

# **Market Garden '44 – Designer Notes**

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## I. Design Notes

### **Designer's Notes - Market-Garden '44.**

**By Gregory "Sturmer" Smith**

As a long time fan of this particular battle, I was excited when we decided to add it to the list of Panzer Campaigns. It's a little smaller than our usual campaigns, but Operation Market-Garden was one of those tantalizing "what-if" battles of history that can be extremely interesting to play out in a wargame. It also turned out to be, by far, the most difficult Panzer Campaign to date.

As I did the research for the game, I was struck by the real underappreciation of most sources for the incredible job that General Model did in forming a defensive line from literally thin air. I think that in the overall drama of the airborne drops and the subsequent fighting at Arnhem, this point is lost by most historians. Another surprising point to me was the huge amount of material which had surfaced since "Highway to the Reich" (the classic board wargame on the subject) and indeed the movie "A Bridge too Far" (the classic film on the subject) had been made. Many critical historical sources have dates of 1990 or later.

Our maps, which are taken from very accurate topos of the area, immediately pointed out why my Highway to the Reich wargame strategy of "oozing" forward with 30th Corps around any conceivable German defense was flawed. Despite my love for the game, it's obvious that SPI had far too trafficable a map for the actual terrain that exists.

Obviously the presence of the II SS Corps is what doomed the operation, although the slow advance by 30th Corps did not help matters. In fact, this slow advance (the reasons of which are debated to this day...although clearly they did have orders "not to move at night") caused us to implement a new method of fixing units after a battle has started, which fixes them during the first two nights. Players who really want to handicap 30th Corps can extend this night ban on movement for another two nights, although according to sources this was generally ignored more and more as the British 1st Airborne Division's situation deteriorated.

Another difficult point to implement is the command and control situation for the British at Arnhem. This necessitated rating Urquhart as a "D" leader. Although I don't feel this is -personally- his rating, this represents in game terms his difficulty to communicate with both his subordinates and superiors during the

whole battle. The radio problems were quite pronounced and are documented in most sources.

A problem with designing a Market-Garden game is that there are so many special situations and anecdotes, so many crazy little encounters, that it would be easy to fall into the trap of attempting to ensure that every one of these "events" gets to happen. To do so would really rob the players of the ability to command the operation themselves, and make their own decisions. We have tried to avoid this tendency to "overchrome" the battle.

The "what-if" aspects of this battle are quite interesting, and we've presented them by having a variety of campaign games to choose from. The strict Historical Campaign Game is going to be very tough for the Allies, and should result in a victory for the German side assuming average results and play. The Good Weather Campaign game gives the Allies the additional D+2 and D+3 drops on time, and will result in a much harder time for the German player.

As always, the work done by Glenn Saunders and David Blackburn was phenomenal and deserves special mention.

Finally, I'd like to dedicate this game to CSM Kevin "Soup" Campbell. The ultimate professional soldier, paratrooper, friend. It is men like Soup that keep the warrior spirit alive.

-Gregory Smith  
HPS Simulations

### **Designer's Notes - Market-Garden '44 from 'Saunders & Blackie'**

**By Dave "Blackie" Blackburn**

When I first heard that John and Sturm were planning to simulate Operation Market-Garden, using the Panzer Campaigns (PzC) engine, I was a little skeptical. PzC games are generally quite a bit larger than this battle. Then John invited our team of Saunders and Blackie to participate, I started reading and it was not long before I was sold, and we jumped in with both feet. I did not know as much about the battle as Sturm. John and Glenn, but there is a huge amount of reference material available, the books we primarily used are listed later in the bibliography. Of course, I had seen the movie, "A Bridge Too Far", I mean, who hasn't? I enjoyed the movie, but it really gave me, and I think countless others, the impression that the whole thing was a British Airborne "happening" at Arnhem. Nothing could be further than the truth. It is true to say

that the desperate fighting around Arnhem seemed to overshadow the complete story of the whole battle and those involved.

The more research I did, the more enthralled I was by the sheer audacity of the plan, especially when one considers its author, the normally ultra conservative, Field Marshall Bernard Montgomery. It was a bold plan, in essence of two parts, first, the Airborne Corps were to seize bridges, over rivers and canals, along a route from the Dutch-Belgian border all the way through Arnhem in Operation Market. Second, in Operation Garden, across this “carpet” of airborne troops an armoured spearhead would drive 300 miles to the Zuyder Zee. This effectively would cut off all the troops to the west of this line and provide a short cut to the Ruhr. It could have succeeded too, but as always, hindsight has the benefit of knowing all the facts for any given situation. I highly recommend reading the 4 books of the Battlefield Series, 3 written by Tim Saunders, a soldier’s soldier.

Glenn and I have been fortunate to have been working with the Panzer Campaigns series of games almost since the beginning. We have seen it evolve into what it is today. As new situations arose improvements have been added for each game. This game is no exception as there were unique situations here that had to modeled. The technical brains of this game, John, Sturm, and Glenn, discussed these problems and, as usual, John responded with the programming changes. You will find several enhancements in this battle to allow for maximum realism and historical accuracy. You will also find that, although the game is again more sophisticated, it still retains its ease of play and the fun level is high.

