

Standard Combat Series:

It Never Snows v1.1

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Special thanks to **Carl Fung** for his incredible effort in helping me bring this game about.

Version 1.1 includes errata and clarifications through August 2014. Miscellaneous errata is located on page 12.

Introduction

It Never Snows is a Standard Combat Series game covering OPERATION MARKET GARDEN. This is the Allied airborne attempt to capture the bridges leading into Germany across the rivers in Holland and link up with them via a ground offensive.

1.0 General Rules

1.1 Turn Sequence

Allied Player Turn

- **Reinforcements**
 - Roll for Air Strikes, two dice, max 10
- **Air Drops** (Turn 1 and AM turns only)
- **Road March**
- **Barrage**
 - Conduct Barrages
 - Remove any unused Air Strikes
- **Movement**
- **Combat**
- **Exploitation**
- **Supply Phase**
- **Allied DG Removal**

German Player Turn

- **Reinforcements**
 - Roll for German Artillery Ammo.
 - Roll for Air Strikes, one die, max 5.
- **Road March**
- **Barrage**
 - Conduct Barrages
 - Remove any unused Air Strikes
- **Movement**
- **Combat**
- **Exploitation**
- **Supply Phase**
- **German DG Removal**

1.2 Scale

Each turn is 1/2 a day. Each hex is approximately 600 meters. Ground units represent platoons and companies. Some artillery units are shown as battalions.

1.3 Terrain

1.3a Multiple Terrain Types. Some hexes have more than one terrain type within them. In those cases, use only the **one** ...

...(for Movement) Use the type with the highest MP cost, but remember roads and railroads negate other terrain features for units using them.

...(for Combat) Use the single terrain most advantageous to the defender. If both hex and hexside features apply to a Combat, their effects are cumulative.

...(for Barrage) Use the modifier that is best for the target *except* that the “no modifier” value does not trump a negative modifier.

...(for Air Drop) Use the terrain in the hex with the worst Terrain Level for the dropping unit.

1.3b Railroads. For all purposes, Railroads are not **considered** to be “roads” for uses that prescribe needing “roads.”

1.4 Counter Colors

German units are: Grey: Wehrmacht, Light Grey: Reichsarbeitsdienstleute (RAD), Black: SS, Light Blue: Luftwaffe, and Dark Blue: Kriegsmarine.

Allied units are: Light Red: Gds Arm, Khaki: 43rd Inf, Brown: XXX Corps, Orange: Dutch, Dark Red: Polish, Red: 1st Abn, Green: 82nd Abn, and Olive: 101st Abn.

Reduced units have a light colored boundary around the counter to help identify them as such.

1.5 Stacking

The stacking limit is generally **four units**.

Exceptions:

- Full Hex Bridge hexes have a stacking limit of one, which is also enforced **when** units are moving.
- Allied units in Entry Area A are exempt from stacking limits.
- Bridging units do not count for stacking while the bridge is emplaced.

At the end of a player’s Movement or Exploitation Phase, destroy friendly units that exceed the stacking limit. The owning player determines which units in the overstacked hex are to be eliminated.

A hex that becomes overstacked at the end of a retreat is immediately Disorganized (1.7).

Overruns cannot not be made from an overstacked hex.

1.6 Special Unit Rules

1.6a Exploit-Capable Units. Yellow coded units are Exploit Capable. **Only** Exploit Capable units can overrun.

1.6b Units with a Movement Allowance of “Na”. Units with a Movement Allowance (MA) of “Na” cannot Road March or move and are destroyed if forced to retreat. Since they cannot move using regular movement, units with an MA of “Na” (or *zero*) do not exert a ZOC.

1.6c Pioneers. German Pioneer units are considered to be “Engineers” for any rule specifying that unit type.

1.7 Disorganized Units (DG)

Units can become DG because of barrage fire or as a result of an overstack at the end of a retreat. DG units suffer the following penalties:

- Their attack, barrage, defense and movement ratings are halved.
- They lose Exploit Capability.
- They have no ZOC.
- They cannot Road March.
- They cannot perform engineering functions (1.15a).

DG markers are removed from friendly stacks during a player’s DG Removal Phase.

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Unit Symbol Key

Regular Combat Unit

Steps Available

Unit Size (Company)

Lower Unit Designation

Higher Assignment

Exploit Capability

Attack Defense Movement (Na = No MA)

Artillery Unit

Unit Size (Battalion)

Range

Barrage Defense Movement

Air Strike Marker

Barrage

See also SCS rules, page 2.

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Markers

Disorganized	Out of Supply	Game Turn	Pontoon Completed	Prepared Bridge	Blown Bridge	Ammo Drop	Drop Zone

1.8 Supply

1.8a Trace Supply. Each unit must trace (as per SCS rule 12.1) to be “in supply.” Units that cannot trace supply in the player’s Supply Phase are marked Out of Supply. Units previously marked Out of Supply have their markers removed only in the Supply Phase if found to be able to trace supply again. The marker’s effects remain until the marker itself is removed, even if trace supply seems to have been re-established earlier than that.

Out of Supply Effects. Out of Supply units...

- cannot attack
- defend at half strength
- have no ZOC.
- move at half MA (rounded normally).
- Out of Supply artillery that needs, and has, ammo fires normally; artillery that does not expend ammo *cannot* fire.
- lose their Exploitation Capability.
- cannot Road March.

Germans. The Germans trace supply to any Entry Area hex to the west, north or east of the map area.

Allied Airborne. Trace to the Division’s Glider & Divisional Troops DZ/LZ. If this location is currently occupied by the Germans, it cannot be used. The Polish Brigade can trace to any Divisional Glider & Divisional Troops DZ/LZ marker. Supply cannot be traced across a Prepared Bridge.

XXX Corps. Allied units that enter from the south map edge can only trace supply by following a path of 5 hexes or less (through any terrain type, including prohibited, but not through un-negated EZOCs) to a Road (either type) that leads (following nothing but road hexes) back to Entry Area A. The designated route **cannot** use any Light Bridges or Ferries. Supply cannot be traced across a Prepared Bridge. The XXX Corps Boundary does not restrict this supply trace.

Once XXX Corps breaks through to an Airborne Division, that division must then begin to follow these Trace Supply requirements as well. This occurs beginning on the first turn in which any supplied XXX Corps unit begins its Movement Phase at or within 3 hexes of any unit of that Airborne Division.

1.8b Artillery Ammunition. Both sides have a pool of artillery ammunition which they track using the side’s Artillery Ammunition markers. The German player has one overall pool for his side. The Allied player has three pools (one for each Airborne Division). Each of these pools is tracked on the Artillery Ammunition Point Track on Map D.

One Artillery Ammo Point must be expended off the track for each yellow coded artillery unit that fires a barrage when stocks are not unlimited. If no ammo is available, a yellow coded artillery unit cannot fire.

Additional ammo arrives via further Air Drops (for the Airborne Divisions prior to their link up with XXX Corps), and from the Artillery Ammunition Table (for the Germans). Add these Ammo Points to the available pool on the track during the player’s Reinforcement Phase or Air Drop Phase as appropriate. There is an unlimited amount of Artillery Ammo in England; the limiting factor for getting it to the Airborne divisions is the Air Drop Points allocated to it from those available.

Artillery that can trace using the XXX Corps Supply Trace have an unlimited amount of ammo and do not need to expend Ammo Points when they fire.

1.9 Ranged Weapons

Weapon-type units (88s, Mortars, Artillery, etc.) can fire at hexes that are not adjacent to them. For simplicity, these are all referred to as “artillery” in these rules.

There are **no** Line of Sight requirements. A friendly unit, however, **must** be adjacent to the desired target. Artillery can “self-spot” target hexes adjacent to themselves.

The range is on the counter (in the colored dot). Artillery units can fire out to this maximum range (in hexes, not MPs) and range has no effect on barrage rating. Count the range out from the unit’s hex starting with the hex adjacent to the artillery.

Yellow Coded Artillery. Some artillery units have Yellow coding inside their unit symbols. These are larger artillery units which are more capable of generating losses than others and are required to expend Artillery Ammunition to fire.

No artillery unit has a ZOC. Artillery cannot tag along in attacks or advance after combat.

1.10 Barrage

Artillery units have a Barrage Rating and Range printed on them rather than an Attack Strength. An artillery unit can only make one Barrage per game turn in the player’s own Barrage Phase. A given target hex can be barraged by any number of units, but all must be identified as firing at it before resolving the first of them against it.

Units **can** Barrage if in an EZOC, *but* the target **must** be adjacent to the firing unit.

1.10a Barrage. Resolve Barrages as follows:

- Each barraging unit barrages the target hex independently. Do not add their ratings together.

- Roll one die for each Barrage vs. each target hex. Modify this roll for terrain. If the modified roll is less than or equal to the Barrage Rating of the firer, all units in the target hex are DG. Additional DGs have no greater effect on a target unit except that each DG yields another Kill Roll attempt.

- A raw roll of 1 is a DG regardless of any applicable modifiers.

- For each DG result against a hex, roll one die as a “Kill Roll” for the stack (not once per unit). There are no modifiers to this Kill Roll. If the firing unit is yellow coded artillery, then kill one step on a roll of 4-6. If the firing unit is not yellow coded artillery, then kill one step on a 6. The owning player chooses which unit takes the step loss (if two units are in the hex). On any other roll, there is no effect beyond the DG result. **Exception:** see 3.1 75 or 88mm Guns, these units allow the firing player to select his choice of target unit.

1.10b Artillery and Non-Barrage Combat. Artillery units use their printed defense strength when defending in ground combat. They have **no** attack strength. Regular combat involving yellow coded artillery does not cost Ammo Points.

1.11 Air Strikes

In each player’s Reinforcement Phase determine the number of Air Strikes he has available for his turn. The Allied player rolls two dice and the German player rolls one. The result is the number of available Air Strikes, except that each side cannot exceed its counter limit maximum (10 for the Allies, 5 for the Germans). Note that the difference between US and CW Air Strikes is purely for color; it has no game effect.

Allied Air Strikes can only be used south of the Waal River. German Air Strikes can only be used north of the Waal River.

Air Strikes are *yellow coded artillery barrages* that need no spotter, can hit anywhere on the allowed maps, have a Barrage Rating of 4 (Allied) or 2 (German), and do not use Artillery Ammunition. Beyond that, they are resolved like any other Barrage.

1.12 Road March

During a player’s Road March Phase, the player can execute a Road March with any of his qualifying units.

1.12a Qualifications. To qualify for Road March, a unit must fulfill **each** of the following:

- The unit must be in a hex with a road (either type).
- The unit cannot be DG or Out of Supply.
- The unit **cannot** begin stacked. **Exception:** Units that are in a stack in an Entry Area hex (not air drop hex) on **their** turn of entry can Road March, but must still leave that hex individually.
- The unit **cannot** start 3 hexes or closer to an enemy unit (of any kind or status). Count hexes, terrain does not affect this distance.

