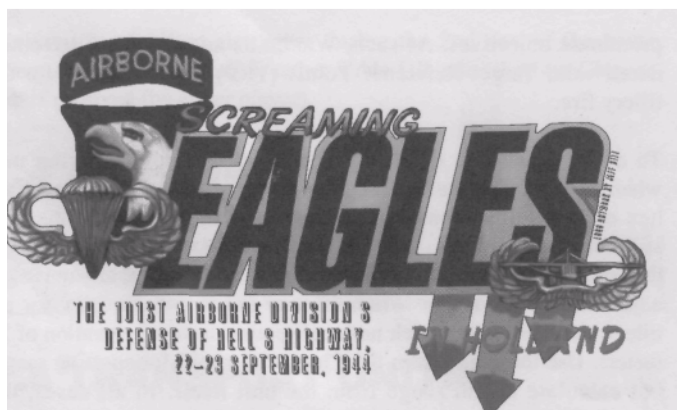


TACTICAL COMBAT SERIES 2-13



SCREAMING EAGLES in Holland

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INTRODUCTION

Operation Market-Garden is usually best remembered for the stubborn defence of the Arnhem Bridge by the British 1st Airborne. The equally important role of the two American Airborne Divisions is often neglected. Screaming Eagles in Holland covers the crucial defence of the Veghel bridges by the 101st Airborne. At Veghel, the Germans launched their most concentrated and determined effort to sever the vital supply and reinforcement route of Hell's Highway to the embattled British 1st Airborne at Arnhem.

1.0 GENERAL SPECIAL RULES

1.1 SPECIAL TERRAIN

In terms of elevation, Holland is essentially flat. This is an unusual case for a TCS game and, with the exception of the ground at hex A12.05—which has a height of 20M (and was likely considered a

mountain by the local inhabitants), there are no contour lines on the map. Despite the lack of contour lines, LOS between units at OM elevation is limited to a maximum of 10 hexes if the firer and target are on the same elevation.

Design Note: Though the ground in the area was essentially flat, it was not entirely featureless. Numerous small bushes and shrubs could be found throughout the battlefield as well as the occasional tree. Adding these otherwise minor terrain features cluttered the map excessively and they were therefore removed in lieu of the above rule. This rule prevents seeing from one end of the map to the other while still allowing for long range fire.

1.1a Ground Conditions

All Open terrain is divided into two different conditions: Dry Ground and Wet Ground. Dry Ground is treated as normal Open terrain for all purposes. Wet Ground is considered Open terrain for vehicles (including all AT rolls against them) with an increased movement cost (see Terrain Effects Chart). Other units (including AT Guns and Infantry Guns) treat Wet Ground as Open terrain for spotting, and Partly Protective for combat.

Design Note: The division of Open terrain into Wet and Dry Ground was based on large areas of Holland being prone to routine flooding. The area surrounding Veghel was particularly susceptible to water buildup and was littered with dikes and drainage ditches. These ditches provide foot units a modicum of protection from incoming fire while the soft ground causes movement difficulties for vehicles.

1.1b Dikes

The Dutch countryside was criss-crossed with numerous dikes to help control the ever present problem of flooding. Typically 20-30 feet in height, the dikes had a significant impact on combat in the area. For game purposes, Dikes have a height of 10M and have the following effects (in addition to normal LOS consequences):

- Movement-based Overwatch Triggers are assumed to occur "on" the Dike (not the hexside crossed).
- Any unit in a Dike hex is always considered to be "on" (i.e., on top of) the Dike.
- Vehicles treat Dike hexes as Billiard Table terrain for combat purposes. Foot units treat Dike hexes as Open terrain for all purposes.
- Units using truck movement may only enter or leave a Dike hex via a road hexside.
- Tracked vehicles can enter or leave a Dike hex without using a road, but only at a cost of their entire movement allowance.

1.1c Woods

Any hex with even the smallest amount of Woods symbol in it is considered Woods for movement and combat. LOS effects of Woods are based on the location of the actual symbols.

1.1d The ZW Canal

The ZW Canal can be *crossed* only at a bridge. Units may enter ZW Canal hexes from either direction, but may exit that hex only via hexsides "on the same side" of the canal as the last non-canal hex occu-

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ped by that unit [EXC: If a bridge exists in the current hex; if the unit has crossed a bridge since it last occupied a non-canal hex, it is considered on the side opposite the last occupied non-canal hex]. Assault Combat is allowed into/from a ZW Canal hex only if the units are on the same side of the canal, or a bridge exists in either the attacker's or defender's hex. Any amount of visible non-canal terrain (regardless of how much) allows entry of the canal hex from that "side" of the canal (e.g., despite the small amount of open terrain in B5.27, it may be entered from B4.27).

EXAMPLE: A unit in B5.25 enters B4.25. It may leave B4.25 to enter B3.25, B4.24, B5.25, or B5.26 only. It may not enter B3.26 because B3.26 is on the other side of the canal as B5.25 (the last non-canal hex the unit occupied). Assault Combat may not be conducted between hexes B3.25 and B4.24 unless all attacking/defending units are on the same side of the canal. A unit moving from A29.13 to A28.14 may leave via any hexside. If the unit continues moving to A27.13, it may not then enter A27.12 or A26.10.

Each ZW Canal hex contains a 10M Embankment along the canal. LOS is affected by these embankments as if they were Dikes [EXC: No unit is ever "on" a ZW Canal Embankment; the small canal offshoot running from A24.03-A24.10 has no embankments].

Design Note: Some early versions of the map attempted to constrain the canal to the hexgrid's limitations (i.e., only along hexsides). This produced a very unrealistic and, frankly, quite ugly result. Thus the canal now runs through hexes instead of along hexsides as Bob initially intended. This rule allows the canal to retain more of its historic shape while still preventing freakish canal crossings which were impossible historically. The embankments along the ZW Canal presented problems initially as players tended to use them as spotting gold mines. The flexibility provided focused too much of the battle on the non-bridge hexes of the canal and, thus, these rules restrict the value of the typical canal hex during play.

1.1e Railway Embankments

All Railroads also on a Dike pass *over* roads in their hexes by an overpass called a Railway Embankment. Railway Embankments have an elevation of 10M. Units moving along a road may not stop "under" a Railway Embankment—they *must* continue moving and exit if possible (units Suppressed/Paralyzed in such a hex are returned to the last road hex occupied prior to entering the Railway Embankment). Road Movement Overwatch is triggered immediately as a unit exits the Railway Embankment to the next road hex. LOS traced along a road is still affected by the Railway Embankment even if the LOS crosses the hex via road hexsides.

EXAMPLE: A unit in A24.20 is moving along the road toward A22.20. An enemy unit in A17.18 lies in wait. As it enters A22.20, another enemy unit in A26.18 attempts an Overwatch Trigger (for road movement) but the LOS is blocked by the Railway Embankment in hex A23.20. The enemy unit in A17.18 cannot use road movement as an Overwatch Trigger until the moving unit enters A22.20, and the moving unit cannot end its movement in A23.20 (thus, if it had insufficient movement points to enter A22.20 it would be prohibited from entering the Railway Embankment). If the moving unit were Suppressed or Paralyzed in A23.20, it would be returned to A24.20 (following resolution of all fire effects against it).