I mentioned historical accuracy in the last paragraph, this is the key to the success of all our games. Believe me, the research has been painstaking to ensure the players enjoyment of the battle. When you mention accuracy, then Sturm’s OOB has to be mentioned. It is his usual effort, in other words, just about the best in the business.

The scenario content was built to give a mixture of Campaign Games with various historical “what if” situations, plus some scenarios of all sizes from all sectors of the battle, as well as the Arnhem event. Here is a quote from Gen. Brereton, Commander First Allied Airborne Army:

“In the years to come everyone will remember Arnhem, but no one will remember that two American Divisions fought their hearts out in the Dutch canal country and whipped hell out of the Germans.”

We did not want this to be the case in this game. As a result, there are scenarios featuring XXX Corps, 101st Airborne, and 82nd Airborne so often forgotten in the shadow cast by Arnhem. There are a few scenarios from the German side too and even one featuring the 1940 invasion of Holland. Therefore I am confident there is something for everyone's taste. Speaking of the Germans, this battle highlighted their capacity to produce a credible force from the most meager resources. Their flexibility and organizational ability in this battle was an incredible achievement, many times producing Kampfgruppen from almost nothing. They are a worthy opponent, particularly as the Allies had thought that the Wehrmacht was a spent and beaten force.

I must also mention the Allied troops who took part as they were the finest units ever produced by the Allies. I think it is true to say that even today their courage, dedication, and "esprit de corps" are still envied by the military of any nation. They were the best and, without their participation, this battle would not have been as finely balanced as history recorded. Indeed they almost carried the day. There are many instances of the co-operation between these units. One I like is again a quote, including a few words from General Gavin of the 82nd Airborne, a paratrooper unused to the luxury of armoured support:

"The Americans had not as yet had any experience with tanks, and Gen Gavin asked Col. Christopherson (Sherwood Rangers) to "clear the Reichswald" – just like that; as if all we needed to do was to buzz around for a few minutes playing hide and seek among the trees for the German paratroops to come out screaming for mercy." And "... if the paras asked us to shell a position, we did, and worried about getting permission later."

This letter, from Gen Browning, sums up the mutual feelings of the 82nd Airborne and the Sherwood Rangers after working together for a week:

"I think I ought to let you know that the American Airborne Division (82nd) has expressed unstinted praise and admiration for the way in which your people have operated. I am happy to hear from your Brigadier that you have very much the same opinion of the American Airborne troops."

In conclusion, I would like to thank John for giving Glenn and myself the opportunity to participate in this latest addition to the Series. I would also share with you that, normally, I do not have the slightest inkling to play a Campaign Game. Sometimes I help Glenn with the set up, but that is about all. I generally do not have the time, I am busy getting the other scenarios ready, or editing a piece for the notes. But this battle fascinated me, and the CG is not as long as we normally do, so I played a CG in its earlier form. Man! What a blast! Have fun....I did.

## **Order of Battles Notes - Market-Garden '44.**

1. As usual, we've made most Battalions with a Heavy Weapons company into 3 companies, and "spread out" the firepower of the heavy weapons company among the maneuver companies. This allows for a better battalion structure for build-up and breakdown and more accurately reflects the real situation. For the British Airborne, this is also true, and the firepower of the 6-pounder AT guns is built into the companies. The only AT units left separate are the 17-pounders, as they were normally kept as reserve by the headquarters and placed at critical spots.
2. The British 10th Airborne Bn (only) does not have a "C" company, the companies were A, B, and D. The companies of the 1st Airborne Battalion are also oddly lettered, being R, S, and T.
3. The 44th RTR begins as a separate unit in the 30th Corps. Historically they were attached to the 101st Airborne as soon as contact had been made.
4. The 15/19th King's Royal Hussars does begin attached to the 231st Infantry Bde.
5. The 52nd (Lowland) Division was made AirLanding capable (delivery by C-47) in reserve for Market-Garden. The original plan was for it to be flown in north of Arnhem (the Deelen Airfield) During the battle, the offer was made to bring them in. General Browning turned the offer down, since the Poles and 325th had not yet arrived. In the end, the 52nd did not participate in the battle but definitely might have if the weather had been better. Alternate fields were near Grave and also possibly near Eindhoven. The division's 25 pounders were air portable, however, not all of them would have been taken due to serial limitations. The division also had a mountain artillery regiment with 75mm guns. Some great information is available from the book "Mountain and Flood" which sadly is long, long out of print and may be difficult to find.
6. Although technically starting the battle under Armed Forces Netherlands command, the II SS Panzer Korps almost immediately went under command of Model in Army Group B so we have placed them there. Additionally, Model's headquarters is shown starting turn 1 as already having left Arnhem and racing toward Bittrich's HQ at Doetinchin.
7. The "Ko./213 NachR.Rgt" unit was a small group of Luftwaffe radar air-control signal troops commanded by Hpt. Will Weber. Although some sources

show this as a battalion sized KG which attacked north of Arnhem on the first day, in actuality it was just 90 men, armed with nothing more than rifles.

