



World War II Wargames Rules

ACTION
SECOND EDITION



CAMPAIGN MARKET GARDEN





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BOLT ACTION
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CAMPAIGN: **MARKET GARDEN**



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LEGENDS OF *MARKET GARDEN*

Germany

Hauptstürmführer Gräbner

Major Sepp Krafft

SS Hauptstürmführer Karl Heinz Euling

United States

Major Julian Cook

Captain Richard 'Dick' Winters
Lieutenant James Megellas

Poland

Major-General Sosabowski

Great Britain

Major Robert Cain
Colonel John Frost
Sergeant Baskeyfield's 6-pdr
Major Allison 'Digby' Tatham-Warter
General Robert 'Roy' Urquhart

WHAT IS THIS BOOK?



The purpose of this book is to complement the *Bolt Action* wargame system by providing information and scenarios for games set in the greatest airborne operation ever mounted, Operation *Market Garden*. You will need the *Bolt Action* rulebook; other *Bolt Action* volumes – *Armies of Great Britain*, *Armies of Germany*, *Armies of the United States* and *Tank War* – are all useful, but not vital. The special rules for *Market Garden* should be regarded as supplements or alternatives to the basic rules, not replacements.

For *Bolt Action* players *Market Garden* has it all – daring attacks, determined resistance and heroic last stands by American, British, German and Polish troops ranging from elite veteran paratroopers to novices and from obsolete armoured cars to King Tiger tanks. The airborne troops might be outstanding soldiers, but they do cost a lot points-wise, so they are few in number; you will not get many figures for your 1,000 points!

This volume covers a very short space of time compared to other *Bolt Action* campaign books – just a matter of nine days in September 1944 – and is focused on a much smaller geographical area, a single narrow route through the Netherlands rather than a broad sweep of very variable terrain across several countries.

The fighting was incredibly intense; you'll find bullets, blood, bombs, and bravery in abundance. The Allies struggled to keep the road open and the Germans struggled to cut it, so both sides engaged in attacks and counter-attacks over the same ground and therefore faced the same challenges.

Market Garden enthusiasts can count themselves blessed when it comes to information. The sheer volume of eye-witness material from the accounts of individual participants from generals to private soldiers is massive – perhaps proportionately more extensive than for any other campaign in history. This is particularly true of the Arnhem battle; scores of British airborne soldiers wrote of their experience.

There is also a huge amount of secondary material from general accounts to detailed academic studies and any number of television documentaries, not to mention two significant films. The first of these was ‘Theirs is the Glory’. It was shot on the Arnhem battle sites in 1946 with 200 veterans both as principal actors and as extras.

Many readers will be familiar with Richard Attenborough’s production, ‘A Bridge Too Far’. Although liberties were taken by the film’s production team in respect to accuracy, it is still a reasonably good narrative of the operation and has undoubtedly been the inspiration for many thousands of wargames. As has the excellent book and television series ‘Band of Brothers’. This traces the experience of Easy Company of 506th Parachute Infantry Regiment of the American 101st Airborne Division.



Major General Roy Urquhart in the thick of the action

TIMELINE



Listed alongside the dates are the scenarios that best or accurately represent the actions that took place on that day.

1 SEPTEMBER 1944.

Eisenhower assumes operational control of all the Allied armies in the European theatre, superseding Montgomery who has exercised effective control until that point. Eisenhower is in the unenviable position of having to keep order over the competing ambitions and views of the army commanders: Bradley, Montgomery, and Patton.



2 SEPTEMBER.

Allied troops enter Belgium. At the end of August and through the first week of September it seems to many that the German Army is on the verge of collapse, a factor that encourages Montgomery and Patton that someone (themselves, of course!) should be entrusted with making a rapid drive on Berlin.

3 SEPTEMBER.

British 2nd Army liberates Brussels. Although seen as something of a milestone at the time, in reality Brussels was one city among many and really far less significant in military terms than any of the great Dutch or Belgian ports in terms of simplifying the massive problem of a supply chain that stretched all the way from Normandy to the front.

4 SEPTEMBER.

Montgomery is granted control of 1st Allied Airborne Army – 82nd and 101st American Airborne, 1st British Airborne Division, 1st Independent Polish Parachute Brigade, and 52nd Scottish Air-Portable Division. The Airborne Army has been described as ‘coins burning a hole in SHAEF’s pocket’ (SHAEF being the Supreme Headquarters Allied Expeditionary Force).

7 SEPTEMBER.

11th British Armoured Division crosses the Albert Canal. An airborne assault, Operation *Comet*, has been planned for the same day which would have committed the British 1st Airborne Division and the 1st Independent Polish Parachute Brigade to the same objectives as *Market Garden*. It is postponed due to poor weather and another version with the addition of the two American divisions is adopted instead.

10 SEPTEMBER.

Montgomery receives Eisenhower’s permission to mount a massive airborne operation to seize the bridges from the Neerpelt bridgehead to Arnhem to enable a thrust into Germany, which he hopes will bring the war to an end by the close of 1944. On this day, the Irish Guards capture a significant crossing over the Bochoolt-Herentals canal, promptly nicknamed ‘Joe’s Bridge’ in honour of the commanding officer of the Irish Guards battlegroup, J.O.E. Vandeleur. Taking the bridge gives XXX Corps a potential springboard for an advance into the Netherlands.

11 SEPTEMBER.

15th Scottish Division breaks into the Netherlands. At the time this was seen as another indicator that the German Army would disintegrate if pressure was

maintained, though in reality the process of regrouping was already under way.

16 SEPTEMBER.

A wave of airstrikes is mounted on targets along the road from Grave to Arnhem. To mislead the Germans, a great many strikes are also mounted on targets throughout the Netherlands.

17 SEPTEMBER.

The first lifts of American and British airborne troops land at Arnhem, Nijmegen, and Eindhoven as British XXX Corps under General Horrocks starts its advance to link up with the airborne formations. British airborne troops seize the northern end of Arnhem Bridge around dusk, but cannot secure the far end.

Scenarios: (1) Pathfinders at Overasselt, (2) Heeswijk Castle – We're in the Wrong Place!, (3) Son Bridge, (6) Resupply at Groesbeek (8) The Coup-de-Main Gambit, (9) Successful Coup-de-Main, (10) Frost's Attack – Follow the Brolly!, (17) Get a Move On! , (19) Break-Out From Neerpelt.

18 SEPTEMBER.

Delayed for some hours due to bad weather, the second lift of Allied airborne units arrives in the Netherlands and faces some degree of resistance on the Drop Zones. At about 1200, the leading elements of XXX Corps makes contact with the 101st Airborne. By 1600 XXX Corps are aware that the Son Bridge had been demolished and that bridging material is required. However, this equipment is delayed by enormous traffic jams and enemy action.

Scenarios: (11) Gräbner's Attack, (12) KOSBs at Ginkel Heath, (14) Crossing the Utrechtseweg, (15) A Street in Arnhem, (16) A Hard Day in the Suburbs.



Move it! British paratroopers set off for the rendezvous point

19 SEPTEMBER.

Poor weather conditions prevent the deployment of the infantry elements of 1st Polish Independent Parachute Brigade. The progress of XXX Corps is slow and the operation is now well behind schedule.

Scenarios: (25) Slipping Away, (14, 15, 16) On to Oosterbeek., (6) Resupply at Groesbeek.



20 SEPTEMBER.

Nijmegen Bridge is captured by 504th Parachute Infantry Regiment in a dramatic river assault – one of the greatest feats of arms of the entire

campaign.

Scenarios: (5) Crossing the Waal, (13) The Road from Renkum.

21 SEPTEMBER.

The Polish infantry battalions drop at Driel, but the Germans have already eliminated the British toehold at Arnhem Bridge. The Poles make valiant and determined efforts to get men across to help the British – now surrounded in Oosterbeek – but lacking anything more than small rubber inflatable boats, can do little to help and many are lost in the attempt.

Scenario: (19) Trapped Against the River!

24 SEPTEMBER.

British XXX Corps reaches the south bank of the Lower Rhine (Neder Rijn) but fails to get more than a token force of reinforcements across the river.

Scenario: (22) Reclaiming the Road at Logtenburg Forest.

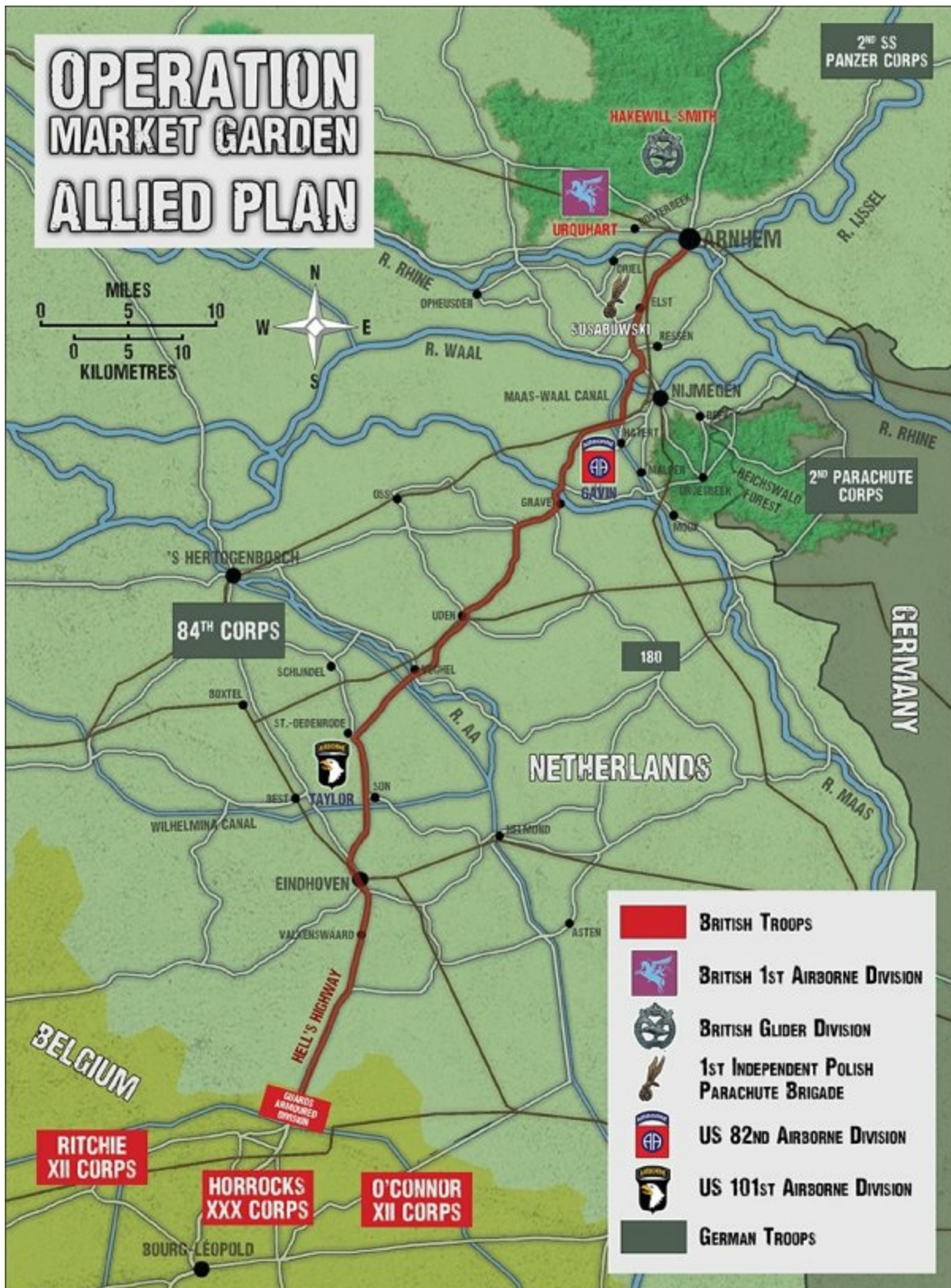
22–24 September.

Allied troops continue to make progress along the route to Arnhem, but too slowly, allowing the Germans to replenish and reinforce the units facing and obstructing XXX Corps. The Germans continue to make attempts to cut the road behind the British and Americans, forcing them to divert resources from the main effort.

25 September.

General Horrocks decides that the time has come to end the *Market Garden* operation and the remnants of 1st Airborne Division are withdrawn through the night. Montgomery would later claim that the operation had been ‘75 per cent successful’ but in fact it had been a costly failure resulting in a long, narrow salient of no real value. For reasons of morale and prestige, the salient could not be abandoned and would be a drain on Allied resources for months to come.

OPERATION MARKET GARDEN ALLIED PLAN



PRELUDE TO *MARKET GARDEN*



The great battles in Normandy, following the D-Day landings in June 1944, inflicted massive damage on the German Army and allowed Allied forces to make incredibly rapid progress across France. Advances of five, ten, or even twenty miles in a single day became almost commonplace, but the pace of that progress could not be maintained indefinitely.

The logistical challenges were immense. So long as the Germans continued to hold the channel ports and the approach to Antwerp, every ton of food and ammunition had to be carried hundreds of miles from temporary harbour facilities in Normandy before being distributed to the troops at the sharp end of the battle. Additionally, the troops themselves started to suffer from exhaustion. Prolonged movement – even when there was relatively little combat – took a toll on men and machines and the heavy casualties incurred in the Normandy battles had diluted the capacity of every unit. There was a growing shortage of replacements in the infantry and armour – and little opportunity to integrate those replacements. Moreover, by early September 1944, the Germans were already staging a remarkable recovery. The defeat in Normandy and the headlong retreat across France had brought about extensive disruption; some units had no headquarters assets, and some headquarters assets had no units. As the campaign rolled toward Belgium and the Netherlands, the nature of the terrain actually helped the German high command to restore the organisation of their forces. The retreating soldiers may have been heading back to Germany, but they would have to cross many rivers and canals to get there.

By the simple expedient of ensuring that every river crossing was manned

by military police detachments, the German general staff was able to do more than simply control the flow of men heading eastward. They proved adept at collecting and combining the various disrupted headquarters, leaderless units, and stray soldiers into viable formations and committing them to the battle. By the second week of September the headlong rush to get home had largely come to an end and the German Army on the Western Front was once again becoming a force to be reckoned with.

The recovery of the German Army was all too apparent to a number of senior Allied officers, most particularly General Miles Dempsey (commander of British 2nd Army) who advised caution when estimating the capabilities of the enemy and voiced concerns about the exhaustion of the British formations on the ground and about the difficulties of maintaining an adequate level of supplies. Others took a very different view. To them it was clear that the near-collapse of the Wehrmacht in August presented an opportunity to hasten the end of the war if only they could be kept under enough pressure. There was also a certain anticipation of victory in the air – a belief that the defeat of the German army in the West was now inevitable and that given the progress of the Russians in the East and the demands of the Italian Front that the Germans could not marshal the resources to restore their fortunes in Western Europe. This was not entirely without foundation. At the time of *Market Garden* the German army still had extensive commitments over and above the main theatres, including occupation forces in Norway, Greece, and Denmark. There was also a rather optimistic view of how much damage was being inflicted on Germany's industrial base by the Allied air forces and the extent of German losses incurred in the newly opened front in the south of France. All the same, there was a real possibility that one great strike would be enough to bring about a collapse of the German Army and inaugurate a rapid advance through Germany which would bring the war to an end.

Despite the drama of the dash across France, there was a general recognition that the campaign on the Western Front had rather run out of steam. One school of thought considered that a period of consolidation was called for and that although pressure should be maintained on the enemy, the liberation of France provided a natural hiatus in the campaign and an opportunity to regroup, integrate reinforcements, rotate exhausted and depleted formations and, perhaps most crucially, to build up supply levels for the next phase of the struggle. For other observers it was painfully clear that now that the Germans were in such difficulties it was imperative to pursue an

all-out offensive policy preventing them from recovering their equilibrium.

The cautious approach was certainly less prevalent, but among those who supported a bold policy there was no general agreement about how that could or should be done. The supreme commander, General Eisenhower, favoured a broad-front strategy, arguing that the Germans were numerically weaker than the Allies and could not put up a strong resistance on every part of the frontline. His subordinates took a different view. Britain's Montgomery – who had been promoted to Field Marshal on 1 September – and US General Patton both favoured a concentration of massive strength on a narrower front. Unsurprisingly, each of them believed that they were ideally placed to be at the forefront of the battle and should have unquestioned priority for troops, vehicles, and – above all – fuel. If there was one thing that they did agree on, it was that the Western Front campaign was in need of a new initiative, something that would be a shot in the arm to the Allies and, with any luck, renew the panic that – in the Allied view – had overtaken the German forces in the breakout from Normandy.



Polish Airborne Vickers MMG team

The summer campaign had taken a toll on all of the Allied armies, but there was one major strategic reserve which could still be committed to the fight. In 1940, British Prime Minister Winston Churchill had authorised the formation of a force that could be delivered from the air. Over the next four years the British and American armies had developed an extensive airborne arm and many innovative parachute techniques, many of which had been invented by the officers of the Polish Independent Parachute Brigade. By the summer of 1944 this had grown into three British Divisions (1st and 6th Airborne, and 52nd Scottish) and three American ones (82nd, 17th, and 101st). In addition to these, there was also the British Special Air Service Brigade and the Polish Independent Parachute Brigade. Three of the divisions

– British 6th, the American 82nd, and 101st – had been deployed to Normandy for the invasion. The American divisions were withdrawn after a month or so of hard fighting, but the 6th Airborne had remained in France until late August. Clearly 6th Airborne was not yet fit to be sent into battle again in September. The American 17th Division had only recently landed in Britain and was not considered to be absolutely ready for combat – largely because a good deal of their equipment had yet to arrive from the United States.

In the hope and expectation of preventing a prolonged stalemate, Montgomery produced a plan for a massive airborne operation. The combat-ready formations – 1st, 82nd, 101st, the Polish Independent Brigade and, in due course, the air-portable 52nd Scottish Division – would be committed to seizing river and canal crossings throughout the Netherlands to provide an ‘airborne carpet’ to seize a clear road for the advance of General Horrocks’ British XXX Corps. The operation would be spread over 60 miles of enemy-held territory and enable the ground forces to cover the distance from the Belgium/Netherlands border to the very threshold of Germany in a matter of 48 hours or less. Thereafter the Allied forces would seize the industrial centres of the Ruhr and destroy Germany’s capacity to fight; the war would be over before Christmas.

The operation was ambitious and audacious. Had it been a success it would have been hailed as one of the great military triumphs of the war. All of the airborne divisions came under the administrative command of British General Frederick ‘Boy’ Browning. After the battle was over, Browning claimed to have told Montgomery and other senior officers that he thought the plan was good, but that they might be ‘going a bridge too far’, which of course gave rise to the title of Cornelius Ryan’s book and the movie. Had Browning actually said that it would have shown that he really did not understand the premise of the operation. If the final objective – Arnhem Bridge – was not secured there would have been no point at all in capturing any of the others.

In the early afternoon of 17 September, as the main body of the first wave of airborne troops were flying over the Channel, small detachments of their comrades were already busy. These ‘pathfinder’ troops had been dropped about 30 minutes before the main drop was due, to lay out brightly coloured cloth recognition panels, activate smoke canisters to indicate wind direction and speed, and primarily to operate the radar beacon devices known as ‘Eureka’. Pathfinder units were a crucial part of the airborne warfare process

and are the subject of two of our *Market Garden* scenarios.



German Heer Panzershreck team

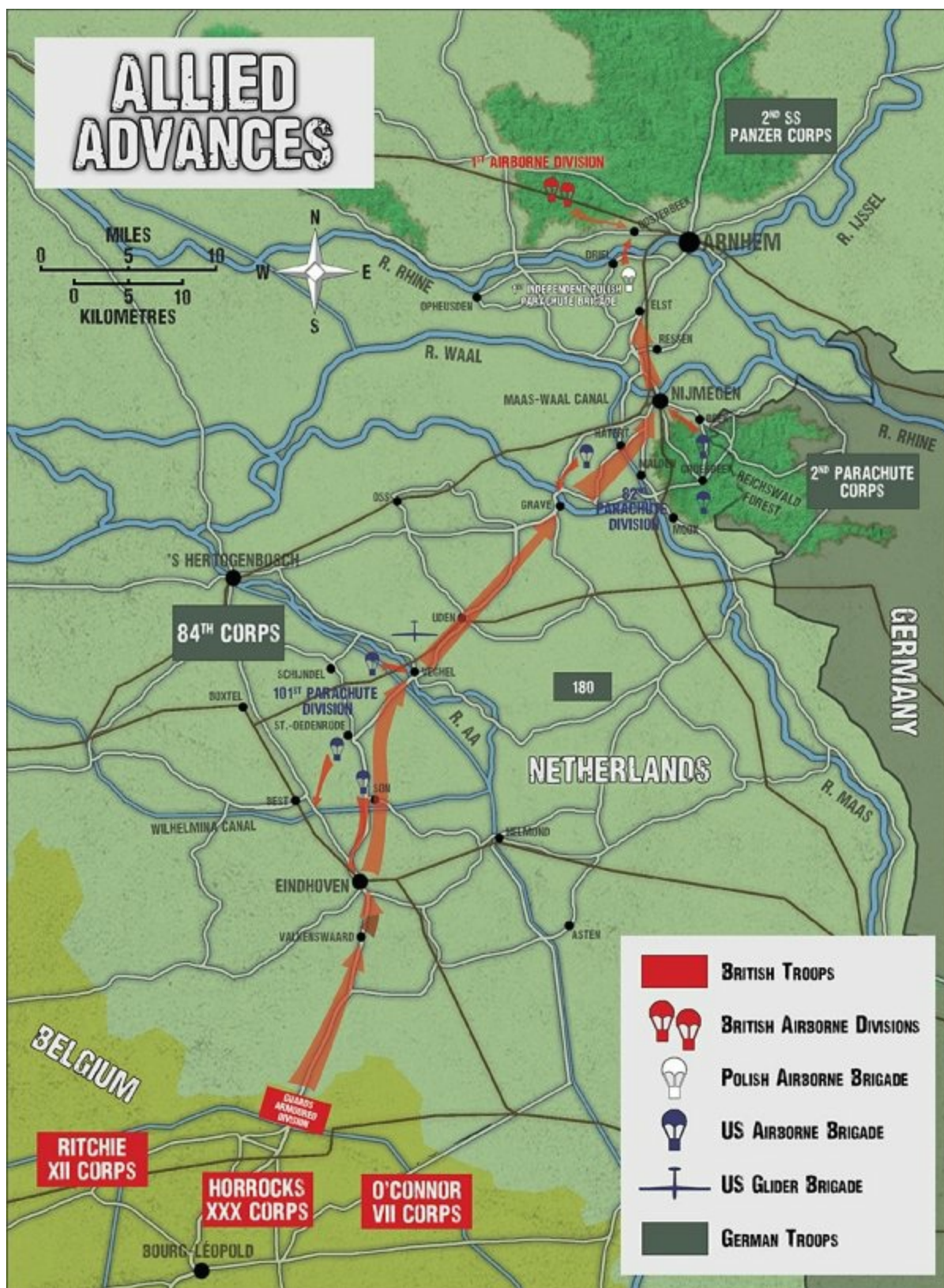
TOP SECRET

OPERATION COMET

Market Garden was not the first proposal for an ambitious airborne assault to unhinge the German defence. More than a dozen operations had been proposed since the Normandy landings in June. Several of these had been overtaken by events on the ground. Plans to insert large airborne forces to capture strategic locations had been abandoned because the advance across France had over-run the objectives before an airborne initiative could be mounted. The immediate predecessor to *Market Garden* was *Comet*, an operation so similar that some of the *Market Garden* orders and maps had simply had 'Market Garden' printed over 'Comet'. The main difference was that *Comet* had been envisaged as a British/Polish operation which each of the brigades taking on the roles that *Market Garden* assigned to divisions.

Planned for 7 September, *Comet* was postponed for 24 hours because of bad weather and then abandoned in favour of the vastly greater *Market Garden*. There is an argument that *Comet* might actually have had a greater chance of success. On 7 September, the German army was still in headlong retreat which might even have degenerated into a full-scale panic and rout with the news of extensive airborne landings in the rear. Ten days later – when *Market Garden* commenced – the Germans had achieved an incredible level of reorganisation and although the airborne assault did achieve complete surprise, the Germans were able to react effectively to deal with the threat.

ALLIED ADVANCES



THE ORIGINAL *BOLT ACTION* SCENARIOS



The *Bolt Action* rulebook includes 12 scenario options. All of them are suitable for games set in the *Market Garden* operation and have the added benefit that they are suitable for either side to take any of the roles outlined in the scenarios. Naturally players may wish to add a little ‘local colour’ to the situations to make them more *Market Garden*-specific.

When playing ‘Top Secret’ (Scenario 5), for example, the crashed light aircraft that serves as the objective might be replaced by a disabled German staff car which has been shot up on a journey between headquarters locations or – conveniently – a British, American, or Polish glider which has missed its designated landing site. The glider can be assumed to contain supplies, an artillery piece or similar. Another option would be to replace the downed plane and ‘Top Secret’ documents with a small first-aid post and a number of medics and wounded soldiers.

Similarly ‘Demolition’ (Scenario 6) can easily be adapted to represent a German attempt to blow one or other of the bridges that were so crucial to the success (or otherwise) of the whole operation. Scenarios 7 (‘Envelopment’), 9 (‘Point Defence’), 10 (‘Hold Until Relieved’), 11 (‘Surrounded!’), and 12 (‘Sectors’) are all very suitable for *Market Garden* games with the added benefit that they can all be played with the Germans or Allies as either

attacker or defender.

The same premise holds true for virtually any scenario in any *Bolt Action* book. Scenario 10 ('Last Stand at Arnhem') from the *Battleground Europe* theatre book is an obvious example. Whether the original setting is Kiev or Kohima, the basic armament (the bolt-action rifle) remains broadly the same. In the context of a single game there is no real difference between a German Kar 98K and a Japanese Arisaka. Distinctions between different light and medium machine guns, submachine guns, and virtually all other infantry weapons are negligible and unit organisations are not massively different. There are of course a few notable exceptions such as the very small American pathfinder units, but by and large, a platoon will have an official strength of about 25 to 35 men. Converting a scenario from Japanese versus British to Americans versus Germans takes no more than a few minutes studying the appropriate points ratings for different armies. The same applies to locations; in terms of small-unit tactics and armament a platoon action in the jungle is not radically different to a platoon action in a forest and, for wargame purposes, one built-up area is very much like the next.

