

Operation Market Garden

(17th September 1944 – 25th September 1944)

the Tide of Iron *multiplayer* campaign*

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Parachutes landing during Market Garden operation.

The photo is taken from web pages www.historyofwar.org.

**Playing this campaign requires the TOI base game, both its expansions (DotF and Normandy) and an additional set of map tiles from the base game (taken for example from the Map pack 1).*

Thanks

In the first place I would like to thank (many) designers of *TOI* fan scenarios, which served me in my initial *ToI acquaintance* and as an introduction to the *TOI* game system and later as an inspiration for designing my own scenarios.

Thanks also belong to *Ivan Hrbek*, the author of the book *Arnhem 1944*, which served me as a more detailed guide to a history of the *Market Garden* operation, beside relatively short narrative (about it) on *Wikipedia*, which was my second source.

Thanks also belong to *Matt Siegel* for his conception of designing scenarios in a really epic scale and for his several other clever ideas (like a substitution of using an official *TOI* scenario editor with a simple text editor, which will do this job far better and in a more comprehensive way, or a very elegant method how to easily promote squads with *Alpha*, *Bravo* or *Recon* specializations). First, I considered his approach (in his *Mediterranean campaign*) as a *megaloman* one, but after designing the *Scenario 1* of this campaign, I changed my mind (No average solutions, only the best! Do you agree, Matt? ☺).

Dedication

This campaign is (considering all above mentioned facts) dedicated to all (actual and future) *TOI* players and maybe it will serve as an inspiration for other *TOI* scenario designers. It is also a nice example how the *TOI* game system is modular and how it can be *tweaked* to fulfill requirements not only for a decent 2 player scenario but also for a bigger campaign (designed for 3 or 4 players).

Recommendation

I highly recommend watching the film *A bridge too far* before playing this campaign. It is a very realistic (and appraised) *review* of this famous Allied operation.

Introduction

After I had finished designing the *Ardennes offensive* campaign in August 2009, I thought that I would take a *designer's rest* for awhile. However, when I was speculating about a theme for another *TOI* campaign, my thoughts were revolving around the famous *Market Garden* operation, which was the biggest Allied airborne operation during WW2 and which took place in the Netherlands during September 1944. No matter its outcome (inspite of a heroic effort of British, American and later also Polish soldiers), it really was a big operation and surely deserves to be *transformed* into a real *TOI* campaign. Many *stand alone* scenarios relating to the *Market Garden* operation are available on FFG *TOI* scenario web pages, but a real campaign with this theme has not been yet published.

With the *TOI status quo* (September 2009 – September 2010) I had at my disposal almost all necessary components (American, British and German forces, lot of strategy decks and operations cards and I also should not forget to mention the (first) Map pack, because I did not want to buy another copy of the *TOI* base game because of additional maps ☺). Unfortunately, several rules were missing and needed to be discovered (like transporting squads in boats over a river or rules governing a combat on 2 separate battlefields).

When thinking about a level of a *detailness* of this campaign, I faced several questions:

- a) How many (different) regions (battlefields) should be taken into account?
- b) How many scenarios should this campaign contain and how *big* should they be?
- c) If I take this campaign in a little bit bigger scale, will not be better to implement it as rather a multiplayer one than as a usual one (for 2 players)?
- d) Regarding many engaged *ad hoc* formed German *Kampfgruppen* (combat groups), should German squads also have a possibility for their promoting?

I was pondering all of it and then answered me this way:

ad a) Because a number of regions (taken into account) corresponds with a number of scenarios and because I wanted to implement this operation in a rather complex scale, following battlefields resulted as necessary: *Arnhem*, *Nijmegen* and *Eindhoven*.

Advancing through the campaign a number of battlefields will diminish. Since the *Scenario 2* we will leave *Eindhoven* and in the (final) *Scenario 4* we will focus our attention only on *Arnhem*.

ad b) Because of a need to keep a number of scenarios on a reasonable (low) value and because of a relatively lot of battlefields, I had to think over rules for such kind of a scenario, which would take place on two (big) separate battlefields (like sharing decks and operations cards, determining the initiative, spending CPs, etc.)

Finally, after accepting a fact that the campaign will consist of rather bigger scenarios and after dividing important events into a chronological and logical order, I *received* 4 scenarios, though in reality they are 6, because two of them have 2 parts.

ad c) Regarding designed scenarios (where almost each has 2 battlefields and each battlefield consists of 12 map tiles), it took me as a (more) suitable solution, that the campaign should be rather played in 3 or 4 players (instead of standard 2 players). This time it would be quite logical: one player will take a role of Americans, another one a role of British, and the last one (or the remaining two) a role of Germans.

ad d) For a simplicity I denied a possibility for promoting German squads. It was due to a fact of great numbers of their *Kampfgruppen* and because of a need to keep a track of promoting several Allied divisions (*XXX Corps*, *82nd Airborne*, *1st Airborne*,...). But principally it should not matter because:

i) As a tool for comparing achieved successes during the campaign serves for both sides campaign points (earned by a measure of their efficient playing the scenarios).

ii) A number of promoted (Allied) squads (and their level) will serve as a value, which can be used for comparing their results, after players change their roles (Allies for Germans), if they ever want to play the campaign again.

Playing on 2 separate battlefields within one scenario

This feature is used (with an exception of the *Scenario 4*) in all the scenarios of this campaign. Unfortunately, (standard) *TOI* rules cover only a situation when 2–4 players fight on one battlefield (one map). *DotF* expansion added some rules governing using forces of two different nations (which are allied).

But to be short, when we will fight on 2 separate battlefields then, no matter whether the scenario will be played in 2 players or 4 players, we will have to deal with following problems:

a) A number of used initiative cards, a management and distributing of received CPs, determining the initiative on both battlefields.

For a simplicity, there will be used 4 initiative cards (2 for each battlefield as in a *normal* scenario). So Germans will need 2 German initiative cards (copy the German standard initiative card or use some other). Both Americans and British will have their own initiative cards.

No matter if one player plays for Germans on both battlefields or if one player plays for Allies on both battlefields, this solution has a following advantage:

Each side (on each battlefield) will use its own initiative card and will manage CPs that it receives during a scenario. The CPs that this side received may be used as usual (on its battlefield), but they may not be transferred or given to the Allied player or nation (in case of Allies) on the other battlefield or to units of the same nation (in case of Germans) on the other battlefield.

Example:

Before playing the Scenario 1, Part I three players divide their roles in a following way: Player A will play for Americans (in Eindhoven), Player B for British (in Neerpelt) and Player C for Germans (on both battlefields).

After the Action phase has ended, now begins the Command phase of the round 1. Allies receive due to Seize the initiative operations card 1 CP (for each nation) that is automatically put on (each of) their appropriate initiative cards.

Then follows the step Determining control over objectives. Only German player in Eindhoven will check, whether he keeps or loses control over his 2 national objective markers. He still controls them, so nothing changes.

In the following step (Receive CPs) Player A receives 0 CPs, Player B also 0 CPs and Player C 2 CPs (from the Neerpelt battlefield) and 3 CPs (from the Eindhoven battlefield).

In the following step (Spending CPs) German player has to decide how he will divide his CPs. He may not transfer any CPs from Neerpelt to Eindhoven battlefield and vice versa, though on each battlefield he may spend CPs received there however he likes.

He sees that both Allies players will not receive any CPs, except those granted via Seize the initiative operations card. So he decides that on the Neerpelt battlefield he will save 1 CP to future rounds and that for the other CP he will buy one strategy card (thus passing the initiative to British).

On the Eindhoven battlefield he decides to put 1 CP on the initiative card (thus gaining the initiative there, because Americans had initiative during the round 1 and both sides have the same number of CPs on their initiative cards), and for the remaining 2 CPs he will buy some other strategy card.

During the last step (Determine initiative) will be determined the initiative on both battlefields. During the round 1 both Allies players had initiative on their battlefields. Each player of Allies has received and (has had to put) 1 CP on his initiative card, while German player put only 1 CP on the initiative card on the Eindhoven battlefield and put none CP on the initiative card on the Neerpelt battlefield. So that in the round 2 Germans will gain the initiative in Eindhoven, while British will keep initiative in Neerpelt.

b) Shared strategy decks and shared operations cards

While playing on 2 separate battlefields, there are far more possibilities how the shared objects can be shared (between all participating players).

Example:

We will continue in the above mentioned example. In this scenario is Disruption deck shared between Germans and Americans this way: Only German forces in Neerpelt and American forces in Eindhoven may use the cards from this deck, while neither British nor Germans (in Eindhoven) may use these cards.

Seize the initiative card is shared between British and Americans (but not Germans).

In other scenarios will be for example operations cards shared between Germans on one battlefield and British on the other battlefield. Leadership decks are never shared.

But do not get too much confused :-). There is a special section in each scenario for each battlefield, where is explicitly written which decks and which operations cards may a given player (nation) use or share.

c) A number of actions per turn and their order, if playing in at least 3 players and dividing these actions between battlefields to players, if (not) having initiative

Let us start with recapitulating a rule governing dividing available actions (per turn) between players (or divisions) of one side. The number of available actions is halved and each player (division) receives this (halved and rounded up) number of actions.

We will use this rule as it is, because it will serve us very well, though we will have to deal with 2 potential problems which are *proportionally different number of units on each battlefield and not having the initiative on both battlefields.*

The first problem will be solved with an explicitly given number of actions (per turn) for a given battlefield, which usually will be different for each battlefield, but we will avoid caring about halving and rounding numbers. This method is also more suitable for better *engaging* of received (bigger) reinforcements during a scenario, than the (halving) rule from core rules.

Let us think of it closer:

a) First a situation when one side has the initiative on both battlefields is another variant of a situation described in rules for a scenario with one battlefield. The same it is with a situation when in each scenario fight against one another forces of a relatively equal size (as to their number).

Example:

Let us continue in the above mentioned example. First we will return to the beginning of the round 1, when Allies have the initiative (on both battlefields). On the Son battlefield have both sides 3 actions per turn (except the round 1 and 2), while in Neerpelt this number will differ since the round 4.

So during the Turn 1 (in the round 1) American player will spend 2 his actions on the Son battlefield and British player 3 actions on the Neerpelt battlefield. It does not matter whether British player will first take all his actions and then American player all his actions or vice versa. They may even alternate in spending their actions, though usually it is better, if each of them spends all his actions at once (they are on different battlefields and do not know what their comrades do just now).

Important notice: *The written number of actions per turn on a given battlefield may not be halved in any way. The number is already designed to fit an engaged number of units on a given battlefield!*

b) Now a little bit more complicated situation, though it will be a more common one than the above mentioned easier one. It is a situation, when on each battlefiled has the initiative a different side (Allies on one battlefield and Germans on the other).

Example (continued):

It is start of the round 2. Let us recapitulate the situation:

i) Eindhoven battlefield: Germans have the initiative there and 3 actions, while Americans have 2 actions.

ii) Neerpelt battlefield: British have the initiative there and 3 actions, while Germans have also 3 actions.

How should be actions spent during the turns within the Action phase of the round 2 on each battlefield?

In the following order: Germans (in Eindhoven), British (in Neerpelt), Americans (in Eindhoven) and Germans (in Neerpelt).

Though not necessarily in this order because principally it will suffice, if players having the initiative spend all their actions on their respective battlefields, before players who do not have the initiative do so. The most important fact is that a player who does not have the initiative (on a given battlefield) may play his actions, after his opponent with the initiative (on the given battlefield) has spent all his actions.

So the same effect (in the above mentioned example) would be, if the order of players (sides) was following:

British, Germans (in Eindhoven), Germans (in Neerpelt), Americans *or*
British, Germans (in Eindhoven), Americans, Germans (in Neerpelt) *or*
Germans (in Eindhoven), British, Americans, Germans (in Neerpelt)

Special campaign rules

a) *Allied Recon squads*

Squads (of American or British Airborne divisions) with an MG crew figure may gain the *Recon* specialization token. Such a squad may use an action *Move and fire* without any restriction (it is equipped with a light MG prototype), though such a squad may not perform an *Assault* action.

b) *Allied Demolitions squads*

Demolitions squads of Allies can deactivate (explosive) charge tokens laid by Germans. A mechanism of deactivating (neutralizing) is the same, as if they would clear mines. After successful deactivating of a laid German charge, remove the charge token from the game. During one *deactivating* action may be removed only one charge (token) on a given hex.

c) *Promoting Alpha, Bravo and Recon squads*

This idea does not come from my head, but I encountered it in the Mediterranean campaign designed by Matt Siegel. It solves the problem of promoting Alfa, Bravo and Recon squads which do not have their appropriate campaign promotion tokens.

Matt came with an idea of using national command objective markers, where their value (a number printed on them) will state a level of promotion (i.e. token with „1“ means a bronze star, token with „2“ means a silver star, etc.). These tokens are put under a squad base of a promoted squad and move with the squad.

The only problem that can occur is interchanging command objective markers used *this* way with those used in their *normal* way. But this situation can be solved by using command objective markers of a nation that is not engaged (in a given scenario), so no confusing should occur.

d) *Destroying bridges*

If a bridge is destroyed due to detonating a laid (explosive) charge, place a ruin token on the bridge hex. The ruin token in this case indicates that the bridge is impassable for both infantry and vehicles. Also remove from the bridge hex any victory or command objective markers. Only one explosive charge is needed for destroying a bridge.

e) *Operations cards vs. Strategy cards*

In case of using leadership decks, it can occur that a certain strategy card from such a deck will cause (perform) the same effect as a similarly used operations card. In such a case, there are two possible solutions:

- i) Either all such strategy cards are removed during a setup from the leadership deck **or**
- ii) A relevant operations card is removed from a game during a setup. This possibility may not be used, if the relevant operations card would be a shared one (between Allies and Germans).

Such strategy cards are always noted (suffixed) with an asterisk in their mentioning within their section. It is fully up to a player to choose which option is more reasonable for him.

Examples:

- 1) Strategy card(s) *Forced march* (Assaulter deck) vs. *Double time* operations card
- 2) Strategy card *Never give up* (Hero deck) vs. *No surrender* operations card

f) *Starting strategy cards*

Starting strategy cards are placed the way, so that they may be immediately used. It means that all starting strategy cards (no matter whether having a wording *Action phase* or *Command phase*) are placed to a player's play area. In both cases they are **not** paid for.

g) *Using American command objective markers*

Because the TOI scenario editor does not allow to insert British components into a map, I had to use the American ones. Due to this fact 3 situations can occur:

- i) On a map (battlefield) are engaged only American units. Then there is no problem.
- ii) On a map are engaged only British units. American tokens *substitute* in this case missing British tokens, so treat them, as if they were British.
- iii) On a map are engaged both American and British units. In this case it will be explained in a scenario to which nation belong used American command objective markers. The standard rule, that a national command objective marker may be captured only by a unit of an appropriate nation, is normally valid.

h) *Reward command points (CPs) and campaign points*

If any player has scored at least a minor victory on given battlefield (map), he is rewarded with a certain number of command points (CPs) and campaign points. Due to a fact that almost each scenario consists of two separate battlefields, a number of received command and campaign points is lesser than it was in the *Ardennes offensive* campaign. Campaign points are used for final scoring of the campaign and earned CPs are transferred and used in the next scenarios.

i) For achieving a *minor victory* the given army unit (division, regiment or battalion) receives 1 campaign point and 1 command point. For achieving a *major victory* the given army unit receives 2 campaign points and 2 command points.

ii) These *reward* CPs may be spent during a setup of the next scenario for buying strategy cards or may be saved for use in next rounds. Since the round 1 they may be used normally (which includes also putting them on the initiative card).

iii) These *reward* CPs may not be spent in the second part of the same scenario with one exception. In *Scenario 1* actions on all 4 battlefields take place simultaneously, so CPs earned in *Neerpelt* may not be used in *Arnhem* and vice versa. However in *Scenario 4* may be CPs earned in (its) *Part I* legally transferred to (its) *Part II*, because it is its chronological sequel.

iv) CPs received this way may not cumulate during several scenarios. They have to be spent in the next scenario. Unspent CPs are removed at the end of a scenario.

v) Moreover CPs received this way may be spent only in the next scenario, which takes part on the same battlefield.