8. The unit "s.Pz.Abt.506" deserves some mention as pretty much most of the sources get the story wrong in some detail. First, it was a Wehrmacht heavy tank battalion, not SS. It had three companies of 15 King Tigers each. Two companies went to support the 10th SS, and one company plus the "Hummel" Tiger company went to support the 9th SS. The "s.Pz.Ko.Hummel" unit was equipped with 14 Tiger I tanks (NOT Tiger II), and came from the Panzer Ersatz and Ausbildungs Abt. 500 at the training grounds at Paderborn, commanded by Lt. Hummel. As it had worked with the 506th during the battle, in December it was officially designated as the 4th Kompanie of the 506th. I've had discussions with some people who state that only TWO Tiger II companies were present, along with Hummel's Tiger Is, but I've found two different sources that state they were all there so I've decided to go with that.

9. The 107th Panzer Brigade had not only Flakpanzers, but also extra AA machineguns in the fully half-track equipped PanzerGrenadier battalion, which accounts for their higher than normal AA rating. According to Kershaw, "Generally the airspace above this brigade was avoided."

10. Some battalions on the German side are so weak it would be ludicrous to allow them to be broken down. Typically speaking, these are the units that are 300 men or less in strength.

11. The "captured Russian 143mm guns" listed in Kershaw are undoubtedly 152mm guns and are shown as such.

12. The "Magen" infantry battalion is the "Stomach" semi-invalid battalion. The "Ohr" unit is the "Ear" Battalion. These units were of extremely questionable value, but illustrate the extreme steps the Germans took to ease their manpower problems.

13. The Airborne HQs units -did- have some jeeps, but these were mainly for the commander and the primary staff officers. There were certainly not enough to motorize the entire HQ staff company, and accordingly, they are listed as FOOT units in the game.

14. The British tank units listed as 21/2 hard attack are a combination of 75mm Sherman and 17 pounder Firefly tanks.

15. The "Sharfschutze" unit represents men from a Wehrkreis 6 sniper school.

16. General Ridgeway (XVIII Airborne Corps Commander) arrived via jeep to the front lines on the 19th, with Brereton. His participation in the battle was essentially nil. It was part of the plan that the British 1st Airborne Corps would be eventually split up into two corps upon the arrival of the 52nd Airlanding Division. With their nonarrival and the general confusion of the battle, this never occurred. However, we have included Ridgeway and his HQ for historical accuracy. However, the players will not be able to attach units to the XVIII Airborne Corps - we had to freeze corps attachments for the Airborne Army to prevent the Airborne divisions from getting attached to XXX Corps (and therefore receiving air support). If they so desire, to create their own XVIII Corps with the 82nd and 101st, to create a true Allied Airborne "Army", the players will have to go into the unit editor and uncheck the "Prevent Corps Attachments" box by editing the two Allied Airborne Corps.

17. The German 406th Division wasn't really an infantry division per se, rather, it was a training and replacement organization. However, with the necessity forced upon them by Market Garden, the Germans pressed the various training battalions into frontline service. As such, you'll see some unusual units here of varying quality, to include a few school battalions well over 1000 men in size.

18. Technically the 2nd HCR was attached to the Guards Armored Division. They are displayed as a Corps unit to give them a unique organizational color.



## II. The Scenarios

#00_Started.scn	Getting Started: Joe's Bridge
#0917_01s_Market-Garden.scn	0917_01s: Market-Garden Historical Campaign Game
#0917_02s_Market-Garden.scn	0917_02s: Market-Garden - Alternate Campaign Game
#0917_03s_Market-Garden.scn	0917_03s: Market-Garden - Allied Maximum Effort CG
#0917_04s_Market-Garden.scn	0917_04s: Market-Garden - Increased Allied Effort CG
#0917_05s_Market-Garden.scn options)	0917_05s: Market-Garden - Historical CG (Pole
#0917_06s_Market-Garden.scn	0917_06s: Market-Garden - Increased 1st Abn Drop
#0917_10_Neerpelt_Gds.scn	0917_10: The Irish Guards Leading
#0917_11_Eindhoven_101st.scn	0917_11: Screaming Eagles take on the Indians
#0917_12_Nijmegen_82 <sup>nd</sup> _A.scn	0917_12: The 82nd - (A. Historical Drop Zones)
#0917_12_Nijmegen_82 <sup>nd</sup> _B.scn	0917_12: The 82nd - (B. Variable Drop Zones)
#0917_13_Arnhem_Bridge_A.scn	0917_13: Two Days at Arnhem (A. Take the Bridge)
#0917_13_Arnhem_Bridge_B.scn	0917_13: Two Days at Arnhem (B. Early Poles)
#0917_14_Arnhem_1stAB_A.scn Krafft)	0917_14: The Red Devils (A. Actual placement of
#0917_14_Arnhem_1stAB_B.scn	0917_14: The Red Devils (B. Where is Krafft today?)
#0917_14_Arnhem_1stAB_C.scn	0917_14: The Red Devils (C. Variable Drop Zones)
#0917_14_Arnhem_1stAB_D.scn DZ's)	0917_14: The Red Devils (D. Full 1 <sup>st</sup> Div - Variable
#0917_15_Two_Div_to_Arnhem.scn	0917_15: Maximum Effort for Arnhem!
#0918_01s_2nd_Day.scn	0918_01s: "To Snatch a Victory" - D+1 and Onward
#0918_02_Reichswald_A.scn German)	0918_02: Gavin's Worst Nightmare (A. Human
#0918_02_Reichswald_B.scn	0918_02: Gavin's Worst Nightmare (B. Balanced Play)
#0918_03_Arnhem_Bridge.scn	0918_03: Frost's Bridge
#0919_01s_Hells_Highway1.scn	0919_01s: A Jab at Son
#0921_01_Oosterhout.scn	0921_01: Horrock's Choice
#0921_02s_5th_Day.scn Onward	0921_02s: "Is that Our Tanks I Hear" - D+4 and
#0922_01_Hells_Highway2_A.scn	0922_01: Cutting Hells Highway (A. Human German)
#0922_01_Hells_Highway2_B.scn	0922_01: Cutting Hells Highway (B. Balanced Play)
#0922_02_Oosterhout2.scn	0922_02: Are We There Yet?
#0924_01s_Hells_Highway3.scn	0924_01s: The Last Straw
#1001_01_Frundsberg.scn	1001_01: KG Frundsberg Counter-Attacks
#1004_01_Opheusden.scn	1004_01: Relief in Place
#40_0510_Nijmegen.scn	1940_0510: First Over the Waal