No unit can execute a Road March **or** end a Road March *as a stack*.

Units with a *zero* Movement Allowance **can** Road March; units with an MA of “Na” **cannot**.

Just so it is clear, a unit can Road March on the turn it air drops, provided all other requirements are met.

1.12b Procedure. Move *any distance* along a road (of either type, but not Railroad). The unit must stop when:

- The player gets to the location he wishes to go.
- The unit enters any hex adjacent to a Sea Line crossed by the road it is using.
- The unit enters a hex adjacent to some other friendly unit blocking the road (since it cannot stack while Road Marching, it must stop).
- The max Road March distance for a unit that air dropped *this* turn is 12 hexes.

Units **can** move normally in the regular Movement Phase following a player’s Road March Phase in which they moved.

1.12c Restrictions. A Road Marching unit cannot enter any hex adjacent to an enemy unit, regardless of whether the enemy unit has a ZOC. Friendly units do not negate this restriction. A Road Marching unit cannot move into any hex that does not follow a contiguous road.

Allied Road Marching units cannot “test” bridges to see if they blow. To do so, the unit must be moving in regular or Exploitation movement. Allied Road Marching units cannot cross a Prepared Bridge.

1.13 Full Hex Bridges & Enclosed Hexes

Full Hex Bridges are those which span two or more Sea Lines to get to the other bank of a river. Use the “Full Hex Bridge” row on the Terrain Effects Chart for units inside such a hex. Stacking of more than one unit (even during movement) is not allowed inside a Full Hex Bridge. Players can create a “Full hex bridge” hex out of an Enclosed hex (below) when they deploy one of their bridges.

Enclosed hexes are those that are fully surrounded by Sea Lines but which have no bridge within them (printed or created by the player). These hexes **cannot** be entered by any unit except those equipped with DUKWs (and even they cannot stop inside such a hex; they must have a pathway and enough MA to exit to the far side). Destroy any Air Drops (units or Ammo Points) that happen to land in such a hex. Note the Arnhem Pontoon Bridge hex (A49.07) counts only as an Enclosed hex until the bridge is finished. It is then treated as a Full Hex Bridge.

1.14 Ferries

There are numerous Ferry hexsides and even Full Hex Ferries on the map. All Ferries are automatically operational for both sides regardless of which side was the last to use the Ferry. Ferries can “carry” any unit type.

Ferries can only be used in the regular Movement Phase, never in Exploitation. Ferries cannot be used for XXX Corps Trace Supply. A Ferry may not be used to execute a retreat result from the Combat Table.

Four friendly units per turn can cross the river using a Ferry (4 total - **not** 4 in each direction). They can use their entire MA to get to a Ferry and then cross. It does not cost any MPs to cross using a Ferry, but units cannot move again that phase after crossing, regardless of how many MPs they might have remaining. Units cannot use a Ferry to cross if they will be overstacked on the far side. No unit can stop inside an Enclosed hex of a Ferry; it must move all the way to the opposite bank.

1.15 Engineers (Pioneers)

1.15a Emplacement. Engineers and Bridge units must be “emplaced” to execute any of the following functions. To be considered emplaced, the engineer or Bridge unit must begin the friendly Movement Phase adjacent to the hexside where the function is to occur and not be DG.

1.15b Creating Ferries. Any emplaced engineer can create a Ferry across a Sea Line. Engineer created Ferries follow the same rules as map-printed ones (1.14) except only friendly units may use the Ferry for any purpose (such as movement or Supply Trace). If the Ferry is to cross a full hex (i.e. two opposite hexsides), place the engineer in the hex itself. When the Ferry is taken down (in any friendly Movement Phase), place the engineer into either bank as if it had just crossed the Ferry itself (in other words, it cannot move further that phase). Even when emplaced as a Ferry, combat against an engineer from across a Sea Line hexside is still prohibited.

1.15c Bridging Units. The Allied player has a number of bridging units. These can be used to establish bridges across any single Sea Line hexside or inside any pair of Sea Lines needed to cross an Enclosed hex (see 1.13). When used to cross a pair of hexsides, the pair chosen must be directly across the hex from each other. A bridge built across a pair of hexsides is considered a Full Hex Bridge.

Bridging units do not qualify as “engineers” to create a Ferry. An emplaced Bridging unit can attempt to build a bridge in any friendly Movement Phase. Roll one die. On a 1-3 nothing happens and you can try again in the next Movement Phase. On a 4-6, flip

the counter over to its Bridge side and the bridge exists. Once the bridge is built, it cannot be destroyed, and the Bridging unit no longer counts for stacking. Such bridges exist for the German player as well.

In any future Allied Movement Phase, should the player desire, flip the bridge back to its Bridging unit side on either side of the Sea Line and the Bridging unit can move normally from there.

These bridges are capable of carrying any unit type and qualify for XXX Corps Supply Trace purposes. Such a bridge is assumed to connect the roads on both banks regardless of how the course of the road is depicted in the two hexes.

1.15d The Arnhem Pontoon Bridge. Any engineer unit can complete the Arnhem Pontoon Bridge. If the unit is emplaced on either of the road hexes entering and adjacent to the Arnhem Pontoon Bridge, place the counter showing the completed bridge in the Pontoon Bridge’s hex. Once rebuilt, this bridge cannot be taken down or destroyed and the engineer unit is free to leave. It is then treated as a Full Hex Bridge.

1.16 Light Bridges

There are a number of bridges on the map that are incapable of handling heavy vehicle traffic. These are marked with a “No Tanks” icon. No unit with an **armor oval** in its unit symbol can cross these bridges. Those units can, however, use a Light Bridge to allow attacks across the Sea Line.

Light Bridges cannot be used for XXX Corps Trace Supply.

1.17 Overruns

Overruns into various terrain types are allowed (or not) based on the listing on the Terrain Effects Chart. The usual SCS rule regarding the MP cost of the terrain does not apply here. Pay 2 MPs to Overrun, even if the technical cost of the terrain in the target hex is more than 2.

2.0 Allied Special Rules

2.1 Air Drops

For simplicity, “DZ” is used in these rules to designate both DZ as well as DZ/LZ markers. Rules listing DZ/LZ only apply to those markers.

2.1a DZ Markers. These are used to establish the planned Drop and Landing Zones. Once the player creates them, they cannot be moved (or destroyed). Each Airborne Division has one of these per regiment or brigade plus an additional one that is for all the division’s glider and divisional units. There is also one

specifically for the 1 Polish Abn Bde. **Only** units in the command listed on the DZ marker can use that marker for their drops. Note: The Polish AT Co must land at an Allied DZ/LZ.

2.1b Planning and Placement of DZ Markers. Before the Germans set up, the Allied player must record a hex number assigned to **each** DZ marker. All must be assigned a hex before the German player even sets up. These can be anywhere on the map, in any sort of terrain, with two restrictions.

- 1) All DZs of a given division must be at or within 20 hexes of any one common hex.
- 2) DZ markers cannot be adjacent to or placed in the same hex as some other DZ marker.

The player can place the markers on the map or not, as he desires.

Once assigned, the DZ marker hexes cannot be changed or altered in any way for the duration of the game (even if disaster results). Choose carefully!

2.1c Air Drop Points. The Allied player is given a number of Air Drop or Glider Points on Turn 1 and each AM turn thereafter (from Turn 4 and after, roll one die each AM turn at the beginning of the Air Drop Phase to determine the number of Air Drop / Glider Points available, one roll determines both values).

Each Point is capable of landing one unit counter of any type or size with one restriction—only Glider Points can be used to land any unit with a Glider symbol on it. The 1st Abn “Wpn” Companies must also land using Glider Points. Air Drop/Glider Points must be expended on the turn they are available. They cannot be saved from turn to turn.

Given the number of Air Drop/Glider Points available, the player is free to allocate them to the units available in England or use them for Artillery Ammo Point re-supply as desired.

Air Drops only occur on Turn 1 and on later AM turns.

2.1d Air Drop Procedure. In the Air Drop Phase, place each unit in turn on the appropriate DZ marker. Roll one die for direction (using the map’s Scatter Diagram) and another (or two in the case of ammunition drops) for distance. The distance roll is divided by 2 (round down) in the case of unit drops. The result is the location of the actual landing. **Exception:** Units landing by Glider can adjust from this rolled hex one hex in any desired direction before checking for Air Drop Losses.

Any units or Ammo Points that manage to scatter off the map edge are removed from play and lost for good.

Then roll one die for Air Drop Losses to determine if there are any. Compare the roll against the Terrain Level of the hex (from the Terrain Effects Chart) and refer to the Air Drop Losses box on page 19 to determine if the unit takes a step loss. If the Terrain Level is 0, success is automatic.

Then move onto the next unit, until all have landed for that turn.

Skip the Loss Roll if the unit scatters atop a German unit. It is automatically destroyed if that happens.

2.1e After Landing. Units function normally the turn they land. **Exceptions:**

- Units that drop into Polder hexes cannot move or Road March on the turn of landing even if there is a road in the hex.
- The max Road March distance for a unit that air dropped *this* turn is 12 hexes.

2.1f Glider & Divisional Troop DZ/LZs. Each Airborne Division has one DZ marker that is the landing location for its Glider Regiment/Brigade (DZ/LZ) and all the units assigned **directly** to the division. This is the only marker those units can be dropped onto. Also, note that this marker is the one used for Arty Ammo Point Drops and the airborne division's supply.

2.1g Air Drop of Arty Ammo Points. The player can use any number of his available Drop or Glider Points to land Artillery Ammunition instead. Each Air Drop/Glider point can carry one Artillery Ammo point. Follow the procedure in 2.1d to land these supplies, except roll and sum two dice for distance. Do not roll for Air Drop Losses for Artillery Ammo, instead determine the distance (in hexes) to the nearest friendly and enemy units **which are capable of moving to that hex in normal movement.**

If the distance to the friendly unit is less than the enemy, place the Artillery Ammo Point in the stocks of that division. If the enemy unit is closer, it is lost for good. If the distances are the same, flip a coin.

Note that while the game only has 18 Artillery Ammo Drop markers, the player is not constrained by the counter mix (only by desire and the available Air Drop/Glider Points he wishes to use).

2.1h The CW "Pilot" Regiment. All "Pilot" units of 1st Abn arrive on the first turn any Glider Points are used for the 1st Abn and do not cost Air Drop or Glider Points themselves. Do not roll for their arrival, simply place them in or adjacent to the 1st Abn's Glider DZ/LZ. They are freebies.

