

A Bridge Too Far, 1944

A Flames of War Mega-Game Scenario

As famous portrayed by the movie of the same name, Operation Market Garden was a daring but ultimately flawed attempt to dramatically accelerate the collapse of Germany during the fall of 1944.

This scenario allows a series of large tables to accommodate a scaled down version of the entire operation. It provides a unique opportunity to field elite Allied paratroopers on both offense and defense, along with varieties of Guards troops from XXX Corps, against a mix of German 2nd rate troops, backed up by solid SS and Fallschirmjager units.

Special Terrain rules:

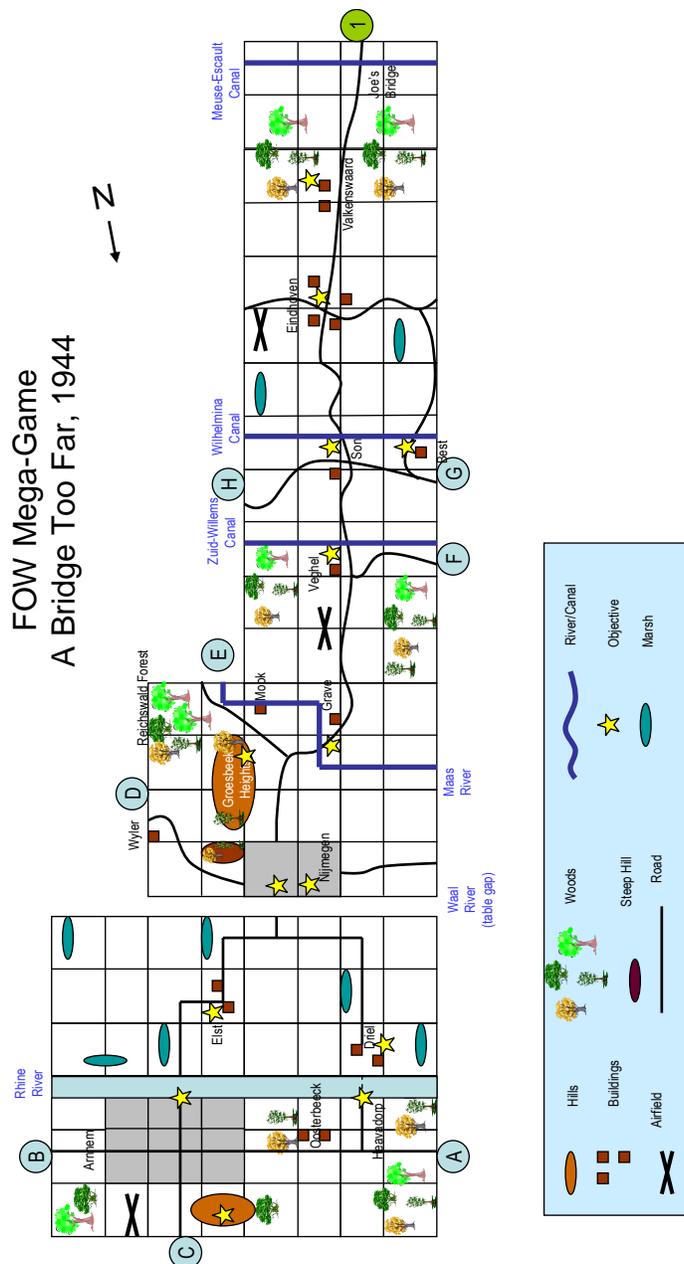
- The Corridor – the units of XXX Corps were strictly limited to a narrow corridor as a way of limiting the German response and allowing a focus on driving up the corridor to relieve the airborne forces. To reflect this, if any unit from XXX Corps moves within 6" of either the east or west edges of the table are considered to have violated the corridor. If the corridor is violated, the Germans receive up to 500 points of eliminated troops back for each turn that one or more units of XXX Corps violate the corridor. This can be accumulated, so if no troops have yet been lost they may replace some once they are lost. These replacement troops may enter on the following turn, on either the east or west tabletop edges south of Grave.
- Bridges – Market Garden was all about seizing and holding bridges. At first unaware, and then unbelieving of the Allied plan, German leadership consistently refused to destroy the bridges, insisting on holding them for a counterattack. Local troops could blow a bridge that was threatened, but an amazing number were captured intact. To reflect this, the first time an Allied stand moves within 6" of a bridge (other than Joe's Bridge), the commander of the closest German unit may decide to attempt to blow it, succeeding on a d6 roll of 6. Regardless of whether the attempt succeeds, no further attempt may be made for the duration of the game.
- Destroyed / Rebuilding bridges – destroyed bridges are impassable until rebuilt or replaced with a temporary / Bailey bridge. Any allied engineer unit may attempt to build a bailey bridge to replace a destroyed one, succeeding on a d6 roll of 6 or more. If a pioneer supply vehicle is within 6", and for each turn spent engaged in this activity and not pinned down by enemy fire, add 1 to the die roll.
- Hills – the terrain in this area gave significant importance to the elevated areas due to the generally flat lowland area the battle was fought over. Any unit or vehicle on a hill can see over forest or buildings, but not over city terrain. Hills are treated as difficult ground and provide concealment to any team or vehicle on them.
- Steep Hills – steep hills are treated as very difficult terrain and provide bulletproof cover to any team on them.
- Rivers – rivers in this portion of Holland were wide and deep and presented significant obstacles. They are impassable except over bridges or ferries, or may be crossed using the *Flames of War* River Crossing rules (from the *Firestorm* book).
- River Waal – the River Waal fills the gap between the Arnhem table and the Corridor table. It can be crossed (in either direction) by either bridge in Nijmegen if they are controlled. A force crossing the Waal must move off the table edge, and enters as a reinforcement unit on the other table at the beginning of the following turn. An Allied force may attempt a crossing of the Waal via assault boats, to do so it must start a turn unpinned and adjacent to the north edge of the Corridor table. Roll a d6 for each platoon attempting to cross, the crossing succeeds on a 5+. If a 1 is rolled the unit crossing is lost.