The picture does change somewhat when we introduce armoured vehicles – a Sherman is a very much more powerful beast than a Panzer II, but even there, the *Bolt Action* points system makes a good job of evaluating the comparative strengths and weaknesses of different tanks, armoured cars, and assault guns; so the conversion of a scenario from one location to another is not difficult.



Ihre papiere bitte! German feldgendarmes check ID papers

MARKET GARDEN FORCES



German paratroopers move past an anti-tank gun line

Several of the scenarios in this book are suitable for any airborne force pitted against German opposition, some are suitable for British and German ground forces and some of them can be played with either the Allies or the Germans as the attacker or defender. Most of them can be played with the standard *Bolt Action* approach to points values to generate equal forces or a ratio stated in the scenario notes such as 3:2 in favour of the attackers. Others are relatively 'site specific' or 'force specific' – it would not make much sense to play a game with German paratroopers securing a Drop Zone or to have Allied tanks defending the bridge in Arnhem or Nijmegen.

In some cases, the strength, and nature of a given force is defined by history. If, for example, we are to play a game with US pathfinders, the force has to be tiny because the units really were tiny, but in the main, more conventionally sized units will be appropriate. That said, a major strength of *Bolt Action* for *Market Garden* games is that squads or sections can be as small as just five figures. In most World War II situations, commanders would amalgamate two very small squads into one larger unit, but in the scattered and confused fighting in Nijmegen, Oosterbeek or the Groesbeek Heights squads were frequently reduced to half numbers or less but still fought on magnificently.

In the earlier stages of the battle we might reasonably expect that units would be operating at something like full strength, with the proviso that German forces in the immediate vicinity of Drop Zones/Landing Zones might well consist of nothing more than a few small patrols carrying out local security duties and keeping a watchful eye for pilots and crew whose aircraft had been shot down, and some of the scenarios reflect this.

British and American airborne forces, British troops in the ground-based formations and German forces committed to the battle (as opposed to security forces which just happened to be in the area) would be a close reflection of the normal organisation of their units. As a rough guide that would mostly be a structure of about ten men to a squad, section or zug, and platoons of three sections with a command group of two to five men and usually three or sometimes four platoons to each company. As the campaign progressed, losses from combat and disruption naturally resulted in smaller units, so the generation of forces for *Market Garden* should start with the structures outlined in the relevant Theatre Selectors in the British, American, and German *Bolt Action* army books. For the sake of reflecting the historical realities of 1944, players may wish to reduce the size of the elements on the tabletop – units were rarely up to full strength.

Most players will be well aware that the theoretical organisation and equipment policies laid down by senior officers and governments were seldom observed rigorously – if at all – in the field. Battalion commanders often had some degree of discretion in the exact structure of their own units and – less officially – might acquire all sorts of assets, especially if no-one was watching too carefully when the supply officer was visiting the depot! If you want to add a German MG42 to a British airborne force or a Humber armoured car to a German reconnaissance unit there's plenty of historical

justification for doing so – simply treat the model as a suitable example from the relevant list as this is purely a cosmetic difference in game terms.

TOP SECRET

OPERATION *MARKET GARDEN* FORCES SPECIAL RULES

When playing scenarios from this book, the players should keep in mind the following:
All British, Polish, and American units in the selectors in this book must be purchased as Veterans when there is an option to do so (except when otherwise specified in the selector).

Also, any British or Polish infantry units, as well as artillery units manned by British or Polish troops, in all selectors in this book count as Stubborn.

TOP SECRET

101st AIRBORNE DIVISION

The 101st was originally raised for service in World War I but the war ended just a few weeks after the divisional HQ was formed. It was demobilised a month after the 1918 Armistice but was soon reconstituted as a reserve formation. Its badge and title ‘Screaming Eagles’ was adopted in 1921 as a tribute to a Wisconsin regiment of the American Civil War which had had an eagle – known as ‘Old Abe’ after Abraham Lincoln – as a mascot.

The division was disbanded and immediately re-formed as an airborne unit in 1942 and served with distinction in Normandy despite a large proportion of the troops being dropped at considerable distances from their allotted targets. The 101st remained active in Normandy long after they had achieved their objectives and then returned to their camps in England for re-fitting. After *Market Garden*, the division was eventually taken out of the line to rest and re-fit, only to be thrown back into battle during the Ardennes offensive of December 1944, during which they fought with incredible tenacity in the defence of Bastogne.

Some combinations of special units, rules, and scenarios could provide very one-sided encounters. That is not necessarily a barrier to making a good game, but objectives and victory conditions have been devised to ensure that it is possible for either side to win the engagement. Not all games need to be balanced in any sense at all; interesting and entertaining games are to be had even when you know your troops are staring at catastrophe. *Market Garden* has plenty of examples of glorious self-sacrifice!

For the reasons outlined above, forces in the field were rarely at full strength, but the general starting point should be firmly based on the normal structures outlined in the relevant *Bolt Action* army books with the ‘campaign specific’ modifications/suggestions listed below.

AMERICAN AIRBORNE FORCES

AMERICAN REINFORCED PARACHUTE PLATOON

This is the basic tool of the 82nd and 101st Airborne Divisions, Parachute Infantry. Trained to a very high standard and with extensive combat experience, the American airborne forces were highly-motivated and performed very effectively throughout the *Market Garden* operation including many engagements in tandem with British units. Both formations remained on active duty for some time after the conclusion of *Market Garden* and would perform heroically during the Battle of the Bulge. American paratroopers saw a lot of action with the support of British armoured units and with British artillery support. They can apply the usual bombardment rules for British armies and can be freely mixed with any of the British units that appear in the XXX Corps lists, but not with airborne elements.



US Airborne LMG team

- 1 Lieutenant – First or Second
- 2 US Paratrooper squads (late war) or 2 US Pathfinder squads (*Market Garden*). Each squad type must be the same as the other.

Plus:

Headquarters

- 0-1 Captain or Major
- 0-1 British artillery observer
- 0-1 Medic

Infantry

- 0-4 US Paratrooper squads (late war)
- 0-1 US Pathfinder squads (*Market Garden*)
- 0-2 60mm light mortar teams
- 0-2 Medium machine gun teams
- 0-1 Bazooka team
- 0-1 Resistance squad (Inexperienced). May not have more than 1 SMG. If a Resistance squad is

selected, the Germans may not use the 'hidden' rule.

Artillery

0-2 57mm anti-tank guns

0-2 Light (75mm) or medium (105mm) howitzer

Armoured cars

0-3 US airborne armoured jeeps

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Transports & tows

0-1 Transport vehicle per infantry squad in the reinforced platoon from: Jeep

The organisation of American paratrooper platoons was far from rigid. Experience in Normandy had led to some battalion and company commanders choosing to abandon the 60mm mortar squad and reorganise the platoon into three rifle squads of approximately ten men and a platoon headquarters of seven (two officers, a platoon sergeant, 'sergeant guide' and three messengers, one of whom would carry the radio equipment).

The Browning Automatic Rifle (BAR) seems to have been discarded by a proportion of airborne units in favour of the bipod-mounted M1919 light machine gun although either can be fielded during this campaign.

Both of the American divisions had seen extensive action in Normandy and the 82nd had served with distinction in Italy. Although there had, of course, been a considerable number of replacements, the proportion of men with combat experience was high and the standard of morale, confidence and training was exceptional, so all US airborne troops should be counted as Veterans.

SPECIAL RULES

A British artillery observer can be included free of points cost on the same basis as normal British army list options.

NEW UNITS

US PATHFINDERS (*MARKET GARDEN*)

American pathfinders were not drawn from a dedicated unit in the same way as the British 21st Independent Company, but from the main body of parachute infantry regiments or, in some cases, from a battalion-level 'scout'

platoon. The men, were chosen on the basis of skill-at-arms, dedication, and proven initiative. Pathfinder units could be as small as three four-man teams and no larger than three 6-man teams. For *Bolt Action* purposes we should assume the latter. Given their very specific task and high level of training the teams did not really have a command structure as such; every man had a task to perform and knew exactly when and where to carry it out without direction.

Cost	96pts (Veteran Infantry)
Composition	1 NCO and 5 men
Weapons	NCO and 1 other are armed with SMGs, the other men are armed with rifles.
Options	- The entire squad may be given anti-tank grenades for +2pts per man
Special Rules	- Exceptional training: The exceptional level of training and motivation means that Pathfinder teams always use their unmodified morale of 10 for any and all morale-based tests (i.e. order tests, morale checks, tank fear, etc.). - Tank hunters (if anti-tank grenades are taken)



US Pathfinders prepare to move out

US AIRBORNE ARMoured JEEP

Armoured jeeps were used in modest numbers by 82nd Airborne Division. This was a new development after Normandy, where standard jeeps had proven to be too vulnerable for reconnaissance work. The forward-facing armoured plates were neatly constructed out of 5/16" steel plate and could withstand a rifle bullet but not a .50 calibre round, except at very long range. The armour made the jeeps top heavy and prone to toppling over as well as reducing their speed, increasing fuel consumption, and generally impairing

the handling. It did provide a degree of protection for the driver and more particularly, the operator of the pintle-mounted .50 calibre machine gun that was the main armament. It would seem that the armoured jeep was not adopted – at least officially – by the 101st Airborne, but the 82nd still had them in service during the Bastogne battle, so clearly they had shown their worth.

Cost	72pts (Veteran)
Weapons	1 Pintle mounted HMG with 360° arc of fire
Damage Value	6+ (soft skinned)
Special Rules	- Recce - Frontal armour: This vehicle cannot be damaged by small arms hits from the frontal arc, but will still be pinned as normal.



Jumping on Drop Zone T, Groesbeek Heights, September 17, 1944. By Graham Turner ©Osprey Publishing. Taken from Campaign 270: Operation Market Garden (1).

AMERICAN AIRLANDING INFANTRY

American glider troops did not make an appearance until the very end of the

Market Garden campaign. General Gavin did not have enough airlift capacity to have both his glider regiment and his artillery arrive on the first day of the operation and opted to take his artillery. His original plan would have seen the 325th Glider Infantry Regiment arrive on 18 September, but poor weather caused a delay until 23 September. However, the Landing Zones were under threat from German counter-attacks and the 325th did not arrive until 26 September when the operation had clearly come to an end.

The 327th Regiment – the glider infantry elements of 101st Division – landed in two ‘lifts’ on 16 and 18 September and was in battle throughout the rest of the campaign. Both regiments had seen extensive action in Normandy and were confident, well-trained veterans.

The British organised their airlanding units so that a complete platoon would fit conveniently into a single Horsa glider, but the American Waco glider could only carry 13 infantrymen so platoons and companies faced a greater challenge when mustering after landing.

Airlanding platoons have the same organisational structure and points cost (as veteran) as the Reinforced Parachute Platoon and all of the same options for support weapons, including cooperation with British ground forces. Merely substitute Glider Squads (*Armies of the United States* p24) into the Parachute Platoon above.



TOP SECRET

GLIDERS

Market Garden is widely – and understandably – associated with parachute troops, but a very large proportion of the airborne forces did not jump out of aircraft. Artillery, service, medical units – and in the case of the British more than one third of the infantry – arrived in gliders. The three most commonly used gliders were the Waco (‘Hadrian’ in British terminology), Horsa and Hamilcar.

The Waco could carry 13 men or a single piece of heavier equipment such as a jeep or a 57mm (6-pdr) anti-tank gun or 75mm howitzer. The Horsa could carry a complete glider infantry platoon of about 28 men or a jeep/gun combination. The Hamilcar could take an enormous payload – a

light Tetrarch tank or a 17-pdr anti-tank gun. The sheer size of a Hamilcar (68 feet long and a wingspan of 110 feet) militates against modelling one for the wargame table, but 1/72 scale Waco and Horsa gliders are available from Warlord Games and are eminently suitable for wargaming – 1/56 scale gliders tend to take up a lot of space on the battlefield.

Most players will have seen dramatic wartime photographs of LZ fields absolutely covered in hundreds of gliders. In fact there was very little fighting in those fields other than on the LZ designated for the heavy weapons of the Polish Parachute Brigade. Being made largely out of a little aluminium, fairly thin timbers and a lot of painted cloth, a glider does not offer much protection against bullets, but being large beasts they do obscure the battlefield, especially when there are hundreds of them, so troops lurking behind a glider should be treated as 'soft cover' targets that obscure lines of sight.

BRITISH OR POLISH AIRBORNE FORCES

BRITISH OR POLISH PARATROOP REINFORCED PLATOON

Naturally, this is the basic structure of the great majority of actions for the British in Arnhem and Oosterbeek and for the Poles in Driel. The Polish Independent Parachute Brigade had pioneered most of the techniques used by the British Army and was organised and equipped in the British fashion. Almost all of the British units that went into action on the first day suffered virtually no damage on the drop and Landing Zones. Even those that landed on Ginkel Heath, in the face of enemy fire, were not badly affected. Obviously, units tended to become much smaller as the battle progressed due to casualties and men simply becoming separated from their comrades.

Lieutenant – First or Second
2 Paratroop sections

Plus:

Headquarters

0-1 Captain or Major
0-1 Medic
0-2 Forward observers

Infantry

0-4 Infantry squads: Paratroop sections
0-1 Resistance squad (Inexperienced). May not have more than 1 SMG.

0-1 Medium machine gun team
0-2 Mortar teams, light or medium
0-1 PIAT team
0-1 Sniper team
0-1 Flamethrower team

Artillery

0-1 guns from:
Field artillery: Light (75mm pack howitzer)
Anti-tank gun: QF 6-pdr, QF 17-pdr
Anti-aircraft gun: 20mm Polsten cannon

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None.

Transports & tows

Transport vehicle per infantry squad in the reinforced platoon from: Jeep, Universal Carrier
Tow from: Jeep (for 6-pdr or 75mm howitzer) 0-2 Cut-down Morris tractor for towing 17-pdr anti-tank guns

Armoured cars

0-2 British airborne reconnaissance jeep



British Airlanding troops mount their Horsa steeds

REINFORCED BRITISH AIRLANDING PLATOON

The airlanding units were standard infantry battalions selected for duty as glider troops. A good many individuals were transferred out of the battalions

during the preparation process and replaced with men who were extremely fit physically and mentally as well as being highly motivated. All three battalions were trained to an exceptionally high standard both as individual units and as a Brigade and should therefore be rated as Veteran.

The structure and equipment of airlanding battalions varied enormously from one operation to the next and commanding officers enjoyed a good deal of discretion, so no two battalions were ever the same. Platoons were based on the capacity of the Horsa glider so that each platoon arrived in a single aircraft. This list is a general guide to the platoon structure that might be found in any of the battalions. Another bonus to an airlanding battalion force is that they can have more extensive integral assets than either a conventional infantry battalion or a parachute battalion. Two platoons each of Vickers medium machine guns, mortars, and anti-tank guns seems to have been fairly standard, so you can quite legitimately have two of any of these weapons in support of a single rifle platoon. Since the platoons were specially designed to be carried in a single glider, larger airlanding forces should be organised in multiples of the reinforced platoon organisation detailed below.

The platoon command group usually consisted of the officer and four men. The group would have responsibility for the platoon handcart and a 2” mortar, but for *Bolt Action* purposes it is more practical to split the command group into two elements – a command group of an officer and two men and a 2” mortar team. However, it would be perfectly reasonable to substitute a PIAT for the 2” mortar since this was a choice exercised by some company commanders.

Lieutenant – First or Second
2 British Airlanding rifle sections

Plus:

Headquarters

0-1 Captain or Major
0-1 Medic
1-2 Artillery observers, Veteran (first is free, second is 115pts)

Infantry

0-2 British Airlanding rifle sections
0-1 PIAT team
0-1 2-man light mortar or PIAT team
0-1 Airlanding Scout section
0-2 Medium mortar teams
0-2 Medium machine gun teams

0-2 Sniper teams

Artillery

0-2 guns from:

Anti-tank guns: QF 6-pdr, QF 17-pdr

Field artillery: Light (75mm pack howitzer)

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None.

Transports & tows

0-4 Jeeps (tows for the anti-tank guns and 75mm howitzers)

0-2 Cut-down Morris tractor (tows for 17-pdrs)

TOP SECRET

SPECIAL RULES

Players should feel free to select one of the appropriate national characteristics – ‘Blood-curdling battle cry’, ‘Tough as boots’ or ‘Rapid fire’ are particularly suitable for the British and ‘Vengeance’ for the Poles.

TOP SECRET

FOLDING BICYCLES AND WELBIKES

Folding bikes were designed for use by many units, not just airborne ones. The folding bicycle had two clips to hold a rifle, but the weight of the soldier’s pack and other equipment impaired the balance of the machine. Various training procedures involving as many as 20 cyclists being towed behind a jeep were developed but seldom applied due to a tendency for the cyclists to be thrown from their bikes when the jeep manoeuvred quickly.

One of those iconic ‘airborne’ items, the Welbike was developed for use by SOE operatives. A two-stroke motorbike, it could reach a speed of 30mph and travel for about 90 miles on less than a gallon of petrol. The bike was very robust and could be removed from its canister, assembled and be ready for use in a matter of seconds. Several thousand were made and a good many were sent to Arnhem. Welbike models can be used for obvious functions such as dispatch riders, but a good many were also issued to the artillery and the service arms. As such, all British paratroop sections can be mounted on Welbikes if desired:

The entire squad may be mounted upon bicycles or Welbikes for +1pt per man

Bicycle/Welbike: The squad follows the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24” (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles/Welbikes for the rest of the game – replace the models with models on foot.



British Airborne Vickers MMG

NEW UNITS

BRITISH AIRLANDING RIFLE SECTION

The platoon operated as a command group and three squads; two rifle sections of 8 men and a ‘scout’ section of 5. The two rifle sections fulfilled the same role as their counterparts in any other infantry battalion. Their superior training and access to the battalion’s store of SMGs and LMGs was expected to offset their slightly smaller numbers.

Cost	52pts (Veteran Infantry)
Composition	1 NCO and 3 men
Weapons	Rifles
Options	- May add up to 4 more soldiers at +13pts per man - NCO and another soldier may have an SMG at +3pts each - 1 soldier may have a light machine gun for +20pts, another soldier becomes the loader. - The entire section may be given anti-tank grenades at +2pts each
Special Rules	- Tank hunters (if anti-tank grenades are taken)

BRITISH AIRLANDING SCOUT SECTION

The function of the Scout section is self-evident and their heavy firepower potential was designed to give them serious punch to either deal with light opposition out-of-hand or to force the enemy to deploy and take cover while the rest of the platoon came up to the fight. In defence, the Scout section was trained to deploy in advance of the two other sections as an initial tripwire or breakwater to disrupt the approach of the enemy before moving back to the platoon’s main line, though this was not widely adopted in practice during

Market Garden.

Cost	90pts (Veteran Infantry)
Composition	1 NCO and 4 men
Weapons	SMGs
Options	- Up to two soldiers may have a light machine gun for +20pts each. Another soldier becomes the loader in each case.
Special Rules	- Scout!: The scouting section can be deployed at the same time and in the same way as snipers, spotters and observers.



British Airlanding Scout section



Airlanding Brigade descends on LZ-Z. By Graham Turner © Osprey Publishing. Taken from Campaign 301: Operation Market Garden (2).

21st INDEPENDENT COMPANY REINFORCED

PLATOON

The British pathfinder units were independent companies. The pathfinder company (21st Independent Company) of 1st Airborne Division consisted of three platoons, each 50 men strong commanded by a lieutenant. Once the pathfinder tasks had been completed, the Independent Company became a divisional reserve asset. The unit's members were hand-picked by its commander, Major Bernard Wilson, from volunteers from 1st Airborne Division and were therefore very much the 'crème de la crème'.

With four sections of 12 men and a command group of two, an Independent Company platoon constitutes a very powerful unit in *Bolt Action*. Each section had a 50/50 distribution of SMGs and rifles, a Bren team, and a 2" mortar. The platoon commanders were all exceptional leaders of proven ability and must be rated – and paid for – as Captains. Additionally, every section was commanded by a sergeant with at least one corporal assisting him and taking his place if he became a casualty.

An Independent Company platoon is rather prescriptive, but that is inevitable when depicting such a specific unit – so specific that with a little research a player could actually name every individual in each section, let alone each platoon. Major Wilson was a great exponent of using captured enemy weapons, particularly the MG42, and he ensured that his troops were trained accordingly. Although the Independent Company had no MMG teams on the establishment, it is valid to attach suitably equipped teams from HQ to provide fire support for the platoons. Although the company took no transport into the battle, it did acquire a horse and cart which was used to carry the company's supplies – not to mention the large number of MG42s and ammunition captured on the first day of the campaign.

1 Captain

2 21st Independent Company sections

Headquarters

0-1 Major

0-1 Medic team

Infantry

0-2 21st Independent Company sections

0-4 Light mortar teams

0-3 PIAT teams

0-3 Sniper teams

0-2 Medium machine gun teams

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Artillery

None

Transports & tows

0-1 Horse-drawn limber

NEW UNIT

21st INDEPENDENT COMPANY SECTION

For the purposes of *Bolt Action* – and bearing in mind the very high proportion of high-quality NCOs in an Independent Company platoon – it is perfectly reasonable to split sections in two; a ‘standard’ section of 10 men and a mortar section of 2, and allocate an extra order die accordingly. It was an accepted practice to ‘brigade’ three or four of the platoon’s mortar groups into a temporary squad for a specific task and players may wish to do so, but the extra dice and the fact that a two-man mortar group will inevitably be a ‘small target’ would generally make that a poor allocation of resources.

Cost	70pts (Veteran Infantry)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 7 additional soldiers at +14pts each - The NCO and up to 5 other soldiers may take SMGs at +3pts each - One soldier may have a light machine gun for +20pts. Another soldier becomes the loader. - The entire section may take anti-tank grenades for +2pts per figure
Special Rules	- Exceptional training: The exceptional level of training and motivation means that Pathfinder teams always use their unmodified morale of 10 for any and all morale-based tests (i.e. order tests, morale checks, tank fear, etc.). - Tank hunters (if anti-tank grenades are taken)



21st Independent Company section

AIRBORNE RECONNAISSANCE TROOP REINFORCED PLATOON

The *Market Garden* plan for the capture of the Arnhem road bridge depended on the use of the 1st Airborne Reconnaissance Squadron as a coup-de-main force to head for the principal objective – the road bridge – and hold it until the arrival of Frost's 2nd Battalion. The weaknesses of the plan have been widely discussed for 70 years now, but the major problem in relation to the Reconnaissance Squadron was that it was not properly equipped for the task.

Each of the squadron's four troops consisted of six jeeps and a number of motorcycle dispatch riders. Contrary to Urquhart's assertion in the film 'A Bridge Too Far', the jeeps were not fitted with 'twin Vickers guns', but with single-barrel Vickers 'K' guns. Gough would have preferred the twin Vickers, but was overruled because of concerns about the heavy consumption of ammunition.

Brigadier Lathbury and General Urquhart decided to use three troops of the Reconnaissance Squadron to race to the bridge and seize it before the Germans could react. This was a weak plan at best, since the Germans would have at least an hour between seeing the arrival of the massive air fleet and the jeeps being ready to leave the Landing Zone. The squadron commander, Major Gough, was very unhappy about the proposition since it was so contrary to the role for which his unit had trained.

The leading elements of the squadron were halted on a track parallel to the Wolfheze/Arnhem railway line by German machine gun fire within a very short period of leaving the Landing Zone and did not resume the advance, though at least two jeeps did eventually find their way to the main objective.

The squadron's support assets consisted of a pair of 3" mortars and two 20mm Polsten anti-aircraft guns which could be deployed in a ground role. With the exception of a few marksmen with telescopic sights, virtually all of

the Reconnaissance Squadron men carried Sten guns.

TOP SECRET

THE PEGASUS BADGE

The British Airborne badge depicts Bellerophon riding the winged horse Pegasus into battle against the fire-breathing beast Chimera. Homer described Chimera as having a lion's head, goat's torso and a serpent's tail. The subject was chosen by General Browning as the divisional emblem for 1st and 6th Airborne Divisions because it was the earliest example of an airborne warrior. The badge was designed by Edward Seago, a British artist. Seago had to hide a major heart condition and other health issues in order to get into the army at all and spent much of the war developing camouflage patterns and techniques.

1 Lieutenant – First

2 Paratroop sections (maximum of 6 men per unit)

Headquarters

0-1 Captain

Infantry

0-3 Paratroop sections (maximum of 6 men per unit)

0-1 Medium mortar

Artillery

0-1 gun from:

Anti-aircraft: 20mm Polsten cannon

Armoured cars

0-6 British Airborne Recce Jeeps

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Transports & tows

0-1 Jeep per infantry and artillery unit in the reinforced platoon, except for Paratroop sections, which can have 0-2 Jeeps per section. No Jeep can choose the option of mounting a machine gun.

SPECIAL RULES

The 1st Airborne Reconnaissance Squadron is best represented by using the optional rules for transport units on page 217 of the *Bolt Action* rulebook. This way, each 6-man Paratroop section can be transported in two jeeps, and the entire formation can be mounted or towed by jeeps.

BRITISH GLIDER PILOT REGIMENT REINFORCED PLATOON

Unsurprisingly, this was the unit which provided about 1,000 pilots and co-pilots who flew the Horsa and Hamilcar gliders into battle at Arnhem. Unlike their American counterparts they were also trained as infantry and expected to take a full part in the battle once they had discharged their primary task. All of the members of the Glider Pilot Regiment who went to Arnhem were sergeants or officers and they were trained to the very highest standards on all of the weapons that their passengers carried into battle.

Although the general policy was for ‘wings’ (battalion level units) of the Glider Pilot Regiment to be assigned to the least challenging sectors of the battlefield, the pilots served with great distinction in the thick of the fighting around the Oosterbeek perimeter.

As the battle developed, some Glider Pilot Regiment sections and platoons found themselves effectively attached to – or ‘under command of’ – parachute or glider infantry units, so it is perfectly valid to add one or more Glider Pilot sections to any force of airborne troops.

Supporting units of all kinds – MMGs, mortars, anti-tank weapons – were ‘seconded’ from other airborne units.