### Getting Started: Joe's Bridge

Hechtel, near the Dutch Belgian border, Sept 10th 1944: The Guards Armoured Division, spearhead of the British Second Army, was advancing down the main road toward the Escaut Canal on an 8 km frontage. They had reached the limit of their map and were facing significant opposition from the Germans. Thus the 2nd Household Cavalry was ordered to recon the flanks, to identify the best route to the canal, and if possible, locate and seize a crossing. The armoured cars of the cavalry cautiously approached the canal and found a crossing point that was held, but not in strength. However, it was still too much for the light scout cars to handle on their own. So a call went out that was answered by the dashing Lt Col. JOE Vandeleur, who, with elements of the Irish Guards, arrived and stormed the crossing with such dash, and inspiring leadership, that the Corps Commander, Gen Horrocks proclaimed that De Groot Bridge would be forever known as "Joe's Bridge". [Size very small]  
Designer Note: This scenario makes use of many fixed units and is only suitable for playing as the Allied Human vs. the AI opponent. Refer to the Started.HLP file for a quick start to this game and scenario.

### **0917\_01s: Market-Garden Historical Campaign Game**

The Historical Campaign Game. Operation Market-Garden was a bold plan that envisioned an "airborne carpet" of troops holding open a corridor for the British 30th Corps to advance on, until it crossed the Rhine at Arnhem. Unfortunately, the II SS Panzer Korps was resting and preparing to refit in the area, and the operation failed with extremely heavy casualties to mainly the British 1st Airborne Division. Of note in this battle is the amazing speed and coordination of the German response, a testament to the organizational skills and decisive leadership of General Model.

### **0917\_02s: Market-Garden - Alternate Campaign Game**

The Alternate Campaign Game. Operation Market-Garden was plagued by poor weather that delayed D+2 and D+3 drops, and by the 30<sup>th</sup> Corps orders not to move at night. In this scenario, the Allied Player is given good weather, a variety of drop choices for the Polish Parachute Brigade, and 30th Corps is not fixed at night, allowing for a more balanced Human vs. Human game.

### **0917\_03s: Market-Garden - Allied Maximum Effort CG**

The Allied Maximum Effort Campaign Game. If the Allies had had more airlift, it is possible that more forces could have been brought in for Operation Market-

Garden. In this scenario, the Allied Player is given good weather, a variety of drop choices for the Polish Parachute Brigade, and 30th Corps is not fixed at night. Additionally, we are assuming the Allies had more airlift, and have provided the release of the 52nd (Lowland) Air Portable division. This division can only be landed at one of 3 airstrips. The German player is also given a bit more latitude in some of his reinforcements.

#### **0917\_04s: Market-Garden - Increased Allied Effort CG**

The Increased Allied Effort Campaign game. This is essentially the Historical Campaign game, with the addition of the 52nd (Lowland) Division to the force mix. In this scenario, the Allied Player is given good weather and a variety of drop choices for the Polish Parachute Brigade. Additionally, we are assuming the Allies had more airlift, and have provided the release of the 52nd (Lowland) Air Portable division. This division can only be landed at one of 3 airstrips.

#### **0917\_05s: Market-Garden - Historical CG (Pole options)**

The Historical Campaign Game (Pole Options). This is essentially the Historical Campaign game, except in this scenario the Allied Player is given good weather and a variety of drop choices for the Polish Parachute Brigade, allowing for a more balanced Human vs. Human game.