2.2 The XXX Corps Boundary

The units belonging to XXX Corps (all Allied units entering from Entry Area A, including the armor brigades listed in 2.3 before they are released) are restricted in that they cannot move or attack into any hex outside the XXX Corps Boundary. The hexes containing the boundary are legal for XXX Corps units. Should such a unit be forced to retreat outside the boundary, there is no penalty, but the unit must move to be back within the boundary in the first available friendly Movement Phase. The boundary's interior is between the marked lines (inclusive of the line's hexes), such as the location of Entry Area A.

The boundary lines end at the Maas. All hexes north of the Maas are "within" the XXX Corps Boundary.

Units of the three Airborne Divisions (including the armor assigned to them as per 2.3 after link up), XXX Corps supply trace and all barrages are unaffected by the XXX Corps Boundary.

2.3 CW Armor Assigned to the US Airborne Divisions

Three battalions of CW armor have been assigned between the two US Airborne Divisions. These enter toward the rear of XXX Corps. They must move to be with their assigned division and **cannot** attack or Overrun until at least one of their units passes through any of the division's DZs. At that point the units assigned to that division are released. They can move and attack freely provided they always stay at or within 10 hexes of one of their division's airborne units. If for some reason there are no units of the airborne division within 10 hexes, they must move toward their nearest airborne unit. Once released, they are no longer hindered by the XXX Corps Boundary (2.2).

2.4 The 43rd CW Infantry Division's DUKWs

The 43rd CW Infantry Division rode into battle mounted in amphibious DUKW trucks. Therefore, some of the division's units can use the DUKW values on the Terrain Effects Chart. To help identify them, they are marked with an actual duck.

2.5 Off Map Artillery

A number of CW Artillery Battalions set up in the "0" hexrow of Map E (off map, basically). These units supported the initial attacks. They can reach any hex in any hexrow of Map E with the first two digits of its hex number less than or equal to their range (i.e. E12.xx would be at range 12).

Off Map Artillery and Spotters. On turns **1 and 2**, the Off Map Artillery can barrage any target hex in range without any spotter. **Beginning on turn 3**, they must have a spotter like any other barrage.

3.0 German Special Rules

3.1 75 & 88mm Guns

The Germans have a handful of 75 and 88mm gun units. These units are capable of Barrage but are special in two ways:

1. Their Kill Roll succeeds on a roll of 5-6 instead of 6, even though they are small units. This makes a third type of Kill Roll different from the yellow coded artillery (4-6), and 'other' artillery (6).
2. The German player can choose the target unit to take the step loss, as opposed to the normal case where the targeted player gets to choose from his own units.

Both of these special cases apply only to Barrage resolution, and have no effect at all on normal combats these units might be involved in.

3.2 Bridge Blowing

A number of bridges start with "Prepared" markers on or adjacent to them. These bridges were wired for demolition. No other bridges are so wired.

The moment any Allied unit enters a hex at one end of a Prepared Bridge (regular Movement, Exploitation Movement and Advance After Combat only, never during Road March or a retreat), the German player must decide to blow the bridge or not. The German player must also decide to blow a bridge at the start of the Allied Movement Phase if there is an Allied unit on or at one end of a Prepared Bridge. If he decides to blow the bridge, roll one die. If the roll is in the range on the bridge's counter, flip it over to its "Blown" side and the bridge ceases to exist. On any other roll, the bridge survives and the marker is removed. If the one attempt fails, the bridge cannot be blown and the marker is removed. Any German unit on a Full Hex Bridge when it is destroyed must immediately retreat to one of the end hexes. Any Allied unit on a Full Hex Bridge when it is destroyed is eliminated.

If the German player declines to attempt to blow the bridge, remove the marker and the bridge cannot be blown later.

3.3 Reinforcement Entry

The German player can shift the entry of his reinforcements up to three areas clockwise or counterclockwise (but **not** to Entry Area A, ever, of course!) by following this rule. Note that the shift done is by Entry Area letter, not hex, so even if an Entry Area allows for entry at more than one hex, it still counts as **one** for this purpose.

For each turn the German player delays the units, he can shift one area. All units of a given group of reinforcements must shift together (no cherry picking). Literally place the reinforcement group along the map edge opposite the new Entry Area to await the next turn.

When that turn comes, the player can either: have the units arrive in this new Entry Area OR shift them one more area in the same direction they shifted before. Once shifted, reinforcements cannot shift “back again” or hold in place; they must either enter the map or shift further in the same direction. Once the maximum of three shifts has occurred, they must enter the map.

Just so it is clear, the units are to be displayed along the outside of the map so that the Allied player can see their potential entry points.

4.0 Victory

To win a campaign victory, the Allies must establish the XXX Corps supply trace from Entry Area A across the Neder Rijn so that Airborne units in the city of Arnhem can use it for trace supply in the last Allied Supply Phase of the game.

Any other result is a German victory.

5.0 Scenarios

5.1 Market Garden Campaign

First Turn: 1

Last Turn: 17

Length: 17 turns

Allied Artillery Points Available:

Airborne: None at start. 4 Artillery Ammo Points arrive with each yellow coded 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:

None on Map.

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

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

Available Airborne:

1 CW Abn Div (all)

82 Abn Div (all)

101 Abn Div (all)

1 Polish Abn Bde

XXX Corps: Use the Allied Order of Arrival

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 A33.30: 184 Arty Rgt (1, 2, 3 Crew Co)

w/i 2 A28.21: 14 Sst Bn (2, 3, 4, 5, 6 Kriegsmarine Sst Co)

A26.05: 10 SS Pz Div (V/AuE Arty Bn)

A24.01: Independent (Beek LW Flak Plt)

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)

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)

w/i 4 B62.30: KG Spindler (1/20, 2/20 SS Inf Co), KG Reinhold (1/Eul, 2/Eul SS Inf Co, 4/Eul SS Mortar Co)

B43.33: Independent (Huissen LW Flak Plt)

B40.19: Independent (Pannerden LW Flak Plt)

C58.04: Independent (Grave LW Flak Plt)

E49.32: Independent (424 LW 88mm Plt)

E55.25: Independent (1/Koppel LW 88mm Plt)

w/i 5 E39.19: Independent (2/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)

w/i 3 E33.17: 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)

w/i 3 E1.09: KG Heinke (5/Rich, 6/Rich SS Inf Co, 8/Rich SS Mortar Co)

Bridge Markers (Prepared Side Up)

A14.02 Honinghutje RR Bridge

A15.03 Honinghutje

A44.11 Arnhem RR Bridge

A48.05 Arnhem

B8.29 Malden

B11.34 Hatert

B5.27 Heumen

B4.24 Mook

B22.34 Nijmegen RR Bridge

B23.33 Nijmegen

C15.13 Veghel

C16.15 Veghel RR Bridge

C60.05 Grave

C61.17 Ravenstein RR Bridge

D1.32 Lieshout

E55.25 Son

German Artillery Points Available: 25

Reinforcements: Use the German Order of Arrival

Victory:

Use main Victory Conditions, 4.0.

5.2 Sept 17 Historical Drop Zones Campaign

This is the whole campaign game with the historical drop and landing zones for the Allies.

First Turn: 1

Last Turn: 17

Length: 17 turns

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 no Air Drop Points. 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.

Allied Artillery Points Available:

Airborne: None at start. 4 Artillery Ammo Points arrive with each yellow coded 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. Airborne formations do not receive any reinforcement Artillery Ammo Points - they only get the 4 Artillery Ammo Points that land with each yellow coded artillery unit.

XXX Corps: Unlimited

Allied Information:

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

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

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

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

German Information:

Set Up: Use the setup as Scenario 5.1 except:

B22.32: Independent (4/572 LW 88mm Plt)

E42.21: Independent (2/Koppel LW 88mm Plt)

E35.17: Independent (647 LW 88mm Plt)

Bridge Markers: Same as Scenario 5.1

German Artillery Points Available: 25

Victory: Use main Victory Conditions, 4.0.

Reinforcements:

Allies:

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)
	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)
	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	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)
	B15.19	82 Abn Div (319, 320, 456 Arty Bn)
	B11.17	82 Abn Div (B/80 AT Co)
	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	A49.18	1 Pol Abn Bde (AT Pol AT Co)
	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)
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)
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 the Allied Order of Arrival

Germans: Use the German Order of Arrival

5.3 Sept 18 Foothold Campaign Start

This scenario starts with the Allies capturing their initial objectives and trying to reinforce them as the Germans gather their strength to defend against them and conduct their counterattack.

First Turn: 2

Last Turn: 17

Length: 16 turns

Special Rules: There is no Planning and Placement of DZ Markers (2.1b). There are no Air Drop Points. The allied units to air drop have been pre-determined. There are some deviations from the game rules for Air Drops.

Allied Artillery Points Available:

Airborne: 8 per division to start. 4 Artillery Ammo Points arrive with each yellow coded 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. Airborne formations do not receive any reinforcement Artillery Ammo Points - they only get the 4 Artillery Ammo Points that land with each yellow coded artillery unit.

XXX Corps: Unlimited

Allied Information:

Set Up:

A48.22: 1 Abn Div Glider & Div Troops LZ/DZ

A50.31: 4 Para Bde DZ

A45.05 or A39.11: 1 Pol Abn Bde DZ

B11.17: 505 Abn Rgt DZ

B2.32: 82 Abn Div Glider & Div Troops LZ/DZ

E59.30: 101 Abn Div Glider & Div Troops LZ/DZ

A49.06: 1 Para Bde (A/2, B/2, C/3 CW Para Co, 1 CW Eng Co)

w/i 3 A48.22: 1 CW AL Bde (B/Ssf, D/Ssf CW Glider Co), 1 CW Abn Div (21 CW Para Co, 1 CW Rec Co (-1 step), 9 CW Eng Co), CW Pilot Rgt (all)

w/i 3 A44.22: 1 Para Bde (1 CW AT Plt), 1 CW AL Bde (A/Bdr, C/Bdr, D/Bdr CW Glider Co, Spt/Bdr CW Weapon Co), 1 CW Abn Div (1 AL CW Arty Bn)

A37.24: 1 CW AL Bde (B/Bdr CW Glider Co)

w/i 3 A50.31: 1 CW AL Bde (A/KSB, B/KSB, C/KSB, D/KSB CW Glider Co, Spt/KSB CW Weapon Co)

w/i 1 A48.12: 1 CW Abn Bde (R/1 (-1 step), S/1, T/1 Abn Co)

w/i 1 A47.13: 1 CW Abn Bde (A/3, B/3 (-1 step) CW Abn Co, 2 CW AT Plt)

A45.11: 1 CW Abn Bde (C/2 CW Abn Co)

w/i 2 A6.06: 504 Abn Rgt (G/3, H/3, I/3 Abn Co)

w/i 2 B22.23: 508 Abn Rgt (H/3, I/3 Abn Co)

