and 15 Glider Points
For Turn 4 and after:
        Die roll 1-3: 1 Air Drop Point
        Die roll 4: 3 Air Drop Points
        Die roll 5: Choose either:
            1) 7 Air Drop Points
            2) 10 Glider Points
        Die roll 6: Choose either:
            1) 10 Air Drop Points
            2) 18 Glider Points

Remember 2.1h regarding Glider Pilot units!

2) Historical Set Up:
Set Up:
A48.22: 1 Abn Div Glider & Div Troops LZ/DZ
A44.22: 1 Para Bde DZ
A50.31: 4 Para Bde DZ
A45.05 or A39.11: 1 Pol Abn Bde DZ

Historical Set Up Reinforcements:

Turn	Entry Area	Units
1	A48.22	1 AL CW Glider Bde (A/KSB, B/KSB, C/KSB, D/KSB, A/Bdr, B/Bdr, C/Bdr, D/Bdr, B/Ssf, D/Ssf CW Glider Co, Spt/KSB, Spt/Bdr CW Weapon Co), CW Pilot Rgt (all)
	A44.22	1 CW Abn Div (1 CW Rec Co, 21 CW Para Co, 9 CW Eng Co, 1 AL CW Arty Bn) 1 Para CW Para Bde (all)
2	A50.31	4 CW Para Bde (all)
	A48.22	1 CW AL Bde (A/Ssf, C/Ssf CW Glider Co, Spt/Ssf CW Weapon Co)
4	A49.18	1 Pol Abn Bde (AT Pol AT Co)
8	A45.05 or A39.11	1 Pol Abn Bde (1/1, 2/1, 3/1, 4/2, 5/2, 6/2, 7/3, 8/3, 9/3 Pol Para Co, Eng Pol Eng Co)

XXX Corps (Use for Free and Historical Set Up):

Turn	Entry Area	Units
9	Off-Map	XXX Corps (64 Med Arty Bn, 419/52 CW Arty Co)
12	Off-Map	XXX Corps (84 Med Arty Bn)
14	Off-Map	43 CW Inf Div (94, 112, 179 Arty Bn)

Starting Turn 15, the Allied player rolls one die to determine XXX Corps units that can arrive on any hex along 34.XX. If the units have already arrived, then no reinforcements arrive for that turn.

Die Roll	Units
1-2	None
3-5	43 CW Inf Div (204, 260, 553 CW Eng Co), 130 CW Inf Bde (A/4Drst, B/4Drst CW Inf Co)
6	Welsh Gds Bde (Recce, 1/2, 2/2, 3/2 CW Arm Co, 1/1, 2/1, 3/1, 4/1, X/4 SG CW Inf Co, Spt/1 CW Mortar Co)

German Information:
Set Up:

w/i 1 A44.35: Tettau (7/Lab SS Tng Co)
w/i 2 A47.19: KG Krafft (2/16, 4/16 SS Tng Co)
A47.14: KG Krafft (9/16 SS Tng Co)
w/i 2 A61.17: Independent (1/688 LW Flak Plt), KG Krafft (Weber LW Gar Co)
w/i 2 A34.30: 184 Arty Rgt (1, 2, 3 Crew Co)
A34.22: 14 Sst Bn (6 Kriegsmarine Sst Co)
Design Note: Only the 6th company fought against the British 1st Airborne, the rest of the battalion was sent to Nijmegen. The set up has been modified to set this unit up in the playing area compared with the full campaign game.
w/i 2 A56.07: KG Harder (7/Pz, 8/Pz, Wirk/Pz SS Crew Co)
w/i 3 A56.03: 9 SS Pz Div (RAD Inf Bn), Independent (4/310 RAD Flak Co, 2/371 RAD Flak Plt)
A47.08: Independent (4/216 75mm Co)

Bridge Markers (Prepared Side Up)
A44.11 Arnhem RR Bridge

Note that the Arnhem Road Bridge Marker is not in play but the Arnhem Pontoon Bridge is in play!
Design Note: Removing the Arnhem Road Bridge from play prevents it as well as potentially the Arnhem RR Bridge from being blown which would remove any chance of the Allied Player from achieving a decisive victory.

German Artillery Points Available: 2 at start. Roll two dice as per 1.8b and divide number of artillery point results by 3 (rounded down)

Reinforcements:
Number in bold after a listing is the number of counters in the entering group.