#### **0917\_06s: Market-Garden - Increased 1st Abn Drop**

Market-Garden - Increased 1st Airborne Drop. An interesting "what-if" scenario has always been the complete drop of the British 1st Airborne Division on the first day. This would have given them additional firepower in the city itself by precluding the need to divert forces to guard the second day's drop zones. With just a bit more airlift, this could have been achieved. This variant is essentially the Historical Campaign game, except in this scenario the Allied Player is given good weather and the entire 1st Airborne Division is dropped on the first day. The Allied player also has a variety of drop choices for the Polish Parachute Brigade, allowing for a more balanced Human vs. Human game.

#### **0917\_10: The Irish Guards Leading**

Neerpelt Bridgehead, near the Dutch-Belgian border, Sept 17<sup>th</sup> 1944: Gen Horrocks said "Gentlemen, this is a story you'll tell our grandchildren". The quiet of the past week came to an end as the guns of XXX Corps opened fire from positions south of the bridgehead. At the same time, elements of the Guards Armoured Division moved up in columns to their start line pointing

down the narrow highway to Valkenswaard. XXX Corps' job was to punch a hole in the line and then "drive like hell up the road, Col. Vandeleur and the Irish Guards leading." Speed was absolutely vital, for this plan called for the tanks to reach the 1st Airborne in Arnhem, 64 mile behind the lines, within 48 hours."! [Size medium]

### **0917\_11: Screaming Eagles take on the Indians**

North of Eindhoven, just inside the Dutch border, Sept 17th 1944: The good news for the Screaming Eagles was that their objectives were closest to existing Allied lines, and thus they would be the first to link up with XXX Corps as it advanced to Arnhem. The bad news was that over the twenty-four km stretch of highway it was to hold, the division would have to capture, and hold, two major canal crossings and nine highway and railroad bridges. Failure to control any one of these bridges could spell disaster for the entire Market Garden operation by causing a delay in the intricate timetable necessary to reach the British airborne troops in Arnhem. Despite a nearly perfect jump, lower initial losses than anticipated, and early successes with their objectives, the Americans soon learned they were in for a difficult time, one that would be later compared to the wild west days of keeping the railroad open against Indian raids. [Size medium] Designers Note: While some British units arrive on the south edge of the map, they are actually the lead elements of XXX Corps, the Royal Engineers who built the Bridge at Son and the units of the 231<sup>st</sup> Bde that supported the 101st on Hells Highway. The bulk of the Guards Arm'd Div that were focused further up the road are not represented in this scenario.

### **0917\_12: The 82nd - Upon the Highlands of Holland (A. Historical DZ's)**

Nijmegen, near the German border, Sept 17th 1944: The U.S. 82<sup>nd</sup> Airborne was tasked with capturing, and holding, the bridges across the Maas River (Grave Bridge) and the Waal River in Nijmegen. In order to do so, the 82nd troopers had not only to take the bridges themselves, but to hold the high ground near Groesbeek, east of Nijmegen. The high ground had to be held to ensure safe landing for the reinforcements, and also to protect against German attacks from the Reichswald to the east. The difficulty was the need to balance the speed and stealth necessary to grab the bridges, while using forces which might be needed to eliminate German threats to the high ground. Unanticipated German forces added to the confusion. [Size medium]

### **0917\_12: The 82nd - "To Hell with Groesbeek" (B. Variable DZ's)**

Nijmegen, near the German border, Sept 17th 1944: The U.S. 82<sup>nd</sup> Airborne was tasked with capturing, and holding, the bridges across the Maas River (Grave Bridge) and the Waal River in Nijmegen. WHAT IF General Gavin, arguably the most experienced airborne commander, had not lost out on his bid for a 'coup de main' on Nijmegen Bridge! One could say that Market Garden failed due to the delay in capturing the main Bridges at Nijmegen. In this scenario, the Allied player has the option of using the historical drop zones, or saying "To Hell with Groesbeek" and opting for a bolder plan to put more units on the ground closer to the key bridges over the Waal River. [Size medium]

### **0917\_13: Two Days at Arnhem (A. Take the Bridge)**

West of Arnhem, in the 1st Airborne sector, Sept 17th 1944: Ambitious overall, Market-Garden called for the most daring exploits from the Red Devils of the British 1st Airborne. The mission called for this force of Paratroopers and glider-borne troops to land, march to Arnhem Bridge, grab it, and then hold it for two days when relief was expected, with the tanks of XXX Corps arriving on the scene. Of course that didn't happen! In this shortened scenario, you have just over two days to reach the bridge, capture and hold it until dawn of the second day as was the plan. Without the bridge, the Allied player cannot hope to gain a Major Victory. [Size medium] Designer Note: Hold nothing back for the defense of the pocket – "Just GO for the Bridge!"

### **0917\_13: Two Days at Arnhem (B. Early Poles - Take the Bridge)**

West of Arnhem, in the 1st Airborne sector, Sept 17th 1944: This is a repeat of scenario #0917\_13\_Arnheim\_Bridge\_A, where the Polish Brigade arrives as scheduled on D+2. It is slightly longer - 26 turns vs. 23 - to allow for one more night of fight after the Polish Brigade arrives.