B22.29: 508 Abn Rgt (G/3 Abn Co)

w/i 2 B19.31: 508 Abn Rgt (A/1 (-1 step), B/1, C/1 Abn Co)

B16.19: 508 Abn Rgt (D/2 Abn Co)

w/i 1 B11.33: 508 Abn Rgt (F/2, E/2 Abn Co)

w/i 2 B13.21: 82 Abn Div (A/80 AT Co, B/307, D/307 Eng Co, 376 Arty Bn)

w/i 3 B11.17: 505 Abn Rgt (G/3, H/3, I/3 Abn Co)

w/i 2 B11.25: 505 Abn Rgt (D/2, E/2, F/2 Abn Co)

B10.34: 504 Abn Rgt (C/1 Abn Co)

B7.30: 504 Abn Rgt (A/1 Abn Co)

B6.26: 82 Abn Div (C/307 Eng Co)

B5.27: 504 Abn Rgt (B/1 Abn Co)

B5.24: 505 Abn Rgt (C/1 Abn Co)

B4.22: 505 Abn Rgt (B/1 Abn Co)

B4.17: 505 Abn Rgt (A/1 Abn Co)

w/i 2 C60.05: 504 Abn Rgt (D/2, E/2, F/2 Abn Co)

w/i 6 C18.12: 501 Abn Rgt (A/1, B/1, C/1, D/2, E/2, F/2, G/3, H/3, I/3 (-1 step) Abn Co)

w/i 2 C3.16: 502 Abn Rgt (A/1, B/1, C/1 Abn Co)

w/i 2 E60.31: 502 Abn Rgt (D/2, E/2, F/2 Abn Co)

w/i 1 E52.32: 502 Abn Rgt (G/3, H/3 (-1 step), I/3 Abn Co)

E56.25: 101 Abn Div (C/326 Eng Co)

w/i 4 E56.25 north of the Wilhelmkanaal: 506 Abn Rgt (all)

w/i 2 on road E21.15: Gds Arm Div (A/2 HHC, B/2 HHC, C/2 HHC, D/2 HHC CW Arm Car Co)

w/i 4 on road E14.15: 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)

w/i 4 on road E5.15: 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)

Reinforcements:

Airborne: Use Scenario 5.2 (Sept 17 Historical Drop Zones Campaign) for units that aren't already setup

XXX Corps: Use the Allied Order of Arrival starting with turn 2.

German Information:

Set Up:

w/i 1 A52.04: KG Brink (1/Aufk SS Pz Rec Co, 2/Aufk SS PG Co, 5/Aufk SS Arm Inf Gun Co)

w/i 1 A50.07: KG Spindler (1/Arty, 2/Arty SS Crew Co, Moeller SS Pio Co), KG Harder (7/Pz SS, 8/Pz SS Crew Co, Wirk/Pz Crew Co)

w/i 1 A51.10: KG Spindler (1/Gropp SS Pz Flak Plt, 2/Gropp SS Flak Plt)

w/i 1 A51.11: KG Spindler (1/20, 2/20 SS Inf Co)

w/i 2 A52.11: KG vAllwdn (1/PJ SS Crew Co, 2/PJ SS Sup Co, 3/PJ SS Nav Co)

w/i 2 A57.15: KG Krafft (2/16, 4/16, 9/16 SS Tng Co, Weber LW Gar Co), Independent (1/688 LW Flak Plt)

w/i 2 A48.35: 3 Wach Bn (1, 3, 4, 5, 6 SS Wach Co)

w/i 1 A44.35: von Tettau Div (7/Lab SS Tng Co)

w/i 3 A39.32: 184 Arty Rgt (1, 2, 3 Crew Co)

w/i 1 **A44.06:** 14 Sst Bn (2, 3 Sst Co)

w/i 3 **A56.03:** Independent (2/371 Flak Plt, 4/310 Flak Co), 9 SS Pz Div (RAD Inf Bn)

A47.08: Independent (4/216 75mm Co)

A47.05: KG Grabner (1/Aufk SS Pz Rec Co, 3/Aufk SS PG Co)

w/i 3 **A33.30:** 14 Sst Bn (6 Sst Co)

A34.07: KG Grabner (5/Aufk SS Pz Inf Gun Co)

A26.05: 10 SS Pz Div (V/AuE Arty Bn)

A24.01: Independent (Beek LW Flak Plt)

w/i 1 **A25.02:** 6 Erz Bn (1, 2, 3 Erz Co)

w/i 1 **A15.02:** KG Henke (434 Pio Co), 6 Erz Bn (4 Erz Co), 14 Sst Bn (4, 5 Sst Co)

B43.33: Independent (Huissen LW Flak Plt)

B40.19: Independent (Pannerden LW Flak Plt)

B40.21: KG Reinhold (1/Eul, 2/Eul SS Inf Co, 4/Eul SS Mortar Co)

w/i 6 **B22.33:** Independent (4/572 LW Flak Co), KG Henke (Ahlbn, Melitz, Runge LW Sch Co)

B22.32: Independent (4/572 LW 88mm Plt)

w/i 2 **B24.19:** KG Jenkel (RAD Inf Bn, KM Kriegsmarine Marine Co, Jenkel LW Crew Co, FJ LW Arty Bn(-), Heer Arty Bn (-))

E42.21: Independent (2/Koppel LW 88mm Plt)

w/i 1 **C20.20:** KG Dewald (1/Tuch (-1 step), 2/Tuch (-1 step), 3/Tuch LW FJ Co, 4/Tuch Abn Mortar Co)

w/i 1 **E49.35:** Klemm Inf Rgt (1/I, 2/I, 5/II, 6/II Inf Co)

E49.32: Independent (424 LW 88mm Plt)

E55.25: Independent (1/Koppel LW 88mm Plt)

E35.17: Independent (647 LW 88mm Plt)

Bridge Markers:

(Prepared Side Up)

A14.02 Honinghutje RR Bridge

A15.03 Honinghutje

B22.34 Nijmegen RR Bridge

B23.33 Nijmegen

D1.32 Lieshout

C61.17 Ravenstein RR Bridge

(Blown Bridge Side Up)

A44.11 Arnhem RR Bridge

B8.29 Malden

B11.34 Hatert

B4.24 Mook

E55.25 Son

German Artillery Points Available: 25

Reinforcements: Use the German Order of Arrival for those units that are not already setup. Note that KG Grabner (1/Aufk SS Pz Rec Co, 3/Aufk SS PG Co, 5/Aufk SS Pz Inf Gun Co) is already setup on the map and hence does not enter as a reinforcement on turn 2.

In addition:

Turn Entry Area Units

10 L 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)

Victory: Use main Victory Conditions, 4.0.

5.4 Sept 20 High Water Mark Campaign Start

The Allies are ready to springboard to Arnhem while barely holding onto their positions north of the Rhine. The Germans continue their counterattacks while defending against the last great barrier to Arnhem.

First Turn: 6

Last Turn: 17

Length: 12 turns

Special Rules: There is no Planning and Placement of DZ Markers (2.1b). There are no Air Drop Points. The Allied units to air drop have been pre-determined. There are some deviations from the game rules for Air Drops.

Allied Artillery Points Available:

Airborne: 8 per division to start. 1 Abn Div Glider & Div Troops LZ/DZ has been captured by the Germans.

XXX Corps: Unlimited

Allied Information:

Set Up:

A45.05: 1 Pol Abn Bde DZ

B2.32: 82 Abn Div Glider & Div Troops LZ/DZ

E59.30: 101 Abn Div Glider & Div Troops LZ/DZ

A49.06: 1 Para Bde (A/2 Abn Co)

A47.21: 4 CW Para Bde (B/10 (-1 step), D/10 CW Para Co, B/156 (-1 step) CW Para Co)

A45.19: 1 CW AL Bde (B/KSBCW Glider Co)

A44.14: 1 CW AL Bde (B/Bdr CW Glider Co, Spt/Bdr CW Weapon Co)

A45.13: 1 CW Abn Div (1 AL CW Arty Bn), CW Glider Pilot Rgt (A/1, G/1 CW Pilot Co)

A45.14: CW Glider Pilot Rgt (C/2 CW Pilot Co)

A45.15: 1 CW AL Bde (C/Bdr, D/Bdr CW Glider Co)

A46.13: 4 CW Para Bde (A/10 (-1 step), C/156 (-1 step) CW Para Co), 1 CW AL Bde (Spt/KSB CW Weapon Co)

A46.14: CW Glider Pilot Rgt (B/1 CW Pilot Co)

A46.15: 1 CW AL Bde (A/Bdr CW Glider Co), 1 CW Abn Div (9 CW Eng Co), CW Glider Pilot Rgt (F/2 (-1 step) CW Pilot Co)

A47.14: 1 CW AL Bde (C/KSB, D/KSB CW Glider Co), CW Glider Pilot Rgt (D/1 CW Pilot Co), 1 CW Abn Div (1 CW Rec Co (-1 step))

A47.15: 1 CW Abn Div (21 CW Para Co), 4 CW Para Bde (4 CW Eng Co), CW Glider Pilot Rgt (E/2 CW Pilot Co)

A46.11: 4 CW Para Bde (A/11 (-1 step), B/11 (-1 step) CW Para Co), 1 AL Bde (C/Ssf CW Glider Co, Spt/Ssf CW Weapon Co)

A47.12: 1 CW Para Bde (S/1 (-1 step), T/1 (-1 step), B/3 (-1 step) CW Para Co)

Setup with 1 CW Abn Div except A49.06: 1 CW Para Bde (1 CW AT Plt), 4 CW Para Bde (1, 2 CW AT Plt), 1 Pol Abn Bde (AT Pol AT Co)

A22.01: 82 Abn Div (C/307 Eng Co) (Emplaced)

A21.02: 504 Abn Rgt (H/3, I/3, G/3 Abn Co)

A21.03: 504 Abn Rgt (D/2, E/2, F/2 Abn Co)

A20.02: 504 Abn Rgt (A/1, B/1, C/1 Abn Co)

A20.03: Irish Gds Bde (2/2, 3/2 CW Arm Co)

w/i 1 B19.33, B20.31, or B22.30: Gren Gds Bde (Recce, 1/2, 2/2 (-1 step), 3/2 CW Arm Co, Kings/1, 2/1, 3/1, 4/1 CW Mech Inf Co, Spt/1 CW Arm Mortar Co), 505 Abn Rgt (D/2 (-1 step), E/2, F/2 Abn Co)

w/i 3 B22.23: 508 Abn Rgt (G/3, H/3, I/3 Abn Co), 82 Abn Div (D/307 Eng Co, B/80 AT Co)

B21.19: 508 Abn Rgt (B/1 Abn Co)

w/i 2 B18.20: 508 Abn Rgt (A/1 (-1 step), C/1 Abn Co)