The only exception is the *Scenario 1, Part 1*. CPs earned on these battlefields may be distributed to any battlefield (since the *Scenario 2*), where will be engaged units of a nation, that has gained these CPs.

Examples:

a) American player scores a *major victory* on the *Nijmegen battlefield* (*Scenario 1, Part II*) and a *minor victory* in *Son* (*Scenario 1, Part I*). So during a setup of the *Scenario 2* he has at his disposal 3 reward CPs. All 3 CPs must be given to *Nijmegen battlefield*, because those 2 CPs gained in *Nijmegen* may not be transferred to any other battlefield (if there is a continuing scenario occurring on the same battlefield), and that 1 CP gained in *Son* has to be spent on a battlefield, where fight American units (which the *Arnhem battlefield* does not respect).

b) British player scores a *minor victory* on the *Arnhem battlefield* (*Scenario 1, Part II*) and a *major victory* in *Neerpelt* (*Scenario 1, Part I*). So, during a setup of the *Scenario 2* he has at his disposal 3 reward CPs. 1 CP has to be given to *Arnhem battlefield* and the other 2 CPs (from the *Neerpelt scenario*) has to be given to the *Nijmegen battlefield*, because only there figure units of XXX Corps.

i) **Permanent strategy cards**

If a starting strategy card is marked with a word *permanent*, it remains in play during whole scenario and it is not discarded after its use. However there are 2 types of such cards.

a) Those generating a one time or a permanent effect like *Disrupt food supplies* or *Offensive artillery*.

b) And those like *Desperation* which generates a certain effect multiple times (usually 3 times before discarding).

However cards that do not generate a passive effect (like *Desperation* or *Take cover*) may be used (in this way) only *once* per round (after such use put an activation token on the card and remove this token from the card during the *Status phase*).

Playing effects of these (permanent) starting strategy cards is always for free.

If a player decides to change some strategy deck for a leadership deck, which would not contain the card that is included in starting strategy cards (in a former strategy deck), he may do such a change, but he will keep the missing card from the former strategy deck.

Example 1:

German player decides to change his Ground support deck for Assault leader deck. While Assault leader deck does not contain Suppressive support card, which is included in starting (permanent) strategy cards for German player, he will keep this card from Ground support deck and put it between his starting strategy cards together with Sniper attack card (taken from Assault leader deck).

What about strategy cards that generate an effect multiple times before discarding like *Desperation*? Using cards like *Take cover* or *Desperation*, as starting ones which are permanently *active* in a game, is a little bit different. Their effect may be used only **once** per round (use for example an activation token for marking their use). However, if a player would buy during a game a *regular* strategy card with the *same* name from his strategy deck, he may normally use it, as it is described on it.

Example 2:

*British player keeps his Morale 1 deck and decides to change his Morale 2 deck for Watchdog leader deck. He takes Desperation and Take cover cards from Morale 1 deck and places them beside his other starting strategy cards. If he wants to use their effect, he is limited to only **one** use of each of these cards per round. During a play he draws from Watchdog deck another Desperation card and pays for it. **This** Desperation card may be used normally, so the British player may use all its 3 activations during a round (not only once).*

j) Weather deck

Due to a relatively stable weather in Arnhem, Nijmegen and Eindhoven (despite fogs in British airports ☺), I did not implement using weather cards in the scenarios.

k) Destructible buildings

Buildings are always, except few explicitly mentioned scenarios (taking place in Arnhem), *UNdestructible*.

l) *Special initiative cards*

I did not design any special initiative cards, because I think that:

i) all 3 engaged Allied *Airborne* divisions had relatively same capabilities and skills and units of the *XXX Corps* were a little bit different type than *paras*, but surely nothing unusual,

ii) German defenders were a *pal-mal* (mixture) of all possible and available soldiers, from members of SS Panzer divisions to *greenhorns* (quickly assembled and put to a battle front).

m) *Crater tokens*

Crater tokens may be put to game after meeting this condition: *If a normal (not a suppressive) area attack (except mortars) would cause at least 2 hits on a given hex, put a crater token on that hex.*

So using certain *Artillery* or *Air support* strategy cards can have also other consequences.

n) *Counting the final score of the campaign*

Because in this campaign may be promoted only squads of Allies (due to a limited number of promotion tokens), then counting a final score and determining a winner is very easy.

After finishing each scenario each player (resp. each side (Germans and Allies)) will take a note, which result it has achieved on a given battlefield. If it has scored a *major* victory, it will receive 2 campaign points, for a *minor* victory it will receive only 1 campaign point. For a lose it will not receive any campaign points.

After finishing *Scenario 4, Part II* sum up all scores from each battlefield during the campaign and then compare a final number for Germans and for Allies and you will find out, who has won. In a case of a tie, nobody has won.

If you want to play this campaign again (with changed roles) or if you want to compare not only a number of achieved victories but also a number (and a level) of promoted (Allied) squads, then Allied player(s) will have to notice also:

1) after *Scenario 1, Part I*: stats (number and level of promotion) for squads of *101st Airborne*

2) after *Scenario 3*: stats for squads of *82nd Airborne* and stats for squads of *Frost's battalion*

3) after *Scenario 4, Part II*: stats for squads of *1st Airborne* and stats for squads of *XXX Corps*

For each promoted squad with the Bronze star Allies player gains +1 campaign point.

For each promoted squad with the Silver star Allies player gains +2 campaign points.

For each promoted squad with the Medal of honor Allies player gains +3 campaign points.

List of campaign scenarios

Scenario 1 – *Sunday trip* (17th September 1944)

a) Part I

i) *Eindhoven (Son)*

506th PIR (101st Airborne) vs. 59th (German) Infantry Division

12 map boards, 10 rounds, 10 American squads vs. 9 German squads with 1 AT gun

Main objective of Americans is capturing 2 bridges and preventing destroying one of them.

ii) *Neerpelt*

Irish guards (XXX Corps) vs. 9th SS Division

12 map boards, 12 rounds, 12 British tanks and 6 squads vs. 8 German squads with 2 AT guns.

Main objective of British is reaching the other side of the battlefield with minimal casualties of their vehicles.

b) Part II

i) *Nijmegen*

508th PIR (82nd Airborne) vs. *Kampfgruppe Henke*

12 map boards, 8 rounds, 10 American squads vs. 8 German squads, reinforced by SS armoured combat group.

Main objective of Americans is capturing a bridge (and preventing its destroying) and capturing nearby heights.

ii) *Arnhem*

1st British Parachute Brigade (1st Airborne) vs. *Kampfgruppen Harder and Brinkman*

12 map boards, 12 rounds, 12 British squads vs. 6 German squads, reinforced by SS armoured combat group.

Main objective of British is capturing at least one of the 3 bridges over the Rhine.

Scenario 2 – *Doing your best does not have to suffice* (19th September 1944)

i) *Nijmegen*

505th PIR (82nd Airborne) + elem. of XXX Corps vs. *Kampfgruppen Henke and Euling*

12 map boards, 12 rounds, 6 American + 4 British squads with 4 tanks vs. 8 German squads with 2 tanks.

Main objective of Allies is capturing the Nijmegen bridge (or capturing a German barracks).

ii) Arnhem

4 British para battalions (*1st Para Brigade* and *1st Airborne Brigade*) vs. *Kampfgruppen Spindler* and *Allwoerden*

12 map boards, 12 rounds, 12 British squads vs. 8 German squads with 2 tanks.

Main objective of British is making a contact with Frost's forces, but no matter the outcome they have to withdraw to the Oosterbeek pocket.

Scenario 3 – Heroes on bridges (20th September 1944)

i) Nijmegen

504th PIR (*82nd Airborne*) + elem. of *XXX Corps* vs. *Kampfgruppen Henke* and *Euling*

12 map boards, 13 rounds, 10 American squads with 4 British tanks vs. 10 German squads with 2 tanks.

Main objective of Allies is a secret crossing a river in boats and then capturing the highway bridge by simultaneous attacks from both its ends.

ii) Arnhem

2nd (Frost's) batalion (*1st British Para Brigade*) vs. *Kampfgruppen Brinkman* and *Allwoerden*

12 map boards, 8 rounds, 9 British squads vs. 10 German squads with 2 tanks and 2 AT guns.

Main objective of British is to keep control of their captured buildings and stay alive.

Scenario 4 – Can we make it?

Part I

Oosterbeek's crucible (22nd September 1944), Arnhem

1st Airborne vs. *Kampfgruppen Harder, Kraft* and *Lippert*

15 map boards, 8 rounds, 23 British squads vs. 18 German squads with 4 tanks.

Main objective of British is to keep control of the biggest possible area of the Oosterbeek pocket.

Part II

Operation Berlin (25th September 1944), Arnhem

1st Airborne and *XXX Corps* vs. 2 German *Kampfgruppen*

16 map boards, 10 rounds, 16 British squads (with 2 tanks and 2 AT guns) vs. 14 German squads with 2 tanks.

Main objective of British is to evacuate the most possible squads across the Rhine.

Scenario 1 – Sunday trip, part I

*an advance of the XXX (British) Corps from Neerpelt to Valkenswaard and
an attack of the 506th PIR (of the 101st Airborne) on a bridge in Son near Eindhoven*

Historical context

Day 1, Sunday, September 17, 1944

(Son, 101st Airborne)

In the south the 101st met little resistance and captured four of five bridges. The bridge at Son was blown up as they approached it, after being delayed by a short engagement with a German Flak 88 mm AA gun and a machine gun. Later that day several small attacks by the German 59th Infantry Division (the 15th Army unit that had escaped across the South Beveland) were beaten off, while small units of the 101st had moved south of Son.

(Neerpelt, XXX Corps)

On the morning of September 17 Lieutenant-General Brian Horrocks was given an information that the operation was to take place that day. At 12:30 he received a signal that the first wave of the airborne forces had left their bases within the United Kingdom and set the time for the ground attack to start at the 14:35. At 14:15 300 guns of the Corps artillery opened fire, firing a rolling barrage in front of XXX Corps start line that was 1 mile (i.e. 1,6 km) wide and 5 miles (i.e. 8 km) in depth. The barrage was supported by seven squadrons of RAF Hawker Typhoons firing rockets at all known German positions along the road to Valkenswaard.

The advance was led by tanks and infantry of the Irish Guards and started on time when Lieutenant Keith Heathcote, commanding the lead tank, ordered his driver to advance. The lead units of the Irish Guards Group had broken out of XXX Corps bridgehead on the Meuse-Escaut canal and crossed into the Netherlands by 15:00. After crossing the border the Irish Guards were ambushed by infantry and antitank guns dug in on both sides of the main road. Portions of artillery barrage was refired and fresh waves of Hawker Typhoons were called in. The Guardsmen moved forward to clear the German positions, manned by elements from two German parachute battalions and two battalions of the 9th SS Division and soon routed the German forces flanking the road. Interrogation of captured German soldiers led to some of them willingly, others after being threatened, to pointing out the remaining German positions. The fighting soon died down and the advance resumed. By last light the town Valkenswaard had been reached and occupied by the Irish Guards Group.

Horrocks had expected that the Irish Guards would have been able to advance 13 miles (i.e. 21 km) to Eindhoven within two-three hours, however they had only covered 7 miles (i.e. 11 km). The operation was already starting to fall behind schedule.

(the text taken from Wikipedia)

Rounds: Neerpelt: 12, Son: 10

Initiative: Allies on both battlefields, Germans deploy first (on both battlefields).

Actions per turn: *Neerpelt*: 3 actions till the round 3, since the round 4: 3 actions for Germans and 5 actions for British; *Son*: 3 actions, 2 actions for Americans during the round 1 and 2.

Used components from the *DotF* expansion:

- a) *Morale 2* and *Disruption* strategy decks
- b) 1 Alpha, 1 Bravo and 2 Recon specialization tokens
- c) 1 German AT gun 88 mm and 2 American M1 AT guns
- d) British soldier and vehicle miniatures

Used components from the *Normandy* expansion:

- a) *Tank buster*, *Watchdog* and *Assaulter* leadership decks
- b) crater and ruin tokens
- c) 3 Demolitions specialization tokens, 4 German and 2 American charge tokens
- d) *Satchel charges* and *Thermite explosives* operations cards
- e) 2 M10 tank destroyers (optional)

Terrain modifications

- a) in *Neerpelt*

All vehicles of Allies have to keep moving on a road. Due to a fact that this road is elevated in comparison with its surroundings and also narrow, vehicles of Allies may not leave it. Moreover, vehicles of Allies may not overtake (each other), when moving on this road. Each vehicle of Allies may move only up to 3 hexes during a round. Squads may normally leave the road without any restriction.

To clarify: each vehicle of Allies keeps its normal pensusum of MPs, but if it uses them for *Move* action, it moves only up to 3 road hexes. Vehicles may without any restriction use *Move and fire* action – they will either move up to 3 road hexes and then shoot or vice versa.

If a heavily damaged vehicle(s) would block a road, any tank (or a tank destroyer) on the same or on an adjacent road hex may use its *Move* action to move (this) one heavily damaged vehicle away from the road, and then stop on the *just passable* hex. Allied player then loses control over any of such *moved away from a road* vehicles, which is then remove from a game and counts to him as a casualty.

b) in *Son*

All road hexes on both the map tiles 2A and 9A – except road hexes south of the 5-hex building, measured by the compass hex – represent river hexes. River is shallow.

The black bordered hex on the map tile 7A is a junction of roads: from W, E, NW and SW.

Special rules for both players

a) See the *Special campaign rules* section relating to demolitions squads, deactivating laid charges and blowing up bridges.

Germans

a) *59th Infantry Division (Son)*

9 squad bases
26 regular infantry
4 elite infantry
2 officers
2 MG crews
1 SdKfz 251 halftrack
1 Opel Blitz
1 AT gun 88 mm

Specializations:

1 demolitions
(2 *explosive* charge tokens)

b) *9th SS Division (Neerpelt)*

8 squad bases
20 regular infantry
4 elite infantry
2 officers
2 MG crews
1 mortar crew
2 M1 AT guns

8 concealed squad tokens
(use additional British or American tokens)

1 demolitions
(2 *thermite* charge tokens)
2 ATs

Starting strategy cards: **Neerpelt:** *Sticky bombs* (or *Lucky shot*); **Son:** *Preparations* (or *Heavy gun support*)

Strategy decks: *German reinforcements* (remove both *Reinforcement battalion* and *Special reinforcements* cards), *Morale 1* (remove both *Take down the beast* cards), *Morale 2* and **shared** *Disruption* (remove both *Stolen supplies* and *Disrupt fuel supplies* cards)

Leadership decks: *Watchdog* (remove *Hidden minefield* and *AA support* cards) instead of *Morale 1* and *Tank buster* (remove *Bombing run* and both *AT support* cards) instead of *Morale 2*

Operations cards: *Camouflage*, *Massive confusion* and *Thermite explosives*

German objectives

a) in *Neerpelt*

Major victory: Destroy or heavily damage at least 9 British tanks.

Minor victory: Destroy or heavily damage at least 6 British tanks.