### **0917\_14: The Red Devils (A. Actual placement of Krafft Training Btln)**

West of Arnhem, in the 1st Airborne sector, Sept 17th 1944: Ambitious overall, Market-Garden called for the most daring exploits from the Red Devils of the British 1st Airborne. Paratroopers and glider-borne troops were to land over a period of three days, west of Arnhem, their goal to seize the huge bridge in Arnhem itself. A large portion of the initial landing force was designated to secure the landing zones for later arrivals. A smaller force, led by Lt. Colonel John Frost, was to race to the bridge, grab it, and then hold on until they could be reinforced, first by more Red Devils, and ultimately by XXX Corps driving from the south. Polish paratroopers were to land later, south of the Waal River,

to secure the south end of the Arnhem bridge. From the outset, nothing went right for the British. Faulty intelligence, bad weather, communications breakdowns, and the fortunes of war, all combined to lead to disaster for the Red Devils. Is it possible that Arnhem could have been held? [Size medium] Designer Notes - Germans arriving FIXED just north of Nijmegen, represent troops facing XXX Corps and will be released when XXX Corps arrives. \*\* PROTECTED \*\* hexes to the south - German units should not proceed south of the defense line. Also, as this is the historical 1st Airborne scenario, the Ferry at Driel which is an option for the British in the Campaign scenario, has been disabled.

#### **0917\_14: The Red Devils (B. Where is Krafft today?)**

West of Arnhem, in the 1st Airborne sector, Sept 17th 1944: This scenario is an alternative version of the #0917\_14\_Arnheim\_1stAB\_A scenario. The sole difference is that the SS Btltn, led by Krafft, that effectively blocked much of the 1st AB Division from reaching the Arnhem Bridge on the first day may be repositioned by the German player using a Strategy | Operation to a number of different locations before the Allied Airborne troops arrive. [Size medium]

#### **0917\_14: The Red Devils (C. Variable Drop Zones)**

West of Arnhem, in the 1st Airborne sector, Sept 17th 1944: This scenario is an alternative version of the #0917\_14\_Arnheim\_1stAB\_B scenario where the Allied player can pick his Drop Zone from four choices; West (historical), South near the Bridge, North near Deelen Airfield or East of Arnhem. [Size medium] Designer Note: The alternative Drop Zones will result in more scatter and losses on drop as the transport aircraft would have to evade heavy flak at the bridge and at Deelen Airfield. Also, the Ferry at Driel which is not an option for the British in the A and B version of this scenario has been re-enabled in this one.

#### **0917\_14: The Red Devils (D. Full 1st Div - Variable DZ's)**

West of Arnhem, in the 1st Airborne sector, Sept 17th 1944: This scenario is an alternative version of the #0917\_14\_Arnheim\_1stAB\_C scenario where the Allied player where additional Air Lift capability has been provided to the first Airborne Division, enabling them to drop the entire Division on the first day. [Size medium]

#### **0917\_15: Maximum Effort for Arnhem!**

West of Arnhem in the 1st Airborne sector, Sept 17th 1944: This is an alternative scenario that features an Allied maximum effort with two airborne divisions being drop at Arnhem. It was inspired by a reference I saw and can no longer find where it was suggested that Eisenhower's Chief-of-Staff, General Bedell Smith, thought perhaps two divisions might be better employed on Arnhem Bridge. The concept was further embellished by adding a possible capture of the Deelen Airfield and an Airlift of the 52nd Lowland Division. [Size medium] Designer Note: For the Deelen Airlift to occur, the Allied player must capture and hold the Airfield prior to the arrival of the 52<sup>nd</sup> Division beginning on Sept. 19<sup>th</sup>.

### **0918\_01s: "To Snatch a Victory" - D+1 and Onward**

Holland, Monday morning, Sept 18th 1944: The previous day was one of a great deal of confusion for both sides. But by dawn of this, the second day of the Market-Garden campaign, the Germans were beginning to understand the scope of the bold operation that Monty had launched. And, while elements of the British Airborne were holding the north end of the Arnhem Bridge, the 82nd Airborne at Nijmegen had yet to take either of the main bridges over the Waal River. Wargaming the first day of Market Garden gives players many chances to repair the mistakes of their historical predecessors, be it the Germans failure to properly garrison the north end of Arnhem Bridge, or the Allies failure to attach priority to capturing Nijmegen Bridge on the first day. In this scenario we'll pick up the events at the start of the second day, and then see which side can recover from errors of the previous day and still "Snatch a Victory". [Size large] Designers note - as this a historical scenario, the Ferry at Driel near Arnhem, which is an option for the British in the main Campaign scenario, has been disabled here, as it was destroyed in the early fighting before its significance was understood.