1.1f Church Spires & Windmills

The relatively flat nature of the Dutch countryside made two commonplace structures—church spires and windmills—particularly

prominent objectives. As such, Windmills and Churches are considered valid Target Reference Points (TRP) when spotting for artillery fire.

To do so, substitute the structure's location for the spotting unit when determining the distance between the spotter and the target hex on the Adjustment Table. Missions using TRPs in this way still need a regular spotter with a unblocked LOS to both the target hex and the structure. In addition to their use as a TRP, any unit in or adjacent to a Church or Windmill may use it to trace LOS for artillery and mortar fire. Such notional spotters have an elevation of 20 meters. Use the range from the Church/Windmill for spotting range, but calculate actual range from the unit itself. In all cases, the Church/Windmill can not be enemy occupied.

1.1g Miscellaneous Terrain

(a) Bridge Hexes have an elevation of 10M. All units in Move mode in a bridge hex are considered to be using Road Movement [EXC: *Inf Pit crossing the As River (see below)*] while units in Fire mode are considered to occupy Open terrain. Overwatch triggers vs. units crossing a bridge are hex center dot based only.

(b) River hexes may be crossed by infantry units (only) at a cost of their entire movement allowance. Fire vs. such units is considered to take place in Billiard Table terrain. Regardless of any other results, all units crossing a river without the use of a bridge become Paralyzed immediately following any fire attacks against them triggered by the crossing.

(c) Dunes have an elevation of 10M. Units occupying a hex with a Dune hexside are considered to be at an elevation of 10M for spotting purposes.

1.2 Bridge Demolition

The bridges found on the map are the central focus of the I game and the key to victory. It is ultimately the German aim to destroy the two Aa River and two Zuid Willems Canal bridges (or at least the two across the ZW Canal). Bridges can be blown by Engineer (Pioneer) units as follows:

(a) An Engineer Platoon must be present in the hex of a bridge over the ZW Canal or adjacent to an Aa River bridge for a *minimum of four consecutive friendly player turns*.

(b) Beginning with the the Command Phase of the fourth turn, and every turn thereafter until the bridge is successfully destroyed or the German player chooses to abandon the attempt, the German player makes a dr on the Bridge Destruction Table for that bridge. The final dr must be the indicated number or less to destroy the bridge.

(c) A destroyed bridge no longer exists for any purpose. Destroyed bridges may not be repaired.

(d) A +1 drm applies to all Bridge Destruction Table dr for demolition attempts on either of the Aa River bridges (A35.03/A35.04, and B27.33/B26.33).

(e) If the Engineer platoon leaves the demolition site for any reason, the demolition attempt is void and the entire process must begin anew.

1.3 Weather

During the Command Phase of each hour turn, make one DR on the Weather Table. The main effect of weather is on visibility and the

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availability of Allied air power during the 2nd day of the battle. There is a +1 DRM to all Weather Table DR *after* the first Clear Weather result is received (by either player).

1.4 Air Power



Limited airpower is available for the Allied player on the 23 September turn(s). On each 23 September Clear Weather turn, make one DR on the Airpower Table (see also 4.1b).

1.5 TRANSPORT UNITS

(a) Tanks and Halftracks (HT) have no transport capability in Screaming Eagles in Holland [EXC: HT may transport guns].

(b) A number of units (e.g., Bofors, 120mm mortars, 88mm FLAK) have inherent vehicle transportation which may be used while in Move mode. Units using inherent transport have movement allowances (and pay movement costs) commensurate with the type of transport (i.e., 18 MPs indicates trucks, 24 MPs indicates HTs, 12 MPs indicates a combination of transport types—use truck characteristics for these units) and are treated as vehicles for spotting and fire combat while in Move mode. Units with ONLY truck/HT movement capability are treated as vehicles whenever in Move mode. Those with optional truck/HT capability are treated as vehicles only while actually moving using vehicle movement. When these units are in Fire mode they are treated as foot units and the inherent vehicles are ignored. Each unit must declare what type of movement being using the instant they begin to move and may not switch between movement types during the course of a turn. The selected movement type is considered in use until the next friendly Action phase (this can have important consequences for combat). Each step is considered a separate vehicle for Point Fires, AT-Rolls, and Artillery. However, if any unit with a morale rating loses a step, morale must be checked normally.

EXAMPLE: A German 88mm FLAK unit is in Fire mode in hex A28.28. It begins moving by changing to Move mode. While in Move mode it is treated as a HT (B-1 target) and remains as such until the next German Action Phase. A British Bofors unit is treated similarly except that it uses combination transport (indicated by its 12MP in Move mode) and is therefore a B-0 target.

Design Note: The limitation on infantry transport by tanks and HT represents the tactics used by both sides during this battle. By this point in the war, short-term transport by tanks was indeed very common. However, accounts of this battle note that in most instances the infantry dismounted and walked into battle (and the same applied to the German Panzergrenadiers and their HT—though the HT did remain in the area to provide MG fire support and even to transport the occasional AT or infantry gun).

1.6 Indirect Fire and Illumination

1.6a Spotting for Indirect Fires

Unless assigned to a Prepared Defense Op Sheet, only Inf PI may serve as spotters for indirect fires (including mortars).

1.6b Illumination (Illum)

Illum markers are removed at the beginning of each friendly Action Phase (instead of the Clean Up Phase) following removal of

Good Shoots. Artillery Illum is treated as Rocket Artillery (i.e., automatically Good Shoot, always scatters; see TCS 17.6). Mortar Illum is treated as mortar smoke (see TCS 19.4a).

1.7 'Special B' Type Targets.

Infantry Guns, AT Guns, and AA Guns [EXC: German 88mm AA Guns] are considered "Special B" targets rather than standard B-type targets (normally reserved for trucks, on-map artillery and other very lightly armored vehicles). "Special B" targets are treated as B-type targets only when one or more of the following conditions are exist:

- Unit is marked with a Fired marker
- Unit is in Move mode
- Unit is Open or Billiard Table terrain and *not* dug in
- Unit is a participant in Assault-Style combat
- Immediately after firing at a movement-based Overwatch Trigger (and then only for the immediately following return fire Overwatch)

Otherwise, these units are treated as A-type targets (i.e., they cannot be fired on using the Point Fire Table).

1.8 Minefields

Neither side may use minefields.

2.0 ALLIED SPECIAL RULES

2.1 COMMAND AND CONTROL

2.1a Commander's Intent

The 101st Airborne is to maintain the integrity of the Main Supply Route (MSR), commonly known as Hell's Highway, and ensure that its use by Allied Forces is not disrupted by the enemy.

2.1b Command Prep Ratings

UNITED STATES:

From 0900-1200 22 September: 3
1220 22 September onwards: 2

BRITISH: 3

If units from both nationalities appear on the same Op Sheet, use the British Command Prep Rating.

Design Note: The difference in the US Command Prep Ratings represents the arrival of Brigadier General Anthony C. McAuliffe in Veghel and his command of the defence.

2.1c Op Sheet Availability

There is no limit on the number of implemented Op Sheets.

101st Recon Platoon and C Sqdn Royal Dragoons may operate freely without an Op Sheet [EXC: When part of a Prepared Defense Op Sheet]. They are never considered when determining the size of any Op Sheet to which they are assigned.