Lose: Whatever else.

b) in *Son*

Major victory: Destroy (blow up) the bridge on the map tile 4A (the right one) and destroy at least 7 squads of American paratroopers.

Minor victory: Destroy (blow up) the bridge on the map tile 4A (the right one) and destroy at least 4 squads of American paratroopers.

Lose: Whatever else.

Distribution of strategy decks and operations cards between Germans

a) in *Neerpelt*

i) *Morale 2* (which may be exchanged for *Tank buster* deck) and *Disruption* decks

ii) *Camouflage* and *Thermite explosives* operations cards

b) in *Son*

i) *German reinforcements* and *Morale 1* (which may be exchanged for *Watchdog* deck) decks

ii) *Massive confusion* operations card

Special rules for Germans

a) Battlefield in *Neerpelt*:

i) *Income of CPs for Germans*

Number of received CPs = (number of AT squads and AT guns under German control) / 2, rounded up.

ii) If a combined attack of two or more concealed German squads (with *Camouflage* operations card) would cause at least 2 hits, then all participating (concealed) squads are immediately revealed (not only a leading squad).

b) Battlefield in *Son*:

i) *German reinforcements* deck. This deck comes to play in the *Status phase* of the round, when either at least one American unit crosses the river located on either map tile 2A or 4A (the left one), or when American paratroopers capture a bridge at the entrance to Son (i.e. the bridge on the left map tile 4A). German player may not buy trucks while playing *German reinforcements* cards.

ii) The German demolitions squad may lay the charge on the bridge on the map tile 4A (the right one) at any moment, but Germans may detonate it, only if at least one enemy squad is located on the bridge hex itself or on any hex adjacent to the bridge hex, or in a situation when it is the (last) round 10 and enemy squads have not yet come close enough to the bridge.

iii) *Massive confusion* and *Seize the initiative* operations cards on the *Son* battlefield are in play only during first 5 rounds. Then remove them from a game.

c) Both battlefields:

i) During a setup the German player places one entrenchment token on each hex where he has deployed an AT gun.

ii) AT guns may not be moved during a scenario.

Deployment zones for Germans

a) in *Neerpelt*

All squads (except the demolitions squad) deploy on any forest hex on map tiles 7B, 8B or 9B. AT guns deploy on any forest hex on map tiles 9B or 8B. Only one AT gun may be deployed on a given map tile.

The demolitions squad deploys on any forest hex on the map tile 10A.

On each map tile may be deployed up to 3 squads.

b) in *Son*

An AT gun with a reserved crew (one squad) and a halftrack deploy on the map tile 4A (the left one) on the bridge hex or on any hex adjacent to the bridge hex. These three units deploy on the same hex. If playing with *Watchdog* deck, the MG squad with a heavy MG (received via a certain strategy card) deploys on the map tile 9A or 4A (the right one).

Remaining squads (except the demolitions squad) and Opel truck deploy on any hex on map tiles 11A, 7A, 1A, 9A, 4A (the right one) or 6A.

The demolitions squad deploys on any building hex on the map tile 9A.

On each map tile may be deployed up to 2 squads.

Allies

a) 506th PIR (*Son*)
(101st Airborne)

10 squad bases
24 regular infantry
8 elite infantry
2 officers
1 mortar crew
2 MG crews

b) Irish Guards Division (*Neerpelt*)
(XXX Corps)

6 squad bases
19 regular infantry
4 elite infantry
1 officers
12 Sherman tanks *
4 Bren gun carriers

* (see special rules)

Specializations:

1 engineer
1 medic
1 flamethrower
1 alpha unit
1 bravo unit
2 recons
1 AT
1 demolitions
(2 *satchel* charges tokens)

1 engineer
1 medic

Starting strategy cards: **Neerpelt:** *Spotting round* or *Air reconnaissance* (only its first option is eligible); **Son:** *Critical objective* (or *Lead the way*)

Strategy decks: *American air support* (remove *Paratroopers*, *Cut supply lines* and one *Air superiority* cards) **or** *Artillery 2* (remove both *Increase priority* cards), *Command* (remove both *Rapid mobilization* cards) and **shared** *Disruption* (remove both *Stolen supplies* and *Disrupt fuel supplies* cards)

Leadership decks: *Assaulter* (remove *Take down the beast*, *Rapid mobilization*, both *Relentless attack** and both *Forced march** cards) instead of *Command*

Operations cards: *Double time*, *Lay smoke*, *Merciless assault*, *Seize the initiative* and *Satchel charges*

Objectives of Allies

a) in *Neerpelt*

Major victory: By the end of the scenario there are at least 10 vehicles of Allies in Valkenswaard (i.e. on the map tiles 3A or 11A).

Minor victory: By the end of the scenario there are at least 7 vehicles of Allies in Valkenswaard (i.e. on the map tiles 3A and 11A). Additionally, Allies have to destroy or capture both German AT guns and kill both German AT squads.

Lose: Whatever else.

b) in *Son*

Major victory: Capture a bridge on the map tile 4A (the left one), destroy an AT gun * (88 mm) on the map tile 4A (the left one) and prevent Germans from destroying (detonating) a bridge on the map tile 4A (the right one) – i.e. either deactivate all laid German charges or kill the German demolitions squad and all German squads with officers (before they detonate the charge).

Minor victory: Capture a bridge on the map tile 4A (the left one), destroy an AT gun (88 mm) on the map tile 4A (the left one) and destroy at least 5 German squads (including their reinforcements).

Lose: Whatever else.

*AT gun can be destroyed either via charges or via a normal fire. Americans may not use it (in this particular scenario) against Germans.

Distribution of strategy decks and operations cards between Allies

a) in *Son*

i) *Command* (which may be exchanged for *Assaulter*) and *Disruption* decks

ii) *Double time*, *Lay smoke*, *Satchel charges*, *Merciless assault* and *Seize the initiative* operations cards

b) in *Neerpelt*

i) *American air support* **or** *Artillery 2*

ii) *Merciless assault*, *Lay smoke* and *Seize the initiative* operations cards

Deployment zones for Allies

a) in *Neerpelt*

British deploy up to 4 vehicles (in case of transport vehicles no matter whether loaded or not) per round. Except a setup British player may also deploy 2 squads per round. He may choose not to load his squads in his Brens, but deploying all his forces may not take more than 4 rounds (i.e. at the beginning of the round 5 all forces of the *XXX Corps* have to be deployed). If for any reason British player does not have free deployment hexes at the *Status phase* of the round 4, he loses all his yet undeployed units.

During a setup British may deploy only 4 tanks (or tank destroyers).

Deploying occurs on 2 yellow bordered hexes on the map tile 5B (the right one).

b) in *Son*

During a setup Americans deploy any 4 squads of their choice. During the round 1 and 2 they deploy 3 squads per round.

Deploying occurs on 3 yellow bordered hexes on the map tile 8A.

Special rules for Allies

a) Battlefield in *Neerpelt*:

i) *CPs for Allies*

Number of received CPs = (number of captured or destroyed German AT guns and killed German AT squads) / 2, rounded up

ii) During a setup British player decides, whether he uses either *Artillery 2* or *American air support* deck. He then plays all cards from *Artillery 2* or *American air support* decks for free.

iii) *Seize the initiative* card remains in play only until a moment, when at least 2 tanks (or tank destroyers) of the *XXX Corps* are destroyed or heavily damaged. *Merciless assault* operations card comes to play, after at least 2 tanks (or tank destroyers) of the *XXX Corps* are destroyed or heavily damaged. So it changes place with the *Seize the initiative* card

iv) During a setup (after deploying forces of both sides) British player places on the battlefield in *Neerpelt* up to 4 crater tokens, which have been caused by a massive preliminary artillery barrage. But he may place them only on hexes, where has not deployed any German unit and NOT on any forest or building hex.

v) British units may attack German AT guns only after they fire first(i.e. AT guns).

vi) Strategy decks for British come to play either during the *Status phase* of the round 4 or at the same time as *Merciless assault* operations card (whatever happens first).

vii) British player may change (before beginning of a game) 2 his Shermans for 2 M10 tank destroyers. If he does, then if any of these M10s is heavily damaged or destroyed by the end of the scenario, he may not use the lost number of M10s in the *Scenario 2* (on the *Nijmegen* battlefield) and has to deploy instead of them *normal* Sherman(s).

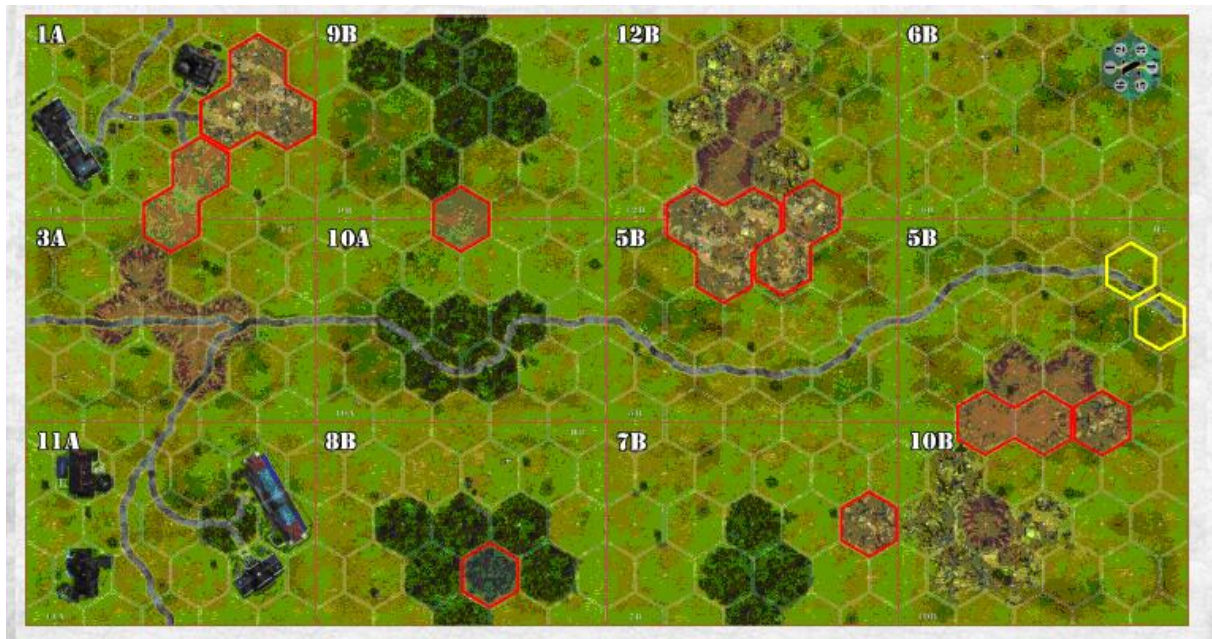
b) Battlefield in Son

i) *Merciless assault* operations card remains in play during a whole scenario. *Seize the initiative* operations card remains here in play only during first 5 rounds.

Maps of the battlefields

The upper map represents the area between Neerpelt and Valkenswaard.

The lower map represents the area of Son near Eindhoven.



Scenario 1 – *Sunday trip, part II*

*an attack of the 508th PIR (82nd Airborne) on a bridge over Meuse-Waal channel near Nijmegen **and** capturing the northern part of the Arnhem highway bridge by the 2nd (Frost's) battalion (1st British Para Brigade)*

Historical context

Day 1, Sunday, September 17, 1944

(Nijmegen, 82nd Airborne)

To north (of the 101st Airborne) the 82nd arrived and the small groups dropped near Grave took the bridge in a rush. They also succeeded in capturing one of the vitally important bridges over the Maas-Waal canal, the lock-bridge at Heumen. The main effort of the 82nd was to seize Groesbeek Heights and set up a blocking position there to prevent a German attack out of the nearby Reichswald and to deny the heights to German artillery observers. The 508th Parachute Infantry Regiment was tasked with taking the 600 meter (656 yards) long Nijmegen highway bridge if possible but because of miscommunication they did not start until late in the day. Had they attacked earlier, they would have faced only dozen Germans. By the time the 508th attacked, troops of the 9th SS Recon battalion were arriving. The attack failed, leaving the Nijmegen bridge in German hands.

This was vital. Unlike some of the bridges to the south which were over small rivers and canals that could be bridged by engineering units, the Nijmegen and Arnhem bridges crossed two arms of the Rhine that could not be bridged easily. If either of the Nijmegen or Arnhem bridges were not captured and held, the advance of XXX Corps would be blocked and Operation Market Garden would fail.

(Arnhem, 1st Airborne)

The 1st British Airborne landed without serious incident but problems associated with the poor plan began soon after. Only half of the division arrived with the First Lift and only half of these (1st Parachute Brigade) could advance on the bridge. The remaining troops had to defend the drop zones overnight for the arrival of the Second Lift on the following day. Thus the division's primary objective had to be tackled by less than half of the brigade. While the paratroopers marched eastwards to Arnhem, the recon squadron was to race to the bridge in their jeeps and hold it until the rest of the brigade arrived. The unit set off to the bridge late and having traveled only a short distance the vanguard was halted by a strong German defensive position – the squadron could make no further progress.

This had grave consequences. Five hours after the initial landing, feeling that the British were tied down in Arnhem, the recon battalion of the 9th Waffen-SS Panzer Division was able to cross the Arnhem bridge and drive to Nijmegen and the bridge over the Waal branch of the Rhine. No British airborne unit was at the bridge.

Two of the three battalions of the 1st Parachute Brigade were slowed down by small German units of a training battalion which had quickly established a thin blocking line covering the obvious routes to Arnhem. Lieutenant-Colonel John Frost's 2nd battalion, advancing eastwards along the southernmost road into Arnhem near the Rhine, found its route largely undefended. They arrived at the bridge in the evening and set up defensive positions at the north end. Two attempts to capture the arched steel bridge and its southern approach failed. Of the other battalions, the 3rd had only covered half the distance to the bridge when they halted for the night, the rear of their column being under attack and needing time to catch up. The 1st battalion was similarly fragmented, yet pushed on around the flank of the German line throughout the night. Frequent skirmishes resulted in their making little more progress.

(the text taken from Wikipedia)

Rounds: Arnhem: 12, Nijmegen: 8

Initiative: Allies on both battlefields, Germans deploy first on both battlefields

Actions per turn: Nijmegen: 3 actions (after arriving units of the 9th SS recon battalion Germans have 5 actions); **Arnhem:** 3 actions, during the round 1 and 2 British have 2 actions and Germans 5 actions

Used components from the DoTF expansion:

- a) *Morale 2* and *Disruption* strategy decks
- b) 2 Alpha, 2 Bravo unit and 4 Recon specialization tokens
- c) British soldier and vehicle miniatures

Used components from the Normandy expansion:

- a) *Watchdog*, *Hero*, *Tactician* and *Assaulter* leadership decks
- b) ruin tokens
- c) 4 demolitions specialization tokens, 4 German and 4 American charge tokens
- d) *Satchel charges* operations card

Terrain modifications

a) in Arnhem

A road on the map tiles 12A, 8A, 9A and 4A represents a railroad. No vehicle may end its movement on it.

Road hexes on the map tiles 11A, 7A and 1A (in a horizontal direction) represent river hexes. The river is flooded.

b) in *Nijmegen*

Road hexes on the map tiles 4A, 5B and 1B represent river hexes.
River hexes on the map tiles 4A, 6A and 2A represent road hexes.
Road hexes on the map tiles 2A, 9A and 5B represent river hexes.
River is flooded.

Special rules for both players

- a) Neutral command objectives markers grant their CPs, only if there is a unit of either player present (on them).
- b) See *Special campaign rules* relating to demolitions squads, deactivating laid charges and blowing up bridges.