- Polder – polder areas are soft ground and very difficult for vehicles. Any terrain square south of the Rhine River and not woods or urban is considered to be polder. All vehicle movement on polder is halved, and no vehicles may move at the double across any polder terrain.
- Roads – roads in this area were elevated above the surrounding wet ground, in many areas running along the top of dikes. Roads negate the effect of polder for vehicles moving along them, but they are narrow and any damaged vehicle turns that area into difficult terrain until the obstacle has been cleared.
- Forest – this area still had areas of old growth forest, including the western edge of the German Reichswald forest. Forest terrain is very difficult going and uses the normal Flames of War rules for forest.

Deployment:

The German forces listed as on the table are deployed first. The Allied starting forces then deploy, using the airdrop rules. After the airdrops are completed, the Allies take the first turn.

Map:



Forces - German:

KG Becker (Remnants 3rd Fallschirmjager Division) –

Rating: KG Becker units are rated as Fearless Trained except as specified in the list

Core List: KG Becker list from Hell's Highway (only options for 3rd FJ Division)

Points: 1500

Added units: none

Prohibited units: none

Deployment: enters the game on turn 2 anywhere within 24" of entry area D.

[KG Becker] _____

KG Walther (6th Fallschirmjager Regiment) –

Rating: KG Walther units are rated as Fearless Veteran except as specified in the list

Core List: 6th Fallschirmjager list from Hell's Highway (only options for 6th FJ Regiment)

Points: 1500

Added units: a free Luftwaffe penal platoon (p.72 of Hell's Highway), wore tropical uniforms

Prohibited units: none

Deployment: starts the game deployed anywhere within 36" of Valkenswaard, but north of the Meuse-Escault Canal and more than 12" from Joe's bridge

[KG Walther] _____

KG Spindler (9th SS Panzer Division) –

Rating: KG Spindler units are rated as Fearless Veteran except as specified in the list

Core List: KG Spindler list from A Bridge Too Far

Points: 1500

Added units: none

Prohibited units: none

Deployment: enters the game on turn 2 anywhere within 12" of entry area B.

[KG Spindler] _____

KG Graebner (9th SS Panzer Recon) –

Rating: KG Graebner units are rated as Fearless Veteran except as specified in the list

Core List: KG Graebner list from A Bridge Too Far

Points: 1000

Added units: Graebner warrior at no cost

Prohibited units: none

Deployment: starts the game deployed anywhere within 8" of Elst, may not move until turn 3 but may fire and assault if Allied units are within range.

[KG Graebner] _____

KG von Tettau –

Rating: KG von Tettau units are rated as specified in the list

Core List: KG von Tettau list from A Bridge Too Far

Points: 1500

Added units: none

Prohibited units: none

Deployment: enters the game on turn 2 anywhere within 12" of entry area A.

[KG von Tettau] _____

59th Grenadier Division –

Rating: 59th Grenadier units are rated as Confident Veteran except as specified in the list

Core List: Grenadier Company from Fortress Europe

Points: 1500

Added units: none

Prohibited units: may not field Armoured artillery batteries, Looted panzer platoons, heavy tank platoons, radio-controlled tank platoons; may not field Elefant, Jagdpanther, Hornisse, PaK43/41 or PaK43 teams

Deployment: enters the game on turn 2 anywhere within 12" of entry area F.