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2.1d Allied Unit Cooperation

A number of British were assigned directly to the command of the 101st Airborne and many others found themselves cut off in Veghel when the Germans launched their attack. The following rules regulate their use.

- (a) British & American artillery batteries are available for units from both nationalities.
- (b) Units of the British 44 Royal Tank Regiment were directly under the command of the 101st and can be assigned to Op Sheets as such.

2.1e The 81st AA/AT Battalion

The ATs and MGs of this formation may be assigned to any United States unit without any increase to the size of the Op Sheet. Furthermore, all units of the 81st AA/AT Bn have a morale of 1.

2.1f 327th Glider Infantry

All AT Guns of this unit have a morale of 1.

2.1g 101st Divisional Motor Pool

Beginning with the 1140 22 September turn, any American unit entering play as a reinforcement may do so as if it were usnign inherent truck transport (18MPs; see 1.5) for the first two turns (only) it is on the map.

2.2 ALLIED ARTILLERY

Unless noted otherwise, the following batteries are available off map at the start of play of *all* scenarios:

United States

- A / 377 Glider FA Bn - 4x 75mm Pack Howitzers
- B / 377 Glider FA Bn - 4x 75mm Pack Howitzers
- C / 377 Glider FA Bn - 4x 75mm Pack Howitzers

British

- 342 / 86 Field Rgt RA - 6x 25 Pounders
 - 343 / 86 Field Rgt RA - 6x 25 Pounders
- 2.2b The following batteries arrive as reinforcements:

- A / 321 Glider FA Bn - 3x 75mm Pack Howitzers
- B / 321 Glider FA Bn - 3x 75mm Pack Howitzers
- C / 321 Glider FA Bn - 3x 75mm Pack Howitzers

- A / 907 Glider FA Bn - 4x 105mm Howitzers
- B / 907 Glider FA Bn - 4x 105mm Howitzers
- C / 907 Glider FA Bn - 4x 105mm Howitzers

3.0 GERMAN SPECIAL RULES

3.1 COMMAND AND CONTROL

3.1a Commander's Intent

KG Huber and KG Walther are to assault the town of Veghel from the west and east respectively. Destroy all road and rail bridges located in or near the town. Deny the Eindhoven-Nijmegen road from enemy use at all costs.

3.1b Command Prep Rating

KG Huber: 4
KG Walther: 3

3.1c Op Sheet Availability

The German KGs are limited in the number of implemented Op Sheets that may be in effect at any one time as indicated below.

KG Huber: 3
KG Walther: 4

3.1d KG Cooperation

KG Walther and KG Huber were operating from opposite sides of Hell's Highway and were not able to effectively coordinate their attacks. In fact, throughout this battle they had no radio or telephone communication and were completely unaware of the presence of each other. The following restrictions are imposed to simulate the coordination difficulties which resulted.

- (a) A single Op Sheet may not contain units (or even reference them) from KG Huber *and* KG Walther.
- (b) Artillery batteries from KG Huber cannot provide fire support to units from KG Walther (and vice versa).

3.1e Miscellaneous German Units

Several support units within each KG may be assigned to an Op Sheet without adding to the Op Sheet's size. These units are listed below.

KG Huber	KG Walther
159 AT Co	Hvy Flak Batt / 10 SS 10 SS Sturm Bn
AB 424	
1/559 PZ JG	

On 23 Sept, KG Walther was reinforced by SS Co Segler. Consequently, this unit may be added to any Op Sheet belonging to SS KG Richter (only) without any increase in the Op Sheet's size.

Note: Though SS KG Richter is a KG in and of itself, it is still considered a part of KG Walther.

3.2 GERMAN ARTILLERY



Unless noted otherwise, the following batteries are available off map at the start of play of *all* scenarios:

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KG Huber

1/I/59 Arty Rgt - 6x 105mm
2/I/59 Arty Rgt - 6x 105mm
3/I/59 Arty Rgt - 6x 105mm



KG Walther

1/I/180 Arty Rgt - 6x 150mm
2/I/180 Arty Rgt - 6x 105mm
3/I/180 Arty Rgt - 6x 105mm

The following batteries arrive as reinforcements: 1

Batt 10 SS Arty Rgt - 6x 105m

3.3 ENGINEER CAPABLE UNITS

Only Pioneer Platoons from 107th Panzer Brigade (three units total) may attempt bridge demolition.

4.0 OPTIONAL RULES

4.1 GERMAN

4.1a KG COOPERATION

This option allows a more concerted and effective German effort by suspending the coordination restrictions normally in effect. The two main KGs (Walther and Huber) may freely operate, including assignment to the same Op Sheet (i.e., the 3.1d.a-c restrictions are NA). Additionally, KG Huber may start its attack at 1000 hours (the same time as KG Walther).

4.1b Luftwaffe Availability

The German response to Operation Market-Garden was particularly evident in the increased activity of the Luftwaffe, recently reinforced by the 300 ME 109s & FW 190s of 1st Jagddivision.

Although these aircraft were insufficient to establish air superiority against overwhelming Allied airpower, they were able to achieve local superiority and wreak havoc against Allied ground forces. Use of this option represents an all out German effort at severing Hell's Highway near Veghel.

During the Command Phase of each Clear Weather daylight turn, the German player makes one DR on the German Airpower Table.

4.1c All Out Effort

This option is an extension of optional rule 4.1b, but simulating a more rapid deployment of a number of nearby German units. These units, normally arriving on 23 September, were scheduled to arrive on 22 September. These units could have been available for the opening attacks by KG Huber and KG Walther.

All German units are now available on the 1000 22 Sept turn.

5.0 SCENARIOS

5.1 SET-UP & MAP NOTES

Step losses are called for in a scenario may be divided among units in the formation at the player's discretion. However, no unit may receive a second hit until all other units have received at least one hit.

5.2 SCENARIOS

5.2a A Close Run Thing

General Information:

First Turn: 1000 22 Sept

Last Turn: 1800 23 Sept

Map Area: All First

Player: German Number
of Turns: 77

Allied Setup Information:

Within the area bounded by A35.15-B35.25-B15.25-A15.15 (inclusive):

2/501 6/27

LAA

w/i 10 of A13.26:

C/Royal Dragoons (2x DAC, 2x DSC)

w/i 10 of B19.22:

C/Royal Dragoons (2x DAC, 2x DSC)

Anywhere:

101 stRecon Platoon

C/Royal Dragoons (2x DAC, 2x WSC)

Artillery Ammunition:

75mm: 200 HE

25Pdrs: 60 HE, 30 Smoke, 30 Ilium

Op Sheets: Any

Units entering at 1020 Sept 22 may already have implemented Op Sheets as desired. Other units may only draw up Op Sheets two turns before they enter the map.