Germans

a) KGs* *Harder* and *Brinkman*
+ 9th SS recon batalion (*Arnhem*)

12 squad bases
29 regular infantry
8 elite infantry
3 officers
2 MG crews
2 mortar crews
6 SdKfz 251 halftracks
2 Opels Blitz

Specializations:

1 demolitions
(2 *explosive* charge tokens)
1 medic

b) KG *Henke* (*Nijmegen*)

8 squad bases
18 regular infantry
4 elite infantry
2 officers
2 MG crews
2 mortar crews
2 Opels Blitz

1 demolitions
(2 *explosive* charge tokens)
1 medic

* KG means *Kampfgruppe* (a combat group)

Starting strategy cards: **Nijmegen:** *Supressive support* (or *Heavy gun support*); **Arnhem:** *Take cover* and *Desperation* (or *Rally cry* and *Take cover*)

Strategy decks: *German reinforcements* (remove both *Reinforcement battalion* and *Specialized reinforcements* cards), *Ground support* (remove both *AA suport* cards), *Morale 1* (remove both *Take down the beast* cards) and *Morale 2* (remove both *Sticky bombs* cards)

Leadership decks: *Watchdog* (remove *AA suport*, *Desperate defenders** and *Hidden minefield* cards) instead of *Morale 1* and *Hero* instead of *Morale 2*

Operations cards: *Massive confusion*, *Desperate defenders* and **shared** *Merciless assault* (special use).

German objectives

a) in *Arnhem*

Major victory: Destroy (via charges) both a railway bridge (the bridge on the map tile 4A) and a ponton bridge (the bridge on the map tile 1A), before British can capture them (i.e. British must never lay there their control marker). Additionally, keep control over a highway bridge (the bridge on the map tile 2A) and its southern end, which means controlling the hex south of the bridge hex and the bridge hex itself by the end of the scenario.

Minor victory: Keep control over a highway bridge (the bridge on the map tile 2A) and its southern end, which means controlling the hex south of the bridge hex and the bridge hex itself. Additionally, keep both the railway bridge and the ponton bridge under German control by the end of the scenario (they may remain undestroyed by the end of the scenario).

Lose: Whatever else.

b) in *Nijmegen*

Major victory: Hold (defence) of a Nijmegen (highway) bridge (on the map tile 2A) till the end of the scenario and destroy a bridge on the map tile 4A, before Americans capture it (i.e. Americans must never lay their control marker there).

Minor victory: Hold (defence) of a Nijmegen (highway) bridge (on the map tile 2A) till the end of the scenario.

Lose: Whatever else.

Distribution of strategy decks and operations cards between Germans

a) in *Arnhem*

i) *German reinforcements* and *Morale 2* (which may be exchanged for *Hero*) decks

ii) *Massive confusion*, *Desperate defenders* and *Merciless assault* (special use) operations cards

b) in Nijmegen

- i) *Ground support* and *Morale 1* (which may be exchanged for *Watchdog*) decks
- ii) *Massive confusion* and *Desperate defenders* operations cards

Special rules for Germans

a) Battlefield in Arnhem

- i) *German reinforcements* deck comes to play, after either any bridge in Arnhem is blown up by Germans or captured by British paratroopers. German player may not buy trucks while playing *German reinforcements* cards.
- ii) German units may not block hexes (i.e. black bordered hexes on the map tile 10A) on the Arnhem battlefield on which deploy (emerge) squads of Frost's battalion during the *Status phase* of the round 7.
- iii) German player may choose to keep up to 4 units of the *9th SS recon battalion* (i.e. up to 2 halftracks and 2 squads) in Arnhem, which then do not have to go to Nijmegen. However, in this case he loses *German reinforcements* deck for the rest of a game.

b) Both battlefields

- i) The *9th SS recon battalion* consists of 6 SdKfz 251 halftracks together with any 6 squads (taken from the Arnhem squads with an exception of the demolitions squad). To this combat group may not be added any squad from Nijmegen squads nor any squad received via *German reinforcements* deck.

The objective of this unit (i.e. *9th SS recon battalion*) is to rapidly leave Arnhem and head on to Nijmegen. In reality (of the scenario) it means that during the first 2 rounds this combat group spends all its MPs to head on south over a road, pass over the highway bridge (on the map tile 2A) and then it leaves the Arnhem battlefield. After passing (other) 2 rounds it enters (at the *Status phase* of the round 4) the two road hexes north of the Nijmegen bridge hex and the Nijmegen highway bridge hex itself (the bridge on the map tile 2A on the Nijmegen battlefield).

After several rounds *the 9th SS recon battalion* has to come back to Arnhem (to the highway bridge), because it has not found any reason why to stay in Nijmegen. Any unit of this combat group that will not leave the Nijmegen battlefield during the round 8 (no its unit may come back to Arnhem earlier), will stay here (in Nijmegen) and will significantly make it easier for Frost's forces to capture the northern end of the Arnhem highway bridge.

Coming back of this combat group to Arnhem occurs in the same manner as its arrival to Nijmegen (i.e it will take 2 rounds before its units arrive to Arnhem). When emerging on the Arnhem battlefield (i.e. on the three (or less) lower road hexes on the map tile 2A) at the

Status phase of the round 10, this combat group attacks any enemy units in the surroundings of the Arnhem highway bridge.

ii) *Merciless assault* operations card's effect is relevant only for squads of the *9th SS recon battalion*.

iii) *Massive confusion* operations card remains in play only during first 3 rounds.

iv) German player may detonate laid charges on bridges (both in Nijmegen and in Arnhem) immediately. He does not have to wait, till enemy units come close enough (as it was in the *Son* scenario). But both highway bridges in Nijmegen and in Arnhem may never be detonated.

Deployment zones for Germans

a) in *Arnhem*

i) The *9th SS recon battalion* deploys (with its 6 squads loaded) on any forest hex with a road on the map tile 10A (the right one).

The *9th SS recon battalion* arrives back to Arnhem during the *Status phase* of the round 10 and deploys on the lower road hexes of the map tile 2A (with all arrived squads loaded on halftracks).

ii) Remaining squads and trucks of the Arnhem combat group deploy anywhere on map tiles 11A, 4A and 9A. Up to 2 squads may be deployed on each of these map tiles.

b) in *Nijmegen*

German units deploy on any hex on the map tiles 2A, 9A or 11A. Up to 3 squads may be deployed on each of these map tiles.

The *9th SS recon battalion* arrives to Nijmegen at the *Status phase* of the round 4 and deploys on the upper two road hexes (represented via river hexes) of the map tile 2A and the bridge hex itself, depending of how many halftracks will arrive.

Allies

a) 508th PIR (*Nijmegen*)
(82nd Airborne)

10 squad bases
24 regular infantry
8 elite infantry
2 officers
1 mortar crew
2 MG crews

b) 1st, 2nd and 3rd para battal. (*Arnhem*)
(1st British Para Brigade)

12 squad bases
29 regular infantry
10 elite infantry
3 officers
1 mortar crew
2 MG crews

Specializations:

1 engineer	2 engineers
1 AT	2 ATs
1 medic	1 flamethrower
1 flamethrower	1 medic
2 recons	2 recons
1 Bravo unit	1 Bravo unit
1 Alpha unit	1 Alpha unit
1 demolitions squad	1 demolitions squad
(2 <i>satchel</i> charge tokens)	(2 <i>satchel</i> charge tokens)

Starting strategy cards: **Nijmegen:** *Sniper attack* and *Surprise assault* (or *Lead the way* and *Surprise assault*); **Arnhem:** *Critical objective* and *Disrupt medical supplies* (or *Outmaneuver* and *Critical objective*)

Strategy decks: *Disruption* (remove both *Stolen supplies* cards) and *Command* (remove both *Rapid mobilization* cards)

Leadership decks: *Assaulter* (remove *Rapid mobilization*, *Take down the beast*, both *Forced march** and both *Relentless attack* cards) instead of *Command*, *Tactician* (remove both *Stolen supplies* cards) instead of *Disruption*

Operations cards: *Lay smoke*, *Seize the initiative*, *Double time*, *Satchel charges* and **shared** *Merciless assault*

Objectives of Allies

a) in Arnhem

British squads have to capture at least one of the Arnhem bridges in the following order: foremost a railway one (on the map tile 4A), then a ponton one (on the map tile 1A), unless Germans manage to detonate it first, and finally a highway one (on the map tile 2A).

Major victory: Capture the northern end of the highway bridge (on the map tile 2A) and destroy at least 10 enemy units. Units of the *9th SS recon battalion* destroyed by American paratroopers in Nijmegen also count to this requirement.

Minor victory: Capture the northern end of the highway bridge and destroy at least 7 enemy units. Units of the *9th SS recon battalion* destroyed by Americans in Nijmegen also count to this requirement.

Lose: Whatever else.

b) in Nijmegen

Major victory: Capture a bridge over Meuse-Waal channel (on the map tile 4A) and capture and control Groesbeek Heights (i.e. control all neutral command objective markers on both the map tiles 3B and the map tile 1B). *Optional:* Try to destroy or keep from coming back as many units of the *9th SS recon battalion* as you can, after its arrival to Nijmegen.

Minor victory: Accomplishing only one of the objectives for a major victory mentioned above. *Optional:* Try to destroy or keep from coming back as many units of the *9th SS recon battalion* as you can, after its arrival to Nijmegen.

Lose: Whatever else.

Distribution of strategy decks and operations cards between Allies

a) in Arnhem

i) *Command* (which may be exchanged for *Assaulter*) and *Disruption* (which may be exchanged for *Tactician*) decks.

ii) *Seize the initiative*, *Double time*, *Satchel charges*, *Lay smoke* and **shared** *Merciless assault* operations cards.

b) in Nijmegen

i) *Command* (which may be exchanged for *Assaulter*) and *Disruption* (which may be exchanged for *Tactician*) decks.

ii) *Seize the initiative*, *Double time*, *Satchel charges*, *Lay smoke* and **shared** *Merciless assault* operations cards.

Deployment zones for Allies

a) in Arnhem

British deploy during a setup only 8 their squads. British player may choose any 8 squads out of the forces of the 1st Para Brigade, which he deploys on any of the yellow bordered hexes on the map tile 12A.

The remaining 4 British squads (i.e. Frost's 2nd battalion) deploy during the *Status phase* of the round 7 on the black bordered hexes on the map tile 10A (the right one).

b) in Nijmegen

Deploying occurs on any yellow bordered hex on the map tile 12B and 5B during a setup and the round 1. Each time American player deploys 5 squads.

Special rules for Allies

a) Battlefield in Arnhem

i) British units on the Arnhem battlefield receive during each *Command phase* one CP for every 2 destroyed enemy units. They may gain up to 4 CPs per round this way (not more). Units of the *9th SS recon battalion* destroyed by Americans in Nijmegen do not count to this score.

ii) British player in Arnhem has 1 CP discount on all strategy cards, which he plays there (like if the *Supply priority* card were in play).

iii) British forces are divided into 2 groups. 8 of their squads (i.e. units of the 1st and 3rd battalion) deploy normally during a setup in the NW corner of the Arnhem battlefield, while the remaining 4 squads representing Frost's battalion deploy at the *Status phase* of the round 7 on the black bordered hexes on the map tile 10A (the right one). This „surprise“ emerging represents a fact that they have found an unguarded way to the Arnhem highway bridge.

b) Both battlefields

i) Allied units may not block hexes on which arrive units of the *9th SS recon battalion* to Nijmegen and then back to Arnhem.

ii) *Seize the initiative* operations card (together with German *Massive confusion*) remain on both battlefields in play only during first 3 rounds.

iii) Due to shared strategy decks between Allied players on both battlefields, each player may draw from them normally 1 card during the *Status phase*.

Explanation

A bridge on the map tile 4A on the Nijmegen battlefield represents the bridge over the Meuse-Waal channel, which also had to be captured, because it was on a road to Nijmegen. The (famous) highway bridge in Nijmegen (on the map tile 2A) is not an objective of American paratroopers in this scenario. The battle of its capturing will be one of themes for the *Scenarios 2* and *3*.

Maps of battlefields

The upper map represents the area of Arnhem, while the lower one represents the area of Nijmegen.



Scenario 2 – Doing your best does not have to suffice

*a valiant (but unsuccessful) effort of four British para battalions trying to join the Frost's battalion on the Arnhem highway bridge **and** an advance of the XXX Corps from Grave to Nijmegen and joining the forces of the 82nd Airborne (with their first common try to capture the Nijmegen highway bridge)*

Historical context

Day 3, Tuesday, September 19, 1944

(Arnhem, 1st Para Brigade)

During the early morning hours the 1st Parachute Brigade began its attack towards Arnhem Bridge, with the 1st Battalion leading supported by remnants of the 3rd Battalion, with the 2nd South Staffordshires on the 1st Battalion's left flank and the 11th Battalion following. As soon as it became light the 1st Battalion was spotted and halted by fire from the main German defensive line. Trapped in open ground and under heavy fire from three sides, the 1st Battalion disintegrated and what remained of the 3rd Battalion fell back. The 2nd South Staffordshires were similarly cut off and save for about 150 men overcome by midday. The 11th Battalion, (which had stayed out of much of the fighting) was then overwhelmed in exposed positions while attempting to capture high ground to the north. With no hope of breaking through, the 500 remaining men of these four battalions withdrew westwards in the direction of the main force, 5 km (3 miles) away in Oosterbeek.

To the north of Oosterbeek the 4th Parachute Brigade led an attempt by the 1st Airborne Division to break through the German lines but communication difficulties and enemy resistance caused the attack to fail with heavy losses. The Division, scattered far and wide and hard pressed by the enemy on all sides had lost its offensive capability. Unable to help Lt.-Col. Frost at the bridge, the remaining soldiers attempted to withdraw into a defensive pocket at Oosterbeek and hold a bridgehead on the north bank of the Rhine.

The 2nd Battalion and attached units (approximately 600 men) were still in control of the northern approach ramp to the Arnhem bridge. The Germans recognised that they would not be moved by infantry attacks such as those that had been bloodily repulsed on the previous day so instead they heavily shelled the short British perimeter with mortars, artillery and tanks; systematically demolishing each house to enable their infantry to exploit gaps and dislodge the defenders. Although in battle against enormous odds, the British clung to their positions and much of the perimeter was held.

(Nijmegen, 82nd Airborne and XXX Corps)

At 8:20 hrs, the 504th Parachute Infantry Regiment made contact with XXX Corps at Grave. This enabled the Regiment to move on to other missions and place the 3rd Battalion in division reserve. By the morning (8:30 hrs) of September 19, Guards Armoured Division of XXX Corps linked up with the main body of 82nd Airborne. By this time, according to the

plan, they were due in Arnhem. XXX Corps were eight miles from Arnhem with six hours in hand, 'The earlier delays had been made up' (Neillands).

A combined effort to take the Nijmegen bridge was mounted by two companies from the Guards Armoured Division and the 2nd Battalion, 505th Parachute Infantry Regiment. The attack got within 400 meters (400 yards) of the bridge before being stopped; skirmishing continued throughout the night. A plan was made to attack the south end of the bridge again while the 3rd Battalion, 504th Parachute Infantry Regiment, planned to cross the river in boats 2 km (1 mile) downstream and then attack the north end. The boats, requested for late afternoon didn't arrive. Once again XXX Corps was held up in front of a bridge which should have been captured before they arrived.