B16.35: 82 Abn Div (376 Arty Bn), Gds Arm Div (153 CW Arm Arty Bn)

w/i 1 B16.35: Gds Arm Div (A/2 HHC, B/2 HHC, C/2 HHC, D/2 HHC CW Arm Car Co)

w/i 4 B13.20: 508 Abn Rgt (D/2 (-1 step), E/2, F/2 Abn Co), 82 Abn Div (B/307 Co, 319, 320, 456 Arty Bn, A/80 AT Co)

w/i 4 B10.17: 505 Abn Rgt (G/3, H/3, I/3 Abn Co)

w/i 2 B8.28: Irish Gds Bde (Recce, 1/2 (-1 step) CW Arm Co, 1/3, 2/3, 4/3 CW Inf Co, Spt/3 CW Mortar Co)

w/i 4 B7.20: 505 Abn Rgt (A/1, B/1, C/1 Abn Co)

w/i 4 B5.27: Coldstream 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)

w/i 4 B3.30: XXX Corps (84 Med Arty Bn), Gds Arm Div (1 RF CW MG Co, 198/73, Q/21, R/21 CW AT Co, S/21, T/21 CW TD Co), Gds Arm Div (55 CW Arty Bn)

w/i 4 C60.05: 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)

w/i 4 D61.33: Gds Arm Div (11 CW Bridge Plt, 14, 148 Pk, 615, 11 AGRE CW Eng Co), XXX Corps (7, 210 CW Eng Co)

w/i 2 C61.01: (82) Assigned CW Arm Bn (Rec/Nott, A/Nott, B/Nott, C/Nott CW Arm Co, A/Drg CW Arm Car Co), XXX Corps (165 CW AA Bn)

w/i 2 C20.23: 501 Abn Rgt (A/1, B/1, C/1 Abn Co)

w/i 4 C18.12: 501 Abn Rgt (D/2, E/2, F/2 Abn Co), (101) Assigned CW Arm Bn (Rec/44, A/44, B/44, C/44 CW Arm Co, B/Drg CW Arm Car Co)

w/i 2 C13.16: 501 Abn Rgt (G/3, H/3, I/3 (-1 step) Abn Co)

w/i 4 C3.16: 502 Abn Rgt (A/1, B/1, C/1 Abn Co), 101 Abn Div (A/326, B/326 Eng Co, A/81, B/81, C/81 AT Co, 321, 377, 907 Arty Bn)

w/i 3 E54.31: 502 Abn Rgt (D/2 (-1 step), E/2 (-1 step), F/2, G/3, H/3 (-1 step), I/3 Abn Co)

w/i 3 E59.30: 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)

w/i 1 E56.25: 327 Glider Rgt (A/1, B/1, C/1 Glider Co, D/1 Mortar Co)

w/i 6 E41.20: 506 Abn Rgt (all), 101 Abn Div (C/326 Eng Co), (101) Assigned CW Arm Bn (Rec/Hus, A/Hus, B/Hus, C/Hus CW Arm Co, C/Drg CW Arm Car Co), XXX Corps (86 CW Arm Arty Bn)

w/i 3 E33.17 on road: 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)

w/i 7 E22.15 on road: 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)

w/i 1 E14.15 on road: XXX Corps (64 Med, 419/52 CW Arty Bn)

E54.24: XXX Corps (128 CW Bridge Co - emplaced)

Reinforcements:

Airborne: Use Scenario 5.2 (Sept 17 Historical Drop Zones Campaign) for units that aren't already setup

XXX Corps: Use the Allied Order of Arrival starting on turn 7 (the turn 6 units are already on the map)

German Information:

Set Up:

w/i 1 A53.04: 9 SS Pz Div (I/191, II/191 Arty Bn, 102 SS Werfer Bn)

w/i 2 A53.07 on road: Swbda Flak Bde (102 SS Flak Bn, 19, Kruger, Ladewig, Neu LW 88mm Co)

w/i 1 A50.04: KG Knaust (Mielke (-1 step) Pz Co, 1, 2, 3, 4 Tng Co)

w/i 1 A51.06: KG Brink (1/Aufk SS Pz Rec Co (-1 step), 2/Aufk SS PG Co (-1 step), 5/Aufk SS Pz Inf Gun Co)

w/i 1 A51.09: KG Spindler (Moeller SS Pio Co (-1 step), 1/Arty (-1 step), 2/Arty SS Crew Co, 280 AG Co, 1/19 (-1 step), 2/19, 1/20 (-1 step), 2/20 SS Inf Co), KG Harder (7/Pz (-1 step), 8/Pz, Wirk/Pz (-1 step) SS Crew Co), KG vAllwdn (1/PJ SS Crew Co (-1 step), 2/PJ SS Sup Co (-1 step), 3/PJ SS Nav Co (-1 step))

w/i 1 A41.18: HG Rgt (1, 2, 3, 4 LW Tng Co)

A51.21: 3 Wach Bn (3 (-1 step), 4 (-1 step), 5 (-1 step) SS Wach Co), von Tettau Div (7/Lab SS Tng Co)

A53.15: Krafft (2/16, 4/16 (-1 step), 9/16 (-1 step) SS Tng Co)

A53.16: 9 SS Pz Div (1/Zwolle, 2/Zwolle Kriegsmarine Mar Co)

w/i 1 A49.20: KG Bruhns (1 (-1 step), 2 (-1 step), 3, 4, 5, 6, 7, 8 Tng Co)

w/i 1 A47.22: KG Lippert (5/Ebw, 6/Ebw, 7/Ebw, 8/Ebw SS Sch Co), von Tettau Div (224 Pz Co (-1 step))

w/i 1 A44.18: KG Lippert (2/Shz, 3/Shz, 4/Shz SS Sch Co)

w/i 2 A49.30: 26 Sec Rgt (1/I, 2/I, 3/I, 4/I, 5/II, 6/II, 7/II, 8/II Sec Co)

w/i 1 A37.24: KG Knoche (1/10, 2/10, 3/10, 4/10 Kriegsmarine Sst Co), 14 Sst Bn (6 Sst Co)

w/i 1 A33.28: KG Knoche (1/1, 2/1 LW Flg Co)

A47.08: Independent (4/216 75mm Co)

w/i 1 A44.06: 14 Sst Bn (2, 3 Sst Co)

w/i 3 A56.03: Independent (2/371 Flak Plt, 4/310 Flak Co), 9 SS Pz Div (RAD Inf Bn)

A34.07: KG Grabner (5/Aufk SS Pz Inf Gun Co)

A24.01: Independent (Beek LW Flak Co)

w/i 1 **A25.02:** 6 Erz Bn (1, 2, 3 Erz Co)

A26.05: 10 SS Pz Div (V/AuE Arty Bn)

B43.33: Independent (Huissen LW Flak Plt)

B40.19: Independent (Pannerden LW Flak Plt)

B39.22: 10 SS Pz Div (10 SS Flak Co)

w/i 3 **B42.21:** 10 SS Pz Div (II/10, III/10, IV/10 SS Arty Bn)

w/i 1 **B33.30:** 21 SS Inf Rgt (1/I, 3/I SS Inf Co, 4/I SS Mortar Co)

w/i 2 **B32.33:** KG Reinhold (6/Pz SS Pz Co, 7/Pz SS AG Co), 22 SS Inf Rgt (5/II, 6/II SS Inf Co, 8/II SS Mortar Co)

w/i 1 **B25.34:** KG Reinhold (5/Pz, 8/Pz SS Crew Co, 1/Pio, 2/Pio SS Pio Co)

w/i 1 **B22.33 south of the Waal River:** KG Reinhold (1/Eul (-1 step), 2/Eul SS (-1 step) Inf Co, 4/Eul SS Mortar Co), Independent (4/572 LW 88mm Plt, 4/572 LW Flak Co), KG Henke (Ahlbn (-1 step), Melitz (-1 step), Runge LW Sch Co)

w/i 1 **B24.19:** KG Jenkel (KM Kriegsmarine Marine Co, Jenkel LW Crew Co, FJ LW Arty Bn(-), Heer Arty Bn, KG Furst (1 Pz Rec Co, 2, 3, 4 Inf Co)

w/i 1 **B19.15:** 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, III/139 Arty Bn)

w/i 2 **B12.12:** 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)

w/i 2 **A2.12:** KG Hermann (1/Lehr, 2/Lehr, 3/Lehr, 13, 14, 15 LW FJ Co, 3/21 LW Crew Co, 1/6 LW Abn Arty Co, 21 LW Abn Werfer Bn (-)), KG Goebel (1/39, 2/39, 3/39, 4/39 Erz Co)

w/i 2 **B19.10:** 6 Pio Erz Bn (1, 2, 3, 4 Pio Co), 17 Fest Bn (1, 2 LW Gar Co), KG Goebel (1/I/6, 2/I/6 Sec Co)

w/i 1 **C12.23:** KG Dewald (1/Ewald, 2/Ewald, 3/Ewald LW FJ Co, 4/Ewald Abn Mortar Co)

w/i 4 **E60.05:** 107 Pz Bde (1/Pz (-1 step), 2/Pz, 3/Pz Pz Co, 4/Pz JgPz Co, 1/PG, 2/PG, 3/PG PG Co, 4/PG Arm Flak Co, 5/Pz Arm Mortar Co, Pio Pio Co, 1/Greve, 2/Greve. 3/Greve LW FJ Co, 4/Greve LW Abn Mortar Co)

Bridge Markers:

(Prepared Side Up)

B22.34 Nijmegen RR Bridge

B23.33 Nijmegen

D1.32 Lieshout

C61.17 Ravenstein RR Bridge

(Blown Bridge Side Up)

A44.11 Arnhem RR Bridge

A14.02 Honinghutje RR Bridge

A15.03 Honinghutje

B8.29 Malden

B11.34 Hatert

B4.24 Mook

E55.25 Son

German Artillery Points Available: 30

Reinforcements: Use the German Order of Arrival for those units that are not already setup

In addition:

Turn Entry Area Units

10 L 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)

Victory: Use main Victory Conditions, 4.0.

5.5 Hexenkessel - "The Witches Cauldron"

1st Airborne forms a defensive perimeter around Oosterbeek with its back against the Rhine. The 9th SS and von Tettau divisions attack to reduce and destroy the cauldron.

Playing Area: A42.xx, A51.xx, Axx.08, Axx.18, inclusive

First Turn: 8

Last Turn: 17

Length: 10 turns

Supply Sources:

Allies: Airborne are all out of supply. XXX Corps traces from A42.14

Germans: Trace from A44.18, A51.13, A49.08

Off Map Artillery: The "off map" artillery can fire anywhere in the play area, but needs normal spotting.