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Allied Reinforcements

Time	Unit(s)	Entry Area(s)
22 Sept		
1020	E, H/ 2 /506 A81AA/ATBn (6x AT, 2xMG)	A
1140	K,L,M/3/327 D/I/327 (3x AT) B 81AA/AT Bn (6x AT, 2x MG) C/44RTR (4x Firefly)	A
1220	C/44 RTR(4x Sherman)	A
1240	C/44 RTR (4x Sherman)	A
1300	C/44 RTR (4x Sherman) 321FABn-offmap	A
1400	F/2/506 B/44 RTR (4x Firefly)	A B
1420	3/506	A
1440	3/501	E
1500	1/3/327	A
1500	1,2/327 B /44 RTR (12x Sherman)	B
23 Sept		
0400	75mm: 160 HE 25Pdrs: 60 HE, 30 Smoke	
1600	907 FA Bn, 30 HE	

All of the above reinforcements (except those at 1020) may not draw up Op Sheets more than two turns prior to entry [EXC: Treat 2, 3 & 4 Troops of C Sqdn/44RTR as one block with their orders drawn up at 1220 when the first Troop arrives]. Reinforcements entering without an implemented Op Sheet may operate freely without orders for four turns before becoming unassigned.

Design Note: This flexibility reflects units rushing toward Veghel while operating under original orders to reinforce the 2 Bn/501 PIR.

German Setup Information:

All German units enter as reinforcements

Artillery Ammunition:

KG Walther
105mm: 60 HE, 10 Smoke, 5 Ilium
150mm: 20 HE

KG Huber
105mm: 40 HE, 5 Smoke, 5 Ilium

Op Sheets:

German Op Sheets must be drawn up prior to Allied setup.

German Reinforcements:

Time	Unit(s)	Entry Area(s)
22 Sept		
1000	KG Walther	Z
1100	KG Huber	D,E
23 Sept		
0600	KG Walther 105mm: 30 HE, 5 Smoke 150mm: 10 HE	
0600	KG Huber 105mm: 15 HE, 5 Smoke	
0900	KG Von der Heydte	C,D
1100	10SS Segler Co, 10 SS Arty Batt 1/I Bn/21 FJR, 10 SS PZ JG Bn (3x MkIV PzJg)	Z
1200	2/I/21 FJR, 10 SS PZ JG Bn (3x MkIV PzJg)	Z
1300	3/I/21 FJR, 10 SS PZ JG Bn (3x MkIV PzJg)	Z
1400	4/I/21 FJR, 10 SS PZ JG Bn (3x MkIV PzJg)	Z

Both KGs enter the map on 22 Sept with implemented Attack Op Sheets, drawn up at the German Player discretion but within the available limits (see Sect 3.1c). The German Player may not draw up Op Sheets for 23 Sept reinforcements until the 0700 23 Sept turn.

VICTORY:

The Germans win by fulfilling either/both of the following conditions. The Allies win by avoiding the German Victory Conditions.

German Sudden Death Victory:

(a) Destroy all 4 Bridges, or
(b) By the end of the 2300 Sept 22 turn, destroy > 2 Bridges and control Veghel (determined by control of hexes B26.30, B26.31, B27.30, B27.31, B27.32, B28.31, B28.32, B29.31, B29.32, B29.33, and B30.30; see end game victory below for control definition and requirements).

German End Game Victory:

Barring Sudden Death Victory, victory is determined at game end based on the total VP earned by the Germans. The Germans receive VP for control of areas on the map and the control/destruction of bridges. German victory level is modified by the extent of German losses throughout the game. Specific awards and schedules are listed below (Note: many of the VP values are also printed on the map).

Bridge	Destroyed	Controlled
ZW Canal Railroad (A28.13) ZW	4	2
Canal Road (A19.06) Aa River	5	3
Railroad (A35.03/A35.04) Aa River	2	1
Road (B27.33/B26.33)	3	2

A Bridge is controlled by the last player to have entered the hex (both hexes connected by the bridge hexside for the Aa River bridges). The road bridge crossing the A24.10/A25.11 hexside is worth 0 VP.

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Objective Area	VP Awarded
Veghel	5
Mariaheid	1
Kempkens	1

In order to claim objective area control, the player must garrison the indicated hexes with ≥ 1 Inf Co and ≥ 4 Fire points (any type). No enemy units may occupy any hexes within the objective area (the areas are designated with dashed red lines). Garrison hex and enemy unit presence are determined separately and matter only at game end. Garrison hexes are: Mariaheide (hexes B44.11, B45.11, B45.12, B46.11, B47.10, and B47.10), Kempkens (hexes A3.21, A3.22, A4.21, A5.22, A5.23, and A6.21), and Veghel (hexes B26.30, B26.31, B27.30, B27.31, B27.32, B28.31, B28.32, B29.31, B29.32, B29.33, and B30.30).

VP Total	Victory Level
>18	German Overwhelming
12-17	German Major
9-11	German Minor
5-8	Draw
3-4	Allied Minor
2	Allied Major
<1	Allied Overwhelming

Once the level of victory (by VP) is determined, modify the victory as follows to achieve the final victory level. If the German player has suffered casualties of more than 75% (500 of 669 steps) the victory level is reduced by one. This provision is NA for Sudden Death Victory.

EXAMPLE: The German player controls Veghel (5 VP) and the ZW Railroad Bridge (2 VP), and has destroyed the Aa River Railroad Bridge (1 VP) for a total of 8 VP—a Draw. German losses at game end are 518 steps. Since 518 is $> 75\%$ of the 669 total steps available, the final victory is a Minor Allied Victory.

5.2b Last Chance

General Information:

First Turn: 0900 23 Sept

Last Turn: 1800 23 Sept

Map Area: All First

Player: German **Number of Turns:** 28

Allied Setup Information:

Any hex in Veghel:

2/501 PIR (-10 steps)

2/506 PIR (-6 steps)

w/i 10 of Eerde:

3/501 PIR

B/44 RTR (2x Firefly, 7x Sherman)

w/i5 of A20.02:

3/506 PIR

w/i 10 of B26.33:

1/327 GIR

w/i5 of A28.12:

2/327 GIR

w/i5 of A33.07:

3/327 GIR (-6 steps)

With any Inf PI:

81st ATBn (6x AT)

Anywhere on Map A:

C/Royal Dragoons: 1x DAC, 1x WSC

Anywhere on Map B:

C/Royal Dragoons: 2x DAC

With any Inf PI in Veghel or Leest:

27 LAA (4x Bofors)

Within the area bounded by A35.15-B35.25-B15.25-A15.15 (inclusive):

C/44 RTR (2x Firefly, 9x Shermans)

Anywhere:

101st Recon Platoon (-2 steps)

Artillery

377 Glider FA Bn

321 Glider FA Bn

342/86 Field Rgt RA

343/86 Field Rgt RA

Artillery Ammunition:

75mm: 180 HE

25Pdr: 70 HE, 35 Smoke

Op Sheets:

Prepared Defense

Reinforcements:

As per Scenario 5.2a Reinforcement Chart

German Setup Information:

Enter at Entry Area Z on/after 0900 23 Sept:

723 PG Bn (less 2x Pio PI, 2x 75mm IG, 4x 75mm AT, 3x Halftracks, -12 steps) 107 Pz Bn (less 8x Panther & 5x Pz IV) I/16 Gr Rgt (-10 steps) 10 SS Richter (less SS Co Hoefler, -10 steps)

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Enter at Entry Areas C, D on/after 0900 23 Sept:

KG Von der Heydte
2x Jadgpanthers from KG Huber

1 Plt G/2/501PIR per hex
1x Bofors of 6/27 LAA per hex
1 x AT of 81 AT with any one Inf PI

Op Sheets:

Attack

w/i 3 of A24.02:

F/2/501 (2x Mortar)
G/2/501 (2x Mortar)
H/2/501

Artillery

KG Van der Heydte
I/59 Arty Rgt

w/i3 of A28.13:

E/2/506 PIR

KG Walther I/180
Arty Rgt

W/i 3of A25.05:

H/2/506 PIR

Artillery Ammunition:

KG Walther
105mm: 40 HE, 6 Smoke
150mm: 12 HE

w/i 10 of A13.26:

C/Royal Dragoons (2x DAC, 2x DSC)

KG Huber

105mm: 20 HE, 6 Smoke

Anywhere:

101st Recon Platoon

Reinforcements:

As per Scenario 5.2a Reinforcement Chart

Op Sheets:

506 PIR: Hasty Defense All
others, Prepared Defense

VICTORY:

German Sudden Death Victory :

The Germans win immediately by destroying/controlling all 4 bridges.