(the text taken from the Wikipedia)

Rounds: Nijmegen: 12, Arnhem: 12

Initiative: Allies on both battlefields, Germans deploy first on both battlefields

Actions per turn: *Nijmegen:* 4 actions, until a deployment forces of XXX Corps Americans have 2 actions; *Arnhem:* 3 actions

Used components from the *DotF* expansion:

- a) *Morale 2* and *Disruption* strategy decks
- b) Alpha, Bravo and Recon specialization tokens
- c) British soldier and vehicle miniatures

Used components from the *Normandy* expansion:

- a) *Hero*, *Blitzkrieger*, *Tactician* and *Assaulter* leadership decks
- b) 1 Demolitions specialization tokens, 2 (American) charge tokens
- c) *Satchel charges* and *Barracks* operations cards
- d) 2 M10 tank destroyers and 2 StuG III tanks
- e) British soldier miniatures

Terrain modifications

a) in *Arnhem*

- i) All river hexes on the upper map tile 4A and map tile 6A represent road hexes. All hill hexes have level 0.
- ii) All road hexes on the lower map tiles 3A and both 7A represent river hexes.
- iii) River is flooded.

b) in Nijmegen

i) All road hexes on the lower map tile 11A represent river hexes. The river is flooded.

Germans

a) KGs *Spindler* and *Allwoerden*
(*Arnhem*)

8 squad bases
16 regular infantry
6 elite infantry
2 officers
2 MG crews
2 mortar crews

2 SdKfz 251 halftracks
2 StuG III tanks

b) KGs *Euling* and *Henke*
(*Nijmegen*)

8 squad bases
16 regular infantry
6 elite infantry
2 officers
2 mortar crews
2 MG crews

1 SdKfz 251 halftrack
2 Tiger tanks
1 Opel Blitz

Specializations:

1 AT

Starting strategy cards: **Arnhem:** *Counterassault* (or *Rally cry*) **Nijmegen:** *Disrupt food supplies* (or *Outmaneuver*)

Strategy decks: **shared** *Ground support* (remove both *AA support* cards), *Disruption* (remove both *Stolen supplies* cards) and *Morale 2* (remove both *Sticky bombs* cards)

Leadership decks: *Tactician* (remove both *Stolen supplies* cards) instead of *Disruption* and *Hero* (remove both *Influential command* cards) instead of *Morale 2*

Operations cards: **shared** *Inspiring leadership*, **shared** *Merciless assault*, *Barracks* and *Desperate defenders*

German objectives

a) in Arnhem

Major victory: During any *Status phase* may not be present any British squad on the Arnhem bridge (on the map tile 2A) or on any hex adjacent to it. Destroy at least 9 British squads.

Minor victory: During any *Status phase* may not be present any British squad on the Arnhem bridge or on any hex adjacent to it. Destroy at least 6 British squads.

Lose: Whatever else.

b) in *Nijmegen*

Major victory: Keep control of the Nijmegen bridge (during a whole scenario) and destroy at least 12 enemy units (American and British units count together).

Minor victory: Keep control of the Nijmegen bridge (during a whole scenario) and destroy at least 8 enemy units (American and British units count together).

Lose: Whatever else.

Distribution of strategy decks and operations cards between Germans

a) in *Arnhem*

i) *Ground support* and *Morale 2* (which may be exchanged for *Hero*) decks

ii) *Merciless assault*, *Inspiring leadership*, *Barracks* and *Desperate defenders* operations cards

b) in *Nijmegen*

i) *Ground support* and *Disruption* (which may be exchanged for *Tactician*) decks

ii) *Inspiring leadership*, *Barracks* and *Desperate defenders* operations cards

Deploying zones for Germans

a) in *Arnhem*

German squads deploy on any building or forest hex on the map tiles 11A, 1A (the right one) 7A (the left one) or 9A. On each such a map tile may be deployed only up to 2 squads.

German vehicles (i.e. both StuG tanks and both halftracks) deploy during the round 4 and 5 on the hex with a fork-road on the map tile 9A (the hex adjacent to the hex with German 1 point command objective marker in the *Barracks* building).

b) in *Nijmegen*

i) All German squads deploy on the left half of map (i.e. the map tiles 6A, 2A, 11A, 9A, 10A and 8A). Only up to 2 squads may be deployed on each such a map tile.

ii) Both Tiger tanks deploy on any road hex on the map tile 2A, while a halftrack and a truck deploy on any road hex on the map tiles 10A or 9A.

Special rules for Germans

a) Battlefield in *Nijmegen*

i) No German unit may during a whole scenario leave a left half of the map and cross to its right half. Germans units are ordered to stay in the vicinity of the town and protect it.

b) Both battlefields

i) *Barracks* operations card

Germans have on each map their barracks. In both cases a barracks building is represented by the 5-hex building on the respective map tile 9A. The hex where will *deploy* a bought squad is the hex with German command objective marker.

Each *Barracks* may be used only up to 3 times during a scenario (use some tokens for counting its use). Unsuccessfull rolls also count as using the card!

This card may be used since the round 5 and only in case that there is no enemy unit present in any of its 5 building hexes (i.e. only in case that Germans keep control of the building).

ii) Both bridges (in Arnhem and in Nijmegen) and both *Barracks* buildings come during a setup under German control.

Allies

a) 1st, 3rd, 11th and 2nd S. Staffordshire
British paratrooper battalions (*Arnhem*)
(*1st Para Brigade and 1st Airborne brigade*)

12 squad bases
32 regular infantry
9 elite infantry
3 officers
2 MG crews

Specializations:

2 ATs
1 alpha
1 bravo
2 recons
2 engineers
1 medic
1 demolitions

(2 *satchel* charge tokens)

b) elements of *XXX Corps (Nijmegen)*

any 4 of *Irish guards* squads*

4 Sherman tanks *
2 Bren gun carriers
2 Bedford trucks

* see special rules

505th PIR (*82nd Airborne*) *

any 6 squads of *82nd* (but only those without *demolitions* and *flamethrower* specialization)

* see special rules

Starting strategy cards: **Nijmegen:** *Suppressive support*, **Arnhem:** *Critical objective* and *Suppressive support* (or *Lead the way* and *Surprise assault*)

Strategy decks: **shared** *Ground support* (remove both *AA support* cards), *Artillery 2* (remove one *Increased priority* card) and *Command* (remove both *Rapid mobilization* cards)

Leadership decks: *Assaulter* (remove both *Relentless attack*, both *Forced march** and *Rapid mobilization* cards) instead of *Command*, *Blitzkrieger* (remove *Rapid mobilization* and *Bombing run* cards) instead of *Artillery 2*

Operations cards: *Satchel charges*, *Lay smoke*, *Double time*, **shared** *Merciless assault* and **shared** *Inspiring leadership*, *Seize the initiative*

Allies objectives

a) in Arnhem

Major victory: Penetrate with at least one British squad to the hex north of the hex with the Arnhem bridge (i.e. make contact with the Frost's battalion) and survive there with at least one squad till the *Status phase* of the next round. Save (i.e. successfully evacuate) and lead at least 2 remaining British squads to Oosterbeek. By the end of the scenario all these squads have to be located within the Oosterbeek perimeter. The Oosterbeek perimeter is defined below in special rules.

Minor victory: Save (i.e. successfully evacuate) and lead at least 4 squads to Oosterbeek. By the end of the scenario these squads have to be located within Oosterbeek perimeter.

Lose: Whatever else.

b) in Nijmegen

Major victory: With combined forces of *82nd Airborne* and *XXX Corps* capture the Nijmegen highway bridge (the victory hex) from the southern direction and hold it till the end of the scenario.

Minor victory: Capture the German barracks building and destroy at least 8 German units (including squads received via *Barracks operations* card).

Lose: Whatever else.

Distribution of strategy decks and operations cards between Allies

a) in Arnhem

i) *Command* (which may be exchanged for *Assaulter*) and *Ground support* decks

ii) *Satchel charges*, *Merciless assault*, *Inspiring leadership*, *Double time*, *Seize the initiative* and *Lay smoke* operations cards

b) in Nijmegen

i) *Artillery 2* (which may be exchanged for *Blitzkrieg*) and *Ground support* decks. *Artillery 2* resp. *Blitzkrieg* deck comes to play after (starting of) deploying units of *XXX Corps*.

ii) *Merciless attack*, *Lay smoke* and *Inspiring leadership* operations cards

Deployment zones for Allies

a) in Arnhem

All British squads are divided into 4 battalions (1st, 3rd, 11th and 2nd S. Staffordshire), each consisting of 3 squads. Two these battalions (1st and 3rd) deploy normally during a setup, another one (2nd S. Staffordshire) during the round 1 and the last one (11th) during the round 3. Deploying occurs on two yellow bordered hexes on the (left) map tile 1A.

b) in Nijmegen

Squads of the *82nd Airborne* deploy on any hex on the map tiles 12B (the right one) and 8B. On each these map tiles may deploy up to 3 squads.

Units of the *XXX Corps* start their deploying during the *Status phase* of the round, when American paratroopers capture (control) both their command objective markers. These units deploy on yellow bordered hexes on the (right) map tile 5B. Squads of *XXX Corps* may be loaded for free on transport vehicles during their deployment. This deployment occurs during 2 following rounds, when during one round may be deployed up to 6 units.

During the deployment units of the *XXX Corps* comes to play *Artillery 2* **or** *Blitzkrieg* deck with following strategy cards available: *Offensive artillery* and *Sustained blanket* (or *Major offensive* and *Blitzkrieg*, in case of *Blitzkrieg* deck).

Special rules for Allies

a) Battlefield in Arnhem

i) If British player in any moment has lost at least 6 his squads, he has to immediately start withdrawing all his remaining units to the *Oosterbeek* region. He then may not try to advance to the Arnhem bridge and try to join Frost's units.

ii) British units in Arnhem are not a part of Frost's forces from the *Scenario 1 – Sunday trip, part II*, so that they start without any campaign specialization tokens. They will take part in the (final) *Scenario 4 – Can we make it?*

iii) *Seize the initiative* operations card remains in play on the Arnhem battlefield only during first 3 rounds.

iv) *Oosterbeek* (pocket) region in Arnhem is defined (bordered) this way:

- 1) its southern border is defined with a river (i.e. *road* hexes) on the (left) map tile 7A and 3A
- 2) its northern border is defined with a border between map tiles (3A and 11A) and (7A and (upper) 4A)
- 3) it is any hex on map tiles 3A and (left) 7A which respects both above mentioned criterias.

b) Battlefield in *Nijmegen*

i) During combined attacks of American and British units they do not have to pay any command points for their performing.

ii) Squads of the *XXX Corps* and the *82nd Airborne* have to keep following restrictions:

1) their combat group may contain only 1 officer, only up to 1 MG crew, and only 2 (*XXX Corps*) and 4 (*82nd Airborne*) elite infantry, and only up to 1 specialized squad of each (allowed) type.

2) British player may change 2 his Shermans for 2 M10 Tank destroyers, but only in case he has not lost them during *Scenario I, Part I* or if he did not use them in that scenario at all.

iii) American command objective markers on *Nijmegen* battlefield (where will be engaged both American and British units) represent American objective markers. So only squads of the *82nd Airborne* may take control of them.

Maps of the battlefields

The upper map represents the region of Arnhem (with the Oosterbeek pocket and the highway bridge).

The lower map represents the region between Nijmegen and Grave.



Scenario 3 – Heroes on bridges

*a valiant defence of the northern end of the highway bridge in Arnhem by Frost's battalion.
and capturing the highway bridge in Nijmegen by forces of XXX Corps and 82nd Airborne
(their second and successful try)*

Historical context

Day 4, Wednesday, September 20, 1944

(Arnhem, Frost's 2nd battalion)

Lt. Colonel John Frost's force at the bridge continued to hold and established communication via the public telephone system with 1st Division around noon learning that the division had no hope of relieving them and that XXX Corps was stopped to the south in front of Nijmegen bridge. By the afternoon the British positions around the north end of Arnhem bridge had weakened considerably. Casualties, mostly wounded, were high from constant shelling. An acute lack of ammunition especially anti-tank munitions, enabled enemy armour to demolish British positions from point-blank range. Food, water and medical supplies were scarce, and so many buildings were on fire and in such serious danger of collapse that a two-hour truce was arranged to evacuate the wounded (including Lieutenant-Colonel Frost) into German captivity. Frederick Gough took over as commander when Frost left.

The Germans overcame pockets of resistance throughout the day, gaining control of the northern bridge approaches and permitting reinforcements to cross the span and reinforce units further south near Nijmegen. The remaining British troops continued to fight on, some with just fighting knives but by early Thursday morning almost all had been taken prisoner. The last radio message broadcast from the bridge - "Out of ammo, God save the King" - was heard only by German radio intercept operators.

While it was estimated that the 1st Airborne Division, 10,000 strong, would only need to hold the Arnhem bridge for two days, 740 had held it for twice as long against far heavier opposition than anticipated. While 81 British soldiers died defending Arnhem bridge, German losses cannot be stated with any accuracy, though they were high; 11 units known to have participated in the fighting reported 50% casualties after the battle. In memory of the fighting there, the bridge has been renamed the "John Frost Bridge".

(Nijmegen, 82nd Airborne and XXX Corps)

Boats ordered by the 82nd Airborne the day before failed to arrive until afternoon and a hasty daylight assault crossing was ordered. At about 15:00 the 3rd Battalion, 504th PIR accompanied by sappers from 615 Field Squadron and 11th Field Company Royal Engineers (who made five crossings) made the crossing in 26 canvas assault boats into well-defended positions. The American unit had no training on the British-made boats. A shortage of paddles required some troopers to paddle the craft with rifle butts. About half the boats

survived the crossing under heavy fire, eleven survived the first two crossings. The surviving Paras then assaulted across 200 meters (200 yards) of open ground on the far bank and seized the north end of the bridge. German forces withdrew from both ends of the bridge which was then rushed by Guards tanks and the 2nd Battalion, 505th PIR, securing the bridge at 19:10, D+3. The costly attack was nicknamed "Little Omaha" in reference to Omaha Beach.

When Lieutenant-General Dempsey of the Second Army met Brigadier General Gavin, commander of the U.S. 82nd Airborne Division, he is reported to have said (in reference to the Nijmegen attack), "I am proud to meet the commander of the greatest Division in the world today."

(the text taken from the Wikipedia)

Rounds: Nijmegen: 13, Arnhem: 8

Initiative: *Allies* (Nijmegen), *Germans* (Arnhem). In *Nijmegen* Germans deploy first, while in *Arnhem* British deploy first.

Actions per turn: *Nijmegen:* 3 actions, *Arnhem:* 4 actions for Germans and 3 actions for British

Used components from the *DotF* expansion:

- a) *Morale 2* and *British reinforcements* strategy decks
- b) Alpha, Bravo and Recon specialization tokens
- c) 2 American M1 AT guns
- d) British soldier and vehicle miniatures

Used components from the *Normandy* expansion:

- a) *Hero*, *Watchdog* and *Assaulter* leadership decks
- b) crater and ruin tokens
- c) 2 Demolitions specialization tokens, 4 (American) charge tokens
- d) *Satchel charges*, *Outfitted bunkers* and *Beach defences* operations cards

Terrain modifications

a) in *Arnhem*

Black bordered hexes on both the map tiles 12A and both the map tiles 5A represent hexes of the Arnhem highway bridge.

Blue bordered hexes on both the map tiles 12A and both the map tiles 5A represent river hexes (unreachable hexes). River is flooded.

All river hexes on both map tiles 4A represent road hexes.

b) in *Nijmegen*

Black bordered hexes on map tiles 2B, 8A, 10B, 6B and both 7B represent *beach* hexes, resp. hexes that have same stats as beach hexes, though they are located on a bank of a river and not a coast of an ocean or sea (see *Normandy* rules). An area between them is the Rhine. The river is flooded.