Turn	Entry Area	Units
1	E	3 Wach Bn (1, 3, 4, 5, 6 SS Wach Co) **[5]**
	A57.01	KG Brink (1/Aufk SS Pz Rec Co, 2/Aufk SS PG Co, 5/Aufk SS Arm Inf Gun Co) **[3]**
		KG Spindler 1/20, 2/20 SS Inf Co, 1/Arty, 2/Arty SS Crew Co, 1/Gropp SS Pz Flak Plt, 2/Gropp SS Flak Plt, Moeller SS Pio Co) **[7]**
		KG vAllwdn (1/PJ SS Crew Co, 2/PJ SS Sup Co, 3/PJ SS Nav Co) **[3]**
2	w/i 2 A34.07	KG Grabner (1/Aufk SS Pz Rec Co, 3/Aufk SS PG Co) **[2]**
	E	KG Knoche (1/10, 2/10, 3/10, 4/10 Kriegsmarine Sst Co) **[4]**
		26 Sec Rgt (5/II, 6/II, 7/II, 8/II Sec Co) **[4]**
		KG Lippert (5/Ebw, 6/Ebw, 7/Ebw, 8/Ebw, 2/Shz, 3/Shz, 4/Shz SS Sch Co) **[7]**
	F	KG Krafft (10/3 SS Pol Co) **[1]**
	A57.01	KG Spindler (1/19, 2/19 SS Inf Co) **[2]**
	A50.00	KG Knaust (Mielke Pz Co, 1, 2, 3, 4 Tng Co) **[5]**
3	E	KG Knoche (1/1, 2/1 LW Flg Co) **[2]**
4	E	26 Sec Rgt (1/I, 2/I, 3/I, 4/I Sec Co) **[4]**
		347 Inf Bn (1, 2, 3 Inf Co) **[3]**
	F	9 SS Pz Div (1/Zwolle, 2/Zwolle Kriegsmarine Marine Co) **[2]**
		KG Bruhns (1, 2, 3, 4, 5, 6, 7, 8 Tng Co) **[8]**
		Swbda Flak Bde (102 SS Flak Bn, 19, Kruger, Ladewig, Neu LW 88mm Co) **[5]**
	A57.01	KG Spindler (280 AG Co) **[1]**
5	E	Tettau Div (224 Flm Pz Co) **[1]**
		HG Rgt (1/Wor, 2/Wor, 3/Wor, 4/Wor LW Tng Co) **[4]**
6	A57.01	9 SS Pz Div (I/191, II/191 Arty Bn, 102 SS Werfer Bn) **[3]**
7	A50.00	KG Brink (Hummel Pz Co) **[1]**
8	F	Harzer Sperrvbd (1/Shr, 2/Shr, 3/Shr, 4/Shr Tng Co) **[4]**
9	E	KG Knoche (1/3, 2/3, 3/3 LW Flg Co) **[3]**
	G	9 SS Pz Div (1/Lehr, 2/Lehr, 3/Lehr Pio Co) **[3]**
10	E	Tettau Div (4/688 LW Flak Co, 1230 Arty Bn (-)) **[2]**
12	E	KG Knoche (1/30, 2/30, 3/30 MG Co, 4/30 Mortar Co) **[4]**
14	A50.00	506 s.Pz Bn (3 Pz Co) **[1]**

Design Note: Only those reinforcements that fought historically against the British and Polish drop zones are included. Those units arriving from the north that were sent south to Nijmegen and other areas are not included as reinforcements. This prevents the German player from ganging up on the Allied player without having to worry about non-existent flanks or other areas. There should be enough forces to do the job anyway.

Air Strikes: Roll as per 1.11 and divide by 3 (rounded down). Remember that given the restriction in 1.11, only the German player can roll for air strikes for this scenario.

Victory:
The Allied player wins if he achieves one of the following at the end of the scenario:

1. **Decisive victory:** Control of the northern part of the Arnhem Road Bridge
2. **Minor victory:** Has units in at least two adjacent hexes north of the Rhine

5.10 All Americans

This scenario is a whole campaign game centering on the Nijmegen objective. It offers a historical setup and a free setup without giving the player the option to select the airborne division. The 82nd Airborne had to tackle three water obstacles: the bridge near Grave, one of several bridges over the Maas-Waal Canal, and the ultimate objective over the Waal River at Nijmegen. Adding to this complication was the objectives' proximity to Germany, where the Wehrkreis VI (military region) could and did introduce reinforcements quickly against the 82nd Airborne's flank. In the end, an emphasis on landing near Groesbeek to protect its flank caused a delay in capturing the Nijmegen Road Bridge. The capture of the bridge required the assistance of XXX Corps and the famous Waal River crossing. The delay after the capture was controversial, but involuntarily necessary given the disorganized fighting and need to resupply after a tough fight in Nijmegen. For the 1st Airborne, however, it was too little, too late.

Playing Area: Maps A and B south of 42.xx inclusive, Maps C and D north of 48.xx inclusive. On Maps A and C east of xx.17 inclusive (i.e. the four corners of the boundary are A42.17, B42.00, C48.17, and D48.00)
First Turn: 1
Last Turn: 17
Length: 17 turns
Supply Sources: **Allies:** Airborne traces as per 1.8a. XXX Corps traces from C48.07.
                                Germans: Trace as per 1.8a
Special Rules: The Allied player either chooses 1) Free set up and reinforcements for the airborne or 2) Historical set up and reinforcements for the airborne. Once the player chooses either 1) or 2), he must use the setup and reinforcements corresponding to that choice and cannot swap choices. The XXX Corps reinforcements are set and cannot be changed.