TOP SECRET

BATTALIONS, REGIMENTS AND BRIGADES

British military terms can be a little confusing. In virtually every army in the world, the word ‘regiment’ means a formation of three battalions which, as a rule, operate as a team. In the British Army, a regiment is a parent body which in peacetime may have one or two battalions, but during a prolonged war might be extended to as many as eight or ten. These battalions would not generally serve beside one another, but would be assigned to brigades. A brigade might well have two battalions from the same regiment, but not especially by design. The Parachute Regiment was a rare exception with 1st, 2nd, and 3rd Battalions in 1st Parachute Brigade and 10th, 11th, and 156th Battalions in 4th Parachute Brigade.

Just to make things a little more challenging, armoured battalions are invariably referred to as ‘regiments’ and consist of ‘squadrons’ and ‘troops’ of tanks rather than ‘companies’ and ‘platoons’. Better yet, all artillerymen are ‘gunners’ in ‘Regiments, Royal Artillery’. The regiments would mostly have three batteries and each battery of light or field artillery would have two troops of four guns divided into two sections.

1 Lieutenant – First or Second

2 Glider Pilot Regiment sections

Headquarters

0-2 Lieutenant – First or Second
0-2 Captain

Infantry

0-1 Glider Pilot Regiment sections
0-1 Medium machine gun team
0-3 Sniper teams
0-2 Medium mortars

Artillery

0-1 gun from:
Anti-tank: QF 6-pdr

Armoured cars

0-2 British Airborne Recce Jeeps

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Transports & tows

0-1 Tow from: Jeep

SPECIAL RULE

Glider Pilot battalions (known as ‘wings’) had a very high proportion (100 per cent) of officers and senior NCOs. This means that all units in the selector can always ignore the loss of section leaders for morale purposes.



Freddie Goughs Recce Squadron move out



British Airborne recce Jeep

NEW UNIT

BRITISH GLIDER PILOT REGIMENT SECTION

The section was not issued with an LMG and glider pilots were free to carry the weapon of their choice and the majority seem to have chosen Stens, however all the men trained for a full range of infantry weapons. Glider pilot sections mostly served together in platoons, but they might also be attached

to other units, especially in the latter stages of the battle. So there is nothing to prevent players with a force of paratroopers or airlanding troops fielding one or more sections of glider pilots with a high preponderance of SMGs. The glider pilots fought without the usual allocation of Bren guns, 2" mortars, PIATs, or medics of standard infantry units and though historically they might well have acquired any or all of these weapons in the field, for *Bolt Action* purposes we should assume they are limited to rifles and SMGs.

Cost	70pts (Veteran Infantry)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Any man may be given an SMG for +3pts each - The entire squad may have anti-tank grenades for +2pts each
Special Rules	- Tank hunters (if anti-tank grenades are taken)



Glider Pilot Regiment section

BRITISH XXX CORPS

Given the nature of the operation there is a natural tendency to focus on airborne forces, but there are plenty of other interesting troops as well. The leading British formation was the Guards Armoured Division. Having fought their way across France and Belgium this was a veteran, perhaps even elite formation, but by September 1944 they were exhausted and the men were becoming increasingly hesitant; the irony of possibly stopping a bullet now that the war was clearly coming to an end was not lost on the troops. Virtually every type of armoured vehicle in the Allied arsenal can be put onto the tabletop without compromising history: Shermans, and Fireflies, Cromwells, and Stuarts, Daimler armoured cars, Dingo, and White Scout cars, and of course plenty of the ubiquitous Bren Carriers. The latter was used

in a tremendous variety of roles from casualty evacuation to the Wasp flamethrower platform. A Carrier section of three vehicles, or even a whole Carrier platoon of 13 (though Carrier platoons were seldom deployed as complete units) makes for an interesting *Bolt Action* force for a variety of scenarios from reconnaissance to resupply or for the rapid reinforcement or extrication of a unit that has become isolated.

As a rule, British infantry units were carried by truck – unlike German infantry who generally had to march – but the armoured divisions included motor rifle battalions that travelled in M5 half-tracks. These were not considered to be combat vehicles as such; the practice was to dismount at some distance from the enemy and continue the approach on foot. The half-tracks mounted a .50 calibre machine gun as an anti-aircraft measure, not for engaging the enemy on the ground.

The British troops at Arnhem derived very little benefit from air support, although that was largely a failure of policy and communication. Large quantities of fighters and fighter-bombers – notably Hawker Typhoons armed with rockets – were available to XXX Corps. Weather and availability permitting there was often a ‘cab-rank’ of Typhoons loitering over the forward edge of the battlefield waiting to be called in to hit German tanks or strongpoints.

Ground forces were not limited to infantry and armour. Any number of unusual and challenging fictional scenarios can be structured around British Royal Engineers repairing bridges under fire or Canadian Royal Engineers endeavouring to evacuate British airborne troops across the Rhine at Oosterbeek.



GUARDS DIVISION BATTLEGROUP REINFORCED PLATOON

Guards Armoured Division was the leading formation in XXX Corps' advance across France, Belgium, and through the Netherlands. The division had been heavily engaged for three months; the men were tired and many of their vehicles were in dire need of major maintenance – issues that were hardly addressed by the division being taken out of the frontline for a few days to prepare for *Market Garden*.

The Irish Guards battlegroup led the *Market Garden* advance from the initial breakout from Neerpelt to Eindhoven. Losses were very heavy and consequently the advance proceeded much more slowly than had been planned or expected. They were held up for more than a day while American and British engineers constructed a Bailey bridge over the Wilhelmina Canal at Son, before renewing the advance from Eindhoven to Nijmegen, where the Guards Armoured Division forced their way over the main bridge in conjunction with Major Cook's famous river assault crossing. Although the infantry travelled in M5 half-tracks, the vehicles were not committed to combat if it could be avoided - the .50 calibre machine gun mounted on most of them (though not all) was intended as anti-aircraft defence. The list here is entitled 'Irish Guards', but is suitable for any battlegroup in XXX Corps.

Lieutenant – First or Second

2 infantry sections

Plus

Headquarters

0-1 Captain or Major

0-1 Artillery observer – free

0-1 Medic

Infantry

0-1 Infantry sections

Artillery

0-2 guns from:

Field artillery: Light (25-pdr)

Anti-tank gun: QF 6-pdr, QF 17-pdr

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0-2 vehicles from: Cruiser Tank Mk VIII Cromwell, Sherman III, Sherman V, Sherman Vc Firefly

Transports & tows

0-1 Transport vehicle per infantry unit in the reinforced platoon from: M5 half-track, 15cwt truck, 30 cwt truck

0-1 Quad tractors per 17-pdr or 25-pdr gun in the reinforced platoon

0-1 M5 forward air/artillery radio vehicle for artillery observer

0-1 Universal (Bren) Carrier per 6-pdr gun in the reinforced platoon

TOP SECRET

‘JOE’ VANDELEUR

A career soldier, Colonel (later Brigadier) John Ormsby Evelyn (hence ‘Joe’) Vandeleur was the colonel of 3rd Battalion, Irish Guards, and was one of the consultants for ‘A Bridge Too Far’ and served in the Sudan and in Egypt before the war. He commanded the Irish Guards battlegroup in XXX Corps, which led the breakout from Neerpelt at the beginning of *Market Garden*. A colourful officer, Vandeleur had lost a much-treasured part of his battlegroup shortly before the operation: a van with a large loudspeaker system, which broadcast music to encourage the troops. His favourite tune had been ‘Praise the Lord and Pass the Ammunition’ and though the vehicle was sadly missed by Joe, it wasn’t missed at all by anyone else. Vandeleur had serious misgivings about *Market Garden*. The prospect of trying to force a way through the Germans along a single road seemed extremely risky and the timetable seemed optimistic at best and unfeasible at worst.



A logistics nightmare - urgent supplies are sent to the front lines

43rd WESSEX AND 50th NORTHUMBRIAN DIVISIONS

Although wargamers understandably tend to focus on the experience of the Guards Armoured Division as the spearhead of XXX Corps, the other two divisions, 43rd and 50th, played a crucial role in the *Market Garden* campaign. These were both standard infantry formations and forces depicting them should be drawn from the options in the *Armies of Great Britain* book.

SPECIAL RULES FOR XXX CORPS

The usual *Bolt Action* special rules available to British forces are all applicable, including ‘Tough as Boots’ and ‘Rapid Fire’. XXX Corps forces can include up to one platoon of American paratroopers, which must have a command group and at least three squads and also a Resistance squad in which case the German force cannot take advantage of the ‘Hidden’ rule. This is the only situation in which a Resistance unit can be deployed with a British force.

There are many pictures of British infantry and American airborne troops travelling on Cromwell or Sherman tanks, but the key word is ‘travelling’ – they are not tank-riders in the full sense. Players can carry one squad on the back of a Cromwell or Sherman, but they must dismount and deploy their order dice as Down if fired on at any point.

BRITISH LINE-OF-COMMUNICATION REINFORCED PLATOON

In theory all British soldiers were riflemen; every engineer, mechanic, and cook received a degree of training for combat, but that did not make them infantrymen. The structure of sub-units among the different military trades varied a great deal, but for the purposes of *Bolt Action* we can make a general rule that all sections (squads) drawn from line-of-communication formations have a morale rating of 8 and consist of riflemen and 1 NCO with an SMG. In reality, these units might or might not have access to Bren guns (LMGs), but using them effectively in combat required a level of training that would be extremely rare outside infantry

battalions. Naturally, line-of-communication units did not conform to the structure of infantry platoons and there might be quite a large number of men under the command of a single junior officer and seldom, if ever, less than about 20 soldiers. That officer might well be a captain or even a major in his capacity as an engineer or other profession, but as an infantry officer he will always be an Inexperienced Second Lieutenant. Line-of-communication troops need not form the entirety of a force; in fact, if they came into contact with the enemy at all there would generally be a rush to get them some form of protection from combat troops. Consequently, if they are fielded they can be reinforced by any kind of British unit or any American airborne unit within the points limit of the scenario, but the line-of-communication troops themselves have no artillery or armour options whatsoever.

Lieutenant – Second Lieutenant, Inexperienced
2 British Line-of-Communications sections

Plus:

Infantry

0-4 British Line-of-Communications sections

Artillery

None

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Transports & tows

0-1 Jeep, Inexperienced (may not take pintle-mounted MMG option)

0-1 Transport vehicle per infantry squad in the reinforced platoon from: Truck

TOP SECRET

‘CUT-DOWN’ MORRIS TRACTOR



As the name implies, this was simply a version of the standard C8 Morris 'Quad' tractor that had been introduced in 1939 to tow 25-pdr guns and 4.5" howitzers. The original 'quad' was both too large and too heavy to be carried in the enormous Hamilcar gliders. The airborne variant was developed in 1943–44 and was essentially no more than a 'pick-up' version with an open back and driving compartment. The tractor was used to draw the 17-pdr anti-tank gun, which had proved far too heavy to be moved by either a jeep or a Universal ('Bren') Carrier. The tractor was unarmed and should be classed as Veteran, for 18pts.

NEW UNITS

BRITISH LINE-OF-COMMUNICATIONS SECTION

Although line-of-communication soldiers were notionally organised in sections and platoons they were not intensively trained as such, which is part of the reason for their low morale rating. They might have a Bren gun or a Sten among the materials carried in their truck, but they were most unlikely to be able to carry out the fire and manoeuvre procedures of 'proper' infantry, nor are they equipped with anti-tank grenades or PIATS (or the training to use them effectively). Platoon leaders should always have nothing more lethal than a pistol. The sections – and therefore the platoons – varied considerably in size depending on the nature of their duties, so a line-of-communication section might have as few as five men or as many as 12. The great difference between British and German line-of-communication troops during *Market Garden* is that the former would invariably be engineers or other service troops surprised in a counter-attack while carrying out their normal function, whereas the German line-of-communication troops were much more likely to have been reorganised for an infantry role and sent into

battle.

Cost	30pts (Inexperienced Infantry)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 7 soldiers at +6pts each
Special Rules	- Untrained: The unit does not benefit from the chosen British national characteristic.



Dutch resistance fighters lead US paratroopers into position

RESISTANCE FIGHTERS

The Dutch Resistance was not a major feature of *Market Garden* battles, beyond lending some 'local knowledge' to Allied units, particularly in the American airborne sectors where there was a conscious effort to make full

use of intelligence and advice from Resistance assets.

The British were very suspicious of the Dutch underground and did not really make the best use of either the men or the intelligence that was available. This was due to the fact that they were aware that the Germans had been very successful in penetrating the Resistance organisation. A small number of Resistance fighters served at Arnhem and Oosterbeek in the first two to three days of the battle, but most – quite understandably – returned to their homes once it became evident that the Germans would very probably win the battle and that the occupation would continue for some time to come.

NEW UNIT

DUTCH RESISTANCE SQUAD

A single squad of 5 men with rifles and up to 1 SMG is the sole unit option and they must be treated as Green troops to reflect their lack of training and low standard of physical fitness. The fighters were keen enough, but five years of a poor diet and very limited opportunities for any kind of training meant that they were not especially effective.

These units can be added to any Allied platoon from this book, replacing one of the optional infantry units (not the two mandatory units) but only if it includes American Airborne Troops.

Cost	35pts (Inexperienced Infantry)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- One man may be given an SMG at +3pts
Special Rules	- Local knowledge: The Americans were much more open to co-operation with the Resistance movement and made much greater efforts to benefit from whatever intelligence could be gleaned. To reflect this, the German player cannot use the 'hidden' rule if a Resistance squad is fielded by an American force.



Dutch resistance ambush a German column

GERMAN FORCES

German forces involved in *Market Garden* varied enormously; for the German player the world really is your oyster. With very few exceptions virtually every branch of service and every type of unit was in action at some point. A player fielding a German force can reasonably put almost any troop type on to the tabletop from highly motivated, well-armed, veteran Waffen-SS Panzergrenadiers to lukewarm, half-trained Luftwaffe conscripts; they might even fight side-by-side – a force consisting of one platoon of ‘standard’ Heer infantry and another of Fallschirmjäger with an anti-aircraft gun in support would not be out of the question historically.

It would take a whole *Bolt Action* book to list the possibilities for German forces involved in *Market Garden*, but there are options worth exploring here. In the areas around Nijmegen and Arnhem there was a scattering of ‘alarm’ units – small parties of men tasked with maintaining a visible armed presence for the occupation government and to deter local resistance groups as well as picking up any Allied aircrew who had been forced to bail out over German-held territory. Few of these alarm units would have had more than a couple of dozen men and they were kept busy with the kind of small patrols

that feature in some of the scenarios in this book. Alarm units can be drawn from any type of German unit; they might just as easily be veteran Panzergrenadiers, artillerymen whose guns had been lost in the retreat through France, redundant aircraft fitters or any kind of line-of-communication troops.

The German Army in Belgium and the Netherlands was well aware of the threat posed by airborne operations and, of course, had been subjected to airstrikes on military establishments and transport features, such as railway junctions and marshalling yards.

Consequently, there had been numerous training exercises relating to airborne operations and there were a considerable number of mobile anti-aircraft artillery units in significant locations such as river crossings and railway junctions.

Although the German forces had clearly suffered heavily in the battle for Normandy and the retreat across France, it was still a redoubtable foe and by the time of *Market Garden* was staging an outstandingly effective reorganisation. Moreover, since the Germans had been able to prevent the advance of the formations to the right and left flanks of XXX Corps, Horrocks' force formed a long narrow salient with exceedingly vulnerable flanks and relatively slender combat resources to defend them. In several instances, the Germans did not so much have to mount attacks as such, but rather move into areas which threatened the security of the salient, forcing the Allied forces to mount counter-attacks to restore free passage of supplies to the formations pressing toward Arnhem.

TOP SECRET

9TH SS PANZER DIVISION 'HOHENSTAUFEN'

Part of General 'Willi' Bittrich's II SS Panzer Korps, the Hohenstaufen, was formed in France in February 1943 from a mixture of new recruits and a cadre of officers and NCOs from another SS division, 'Leibstandarte Adolf Hitler'. The division was moved to the Eastern Front in early 1944 and saw action against the Russians for several weeks before being transferred back to the Western Front to face the allies in Normandy. Heavy losses there and in the retreat through France and into Belgium resulted in the division being sent to the Netherlands for rest and re-fit. Short on armour, personnel, and virtually all kinds of equipment, elements of the division were in action within hours of the appearance of the airborne forces and it was a key element in frustrating Montgomery's plan for a highway to the Reich.



Red Devil snipers target German reinforcements

‘OLD MEN AND BOYS’: GERMAN SECOND-LINE UNITS

British airborne troops were briefed that any opposition they might face in the first stages of *Market Garden* would be poor quality soldiers – General Browning described them as ‘Old men and boys’ – who were either too old or too young or physically infirm to serve in the infantry, who would only be able to offer a token resistance and would probably be very happy to surrender at the earliest opportunity.

By the summer of 1944, the German forces included large numbers of Luftwaffe ground crew with no aircraft to tend and large numbers of sailors with no ships to man. Thousands of these men were re-mustered to serve as infantry, but generally with little or no training beyond whatever they had received as new recruits. They were drafted into ad hoc units – nominally in squads of nine or ten – and thrown into battle. Any such units should be rated as Inexperienced with no more than 1 LMG and 1 SMG for each platoon of three or four squads to reflect the lack of training, shortage of ammunition, and poor fire control on the part of officers and NCOs. It would be perfectly normal for such units to be issued with panzerfausts, though there would be few suitable targets. Mortars and MMG support would be very rare indeed, though not unknown, however the lack of wireless equipment made it virtually impossible to call in close artillery support to deal with stubborn resistance. Moreover, the low level of training, leadership and motivation tended to compromise the value of any pre-attack bombardment. By the time the officers got their men moving forward, the British or American troops

would usually have recovered their equilibrium and be ready to receive an attack.

The reinforced platoon set out below is suitable for all German line-of-communication troops, re-mustered airmen, sailors and any of the many rear-echelon units that were thrown together to meet the Allied threat including men who were not really fit for duty through infirmity or age. These units were extremely unlikely to have any form of support weapons beyond MMGs or panzerschrecks, nor any radio equipment to control mortars or to call on artillery support even if they had had the skills to do so.

1 Lieutenant – Second, Inexperienced
2 German Line-of-Communication squads

Plus

Headquarters

0-1 Captain, Regular
0-1 Medic team

Infantry

0-6 German Line-of-Communication squads, 'Alarm' patrols.
0-1 Medium machine gun team
0-1 Anti-tank teams

Armoured cars

0-2 Kfz 13 Adler light armoured car (though long-obsolete, the Adler was still in use as a training vehicle and can be deployed, but only as an Inexperienced unit).

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0-2* see Flak battalion support

Artillery

None

Transports & tows

Transport vehicle per infantry unit in the reinforced platoon from: Truck (maximum of 3 per reinforced platoon)



German Kfz 13 'Adler' armoured car

FLAK BATTALION SUPPORT

*Forces based on this list can have the support of up to two vehicles drawn from the Flak battalion option, however the vehicles are too valuable to risk and the crews have absolutely no confidence in the infantry to protect them. They may not voluntarily move to within 18" of any visible enemy.



German panzergrenadiers alongside their halftrack

NEW UNITS

GERMAN LINE-OF-COMMUNICATION SQUADS

Like any other soldiers – or airmen or sailors – all the men in a squad formed from line-of-communication troops would have received some level of weapon training and even a modest amount of field training, but not to the level of infantry soldiers. Most of them would not even have appropriate webbing and pouches for their ammunition – not perhaps so much of a loss as

it might sound since many of them were sent into action with just 20 to 40 rounds stuck in their pockets. All of them would have seen a grenade and might even have thrown a ‘dummy’ grenade during their basic training, but for most of them that would have been the full extent of their preparation for battle. Poorly equipped and hardly trained at all, it is remarkable that they fought at all, but in fact many discharged their duties with a commendable level determination; all the more laudable when one considers that their opposition mostly consisted of airborne troops or the veterans of XXX Corp.

Cost	35pts (Inexperienced Infantry)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader. - The NCO may take an SMG at +3pts

‘ALARM’ PATROLS

‘Alarm’ elements consisted of small parties of men billeted some distance from their parent units. Their primary tasks were to apprehend bailed-out enemy aircrew and assist friendly ones to return to the battle and also to maintain a general presence in the community to discourage resistance activity. Every type of unit in the Wehrmacht could be, and was, called upon to provide ‘Alarm’ detachments throughout their vicinity. These detachments seldom numbered more than 30 or 40 men and were expected to mount regular foot patrols throughout a designated area. They can be drawn from any type of German unit from ‘Old men and boys’ to veteran Panzergrenadiers or Fallschirmjäger. They cannot have the support of any kind of armour or artillery and, being foot patrols, have no transport options. The number of patrols that can be available is set for each relevant scenario and those are the only scenarios in which they can be deployed.

Composition	5 men
Weapons	1 SMG and 4 Rifles
Special Rule	- ‘Alarm!’: Alarm patrols were under strict orders to return to their parent formation as quickly as possible in the event of a crisis and the appearance of hundreds of aircraft would certainly be a crisis! In any case (discretion being the better part of valour) there would be very little five men could do in the face of thousands of enemy airborne troops, so they always retreat off the table if they are unable to secure a victory by destroying or neutralising

DUTCH SS WACHTBATTALION III NORTHWEST REINFORCED PLATOON

The shortage of manpower throughout the German military became increasingly difficult from 1940 due in part to attrition, but more significantly simply because the Wehrmacht had to deploy troops over such enormous areas on several fronts. From 1941 onward the racial requirements for enlistment in the Waffen-SS were steadily diluted and by the end of the war something like 60 per cent of all foreign-born troops fighting for Germany were serving in SS units. Many of the Wacht troops were recruited from Dutch Nazi organisations or from men trying to avoid conscription as labour, the rest being Ukrainians and others who had enlisted to get away from POW camps. Promotion was slow and restricted; none of the Dutch soldiers rose above the level of company commander, due to a mixture of distrust and prejudice on the part of the Germans and to some extent a lack of ambition and commitment among the Dutch.

The original function of the unit had been to guard POW and concentration camps, and in September 1944 it was not yet fully trained or equipped. There was also some doubt about its reliability. There was a shortage of LMGs for the rifle companies and although there was a heavy weapons platoon there was little or no radio equipment to control their fire; even such basic items as hand grenades, panzerfausts, and panzerschrecks do not seem to have been issued at any point in the battle.

TOP SECRET

SPECIAL RULE

The battalion was quite strong numerically with six infantry companies at the start of *Market Garden* so the individual squads must be purchased at full strength, as shown in their entry (remember to apply the 're-roll' rule for full-strength units!).

The limit of only 1 LMG for each platoon reflects the chronic shortage of weapons, ammunition, and also the poor level of training and fire control. Because of these challenges and the lack of experienced officers (the CO was described as having 'little idea of his own situation, never mind that of the enemy') the unit performed about as well as could be expected.

- 1 Lieutenant – Second, Inexperienced
- 2 Wacht Battalion infantry squads

Plus:

Headquarters

Captain, Inexperienced

0-1 Medic team

Infantry

0-2 Wacht Battalion infantry squads

0-2 Medium machine gun teams, Inexperienced Medium mortars, Inexperienced

Artillery

None

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Transports & tows

0-1 Transport vehicle per infantry unit in the reinforced platoon from: Truck (maximum of 3 per reinforced platoon)



British Armour and US Airborne storm a German defensive position

NEW UNIT

WACHT BATTALION INFANTRY SQUADS

A proportion of the men who served in the Wacht units joined up because of their belief in Nazi ideals or in search of adventure, but a great many enlisted

simply to have a job or to avoid being conscripted for labour in German factories. Even those who joined as genuine volunteers mostly became disenchanted before long. Service was dull, conditions were poor, training was sketchy at best and prospects were poor. Low morale was endemic. Few had received anything more than basic weapon training and that was often limited to the rifle. On the whole, it is remarkable that they fought at all, and given their circumstances and level of motivation they really performed quite creditably – all the more so considering that the war was clearly going to end in a German defeat in the reasonably near future.

Cost	35pts (Inexperienced Infantry)
Composition	1 NCO and 9 men
Weapons	Rifles
Options	- The NCO may be given an SMG at +3pts - One soldier may have a light machine gun for +20pts. Another soldier becomes the loader (maximum of one in the reinforced platoon).
Special Rules	- Shirkers



Waffen-SS Wacht battalion squad

TOP SECRET

10th SS PANZER DIVISION 'FRUNDSBERG'

Like the 9th Division, the 10th Division was formed in 1943 as part of II SS Panzer Korps. Although the formation was intended to form part of the operational reserve of the western command to combat the expected Allied invasion, events in the East forced its temporary redeployment to Russia and it fought in the Ukraine in March and April. After a few weeks in Poland the division returned to France and over the next three months suffered heavy casualties in Normandy and in the retreat before taking up positions in Belgium. By September the division, led by Brigadefuhrer Heinz Harmel, was in the Netherlands pending a return to Germany for re-fitting when it was confronted by the arrival of the British. Despite being billeted in many locations and despite a shortage of all kinds of transport and armour, the division reacted with speed and efficiency and made a major contribution to the defeat of the *Market Garden* initiative.

10th SS AUFKLARUNGS BATTALION REINFORCED PLATOON

10th SS Aufklarungs ('armoured reconnaissance') Battalion was the basis of Kampfgruppe Brinkman, an almost archetypal German ad hoc force with elements of several different formations under command, including panzergrenadiers from 9th SS (Hohenstaufen) Division and two Tiger I tanks, as well as a group of 8 Panzer IIIs and Panzer IVs from a training unit. The parent formation – 10th SS 'Frundsberg' Division – had seen action in Poland in the spring of 1944 before being transferred to France in the wake of the Normandy landings. The division had suffered considerable damage but was still a potent force with high morale and had been withdrawn to the Arnhem area for re-fitting and to absorb and train replacements.

The Kampfgruppe was assembled to frustrate British attempts to reinforce Colonel Frost's position at the Arnhem Bridge. Their first major contact with the British was an attack on the bridge positions from the industrial area to the east at dawn on 18 September, which was defeated with some loss. The Kampfgruppe was in action more or less continually until Frost's force eventually surrendered and was then redeployed to take on the Polish troops who had landed at Driel.