### **0918\_02: Gavin's Worst Nightmare (A. Human German vs. AI)**

Nijmegen, September 18th 1944: This is a "What If" scenario. Gen Gavin's 82nd Airborne Division had achieved most of its objectives on September 17th. But, significantly, it had not managed to seize either the vital road, or railroad bridges, over the River Waal. Gavin was really concerned about the eastern flank where his men were spread pretty thin. There were also reports of a strong German force, with lots of armor, in and around the Reichswald, this was his "worst nightmare". In reality, this was just a rumor, but "what if" the force had existed. It is well known Field Marshall Model identified that a successful attack along the Maas/Waal Canal could cut off, and isolate, the 82nd. This in turn would doom Market Garden to complete failure. [Size medium]

### **0918\_02: Gavin's Worst Nightmare (B. Balanced Play)**

Nijmegen, September 18th 1944: This is a "What If" scenario. Gen Gavin's 82nd Airborne Division had achieved most of its objectives on September 17th. But, significantly, it had not managed to seize either the vital road, or railroad bridges, over the River Waal. Gavin was really concerned about the eastern flank where his men were spread pretty thin. There were also reports of a strong German force, with lots of armor, in and around the Reichswald, this was his "worst nightmare". In reality, this was just a rumor, but "what if" the force had existed. It is well known Field Marshall Model identified that a successful attack along the Maas/Waal Canal could cut off, and isolate, the 82nd. This in turn would doom Market Garden to complete failure. [Size medium]

### **0918\_03: Frost's Bridge**

Arnhem, Monday, Sept 18th 1944: The morning of the second day found Lt Col. John Frost, with a reinforced battalion of Red Devils, in possession of the northern end of the Arnhem Bridge. A determined enemy surrounded them, as they awaited the remainder of the 1st Airborne Div to break through to the main objective of the entire operation. With XXX Corps expected no earlier than the following afternoon, the Red Devils were in a bind. With only the support of the Polish Brigade to come later on the following day, they would have to decide if they were going to relieve Frost, or if Frost would come to them. The big question remained - WHERE WAS XXX Corps? Would it arrive in time? A Victory might be within the Allied grasp, even if XXX Corps doesn't arrive in time to save Frost at the main bridge. [Size medium] Designer Notes - Germans arriving FIXED just north of Nijmegen, represent troops facing XXX Corps and will be released when XXX Corps arrives. \*\* PROTECTED \*\* hexes to the south - German units should not proceed south of the defense line. Also, as this is the historical 1st Airborne scenario, the Ferry at Driel which is an option for the British in the Campaign scenario, has been disabled.

### **0919\_01s: A Jab at Son – D+2**

Son Bridge, along Hells Highway, Sept 19th 1944: The area around the Son Bridge was very busy, with the attack on Best ongoing, and the attack of the 107th Panzer Brigade about to happen later on in the day. Yet, with all this happening, the long supply tails of the fighting divisions were trying to stream north on Hell's Highway. A side issue of the close proximity of these actions was that confusion abounded on both sides. This scenario depicts the holding action of KG Chill around Best and the first attack by the 107th Pz Bde. [Size



small] Designers Note: Some times have been adjusted to enable both actions to be simulated in the same scenario. The human player should play as the Axis side with Explicit Supply ON. With two human players this will be a tough fight for the German.

### **0921\_01: Horrock's Choice**

Nijmegen, September 21st 1944: The bridges over the Waal had been taken in a daring Anglo-American operation. Gen Horrocks, the XXX Corps commander, now had all the bridges, except the Arnhem bridge, but he was unable to exploit the success. He knew he required an infantry division to take over for the final push across the Island, but the 43rd Wessex was stuck on Hell's Highway. He was left with only one choice if he wished to maintain the momentum of the attack.... the depleted Guards Armored Division. Meanwhile, on the Island the Germans were bringing forward every available soldier, anti-tank weapon, and tank, to block the road north to Arnhem. [Size small]

### **0921\_02s: "Is that Our Tanks I Hear" - D+4 and Onward**

Holland, Sept 22nd 1944: By D+4, Thursday morning, things were getting rather "sticky", as the British would say, at Arnhem. Lt Col. Frost's force still held the north side of the main bridge, but they were on their last legs, unable to hold much longer. General Urquhart, with the balance of the 1st Airborne Division, was holding a narrow perimeter with their backs to the Rhine. The good news was that XXX Corps was across the Waal River, but the bad was it had failed to advance during the night. Morning saw the Germans setting up a hasty defense on the Island. Making matters worse, the communications and supply line running south to Belgium was not secure. Panzer Brigade 107 was still out there, having made one attempt to cut the Hell's Highway at the Son Bridge. But there was still time for the Allies to try for the big prize – a crossing on the Rhine River. For the men of the 1<sup>st</sup> Airborne Division, however, every ear was listening for the sound of tanks, and before long many would be asking "Is that our tanks I hear?" [Size large]

### **0922\_01: Cutting Hell's Highway D+5 (A. Human German vs. AI)**

Veghel, along Hells Highway, Sept 22nd 1944: At dawn on the 22nd, the Germans made yet another strong effort to cut the road north to XXX Corps. Kampfgruppe Walther, supported by the powerful Panzer Bridge 107, formed up east of the highway in the vicinity of Erp. They then drove, with some SS Troops, down the Gemert-Veghel road, while the Panzers moved off through the higher ground to the north. Their plan was to intercept the main road and

drive on Veghel from the NE. This time the Germans were determined to cut Hell's Highway once and for all. At the same time, elements of the "Band of Brothers", 100 men from Easy Company, 506th PIR, had moved forward with 4 tanks of the 44th Royal Tank Regiment and were occupying Uden. These were the most northerly troops of the 101<sup>st</sup>, as most of the Division were involved with the containment of German troops in the Schjindel Sector, and with garrison duties along the "Hells Highway", in the Son sector to the south. [Size small] Designer Note: Best played as German Human player vs. the Allied AI.