For the 2) Historical set up: There is no Planning and Placement of DZ Markers (2.1b). The allied units to air drop have been pre-determined. There are some deviations from the game rules for air drops. The historical DZ hexes are listed below. Note that while most correlate directly to the usual game DZ hexes listed, there is additional historical detail shown that is beyond the player's normal abilities to plan his drops. This additional freedom is not accorded to the player to avoid micro-management issues. Air Drops scatter from these hexes normally. Units land on the turn designated. No Air Drop & Glider Point rolls are needed except for Turn 4 and after and only for ammo supply.

Allied Artillery Points Available:
        Airborne: None at start. 4 Arty Ammo Points arrive with each Yellow Artillery unit landed (The ammo comes with the artillery, there is no additional Air Drop/Glider Point required for this ammunition.) The ammo arrives safely, even if the artillery unit itself is destroyed on landing.

        XXX Corps: Unlimited

Allied Information:
1) Free Set Up:
Set Up:
None on Map. Plan and place DZ Markers as per 2.1b.

Plot LZ/DZ Marker locations before the Germans set up!

Free Set Up Reinforcements:
As per 2.1c and use the Air Drop & Glider Points Play Aid with the following changes:
For Turn 1, choose either:
      1)   31 Air Drop and 1 Glider Points
      2)   20 Air Drop and 16 Glider Points
For Turn 2, choose either:
      1)   4 Air Drop and 1 Glider Points
      2)   1 Air Drop and 4 Glider Points
For Turn 4 and after:
            Die roll 1-3: 1 Air Drop Point
            Die roll 4: 3 Air Drop Points
            Die roll 5: Choose either:
                        1)   7 Air Drop Points
                        2)   10 Glider Points
            Die roll 6: Choose either:
                        1)   10 Air Drop Points
                        2)   18 Glider Points

2) Historical Set Up:
Set Up:

B15.19: 508 Abn Rgt DZ
B11.17: 505 Abn Rgt DZ
B2.32: 82 Abn Div Glider & Div Troops LZ/DZ
B2.34: 504 Abn Rgt DZ

Historical Set Up Reinforcements:

Turn	Entry Area	Units
1	B15.19	508 Abn Rgt (all), 82 Abn Div (B/307, C/307, D/307 Eng Co, 376 Arty Bn)
	B11.17	505 Abn Rgt (all), 82 Abn Div (A/80 AT Co)
	B2.34	504 Abn Rgt (A/1, B/1, C/1, D/2, F/2, G/3, H/3, I/3 Abn Co)
	C58.05	504 Abn Rgt (E/2 Abn Co)
2	B15.19	82 Abn Div (319, 320, 456 Arty Bn)
	B11.17	82 Abn Div (B/80 AT Co)
12	B2.32	82 Abn Div (A/307 Eng Co, C/80 AT Co, D/80, E/80, F/80 AA Co 325 Glider Rgt (all) 401 Glider Rgt (E/2, F/2, G/2 Glider Co, H/2 Mortar Co)

XXX Corps (Use for Free and Historical Set Up):

Turn	Entry Area	Units
5	C48.07	Gren Gds Bde (Recce, 1/2, 2/2, 3/2 CW Arm Co, Kings/1, 2/1, 3/1, 4/1 CW Mech Inf Co, Spt/1 CW Arm Mortar Co) Irish Gds Bde (Recce, 1/2 (-1 step), 2/2, 3/2 CW Arm Co, 1/3, 2/3, 4/3 CW Inf Co, Spt/3 CW Mortar Co) Gds Arm Div Troops (A/2 HHC, B/2 HHC, C/2 HHC, D/2 HHC CW Arm Car Co)
6	C48.07	Welsh Gds Bde (Recce, 1/2, 2/2, 3/2 CW Arm Co, 1/1, 2/1, 3/1, 4/1, X/4 SG CW Inf, Co, Spt/1 CW Mortar Co) Cold Gds Bde (Recce, 1/1, 2/1, 3/1 CW Arm Co, 1/5, 2/5, 3/5, 4/5 CW Inf, Co, Spt/5 CW Mortar Co) XXX Corps Troops (84 Med Arty Bn) Gds Arm Div Troops (1 RF CW MG Co, 198/73, Q/21, R/21 CW AT Co, S/21, T/21 CW TD Co)
7	C48.07	Gds Arm Div Troops (55 CW Arty Bn, 153 CW Arm Arty Bn, 14, 148 Pk, 615, 11 AGRE CW Eng Co) XXX Corps Troops (128 CW Bridge Co, 7, 210 CW Eng Co)
8	C48.07	(82) Assigned CW Arm Bn (Rec/Nott, A/Nott, B/Nott, C/Nott CW Arm Co, A/Drg CW Arm Car Co)
9	C48.07	Recce Bn (A/43, B/43, C/43 CW Arm Car Co, A/KRRC, B/KRRC, C/KRRC CW Mech Inf Co, S/KRRC CW Arm Mortar Co) XXX Corps Troops (64 Med, 419/52 CW Arty Bn)
10	C48.07	214 Inf Bde (Rec/Drg, A/Drg, B/Drg, C/Drg CW Arm Co, A/5Duke, B/5Duke, C/5Duke, D/5Duke, A/7So, B/7So, C/7So, D/7So, A/1Worc, B/1Worc, C/1Worc, D/1Worc CW Inf Co, S/5Duke, S/7So, S/1Worc CW Mortar Co) XXX Corps Troops (147 CW Arm Arty Bn)
	Withdraw	Gren Gds Bde (all) – Remove all units regardless of location, status, or if in deadpile.
11	Withdraw	Cold Gds Bde (all) – Remove all units regardless of location, status, or if in deadpile.
12	C48.07	129 Inf Bde (Rec/Hus, A/Hus, B/Hus, C/Hus CW Arm Co, A/4So, B/4So, C/4So, D/4So, A/4Wi, B/4Wi, C/4Wi, D/4Wi, A/5Wi, B/5Wi, C/5Wi, D/5WiCW Inf Co, S/4So, S/4Wi, S/5Wi CW Mortar Co) 43 CW Inf Div (94, 112, 179 Arty Bn)
13	C48.07	43 Inf Div Troops (A/8Mx, B/8Mx, C/8Mx CW MG Co, D/8Mx CW Mortar Co, 233, 236, 333, 336 CW AT Co, 13 CW Bridge Plt, 204, 260, 553, 207 Pk CW Eng Co)
14	C48.07	130 Inf Bde (A/4Drst, B/4Drst, C/4Drst, D/4Drst, A/5Drst, B/5Drst, C/5Drst, D/5Drst, A/7Ham, B/7Ham, C/7Ham, D/7Ham CW Inf Co, S/4Drst, S/5Drst, S/7Ham CW Mortar Co)