Black bordered hexes on map tiles 2A and 3A represent the Nijmegen bridge. Blue bordered hexes on the same map tiles represent river hexes (unreachable hexes). River is also flooded.

All hill hexes on the map of the Nijmegen bridge have level 0.

Germans

a) KGs *Brinkman* and *Allwoerden* (*Arnhem*)

10 squad bases
28 regular infantry
6 elite infantry
2 officers
2 MG crews
2 SdKfz 251 Halftrack
2 M1 AT guns (*choice)
2 StuG III tanks

* Either these 2 ATs or
Artillery 1 deck (the choice is made
before British deployment)

b) KGs *Euling* and *Henke* (*Nijmegen*)

6 squad bases
17 regular infantry
4 elite infantry
1 officer
1 mortar crew

(units on the Nijmegen bridge)

2 StuG III tanks
4 squad bases
1 officer
11 regular infantry
2 MG crews

Starting strategy cards: **Arnhem:** permanent *Disrupt medical supplies*, permanent *Disrupt food supplies*, **Nijmegen:** *Desperation* (or *Desperation*)

Strategy decks: *German reinforcements* (remove both *Reinforcement battalion* cards and *Special reinforcements* card), *Artillery 1* (special use), *Disruption* (special use) and *Morale 2*

Leadership decks: *Watchdog* (remove *Hidden minefield*, *HG support*, *AA support* and *Desperate defenders* cards) instead of *Morale 2*

Operations cards: **shared** *Desperate defenders*, **shared** *No surrender*, *Outfitted bunkers*, *Beach defences*, **shared** *Merciless assault*, **shared** *Inspiring leadership* and **shared** *Seize the initiative*

German objectives

a) in *Arnhem*

Major victory: Control all buildings with British command objective markers and control both pillboxes on the northern end of the Arnhem bridge (i.e. have a squad in each of them).

Minor victory: Control all buildings with British command objective markers.

Lose: Whatever else.

b) in *Nijmegen*

A building on the other side of the Rhine is a fortress that guards access route to the northern end of the Nijmegen bridge.

Major victory: Keep control of the fortress (i.e. repulse all attacks of American paratroopers across the river) during the first 10 rounds of the scenario – i.e. American player may not capture the fortress during first 10 rounds of the scenario, in which case the scenario then ends.

Minor victory: Destroy at least 2/3 of attacking enemy units (American and/or British) and in case of a battle on the Nijmegen bridge destroy also at least 2 British tanks.

Lose: Whatever else.

Distribution of strategy decks and operations cards between Germans

a) in *Arnhem*

i) *Artillery 1* (which may be exchanged for 2 M1 AT guns) and *German reinforcements* decks

ii) *Merciless assault* and *Seize the initiative* operations cards

b) in *Nijmegen*

i) *Morale 2* (which may be exchanged for *Watchdog*) and *German reinforcements* deck

ii) *No surrender*, *Desperate defenders*, *Inspiring leadership*, *Beach defences* and *Outfitted bunkers* operations cards. Latter two cards refer to a heavy gun located in the pillbox in front of the fortress. Its line of sight covers only both lines of *beach* hexes and an area of river between them.

Deploying zones for Germans

a) in *Arnhem*

If German player chooses 2 AT guns (instead of *Artillery 1* deck) then both these ATs receive one halftrack as a tug vehicle together with a crew (a reserved squad). These 3 units (i.e. a squad, an AT gun and a halftrack) deploy all together on one of the yellow bordered hexes on the map tiles 5A.

If German player does not choose using 2 AT guns, then both halftracks and both reserved squads still deploy, but German player may decide, whether he deploys them equally divided between both the map tiles 9A or whether he deploys them (as mentioned above) on the other (southern) end of the Arnhem bridge.

Remaining German squads deploy on any hex on any of the map tiles 9A, with a limit of up to 4 squads on each map tile.

Both StuG III tanks come to play during the round 4 and deploy on any hex reserved for German reinforcements (i.e. any hex with „R“ letter).

b) in *Nijmegen*

Both StuG III tanks are deployed on any hex of the Nijmegen bridge (i.e. any black bordered hex on the separated map), as well as 4 squads of Nijmegen units. These squads may also deploy in any of the bridge pillboxes. This deployment occurs only after Americans manage to conquer the German fortress, but not during a setup.

All German squads (except those reserved to deploy on the Nijmegen bridge) deploy on any building hex of the fortress or on any rough terrain hex, adjacent to fortress hexes.

Germans may not deploy their reinforcements on the Nijmegen bridge.

Germans may play (deploy) only up to 2 *German reinforcements* cards on the Nijmegen fortress map.

Special rules for Germans

a) Battlefield in *Arnhem*

i) *Using Artillery 1 deck*

If German player does not choose 2 AT guns, he receives *Artillery 1* deck and may use its cards for free. He removes both *Increased priority* cards and *Spotting round* card from this deck. Cards in this deck are not drawn during the *Draw cards* step (during Status phase), but are used following way:

Each round German player has a possibility to choose from this deck up to 2 cards and play them during his action turn (for free). After playing them he does not discard them, as he

normally would, but instead returns them back to this deck, to be available for using in the next round.

ii) *Using Disruption deck*

Disruption deck is not used in this scenario in a classical way. Only 2 specifically mentioned cards (in setup) are taken from it and are used as *permanent* cards in German player's play area. The remaining *Disruption* cards are not used at all.

iii) Buildings in *Arnhem* are *destructible* but with some modifications:

A) All buildings in *Arnhem* are supposed to have 2 stories. To destroy each story, a building has to receive 3 hits (but only from an *Artillery* card, tank or AT gun *normal* attack). A building is destroyed, only if both its stories are destroyed, which requires two separate attacks (each hitting for at least 3 hits). Use markers for vehicle damage to mark a building which has one its story destroyed. After destroying both stories of a building, apply all effects of a destroyed building.

B) If there is any enemy (British) squad inside a building and till now no story (of the building) has been destroyed, then after destroying any story (of this building) each squad in this building has to roll a dice. If it rolls an even number, then the story where the squad was hiding, has been hit and the squad then normally rolls like in case of a destroyed building for a possible damage and automatic pinning. Otherwise the squad is not affected anyway by the attack (it has been hit the other story).

iv) *Seize the initiative* operations card remains in play on the *Arnhem* battlefield only during first 3 rounds.

v) The special campaign rule about using crater tokens, if a normal artillery (card) attack would cause at least 2 hits, is optional in this scenario. It depends on a decision of German player. Historically German artillery fired in *Arnhem* primarily on buildings with concealed British paratroopers and not around those buildings. However, if German player after choosing *Artillery 1* deck, decides for using this rule, then he must respect it during a whole scenario with all possible consequences.

b) Battlefield in *Nijmegen*

i) The second map of the *Nijmegen* battlefield (i.e. the map of the *Nijmegen* bridge) comes to play, only if Americans manage to capture the German fortress (see below in *Allies* section).

c) Both battlefields

i) *German reinforcements* deck comes to play during the *Status phase* of the round 4. German player may not buy any trucks for transporting reinforcements.

Allies

a) Frost's 2nd battalion (*Arnhem*)
(*1st Para Brigade*)

consisting of any 9 squads chosen in
the *Scenario 1, part II* *

2 *satchel* charges tokens

9 concealed squad markers
(beside 6 British markers use
crater tokens)

* only up to 2 officers, only up to
1 specialization of each kind,
only up to 6 elite infantry

b) 504th PIR (*Nijmegen*)
(*82nd Airborne*)

consisting of any 10 squads taken from
the *Scenario 2* and/or *Scenario 1, part II*

2 *satchel* charges tokens

and following units of the *Irish guards*
(*XXX Corps*)

4 Sherman tanks

8 concealed squad markers (use additional
German concealed squad markers)

Starting strategy cards: **Arnhem:** permanent *Desperation* (or permanent *Rally cry*),
Nijmegen: 2x *Critical objective* (or 2x *Forced march*)

Strategy decks: *Morale 1* and *British reinforcements* (remove all 3 *Specialized reinforcements*, *Reinforcement battalion* and *Elite reinforcements* cards), *Command* (remove both *Rapid mobilization* cards) and *American reinforcements* (remove all *Reinforcement battalion* cards and both *Specialized reinforcements* cards)

Leadership decks: *Assaulter* (remove both *Relentless attack* and *Rapid mobilization* cards) instead of *Command*, *Hero* (remove both *Never give up* and both *Influential command* cards) instead of *Morale 1*

Operations cards: **shared** *Merciless assault*, **shared** *No surrender*, *Satchel charges*, *Camouflage*, **shared** *Inspiring leadership*, **shared** *Desperate defenders*, **shared** *Seize the initiative*

Allies objectives

a) in *Arnhem*

Major victory: Control at least 4 *objects* with a British or neutral command objective markers (i.e. 3 buildings with British command objective markers and 1 pillbox or 2 buildings with British command objective markers and both pillboxes).

Minor victory: Control at least 2 *objects* with British or neutral command objective markers (i.e. 2 buildings with British command objective markers or 1 pillbox and 1 building with British command objective markers or both pillboxes).

Lose: Whatever else.

b) in Nijmegen

Major victory: Capture the German fortress on the other river bank (which guards a road to the northern end of the bridge) and capture the Nijmegen bridge (i.e. destroy all German units on the bridge).

Minor victory: Capture the German fortress on the other river bank (i.e. Allied player did not manage to capture the Nijmegen bridge in time).

Lose: Whatever else.

Distribution of strategy decks and operations cards between Allies

a) in Arnhem

i) *Morale 1* (which may be exchanged for *Hero*) and *British reinforcements* decks

ii) *Satchel charges*, **shared** *No surrender*, **shared** *Inspiring leadership*, **shared** *Desperate defenders* and *Camouflage* operations cards

b) in Nijmegen

i) *Command* (which may be exchanged for *Assaulter*) and *American reinforcements* decks

ii) **shared** *Merciless assault*, *Satchel charges*, **shared** *Inspiring leadership* and **shared** *Seize the initiative* operations cards

Deployment zones for Allies

a) in Arnhem

Frost's battalion deploys in any building with a British command objective marker and may also deploy in any of the pillboxes on the northern end of the Arnhem bridge.

Each British squad also receives a concealed squad marker during a setup.

b) in Nijmegen

All squads of the *82nd Airborne* deploy on any of the yellow bordered forest hex on both the map tiles 7B.

Units (tanks) of the *XXX Corps* will deploy directly on the *Nijmegen* bridge (the lower map tile 3A), after a successful capture of the German fortress (but not during a setup).

Special rules for Allies

a) Battlefield in *Arnhem*

i) *British reinforcements* deck comes to play after Germans capture at least two *objects* with a British or neutral command objective marker.

British reinforcements deploy on any building hex with a British command objective marker, which is still under a British control.

No trucks may be bought as a transport vehicle.

ii) Instead of American command objective markers on the *Arnhem* map use their respective British variants, as they are British.

iii) Neutral command objective markers are *bound* to the pillboxes. Therefore they grant their CP reward, only if there is a squad located inside the pillbox (not only on the hex).

b) Battlefield in *Nijmegen*

i) *American reinforcements* deck comes to play, after at least 3 American squads successfully disembark on the other (northern) river bank.

American reinforcements may then deploy on any *beach* hex in a line of beach hexes on the northern bank of the river (and they do not have to make the crossing).

No trucks may be bought as a transport vehicle.

ii) *Seize the initiative* operations card remains in play on the *Nijmegen* battlefield only till the moment, when the first American boat successfully reaches the other river bank.

iii) Income of CPs in *Nijmegen*:

Allies: (number of squads successfully transported across a river, +1) / 2, rounded up.

In case of a squad gained via *American reinforcements* deck, deployed on the other river bank, these squads also count to this number.

Germans: $A / 2$, rounded up, where

A = number of American squads destroyed on the other (northern) river bank (after their crossing) or on the river (while trying to cross it).

iv) American mortar squads on the *Nijmegen* battlefield may fire smoke grenades. Such an attack causes no damage, but only generates a smoke marker on a target hex (the same effect as have engineer squads while using *Lay smoke* operations card). There is no need to roll for hitting a chosen hex, the attack is automatically successful.

American player may choose to change one his MG crew for a mortar crew, so that he would have 2 mortar crews and 1 MG crew. However each mortar crew may fire only 4 smoke grenades (use some tokens for counting it). After spending them, the mortar crew may fire only *normal* shells.

Boats and crossing the river in Nijmegen

i) The squads of 82nd will receive 8 canvas boats represented via *ruin* tokens. Each side of a ruin token will represent a status of a boat. *Breach* side of the token represents one successful attack (no matter how many hits it caused) to a boat, while the other (*Ruin*) side of the token represents an undamaged boat. If a boat is hit for the second time (the second attack), then it immediately sinks down.

After getting the first hit, turn the ruin token to its *breach* side and immediately reduce the boat movement to a half, i.e. only one river hex per movement action. After the second hit, the boat sinks and is destroyed together with the squad in it.

Each boat can transport only one squad. Because of a simplicity, boats do not return, because there is enough of them.

Reinforcements squads deployed on the other (southern) river bank do not have to make a crossing across the river, if there is at least one American squad on the northern river bank. It is supposed that their comrades, who have already disembarked there, have secured a safe passage for them, so they may deploy on any *beach* hex on the northern river bank.

Likewise as with a squad-limit per hex, there is an expectable limit of 3 boats on one hex.

Example: A boat with one revealed American squad has been hit on a river with a mortar shell, which caused two hits. Its ruin token is therefore flipped to the Breach side. If in future this particular boat is hit (on the river) again, then no matter, if it is hit for 1 or more hits, it will sink down together with its squad.

ii) Moreover 8 squads of the 82nd receives beside a boat (i.e. a ruin token) also a concealed squad marker (with its active side up). These squads will usually be the same squads as those bearing boats.

This marker symbolizes, whether a squad carrying a boat or a squad crossing a river in it, has already been spotted by an enemy or not. At the end of each activation of a (concealed) squad, make a roll with one dice. If you roll an even number, the squad is revealed (in which case remove its concealed squad marker), otherwise it stays concealed. If a squad carrying a boat or sitting in a boat is concealed, its boat is concealed too, and enemy may not attack it. The boat does not provide any cover. Enemy may target either a boat or a squad in it (like attacking either a building or a squad hiding in it, but for both types of a target use a fire value against infantry).

iii) A squad carrying a boat or sitting in a boat may only use *Move* action. It may not attack in any way. While carrying a boat a squad has its normal pensum of MPs. If sitting in a

boat (in the river), a boat may move up to 2 (river) hexes in any direction. A damaged boat may move only 1 river hex in any direction. (1 river hex corresponds to 2 MPs in a boat).