German End Game Victory:

Barring Sudden Death Victory, victory is determined at game end based on the total VP earned by the Germans. The Germans receive VP for control of areas on the map and the control/destruction of bridges. German victory level is modified by the extent of German losses throughout the game. See Scenario 5.2a Victory Conditions for specific VP values and required victory levels.

5.2c A BRIDGE TOO FAR

General Information:

First Turn: 1100 22 Sept

Last Turn: 1400 22 Sept

Map Area: A only **First**

Player: German **Number**

of Turns: 10

Allied Setup Information:

A19.06, A17.02, and A15.01:

1 Pit F/2/501 PIR per hex
1x Bofors of 6/27 LAA per hex
1x AT of 81AT with any one Inf PI

A19.06,17.02, and 15.01:

Artillery Ammunition:

75mm: 30 HE
25Pdrs: 10 HE, 5 Smoke

Reinforcements:

As per Scenario 5,2a Reinforcement Chart

German Setup Information:

KG Huber enters as per Scenario 5.2a Reinforcement Chart.

Artillery Ammunition:

105mm: 10 HE, 3 Smoke

VICTORY:

The Germans receive Victory Points per the Scenario 5.2a German End Game Victory schedule [EXC: Only the bridges/objective-areas on Map A are considered for victory point purposes]. Based on the total VP at game end, consult the following table.

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VP Total	Victory Level
>= 10	German Overwhelming
8-9	German Major
5-7	German Minor
3-4	Draw
2	Allied Minor
1	Allied Major
0	Allied Overwhelming

In addition, the Allied player *must* exit ≥ 8 tanks and ≥ 6 AT guns off the east edge within 2 hexes of A25.01 on/before 1300. Failure to do so results in 1 victory level shift in the German player's favor.

The Alamo

General Information:

First Turn: 1000 Hours, 22 Sept

Last Turn: 1400 Hours, 23 Sept

Map Area: Map B (only) on/between the B59.01-B36.35

Railroad

and hexrow 17.xx

First Player: German

Number of Turns: 13

Allied Setup Information:

Anywhere in Veghel:

F/2/501 PIR (3x Inf PI, 1x 60mm Mortar)

H/2/501 PIR (1x 81mm Mortar) 6/27

LAA (2xBofors)

w/110 of B19.2:

C/Royal Dragoons (2x DAC, 2x DSC)

Anywhere:

101st Recon Platoon

C/Royal Dragoons (1x DAC, 1x WSC)

Op Sheets:

Prepared Defense

Artillery Ammunition:

75mm: 50 HE

25Pdrs: 20 HE, 10 Smoke

Reinforcements (All units enter at B25.35 on the turn indicated) Time

Unit(s)

1040 81 AT Bn (3xAT)

1120 E/2/506 H/2/506 (1x 81mm

Mortar)

These units enter with an implemented Op Sheet (drawn up by the Allied prior to the start of play).

Time	Unit(s)
1200	D/327 (3x AT) 81 AT Bn (3xAT) C/44 RTR (4x Firefly)
1240	C/44 RTR (4x Sherman)

German Setup Information:

Enter at Entry Area Z on/after 1000, 22 Sept

10SS KG Frundsberg

Ix Co/107 PZ Bn (9x Panthers)

Op Sheets:

Attack Artillery

Ammunition:

105mm: 20 HE, 3 Smoke

150mm: 5 HE

VICTORY

The Germans receive victory points for hex control as indicated.

Hex	VP
B26.30, B26.31, B27.30, B27.31	2 each
B27.32, B28.31, B28.32, B29.31, B29.32	
Veghel Windmill (B30.30)	3
Veghel Church (B29.33)	4
Aa River Road Bridge (B27.33)	15

Control of the bridge is achieved by a unit occupying hex B27.33

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VP Total	Victory Level
>=35	German Overwhelming
29-34	German Major
23-28	German Minor
13-22	Draw
9-12	Allied Minor
5-8	Allied Major
<=4	Allied Overwhelming

Counter Manifest & Order of Battle

US Forces:

101st Airborne Division (elements)

Divisional Headquarters (1x Inf Pl) 501st

Parachute Infantry Regiment (PIR)

2nd Bn: 9x Inf Pl, 3x Mortar (60mm),

2x Mortar (81mm)

3rd Bn: 9x Inf Pl, 3x Mortar (60mm),

2x Mortar (81mm) 506th

Parachute Infantry Regiment (PIR)

2nd Bn: 6x Inf Pl, 2x Mortar (60mm),

2x Mortar (81mm)

3rd Bn: 9x Inf Pl, 3x Mortar (60mm),

2x Mortar (81mm) 327th Glider

Infantry Regiment (GIR)

1st Bn: 9x Inf Pl, 3x Mortar (60mm),

3x Mortar (81mm), 3x MG, 3x AT (57mm)

2nd Bn: 9x Inf Pl, 3x Mortar (60mm),

3x Mortar (81mm), 3x MG, 3x AT (57mm)

3rd Bn: 9x Inf Pl, 3x Mortar (60mm),

3x Mortar (81mm), 3x MG, 3x AT (57mm) 81st

Anti-Tank Battalion

12xAT(57mm), 4xMG

British Forces:

44 Royal Tank Regiment (elements)(RTR) B Sqdn:

4x Firefly, 12x Sherman C Sqdn: 4x

Firefly, 12x Sherman

Royal Dragoons

C Sqdn: 6x DAC (Daimler Armored

Car), 4x DSC (Daimler Scout Car), 2x

WSC (White Scout Car)

27 LAA Royal Arty

6 Batt: 9x Bofors

German Forces:

KG Walther

107 Panzer Brigade

723 Panzer Grenadier Battalion: 6x Inf Pl, 6x MG,

3x Pioneer Pl, 2x Mortar (81mm), 4x IG (75mm), 4x

Mortar (120mm), 6x AT (75mm), 20x Halftrack 107

Panzer Battalion: 24x Panther, 9x Pz IV

180 Infantry Division

16th Grenadier Regiment

I Bn: 9x Inf Pl, 3x MG, 3x Mortar

(81mm), 2x Mortar (120mm)

10 SS Kampfgruppe Frundsberg

10 SS KG Richter: 10x Inf Pl, 2x MG, 3x Mortar (81mm)

10 SS AA Flak Battalion

Heavy Battery: 2x AA (88mm), 4x AA

(20mm)