1 Lieutenant – First or Second, Veteran
2 Aufklarungs infantry squads

Plus:

Headquarters

Captain or Major, Veteran

Infantry

0-3 Aufklarungs infantry squads
0-4 Heer Veteran Grenadier squads (squads may not have more than 5 men)

Artillery

None

Armoured cars

0-2 vehicles from:
Sd.Kfz 222 armoured car, must be Veteran
Sd.Kfz 231 heavy armoured car (6 Rad), must be Veteran

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0-2 vehicles from:

Sd.Kfz 250/7 half-track (mortar carrier), Panzer III Ausf H, J, L, M or N, Panzer IV Ausf G, H or J, 0-1 Tiger I

Transports & tows

Transport vehicle per infantry unit in the reinforced platoon from: Truck, Sd.Kfz 250/1 half-track



Sd Kfz 222 armoured car

NEW UNIT

AUFKLARUNGS INFANTRY SQUADS

As a reconnaissance unit, the Aufklarungs squad was not designed for conducting a prolonged fight, but between the men and their lightly armoured half-track it had the firepower to overcome light resistance or to discourage stronger enemy forces while the unit withdrew. For *Bolt Action* purposes, the infantry squads of the Aufklarungs battalion are limited to a strength of 5 men, including 1 LMG team, 1 NCO with SMG, and 2 riflemen because that is as many men as would fit in the Sd.Kfz 250 reconnaissance troop-carrier half-track.

Cost	65pts (Veteran Infantry)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- The NCO and 1 other soldier may take submachine guns at +3pts each. - One soldier may have a light machine gun for +20pts. Another soldier becomes the loader. - The NCO and up to 4 men can have assault rifles instead of rifles for +5pts each.

	- Up to 2 men can have panzerfausts in addition to their normal weapons at +5pts each.
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Waffen-SS Aufklarungs Squad

SCHWERE PANZERJÄGER ABTEILUNG 559 REINFORCED PLATOON

This is a dream of a unit for armour enthusiasts – Jagdpanthers and StuGs galore! The unit had been heavily engaged in fighting around Geel for a week before *Market Garden* and had suffered considerable losses but was still a force to be reckoned with and fought in actions around Son and Veghel. As a heavy anti-tank unit, Abteilung 559 was generally reserved as a tool to deploy against Allied armoured units and due to the very high points cost will seldom provide more than a portion of a German army list other than in a straightforward tank-on-tank action; a single Jagdpanther supported by two StuGs will take you beyond 1,000 points! It would not, however, be out of the ordinary for a single Jagdpanther or StuG to be deployed in support of infantry at a critically vulnerable position such as a roadblock on Hell's Highway, or for a Wirbelwind to be used in a surface combat role to deter Allied infantry or even lightly armoured reconnaissance units. Due to its armour-heavy nature this is an Armoured Platoon Selector.

All units should be purchased as Veteran, where possible.

1 Command Jagdpanther (a Jagdpanther that is given the Command Vehicle special rule at +25pts)
2 Jagdpanthers

Plus:

0-2 vehicles from: Jagdpanther, Stug III, Wirbelwind
0-3 Heer Veteran Grenadier squads
0-1 Lieutenant – First or Second
0-1 Captain or Major
0-1 Medic team

- 0-1 Artillery observer
- 0-1 Air observer
- 0-1 Medium machine gun team
- 0-1 Flamethrower team
- 0-1 Sniper team
- 0-1 Panzerschreck team
- 0-1 Artillery units: Light or medium howitzer, anti-tank gun or anti-aircraft gun

The force must have sufficient transport and tows for all of the infantry and the artillery piece, but the transport can be any suitable vehicle from heavy trucks, half-tracks to Kübelwagens or horse-drawn limbers for a howitzer.



Jagdpanther tank destroyer



A German patrol confiscates Allied para-dropped supplies

16th SS TRAINING AND REPLACEMENT BATTALION REINFORCED PLATOON

This unit had spent the morning of 17 September training in the woodland area between Wolfheze and Oosterbeek. Although sometimes described as an NCO school, it was, in fact, exactly what the title implies, an establishment whose purpose was to complete the training of recruits for the SS. Although it was set up as a combat formation, its commander – Major Sepp Krafft – swiftly organised his men for battle and it was instrumental in disrupting and delaying the British advance along two of the three routes into the city. Although the troops were not experienced, the staff had been chosen (among other reasons) on the basis of their combat records and provided excellent leadership. Moreover, the troops were very highly motivated despite the fact that they were not yet fully trained. The unit had no means of calling for artillery support on the first day of the battle and it had no medical detachment so observers and medics are not an option.

1 Captain, Veteran

2 SS Training and Replacement Battalion squads

Plus:

Headquarters

None

Infantry

0-2 SS Training and Replacement Battalion squads

0-2 Medium machine gun teams

0-2 Medium mortars

Artillery

None

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Transports & tows

0-1 Transport vehicle per infantry unit in the reinforced platoon from: Truck (maximum of 3 trucks per platoon)



Lieutenant Donaldson and Lance-Bombardier James knock out a King Tiger at Oosterbeek over open sights

NEW UNIT

SS TRAINING AND REPLACEMENT BATTALION SQUAD

Some of these soldiers would have been men called up as draftees who either showed some promise and were encouraged to apply for transfer to the SS, or who chose to volunteer for the SS in the expectation of better conditions or simply serving beside more highly motivated soldiers than those they might find in the run-of-the-mill battalions of the army. Others were young men who actively wanted to join SS before they were drafted. Some did so out of political conviction and loyalty to the Hitler creed, some because the SS was depicted as an elite and romantic formation. Although they had not completed their training, they had confidence in their instructors and in themselves and performed exceptionally well against a formidable adversary.

Cost	50pts (Inexperienced Infantry)
Composition	1 NCO and 4 men

Weapons	Rifles
Options	- Add up to 5 soldiers at +10pts each. - The NCO and 1 other soldier may take SMGs at +3pts each. - One soldier may have a light machine gun for +20pts. Another soldier becomes the loader. - Up to 2 men can have panzerfausts in addition to their normal weapons at +5pts each.
Special Rule	- Stubborn - Baptism of fire: The squad is Green. However, if the squad is uprated as Regular as a result of their Green roll, then roll a further die – on a roll of 4, 5 or 6, their Stubborn is also uprated to Fanatics.



Fallschirmjäger squad

6th FALLSCHIRMJÄGER REGIMENT REINFORCED PLATOON

Contrary to what one might expect, German paratroops (Fallschirmjäger) seldom took part in airborne operations and were not always particularly good units. They were not, strictly speaking, army troops, but part of the Luftwaffe. However, they were generally deployed as conventional infantry units. The squad structure varied a little from most infantry units in that there were ten men to a squad instead of nine and by September 1944 it was not uncommon for a platoon to have two squads with one or two LMGs and a third with assault rifles. The platoon command group theoretically consisted of an officer, the platoon sergeant and three messengers, though these were mostly passed to the squads to offset casualties and can therefore be dispensed with for *Bolt Action* purposes.

Fallschirmjäger companies had integral mortar squads with three shortened 81mm mortars, an anti-tank section with four 2-man panzerschreck teams, and often an integral MMG section of two or more MG42s. This makes Fallschirmjäger ideal for *Bolt Action* since all of these elements can be drawn from a single organisation.

Elements of 6th Regiment fought at Neerpelt on 17 September, Eerde on 19 September, formed part of two battlegroups that tried to cut the 'Hell's Highway' at Vehgel on 22 September and were engaged in several actions against 101st Airborne Division, which they had already fought against in Normandy, most famously in the Battle of Carentan.

1 Lieutenant – First or Second, Veteran
2 Fallschirmjäger squad (late war)

Plus:

Headquarters

0-1 Captain or Major, must be Regular or Veteran
0-1 Artillery observer
0-1 Medic team

Infantry

0-2 Fallschirmjäger squad (late war)
0-3 Medium mortars
0-2 Medium machine gun teams
0-2 Panzerschreck teams
0-2 Kradschützen squad

Artillery

guns from:
Anti-tank gun: Panzerbüsche 41
Artillery gun: Light

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

None

Transports & tows

0-1 Transport vehicle per infantry squad in the reinforced platoon from: Truck, Kübelwagen, Kettenkrad

PANZER KOMPANIE 224 ARMoured PLATOON

This was a training unit still far from combat-readiness in September 1944. Their Char B1 bis tanks were captured by the Germans when the French surrendered in 1940. They had been fitted with flamethrowers and renamed

Flammpanzer B2(f) to try and give them a new lease of life, but this had not been a particularly successful experiment. The Char B1s were, however, reasonably reliable mechanically and had proved useful as training vehicles. The unit was committed to battle at Oosterbeek and quickly discovered that their Char B1s were no match for PIATs and 6-pdrs, let alone 17-pdr anti-tank guns, but their flamethrowers were fearsome weapons, so they can be extremely effective so long as they are not exposed to British anti-tank assets.

The unit is a small armoured platoon. Vehicles must be purchased as Inexperienced.

0-4 Flammpanzer B2(f) (1 vehicle must be upgraded as command tank by receiving the Command Vehicle special rule for +25pts)



German Flammpanzer B-2(f)



Polish paratroopers storm a German anti-aircraft battery

FLAK BATTALION ARMoured PLATOON

There were a great many fixed Flak units throughout the *Market Garden* area, ranging from installations of a single weapon to extensive batteries protecting critical locations.

There were also many mobile anti-aircraft units. The guns might be drawn by trucks or horses or they might be mounted onto the backs of vehicles.

Heavy Flak battalion strengths varied a good deal but by 1944 most heavy anti-aircraft units had six 88mm guns and two 20mm guns. These would generally be deployed en-masse in an anti-aircraft role to achieve a high concentration of fire, but the guns might be deployed in smaller numbers as anti-tank weapons.

Most heavy battalions were part of the Luftwaffe rather than the Wehrmacht and heavy losses during the campaign in France was one of the reasons why there were so many Luftwaffe personnel available for drafting into rough and ready infantry units.

The Wehrmacht and SS operated a great many mobile light anti-aircraft units or 'Fleigerabwehr', whose batteries might typically have 12 to 16 single or quad-barrelled 20mm weapons or 8 to 12 single-barrelled 37mm weapons. The weapons might be towed or mounted on either trucks or half-tracks and were regularly used in a surface role. Luftwaffe and Army anti-aircraft units

might be attached to any kind of infantry unit for a period of time or for a specific task.

The general policy was that they should be deployed in pairs as a minimum as support for ground troops, but that was not always possible or practical.

It would be unusual, though not unheard of, for a Flak unit to engage in a surface role other than in cooperation with infantry or armour.

The armoured platoon shown below is commanded by a Captain mounted in a Kübelwagen. In gaming terms, we represent that simply with a Kübelwagen with the Command Vehicle special rule. This gives ample opportunity to produce a conversion depicting a driver and at least a German officer as a passenger.

1 Command Kübelwagen (a Kübelwagen with the Command Vehicle special rule for +25pts)
2 Sd.Kfz 10/4 with Flak 38

Artillery

None

Armoured cars

None

Tanks, Tank destroyers, Self-propelled artillery, and Anti-aircraft vehicles

0-4 vehicles from: Sd.Kfz 10/4 with Flak 38, Sd.Kfz 7/1 with Flakvierling 38, Sd.Kfz 7/2 with Flak 37mm cannon

Transports & tows

None



Kübelwagen field car

TOP SECRET

GERMAN FLAK UNITS

During the Normandy battles the Germans had found that mobile anti-aircraft units could be a powerful tool against lightly armed infantry units with no armoured support, and were quick to deploy them against airborne forces during *Market Garden*. Ranging from a pair of machine guns

on a truck to four automatic cannon on a half-track, or even a tank chassis, they could pour heavy fire onto the enemy from considerable distances. Many of these vehicles can be found in the Armies of Germany book. Very few of the half-tracks were armoured but many of the guns were fitted with a gun shield that would stop small-arms fire.

STUG ABTEILUNG 280 ARMoured PLATOON

Abteilung 280 was among the first armoured units to be deployed against the British at Arnhem. The unit consisted of ten StuGs and features in a series of well-known photographs taken by one of the officers. StuG units were not usually committed to battle en masse, but were parcelled out in support of infantry elements for specific tasks. However, it would be perfectly in order to have two, three or even four operating as a team.

All units should be purchased as Veteran, where possible.

1 Command StuG III (a StuG III that is given the Command Vehicle special rule at +25pts)
0-2 StuG III

Plus:

Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

0-2 vehicles from: StuH 42

SCENARIOS



The nature of the first three Market Garden scenarios calls for a number of unusual adaptations of the standard Bolt Action format. The Landing/Drop Zones depicted in various scenarios had to be assigned to open, flat terrain to ensure the safe arrival of paratroopers and gliders and all of them were delineated by woodland or other dense terrain. In either case – whether an American or British force is involved – setting up the table as an open space surrounded by a verge of trees or even just hedges will be appropriate. However, the sites were not especially large and open fields are seldom quite as flat as they might appear at first glance. Accordingly, a Drop Zone/Landing Zone should include a modest number of hills. In the case of one of the British pathfinder platoons, the most significant feature on the Landing Zone itself was a large dung heap in the middle of the field that provided effective and ‘aromatic’ cover for a Eureka team – a modelling challenge if ever there was one!

In the normal wargame tradition, the actual height of the hills is not really significant, their function is to obstruct line of sight. Additionally, since the areas involved were relatively compact, we need to make an adjustment to the usual approach to weapon ranges. Even a relatively poorly trained soldier will not find it too difficult to hit a man at a range of 200 yards, so for the purposes of the pathfinder scenarios anything in line of sight is considered to be ‘in range’ for rifles and LMGs, but not for SMGs or pistols, which have the usual limitations. However, range and effectiveness modifiers for point blank, long range, and cover or for being Down apply in the normal way.

In any of the pathfinder scenarios, the Germans can be drawn from any of the units described in the German Army selector list or in this book. The

patrols need not be drawn from the same unit; it would have been perfectly possible for four patrols in close proximity to one another to come from four quite different sorts of formation. If you ever wanted a mixed force that consisted of Waffen-SS, Fallschirmjäger, recycled sailors and army cooks, this is your opportunity!

If players agree they can add a little ‘fog of war’ to the game, the defending force can be randomised by the German player throwing a die for each ‘patrol’ or squad or for the force as a whole. A score of 1 or 2 means that the Germans have a morale rating of 8; 3 or 4 gives a rating of 9; and 5 or 6 a rating of 10. So – as the German player – you may have a force of elite panzergrenadiers or re-mustered pastry chefs to lead into battle.

In something of a departure from general wargame practice, the questions of defeat or victory for a number of the scenarios in this book are not necessarily answered by the number of casualties inflicted or received, but by the successful completion of specific tasks – preferably without heavy loss.

Several of the scenarios are suitable for solo games (see [here](#)). There are also several alternative rule options, but it should be borne in mind that they are no more than suggestions that may help tailor the *Bolt Action* system to reflect unusual situations or troop types and should not be regarded as compulsory additions or replacements to the formats presented in the basic rules.



US Airborne and German troops clash for possession of a vital bridge

SPECIAL RULES FOR *MARKET GARDEN*

The following special rules are unique to the scenarios in this book.

‘STICKS’

British, Polish, and American paratroopers jumped in groups known as ‘sticks’, which we can take on as an appropriate term for the rule to regulate precisely where airborne units – whether paratroop squads or gliders – come to rest on landing. Stand about 10’ away from the centre of the table and gently lob one activation dice on to the table for each unit. The key word is ‘gently’ – if a die rolls off the table it is put aside and the process repeated in the following turn.

AIR IDENTIFICATION PANELS

The process of placing the air recognition panels counts as an order (players might use the Rally option on the dice to denote this), during which the team must be stationary and cannot carry out any other action, because the team would be crawling on hands and knees to set out the panels, they count as being Down if fired upon. Recognition panels should be roughly 2” long and 0.5” wide, and every member of an American pathfinder team is assumed to have one and each section of a British pathfinder platoon to have three.

UNSUITABLE DROP-ZONES

A lot of terrain – such as that in the Heeswijk Castle scenario – is not at all good for paratroops. In addition to the castle and the moat, there were several small woods, copses, drainage ditches, and ponds as well as telephone and power lines. All of these are bad news for men dropping from the sky! As each American unit lands the player throws a D6 for every team, squad, and command group. A score of 1 or 2 has no effect, 3 or 4 inflicts a single ‘pin’, and the loss of one figure, 5 or 6 inflicts two pins, and the loss of two figures.



British Airborne HQ

AIRBORNE SERVICE TROOPS

A proportion of airborne troops were not primarily combat soldiers; their main duties included the collection and distribution of air-dropped supplies. These ‘service’ troops were quite capable of fighting; every airborne soldier other than medics and American glider pilots was also a highly trained infantryman.

When recovering supplies, these troops must be deployed as small teams of 2 men. Each team can carry two panniers or canisters. Men bearing supplies cannot be in Ambush, however they can lay down their burdens in order to shoot, which counts as an Advance order despite the fact that they do not actually move.

Supply items can only be picked up or carried toward the transports as part of a Run move but there is no penalty for doing so. Depositing the material in jeeps or at designated collection points also requires a Run order.



Whoa Mohammed! The Red Devils charge across a bridge

BRITISH DROP ZONES

The British practice was for every man in 21st Independent Company to carry air-identification panels and for the headquarters section (as opposed to the command group) of each platoon to have three Eureka sets available in case of loss or equipment failure. To simulate this, the HQ section can have as many as two pins and still activate the Eureka set, even if the section as a whole has failed an orders or morale test, but the section must be stationary in that turn and two members of the section cannot undertake any action for the remainder of the game once the Eureka has been set up. In the event of that team being killed through the ‘exceptional damage’ process, the British player must endeavour to erect a second set.

In any Drop Zone/Landing Zone game, the air-identification panels must be placed within 12” of the centre of the table. The section must be stationary and two members of the section cannot perform any other action during that turn; however, the rest of the section can carry out a Fire order in the normal way. The Eureka set must also be deployed within 12” of the centre of the table, but need not be any particular distance from the panels.

TOP SECRET

BLOOD-CURDLING BATTLE CRY

Battle cries are probably more a matter of encouraging those who shout them than demoralising the enemy, but that does not make them any less effective. British paratroops serving in North Africa adopted the slogan 'Whoa Mohammed'. One theory is that this was a phrase they heard several times every day as part of the call to prayer from each of the many mosques throughout the area. Another is that a group of paratroops were amused by seeing a local man chasing after his runaway donkey repeatedly shouting 'Whoa Mohammed'. Nobody really knows which – if either – of these explanations is correct or exactly why it was adopted, but it is still the warcry of the Parachute Regiment to this day.

The American 506th Parachute Infantry Regiment shouted 'Currahee' when mounting close assaults. Currahee is the name of a mountain near the airborne training camp at Toccoa, Georgia. It may be a corruption of a Cherokee word, 'Quu wa hi' or 'Gurahayi', meaning 'Stand Alone Together'.

German troops attacked by soldiers with the 'battle cry' option cannot react to a close assault; they are simply transfixed with trepidation, but they still fight just as effectively once contact is made. This a British national upgrade but if adopted by US troops it excludes them from the options on page 20 in the Armies of the United States book.

BLOCKED BRIDGES

Any immobilised vehicle on a bridge obscures line of sight in the usual way, but taking cover behind a burning vehicle is a dangerous undertaking. If a vehicle is on fire, no unit – whether it is an armoured car, half-track or men on foot – can come to a halt within a 3” radius of it, but may pass by within 1” as part of a Run move. Although this rule obviously applies specifically to situations such as the attacks across the Arnhem Bridge, a lot of roads in the Netherlands run along very steep-sided embankments – sometimes 50 foot high or more – so players may wish to agree to apply this rule to such locations.

FLAK BATTALION UNITS

Flak assets are very vulnerable and far too precious to be frittered away. Unit commanders and the vehicle crews were well aware of this. If a Flak force is fielded without infantry or armour every unit must take a morale test with a -1 modifier every time a vehicle is destroyed... even if it's just the captain's Kübelwagen.

THE NEERPELT BREAKOUT, 17 SEPTEMBER

Although these rules are designed for the initial advance of XXX Corps, similar attacks were mounted several times in the course of the campaign and the same parameters can be applied to virtually any location along the highway from Neerpelt to Arnhem at the discretion of players.

The opening artillery barrage was impressive and was supplemented by airstrikes. To reflect this, the usual British bombardment rules are to be enhanced by conducting the procedure twice before the British start their advance. However, the leading formation – Irish Guards – did not move off as swiftly or as effectively as anticipated. Most German units got a little bit of breathing space before the Irish Guards could get at them, so the Germans get a ‘free’ orders check for any unit that has incurred a single pin during the barrage.

XXX Corps was not critically short on either men or tanks, but the battles in Normandy and the long chase through France and Belgium meant that the troops were exhausted. To reflect both of these factors, any British unit which sustains 50 per cent casualties or has more than four pins, is deemed to have ‘shot their bolt’ for the day and is removed from the table. However, it is immediately replaced by an identical unit entering from the British end of the table subject to the standard *Bolt Action* practice for reinforcements.

It is not always possible to spot a well-positioned and concealed anti-tank gun. Furthermore, the distraction of a tank in the leading troop getting destroyed could well be enough to prevent the rest of the unit noticing exactly where the round came from. To reflect this we can allow one German anti-tank asset to be classed as being unusually well hidden and both anti-tank guns to start the game in Ambush. If the well-concealed gun scores a hit on its first round it can automatically remain in Ambush for the next turn and counts as ‘hidden’, but this can only be applied once. The crew of the concealed gun has a good chance of getting a second shot at the enemy, but after that every Allied vehicle and squad is presumed to be in an exceptionally high state of vigilance and has identified the source of fire. Considerable numbers of German anti-tank guns were simply dropped off at suitable roadside positions due to the need to utilise their transport for other purposes, so any gun deployed on these terms is assumed to have no towing vehicle; once it is in place it cannot be moved.

CAPTURED EQUIPMENT

By and large, captured equipment makes no difference at all in *Bolt Action*. The British took about 200 jeeps to Arnhem and if you happen to have a jeep with a German driver figure that’s perfectly legitimate; it is no different to a Kübelwagen. The same applies to an allied figure with an MP40; an SMG is an SMG. Similarly Viktor Gräbner famously used a Humber armoured car, so

simply use the normal statistics in the *Bolt Action* Armies of Great Britain book. In the main, captured weapons were not significant. Two worthwhile additions are the use of panzerfausts by 82nd Airborne and MG42s by 21st Independent Company. The latter trained with German weapons much more intensively and can use MG42s as noted in the relevant force selector, but without the ‘Hitler’s Buzzsaw’ bonus.

When 82nd Airborne were being withdrawn from Normandy, General Gavin issued instructions that as many panzerfausts as possible should be collected and taken back to Britain for future service. They do seem to have been rather more popular with American airborne troops than the bazooka, so attaching a few panzerfausts to airborne figures would seem to be a fair option! Up to 50 per cent of infantry squads of the 82nd can be armed with up to 2 panzerfausts for 5pts each.



XXX Corps thunders down Hell’s Highway

CONTROLLED WITHDRAWAL

The mechanics of a withdrawal are easily depicted by a minor adjustment to the activation process – what we might call a ‘reverse advance’ order to meet the demands of a retreat in the face of the enemy. This allows a unit to fire then move rather than the other way round. The ‘-1 for moving’ modifier is applied to reflect the fact that the retiring unit only shoots for a brief moment before making its manoeuvre and the unit must move away from the enemy’s

general line of advance, though not necessarily directly toward the edge of the table; they may move diagonally to take cover or to get out of line of sight of the enemy.

The 'reverse advance' also allows a heavily pinned unit to retire without firing and without having to pass an orders test, unless they are being ordered to leave cover for a location in the open, in which case the usual test is required. Soldiers are generally quite happy to move away from the enemy, but not if they feel they are going to be in greater danger than they are already. The move still uses up an order dice in the usual way, but the unit in question has not actually passed a test as such, so they do not lose any pins.



Crossing the Waal, September 20, 1944. By Graham Turner. © Osprey Publishing. Taken from Campaign270: Operation Market Garden (1).

AMERICAN SCENARIOS

SCENARIO 1: PATHFINDERS AT OVERASSET

The first American troops to go into action during *Market Garden* were the pathfinder elements of the 82nd and 101st Airborne Divisions; their task was to clearly mark out the Landing and Drop Zones before the arrival of the transport aircraft. This scenario portrays the pathfinders at Overasselt, but is equally valid for any of the American Drop Zones

As *Bolt Action* games go, this is a small one and can be played with just a handful of figures for either side – American pathfinder teams and small German security patrols. In practice, the success or otherwise of the pathfinders teams was probably not that significant in the sense that the aircrews would still have delivered their charges; very few aircraft became separated from the main body of the fleet. The pilots had also been thoroughly briefed with the aid of aerial photographs as well as maps. The pathfinders – whether Americans or British – are, perhaps, best viewed as a form of insurance policy against the possibility of bad visibility. However, playing out their arrival and deployment can provide us with a short and unusual game.