[59th Grenadier Division] _____

107th Panzer Brigade –

Rating: 107th Panzer units are rated as Reluctant Trained* (the points allowed has been increased to offset this)

Core List: Panzer Company from Fortress Europe*

Points: 2500

Added units: none

Prohibited units: HQ must field Panther tanks, may only field the following platoon types:

- Combat - Panther platoons
- Weapons –Panzer pioneer platoon, Motorized scout platoon, Panzer AA gun platoon
- Support – Gepanzerte panzergrenadier and gepanzerte panzerpionier platoons, panzerspah patrols

Deployment: enters the game on turn 2 anywhere within 12" of entry area H.

[107th Panzer Brigade] _____

406th Reserve Division –

Rating: 406th Reserve Division units are rated as Confident Trained except as specified in the list

Core List: Walkure kompanie - pdf briefing for Sicherungs and Walkure units located on the FOW website (only options designated for Walkure)

Points: 1000

Added units: none

Prohibited units: may not field Panzer, Heavy Tank, Assault Gun, Tank Hunter, Veteran Tank Hunter, Panzergrenadier, Panzerpionier, SP Infantry Gun or Armored Artillery platoons; or FlaK Nests.

Deployment: enters the game on turn 3 anywhere within 6" of Wyler

[406th Reserve Division] _____

Rear Area Troops:

- Nijmegen – one platoon of bridge guards, each with a command rifle stand and 2x 2cm FlaK38 teams [Reluctant Trained]
- Best – one grenadier platoon, with one command panzerfaust SMG team and 6 RMG teams [Reluctant Trained]

Rear area troops are deployed at the start of the game by the overall German CiC. They are commanded by the closest German player. These units do not count toward company morale for any German force.

Forces - Allied:

British 1st Airborne Division –

Rating: 1st Airborne units are rated as Fearless Veteran except as specified in the list
Core List: British Parachute Rifle Company list from A Bridge Too Far
Points: 2000
Added units: Urquhart at no point cost
Prohibited units: none
Deployment: airdrop prior to turn 1, pathfinders may be placed anywhere on north (Arnhem) table

[1st Airborne] _____

Polish Airborne Brigade –

Rating: Polish Airborne units are rated as Fearless Veteran except as specified in the list
Core List: Polish Parachute Rifle Company list from A Bridge Too Far
Points: 1500
Added units: Sosabowski at no point cost
Prohibited units: none
Deployment: airdrop on turn 3, pathfinders may be placed anywhere on north (Arnhem) table

[Polish Airborne] _____

US 82nd Airborne Division –

Rating: 82nd Airborne units are rated as Fearless Veteran except as specified in the list
Core List: Parachute Rifle Company list from Hell's Highway (only options designated for 82nd)
Points: 2000
Added units: Gavin warrior at no charge
Prohibited units: none
Deployment: airdrop prior to turn 1, pathfinders may be placed anywhere on south table north of Grave

[82nd Airborne] _____

US 101st Airborne Division –

Rating: 101st Airborne units are rated as Fearless Veteran except as specified in the list
Core List: Parachute Rifle Company list from Hell's Highway (only options designated for 101st)
Points: 2000
Added units: Taylor warrior at no charge
Prohibited units: none
Deployment: airdrop prior to turn 1, pathfinders may be placed anywhere on south table south of Grave

[101st Airborne] _____

British 52nd Airlanding Division –

Rating: 52nd Division units are rated as Confident Trained except as specified in the list
Core List: British Rifle Company list from Fortress Europe
Points: 1500
Added units: none
Prohibited units: none
Deployment: arrive as reinforcement on turn 3, may land at any secure airfield or via entry zone 1

[52nd Division] _____

Irish Guards –

Rating: Guards Armored units are rated as Confident Veteran except as specified in the list
Core List: Guards Armored Squadron list from Hell's Highway
Points: 2200
Added units: receives Lt. Col J.O.E. Vandaleur and an RAF FAC team at no cost; 1 observer rifle team for off table fire support
Fire Support: 2 off table batteries – one with 8x 25-pdr teams and one with 8x 5.5" guns, both rated veteran.
Prohibited units: none
Deployment: starts on table anywhere within 24" of south table edge

[Irish Guards] _____

Welsh Guards –

Rating: Guards Armored units are rated as Confident Veteran except as specified in the list

Core List: Guards Armored Recon Squadron list from Hell's Highway

Points: 2200

Added units: none

Fire Support: none

Prohibited units: none

Deployment: enters the game on turn 2 anywhere within 12" of entry area 1.

[Irish Guards] _____

Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. For simplicity, they will arrive on this turn.

Optionally, reinforcement arrivals may be randomized - the owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 4+, if not the player rolls again the following turn.

Airdrops / Air Landings:

Market Garden was the largest airborne operation in history to that point, so airdrops are an important part of the game.