Allied Artillery Points Available:

Airborne : 9 (with no re-supply. Air Drop of Artillery Ammunition is not used)

XXX Corps: Unlimited

Allied Information:

Set Up:

A44.14: 1 CW AL Bde (B/Bdr CW Glider Co, Spt/Bdr CW Weapon Co)

A45.13: 1 CW Abn Div (1 AL CW Arty Bn), CW Glider Pilot Rgt (A/1, G/1 CW Pilot Co)

A45.14: CW Glider Pilot Rgt (C/2 CW Pilot Co)

A45.15: 1 CW AL Bde (C/Bdr, D/Bdr CW Glider Co)

A46.13: 4 CW Para Bde (A/10 (-1 step), C/156 (-1 step) CW Para Co), 1 CW AL Bde (Spt/KSB CW Weapon Co)

A46.14: CW Glider Pilot Rgt (B/1 CW Pilot Co)

A46.15: 1 CW AL Bde (A/Bdr CW Glider Co), 1 CW Abn Div (9 CW Eng Co), CW Glider Pilot Rgt (F/2 (-1 step) CW Pilot Co)

A47.14: 1 CW AL Bde (C/KSB, D/KSB CW Glider Co), CW Glider Pilot Rgt (D/1 CW Pilot Co), 1 CW Abn Div (1 CW Rec Co (-1 step))

A47.15: 1 CW Abn Div (21 CW Para Co), 4 CW Para Bde (4 CW Eng Co), CW Glider Pilot Rgt (E/2 CW Pilot Co)

w/i 1 A46.11: 4 CW Para Bde (A/11 (-1 step), B/11 (-1 step) CW Para Co), 1 AL Bde (C/Ssf CW Glider Co, Spt/Ssf CW Weapon Co)

w/i 1A47.12: 1 CW Para Bde (S/1 (-1 step), T/1 (-1 step), B/3 (-1 step) CW Para Co)

Setup with any of the above: 1 CW Para Bde (1 CW AT Plt), 4 CW Para Bde (1, 2 CW AT Plt), 1 Pol Abn Bde (AT Pol AT Co)

German Information:

Special Rule:

Start turn 8 with the German Player Turn. There is no Allied Player Turn on Turn 8.

Set Up:

w/i 1 A51.09: KG Spindler (Moeller SS Pio Co (-1 step), 1/Arty (-1 step), 2/Arty SS Crew Co, 280 AG Co, 1/19 (-1 step), 2/19, 1/20 (-1 step), 2/20 SS Inf Co), KG Harder (7/Pz (-1 step), 8/Pz, Wirk/Pz (-1 step) SS Crew Co), KG vAllwdn (1/PJ SS Crew Co (-1 step), 2/PJ SS Sup Co (-1 step), 3/PJ SS Nav Co (-1 step))

Bridge Markers:

(Bridge Blown side up)

A44.11 Arnhem RR Bridge

German Artillery Points Available: 0 to start. 2 on Turn 9 and 2 for every turn thereafter.

Air Strikes: Roll one die as per 1.11 and divide by 2

Victory:

Germans win if they clear out north of Rhine before end of scenario.

Reinforcements:

Allied:

Turn	Entry Area	Units
9	Off-Map	XXX Corps (64 Med Arty Bn, 419/52 CW Arty Co)
11	A42.11	1 Pol Abn Bde (7/3 (-1 step) Pol Abn Co)
12	Off-Map	XXX Corps (84 Med Arty Bn)
13	A42.11	1 Pol Abn Bde (8/3, 9/3 (each -1 step) Pol Para Co, Eng Pol Eng Co)
14	Off-Map	43 CW Inf Div (94, 112, 179 Arty Bn)
15	A42.11	43 CW Inf Div (204 CW Eng Co)
16	A42.11	43 CW Inf Div (260, 553 CW Eng Co), 130 CW Inf Bde (A/4Drst, B/4Drst CW Inf Co)

Germans:

Turn	Entry Area	Units
8	A42.18	HG Rgt (1, 2, 3, 4 LW Tng Co)
	A46.18	KG Lippert (2/Shz (-1 step), 3/Shz, 4/Shz, 5/Ebw (-1 step), 6/Ebw, 7/Ebw, 8/Ebw SS Sch Co), von Tettau Div (224 Pz Co (-1 step))
	A51.18	3 Wach Bn (3 (-1 step), 4 (-1 step), 5 (-1 step) SS Wach Co, KG Bruhns (1 (-1 step), 2 (-1 step), 3, 4, 5, 6, 7, 8 Tng Co), von Tettau Div (7/Lab SS Tng Co)
	A51.13	KG Krafft (2/16, 4/16 (-1 step), 9/16 (-1 step) SS Tng Co, 10/3 SS Pol Co)
9	Off-Map	9 SS Pz Div (I/191, II/191 Arty Bn)
10	A51.09	9 SS Pz Div (1/Lehr, 2/Lehr, 3/Lehr Pio Co)
	Off-Map	Tettau Div (1230 Arty Bn (-))
14	A49.08	506 Pz Bn (3 Pz Co)

Errata:

Game Box

- The back of the game box lists 3 play aides and 2 booklets. There are actually 4 play aides and no booklets.

Play Aide Cards

- The set up card shows the 6 Ersatz setting up around hex A56.03 and the rulebook set up says B24.19. The rulebook is correct.
- The Air Drop slots on the second row of turn 6 (Air Drop and Glider Points display) should be blue like the others.
- On the German Order of Arrival Card, the following are different from their listings in the rulebook (the rulebook being correct): Turn 1: KG Dewald enters at C or D (not just C) and KG Jenkel should arrive at J not H.

Counters

- Technically speaking, the US Glider Weapons Companies did not use their letter designations as shown on the counters, but were simply "Weapons Companies."
- The back of C/1/501 should be 1-3-6 like the others, not 1-4-6.
- The back of the A/4So/129 should have a DUKW symbol. The back of B/Hus/129 should not have a DUKW symbol.
- The back of 3/1/Cold should be 3-2-12 like the others, not 3-3-12.

Map

- The partial hex to the east of E62.00 is considered a full hex and the road from E62.00 to D1.16 is uninterrupted and usable.

5.6 Hold Until Relieved

The fight for Arnhem starting on the morning of Sept 18 with Frost's 2nd Para firmly in place around the Arnhem Road bridge. Grabner is south of the river prepared for his unfortunate joy ride. Other German forces start counterattacking from the north and Sperrlinie (Blocking Line) Spindler starts to form blocking 1st Airborne reinforcements from reaching Frost.

Playing Area: Axx.15, Axx.03, A46.xx, A54.xx, inclusive

First Turn: 2

Last Turn: 7

Length: 6 turns

Supply Sources:

Allies: Trace from A46.15

Germans: Trace from A54.10, A54.07, A54.03, A51.03

Off Map Artillery: The "off map" artillery can fire anywhere in the play area, but needs normal spotting.

Allied Artillery Points Available: 1 every turn (Air Drop of Artillery Ammunition is not used)

Allied Information:

Set Up:

A49.06: 1 Para Bde (A/2, B/2, C/3 CW Para Co, 1 CW Eng Co)

w/i 1A48.12: 1 CW Abn Bde (R/1 (-1 step), S/1, T/1 Abn Co)

w/i 1A47.13: 1 CW Abn Bde (A/3, B/3 (-1 step) CW Abn Co, 2 CW AT Plt)

German Information:

Set Up:

A47.05: KG Grabner (1/Aufk SS Pz Rec Co, 3/Aufk SS PG Co)

A47.08: Independent (4/216 75mm Co)

w/i 1 A52.04: KG Brink (1/Aufk SS Pz Rec Co, 2/Aufk SS PG Co, 5/Aufk SS Arm Inf Gun Co)

w/i 1 A50.07: KG Spindler (1/Arty, 2/Arty SS Crew Co, Moeller SS Pio Co), KG Harder (7/Pz SS, 8/Pz SS Crew Co, Wirk/Pz Crew Co)

w/i 1 A51.10: KG Spindler (1/Gropp SS Pz Flak Plt, 2/Gropp SS Flak Plt)

w/i 1 A51.11: KG Spindler (1/20, 2/20 SS Inf Co)

w/i 2 A52.11: KG vAllwdn (1/PJ SS Crew Co, 2/PJ SS Sup Co, 3/PJ SS Nav Co)

Bridge Markers:

Not used for this scenario

German Artillery Points Available: 0 to start. 2 on Turn 6 and 2 for every turn thereafter.

Air Strikes: Roll one die as per 1.11 and divide by 3

Victory:

Winner is whoever controls the northern part of the Arnhem Road Bridge.

Reinforcements:

Allies:

Turn	Entry Area	Units
3	A48.15	1 CW AL Bde (A/Ssf, B/Ssf, C/Ssf, D/Ssf CW Glider Co, Spt/Ssf CW Weapon Co), 4 CW Para Bde (A/11, B/11, C/11 CW Para Co)
	Off-map	1 CW Abn Div (1 AL Arty Bn)
4	A48.15	4 CW Para Bde (A/10, B/10, D/10, A/156, B/156, C/156 CW Para Co)
	A52.15	1 CW AL Bde (A/KSB, B/KSB, C/KSB, D/KSB CW Glider Co, Spt/KSB CW Weapon Co)

Germans:

Turn	Entry Area	Units
2	A52.04	KG Spindler (1/19, 2/19 SS Inf Co)
	A51.03	KG Knaust (Mielke Pz Co, 1, 2, 3, 4 Tng Co)
4	A54.03	KG Spindler (280 AG Co)
	A54.10	KG Bruhns (1, 2, 3, 4, 5, 6, 7, 8 Tng Co), 9 SS Pz Div (1/Zwolle, 2/Zwolle Kriegsmarine Mar Co)
5	A54.13	KG Krafft (2, 4, 9 SS Tng Co, 10/3 SS Pol Co, Weber LW Gar Co)
6	Off-map	9 SS Pz Div (I/191, II/191 Arty Bn, 102 SS Werfer Bn)
7	A51.03	KG Brink (Hummel Pz Co)

5.7 Hail Mary, Full of Grace

The 82nd Abn crosses the Waal River in order to take the Nijmegen bridges while the British Guards Division attack through Nijmegen to drive north to Arnhem.

Playing Area: Axx.10, A & B 36.xx, A & B17.xx, Bxx.30, inclusive

First Turn: 6

Last Turn: 14

Length: 9 turns

Supply Sources:

Allies: Airborne and XXX Corps trace from south edge of playing area

Germans: Trace from north of playing area

Off Map Artillery: The “off map” artillery can fire anywhere in the play area, but needs normal spotting.