Design Note: P.Irene Dutch Bn is not included as it did not appear to have travelled through to Nijmegen. The 130 Inf Bde is out of order from the initial order of arrival because it was tasked to defend Grave for a period. The late arrival reflects this and

when it was released from this duty. The withdrawal of the Grenadier and Coldstream Guards is to reflect pulling them to send them south to assist the 101st Airborne.

German Information:
Set Up:
B22.32: Independent (4/572 LW 88mm Plt)
A26.05: 10 SS Pz Div (V/AuE Arty Bn)
A24.01: Independent (Beek LW Flak Plt)
w/i 4 B24.19: 6 Erz Bn (1, 2, 3, 4 Erz Co)
w/i 6 B22.33: Independent (4/572 LW 88mm, 4/572 LW Flak Co), KG Henke (434 Pio Co, Ahlbn, Melitz, Runge LW Sch Co)
B43.33: Independent (Huissen LW Flak Plt)
B40.19: Independent (Pannerden LW Flak Plt)
C58.04: Independent (Grave LW Flak Plt)

Bridge Markers (Prepared Side Up):
A14.02 Honinghutje RR Bridge
A15.03 Honinghutje
B8.29 Malden
B11.34 Hatert
B5.27 Heumen
B4.24 Mook
B22.34 Nijmegen RR Bridge
C60.05 Grave
C61.17 Ravenstein RR Bridge

Note that the Nijmegen Road Bridge Marker is not in play!
Design Note: Removing the Nijmegen Road Bridge from play prevents it as well as potentially the Nijmegen RR Bridge from being blown over the Waal which would remove any chance of the Allied Player from achieving a victory.

German Artillery Points Available: 5 at start. Roll two dice as per 1.8b and divide number of artillery point results by 3 (rounded down)

Reinforcements:
Number in bold after a listing is the number of counters in the entering group.

Turn	Entry Area	Units
1	J	KG Jenkel (RAD Inf Bn, KM Kriegsmarine Marine Co, Jenkel LW Crew Co, FJ LW Arty Bn(-), Heer Arty Bn (-)) **[5]**
2	A24.17	14 Sst Bn(2, 3, 4, 5 Kriegsmarine Sst Co) **[4]**
	A34.07	KG Grabner (5/Aufk SS Pz Inf Gun Co) **[1]**
	J	Duren NCO School (1, 2, 3 Sch Co) **[3]**
		Kempen NCO School (1, 2, 3 Sch Co) **[3]**
		1224 Sec Bn (1, 2, 3, 4 Ear Co) **[4]**
		KG Furst (1 Pz Rec Co, 2, 3, 4 Tng Co) **[4]**
		2 Fest Bn (1, 2, 3 LW Gar Co) **[3]**
		3 Fest Bn (1, 2, 3 LW Gar Co) **[3]**
		17 Fest Bn (1, 2, 3 LW Gar Co) **[3]**
		KG Tiltman (1 LW Flak Co, 2 LW 88mm Co) **[2]**
	K	KG Goebel (1/I/6, 2/I/6, 3/I/6, 4/I/6, 5/I/6 Sec Co, 1/39, 2/39, 3/39, 4/39 Erz Co) **[9]**
3	B42.20	KG Reinhold (1/Eul, 2/Eul SS Inf Co, 4/Eul SS Mortar Co)
	J	KG Becker (12 LW AG Plt, 1/Isph, 2/Isph, 3/Isph Sec Co, Hyfte SS Inf Co, 3 LW Abn Pio Co, 12 Aufk, 5, 8, 9 LW FJ Co, 12 LW AG Plt, III/139 Arty Bn) **[11]**
4	B42.20	10 SS Pz Div (10 SS Flak Co, II/10, III/10, IV/10 SS Arty Bn) **[4]**
		KG Reinhold (5/Pz, 8/Pz SS Crew Co, 6/Pz SS Pz Co, 7/Pz SS AG Co, 1/Pio, 2/Pio SS Pio Co) **[6]**
	J	KG Grisck (1/526, 2/526, 3/526, 1/Mun, 2/Mun, 3/Mun Inf Co, 1/VI, 2/VI, 3/VI Sec Co, 1, 2 LW Flak Co) **[11]**
		KG Hermann (1/Lehr, 2/Lehr, 3/Lehr, 13, 14, 15 LW FJ Co, 3/21 LW Crew Co, I/6 LW Abn Arty Co, 21 LW Abn Werfer Bn (-)) **[9]**
5	B42.20	21 SS Inf Rgt (1/I, 3/I SS Inf Co, 4/I SS Mortar Co) **[3]**
		22 SS Inf Rgt (5/II, 6/II SS Inf Co, 8/II SS Mortar Co) **[3]**
	J	6 Pio Erz Bn (1, 2, 3, 4 Pio Co) **[4]**