Allied units may be designated to deploy or arrive as reinforcements via airdrop. Such units are deployed as follows:

- The Allied player places a pathfinder stand within the area designated for the unit
- He then rolls 1d6 +4 and that is the number of platoons that he may include in the initial drop. The Company HQ is included without counting as a platoon.
- For each platoon in the force that is dropping, roll a direction die and 2d6
- The platoon command stand is placed on the location rolled – measure the dice roll in inches from the pathfinder stand in the direction indicated. If a "hit" is rolled on the direction die the player may choose the direction.
- Place the remaining stands anywhere within 6" of the command stand.
- Any stand that lands on another stand, or enters rough terrain – a building or urban area, woods, marsh or river, is eliminated.
- Any German unit with the anti-aircraft rating (not self defense or heavy anti-aircraft) may fire at any one landing unit, which lands within range.

Allied units may be designated to arrive as reinforcements via air landing. Such units may arrive at any airfield, provided it is not within 8" of any enemy stand. First the Allied player decides if his unit will arrive via air landing or via entry zone 1. If he decides to arrive via air landing, the unit is deployed as follows:

- The Allied player places the company HQ anywhere on the airfield itself
- Select another unit and place each of its stands within 2" of the same airfield
- Continue to deploy, platoon by platoon, until there is no remaining room or the player wishes to stop – any remaining units may arrive via air landing at the same airfield in subsequent turns.

- After deployment is completed, any stand that is within 8" of an enemy stand on landing is eliminated.
- Any German unit with the anti-aircraft rating (not self defense or heavy anti-aircraft) may fire at any one landing unit, which lands within range.

Follow-up and Reinforcement Drops:

Any platoons that do not make the initial drop for a unit may be delivered by a follow-up drop. Any turn after a unit's initial drop the Allied CiC can allocate an airplane to a follow-up drop for one unit. The follow-up drop delivers the remaining platoons, following the same sequence as the initial drop.

Some Allied reinforcements are designated to arrive as reinforcement drops, use the same rules as those for follow-up drops to deploy them.

Interception:

Unlike an initial drop, a follow-up or reinforcement drop may be intercepted. If a follow-up drop is intercepted, the unit commander may either continue the drop, or abort. If he aborts the airplane is wasted by he may try again any future turn. If he continues, the German CiC rolls 1d6 for each platoon dropping, and on a 6 the platoon is destroyed before being safely dropped.

Airpower:

Although the Allies enjoyed strategic air superiority throughout Market Garden, the requirement to escort the airborne transports and supply drops limited the direct support they could provide and occasionally allowed the Luftwaffe to get through some ground support of its own.

Each turn the Allied CiC receives 5 airplanes each turn. Each airplane may do one of the following:

- Allow a supply drop
- Allow a follow-up or reinforcement drop
- Turn into an airstrike anywhere on the tabletop. Roll for the number of planes in the flight normally

Each turn, after the Allied CiC has allocated his airplanes, the German CiC receives 1 airplane. Each German airplane may do one of the following:

- Intercept an allied airdrop or airstrike that has already been placed
- Turn into an airstrike anywhere on the tabletop. Roll for the number of planes in the flight normally

Once per game, the Allied CiC may call for an additional airstrike. It is automatically 3 planes and ignores the first successful firepower test against it from each enemy anti-aircraft attack. The Allied CiC should be careful to use this strike for a key river crossing or attack.

Supply:

Supply was critical to both sides during the operation, and each faced unique challenges. To reflect this, if a force is out of supply, it reduces its move distance for that turn by ½, and subtracts 1 from any firepower rolls when shooting.

Allied forces may trace supply to the road edge near Joe's Bridge, or they may be supplied by an airborne drop. German forces may trace supply to any board edge other than the south one.

Airborne supply drops require 1 airplane each, and place a supply canister exactly as you would place an airdropped platoon. A supply canister will supply any friendly force with a stand within 12" at the

start of its move. Any platoon supplied in this way counts as in supply throughout the Allied turn and the following German turn. Supply canisters may not be moved in any way, and are removed at the end of the Allied turn.

Weather:

The weather throughout Operation Market Garden was difficult, and fog in the UK and Belgium often delayed airdropped reinforcements and supply drops. The German CiC rolls at the start of each turn after the 2nd for weather, on a roll of 4-6 the weather that turn is overcast, otherwise it is clear.

If the weather is overcast, the Allied CiC only receives 3 airplanes, and any Allied airdrops roll 3d6 for scatter distance. The Allied CiC may elect to cancel reinforcement drops and wait until the weather clears at his discretion.

Winning the Game:

There are 14 objectives shown on the map. If the Allied side controls The Arnhem objective and an unbroken line of bridges to Joe's bridge at any point during the game it immediately ends with an overwhelming victory for the Allies. If the game does not end in this manner, fighting stops at the end of turn 12 due to exhaustion and the side which controls the higher number of objectives has won a marginal victory. Any other result and the game ends in a draw.