10 SS Sturmgeschutz Battalion: 3x StgIII 10

SS Rostel Panzerjager Abteilung: 12x MklV PzJg 10

SS Co Segler: 3x Inf Pl, 1x MG, 1x Mortar (81mm)

21st Fallschirmjager Regiment

I Bn: 9x Inf Pl, 3x MG, 3x Mortar (81mm), 2x IG (75mm)

KG Huber

59 Infantry Division

1035 Grenadier Regiment

I Bn: 9x Inf Pl, 3x MG, 3x Mortar (81mm)

II Bn: 9x Inf Pl, 3x MG, 3x Mortar (81mm)

159 AT Co: 6x AT (75mm)

Abteilung 424 (AB 424)

AA Batt: 4x AA (20mm)

559 Panzerjager Battalion

I Co: 4x Jagdpanther

KG Von der Heydte

6th Fallschirmjager Regiment

I Bn: 9x Inf Pl, 3x MG, 3x Mortar (81mm),

2x IG (75mm)

III Bn: 9x Inf Pl, 3x MG, 3x Mortar (81mm),

2x IG (75mm) 2nd

Fallschirmjäger Regiment

I Bn: 9x Inf Pl, 3x MG, 3x Mortar (81mm),

2x IG (75mm)

Designer's Notes

As I was reading yet another book on Arnhem and Operation Market-Garden, I noted that this one was different. Titled, "It Never Snows in September" by Robert Kershaw (a serving officer in the British Army and of the Parachute Regiment), it presented a view of the battle from the German perspective.

As I made my way through this gripping read, I came across a chapter which dealt with the events this game has endeavored to portray. I was immediately struck by the idea that these events—the only major German attempt to cut the Allied supply route along Hell's Highway—would make for an exciting and interesting TCS game.

I soon started to make notes. My first priority was to establish an accurate order of battle. This is the part which I find the most challenging but also the most interesting. I gathered and read Arnhem books from as many different sources as possible, both allied and German. I was greatly assisted in this task by a visit to the Imperial War Museum in London. There is an extensive library located there with a number of rare sources on the battle. It was also here I was able to read a variety of regimental histories, including the 101st and the assorted British units which fought alongside them.

Next I worked to uncover any other historical information, particularly war diaries kept at the British Public Records Office here in London. This office has some quite extraordinary information. I managed to locate the actual regimental records, written at the time of the battle. I was restricted to mainly the British units, but it still provided a wonderful insight to events as they unfolded before the eyes of those present at the time.

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My previous design experience with "A Raging Storm" (*TCS game 2-11, ed.*) proved invaluable and saved a great deal of time. I knew exactly where to look for my information and had learned the hard way about reconciling conflicting reports.

Once I was satisfied with the vast amount of information I had collected, I visited the Royal Geographical Society. Also in London, they have a plethora of cartographic materials available for public viewing and use. I was confident I would locate a detailed, military map of the area. I was not disappointed. Included amongst the various maps of the area were also a number of photo-reconnaissance films. At the scale represented by TCS, these types of photos were very important pieces to the map puzzle.

The next stage involved sitting down and sifting through all this information. As I did, I began to put together an OOB. Kershaw's work was a key resource at this stage. He provides an excellent German OOB as well as number of arrival and departure dates for various units. I was able to fill in any gaps with information from my own research. Once I was satisfied with my OOB, and had tentatively assigned appropriate TCS values, I began working with Bob Runnicles. We set about extrapolating all of the research information to come up with the game map. We both feel very strongly about the result of those efforts. We feel the map you see before you is as accurate depiction of the area near Veghel as can be achieved.

While Bob labored to finalize the map and counter manifest, I began addressing the special rules which would be needed to provide a historical feel to the battle. I also looked for logical start/stop points for scenarios.

I have always believed in simplicity in terms of game design. Rules must also be balanced against making a game that is both playable and enjoyable without sacrificing historical accuracy. Fortunately, it soon became clear that this game would require a relatively simple set of special rules.

One of the most difficult things to work around was the completely flat terrain of the area. The problem was not so much that it was simply flat. Rather, there was quite a bit of scattered brush and trees. Not enough to warrant including all such features on the map, but enough that allowing a Panther to see all the way across the map was simply unrealistic. Thus the limited range rule which, in essence, takes into account these random obstacles. It seems to work quite well.

Another tricky situation involved transport units. Initially, Bob and I included some 30-40 U.S. and British transport units. The problem we faced was what to do with these trucks and HTs when they had unloaded their passengers/cargo. They tended to clutter up the map and served little useful purpose. We then went to an inherent transport scheme wherein units had attached trucks/HTs and could use them while in move mode if they desired. This worked great. Great, that is, right up to the point that the first playtester moved through some swamp on foot and then hopped in his trucks on the other side. The rules as you see them now underwent some very last minute adjustments to help remove some unrealistic tactics like the one above. Though there is no perfect solution that does not take too many rules to explain, these rules are effective and simple.

Our biggest hurdle however, was dealing with the unexpected sale of The Gamers to Multi-Man Publishing. We found out about the sale after we had passed the design to the TCS Honcho, Lee Forrester. I made contact with MMP through Russ Bunten and we worked with Lee to keep the ball rolling. Though there were some inevitable delays, I believe that the final product was worth the wait.

Market-Garden is a popular subject for boardgames of all scales. The battle at the Veghel bridges was intense and bitter. It makes for a fascinating TCS experience. I hope you all enjoy it as much as we enjoyed designing it.

Development Notes

This is the first TCS game to go through Dean's Honcho system. It was a pleasure to work on this game. Bob Runnicles and Nigel Roberts did wonderful work on research and design. There was very little to do in terms of initial design. Other than bring a number of the rules up to current (i.e., TCS v3.1) standards, I mainly only needed to concern myself with coordinating the extensive testing required. Naturally, I did a bit of streamlining here and there, but as a whole the game got off to quite a solid start. The strength of the game's foundation was demonstrated a number of times as I sought to improve upon the design, only to discard my so-called improvements-reverting to the initial submission in each case. The testers universally praised the game and I believe it to be a significant addition to the TCS line.

My many thanks go out to the playtesters. They assembled their own test kits and did a great job of running the game through its paces. Special thanks are due Perry Andrus. He helped track down some research questions and did a very thorough proofing of the rules. Len Ludtke was also particularly helpful. He sent in pages upon pages of comments and questions, in addition to writing the Player's Notes. Finally, special thanks to Ken Nielsen-who jumped in at the last second, and Thomas Prowell for volunteering the Metro Seattle Gamers for the cause.

Player's Notes

Germans:

Do not underestimate the Allied firepower. Stay out of line of sight when possible. The hexes near the dikes are most often blind spots to what little higher elevations there are. Use the dikes to screen unit movements. This will help preserve your limited smoke ammunition for when you really need it. Dikes also serve a handy role as unit boundaries.

The villages of Kempkens and Mariaheide make excellent rally-points/assembly areas. As an added bonus, using these areas ensures you will have a garrison in the area for VP purposes near the end of the game. Alternately, send some weak or poor morale units there in the end game.