### **0922\_01: Cutting Hell's Highway D+5 (B. Balanced Play)**

Veghel, along Hells Highway, Sept 22nd, 1944: At dawn of the 22nd, the Germans made yet another strong effort to cut the road north to XXX Corps. Kampfgruppe Walther, supported by the powerful Panzer Bridge 107 formed up east of the highway in the vicinity of Erp. They then drove, with some SS Troops, down the Gemert-Veghel road, while the Panzers moved off through the higher ground to the north. Their plan was to intercept the main road and drive on Veghel from the NE. This time the Germans were determined to cut Hell's Highway once and for all. At this same time, elements of the "Band of Brothers", 100 men from Easy Company, 506th PIR, had moved forward with 4 tanks of the 44th Royal Tank Regiment and were occupying Uden. These were the most northerly troops of the 101<sup>st</sup>, as most of the Division were involved with the containment of German troops in the Schjindel Sector, and with garrison duties along the "Hells Highway" in the Son sector to the south. [Size small]

### **0922\_02: Are We There Yet?**

Nijmegen, September 22nd 1944: The 43rd Wessex Division had been waiting 3 days, 50 miles to the south. Now the time had come for their part in the attack. However, the 43rd found that it was painfully slow going to get the front, and had just made it to Nijmegen as the Irish Guards were assembling to assault on the road to Arnhem. The move over the bridges was confusing as they were to use the rail bridge to concentrate for their attack the next morning. Confusion notwithstanding, the 43rd were ready first thing in the morning. Plans were made to assault, after relieving the Guards, at dawn the next day. Incredibly, part of the orders from XXX Corps read, "Intelligence believes the enemy in Oosterhout will withdraw during the night. 43rd Wessex will relieve the Guards and continue the advance. One squadron of the 2 HCR will advance to Arnhem, covering the 43rd, at first light." The Germans, who had fought so tenaciously the day before, had no intention of withdrawing. At first light, in thick fog, 2 troops of the 2<sup>nd</sup> HCR slipped past some surprised Germans, but that was all! [Size small]

### **0924\_01s: The Last Straw**

Koevering, Hell's Highway, September 24th 1944: The Germans knew the importance of the stream of trucks heading north to Arnhem. Around Veghel, and St Oedenrode, their patrols had probed for a soft spot to cut the vital lifeline. Their recce had reported that the village of Eerde was occupied, but the area between Schijndel and Dinther appeared clear, also there seemed to be gaps around the north of St Oedenrode. The order came to Gen Chill to attack in the morning towards the Veghel bridges, which he did, then a little later the attack was directed at the village of Koevering. Gen Horrocks was in the area around the time that Hell's Highway was cut again, this was the last straw for him, he accepted that the operation was a failure, and confirmed that the Arnhem withdrawal was to continue as planned. [Size small]

### **1001\_01: KG Frundsberg Counter-Attacks**

Bemmel, north of Nijmegen, October 1st 1944: Feldmarschall Model knew that the key to unhinging XXX Corps' grip on the Island was the Nijmegen Bridges. Without them the abundant supplies and reserves would dry up and completely cut off any Allied troops still on the Island. Accordingly, he ordered the KG Frundsberg to mount a powerful counter-attack across the Wetering Canal, taking the most direct route to the bridges, straight through the village of Bemmel. [Size small]

### **1004\_01: Relief in Place**

The Island, October 4th 1944: On the Island, the British 43<sup>rd</sup> Wessex Division had performed magnificently, but now it had to be pulled out of the line for refit in the XXX Corps' reserve. After their epic battle on Hell's Highway, the Screaming Eagles of the 101st Airborne were expecting to be relieved within 72 hours, as is usual with shock troops. However, it was decided that they would take on the unfamiliar role of static defense until the situation stabilized. There was no other choice but a "relief-in-place", a difficult procedure, especially when under fire. This they achieved, but then the reformed 363rd Volksgrenadier Division attacked the next morning at dawn. Fortunately the 5th DCLI, a squadron of tanks, and a few supporting units of the 43rd Wessex were still in the area. [Size medium] Designers Note: This will be a difficult scenario and should provide the most challenge played with a Human German player.

### **1940\_0510: First Over the Waal**

Nijmegen, May 10th 1940: Little known to many people, it wasn't the Allies who first spotted the importance of the Nijmegen Bridge as an invasion route. The Germans, in May 1940, shattered the front lines using this corner of Germany, that protrudes into Holland, as a springboard to advance to Amsterdam and the Hague. While the campaign was a one sided affair that didn't last long, the brave Dutch Army did put up some fight. [Size medium] Designers Note - this scenario depicts a historical setup and situation, but features stronger resolve for resistance by the Dutch Army. (HINT) Lessons learned in this scenario may provide players with a good training lesson for crossing those key bridges, in the Market-Garden Campaign Game, while a small, weaker force holds the north side of the bridges.

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