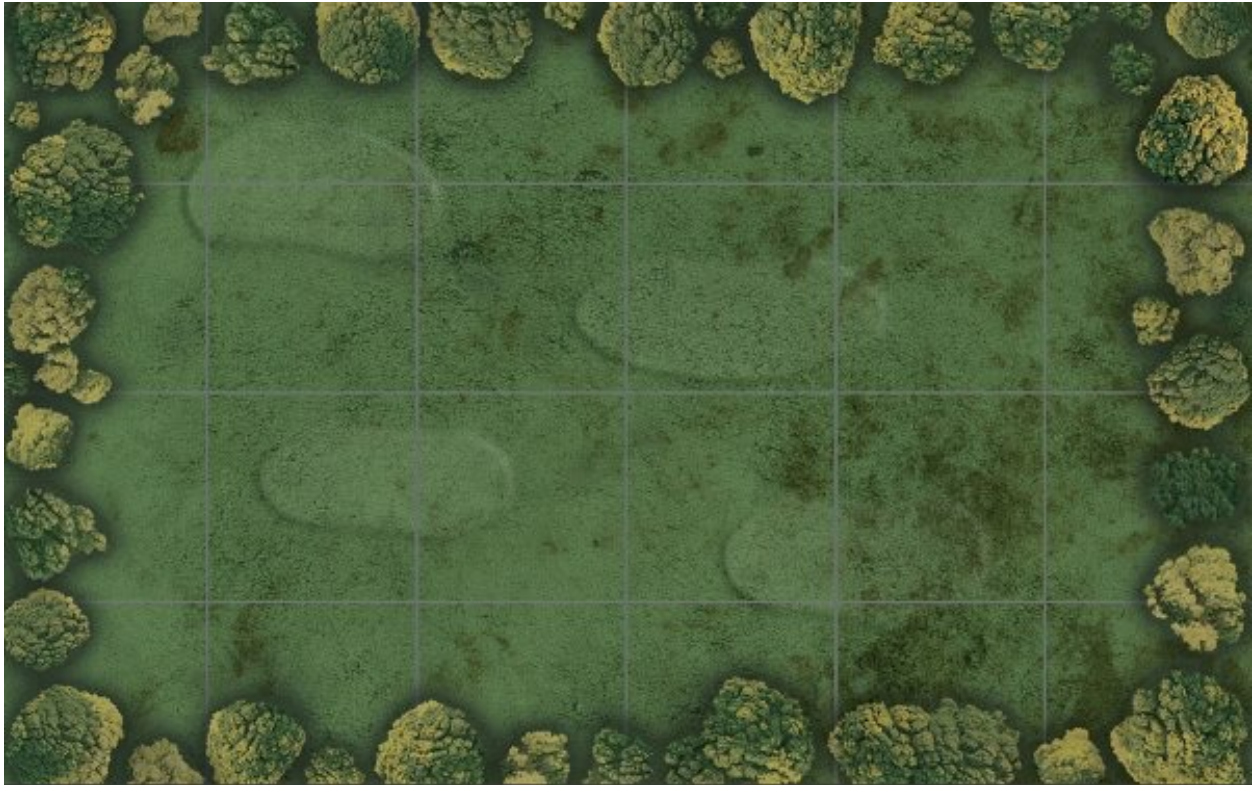
TOP SECRET

EUREKA EQUIPMENT

The British developed the 'Eureka' system for a variety of applications, particularly to meet the requirements of the RAF when delivering personnel and material for SOE (Special Operations Executive) assignments in occupied Europe. The Eureka set would be deployed on the ground to emit a signal that would be received by a 'Rebecca' set in the aircraft.

The system was successful and allowed a remarkable degree of accuracy, but due to the nature of wartime electronic technology – glass valves rather than solid-state transistors – it was relatively fragile, so British pathfinder platoons would always carry three sets. It was a top-secret asset and every Eureka set contained a mechanism so that it could be destroyed easily if there was a risk it might be captured. For our purposes, the *Bolt Action* radio operator figure will do nicely, though

some means of identifying the figure to avoid confusion is desirable if players want to incorporate a Eureka set as an objective – possibly in the ‘Top Secret’ scenario from the *Bolt Action* rulebook.



Scenario 1: Pathfinders at Overasselt

FORCES

The American player has just three order dice; one for each of two 6-man teams for protection and one for the 6-man specialist group carrying the Eureka set. All of the teams – not just the specialists – are assumed to carry identification panels and smoke canisters which – like the Eureka set – must be laid out within 12” of the centre of the table. Once the Eureka has been set up the two operators cannot perform any other action.

The German force consists of two 5-man patrols available in Turn one, reinforced by another three patrols in Turn two and four more patrols in Turn three. Each patrol consists of 4 privates with rifles and a junior NCO with an SMG. One order die is allotted for each patrol.

SET-UP

The terrain is simply an open field surrounded by woodland. However, since no field is really utterly flat, players should randomly scatter four small low

hills which obscure line of sight for units that have gone Down or into Ambush, but not for others. The low hills should be at least 6” apart and not larger than 12” by 18”.

DEPLOYMENT

The game starts with the three American units on the Landing/Drop Zone. Their precise location should be randomised with the ‘Sticks’ rule like all other airborne landings.

The initial German patrols start the game at diametrically opposed corners of the north and south edges with the reinforcements joining at the opposite corners in Turn two and at any point on any table edge in Turn three.

OBJECTIVE

The American objective is to set out identification panels and operate the Eureka set. The German objective is to prevent them doing so.

FIRST TURN

Every unit that starts the game ‘on table’ – the three American teams and the first two German patrols – can be given any order.

GAME DURATION

The main drops/landings were scheduled to take place 30 minutes after the pathfinders hit the ground, so the duration of the game is limited to four turns.

VICTORY

To secure a decisive victory the Germans must prevent the pathfinder team from having the panels or the Eureka set deployed at the end of Turn four. The Germans can deal with the panels by simply picking them up, which they can do simply by contacting them with an Advance or Run order. Lifting the panels does not require a specific activation since it can be done ‘on the run’. The American Eureka team must be stationary for the whole of Turn three, but can still operate the set without passing an orders test however many pins they may have collected. The successful deployment of just one panel or the Eureka set is an American victory.

TOP SECRET

COLONEL ROBERT SINK

A West Point graduate (1927), Robert Sink learned his trade as a paratrooper with the 501st Parachute Infantry Regiment (PIR) before taking command of the 503rd and then moving on to the 506th in July 1942. He was devoted to the regiment and twice turned down promotions so that he could stay with his men – the 506th became known in some quarters as the ‘5-0-Sink’. A strict but popular commander, he led the 506th in their epic stand at Bastogne in the winter of 1944.



Screaming Eagles! US paratroopers drive off the Germans

SCENARIO 2: HEESWIJK CASTLE – WE'RE IN THE WRONG PLACE!

Although most of the drops went extremely well, the aircraft carrying the stick of pathfinders for the American Drop Zone ‘A1’ was shot down over Retie in Belgium. Consequently, the 1st Battalion 501st PIR (Parachute Infantry Regiment) were dropped around Heeswijk Castle, some five miles to the east of their allocated DZ at Veghel, where the battalion was supposed to seize two railway and two road bridges. Local opposition was light, but jump casualties were high due to the unsuitability of the terrain – a number of men drowned after landing in the castle’s moat or were trapped halfway up trees.

FORCES

German forces consist of two 5-man patrols armed with 1 SMG and 4 rifles. They are reinforced by another two patrols of identical strength arriving in the centre of the northern, western, or southern edges of the table at the discretion of the German player in Turn two and then by two squads, each

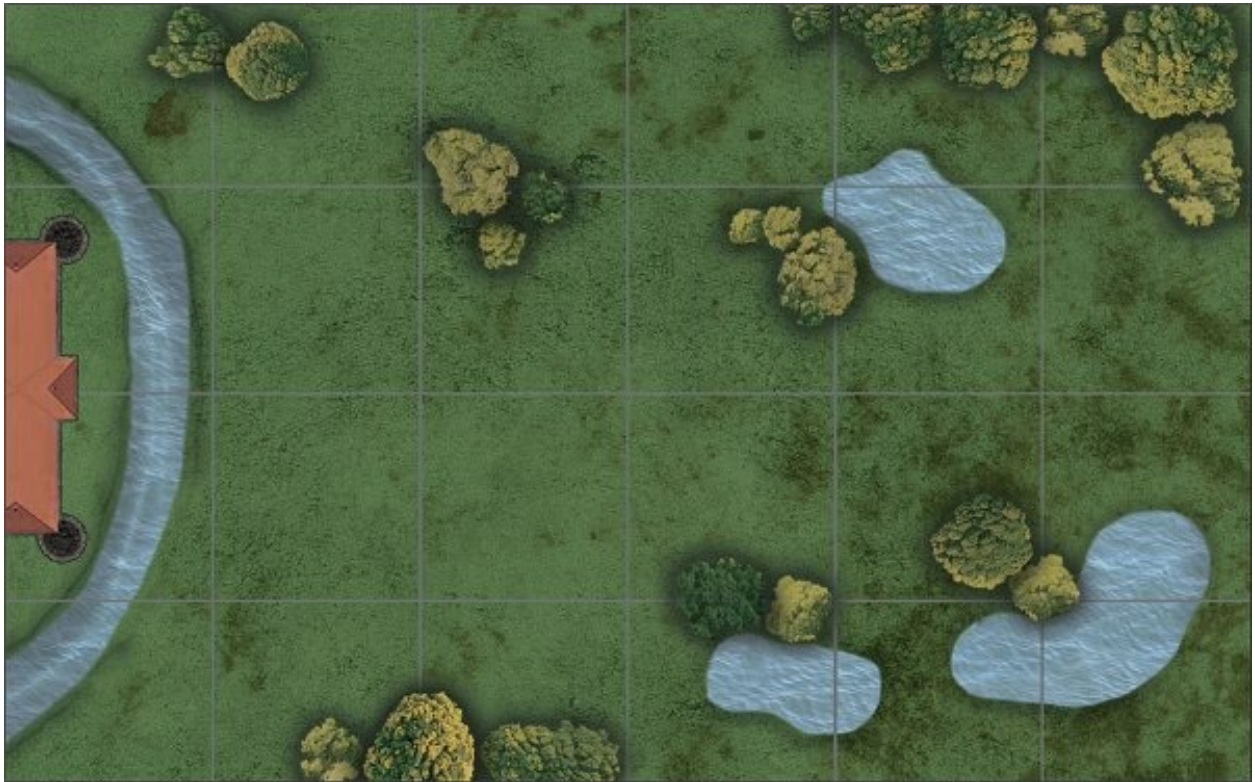
with an LMG and NCO with SMG at either corner of the western edge in Turn three and another two anywhere along the northern, western or southern edges in Turn four to simulate troops in the vicinity being drawn by the sound of gunfire.

This scenario is designed for an American paratrooper company. A company should consist of three platoons, each comprising three squads and a command group plus a company command group to make a total of 13 'units'. However, a more interesting option (and one that avoids building a full parachute infantry company!) is to replace one platoon with four support elements such as MMG, mortar or bazooka teams or anti-tank guns.

To reflect the confusion likely to be engendered by landing in the wrong place – not to mention climbing out of a moat – the Allied commander only gets 10 order dice, so it is imperative to get units off the table as quickly as possible. The Allied player will start the game with more units than dice and obviously loses a die for any squad that is destroyed.

SET-UP

The scenario calls for a castle with a moat; not too common for a World War II game, but not to worry if you don't have one. Any large building or even a hill will do the trick and river sections will serve perfectly well for a moat. The castle sits in the middle of a short end of the table. It should be 30" wide and 6" deep with a moat 6" across. The rest of the table needs a good covering of terrain features such as ponds, ditches, trees, and anything else that would be a danger to paratroopers.



Scenario 2: Heeswijk Castle – We're In the Wrong Place!

DEPLOYMENT

The Allied force starts the game on the table; no order is required to get them there, but the precise location of each unit should be randomised with the 'Sticks' special rule. The initial German patrols start in any two diametrically opposed corners of the board.

OBJECTIVE

The US force has to muster and move off one short end of the table (decided by a die throw) and the Germans have to prevent as many American units from doing so as they possibly can.

FIRST TURN

All of the American units start the game on the table, so do the first two German patrols. Any unit from either side can be given any order.

GAME DURATION

The pressure is on the US player to get his force off the table as quickly as possible with as little loss as possible and – obviously – the Germans must do what they can to disrupt and delay the enemy but they cannot afford a battle of attrition. If, at the end of Turn 6 the Germans have more units on the table than the Americans, continue the game for another turn.

VICTORY

The onus is on the Allied player to secure a victory by making a successful exit from the table. Extracting 12 or 13 units is a decisive victory; nine, ten, or 11 units is a marginal victory; and anything else is a triumph for the Germans.

ALTERNATIVE SETTINGS

These paratroopers happened to drop at Heeswijk, but any American airborne unit might easily have had a similar experience. The entire British air armada was heading to three adjacent Drop Zones/Landing Zones, so although the odd glider landed in the wrong location, there were no major mishaps, whereas the Americans had several Drop Zones spread over more than 40 miles. If players want to stage their game in a different part of the *Market Garden* theatre – perhaps as part of a campaign project – it is easy to move the action to any location they like. A miss is as good as a mile, so a misdirected drop could quite easily have put troops into an open field or into a forest, swamp, farmland, or built-up area.

Players might choose to agree on (or dice for) the nature of the terrain; 1, 2, or 3 means they have landed in suitable terrain, 4, 5 or 6 means the Allied troops have been dropped on an unsuitable site such as woodland, swamp, or town. Players should use the method outlined above to simulate the inevitable high incidence of damage.



1st battalion 501st PIR battle German defenders over the moat of Heeswijk Castle

SCENARIO 3: THE BRIDGE AT SON

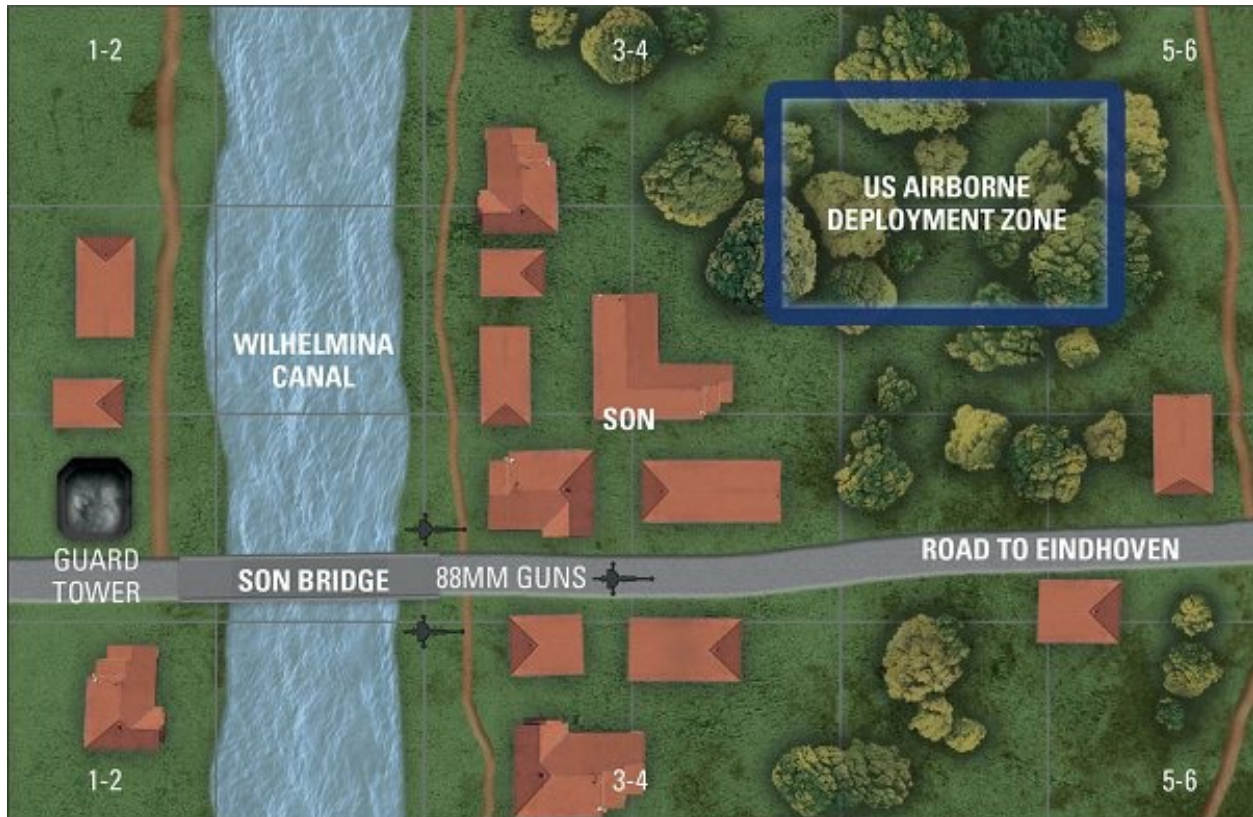
17 September 1944: Operation *Market Garden*. The 506th PIR had to capture the bridge over the Wilhelmina Canal at Son, move further south to Eindhoven, and secure four bridges over the Dommel River. They assembled quickly, marched towards Son but were met by a German 88mm gun that stopped the advance. The 1st Battalion tried to bypass the town on the west and flanked the German position, but they were stopped by two 88mm guns positioned at the canal, which inflicted many casualties in the ranks of the paratroopers. The paratroopers of the 506th moved up the main road quickly, took out the 88mm guns and forced their way towards the bridge. The enemy had halted the troops of the 506th long enough to wire the bridge with explosives, and once the first paratroopers neared the bridge, they blew it up sky high.

SET-UP

The table is set up to represent the village of Son on the Wilhelmina Canal.

The German defender must set up his starting officer and infantry squad inside the village of Son, his starting machine gun team inside the guard tower, and the 88mm guns at their predetermined locations. The rest of the German units are placed in reserve.

The US attacker rolls a D3 to determine the number of entering units per turn, and must deploy those units within the US Airborne deployment area subject to the 'Combat Jump' rules.



Scenario 3: The Bridge at Son

FORCES

This scenario is played between an attacking US Airborne force and a defending German Force. US and German platoons should be taken from the selectors provided. The German player receives three 88mm Flak 36 Dual Purpose AA/AT guns at the start of the game for free. Try to keep the agreed upon points to close 1,000 or less.

DEPLOYMENT

Due to the proximity of the airborne troops to the objective, players should

use the 'Combat Jump' procedure in the special rules for this scenario rather than the 'Sticks' rule.

FIRST TURN

Because of the restricted nature of the approach axis of the airborne troops, players should use the procedure in the special rules for this scenario.



A deadly German 88 guards the bridge over the Wilhelmina canal

OBJECTIVE

The US Airborne must eliminate the 88mm guns, and have units on both sides of the Son Bridge and be holding it on or before the last turn before the Germans can destroy it.

GAME DURATION

At the end of Turn 8, roll a die. On a result of 1, 2, or 3, the Germans have detonated the explosives they have wired to the Son Bridge. On a 4, 5, or 6, play one more turn. If the US Airborne has not reached their objective by the end of Turn 9, the Germans detonate the explosives they have wired to the Son Bridge

VICTORY

At the end of the game, calculate which side has won by adding up victory points as follows. The German player gets 2 victory points for each eliminated US Airborne unit. The US player gets 2 victory points for each 88mm gun captured or destroyed. The US player also scores 1 victory point for each German unit destroyed. The US player scores 5 victory points for securing the Son Bridge.

SPECIAL RULES

Dick Winters is a compulsory unit for the Americans and his special rules can be found in the 'Legends of *Market Garden*' chapter (see page 112).

TOP SECRET

COMBAT JUMP RULES

Units that choose to, or have to deploy through Combat Jump are left in reserve (even in scenarios that do not allow this). When they become available, instead of entering the table from the player's table edge, they use the Combat Jump procedure below.

1. The landing and roll distance: the player controlling the unit performing the combat drop places a die to indicate where the unit is attempting to land. The player then rolls an order die and a D6 (see page 84 *Bolt Action Rulebook*). The order die determines the direction the 'landing' die must be moved. The number of inches the die is moved is determined by the D6.

2. When the final position of the marker has been established, place the first model of the unit in base contact with the die. Then place all other models in the unit in a 'stick' of models 1" apart and in a straight line behind the initial model. Any models landing in impassable terrain or off the playing area are removed as casualties.

3. Once all the models have been placed, the unit immediately suffers 1 pin marker. The unit's order die is turned to Rally and the unit's turn is over (without actually executing a Rally order – this simply represents the airborne troops spending time regrouping). Enemy units in Ambush can now fire against the unit as normal, if they wish to. In addition, all enemy units that are not in Ambush and have Flak weapons can fire their weapons for free against the unit (just as if they were in Ambush) – this does not require an order, but can be done only once per turn.

4. From the next turn, the airborne unit can fight as normal.

HERMANN GOERING TRAINING UNIT

The initial German infantry squad inside Son is a Regular Heer Grenadier squad, but has a morale value of 10, functioning as a regular group in every other way. This squad also has the Fanatic special rule and due to their Fallschirmjäger background, also do not suffer the -1 fire on the move penalty.

RAPID ATTACK

Due to the swift movement of the paratroopers, the German infantry cannot fire on the first turn. All other units fire normally.

GERMAN RANDOM REINFORCEMENTS

Starting on Turn 2, the German defender may begin to bring their units onto the board. German units start up to 6" from the edge of the board. The German defender rolls 1D3 to determine the number of units entering. However, on a roll of a 1 no units enter the board for that turn. The German player chooses which side of the board each unit will enter from, and a roll of a D6 for each unit to see where on which side of the board the unit will enter (refer to the map).



Waffen-SS MG42 MMG team

88MM GUN EMPLACEMENTS

The German defender starts with three 88mm Flak 36 Dual Purpose AA/AT guns that are set in predetermined locations in Son. If models are not available, use large tokens to represent the guns, and small markers to represent the crews.

Cost	None - Regular
Composition	7 Men
Weapons	1 light howitzer
Special Rules	- Gun shield - Team weapon - Fixed - Flak

AIRBORNE PLATOON SELECTOR

To represent 101st Airborne units that were part of the mission, you can pick

one or more platoons from the Airborne Platoon Selector below. All units in this platoon have the ability to deploy using the 'Combat Jump' rule. However, the entire platoon (or platoons), must deploy using 'Combat Jump'.

All units must be chosen at Veteran level, or at Regular if a Veteran option is not available. Inexperienced units cannot be included in this platoon.

1 Lieutenant – First or Second, or Richard 'Dick' Winters
2 Airborne infantry squads

Plus:

0-3 Airborne infantry squads
0-1 Captain or Major
0-1 Medic
0-1 Forward air observer
0-2 Machine gun
0-1 Sniper
0-1 Flamethrower
0-1 Anti-tank team
0-1 Mortar (light or medium)
0-1 Light anti-tank gun, light anti-aircraft gun or light howitzer



Currahee! The Screaming Eagles assault German gun emplacements at the canal

GERMAN REINFORCED PLATOON SELECTOR

Starting forces:

1 Lieutenant – First or Second
1 Heer Grenadier infantry squad (Regular)
1 Medium machine gun (in the guard tower)
3 88mm Flak 36 Dual Purpose AA/AT Guns (placed at predetermined locations)

Reinforcements:

0-1 Captain or Major

0-1 Medic
0-1 Forward observer (either artillery or air)
0-3 Infantry squads
0-2 Medium machine gun
0-1 Sniper
0-1 Mortar (light or medium)
0-1 Armoured car or Recce vehicle from: SdKfz 222, SdKfz 234/1, SdKfz 234/2 Puma, SdKfz 234/3, SdKfz 250/9, SdKfz 250/10 or SdKfz 250/11.



Lead elements of the 506th PIR, 101st Airborne scout the German defences

SCENARIO 4: A HOT DROP ZONE!

Paratroopers can land at the right location, at the right time and still find themselves in deep trouble the moment they touch the ground.

Historically there was very little opposition on the LZ/DZs used by the first 'lift' of airborne troops, but this might not have been the case. The British landed en masse in quite a small area, but the Americans had many objectives and therefore many more Drop Zones. Any of the airborne units might have had the misfortune to hit their DZ or LZ just as a German column happened to be passing by. There was considerably greater intervention by the Germans on the second and third days of the battle. Replicating the arrival of a single battalion let alone a brigade is really too big a project for a *Bolt Action* game, but it's perfectly possible to focus on the experience of a force ranging from a single platoon to a full company without putting an

unreasonable strain on the system. This scenario can be easily adjusted to suit the size of the collections available.

For obvious reasons the DZs and LZs were the clearest and flattest terrain that could be identified by the planners, but all of them were bordered by dense terrain, chiefly woodland. Equally, unless the German player can commit an overwhelming force during the actual landing process, his objective is to disrupt the enemy as far as possible without sustaining an unacceptable level of damage to his own force.

FORCES

The American force should have a 3:1 advantage in points. German forces can be drawn from any combination of unit types but with the proviso that there can never be more than one combat vehicle and absolutely no tanks.

Even in situations where the Germans were aware of an Allied LZ/DZ – such as the arrival of Brigadier Hackett's 4th Parachute Brigade on Ginkel Heath – the zones were sufficiently large that there was no likelihood that all of a defending force would be in a position to fire on the enemy as they landed.



Scenario 4: A Hot Drop Zone!

SET-UP

The game is played across the table and the terrain should be identical to that of the other LZ/DZ scenarios: an open field surrounded by a fringe of woodland no more than 6" deep with a random scattering of small, low hills that provide concealment of figures which are Down or in Ambush, but not for those under other orders.

DEPLOYMENT

Using the 'Sticks' special rule, randomise where the US units start the game on the ground and with every squad or weapon team – but not command groups – carrying 1 pin marker. Since the American force will be landing on suitable terrain the units do not suffer the casualty process described in Scenario 3. Up to half of the German units start the game on the south edge of the woods surrounding the LZ and up to half of these units can be in Ambush. The remainder enter the table on the same side in the normal *Bolt Action* manner during or after Turn 2.



US Airborne M1 75mm pack howitzer

FIRST TURN

In Turn 1 the airborne player should have only two thirds as many order dice as he has units to reflect the inevitable confusion and disorder caused by landing under fire. Additionally, although the 'drop' will occur in Turn 1, in practice some time would elapse between the first paratrooper exiting the first aircraft and the last paratrooper hitting the ground and the mustering procedure on a Drop Zone is inevitably hampered by the business of discarding harnesses, gathering and unpacking equipment and having men

landing all around.



German forces catch unprepared US paratroopers in the open

The American player's force should conform to the typical organisation of airborne forces and should also outnumber (in points) the Germans by a factor of 3:1 (for example, if the US player has a 1,500 point force, the Germans will have 500 points). From Turn 2 onward the US player should have as many order dice as he has units as the Americans get themselves organised.

OBJECTIVE

The role of an airborne unit is to seize an objective and defend it until relieved, not to fight its way to the target, so the Allied player must try to get his force off the north edge of the DZ as quickly as possible. The German player must try to prevent or delay their progress and inflict as many casualties as possible.

GAME DURATION

The game finishes if the US player has succeeded in extricating all of his

force, otherwise the game continues in line with the victory conditions until the completion of Turn 6.

VICTORY

The US player must move his units off the edge of the table. The US player achieves an outright victory if he can extract two thirds of the figures under his command by the end of Turn 4 and a marginal victory if he can do so by the end of Turn 6, but bear in mind that attrition is an objective in itself; it is the number of men, not the number of units that is the significant factor. Any other result means that the enemy have inflicted unacceptable casualties and/or delayed the progress of the Allied advance and is a victory for the Germans.