Entering a *beach* hex costs 2 MPs (no matter whether from a river hex or a land hex). Putting a boat on the river (and entering it) or pulling it to the shore (and exiting it) costs additional 1 MP. During *these movement* actions the active may not attack in any way, although it can have some remaining MPs. If a boat (with a squad in it) is destroyed via an enemy Op-fire on a *beach* hex, before exiting or entering a boat, then it logically does not sink and the squad in it survives.

v) If a squad carrying a boat is killed (on a shore), its boat remains lying on a given hex, from where another squad (not carrying any boat) may pick it up, unless Germans manage to destroy the lain boat first.

vi) The German fortress is captured, after Americans control both building hexes, representing the fortress itself. After the fortress is captured, the combat is moved to the other map – the *Nijmegen bridge* – with following rules:

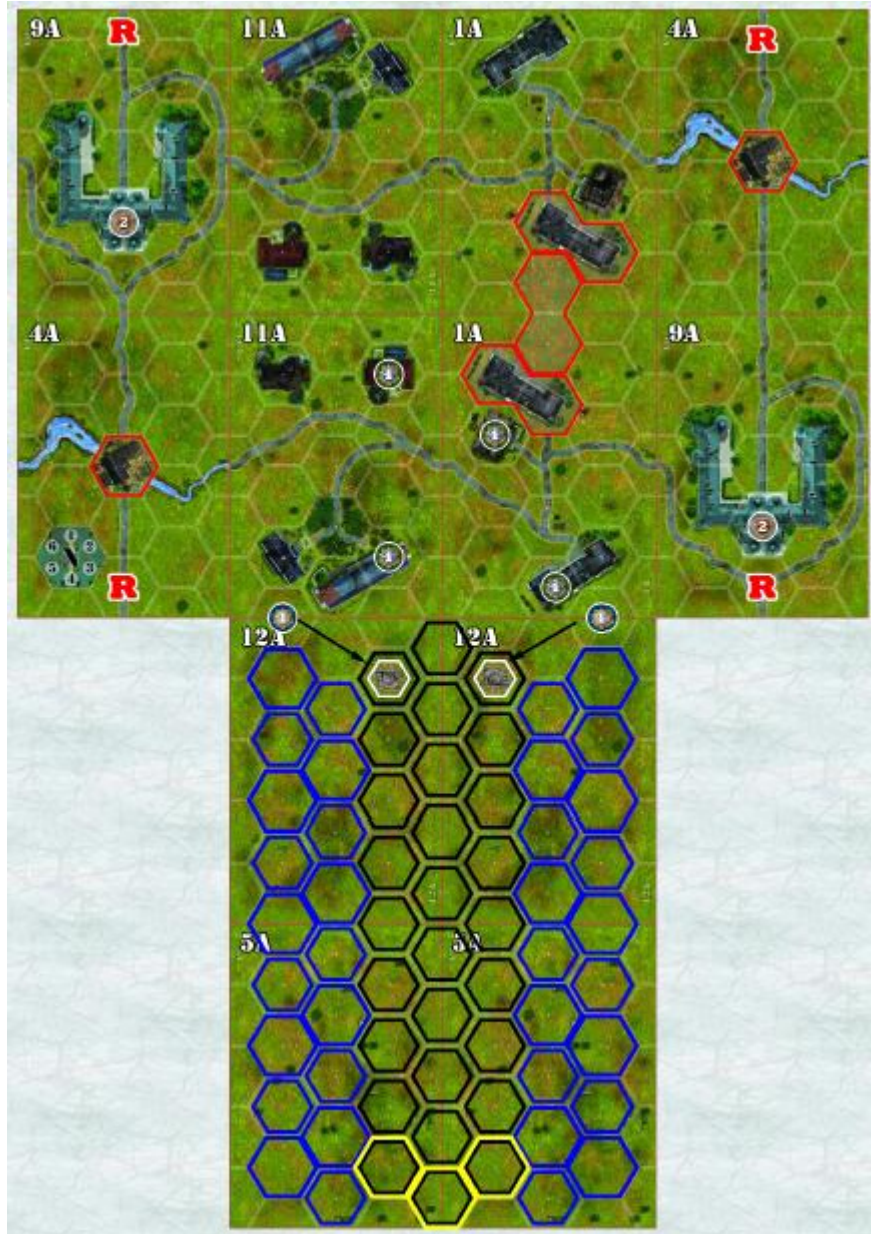
A) All American squads on the other (northern) river bank may immediately deploy on any of 3 most northern hexes of the map 3A (the upper one), while all 4 tanks of the *XXX Corps* deploy on any of the 3 most southern hexes of the map 3A (the lower one).

B) Player of Allies may deploy squads from *American reinforcements* deck on the upper „R“ hex but neither German player nor British player may deploy their reinforcements on the *Nijmegen* bridge at all.

C) Though the *Nijmegen* scenario lasts for 13 rounds, Americans have to capture the German fortress until the end of the round 10. If they do not manage it, they automatically lose. The earlier they succeed in capturing the fortress, the more time they will have for capturing the *Nijmegen* bridge itself.

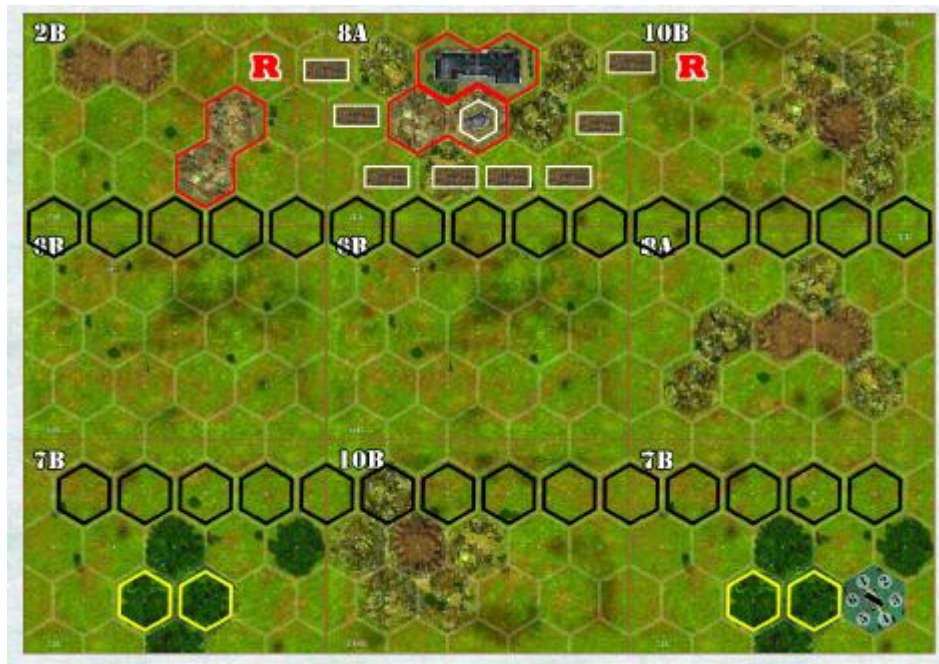
Maps of the battlefields

This map represents the northern end of the Arnhem bridge and its adjacent buildings.



The upper map represents the Rhine river and the German fortress in Nijmegen.

The lower map represents the highway bridge in Nijmegen.



Scenario 4 – Can we make it?

part I – Oosterbeek's crucible

a valiant defence of the Oosterbeek perimeter (in Arnhem) by the remaining forces of the British 1st Airborne against persistent German attacks from several directions

Historical context

Day 5, Thursday, September 21

(Oosterbeek, Arnhem)

Approximately 3,584 survivors of the 1st Airborne Division established themselves in the buildings and woods around Oosterbeek with the intention of holding a bridgehead on the north side of the Rhine until XXX Corps could arrive.

Throughout the day their position was heavily attacked on all sides. In the southeast, Lonsdale Force (the remnants of the 1st, 3rd, and 11th Parachute Battalions and 2nd South Staffordshires) repulsed a big attack aided by the fire of the divisional light artillery.

In the north the 7th King's Own Scottish Borderers were almost overrun during the afternoon but a counterattack with bayonets restored the situation and the heavily depleted battalion moved further south to occupy a narrower front.

The most serious attack of the day was made at dawn against "B" Company, 1st Battalion, Border Regiment which controlled a vital area of high ground in the southwestern tip of the perimeter overlooking the Heveadorp ferry crossing at Driel, which was the division's only straightforward means of receiving reinforcements from the south. The company was attacked by enemy armour and infantry, using captured French tanks equipped with flamethrowers and the heights were lost. Counterattacks failed and the remnants of the company were redeployed.

The division was left in a precarious position, controlling just 700 meters (700 yards) of the riverbank. The division held ground to similar attacks elsewhere on their front.

(text taken from the Wikipedia)

Rounds: 8

Initiative: *Germans*, British deploy first

Actions per turn: 4 (2 per division in a multiplayer game)

Used components from the *DotF* expansion:

- a) *Morale 2* and *Disruption* strategy decks
- b) Alpha, Bravo and Recon specialization tokens
- c) British soldier and vehicle miniatures
- d) 2 Panzer III tanks

Used components from the *Normandy* expansion:

- a) *Hero*, *Watchdog*, *Tactician* and *Assaulter* leadership decks
- b) 4 Demolitions specialization tokens, 2 American and 2 German charge tokens
- c) *Satchel charges* and *Ammo depot* operations cards
- d) British soldier miniatures
- e) 2 StuG III tanks

Germans

a) *Kampfgruppe Harder*
(on the southeast)

7 squad bases
19 regular infantry
4 elite infantry
1 officer
1 MG crew
1 mortar crew
1 SdKfz 251 halftrack
1 StuG III tank

b) *Kampfgruppe Kraft*
(on the north)

7 squad bases
19 regular infantry
4 elite infantry
1 officer
1 mortar crew
1 MG crew
1 SdKfz 251 halftrack
1 StuG III tank

c) *Kampfgruppe Lippert*
(on the southwest)

4 squad bases
13 regular infantry
2 elite infantry
1 officer
2 Panzer III tanks
(*flamethrower prototype*)

Specializations:

1 demolitions
(1 *satchel* charge token)
1 engineer

1 demolitions
(1 *satchel* charge token)
1 engineer

Starting strategy cards: *Sustained blanket*, *Offensive artillery*, *Disrupt food supplies* **or** *Disrupt medical supplies* (it is a British player choice), *Sniper attack*. All these starting cards are permanent (see *Special campaign rules* section)

Strategy decks: *Ground support* (remove both *AA support* cards) and *Disruption* (remove both *Stolen supplies* cards), *Artillery 1* (special use)

Leadership decks: *Tactician* (remove both *Stolen supplies* cards) instead of *Disruption* and *Assaulter* (remove *Take down the beast*, *Rapid mobilization* and both *Relentless attack* cards) instead of *Ground support*

Operations cards: *Seize the initiative*, **shared** *Satchel charges*, **shared** *Lay smoke* and **shared** *Merciless assault*

German objectives

Major victory: Destroy at least 16 British units.

Minor victory: Destroy at least 10 British units.

Lose: Whatever else.

Deploying zones for Germans

British units, which deploy during a setup, deploy before German units do so.

a) Units of the *Kampfgruppe Harder* deploy during a setup on any hex on the map tiles 3A, 10A (the lower one), 7A (the right lower corner of the battlefield), which:

- i) in case of the map tile 3A and 10A lays east of a vertical road
- ii) in case of the map tile 7A and 10A lays south of forest and it is not a forest hex

b) Units of the *Kampfgruppe Kraft* deploy during a setup on any hex on the map tiles 10A, both 8B, 9B and 7B (the upper row of map tiles), which lays north of forest hexes.

c) Units of the *Kampfgruppe Lippert* deploy during *Status phase* of the round 4. They deploy on any hex on the map tiles 1B or 3B (the left lower corner of the battlefield), which lays south of hill hexes or hexes with a razorwire.

These deployments must always occur in the first (borderline) row of hexes of the map in an adequate direction. On each map tile may deploy up to 4 units (KG *Harder* and *Kraft*) with an exception of KG *Lippert*, which has a limit of 3 units per a map tile.

Special rules for Germans

a) *Flamethrower tanks*

Kampfgruppe Lippert uses specially modified older French tanks, equipped with a flamethrower. Their *corpus* is made of old Panzer III tank (for a simplicity) and its combat stats are following:

Movement: 5, Armor: 3.

Attack against vehicles: 2, range: 1, may attack only non-armored vehicles (trucks), (a flamethrower)

Attack against infantry: 6, range: 1, it also reduces a cover of a targeted squad by 5 (a flamethrower)

Attack against infantry: 4, range: 4 (a MG)

A flamethrower attack of this tank is always directed against one enemy squad on a particular hex, not against all units on a given hex. This tank can either attack using his flamethrower or via a standard MG as any other tank.

b) *Income of CPs for Germans*

number of received CPs = number of controlled victory objective markers.

As with British player, German player has to have his unit present on a given victory hex to receive a CP for it. This way he may receive up to 4 CPs, no matter how many victory hexes he really controls.

c) *Seize the initiative* operations card remains in play only during first 2 rounds.

d) *Permanent* strategy cards are taken from appropriate decks. From *Artillery 1* deck are used only those *permanent* cards (the same applies for a British player), no others.

Allies

a) *1st, 3rd, 11th and 2nd S. Staffordsh. bat.*
(*Lonsdale combat group*)

b) *7th King Own Scottish Borderers batt.*

all 12 squads from the *Scenario 2*

7 squad bases

(see *Special rules for restrictions*
regarding specialization tokens)

19 regular infantry

3 elite infantry

2 officers

and

1 MG crew

1 mortar crew

1 Bren carrier

1 Bedford truck

1 Bedford truck

1 Bren carrier

Specializations:

(1 *satchel* charge token)

1 engineer

1 medic

1 AT

1 demolitions

(1 *satchel* charge token)

Starting strategy cards: *Sustained blanket, Desperation, Take cover, Sniper attack*. All these cards are *permanent* (see *Special campaign rules* section).

Strategy decks: *Morale 1, Morale 2* and *Artillery 1* (special use)

Leadership decks: *Watchdog* (remove *Desperate defenders**, *Hidden minefield*, *AA support* and *HG support* cards) instead of *Morale 2* and *Hero* (remove *Never give up** and both *Influential command** cards) instead of *Morale 1*

Operations cards: **shared** *Merciless assault*, **shared** *Satchel charges*, **shared** *Lay smoke*, *No surrender*, *Inspiring leadership*, *Desperate defenders*, *Ammo depot*

Allies objectives

Major victory: Keep control over all victory objective markers by the end of the scenario.

Minor victory: Keep control over any 4 victory objective markers by the end of the scenario.

Lose: Whatever else.

Deployment zones for Allies

a) Squads of the 4 battalions (*1st, 3rd, 11th and 2nd S. Staffordshire*) deploy during a setup on any forest, building hex or hex with an entrenchment on the map tiles 3A, 7A, 11A and 10A (the right lower corner). British player may deploy during a setup only 8 squads from these forces. The remaining 4 squads will be deployed on the same map tiles as have their friends during the round 2 and 3 (2 squads per round). Deploy limit: up to 4 units per a map tile.

b) Squads of *Scottish Borderers* deploy during a setup on any forest, hill hex or hex with an entrenchment on the map tiles 8B, 9B, 8B, 7B, 10A (the upper row of map tiles). Limit: up to 3 units per a map tile.

Vehicles will deploy normally during a setup on any road hex (even a forest hex with a road) or a hex with a normal terrain on the same map tiles as did squads of adequate forces.

c) British receive during the *Status phase* of the round 4 (at the same time as Germans deploy their *Kampfgruppe Lippert*) following **reinforcements**:

4 squad bases, 16 regular infantry, 1 *AT* and 1 *Medic* specialization tokens and 2 Bren gun carriers.

British deploy them on any hex on both the map tiles 11A or 9A.