Protect the Pioneers! This cannot be overemphasized. The three Pioneers are responsible for roughly a third of the total VP available. Losing them drastically reduces the chance of a German win, and eliminates any chance of a major victory. Keep them well protected and out of LOS until you need them. Make sure you have adequate overwatch positions to cover their demolition attempts. The Allied force is fully capable of implementing new Op Sheets to respond to the threat. The (minimum) four turn delay makes unsupported demolition attempts very risky. Do not try to blow the bridges until you have cleared the area around the bridges sufficiently.

One way to throw the Allied defense into a frenzy is to send a portion of KG Walther around the north end. Though time consuming, this move will usually turn out to cost very little in terms of units and firepower to the main effort. It can, however, pay big dividends if the Allies either over-commit or ignore it. It might just bag a bridge for the Germans and can mean the difference in a close game.

The German artillery ammunition supply is far less than might be otherwise expected for this scale of an attack. Knowing when and where to use this valuable commodity is key to German success. Positioning the mortars early with good fields of fire allows the use of smoke to screen the main advance. Ultimately, this eases the overall burden on the artillery as the initial turns will not use much in the way of HE. Save some smoke for later in the game, but use it as much as possible in the early turns. The HE will be needed later to defend the German gains.

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Finally, the German armor must obtain local superiority whenever possible. Do not commit the German tanks piecemeal. There are enough Allied tanks that any such effort will be overwhelmed easily. The landscape (and special rules) take away much of your range advantage. Use mutually supporting positions and engage the Allied armor only when you have a decided advantage with a well-protected fall back position available.

Allies:

Use the armored cars to the utmost. These, though seemingly too light to serve much purpose, are indeed very valuable units. One often overlooked role is that of an artillery observer. When assigned to a Prepared Defense Op Sheet, they can call in artillery fire. An effective method for employing them in this role is a form of "shoot and scoot." The artillery attack zone LOS effects help cover them from overwatch while they fall back to a new position.

Effective use of Allied artillery must include more than just pounding established enemy positions and units. Try to look ahead and anticipate the German movements. Place artillery missions astride the most likely German attack routes. Think of these missions as interdiction and area denial—a form of temporary minefield. Only desperate Germans drive through fast-fire missions. This is especially true on roads as every unit gets shot at individually. Generally speaking, the Allies have an unlimited supply of ammunition. Keep the guns firing. Use fast-fire missions as often as needed. The Allies will seldom find ammunition running short.

Do not "lose sight" (*sorry, couldn't resist, ed.*) of the defensive uses of smoke. As the Germans establish their fire bases, liberally apply smoke to areas nearby to block their LOS. This is especially handy when dealing with Panthers in the 7-10 hex range. Firing artillery at them risks the use of 3 ammunition points with a possible bad shoot. On the other hand, smoke does not care—a bad shoot is just as effective as a good shoot. Additionally, scattered smoke will not harm friendly units in the area.

Save the Fireflies for armor on armor engagements. These units can effectively deal with the heaviest German armor—Panthers and Jagdpanthers. Resist the temptation to overrun the occasional infantry platoon and instead use them in hunter-killer groups to isolate and eliminate the German tanks. There are plenty of Shermans available. Use them in their more traditional role of providing fire support for the infantry. Of course, they can be pressed into service against the heavier German tanks in a crisis. Keeping the Fireflies available will severely restrict what the German tanks can accomplish.

Stay off the dikes. Remember, dikes are billiard-table terrain for vehicles. It looks very appealing to send your armored cars along the dikes to take advantage of the movement possibilities. In most case, armored cars spending much time on a dike end up in the dead pile.

Maintain a group of tanks as a mobile reserve. Use this reserve as a last ditch effort to stabilize a defense. They can normally make the difference short term, but do not count on them being around very long. Unless the armored battle has really gone the Allies' way, the German tanks will respond in force. The result is typically a large number of eliminated Allied tanks.

Allied Op Sheets should almost always be Prepared Defenses. The advantages provided by PD are key to the Allied cause. Remember, even tanks can call in artillery fire if they are assigned to a PD. If another Op Sheet type is used (e.g., a local counterattack, etc.), make sure the units involved have a PD prepared to fall back on (or take over when the other Op Sheet is completed).

Eliminate the Pioneers. If the German player exposes any/all of his Pioneer units, take the necessary steps to engage and eliminate them. This will rarely happen, however, as the value of these units is as obvious to the Germans as it is to the

Allies. Nevertheless, it takes least four turns to destroy a bridge. If the approaches to the bridge are not adequately supported, it is a worthy cause to send a detachment after the Pioneer. Though these units will not survive their attack, the upside is tremendous if it means eliminating the only Pioneer near that bridge.

Historical Perspective

In September 1944, the Allies made a bold attempt to bring World War II to an early conclusion. Operation Market was history's largest airborne operation. It involved more than 36,000 American, British and Polish troops from the newly created First Allied Airborne Army. Comprised of the British 1st Airborne Division, the U.S. 82nd and 101st US Airborne Divisions, and the 1st Polish Parachute Brigade, they were to enter battle by air. Supported on the ground by Operation Garden, British XXX Corps—comprised of the 43rd and 50th Infantry Divisions with armor support provided by the Guards Armoured Division—the objective of the operations was to open a corridor to Arnhem and across the Neder Rhine into Germany.

The airborne elements of this plan were among their nations' most elite troops. Over the course of the battle they would display courage, endurance, and fighting skill rarely encountered elsewhere. Accounts of these battles typically focus on the events around the bloody fight for Arnhem bridge involving the 1st British Airborne Division.

The contributions of the two American Airborne Divisions are often overlooked, particularly by European sources. These excellent fighting formations demonstrated considerable determination to seize their objectives and clear Hell's Highway for the advancing XXX Corps. During the course of Market-Garden, the 82nd Airborne lost 1,432 men while the 101st suffered a total of 2,100 casualties.

Market-Garden was conceived by Field Marshal Sir Bernard Montgomery, then in command of the 21st Army Group, consisting of the 1st Canadian and 2nd British Armies. Montgomery's aim was to cut off the Germans defending western Holland, to turn the flank of the Siegfried Line, and to put the 2nd British Army across the Rhine. The three divisions of the 1st Allied Airborne Army were to spread a carpet of airborne troops along a narrow corridor, 50 miles deep. A fourth British airlanding division would be flown in later in support. With the main bridges secured, the 2nd Army's XXX Corps would drive up the corridor and to the Zuider Zee some 99 miles distant.

Prior to the battle, Allied planners generally believed the Germans to be on the run. The disasters in Normandy, the subsequent chaotic German retreat across France, and the bitter encirclement at Cambrai all served to fuel this notion. However, the German units defending behind the various Dutch canals and rivers were either the vanguard of the newly formed 1st Parachute Army, or the first arrivals of the XV Army. The XV Army had been pinned against the channel coast but managed to escape into Holland with the majority of its force intact. Other units scattered around northern Holland included a few SS and Herman Goring Division depot battalions, reinforced by miscellaneous Naval and Luftwaffe units. Many remnants of shattered Wehrmacht divisions also ended up among the defenders. Most of this highly varied mixture of men and equipment were organized into *kampfgruppen* (Battle Groups) named after their commanders. Many of the units had little combat training or experience and heavy weapons were often scarce. Despite these difficulties, morale was quite good. The German soldiers felt that they were now defending their homeland and they were determined not to fail.