TOP SECRET

‘BULL’ RANDLEMAN

Nicknamed ‘the Bull’ because of his large build, Denver Randleman joined the army in 1942 and was a member of the famous Easy Company of 206th Parachute Infantry Regiment serving under Richard Winters, who regarded him as one of the finest soldiers he had ever known – praise indeed given the men he served with. Randleman was wounded in the shoulder and became detached from his unit during *Market Garden*. He spent a night hiding in a barn and was reunited with his comrades the next day. In the ‘Band of Brothers’ episode, ‘Replacements’, Randleman’s experience is enhanced for dramatic effect; he did kill a German soldier in close combat, but it seems the presence of a Dutch farmer and his daughter is an invention.

SCENARIO 5: CROSSING THE WAAL

Of all the actions that one might expect in an airborne operation, an opposed river crossing is, perhaps, the least likely, but that is exactly what happened at Nijmegen.

In an exceptional feat of arms, American paratroopers of the 504th Parachute Infantry Regiment of 82nd Airborne Division embarked in canvas boats and made an assault across the wide and fast-flowing River Waal. At first sight this is an extremely challenging wargame project – few of us have access to suitably large river scenery and even fewer of us have a large enough table to accommodate both the river and the banks, not to mention the vast array of tanks and artillery that was deployed to deliver the enormous smoke-screen that covered the Americans as they made their approach.

The attack shown in the film ‘A Bridge Too Far’ is a little misleading. The

attack (led by Major Julian Cook) was delivered as the rest of the 504th and 307th Engineers attacked through the streets of Nijmegen toward the south end of the bridge with British tanks in support. The Germans were naturally pre-occupied with the fighting in the town. They had relatively little strength deployed around the bridge itself and a good deal of the anti-aircraft assets and machine gun positions were at too high an elevation to engage the Americans, so the operation was not quite so suicidal as it might at first seem. All the same, it was a truly outstanding feat of arms. The Germans planned to demolish the bridge as the first British tanks rolled across, but the charges failed to detonate. Had they managed to blow the bridge the *Market Garden* operation would have been fatally compromised.

We can factor in the losses incurred during the crossing as a prelude to the first turn of actual combat. Although more than 20 assault boats set out, only 13 made it to the other side and landed about 120 men, who promptly charged the enemy with astonishing ferocity.

FORCES

The German player has a force of six squads, each of 5 riflemen and 1 NCO with an SMG as well as four MMG teams and a command group of a Lieutenant and 2 riflemen. A platoon consisting of a command group (lieutenant and 1 man) and three 9-man squads each with 1 LMG and 1 SMG becomes available at the start of Turn 3. They can enter the table at any point along the northern long edge of the battlefield without an orders test.

The Americans start the game with ten squads of 12 men as per the US Paratrooper force selector, four platoon command groups of a First Lieutenant and 2 men as well as a company HQ of 3 men including Major Cook. A further wave of three squads and two platoon command groups arrives in Turn 4 subject to the usual *Bolt Action* provision for reinforcements.



Scenario 5: Crossing the Waal

SET-UP

For wargame purposes we do not really need to physically represent anything more than the area from the point at which the Americans land on the north bank of the river and make their assault toward the north ramp of the bridge.

The southern 'long' edge of the board represents a strip of bare, sandy riverbank on the north edge of the river; a beach to all intents and purposes. There is no need to represent either the river or the bridge as such, just the embankment that leads to it.



US Airborne 504th and 307th engineers cross the bridge at Waal supported by British Shermans

DEPLOYMENT

The first wave of US troops enters the table with an Advance or Run move out of the boats and on to the river bank. All of the German troops start the game in trenches within 36" of the bridge embankment and two of the MMGs must be located on the embankment itself. These are considered to be the checkpoint positions for the bridge and cannot be moved at any time other than by destruction or a FUBAR result.

OBJECTIVE

The Americans must seize the north ramp of the bridge before the Germans demolish it.

FIRST TURN

All the boats must land at least 12" from the bridge embankment and not less than 3" apart

GAME DURATION

A maximum of six turns depending on the victory conditions.

VICTORY

The Americans must destroy all German units within firing range of the bridge, but for the purposes of the game we assume that German engineers on the bridge are frantically trying to set off the mass of explosives that they

have put in place. If the Americans have failed to clear the bridge embankment by the end of Turn 5 roll a D6; a result of 1 means the German engineers have fixed the problem. Roll the D6 again; a result of 1 or 2 means the bridge has blown and *Market Garden* has been stopped in its tracks. If not, repeat the process at the end of Turn 6, but this time a result of 1 – 4 means the bridge has gone up in smoke, 5 or 6 means the engineers have decided that discretion is the better part of valour and taken to their heels as the British Shermans roll up – Nijmegen Bridge has fallen to the Allies!

TOP SECRET

82ND AIRBORNE DIVISION

Originally formed in 1917 for service in World War I, the division drew its recruits from every state in the Union, hence the adoption of the title ‘All American’ and the badge of two capital ‘A’s. The division was re-formed for World War II and was chosen to be an airborne formation in August 1942 under General Matthew Ridgeway. Originally it comprised 325th, 326th, and 327th Infantry Regiments. The 326th and 327th were replaced by 504th and 505th Parachute Infantry Regiments and 327th were transferred to the new 101st Airborne Division in 1943. The 82nd first saw action in the assaults on Sicily on 9 July and then Salerno on 17 September 1943 and adopted the informal title ‘Devils in baggy pants’ from a description in the diary of a captured German officer.

The division was in action again in Normandy as part of Operation Neptune – the American airborne portion of the D-Day landings. Thereafter, the 82nd was in constant contact with the enemy for 33 days before being withdrawn to the United Kingdom to be readied for further operations.

SCENARIO 6: RESUPPLY AT GROESBEEK

Getting the troops on the ground is one thing, ensuring that they have adequate stocks of ammunition and other stores is quite another!

The Germans, of course, wanted to prevent the supplies from getting to the enemy or to capture them for their own use; American cigarettes were particularly desirable! The Germans would have a reasonably good idea of where the supplies would arrive, but did not generally have the manpower to provide a substantial force at every possible location. In similar fashion to troops parachuting into enemy territory, the drop canisters have a very real chance to be dropped away from their intended targets.

This scenario is based on the first parachute drop resupply operation to the American 82nd Airborne Division at Groesbeek where the Germans had a degree of foreknowledge of the Drop Zone, but it can be used just as

effectively for a British supply drop. The German force starts the game deployed along one long edge of the table awaiting the arrival of the transport aircraft. The precise location of the canisters and panniers is decided by the 'Sticks' rule.

SET-UP

The DZ is in open fields and the surrounding area is woodland, so a fringe of woods, perhaps 6" deep around an empty field or heath is ideal. The game is played across the width of the table. As with other DZ/LZ scenarios, there should be a number of small, low hills which provide cover and obscure line of sight for men with Ambush or Down orders, but not for anyone else. The number of supply items is not critical, but there should be at least 20 of them!

FORCES

The American force must be divided between service troops (40 per cent) with transports to collect the material and infantry (60 per cent) deployed to protect them during the collection process. The service troops should be deployed as units of 2 men and enjoy the 'small target' rule. Infantry can be used to gather panniers and canisters or to unload gliders but naturally that is a risk; men cannot fight and collect materiel at the same time.

German and American forces have the same strength in terms of points, however due to the small size of service troop units the Allied player is bound to have a rather greater number of activation dice. He's going to need them!

DEPLOYMENT

No American units can start the game on the LZ itself – the risk of having something fall on a soldier's head is far too great – but the entire force must deploy in the woods along one long edge of the table. The German player must retain at least two thirds of his force as a second wave which cannot start to enter the board until Turn 3, the balance having entered the board in turn one with either Advance or Run orders. No tests are required, but all German units must enter the board in the woods on the opposite side of the table from the Americans.



Scenario 6: Resupply at Groesbeek

FIRST TURN

All the American units start the game in the woods; they have, after all, been sent to the DZ to await the supply drop. Using the 'Sticks' special rule, distribute the supply items across the table before any activation dice are drawn and proceed from there in the usual way. German units enter the board with a Run or Advance order.

OBJECTIVE

This is pretty straightforward. The Americans need to gather the supplies and Germans need to prevent them doing so. American troops carrying canisters or panniers must take them to the woods or buildings on their own table edge and can return to pick up another load.

GAME DURATION

The German command would obviously have seen the air fleet drop their loads, and would be sending everything they could in the direction of the DZ

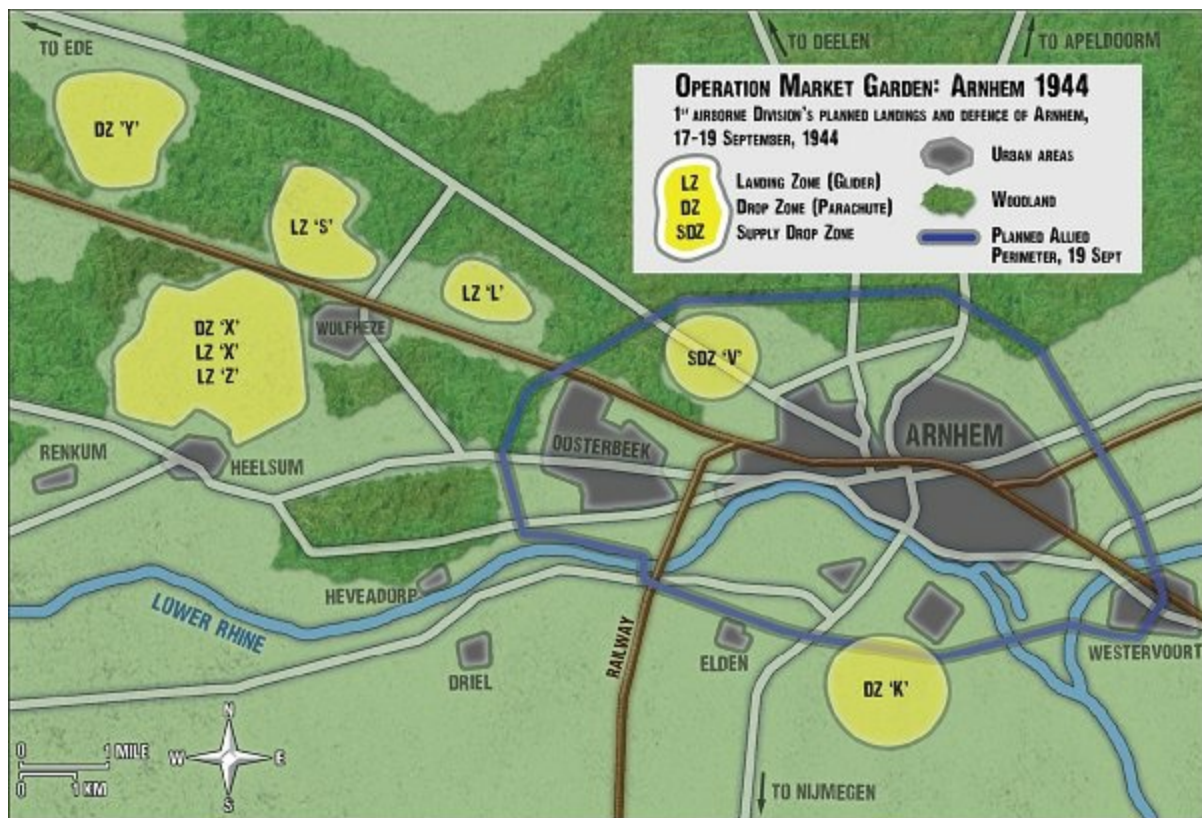
as quickly as possible. The Americans must abandon the resupply collection at the end of Turn 7 and be back in the woods on their own edge of the table at the end of Turn 9. Any American service troops still on the DZ at that point are assumed to have dropped whatever they were carrying and made a sharp exit.

VICTORY

The onus is on the American player to get the job done. Unless the DZ was completely secure there was little chance of collecting everything that was dropped, but every little helped. The Germans naturally wanted to get whatever they could, but denying materiel to the Americans was much more significant than gaining supplies for themselves. Both sides count 1 victory point for every supply item collected and 1 for each enemy unit destroyed. The side with more victory points at the end of the game has had the better of the business.



German infantry and US 82nd Airborne fight over vital airdropped supplies



BRITISH AIRBORNE SCENARIOS

SCENARIO 7: FIRST IN! 21st INDEPENDENT COMPANY HITS THE GROUND.

This scenario is suitable for any of the three Landing/Drop Zones used on 17 September; in terms of terrain, forces, and deployment they were essentially identical.

Although the primary objectives of British and American pathfinders were absolutely identical, the methodology of the two armies was quite different and produces a significantly different scenario.

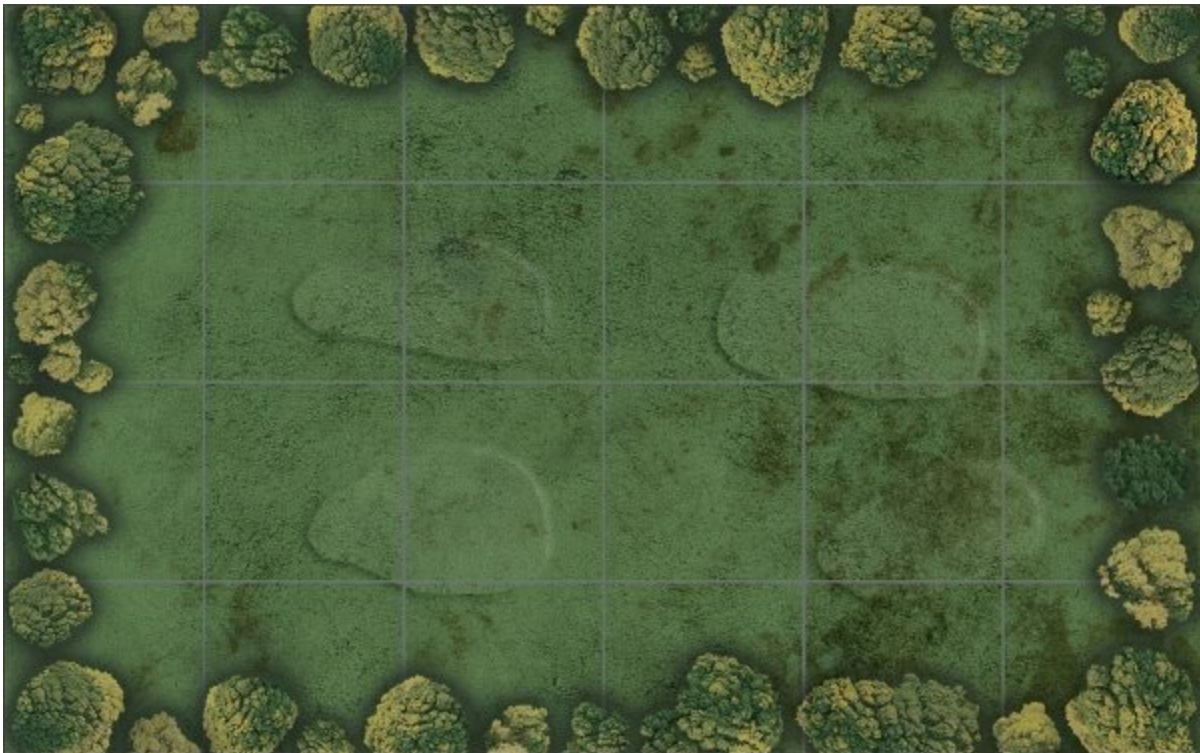
FORCES

The British start the game with five units; four sections of 10 men and a command group of 2 (the officer and his batman/runner). Each section has a Bren gun team and there should be an equal ratio of rifles to SMGs. For each

section the British player will also need to field a light mortar team. These would really have been members of a 12-man section, but for *Bolt Action* purposes it is easier to regard them as teams with their own order dice. One of the sections must be designated as the HQ section, carrying the Eureka equipment. Any of the other three sections or the command group can lay out identification panels for the incoming aircraft.

The Germans start the game with three 5-man patrols (4 rifles and an SMG) and are reinforced with the arrival of two rifle squads of 9 men including 1 LMG and 1 SMG which arrive with an Advance or Run order at any point on opposing edges of the table in Turn 2, another section arriving at any point on any edge in Turn 3 and another which arrives at any point around the table on Turn 4.

The German force can be drawn from any of the wide range of units which were employed in local security duties throughout the Arnhem-Wolfheze-Renkum area. At one extreme they could be men who were not fully trained or not physically fit for frontline duty; at the other they might be highly motivated first class soldiers. Since all the German forces in the area had some degree of responsibility for patrolling and security there is no requirement that the patrols should all be drawn from the same type of infantry unit.



Scenario 7: First In! 21st Independent Company Hits the Ground.

SET-UP

The playing area consists of a large open field surrounded by a fringe of woodland no more than 6” deep. The field should have a scatter of very low hills up to 12” by 18” that obscure line of sight.

DEPLOYMENT

The British units start the game scattered randomly across the Landing/Drop Zone and can be given any order. The German units which are available in Turn 1 start the game in any three corners of the table chosen by the player and must be given an Advance, Run or Fire order.

OBJECTIVE

The British must try to set up the Eureka and lay out recognition panels. The Germans must try to prevent them doing so.

FIRST TURN

No order is required to bring the first wave of units on to the table; the British have already landed and the German patrols have converged on the site.

GAME DURATION

The air fleet is going to turn up 30 minutes after the arrival – regardless of the success or failure of the pathfinder troops, so the game is limited to four turns.

VICTORY

The British platoon must have successfully deployed at least one of the recognition panels and/or have one of the Eureka sets in operation on the LZ/DZ at the end of Turn 4 to win the game. Anything else results in a German victory.

TOP SECRET

MAJOR FREDERICK GOUGH

‘Freddie’ Gough must have had one of the most varied military careers of any soldier in *Market*

Garden though soldiering was not actually his career. He had originally joined the Royal Navy after leaving school, but decided that a life at sea was not for him and left to go into business. As a territorial (reservist) officer he served with the ski-trained 5th Battalion, Scots Guards in the 1940 Norway campaign. He was then posted to a headquarters role in France just in time to get involved in the retreat to Dunkirk. His next posting was to take command of the newly formed 1st Airborne Reconnaissance Squadron and served in North Africa and Italy where he won the Military Cross. One of only a handful of 'recce' squadron men who actually reached the bridge, he took command of the position when Colonel Frost was wounded. He was taken prisoner but managed to escape shortly before the end of the war. Gough was one of the performers in 'Theirs is the Glory' and lived long enough to see 'A Bridge Too Far', which he described as 'playing ducks and drakes' with history.

SCENARIO 8: THE 'COUP-DE-MAIN' GAMBIT

This scenario depicts the attempt to send the British Reconnaissance Squadron on a headlong dash along the most northerly of the three routes into the city to seize the main objective – the Arnhem Road Bridge.

Historically the reconnaissance squadron was stopped in its tracks north of Oosterbeek not far from its LZ, but things might not have turned out that way; if the British had moved a little more quickly or if the German force had been delayed in getting to their position, the whole Arnhem battle could have turned out very differently.

The German force that stood in their way was small and lightly armed, though not fully trained. Although the men were highly motivated, they were not required to stand and fight to the last man; just to delay the British advance. Historically only two or three of the reconnaissance jeeps actually engaged, but there were three troops of jeeps – each with 6 vehicles and about 24 men – available. As a reconnaissance unit it was not their normal role to engage in a stiff fight, but given the nature of the operation it was certainly an option.

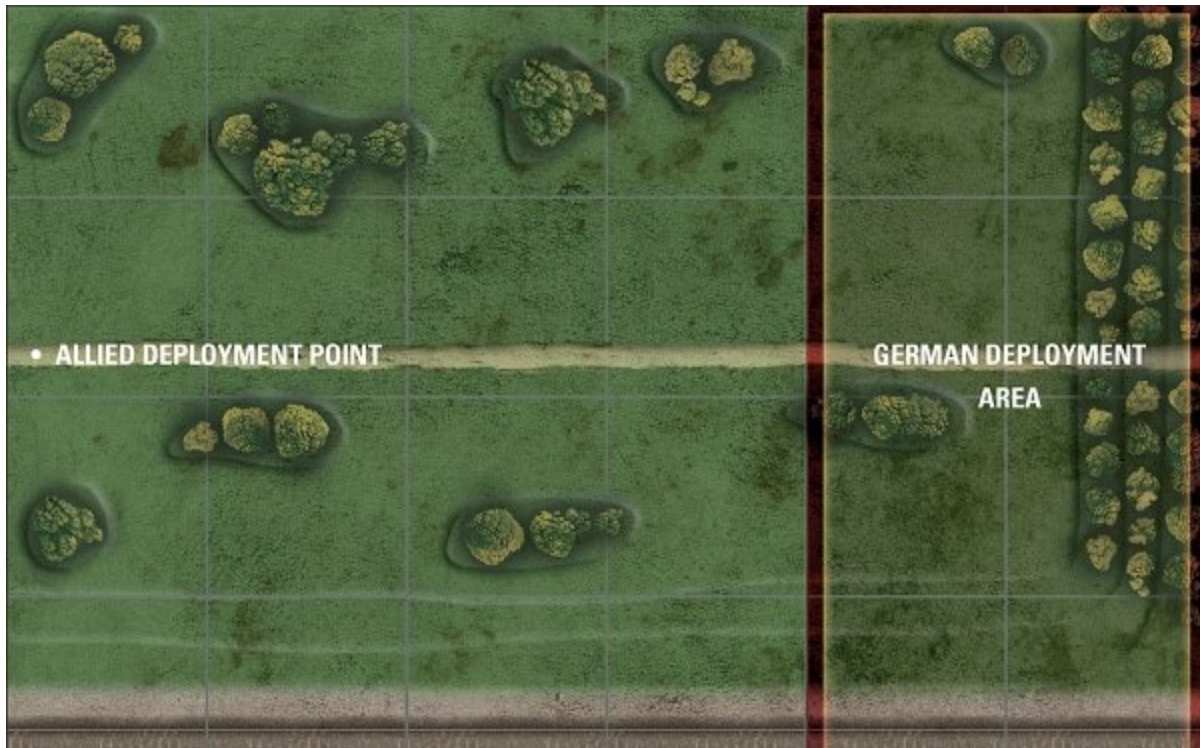
FORCES

The British player has one troop of 6 jeeps, each with 4 crew and a driver. Each jeep mounts a Vickers 'K' gun.

The German player has four squads of 5 figures, each of which includes 1 LMG and a First Lieutenant with a 2-man command group. The German troops are soldiers from 16th SS Training and Replacement Battalion.

SET-UP

The game is to be played along the length of the table and the terrain consists of open woods and small hills with a track running through the centre of the table and a high, wooded railway embankment down one side. The east end of the table is dominated by higher ground. There should be a clear area extending to a 24" square in the dead centre of the table. The embankment is far too steep for a jeep to traverse, but does not constitute an obstacle to the Germans or to dismounted jeep crews.



Scenario 8: The 'Coup-De-Main' Gambit

DEPLOYMENT

The British player must bring one section of 2 jeeps onto the table along the track at the beginning of Turn 1. The remaining two sections are brought on to the board in Turns 2 and 3 subject to the usual *Bolt Action* constraints regarding second wave units. The German player starts the game with two of his squads (one with an LMG and one without) and his command group in any position up to 24" from the opposite table edge. His two remaining squads start the game at any point at least 12" to the rear of his most advanced unit.

OBJECTIVE

The British must force a passage along the track, clearing the way for the rest of the squadron and the infantry battalion coming along behind them. The Germans must try to prevent them from doing so and impose as much delay as possible on the advancing enemy.



British 21st Independent Company meet stiff resistance

FIRST TURN

The two German units closest to the enemy start the game in Ambush. The first British jeep section can be given any order.



GAME DURATION

Speed is of the essence in this situation, so the game is limited to six turns.

VICTORY

The British must secure the route by destroying all German units that are in a position to fire on the track. Anything else is a German victory. The British objective is to drive the Germans out of their positions in order to allow the balance of the Reconnaissance Squadron to continue their journey into Arnhem and the German objective is to prevent them doing so for four turns without sustaining unacceptably heavy casualties. Any German squad which is reduced to 2 men is assumed to have withdrawn from the fight and is removed from the table.



British Paratroopers gather vital supplies from drop canisters

SCENARIO 9: SUCCESSFUL COUP-DE-MAIN

This ‘what if’ scenario requires a lot of vehicles; never a bad thing! The situation is that three troops and the HQ of the Reconnaissance Squadron have completed the first part of the mission as described in Scenario 8. They have reached the bridge, driven off the handful of sentries and taken up positions around the bridge ramp to await the arrival of the infantry. They now have to defend the area against a German counter-stroke. Historically, the Aufklarungs Battalion of 9th SS Panzer Division crossed the bridge on 17 September heading south to engage the Americans around Nijmegen then attempted to return to Arnhem only to be shot up by 2nd Battalion of the Parachute Regiment under Lieutenant Colonel Frost, but for our purposes they will have to fight their way past the British Reconnaissance squadron first...

At first glance this is an uncommonly large project for a *Bolt Action* game;

few of us will have the 50-odd German armoured cars, half-tracks, and trucks of the recon unit, not to mention dozens of British jeeps. This is not a great obstacle given the physical constraints of advancing along a single road in a built-up area; we are only really looking at providing a relatively modest number of German vehicles – the spearhead of the unit. Players can, if necessary, recycle any German vehicles that get knocked out with suitable markers. The British force would have deployed from their jeeps to take up defensive positions, so strictly speaking we don't actually need any jeeps at all although the game will obviously be more of a spectacle if they are on the tabletop!

FORCES

The British player cannot deploy more than half of the Reconnaissance Squadron for this game – the balance are assumed to have been committed to the defence of the south end of the bridge. Furthermore, one troop of the Recce Squadron had been retained by divisional headquarters, so the British force is limited to a maximum of ten squads of 5 men each who have dismounted from their jeeps; these can be in buildings or in slit trenches. Each squad will have a Vickers 'K' gun, one squad in three will have a PIAT, one in three can have a 2" mortar and every squad has a Bren gun. In addition to this there should be 1 Polsten 20mm AA cannon and an HQ group of 5 men with rifles and SMGs to give a total of 12 order dice. The British should also have an ample supply of AT grenades. The British can deploy reinforcements of up to two sections (4 jeeps) at any point from Turn 3 subject to the normal *Bolt Action* constraints.