Allied Artillery Points Available:

Airborne Divisions: Unlimited

XXX Corps: Unlimited

Allied Information:

Set Up:

A22.01: 82 Abn Div (C/307 Eng Co) (Emplaced)

A21.02: 504 Abn Rgt (H/3, I/3, G/3 Abn Co)

A21.03: 504 Abn Rgt (D/2, E/2, F/2 Abn Co)

A20.02: 504 Abn Rgt (A/1, B/1, C/1 Abn Co)

A20.03: Irish Gds Bde (2/2, 3/2 CW Arm Co)

w/i 1 B19.33, B20.31, or B22.30: Gren Gds Bde (Recce, 1/2, 2/2 (-1 step), 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), 505 Abn Rgt (D/2 (-1 step), E/2, F/2 Abn Co)

German Information:

Set Up:

A24.01: Independent (Beek LW Flak Co)

w/i 1 B22.33 south of the Waal River: KG Reinhold (1/Eul (-1 step), 2/Eul SS (-1 step) Inf Co), Independent (4/572 LW 88mm Plt), KG Henke (Ahlbn (-1 step), Melitz (-1 step), Runge (-1 step) LW Sch Co)

A34.07: KG Grabner (5/Aufk SS Pz Inf Gun Co)

A26.05: 10 SS Pz Div (V/AuE Arty Bn)

w/i 2 B26.34: KG Reinhold (5/Pz, 8/Pz SS Crew Co, 1/Pio, 2/Pio SS Pio Co)

w/i 2 B32.33: KG Reinhold (6/Pz SS Pz Co, 7/Pz SS AG Co), 22 SS Inf Rgt (5/II, 6/II SS Inf Co, 8/II SS Mortar Co)

w/i 1 B33.30: 21 SS Inf Rgt (1/I, 3/1 SS Inf Co, 4/1 SS Mortar Co)

Bridge Markers:

(Prepared Side Up)

B22.34 Nijmegen RR Bridge

German Artillery Points Available:

Unlimited

Turn	Entry Area	Units
6	Off-map	Gds Arm Div (153 CW Arty Bn), 82 Abn Div (376 Arty Bn)
7	B17.32	Irish Gds Bde (Recce, 1/2 (-1 step) CW Arm Co, 1/3, 2/3, 4/3 CW Inf Co, Spt/3 CW Mortar Co)
8	B17.32	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)
	Withdraw	Gren Gds Bde (all) – Remove all units regardless of location, status, or if in deadpile.
10	B17.32	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)
12	B17.32	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/5Wi CW Inf Co, S/4So, S/4Wi, S/5Wi CW Mortar Co)
12	Off-Map	43 CW Inf Div (94, 112, 179 Arty Bn)

Germans:

Turn	Entry Area	Units
6	Off-Map	10 SS Pz Div (II/10, III/10, IV/10 SS Arty Bn)
9	A36.07	KG Knaust (Mielke (-1 step) Pz Co, 1, 2, 3, 4 Tng Co) KG Brink (1/Aufk SS Pz Rec Co (-1 step), 2/Aufk SS PG Co (-1 step), Hummel Pz Co) 10 SS Pz Div (I/10 SS Pz Co)
14	A36.07	506 Pz Bn (2 Pz Co)

5.8 Hell's Highway

The attack cut the supply lines of XXX Corps.

The most significant cut of the Hell's Highway supply line to the 43rd Wessex and Guards Armoured divisions came on 22 September 1944. The German's had planned a two pronged attack at the highway by 59th Division's Kampfgruppe Huber from the west while a divisional strength Kampfgruppe Walther drove in from the east.

American operations by the 101st PID 501 and 502 PIR disrupted the drive from the west which was also weakened by the late arrival of von der Heydte's 6th Fallschirmjager Regiment. However, the drive from the east was much more successful. Oberst Walther's aim was to capture Veghel, blow the four bridges and block the road long enough for the Allied divisions to the north to be destroyed.

Historically, the battle was effectively over by the end of the day on the 23rd when Kampfgruppe Walther was ordered to disengage due to heavy losses.

Playing Area: C1.xx, C40.xx, Cxx.01, Cxx.35, inclusive

First Turn: 10

Last Turn: 17

Length: 8 turns

First Player: Begin this scenario with the German Player turn. There is no Allied Player turn on the first turn, Turn 10.

Supply Sources:

Allies: Trace from C1.13

Germans: Trace from Entry Hex C or D or C18.01 or C22.01

Allied Artillery Points Available:

Airborne: Unlimited

XXX Corps: Unlimited

Air Strikes: Roll two dice as per 1.11 and divide by 3 (rounded down)

Allied Information:

Set Up:

w/i 1 C18.12: 501 Abn Rgt (D/2, E/2, F/2 Abn Co)

w/i 3 C12.23: 501 Abn Rgt (A/1 (-1 step), B/1, C/1, G/3, H/3, I/3 Abn Co)

w/i 4 C3.16: 502 Abn Div (A/1, B/1, C/1,

D/2, E/2, F/2, G/3, H/3 (-1 step), I/3 Abn Co), 101 Abn Div (321, 377, 907 Arty Bn, A, B, C AT Co), XXX Corps (86 Arty Bn), (101) Assigned CW Arm Bn (Rec/44, A/44, B/44, C/44 CW Arm Co, B/Drg CW Arm Car Co)

German Information:

Set Up:

None at start

Bridge Markers:

Not used in this scenario

German Artillery Points Available:

Unlimited

Reinforcements:

Allies:

Turn	Entry Area	Units
11	C1.13	506 Abn Rgt (D/2, E/2, F/2, G/3, H/3, I/3 Abn Co) 327 Glider Rgt (A, B, C, E, F, G Glider Co, D, H Mortar Co, AT AT Co) 401 Glider Rgt (A, B, C Glider Co, D Mortar Co)
13	C40.06	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) 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)

Germans:

Turn	Entry Area	Units
10	C	Huber Inf Rgt (1/I, 2/I, 3/I Inf Co) Zedlitz March Bn (II/723 March Bn, 9/723, 10/723, 11/723 March Co)
	C or D	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) 559 JgPz Bn (1 JgPz Plt) 59 Inf Div (Krause, I/159, II/159 Arty Bn)
	C18.01	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) 107 Pz Bde (1/Pz (-1 step) Pz Co, Pio Pio Co) 180 Inf Div (1/16, 2/16, 3/16 Erz Co, 4/16 Mortar Co, I/180 Arty Bn)
	C22.01	107 Pz Bde (2/Pz, 3/Pz Pz Co, 4/Pz JgPz Co, 1/PG, 2/PG, 3/PG PG Co, 4/PG Arm Flak Co, 5/Pz Arm Mortar Co)
12	C22.01	107 Pz Bde (1/Greve, 2/Greve, 3/Greve LW FJ Co, 4/Greve LW Abn Mortar Co)
14	C or D	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)

Victory:

The German player wins if he can control the following for the length of time specified:

1. Decisive victory: Control the railroad bridge (16.15/17.15), the highway bridge (15.13/16.12), Uden (31.09) and Schijndel (12.23) at the end of the scenario.

2. Marginal victory: Block Allied attempts to supply Uden per normal trace supply at the end of the scenario.

3. Minor victory: Block Allied attempts to supply Uden per normal trace supply at the end of 4 consecutive turns.

Any other result is an Allied win.

German Order of Arrival

Reminder: CW Off Map Artillery does not need a spotter on Turns 1 and 2. It needs normal spotting on Turn 3 and after.

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]
	E	3 Wach Bn (1, 3, 4, 5, 6 SS Wach Co) [5]
	H	KG Brink (1/Aufk SS Pz Rec Co, 2/Aufk SS PG Co, 5/Aufk SS Arm Inf Gun Co) [3] KG Spindler (1/Arty, 2/Arty SS Crew Co, 1/Gropp SS Pz Flak Plt, 2/Gropp SS Flak Plt, Moeller SS Pio Co) [5] KG vAllwdn (1/PJ SS Crew Co, 2/PJ SS Sup Co, 3/PJ SS Nav Co) [3]
	J	KG Jenkel (RAD Inf Bn, KM Kriegsmarine Marine Co, Jenkel LW Crew Co, FJ LW Arty Bn(-), Heer Arty Bn (-)) [5]
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]
	w/i 2 A34.07	KG Grabner (1/Aufk SS Pz Rec Co, 3/Aufk SS PG Co, 5/Aufk SS Pz Inf Gun Co) [3]
	C or D	KG Dewald (1/Ewald, 2/Ewald, 3/Ewald LW FJ Co, 4/Ewald Abn Mortar Co) [4]
	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]
	H	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] KG Spindler (1/19, 2/19 SS Inf Co) [2]
	I	KG Knaust (Mielke Pz Co, 1, 2, 3, 4 Tng Co) [5]
	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	E	KG Knoche (1/1, 2/1 LW Flg Co) [2]
	H	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	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]
	L	107 Pz Bde (1/Pz Pz Co, 1/PG PG Co, Pio Pio Co) [3]
4	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, 1/6 LW Abn Arty Co, 21 LW Abn Werfer Bn (-)) [9]
	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]
	H	KG Spindler (280 AG Co) [1]
	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]
5	E	Tettau Div (224 Flm Pz Co) [1] HG Rgt (1/Wor, 2/Wor, 3/Wor, 4/Wor LW Tng Co) [4]
	J	6 Pio Erz Bn (1, 2, 3, 4 Pio Co) [4]
6	H	9 SS Pz Div (I/191, II/191 Arty Bn, 102 SS Werfer Bn) [3]
7	I	KG Brink (Hummel Pz Co) [1]
	F	Harzer Sperrvbd (9/Ndl, 10/Ndl, 11/Ndl SS Inf Co, 12/Ndl SS Mortar Co) [4]
8	F	Harzer Sperrvbd (1/Shr, 2/Shr, 3/Shr, 4/Shr Tng Co, 1/Koeh, 2/Koeh, 3/Koeh Kriegsmarine Marine Co, 1/41, 2/41, 3/41 MG Co, 4/41 Mortar Co, Pio Pio Co, 1/Kau, 2/Kau, 3/Kau LW Inf Co) [15]
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]
	H	10 SS Pz Div (I/10 SS Pz Co) [1]
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 or D	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	180 Inf Div (1/16, 2/16, 3/16 Erz Co, 4/16 Mortar Co, I/180 Arty Bn) [5]
	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	I	506 s.Pz Bn (2, 3 Pz Co) [2]
	C or D	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]

Allied Order of Arrival

All enter via Entry Area A. Like any reinforcement, the number of units able to enter in a given turn are considered to be in Entry Hex A in the Reinforcement Phase and able to move from there during the Road March Phase.

Reminder: Off Map Artillery does not need a spotter on Turns 1 and 2. It needs normal spotting on Turn 3 and after.