| 9 | B42.07 | 10 SS Pz Div (I/10 SS Pz Co) [1] |
| 14 | B42.07 | 506 s.Pz Bn (2 Pz Co) [1] |

Note: Only those reinforcements that fought historically against the 82nd Airborne area are included. Most of the SS that arrive on the map do so at the Pannerden Ferry as it is assumed that the British still control the Arnhem Road Bridge until about turn 7, when they regain control and can send reinforcements from the north using the off-map road bridge.

Air Strikes: Roll as per 1.11 and divide by 2 (rounded down)

Victory:
Allies win if they exit 10 steps of armor from either Guards Armoured or 43rd Infantry Division at A42.07 by the end of the scenario and there is a supply trace between C48.07 and A42.07 for XXX Corps as per 1.8 at the end of the scenario.

5.11 Screaming Eagles
This is the whole campaign game centering on the Eindhoven, Veghel and breakthrough objectives. It offers a historical setup and a free setup without giving the player the option to select the airborne division. The 101st appeared to have the easiest objective, as it was the closest to be relieved by XXX Corps, but German reinforcements arrayed to the east and west forced the 101st to have a "wagon-wheel" defense around its objectives, assisted by two British Armoured Regiments (Battalion sized) and other elements of XXX Corps. Complicating the matter was the destruction of the Son Bridge on the first day of the landing. This upset the already delayed timetable for reaching the objectives up north.

Playing Area: Map E north of 36.xx inclusive, Maps C and D south of 31.xx inclusive, and Map D west of xx.18 inclusive (i.e. the four corners of the boundary are C31.35, D31.18, E36.00, and E36.35)
First Turn: 1
Last Turn: 17
Length: 17 turns
Supply Sources: **Allies:** Airborne traces as per 1.8a. XXX Corps traces from E36.17
                                Germans: Trace as per 1.8a
Special Rules: The Allied player either chooses 1) Free set up and reinforcements for the airborne or 2) Historical set up and reinforcements for the airborne. Once the player chooses either 1) or 2), he must use the setup and reinforcements corresponding to that choice and cannot swap choices. The XXX Corps reinforcements are set and cannot be changed.

For the 2) Historical set up: There is no Planning and Placement of DZ Markers (2.1b). The allied units to air drop have been pre-determined. There are some deviations from the game rules for air drops. The historical DZ hexes are listed below. Note that while most correlate directly to the usual game DZ hexes listed, there is additional historical detail shown that is beyond the player's normal abilities to plan his drops. This additional freedom is not accorded to the player to avoid micro-management issues. Air Drops scatter from these hexes normally. Units land on the turn designated. No Air Drop & Glider Point rolls are needed except for Turn 4 and after and only for ammo supply.

On the first turn, Allied airborne units landing on Polder terrain can ignore the restriction on movement when they land (2.1e). Subsequent turns this rule is in effect (i.e. Units that drop into Polder hexes cannot move on the turn of landing.)

Allied Artillery Points Available:
          Airborne: None at start. 4 Arty Ammo Points arrive with each Yellow Artillery unit landed (The ammo comes with the artillery, there is no additional Air Drop/Glider Point required for this ammunition.) The ammo arrives safely, even if the artillery unit itself is destroyed on landing.

          XXX Corps: Unlimited

Allied Information:
1) Free Set Up:
Set Up:
None on Map. Plan and place DZ Markers as per 2.1b.

Plot LZ/DZ Marker locations before the Germans set up!