The German force amounts to 3 armoured cars, 6 half-tracks, and 3 'protected' trucks carrying nine squads of infantry, but with only 12 order dice to reflect the challenges of moving so many vehicles through a relatively narrow space. In Turns 3 and 4 the German player receives reinforcements of two squads of infantry (and dice to match). The 'protected' trucks count as ordinary soft-skinned vehicles; however, passengers count as being in hard cover against small arms fire and may only shoot if the vehicle remains stationary in that turn.

All troops and vehicles on both sides are considered to be Veterans and the British enjoy the 'Stubborn' rule. This is not an equal points game, but one based on the size and nature of the forces that would have been available to

both sides.



British Airborne sniper teams occupy high vantage positions

SET-UP

Most of the action would have taken place on the approach road rather than the bridge itself. We need only model a raised roadway running lengthways through the centre of the table with a few buildings overlooking it from either side and the northern end of the bridge where the road left the embankment and formed a flyover across the street that ran parallel to the river. The road itself should be a minimum of 8" wide and the embankment should extend to a further 8" on either side. Some buildings should be placed on the embankment so that middle and upper floors are adjacent to, and have a clear field of fire along the road. All other buildings are assumed to have a line of sight to the road from their upper floors only. The pedestrian paths on the road bridge itself provide hard cover from fire across the road or from below the embankment, but not along the length of the bridge

DEPLOYMENT

All British units – other than the reinforcements, of course – start the game on the table. The British player must start the game with six units of his choice in Ambush, three of which are considered to be ‘hidden’. The German forces enter along the road but can deploy in any direction and do not require an order dice in Turn 1.



Scenario 9: Successful Coup-de-Main

OBJECTIVE

The Germans have to get across the bridge before the arrival of the British Airborne infantry – the British have to prevent them from doing so.

FIRST TURN

The German player must use all 12 of his order dice in Turn 1. Any units not committed in Turn 1 are subject to the usual *Bolt Action* rules for reinforcements/second wave.

GAME DURATION

The Germans need to get to Nijmegen as quickly as possible. The game ends if no German vehicles have exited the table by the end of Turn 6, otherwise it continues until the arrival of British airborne troops under Colonel Frost. Throw a D6 at the end of Turn 7; on a 1–3 the Germans see Frost coming and abandon the operation, on a 4–6 and they press on. Continue the process for subsequent turns, save that Frost will arrive on a throw of 2–6.

VICTORY

The pressure is on the Germans to get to Nijmegen and the quicker the better, but without crippling loss; the mission is to get across the bridge and engage the Americans at Nijmegen rather than to dislodge or destroy the defenders at Arnhem. In addition to the usual points for destroying enemy units the British score an extra point for each armoured vehicle destroyed and automatically score a decisive victory if no German vehicles have exited the table by the end of Turn 8.

SCENARIO 10: FROST'S ATTACK – FOLLOW THE BROLLY!

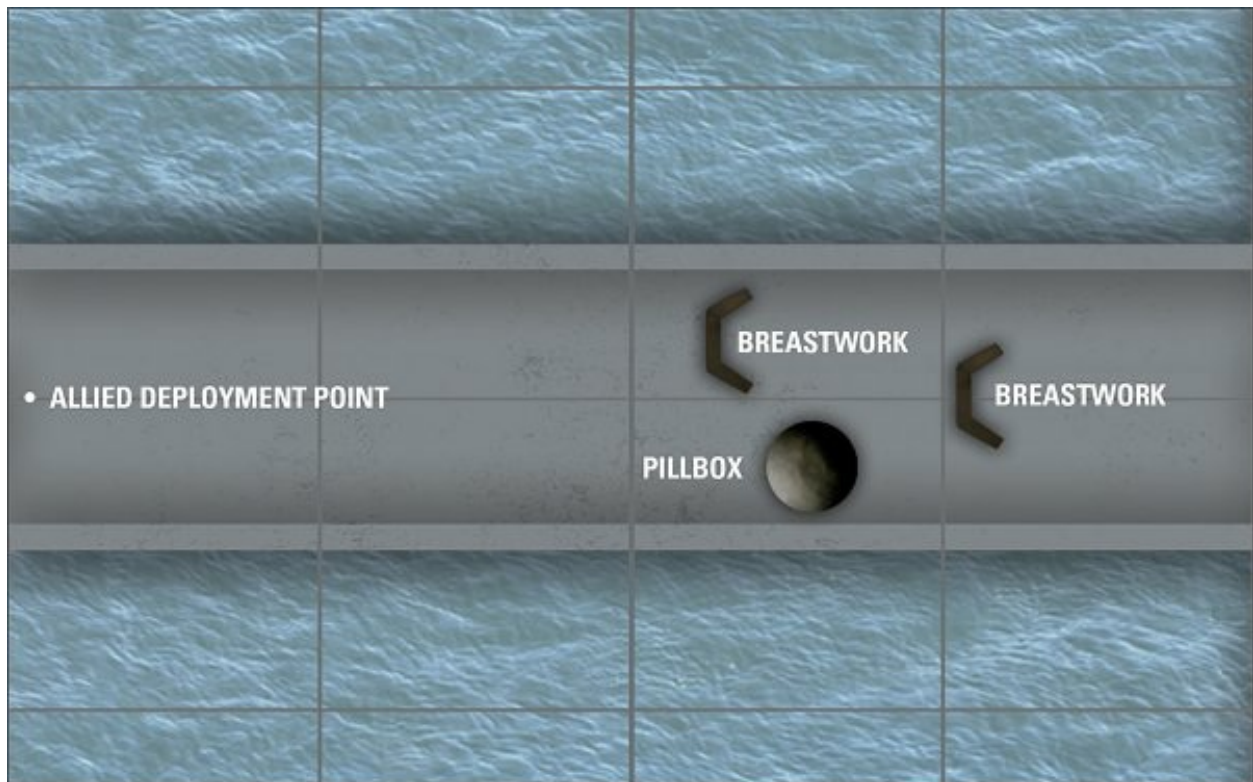
By the evening of 17 September, Frost's force had taken up positions at the north end of the bridge but the other end was still in German hands. Although Frost's battalion had been joined by the 1st Parachute Brigade Headquarters and a number of Royal Engineers to bring his force to a little over 700 men, he could not afford to make a major attack for fear that heavy losses might compromise his ability to hold the perimeter that he had already established. Equally, he could not ignore the possibility that a modest attack might be enough to bring the far end of the bridge under his control. Accordingly, he decided to try and secure the south end by means of a stealthy night attack, which would start with an attempt to use a flamethrower to deal with a German pillbox dominating the roadway.

FORCES

A force of two full-strength British platoons and a flamethrower team must endeavour to secure the south end against four 6-man sections (each with 1 LMG, 1 SMG and 3 riflemen) and a 2-man command group for the Germans. The British player must use the standard complement of British paratroop platoons, but may choose to have SMGs for a maximum of 3 men in each section and for all members of the command groups. This is not an equal points scenario; it is based on the size of the German force that Frost's men were facing and the scale of force that Frost could afford to commit without risking major damage to his command.

SET-UP

We do not need to have a model of a bridge or a river; just an 8" wide road with 1" wide pedestrian paths on either side which are divided from the road by parapets. The parapets of the pedestrian way provide hard cover if they interrupt lines of sight from the enemy. The curve of the roadway obscured line of sight from the German positions to the centre of the bridge and the attack took place at night. The defenders were unable to see the British until they were within 100 yards, so the table is only 4' long with the pillbox and breastwork positions 12" from the German end of the table.



Scenario 10: Frost's Attack – Follow the Brolly!

DEPLOYMENT

One German squad must start the game in the pillbox, the others in sandbag breastworks. All German units start the game with Ambush orders and therefore cannot move until Turn 2.



Street Fighting in Arnhem outside the Hospital. By Graham Turner. © Osprey Publishing. Taken from Campaign 301: Operation Market Garden (2).

OBJECTIVE

The British must secure the south end of the bridge by destroying all the German guard units. The Germans must prevent them from doing so.

FIRST TURN

At least one complete platoon of the British force must enter the table at the north end in Turn 1. The balance of the force is subject to the usual *Bolt Action* procedures for reinforcements.

GAME DURATION

This is a quick one, the British cannot risk heavy losses from a prolonged fire

fight, so the game is limited to four turns; if they have not destroyed the defenders by that point the attack is abandoned.

VICTORY

The British obviously have to secure the bridge to secure a victory, but the Germans can still force a draw by inflicting a loss of three or more units on the British.

TOP SECRET

CAPTAIN LIONEL QUERIPPEL, VC

One of five men awarded the Victoria Cross for their actions at Arnhem. Captain Queripel was a career soldier from a military family. A member of 10th Battalion, Parachute Regiment, Queripel displayed outstanding courage and leadership during the battle. On 19 September he took command of a composite company made up of men from the three battalions of 4th Parachute Brigade, which had all suffered heavy losses in the attempt to reinforce Frost's troops at the bridge.



British Airborne Welbike riders

SCENARIO 11: GRÄBNER'S ATTACK

The first major test of Colonel Frost's defence of the Arnhem Bridge came on 18 September with a determined attack from the south by Hauptsturmführer Viktor Gräbner's 9th SS Panzeraufklarungs Battalion. Gräbner – who just a few weeks before had received the Knight's Cross decoration for gallantry in the Normandy campaign – was widely seen as courageous and daring but with a tendency to be rash. His mission was not to recapture the bridge, but to charge past the defenders and make his way through the city to prevent British reinforcements from reaching Frost. The plan was both daring and risky, but if successful it would bring a large force of armoured vehicles and

motorised infantry into action against the main British force.

This is a relatively large scenario and – being a historical action – the forces are prescribed by what was available to either side rather than by a quantity of points. Players may wish to recycle casualties and destroyed vehicles. Simply remove destroyed vehicles and replace them with an explosion marker or balls of cotton wool and players should apply the limits for taking cover behind burning vehicles outlined in Scenario 6.



FORCES

Players should use the German force as described in [Scenario 8](#) but with the addition of 2 more armoured cars, 2 more half-tracks, and 2 more protected trucks which are available from the beginning of Turn 4. Unlike the situation in Scenario 6, the Germans are aware of the presence of the enemy and are ready to mount a full-on attack rather than finding unexpected opposition, so they have an order die for each unit.

The overall strength of the British force was rather stronger than the one in Scenario 6 since Frost's battalion had had some reinforcements and the HQ of 1st Parachute Brigade, a squadron of Royal Engineers and a troop of four 6-pdr anti-tank guns had, by this time, been in position for more than 12 hours.

Obviously, a lot of Frost's men had been deployed around his perimeter and there were limited positions for effective fire on to the bridge. The British player can field 2 complete platoons, 2 MMGs, 2 anti-tank guns and a command group consisting of Frost himself and 2 men. Each platoon should have a PIAT team which can be attached to any section or to the platoon command group. A third platoon can be brought into action at any point after Turn 2 subject to normal *Bolt Action* procedures and a fourth platoon can join the fight after Turn 4.



Scenario 11: Gräbner's Attack

SET-UP

The terrain is, naturally enough, much the same as for Scenario 6, save that players will need to represent a small portion (18") of the bridge itself in addition to the roadway and bridge ramp. The terrain has to include several buildings on either side of the bridge extending to the mid-point of the table. A 6' by 4' table is still perfectly adequate; it is not necessary to have as much space at the northern end of the table since it is not the entry point for German forces and we do not need to represent the whole of the bridge for two reasons: the curve of the bridge obscured the advancing Germans and the British had to hold their fire until the enemy were in effective range.



Hauptsturmführer Viktor Gräbner leads the 9th SS-Panzeraufklarungs battalion in an ill-fated charge across Arnhem Bridge

DEPLOYMENT

No British units may deploy beyond the mid-point of the board and the British must occupy at least two buildings with at least two units in each, which are assumed to be on the uppermost floor and in the attic. The German player can deploy as many units as he wishes in Turn 1 so long as there is a minimum of 1" between them.

OBJECTIVE

The Germans must force their way across the bridge in order to engage the main airborne force in the area between Arnhem and Oosterbeek, so preserving their combat strength is essential.

FIRST TURN

Both of the British anti-tank guns and up to six other elements can start the game in Ambush and the anti-tank guns are classed as 'hidden'. No order tests are required for the first wave of German troops and subsequent

reinforcements for both sides are subject to the usual *Bolt Action* requirements, though clearly the Germans can only enter the table along the bridge.

GAME DURATION

If the Germans have lost one third of their units without securing a victory (see below) by the end of Turn 6 the attack has petered out. If not, the game continues for Turn

7. If the issue is still not decided, roll a D6. On a 1 the Germans have run out of steam and retire, otherwise continue for Turn 8. At the end of Turn 8 roll the D6 again; 1–3 means the Germans withdraw, otherwise proceed to the end of Turn 9 and roll the D6 again; this time a score of 1–5 results in a German withdrawal, otherwise proceed with Turn 10, which will be the last.

VICTORY

Casualties are immaterial from the British perspective; preventing the enemy from crossing the bridge in significant force is everything! Regardless of British losses, the Germans can only win by getting a minimum of 10 units off the table.

SCENARIO 12: KOSBs ON GINKEL HEATH – CLEARING THE DROP ZONE

Due the incompetence or wilful disobedience of a British officer who took a case of maps with Landing/Drop Zone data into action – despite the strict instructions printed on the cover. The German high command had all the information they needed within a matter of a few hours of the arrival of the first lift of 1st Airborne Division. Crucially, this included the planned Drop Zone for Brigadier Hackett's 4th Parachute Brigade.

The information was effectively confirmed to the Germans by the fact that one of the airlanding battalions – King's Own Scottish Borderers – had been deployed around Ginkel Heath in a rather obvious attempt to secure the only remaining suitable Drop Zone in the Arnhem area. Fortunately for the British, the German forces were already over-extended trying to deal with the British airborne forces in Arnhem and Oosterbeek and the Americans at Nijmegen and Eindhoven.

Even a relatively modest force which had established itself on the heath would have been able to inflict terrible casualties on the paratroops as they landed and mustered, but the only troops available – SS Wacht Battalion III – were not of a high calibre. Some time before the arrival of 4th Parachute Brigade they had, in conjunction with other units, been able to deploy across the heath, but the supporting units had moved on to other tasks and by about 1330 hours the Wacht troops were alone on the battlefield and were under threat from the King's Own Scottish Borderers (KOSB).



British Airborne Polsten AA gun

FORCES

The German force amounts to one company of the Wacht battalion, which is deployed on the heath. The battalion had already been in action earlier in the day and had suffered extensive casualties, so the company consists of three platoons, each with three squads of 7 riflemen and an NCO with an SMG. One squad in each platoon should have an LMG. Each platoon has a 4-man command group under a Second Lieutenant. The Company HQ consists of a captain with an SMG and 4 riflemen.



Scenario 12: KOSBs on Ginkel Heath – Clearing the Drop Zone

The British force is one company of the KOSBs. The company had seen extensive action in the previous 24 hours and consists of just three platoons as described in the airlanding section of the force selector. Unusually for a *Market Garden* scenario, the KOSB can include a free artillery observer and bombardment. The company is led by a Captain with 2 men in his immediate command group as well as a company HQ section of 10 men with 3 SMGs and 7 rifles.

SET-UP

This game is to be played across the breadth of the table. By their very nature, LZ/DZs have to consist of open ground as in Scenarios 1 and 2. Ginkel Heath is exactly what it sounds like, a large expanse covered in heather, crossed by a few tracks and surrounded by woods. It is not entirely flat and several low hills should be placed around the table. The woods that surround three sides of heath are very open in nature and provide soft cover. One edge of the table is defined by a large embankment, part of an unfinished highway.

DEPLOYMENT

The German troops were establishing themselves on the heath but had not yet made any progress with digging in. The intention was to construct a position that extended across the heath to give good fields of fire against 4th Parachute Brigade as they landed and to provide a line that would impede their advance toward Arnhem. All of the German force must be set up at least 12" from the woods and with at least 3" between units. The whole of the British force must start the game in the soft cover at the edge of the woods on the long side of the battlefield with the embankment on their left.

OBJECTIVE

The KOSBs must attempt to destroy or drive off the German force before the arrival of the 4th Parachute Brigade. The Germans must try to retain their position.



British Airborne 75mm pack howitzer

FIRST TURN

All of the troops are on the table from the very start of the game.

GAME DURATION

Once again, speed is the critical factor for the British; they must get the Germans out of the way before the 4th Brigade start their drop and they do not know precisely when that will be. However, given the speed of the aircraft – they have to travel quite slowly since they are dropping parachutists – both they and the Germans will become aware of their impending arrival as the noise of 130 Dakota aircraft would be hard to miss! At the end of Turn 3 roll a D6. A roll of a 1 means the air fleet can now be heard in the distance and the paratroops will be making their jump at the beginning of Turn 4. If

the air fleet has not made its presence felt, roll the D6 at the end of Turn 4; a score of 1–5 indicates the arrival of the Dakotas in Turn 5. If they still have not come into view throw a D6 at the end of every turn until they do.

VICTORY

Regardless of losses, the British gain an automatic decisive victory if they can destroy eight German units before the first paratrooper jumps out of an aircraft. If they do, the Wacht battalion has had enough for one day and beats a hasty retreat. Failing that, both sides count 1 victory point for every enemy unit that is destroyed and 1 for every enemy unit that is Down (and therefore not engaged) at the end of the turn preceding the arrival of the paratroops. The Germans also count 2 victory points for any unit that is free of pins at that point, since those units will undoubtedly be able to cause major damage to the paratroops as they hit the ground. The player with the greater number of victory points is the winner.

SCENARIO 13: THE ROAD FROM RENKUM, 20 SEPTEMBER

The Arnhem landings caused a flurry of activity – not of panic – in the German command structure in the Arnhem region. All sorts of forces were put together and thrown into action in an effort to push the British back onto their Landing Zones. One of these was a force of half-trained Luftwaffe personnel with eight ageing French Char B tanks which had been surrendered to the Germans in 1940 and committed against elements of the Border Regiment on the western aspect of the British divisional area.

FORCES

Both sides choose a force of 1,000 points. The British force is drawn from the Airlanding Infantry list and must include at least two 6-pdr anti-tank guns. The German force is drawn from the German Old Men and Boys list but must include at least 20 tanks from Panzer Kompanie 224. To reflect the poor standard of command and control the Germans can only field Second Lieutenants, apart from the commander who cannot be ranked higher than Captain.

SET-UP

The Border Regiment troops are dug-in along the edge of a wood 12” deep stretching along one long edge of the table and facing open ground with another line of woods along the far side of the table. Two narrow lanes cross the table from one wood to the other with no cover whatsoever between the woods.



Scenario 13: The Road from Renkum, 20 September

DEPLOYMENT

All of the British troops are in trenches at the front edge of the woods, but the enemy knows where they are, so the British may not apply the ‘hidden’ rule.



A repurposed French Char B1 bis of Panzer Kompanie 224 supported by Luftwaffe field troops

OBJECTIVE

The Germans must destabilise the British position by getting a force into the rear of the Border Regiment and thereby threatening the divisional area. Naturally the Borderers have to stop them!

TOP SECRET

GOD SAVE THE KING!

One of the most famous episodes from the *Market Garden* is the epic defence of the small perimeter around the north end of the Arnhem Bridge. Colonel Frost's force which never numbered more than about 740 airborne soldiers – mostly from 2nd Battalion, the Parachute Regiment – arrived at the bridge at dusk on Sunday, 17 September and held out against enormous odds until the early hours of Thursday, 21 September.

Years later, in an interview with Cornelius Ryan, General Harzer (commander of 9th SS Panzer Division 'Hohenstaufen') discussed the final radio signals from the bridge. He could not remember the message as a whole but had been struck by the final words: 'Out of ammunition. God Save the King.'

FIRST TURN

The Germans enter the table with a run or advance move and can have up to

half of their infantry in reserve but must deploy their tanks in the first turn. No outflanking moves can be attempted and the normal rules for reinforcements apply. One third of British units must start the game in Ambush.

GAME DURATION

The game is strictly limited to six turns; the stamina of the German forces is pretty limited and if they have not made progress after six turns they give up the ghost and retire.

VICTORY

The Germans have to get at least one tank off the table on the British side to gain a victory – losses are not a consideration whereas getting even one tank into the British Divisional area is!



The Border Regiment clash with a ragtag German force near Renkum

WAR IN A SMALL SPACE: A CAMPAIGN GAME

UTRECHTSEWEG, 18/19 SEPTEMBER

The Utrechtseweg is not simply a street in a town, but a road that runs right through the British divisional area from the Landing Zones to the city centre. Players might like to check out Robert Kershaw's book, *A Street in Arnhem*

which follows the action along this significant arterial road through the accounts of several eye-witnesses. Each of the games in this section can, of course, be played as a battle in its own right, in which case players should use the forces set out for each scenario, but collectively they can be used to depict the nature of the attempts of elements of several parachute battalions and 2nd Battalion, South Staffordshire Regiment, to force a route through to the bridge to relieve and reinforce Frost's 2nd Battalion at the bridge.

It will be clear from the scenario notes that any of these games can be played with any combination of German and Allied forces since there were so many tight urban battles, but for the purposes of the campaign game they are all set along the Utrechtseweg.

The fighting raged along a distance of just a few hundred yards. It was incredibly intense and confused. The maps provided are illustrative rather than literal. It is perfectly possible (and great fun!) to use Google Earth to select specific locations since the streets and virtually all of the individual buildings are unchanged, but that gives the players rather more information than was available to commanders on the ground at the time. They had maps of course, but not in such fine detail.

The south (long) edge of the table for each scenario is the Neder Rijn river and therefore impassable. The northern edge is bounded by the Amsterdam–Arnhem railway line, which by this time was dominated by German machine guns from the north and east, and by British ones from the west. Not only was it too dangerous to try to advance along the tracks, the railway line was outside the area of responsibility of the commanders on either side. The British fought with exceptional determination and gallantry, but eventually had to abandon the attempt and were driven back through the town by a series of German counter-attacks, which can be played out with the '[On to Oosterbeek...](#)' option outlined below.

BRITISH FORCE

The British player should design a company to the strength of 2,000 points on paper. Only a portion of the force will be in action at any one time, so you don't need to have a large number of figures, just enough to field two platoons at any one time since there was no point where there was enough space to get a full company into action. The British units in this area had become intermingled so the force can consist of any combination of paratroop or airlanding troops but must have at least a Captain in command

and have at least one 6-pdr anti-tank gun and a jeep to tow it. It cannot have any artillery or 3" mortar support due to the constricted nature of the battlefield and the lack of functioning radios and can have no more than 2 MMGs at any one time. At the end of each game the British recover two-thirds of their casualties in points.

GERMAN FORCE

The German player's force is a detachment of 9th SS Panzer Division, consisting of dismounted armour crews and engineers fighting as infantry. They were certainly outnumbered, but had all the advantages of a defender with a very narrow front. The German player should design a force of 1,000 points which can include 1 light armoured car such as a Sd.Kfz 222 or an unarmoured, single-barrelled Flak vehicle, but not both. If the vehicle is destroyed in one scenario it can be replaced with another for the next game. Like the British, there is no artillery or mortar support. The German force recovers half of all infantry casualties for each scenario.

VICTORY

Historically, the British attack ground to a halt along the Utrechtseweg, but that might not have been the case. Had they been able to achieve a secure line of communication from Oosterbeek to Arnhem it might well have been possible deny the Arnhem Bridge to the Germans until the arrival of XXX Corps and *Market Garden* would have been a success. In terms of 'War in a Small Place', the British must win each of the three engagements and still have at least 750 points at the end of the final battle. Anything else is a German victory.

Regardless of the outcome of the first scenario, we assume that the Germans have retired to new positions for the second game and do so again for the third. The British do the same in reverse if 'On to Oosterbeek...' is being played.

SCENARIO 14: CROSSING THE UTRECHTSEWEG FORCES

This is an encounter game and should be played with two forces of the same strength if players not are using the 'War in a Small Space' campaign option.

A British force should have a points advantage of around 10 percent to offset the lack of the 'free' artillery spotter – the forces are far too close to one another to risk a barrage of any kind since even the most skilled observers and gunners cannot possibly deliver a safe concentration of fire when the opposing forces are only fifty yards apart.

SET-UP

The terrain consists of two parallel rows of houses. The map depicting a straight road or a winding one is equally valid, however it is important the buildings should be laid out in a symmetrical fashion to ensure that neither force enjoys an advantage in terms of cover or line of sight. Moreover, the buildings need not be of a similar size, but there must be a balance between large and small houses and their locations to ensure a fair distribution of cover and line of sight.



FIRST TURN

Both forces start the game on the table in Turn 1 in the back yards of the opposing rows of houses and must be out of sight of the enemy. As usual, a Run move must be used to enter a building.