Special rules for Allies

a) *Lonsdale* combat group may have only up to one specialization token of each kind, which it had in the *Scenario 2*. The remaining 4 squads of this combat group, which will deploy during rounds 2 and 3, will deploy in any hex as did their comrades during a setup.

b) *Income of CPs for British*

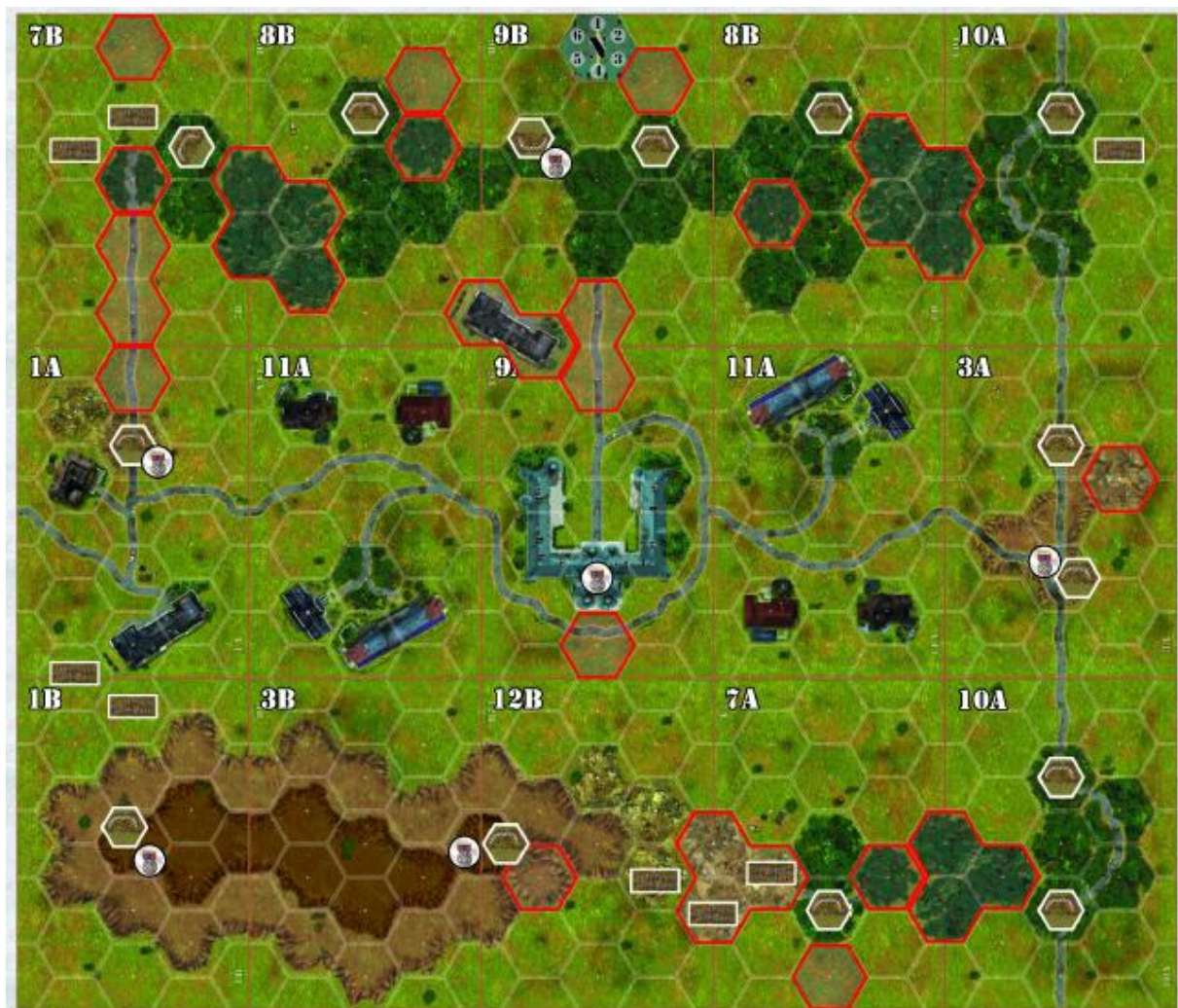
number of received CPs = number of controlled victory objective markers

British player has to have his unit present on a given victory hex to receive a CP for it. This way he may receive up to 4 CPs, no matter how many victory hexes he really controls. The only exception is a 5 hex building in the middle of the map, whose victory hex is automatically controlled by British, unless there is an enemy squad present.

c) *Ammo depot building.*

This facility – received via *Ammo depot* operations card – is represented by a 5-hex building on the map tile 9A. Its ability may be used only up to 3 times during the scenario (bad rolls also count as its use!). The hex where „rearming“ of a squad occurs is the hex with a victory objective marker.

Map of the battlefield



Scenario 4 – Can we make it?

part II – Operation Berlin

a rescue (evacuation) operation for British (and Polish) units in the Oosterbeek pocket across the Rhine, transporting them back to the Allied area (on the other Rhine bank)

Historical context

Day 9, Monday, September 25

At dawn the 1st Airborne Division received their orders to withdraw across the Rhine; this was called Operation Berlin. This could not be done until nightfall and in the meantime the division struggled to survive. In a departure from their cautious attritional tactics of the previous days, the Germans formed two potent SS battlegroups and made a significant thrust along a narrow front in the eastern sector. This succeeded in breaking through the thin front line and for a time the division was in peril. The attack met with increasing resistance as it pushed deeper into the British lines and was finally broken up by a heavy bombardment of the 64th Medium Regiment.

Employing every ruse to give the Germans the impression that their positions were unchanged, the 1st Airborne Division began its withdrawal at 22:00. British and Canadian engineer units ferried the troops across the Rhine, covered by the Polish 3rd Parachute Battalion on the north bank. By early the next morning they had withdrawn 2,398 survivors, leaving 300 men to surrender on the north bank at first light, when German fire prevented their rescue. Of approximately 10,600 men of the 1st Airborne Division and other units who fought north of the Rhine, 1,485 had died and 6,414 were taken prisoner of whom one third were wounded.

To the south the newly arrived 50th (Northumbrian) Infantry Division attacked the Germans holding the highway and secured it by the next day. Allied positions in the Nijmegen Salient as it came to be known, were manned throughout the rest of September and October by airborne units, then handed over to the First Canadian Army in November 1944 and remained unchanged until February 1945 when Operation Veritable was launched on the Rhineland, advancing east instead of north towards Arnhem.

(the text taken from the Wikipedia)

Rounds: 10

Initiative: *Allies*

Actions per turn: 4, Germans have during first 4 rounds only 2 actions per turn (2 actions resp. 1 action (for Germans during first 4 rounds) per division in a multiplayer game)

Used components from the *DotF* expansion:

- a) *Morale 2* and *Disruption* strategy decks
- b) Alpha, Bravo and Recon specialization tokens
- c) British soldier and vehicle miniatures
- d) 2 British QF 6 pounder AT guns

Used components from the *Normandy* expansion:

- a) *Hero*, *Watchdog*, *Tactician* and *Assaulter* leadership decks
- b) Demolitions specialization tokens, 2 American charge tokens
- c) *Barracks* and *Hospital* operations cards
- d) British soldier miniatures
- e) 4 ruin tokens
- f) 2 StuG III tanks

Terrain modifications:

- a) Ignore all hexes with bridges. Instead treat them as simple river hexes.
- b) Road hexes on both the map tiles 7A represent river hexes.
- c) An area bordered with two rivers (i.e. from the left by a river on the map tiles 4A, 7A, 6A and 2A (the second column of map tiles from the right) and from the right by a river on the map tiles 2A, 7A, 6A and 4A (the first column of map tiles from the right)) represent the Rhine. The river is flooded.
- d) Each hex of the river counts as two hexes when measuring a range for a fire. For example a fire across 5 river hexes is in reality 10 hexes.

Germans

a) *Kampfgruppe A*

7 squad bases
21 regular infantry
4 elite infantry
1 officer
1 mortar crew

1 SdKfz 251 halftrack
1 StuG III tank

b) *Kampfgruppe B*

7 squad bases
21 regular infantry
4 elite infantry
1 officer
1 mortar crew

1 SdKfz 251 halftrack
1 StuG III tank

Specializations: none

Starting strategy cards: *Disrupt food supplies*, *Disrupt medical supplies*, *Offensive artillery* and *Sustained blanket* (see *Special rules*). All these starting cards are *permanent*.

Strategy decks: *Ground support* (remove both *AA support* cards) and *Disruption* (remove both *Stolen supplies* cards)

Leadership decks: *Tactician* (remove both *Stolen supplies* cards) instead of *Disruption* and *Assaulter* (remove *Take down the beast*, *Rapid mobilization* and both *Relentless attack** cards) instead of *Ground support*

Operations cards: *Merciless assault* and *Massive confusion* (special)

German objectives

Major victory: Destroy at least 2 British boats and at least 8 squads of the (British) *1st Airborne* (see the *Special rules* section).

Minor victory: Notice a withdrawal of Allies and destroy at least 6 British squads of the *1st Airborne* (see the *Special rules* section).

Lose: Whatever else.

Deploying zones for Germans

During setup deploy 6 squads from each *Kampfgruppe* on any hex on both the map tiles 1A or both the map tiles 8B. During the round 4 deploy remaining German forces: i.e. one halftrack, one tank and the remaining squad from each *Kampfgruppe* on the same map tiles as during a setup.

Units of the *Kampfgruppe A* deploy on the lower map tiles 1A and 8B, while their comrades from the *Kampfgruppe B* deploy on the upper map tiles 1A and 8B.

German player may always deploy up to 3 his units on each map tile and always only in the left borderline of the battefield.

Special rules for Germans

a) The (British) squads of *XXX Corps* are for easier distinguishing (from the squads of the *1st Airborne*) built from American figures and American squad bases.

b) German player may start attacking evacuated squads (via strategy cards or via his units) crossing a river in boats or units on the other (southern) river bank, only **after** he notices that Allies have started withdrawing their forces. This *noticing* occurs when at least one German unit (one and the same) spends at least 2 following *Status phases* in a distance of 2 or 1 hex from the river.

After German player notices the Allies withdrawal, he receives during the *Status phase* in his play area one *Offensive artillery* and one *Sustained blanket* strategy cards and treats them as *permanent* ones.

c) *Massive confusion* operations card remains in play, until German player finds out the Allies ruse (see paragraph b). After this operation card leaves play, German player puts in play *Merciless assault* operations card.

d) *Income of CPs for Germans*

number of received CPs = (number of destroyed British units / 2), rounded up.

But only up to 3 CPs may be received this way per round.

Allies

a) *1st Airborne Division*

(any 12 squads from the
Scenario 4, Part I)

2 Bren carriers
2 Bedford trucks

4 boats (*ruin* tokens)

2 *satchel* charge tokens

b) *XXX Corps (avantgarde)*

2 British QF 6 pounder AT guns
2 Sherman tanks

3 squad bases *
10 regular infantry
1 mortar crew

(*use American figures and squad bases)

Starting strategy cards: *Offensive artillery, Sustained blanket, Offensive artillery, Sniper attack, Desperation* and *Take cover* (see *Special rules*). All these cards are *permanent* (see *Special campaign rules* section).

Strategy decks: *Morale 1, Morale 2* and *Artillery 1* (special use)

Leadership decks: *Watchdog* (remove *Desperate defenders**, *Hidden minefield*, *AA support* and *HG support* cards) instead of *Morale 2* and *Hero* (remove *Never give up**, *Desperate defenders** and both *Influential command** cards) instead of *Morale 1*

Operations cards: *No surrender, Satchel charges, Inspiring leadership, Desperate defenders, Barracks, Hospital* and **shared** *Heavy fog* (or rather *Dark night* in this case)

Allies objectives

Major victory: Successfully evacuate 4 squads of the *1st Airborne* across the river, without Germans noticing it, and destroy at least 8 German units. *Explanation:* in this case of the victory Germans may notice the ruse of Allies, **after** you successfully evacuate the forth squad on the southern Rhine bank, not earlier.

Minor victory: Successfully evacuate at least 3 squads of the *1st Airborne* across the river and destroy at least 6 German units.

Lose: Whatever else.

Deployment zones for Allies

a) Units of the *1st Airborne* deploy during a setup on any hex on both the map tiles 9A and both the map tiles 11A. They may deploy up to 3 squads on each map tile. Vehicles deploy on any road hex on the same map tiles.

4 boats with their (latent) crews (represented via ruin tokens – see below) deploy during a setup on any forest hex on map tiles 7A or 6A (both the right ones), on the right (southern) river bank.

b) Units of the *XXX Corps* deploy in the *Status phase* of the round, when the first evacuated British squad disembarks on the southern Rhine bank. These units deploy on any hex on the map tiles 2A, 7A, 6A or 4A (the first column of map tiles from the right). 2 its squads are reserved for manning both the AT guns. They may deploy only in the first line of hexes (the right border of the battlefield).

After deploying these units, British player receives one *Offensive artillery* and one *Sustained blanket* strategy cards to his play area and treats them as *permanent* cards.

Special rules for Allies

a) *Barracks and Hospital operations cards*

On the upper map tile 9A is in the 5-hex building situated (British) *Barracks*, while on the lower map tile 9A is in the 5-hex building situated (British field) *Hospital*. Both these facilities may be used only up to three times during the scenario. The hex where deploy received *reinforcements* or where is *healed* a wounded squad is the *central* building hex, with a British command objective marker. The abilities of these cards may be used since the round 5.

Germans may not use abilities of these 2 buildings, if they capture them.

b) *Evacuating squads across the Rhine*

This procedure is almost identical with a similar procedure in the *Scenario 3, Nijmegen* (see that section). Again there are used *ruin* tokens, representing boats, but this time with a *latent* (invisible) crew.

Movement rules are the same as in the *Scenario 3, Nijmegen* part, though now there are no *beach* hexes but *normal terrain* hexes. The boats have normal 4 MPs and they are not affected

by any *Disruption* cards. Neither boat crews nor evacuated squads may attack in any way, while being on the river.

During a setup are deployed 4 boats with their (latent) crews on 4 different forest hexes beside the right (southern) river bank (i.e. on the map tiles 7A, 6A or 4A). Instead of checking after their every action, whether they have been spotted or not, they remain hidden, until Germans get close enough to the river (on the left northern bank) and survive there at least one full round, i.e. 2 following Status phases.

These boats act as normal units. After they spend their *Move* action, they are fatigued and so on. If they have an evacuated squad on board, then their movement counts as one action, while both a boat and an evacuated squad are then fatigued.

c) *Units of the XXX Corps and other British units*

Deployed units of the *XXX Corps* may not be transported to the left (northern) bank of the river. They may only provide (cover) fire support, though with one drawback: If they fire, before Germans themselves realize that Allies are withdrawing, the rescue operation is revealed and since then Germans may normally target any unit (boat) on the river and also any unit on the other river bank (as they would, if they noticed it themselves).

A squad with a mortar crew (of the *XXX Corps*) may fire smoke grenades instead of normal shells (for a better cover of withdrawing boats). This process is the same as a normal fire, no rolls for hit happen. A target hex is hit automatically and a then smoke marker is placed on a given hex. These smoke grenades may be fired whenever within Rhine range, but not on the other (northern) bank.

Squads received via *Barracks* operations card may not be evacuated across the river, only the squads of the *1st Airborne*. Use for them (i.e. for squads received via *Barracks* operations card) squad bases of a different (British) color.

d) *Squads of the 1st Airborne*

In these squads may be up to 3 officers, up to 1 specialization token of a given (allowed) specialization, up to 2 MG crews, no mortar crew and up to 8 elite infantry.

Additional info for the *Scenario 4*

Both parts of the *Scenario 4* can be played either in a classical 2 player variant, where each player has 4 actions per turn, or in a multiplayer variant, where each division receives 2 actions per turn:

i) *Scenario 4*, Part 1: British reinforcements received during the round 4 belong to *Scottish Borderers* division, while *Kampfgruppe Lippert* may be managed by either German player.

ii) *Scenario 4*, Part 2: Due to a fact that units of the *XXX Corps* will act only during the last few rounds, there is no need for British to play with 2 players.

Map of the battlefield