Free Set Up Reinforcements:
As per 2.1c and use the Air Drop & Glider Points Play Aid with the following changes:
For Turn 1, choose either:
    1) 28 Air Drop Points
    2) 19 Air Drop and 9 Glider Points
For Turn 2, choose either:
    1) 2 Air Drop and 11 Glider Points
    2) 10 Air Drop Points
For Turn 4 and after:
          Die roll 1-3: 1 Air Drop Point
          Die roll 4: 3 Glider Points
          Die roll 5: Choose either:
                    1) 7 Air Drop Points
                    2) 10 Glider Points
          Die roll 6: Choose either:
                    1) 10 Air Drop Points
                    2) 18 Glider Points

2) Historical Set Up:

Set Up:
C12.14: 501 Abn Rgt DZ
E60.31: 502 Abn Rgt DZ
E59.30: 101 Abn Div Glider & Div Troops LZ/DZ
E58.31: 506 Abn Rgt DZ

Historical Set Up Reinforcements:
Reinforcements:

Turn	Entry Area	Units
1	C20.25	501 Abn Rgt (A/1, B/1, C/1 Abn Co)
	C12.14	501 Abn Rgt (D/2, E/2, F/2, G/3, H/3, I/3 Abn Co)
	E60.31	502 Abn Rgt (all)
	E59.30	101 Abn Div (C/326 Eng Co)
	E58.31	506 Abn Rgt (all)
2	E59.30	101 Abn Div (A/326, B/326 Eng Co, 377 Arty Bn)
		327 Glider Rgt (AT AT Co, E/2, F/2, G/2 Glider Co, H/2 Mortar Co)
		401 Glider Rgt (A/1, B/1, C/1 Glider Co, D/1 Mortar Co)
4	E59.30	101 Abn Div (A/81, B/81, C/81 AT Co, 321, 907 Arty Bn)
		327 Glider Rgt (A/1, B/1, C/1 Glider Co, D/1 Mortar Co)

XXX Corps (Use for Free and Historical Set Up):

Turn	Entry Area	Units
3	E36.17	Irish Gds Bde (Recce, 1/2 (-1 step), 2/2, 3/2 CW Arm Co, 1/3, 2/3, 4/3 CW Inf Co, Spt/3 CW Mortar Co)
		Gds Arm Div Troops (A/2 HHC, B/2 HHC, C/2 HHC, D/2 HHC CW Arm Car Co)
4	E36.17	Gds Arm Div Troops (11 CW Bridge Plt)
		XXX Corps Troops (128 CW Bridge Co)
5	E36.17	(101) Assigned CW Arm Bn (Rec/Hus, A/Hus, B/Hus, C/Hus CW Arm Co, C/Drg CW Arm Car Co, Rec/44, A/44, B/44, C/44 CW Arm Co, B/Drg CW Arm Car Co)
		XXX Corps Troops (86 CW Arm Arty Bn, 165 CW AA Bn)
8	Withdraw	Irish Gds Bde (all) – Remove all units if not already off map regardless of location, status, or if in deadpile.
		Gds Arm Div Troops (A/2 HHC, B/2 HHC, C/2 HHC, D/2 HHC CW Arm Car Co) – Remove all units if not already off map regardless of location, status, or if in deadpile.

The following units are available to the Allied player starting on turn 13. If the Allied player chooses to use them, he forfeits VP's. Each Reinforcement group is worth 2 VPs that the player will lose if he brings them back on the map. These reinforcements enter at C31.09.

1) Coldstream Gds Bde (Recce, 1/1 -1 step), 2/1, 3/1 CW Arm Co, 1/5, 2/5, 3/5, 4/5 CW Inf, Co, Spt/5 CW Mortar Co)
2) Gren Gds Bde (Recce, 1/2 (-1 step), 2/2, 3/2 CW Arm Co, Kings/1, 2/1, 3/1, 4/1 (-1 step) CW Mech Inf Co, Spt/1 CW Arm Mortar Co)

Design Note: Only a portion of XXX Corps arrives as reinforcements for this scenario. As XXX Corps' primary mission was to race north towards Arnhem and did not commit large forces to support the 101st Airborne. The Irish Guards are included as they are the first XXX Corps units to arrive for purposes of getting the 101st on the XXX Corps Trace Supply.

German Information:
Set Up:
E42.21: Independent (2/Koppel LW 88mm Plt)
E49.32: Independent (424 LW 88mm Plt)
E55.25: Independent (1/Koppel LW 88mm Plt)

Bridge Markers (Prepared Side Up)
C15.13 Veghel
C16.15 Veghel RR Bridge

D1.32 Lieshout
E55.25 Son

German Artillery Points Available: 3 at start. Roll two dice as per 1.8b and divide number of artillery point results by 3 (rounded down)

Reinforcements:
Number in bold after a listing is the number of counters in the entering group.