Turn	Units
1	Irish Gds Bde (Recce, 1/2, 2/2, 3/2 CW Arm Co, 1/3, 2/3, 4/3 CW Inf, Co, Spt/3 CW Mortar Co) 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) Gds Arm Div Troops (A/2 HHC, B/2 HHC, C/2 HHC, D/2 HHC CW Arm Car Co)
2	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)
3	Coldstream 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)
4	Gds Arm Div Troops (55 CW Arty Bn, 153 CW Arm Arty Bn, 11 CW Bridge Plt, 14, 148 Pk, 615, 11 AGRE CW Eng Co) XXX Corps Troops (128 CW Bridge Co, 7, 210 CW Eng Co)
5	(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) (82) Assigned CW Arm Bn (Rec/Nott, A/Nott, B/Nott, C/Nott CW Arm Co, A/Drg CW Arm Car Co) XXX Corps Troops (86 CW Arm Arty Bn, 165 CW AA Bn)
6	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) 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) XXX Corps Troops (64 Med, 419/52 CW Arty Bn)
7	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)
8	P.Irene Dutch Bn (I, II, III Dutch Inf Co, Rec Dutch Arm Car Co, Arty Dutch Arty Bn)
9	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/5Wi CW Inf Co, S/4So, S/4Wi, S/5Wi CW Mortar Co)
10	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, 94, 112, 179 CW Arty Bn)

Abbreviations

AA	Anti-Aircraft	Gar	Garrison	Pk	Park
Abn	Airborne	Gds	Guards	Plt	Platoon
AG	Assault Gun (Sturmgeschütz)	GP/Pilot	Glider Pilot Regiment	Pol	Police or Polish
AGRE	Army Group Royal Engineers	Gren	Grenadier Guards	Pz	Panzer (Tank)
Ahlbn	Ahlborn	Grstick	Greschick	RAD	Reichsarbeitsdienst (Reich Labor Service)
AL	Air Landing	Ham	Hampshire Regiment	Recce/Rec	Reconnaissance
Arm	Armor	Heer	German Army	Reinhld	Reinhold
Art/Arty	Artillery	HG	Herman Goring	RF	Royal Northumberland Fusiliers
AT	Anti-Tank	HHC	Household Cavalry	Rgt	Regiment
AuE	Ausbildungs und Ersatz (Training and Replacement)	Hnisch	Haenisch	Rich	Richter
Aufk	Aufklärung (Reconnaissance)	Hus	King's Royal Hussars	RR	Railroad
Bde	Brigade	Inf	Infantry	Sch	School
Bdr	Border Regiment	Irish	Irish Guards	Sec	Security
Bn	Battalion	Isph	Isphording	Seg	Segler
Brink	Brinkmann	JgPz	JagdPanzer (Self-Propelled Anti-Tank)	SG	Scots Guards
Co	Company	Jun	Jungwirth	Shr	Shoerken
Cold	Coldstream Guards	Kau	Kauer	Shz	Schulz
Crew	Gun/Vehicle crews serving as infantry	KM	Kriegsmarine (German Navy)	So	Somerset Light Infantry
CW	Commonwealth	Koeh	Koehnen	Spt	Support
DG	Disorganized	KRRC	King's Royal Rifle Corps	Ssf	South Staffordshires
Div	Division	KSB	King's Own Scottish Borderers	Sst	Schiffstamm (Naval Manning Troops)
Drg	Royal Dragoon Guards	Lab	Labahn	Sup	Supply
Drst	Dorsetshire Regiment	LW	Luftwaffe	Swbda	Swoboda
Duke	Duke of Cornwall's Infantry	LZ	Landing Zone (for Gliders)	TD	Tank Destroyer
DUKW	"Duck": Amphibious Truck	Med	Medium	Tng	Training
DZ	Drop Zone (for Parachutes)	MG	Machine Gun	Tuch	Tuchstein
Ear	Literally: deaf troops	Mun	Munster	v.d.H	von der Heydte
Ebw	Eberwein	Mx	Middlesex Regiment	vAllwdn	Von Allworden
Eng	Engineer	Na	Not Applicable	Wach	Guard (concentration camp)
Erz	Ersatz (Replacements)	Nav	Naval (Kriegsmarine)	Welsh	Welsh Guards
Eul	Euling	Ndl	Nederland (Netherlands)	Wi	Wiltshire Regiment
Fest	Festung (Fortress)	Neu	Neumann	Wirk	Wirkstatt (Repairmen)
FJ	Fallschirmjäger (Paratroops)	Nott	Nottinghamshire Yeomanry	Wor	Worowski
Flak	Fliegerabwehrkanone (Anti-Aircraft)	P. Irene	Princess Irene (Free Dutch Troops)	Worc	Worcestershire Regiment
Flg	Fliegerhorst (Airfield Defense)	Para	Parachute	Wpn	Weapon
Flm	Flamethrower	PG	Panzergranadier (Mechanized Infantry)		
Furst	Furstenberg	Pio	Pioneer (Engineers)		
Fus	Fusilier	PJ	Panzerjäger (Anti-Tank)		

German Artillery Ammunition Table

Dice Roll <i>(Two Dice)</i>	Arty Ammo Points
4 or less	3
5-6	4
7-8	5
9-10	6
11	7
12	8

Allied Air Drop and Glider Points

Turn 1	Air Drop Points	Glider Points
	70	18

Turn 2	Air Drop Points	Glider Points
	12	20

AM Turns 4 and later		
Die Roll	Air Drop Points	Glider Points
1-3	2	-
4	3	3
5	7	10
6	10	18

Air Drop Scatter Distance Roll

Units. Roll one die. Divide the result by 2 and round down. This value is the number of hexes scattered in the direction rolled off the Scatter Diagram.

Glider units can adjust one hex in any direction from the rolled landing hex, if desired. This never applies to Artillery Ammo drops.

Artillery Ammo. Roll two dice. The result is the number of hexes scattered in the direction rolled off the Scatter Diagram.

Air Drop Losses

Roll one die per landing unit. If the roll is less than or equal to the Air Drop Level of the terrain, destroy one step. There is no other effect.

If landing is into "P" terrain or atop enemy units, the unit is destroyed.

One Step Loss (in addition to any from the roll) if landing in an EZOC.

Do not roll for losses for ammunition drops based on terrain (they "succeed" based on the distances from them to enemy and friendly units).

Combat Table

	1:3	1:2	1:1	2:1	3:1	4:1	5:1+	Two Dice
2	A1r2	A1r2	A1r2	A1r1	A1r1	A1	A1	2
3	A1r2	A1r2	A1r2	A1r1	A1r1	A1	A1D1	3
4	A1r2	A1r1	A1r1	A1	A1	A1D1	D1r1d1	4
5	A1r1	A1r1	A1	A1	A1D1	D1r1d1	D1r2d1	5
6	A1r1	A1	A1	A1D1	D1r1d1	D1r2d1	D1r2d1	6
7	A1	A1	A1D1	D1r1d1	D1r2d1	D1r2d1	D1r3d2	7
8	A1	A1	A1D1	D1r1d1	D1r2d1	D1r2d2	D1r3d2	8
9	A1	A1D1	D1r1d1	D1r2d1	D1r2d2	D1r3d2	D1r4d2	9
10	A1	D1r1d1	D1r2d1	D1r2d2	D1r3d2	D1r3d2	D2r5d3	10
11	A1	D1r1d1	D1r2d2	D1r2d2	D1r3d2	D1r3d3	D2r5d3	11
12	A1D1	D1r2d2	D1r2d2	D1r3d2	D1r3d3	D2r4d3	D2r6d4	12

A = Attacker Result

D = Defender Result

= Number of Steps lost

r# = Retreat hexes required

If the **Alternate Result** is called for, use **only** the Step Loss listed with **d#**, ignore the **D#** and **r#** results for the defender. Attacker results remain as printed in those cases. **d#** results have no effect on combats where the Alternate Result is not mandated by terrain.

Terrain Effects

Terrain Type	MP Cost	Effects on...		Overrun Allowed?	Air Drop Level?
		Combat	Barrage		
Clear	1	NE	-	Yes	0
Polder	2 (5 ^(d))	Left 1 Shift (f)	-	Yes (f)	1 (see 2.1e)
Woods	2	Left 1 Shift	-1 ^(b)	No	2
Primary Road	1/2	ot	-	ot	ot
Secondary Road	1/2	ot	-	ot	ot
Railroad	1	ot	-	ot	ot
Village or Fort	ot	Left 1 Shift	+1	No	2
City	ot	Use Alternate Result +2 and Left 1 Shift		No	2
River	+2 (+1 ^(e))	A x1/2	-	No	ot
Sea Line	P (+3 ^(e))	P (a)	-	No	ot
Border	ot	ot	-	ot	ot
Entry Area	ot	ot	-	ot	ot
Ferry	see 1.14	P	-	No	ot
Full Hex Bridge	ot	(c)	-	No	2

P = Prohibited movement and combat unless following a Road or Railroad, see note (a) below. Destroy any unit forced into this terrain in a hex without a road.

ot = Use the other terrain in the hex to determine this

ne = No Effect

- = Not available or allowed

A x1/2 means the attacker's combat strength is halved.

(a) If attacking across a hexside Bridge, A x1/2 instead. See also note (c) below regarding Full Hex Bridges.

(b) Do not apply the -1 to Air Strikes, only Artillery Barrages.

(c) If attacking only out of a Bridge hex, apply Left 2 Shift. If the attackers are attacking out of the Bridge hex in conjunction with units attacking on the same side of the river as the defenders, Left 1 Shift. Attackers which are not in the Bridge hex but are attacking into it along the road apply a Right 1 Shift.

(d) Use "2" if the unit's printed MA is less than 8 or the unit is equipped with DUKWs. Use "5" if the unit's printed MA is 8 or more and does not have DUKWs.

(e) Use this value if the unit is equipped with DUKWs.

(f) While overruns are allowed into a Polder Hex, apply A x1/2 in addition to the Left 1 Shift for an overrun.

Artillery DG Roll

Roll one die for each Barraging unit, add any Barrage Terrain Effect. If the result is less than or equal to the unit's Barrage Rating, the target stack is DG and a Kill Roll is made against it.

A raw DG Roll of 1 always DGs the target hex, regardless of any modifiers that might apply.

Reminder: CW Off Map Artillery does not need a spotter on Turns 1 and 2. It needs normal spotting on Turn 3 and after.

Kill Roll

For each DG result against a hex, roll one die. There are no terrain effects on the Kill Roll itself. If the firing unit is...

... Yellow Coded Artillery or Air Strike:

No Effect 1-3, Kill one step 4-6
Targeted player's choice from the Target Hex

... 75mm or 88mm Guns:

No Effect 1-4, Kill one step 5-6
Firing player's choice from the Target hex

... Any other Artillery type:

No Effect 1-5, Kill one step 6
Targeted player's choice from the Target Hex



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