As if these facts were not bad enough, Allied intelligence had completely neglected crucial information regarding the German forces near Arnhem. Two SS Panzer Divisions were assembled

nearby. Refitting and taking replacements, these two elite units were survivors of the summer campaigns and had a cadre of hardened veterans. The 9th SS *Hohenstoff*en and 10th SS *Frundsberg* divisions had been reduced to a mere shadow of their former selves. Still, they had a total of nearly 7,000 men. On top of that, much of their equipment has survived the retreat. This included a large number of armored vehicles, nearly their full TO&E of guns and heavy artillery, and a large assortment of FlaK guns. Against lightly armed airborne troops, these units would prove to be an insurmountable force.

On the morning of 17 September, some 1,545 transports, 478 gliders, and 1,131 fighters lifted off from airfields throughout England. The procession of planes was nearly 10 miles wide and 94 miles long. No operation like it had ever been seen. As the massive airborne armada dropped its human cargo across Holland, one German officer in Arnhem, detected what appeared to be white snowflakes hanging in the air. He was overheard to say, "That cannot be. It never snows in September! They must be parachutists."

The German reaction was swift and violent. The initial response displayed the German troops' indisputable professionalism and self-sacrifice. Quickly recognizing the local situation, area commanders spread their available *kampfgruppen* to isolate and contain the airborne invaders. Though it was some time before the Germans realized the full extent of the operation and its intent, German leadership in the crucial first hours of the invasion was outstanding. Brigadier General Hackett, commander of 4th Parachute Brigade, British 1st Airborne, characterized the Germans response as, "Touch them and they react."

The 101st Airborne Division had been nicknamed the Screaming Eagles because of their divisional insignia—the head of an American Bald Eagle. They had managed to capture and secure nearly all the canal and river bridges between Grave and Eindhoven. This opened the path for XXX Corps troops in their attempts to reach Arnhem. The 101st failed to capture one bridge, however, and this would prove pivotal in the upcoming days. The Son bridge, spanning a canal just on the outskirts of Eindhoven, blew up just as the paratroopers were about to cross. The Germans had waited until the last moment. Then, when it was evident that it could not be held, the defenders blew the bridge in the 101st troops' faces. Overcoming this obstacle would result in a delay of two days while a Bailey Bridge was set across the canal. This delay would provide Field Marshal Model the time he needed to organize a defense and prepare to retake the territory held by the paratroopers. The most determined of these counterattacks outside Arnhem was aimed squarely at the 101st Airborne. The small town of Veghel would be the focal point of the only significant German effort to sever Hell's Highway. On the morning of the 22 September, the German assault fell upon General Taylor's positions.

Two reinforced *kampfgruppen* would attack Veghel from the west and east. The main objective would be isolation of Eindhoven by cutting the Grave road and seizing the town of Veghel. If necessary, they would destroy the bridges over the Aa river and Zuid-Wilhelms canal. KG Walther would assault from the east, while KG Huber's attack would hit Taylor's men from the west. Timing was all-important. If the two *kampfgruppen* could coordinate their attacks, the Americans would have little chance of holding their positions.

Dutch Resistance fighters alerted General Taylor to the German buildup. They provided invaluable intelligence of the German capabilities, often at exorbitant cost in partisan lives. The heroism and dedicated contributions of the Dutch resistance cannot be overstated. Using this information, General Taylor correctly assessed the main objective of the impending assault as an attempt to block the corridor to Nijmegen (and beyond to Arnhem). The only unit in Veghel was

the 2nd Battalion, 501st Parachute Infantry Regiment, reinforced by a number of stranded British units. Taylor ordered the 506th Parachute Infantry Regiment to take up supporting positions in Uden, just north of Veghel. He also ordered the 327th Glider Infantry Regiment to move north in support of these two positions.

The main German assault began at 0900 hours. KG Walther forced the 2nd Battalion to give ground. By 1100 hours, the Germans had reached the outskirts of Veghel. As the lead Panthers came down the main road into Veghel, 57mm anti-tank guns engaged the German tanks. Mostly ineffective, the American gunners did manage to knock out one Panther. The remaining German armor withdrew to reorganize. Shortly after this sharp engagement, the first elements of the 506th arrived in Veghel. Close behind was a battalion of the 327th. KG Huber was nowhere to be seen. A lack of wireless communication equipment prevented the KG commanders from adequately coordinating their attacks.

Brigadier-General Anthony McAuliffe, commanding the 101st Divisional Artillery, was scouting for a new Division HQ. He happened upon the scene in Veghel shortly after the German assault began. He realized the gravity of the situation and took command of the defense. As units arrived in Veghel, he reassigned them to counter the various German threats. Although already weary after days of combat, the paratroopers responded to the threat and demonstrated outstanding physical toughness and sheer determination. By 1400 hours, the situation had begun to stabilize. It was then that KG Huber finally arrived and hit the Allied defense from the west. They quickly captured one of the bridges over the Zuid-Wilhelms canal and set about preparations to demolish it. A British squadron from the 44th Royal Tank Regiment, along with a company from the 506th, counterattacked and forced the Germans back. A number of other German assaults succeeded in cutting Hell's Highway south of Veghel only to be driven off by 327th.

The furious and brutal combat in Veghel continued. Fighting foxhole to foxhole and house to house, the American troops were able to prevent any meaningful German gains. By late afternoon German losses had begun to mount. The commanders of the 107th Panzer Battalion, the 723rd Panzer Grenadier Battalion, and 16th Grenadier Regiment were all casualties. The fighting continued throughout the day, but by nightfall Veghel and the road to the south were still in Allied hands.

To the north, however, the road to Nijmegen was cut. General McAuliffe and General Horrocks, commander of XXX Corps, struggled for a way to clear the road. This corridor had to be opened expeditiously if the British 1st Airborne was to have any chance at survival. The current situation also endangered three other Allied Divisions fighting north of the Maas river. A major disaster was in the making. General Horrocks wrote in his diary, "[these few days were] about the blackest day[s] of my life."

The Germans renewed their attacks the following morning. Using a pincer movement similar to the one planned on the previous day, the two German KGs assaulted Veghel and the bridges. The paratroopers of KG Von der Heydte reinforced KG Huber. Once again, however, the coordination between the two attacking formations was ineffective. The Americans were able to stall the piecemeal attacks. Meanwhile, XXX Corps had managed to cross the Zuid-Wilhelms canal and was threatening the German rear areas.

By the afternoon of 23 September, it became clear to General McAuliffe that he had stabilized the area. He ordered two battalions of the 506th to head north and link up with the Grenadier Guards Battle Group of XXX Corps. After an assault lasting just over two hours, the British and American troops linked up. Hell's Highway was open all the way to Nijmegen.

Post-war analysis of these events reveal that though the German assaults on Veghel failed, the 24 hour delay was enough to doom Market-Garden. Time ran out for the 1st Airborne defending the bridge in Arnhem and by the 23rd, there was no British presence in the bridge. In fact, the fate of the remainder of the division, en-circled near Oosterbeek, was still greatly in doubt for some time. They were finally evacuated in a daring night crossing at Driel. Market-Garden had failed