Turn	Entry Area	Units
1	B	Klemm Inf Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II Inf Co) **[6]**
	C or D	KG Dewald (1/Tuch, 2/Tuch, 3/Tuch LW FJ Co, 4/Tuch Abn Mortar Co) **[4]**
2	B	59 Inf Div (1/Fus, 2/Fus, 3/Fus Füs Co, 1/Erz, 2/Erz, 3/Erz Erz Co, 1/PJ, 2/PJ PJ Co, 1/Pio, 2/Pio Pio Co, Krause, I/159, II/159 Arty Bn) **[13]**
		KG Dewitz (1/I, 2/I, 3/I, 5/II, 6/II, 7/II Inf Co) **[6]**
		KG Rink (1/723, 2/723, 3/723 Inf Co, 1/347, 2/347, 3/347 Erz Co, I/3 SS Pol Co) **[7]**
	C or D	KG Dewald (1/Ewald, 2/Ewald, 3/Ewald LW FJ Co, 4/Ewald Abn Mortar Co) **[4]**
3	L, D10.18, or D7.18	107 Pz Bde (1/Pz Pz Co, 1/PG PG Co, Pio Pio Co) **[3]**
4	L, D10.18, or D7.18	107 Pz Bde (2/Pz, 3/Pz Pz Co, 4/Pz JgPz Co, 2/PG, 3/PG PG Co, 4/PG Arm Flak Co, 5/PG Arm Mortar Co, 1/Greve, 2/Greve. 3/Greve LW FJ Co, 4/Greve LW Abn Mortar Co) **[11]**
10	B or C	Huber Inf Rgt (1/I, 2/I, 3/I Inf Co) **[3]** Zedlitz March Bn (II/723 March Bn, 9/723, 10/723, 11/723 March Co) **[4]**
	C. D, or C31.23	v.d.H FJ Rgt (1/I, 2/I, 3/I, 9/III, 10/III, 11/III, 5/II/18, 7/II/18 LW FJ Co, 4/I, 12/III, 13 LW Abn Mortar Co, 14 LW Abn PJ Co, 15 LW Abn Pio Co, 16 LW Abn Aufk Co, 17 LW Abn Flak Co) **[15]**
		559 JgPz Bn (1 JgPz Plt) **[1]**
	L, D10.18, or D7.18	KG Heinke (5/Rich, 6/Rich (-1 step), 5/Seg SS Inf Co, 8/Rich SS Mortar Co, Roestel SS Co (-1 step), 3/10 SS Pio Co, Krause SS Arm Arty Bn) **[7]**
		180 Inf Div (1/16, 2/16, 3/16 Erz Co, 4/16 Mortar Co, I/180 Arty Bn) **[5]**

Design Note: KG Heinke started on the frontlines on Sept 17 but fell back with losses when XXX Corps broke through. They reemerged to assist other German forces in cutting the main supply road.

| 14 | C. D, or D31.23 | KG Dewald (1/Bloch, 2/Bloch, 3/Bloch, 1/Jun, 2/Jun, 3/Jun LW FJ Co, 4/Bloch, 4/Jun LW Abn Mortar Co) **[8]** |

Air Strikes: Roll as per 1.11 and divide by 3 (rounded down). Remember that given the restriction in 1.11, only the Allied player can roll for air strikes for this scenario.

Victory:
Victory is determined by the total number of Victory Points (VPs) the Allied player accrues by the end of the game.
1) 2 VP is given to the Allies if they control all hexes within 1 hex of E41.20 at the end of the scenario.
2) 2 VP's are given to the Allies if they exit the Irish Guards and HHC each by turn 5 (excluding eliminated) or 1 VP in turn 6 or 7. Neither of these units can lose more than 2 units each, which nullifies their VP.
3) In addition, the Allies must maintain a supply trace for XXX Corps. At the end of each turn starting on turn 3, award the Allied player 1 VP if there is a supply trace between E36.17 and C31.09 for XXX Corps as per 1.8. No VPs are awarded on turns 1 and 2.
4) The Allied player forfeits 2 VPs for each reinforcement group brought on the map starting on turn 13 (see Allied Reinforcements)

VP Levels

VPs	Victory Level
18 or more	Major Allied Victory
17-13	Minor Allied Victory
12-9	Minor German Victory
8 or less	Major German Victory

5.12 The Guards

This scenario covers the initial breakout by the Guards Armoured Division in their attempt to meet up with the 101st Airborne Division in Eindhoven. Garden was the ground segment of the overall operation intended to exploit the capture of a bridge across the Maas-Scheldt Canal on September 10 (just south of Map E). The line was held by various German units and was to be shattered by a large artillery barrage and breached by the Irish Guards. The timetable was upset early on by stubborn resistance along the road and through Valkenswaard and Aalst. Progress was further delayed because of the blown Son Bridge. It was truly to be a bridge too far.

Playing Area: Map E
First Turn: 1
Last Turn: 6
Length: 6 turns
Supply Sources: **Allies:** Trace as per 1.8a
                          Germans: Trace as per 1.8a
Special Rules: There is no Planning and Placement of DZ Markers (2.1b). The allied units to air drop have been pre-determined. There are some deviations from the game rules for air drops. The historical DZ hexes are listed below. Note that while most correlate directly to the usual game DZ hexes listed, there is additional historical detail shown that is beyond the player's normal abilities to plan his drops. This additional freedom is not accorded to the player to avoid micro-management issues. Air Drops scatter from these hexes normally.

If any of the Air Dropped units land off map, place the unit(s) in the hex on the map edge closest to where they "fell off".

On the first turn, Allied airborne units landing in Polder terrain can ignore the restriction on movement when they land (2.1e). Subsequent turns this rule is in effect (i.e. Units that drop into Polder hexes cannot move on the turn of landing.)

Allied Artillery Points Available:
       Airborne: None at start. 4 Arty Ammo Points arrive with each Yellow Artillery unit landed (The ammo comes with the artillery, there is no additional Air Drop/Glider Point required for this ammunition.) The ammo arrives safely, even if the artillery unit itself is destroyed on landing.

       XXX Corps: Unlimited

Allied Information:
Set Up:
E60.31: 502 Abn Rgt DZ
E59.30: 101 Abn Div Glider & Div Troops LZ/DZ
E58.31: 506 Abn Rgt DZ

Off the South edge of Map E ("0" hexrow, any hex): Initial Artillery (7 Med, 74, 90, 124, 151 Arty Bn)

Reinforcements:

Turn	Entry Area	Units
1	E60.31	502 Abn Rgt (D/2, E/2, F/2, G/3, H/3, I/3 Abn Co)

Design Note: The 1st Battalion was sent north after landing to capture St. Oedenrode.

	E59.30	101 Abn Div (C/326 Eng Co)
	E58.31	506 Abn Rgt (all)
2	E59.30	101 Abn Div (A/326, B/326 Eng Co, 377 Arty Bn)
		327 Glider Rgt (AT AT Co, E/2, F/2, G/2 Glider Co, H/2 Mortar Co)
		401 Glider Rgt (A/1, B/1, C/1 Glider Co, D/1 Mortar Co)
4	E59.30	101 Abn Div (A/81, B/81, C/81 AT Co, 321, 907 Arty Bn)
		327 Glider Rgt (A/1, B/1, C/1 Glider Co, D/1 Mortar Co)

XXX Corps: Use the Allied Order of Arrival. Use only those units that arrive between turns 1 through 5. Reinforcements entering Turn 6 in the Allied Order of Arrival are not used for this scenario.

German Information:
Set Up:
E42.21: Independent (2/Koppel LW 88mm Plt)

E49.32: Independent (424 LW 88mm Plt)
E55.25: Independent (1/Koppel LW 88mm Plt)
E4.14: 18 FJ Rgt (14 LW Abn PJ Co)
w/i 2 E23.15: 18 FJ Rgt (9/III, 10/III, 11/III LW FJ Co, 12/III LW Abn Mortar Co)
E35.17: Independent (647 LW 88mm Plt)
w/i 3 E4.19: 6 Penal Bn (1, 2, 3, 4 Penal Co)
E20.17: KG Heinke (3/10 SS Pio Co)
E13.15: KG Heinke (Krause SS Arm Arty Bn)
w/i 2 E12.10: KG Heinke (Roestel SS JgPz Co)
w/i 3 E6.14: 18 FJ Rgt (1/I, 2/I, 3/I LW FJ Co, 4/I LW Abn Mortar Co)
w/i 3 E5.10: KG Heinke (5/Seg, 6/Seg SS Inf Co, 8/Seg SS Mortar Co)
Design Note: The remainder of KG Heinke (Richter Bn) is not included in this scenario as it retreated north after the breakthrough and participated in the counterattack later in the campaign. With player's historical hindsight, they would just use these troops to block the road given the short scenario length.

Bridge Markers (Prepared Side Up)
E55.25 Son

German Artillery Points Available: 2 at start. Roll two dice as per 1.8b and divide number of artillery point results by 3 (rounded down)

Reinforcements:
Number in bold after a listing is the number of counters in the entering group.

Turn	Entry Area	Units
1	B	Klemm Inf Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II Inf Co) **[6]**
2	B	59 Inf Div (1/Fus, 2/Fus, 3/Fus Füs Co, 1/Erz, 2/Erz, 3/Erz Erz Co, 1/PJ, 2/PJ PJ Co, 1/Pio, 2/Pio Pio Co, Krause, I/159, II/159 Arty Bn) **[13]**
		KG Dewitz (1/I, 2/I, 3/I, 5/II, 6/II, 7/II Inf Co) **[6]**
		KG Rink (1/723, 2/723, 3/723 Inf Co, 1/347, 2/347, 3/347 Erz Co, I/3 SS Pol Co) **[7]**
3	L	107 Pz Bde (1/Pz Pz Co, 1/PG PG Co, Pio Pio Co) **[3]**
4	L	107 Pz Bde (2/Pz, 3/Pz Pz Co, 4/Pz JgPz Co, 2/PG, 3/PG PG Co, 4/PG Arm Flak Co, 5/PG Arm Mortar Co, 1/Greve, 2/Greve. 3/Greve LW FJ Co, 4/Greve LW Abn Mortar Co) **[11]**

Air Strikes: Roll as per 1.11 and divide by 2 (rounded down). Remember that given the restriction in 1.11, only the Allied player can roll for air strikes for this scenario.

Victory:
The Allied player wins if he achieves one of the following at the end of the scenario. In both cases, the Guards units cannot have more than three from any of their units destroyed.

1. **Major victory:** Allies control all hexes within 1 hex of E41.20 and exit off the north edge of the map all Guards units (minus destroyed units) by the end of the scenario
2. **Minor victory:** Allies control all hexes within 1 hex of E41.20 and exit off the north edge of the map the Irish Guards and Grenadier Guards (minus destroyed units) by the end of the scenario