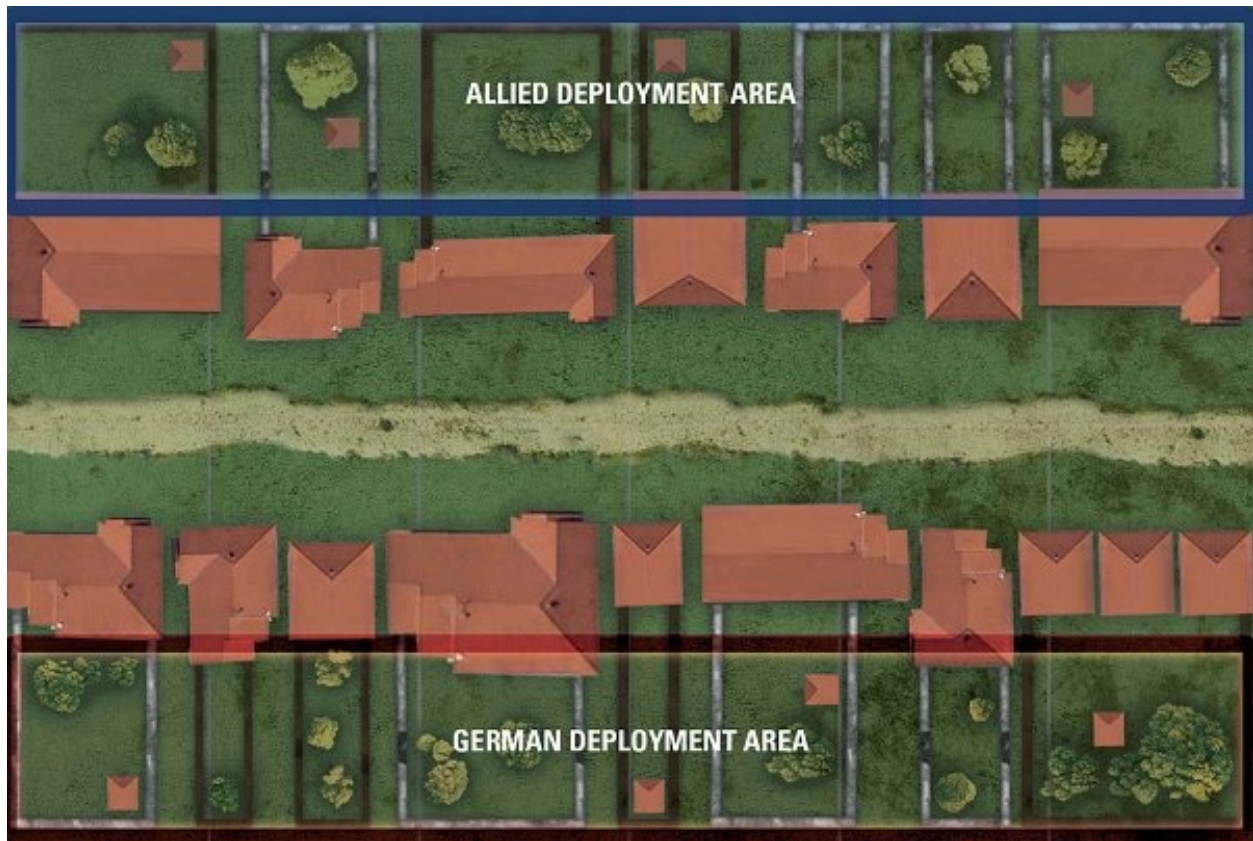
GAME DURATION

Street fighting is exceptionally bloody and exhausting. If at any point in the game one side is reduced to 30 per cent or less of its original strength the game is over. Otherwise continue to the end of Turn 6, at which point both sides are assumed to have reached the limits of their endurance.

VICTORY

If neither party has been reduced to 30 per cent of its original strength in the

course of six turns, victory is decided by the loss of activation dice in the usual *Bolt Action* fashion; destruction of the enemy is everything!



Scenario 14: Crossing the Utrechtseweg

SCENARIO 15: A STREET IN ARNHEM

Although this scenario is set on Utrechtseweg it is perfectly viable for any combination of German defenders against British or American troops – including British ground troops – or vice versa. The same tactical situations apply whether the battle consists of Americans fighting their way through Nijmegen or the Germans attacking the British in and around Oosterbeek.

FORCES

Unless players are using the ‘War in a Small Place’ option – in which case the size of the force will have been set by the outcome of the previous action – the attacking force should have a points value superiority of 20 per cent (for example, if the defending force has 1,000 points, the attacker should have 1,200 points). It is advisable to ensure that the defenders are not seriously

outmatched in terms of order dice. An easy way to do this is to limit the infantry squads on the defending side to small squads or sections of no more than 6 men.

SET-UP

The game requires a street with houses on both sides and the game is played down the length of the board. The street can be straight or winding but it is important to ensure that there is plenty of obstruction to line of sight along the back of the buildings – fences, hedges, outhouses and so on – urban terrain is pretty dense!

FIRST TURN

The attackers enter the board in the traditional *Bolt Action* manner, but the attacking player must retain at least one third of his strength as a second wave that can join the fight using the reserves rules. The defending units cannot be less than 24” from the opposing end of the table.

OBJECTIVE

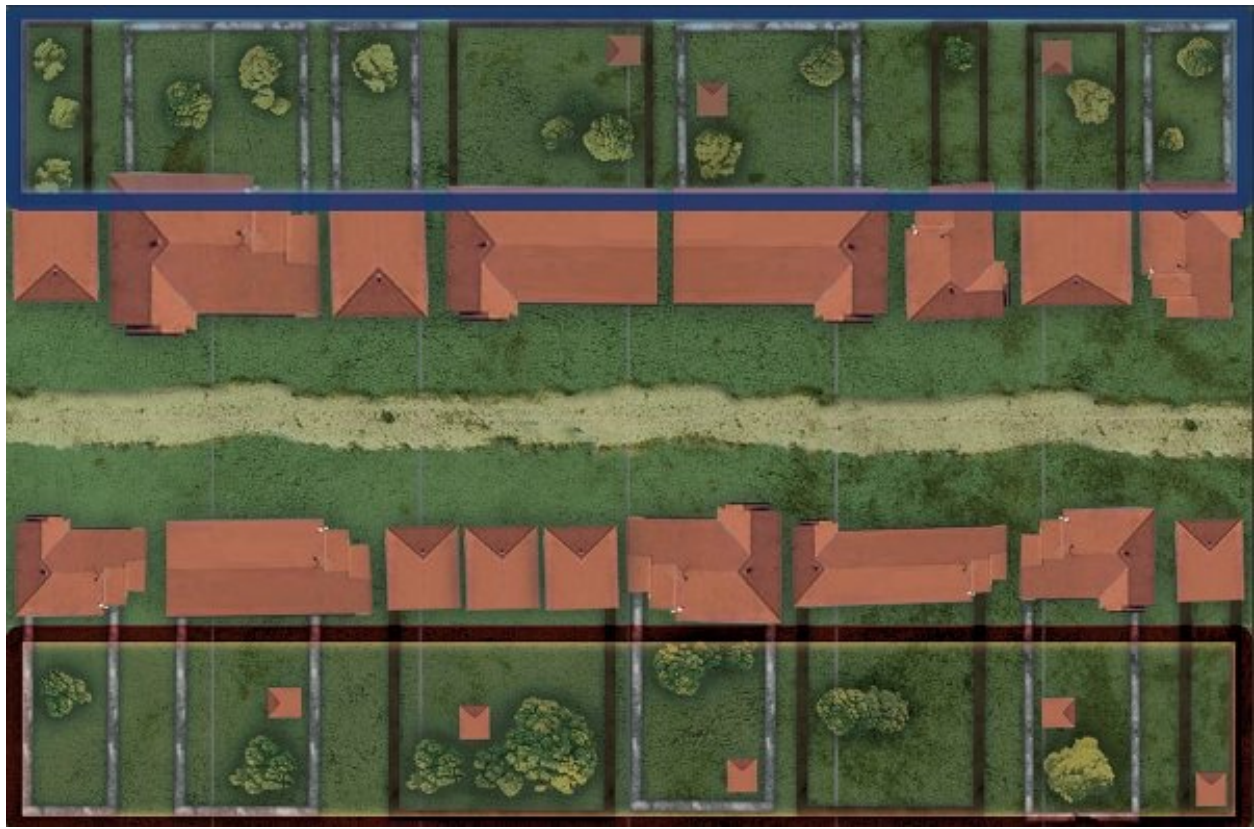
The attacker needs to drive the enemy out of the street and the defender needs to prevent that from happening.

GAME DURATION

Street fighting is an arduous and time-consuming business that largely favours the defender. Play until the end of Turn 8.

VICTORY

If the defenders still have 30 per cent of their strength and possession of a house on either side of the road with no enemy troops to their rear, they have stemmed the attack. If not, they have done their utmost but not prevailed and the attackers have won!



Scenario 15: A Street in Arnhem

SCENARIO 16: A HARD DAY IN THE SUBURBS

If players are not using the ‘War in a Small Place’ option, this game can be played as an encounter action and is suitable for games at anything from platoon to company level. In real life, infantry forces tend to move in column rather than line and this scenario depicts two infantry units colliding as they advance in opposing directions.

The distances involved are too short to allow ‘safe’ shoots from artillery, but long enough to allow the use of 2” or 50/60mm mortars. Armoured vehicles are very vulnerable in situations like this and players should apply the special rule parameters for vehicles for ‘[War in a Small Place](#)’. As with the campaign game, the scenario need not be set in an urban area; the same approach works just as well for troops advancing along a road through a forested area with plenty of paths and clearings and perhaps the odd cottage. It can therefore also be used as the opening action to the ‘On to Oosterbeek...’ option to depict the fighting that broke out as the British approached the

outskirts of Arnhem along the Utrechtseweg and then used again for fighting in the south-western suburbs of the city as the Germans drove them out. As a stand-alone game the standard *Bolt Action* victory conditions apply.

FORCES

Forces will have been decided by the outcome of the previous game if players are using 'War in a Small Place' or 'On to Oosterbeek...', but it is also suitable for an equal points game of any size or combination of forces from the Theatre Selector, with a 10 per cent points margin in favour of British or Polish forces to offset the lack of artillery support that is usually available to British forces.

SET-UP

The terrain consists of a main road with buildings on either side stretching the length of the table. The rest of the table can be filled with a mixture of lanes of houses and relatively open ground to indicate back gardens and such like. The street can run straight down the middle of the table or may wind left and right, but players should take care to ensure that neither side is disadvantaged by the positioning of houses or other cover, which is most easily achieved by making the terrain symmetrical.



Scenario 16: A Hard Day in the Suburbs

DEPLOYMENT

At the start of the game there are no troops on the table at all.

OBJECTIVE

The objective is to achieve control of the street and the destruction of the enemy. The street is vital to the further progress of the wider operation, so it is unlikely that the enemy will give it up without a stiff fight.

FIRST TURN

Each player can deploy up to one third of his force in Turn 1. No tests are required to bring units on to the table, but no more than one third of the original force can enter in Turn 2. The units must enter along the player's base edge; the majority of force is assumed to have been in column of march and any flanking manoeuvres will have to be carried out close to the enemy.

GAME DURATION

Play for eight turns unless one side has suffered 50 per cent casualties before then (see below).

VICTORY

If one player has incurred a loss of 50 per cent more of his men the game is over and he has lost the day. In the unlikely event that both sides reach the limit in the same turn, keep playing until one player has another unit destroyed – his force's morale has collapsed and his men beat an immediate hasty retreat.



Polish paratroopers swarm down Dutch streets

ON TO OOSTERBEEK...

Preventing the British from reinforcing the bridge was, of course, only a first step for the Germans. Once the airborne advance had been stopped, the Germans needed to drive them out of the city, so players may wish to continue the campaign by reversing the scenarios for a campaign in which the Germans endeavour to drive the British back out of the city along the Utrechtseweg. This is simple to do; it is just a matter of having the larger points allowance for the German and the smaller one for the British with the

exception that the German player can field up to 1,000 points as StuG IIIs from Sturmgeschütz Abteilung 280. The victory conditions are identical, the Germans must win every engagement and end the campaign with a force capable of pursuing the British. Once again, that has to be a minimum of 750 points, however, that must include at least 20 infantry and 2 of the all-important StuGs that would be required to blast the British out of Oosterbeek!

SPECIAL RULES FOR ‘WAR IN A SMALL PLACE’

Dense urban terrain is always a challenge for armoured vehicles. The value of hand-held anti-tank weapons such as PIATs or panzerfausts would be greatly enhanced by the very short ranges and the fact that at such short distances the infantryman is bound to be able to hear a tank or armoured car before it comes into view – moreover, the odds of the vehicle crew seeing an anti-tank team before they get to fire is very small indeed. Consequently, any armoured vehicle which takes a hit from a weapon capable of destroying it – regardless of the damage actually incurred – must retire to the nearest point of safety, but may do so regardless of the distance involved since that is unlikely to represent more than 50 or 100 yards at most. If so, the vehicle is still a valid target for any enemy unit in a position to fire from ‘ambush’ as it moves along its ‘retreat’ route. Players should bear in mind that panzerschrecks and bazookas cannot be fired from inside buildings, so the careful positioning of such weapons may be crucial.

Given the short ranges involved players ignore the normal range modifiers for small arms; bear in mind that the greatest distance from end to end of either row of houses would likely be less than a hundred yards from the other.

ANYTIME, ANYWHERE

These scenarios are suitable for virtually any combination of forces across the entire theatre of the campaign, though clearly some will be restricted to airborne or ground-based Allied forces pitted against the Germans. Several of these scenarios are commonplace by nature, the sort of small actions that define World War II combat. Even the biggest battle is really a vast conglomeration of minor engagements. Head-on collisions between opposing

forces are very much a staple of wargames, but many small actions – the majority, in fact – consist of an attacker approaching a defender and large proportions of those are not a question of fighting it out to the last man, but of delaying the enemy as long as is practical without taking unacceptable losses or avoiding getting drawn into a prolonged action with no tactical value. This is especially true for airborne troops; the general plan is to seize the objective and hold it until relieved – not to fight a battle in order to get there.



A German flak battery comes under American airborne attack

SCENARIO 17: GET A MOVE ON!

The business of getting the troops onto the ground was, of course, only the start of the process and, in a sense, only a small part of the picture. Once the troops had landed and mustered they still had to make their way to their objective as quickly as possible; preferably without becoming involved in fire-fights with the enemy which would exhaust both men and ammunition

and, crucially, have an impact on the speed of their approach to the objective.

FORCES

This scenario can be played at more than one level of command from a very small game involving just one platoon – three sections or squads and a command group – right up to a full company with the support of battalion assets such as elements of mortar, anti-tank or machine gun platoons. The points value of the Allied force should outnumber that of the Germans by a factor of 3:1. The Allied force must conform to the airborne force selectors and the Germans can be drawn from any combination of the relevant unit types with the proviso that they cannot field more than 2 combat vehicles, which must be armoured cars or Flak vehicles.

SET-UP

The scenario is played along the length of the table and is set in open terrain with plenty of small woods and low hills. Two straight roads cross at the centre of the table. The element of surprise is an important consideration; the Germans were not expecting an airborne landing so at least half of their force cannot enter the board until Turn 2 at the earliest and is subject to the normal *Bolt Action* rules for reinforcements/second waves. The Allied player must bring at least half of his force onto the table in Turn 1 and for this scenario no tests are required for reinforcements/second wave units. However, all Allied units must enter on the Allied player's edge of the table.

DEPLOYMENT

The German player can deploy up to half of his force anywhere on the table but no closer than 24" from the attacker's side of the board and may put up to two units in Ambush. The balance of the defender's force can enter the board at his own discretion from Turn 2 onwards at any point on his edge of the table subject to the usual *Bolt Action* conditions. The road junction can be protected by a checkpoint and up to two infantry elements – squads or machine gun teams – can be deployed in trenches within 6" of the junction. If this option is chosen the units in question must start the game in Ambush and therefore cannot be moved until Turn 2.



Scenario 17: Get A Move on!

The Allied player must deploy at least half of his force on Turn 1 and thereafter can commit his remaining units as second wave elements subject to the reserves rules. Allied units cannot enter the table on the German side of the crossroads.



Disoriented American airborne troops disembark their Waco glider

OBJECTIVE.

The Allied player must destroy the German defence without incurring the level of casualties that might compromise his ability to fulfil the central mission of seizing his main objective – almost inevitably a bridge some miles away! Naturally, the German player has to stop his progress at all costs.



FIRST TURN

The Allied player's units must enter the table with a Run or Advance order.

GAME DURATION

If the Allied player has not achieved his objective by the end of Turn 8, roll a D6. A result of 1 or 2 means that the advance has run out of steam and the game is over – otherwise continue for another turn. If the mission has still not succeeded at the end of Turn 9 roll a D6; a result of 1–4 means the Allied force has ground to a halt; a 5 or 6 means the game continues for one more turn.

VICTORY

Bear in mind that the objective of this game is to get the attacking force closer to an objective (or to prevent it from doing so, of course!). To secure a victory, the attacker must get at least half of his force within 6" of the defenders edge of the table without suffering more than 30 per cent casualties in terms of figures rather than points. Anything else is a victory for the defender's.



Beleaguered Polish paratroopers are reinforced by British armoured cars at Neder Rijn

SCENARIO 18: WHERE THE HELL ARE WE?

This is a small scenario pitting a single British glider platoon or two American glider squads against local German defenders. In reality, relatively few American glider troops were deployed in *Market Garden* after the first day. The remainder arrived only in the last stages of the operation due to the Landing Zones being under threat, but more would have been committed to the battle if the zones had been secured. Only a small proportion of gliders failed to land in the correct location; some by accident, some because their towing aircraft had been damaged and forced to jettison the glider prematurely.

The primary concern of a misplaced glider platoon or squad would obviously be finding friendly troops, who might lie in any direction, so the Allied player must roll a die to decide the direction in which he will send his troops, 1–3 for one ‘short’ end of the table or 4–6 for the other, but the decision should not be made until the glider (or gliders) is on the ground. Players should use the ‘Sticks’ rule to decide the precise location of the glider or gliders.

FORCES

The German player starts the game with two 5-man patrols, each with 4 rifles and an SMG, followed by two more patrols at the same location in Turn 2 and another two in Turn 4.

Historically, an American force carried by two gliders would most likely have consisted of two squads with a command group of 3 men plus a medic, but for the purposes of this scenario each squad is divided into two units of 6 men, for a total of six orders dice – four for the squads, one for the command group and one for the medic.

If, instead, a single British glider platoon is selected the player gets just five dice; one for the command group, one for each section and one for a medic.

German troops can be drawn from any type of infantry unit.

SET-UP

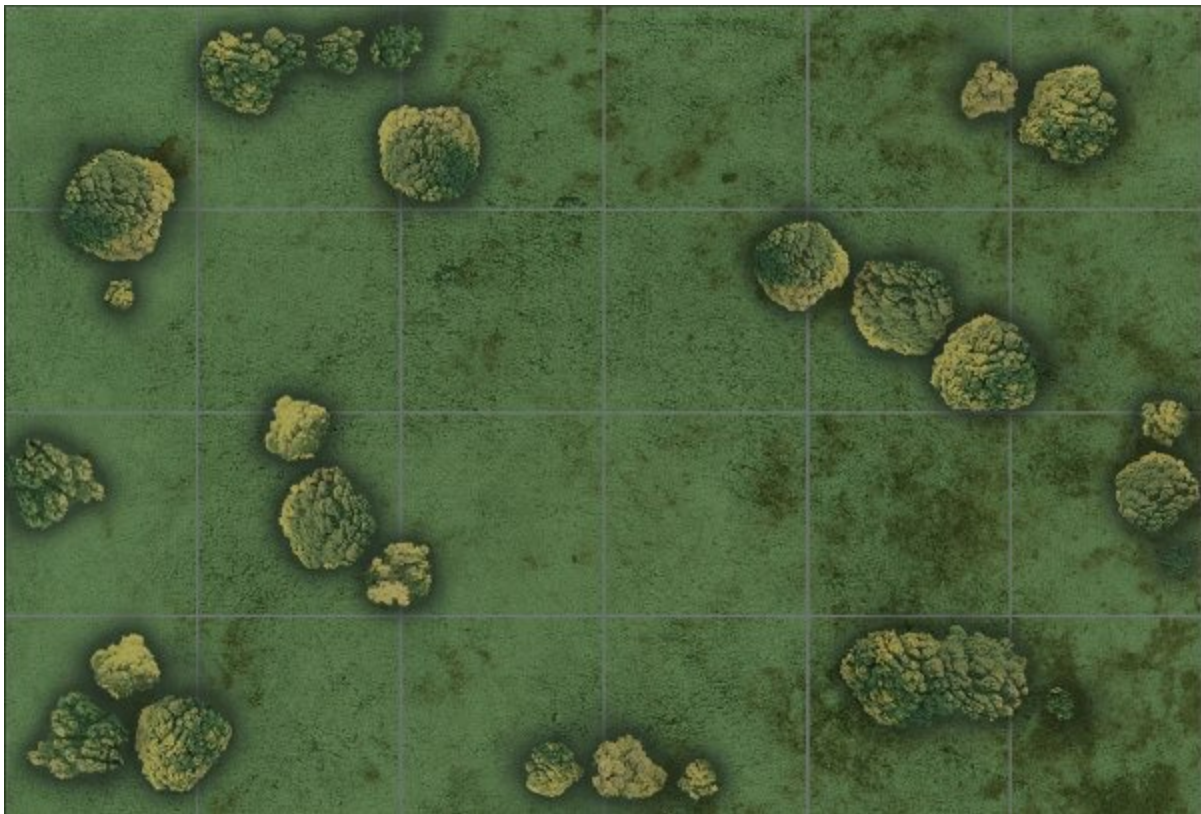
This scenario can take place in any kind of terrain, just so long as there is a clear space in the middle of the table large enough to land a glider, a minimum of 36” by 24”. Gliders count as soft cover and as dense terrain.

DEPLOYMENT

For the purposes of the game, two American gliders have arrived in a field far from their assigned LZ. The force has six orders dice; one for each command group, rifle group and BAR team. The precise location of the gliders can be decided by the 'Sticks' rule.

OBJECTIVE

The Allied player must get his men off the table. Naturally the task for the Germans is to kill or capture the enemy and given that the glider has landed in hostile territory time is on the side of the defenders.



Scenario 18: Where the Hell are we?

FIRST TURN

Any gliders start the game on the table and the Allied player must disembark his units with Run or Advance orders.

The German patrols enter the board at the centre of the opposing long sides of the table with Run or Advance orders.

GAME DURATION

If the Allied force has not left the table by the end of Turn 4, but has not lost more than one unit, roll a D6; a score of 1 or 2 means the force is still in good heart and continues to fight for two more turns or until it has left the table. Otherwise the glider troops have decided that there is no value in pressing on and surrender.

VICTORY

To gain a victory the Allied troops must exit the table by the end of Turn 6 at the latest without losing more than one unit for the British or two units for the Americans. Any other outcome is a victory for the Germans.

TOP SECRET

PATHFINDERS

American and British policies on pathfinders were radically different. The British had raised specialist independent pathfinder companies whereas the American had developed their arrangements in the light of their experience in Italy.

US pathfinder groups were small, frequently as little as 12 to 18 men drawn from the main body of the regiment or, in some cases, from a designated 'scout' platoon. Six of these soldiers would be specialists who would lay out the recognition panels and operate the Eureka radar signal equipment and the balance of the unit would serve as a bodyguard element to protect them.

The British system was designed to ensure that any opposition on, or close to, the LZs and DZs could be dealt with and that the ground could be held against any immediate reaction by the enemy. The Americans relied on stealth on the grounds that the Germans might not notice the arrival of the pathfinders at all, and that even if they did they would very likely assume that the parachutists were no more than a handful of crew escaping a damaged aircraft and could be dealt with by small patrols.

DRIEL: POLISH AIRBORNE SCENARIOS

When the Poles made their drop on the south bank of the river the Germans took immediate countermeasures, concerned that there would be an attempt to recapture Arnhem Bridge. As if he did not have enough to contend with the Polish commander, General Sosabowski, had to do whatever he could to help General Urquhart's beleaguered force at Oosterbeek. Over two nights he managed to send about 200 men across the river in a handful of makeshift boats, so fielding a force of Polish paratroops alongside British elements in

Oosterbeek is a valid option. The 'Vengeance' rule should be applied to Polish troops in any scenario.

Several of the scenarios outlined in the British and American airborne sections and the 'Anytime, Anywhere' section (scenarios 17 and 18) are equally valid for the Polish Independent Parachute Brigade. 'Mustering Under Fire' is a very obvious example, but 'Incredible in Defence', 'Along the Street'/'Across the Street', and 'Fighting Patrols' are all typical of the situations that the Poles had to face in Driel.

SCENARIO 19: TRAPPED AGAINST THE RIVER!

This scenario is set in the Polish Drop Zone on the south bank of the Neder Rijn. Bad weather had prevented the Poles from joining the battle as planned. Virtually all of their heavy equipment – including all of their anti-tank guns – and much of their ammunition had been landed by glider on the far side of the river so when the Polish paratroops landed near Driel they had little more than what each man carried on his person; not much to fight a battle with.

FORCES

This is a game for two platoons of Polish paratroops, a command group of a major, and 5 men to represent a company which has been reduced in strength by the loss of aircraft and men drifting into German-held territory or into the river.

The Polish player does get to pull out all the stops when it comes to troop quality. Any and every rule that can be a benefit to British troops should be applied, such as 'Tough as boots', 'Stubborn', and 'Rapid fire'.



Scenario 19: Trapped Against the River!

The Germans can be played with almost any option available for 1944–45 on the Western Front from re-mustered sailors to Waffen-SS. What is not available is armour. A German force can deploy up to 2 vehicles such as Flak half-tracks or light armoured cars, but no tanks, armoured half-tracks or assault guns. All the German armour was already committed against the British airborne troops in Arnhem and American airborne around Nijmegen. The Poles are high in quality but low in quantity and the Germans should have a 2:1 advantage in points.

SET-UP

The game is played across the table. The northern edge is the south bank of the river and troops sheltering behind the bank count as dug-in unless attacked directly in the flank. The west end of the table depicts the outskirts of the village of Driel, the rest of the table is open country with two or three small areas of woodland roughly 6" square and is crossed north–south and east–west with drainage ditches about 1" wide. Stream sections will do perfectly well, but they were made for drainage, so they run in straight lines.

Strips of brown or blue cloth will do the trick. The table should also have liberal coverage of wire fences separating fields. They do not provide cover but they cannot be crossed with a Run order.

DEPLOYMENT

The sections of the Polish platoons are scattered about the table using the 'Sticks' rule. German units enter the table with the usual *Bolt Action* process.

FIRST TURN

Up to three Polish units can start the game in Ambush. No more than one third of the German troops can enter the table during Turn 1, the rest enter automatically from the eastern or southern edge of the table as second wave troops, from Turn 3 onward.



General Sosabowski's Polish Airborne finally get some action

OBJECTIVE

The Poles must endeavour to establish a defensive position in and around Driel village and the Germans must try to prevent them doing so before the arrival of the British XXX Corps moving north from Nijmegen.

GAME DURATION

At the end of Turn 4, roll a D6. On a 1–3 the Poles are reinforced by a British reconnaissance troop of 2 Daimler armoured cars and 2 Daimler scout cars arriving at any point on the eastern edge of the table and the game concludes at the end of the turn. If not, roll a D6 at the beginning of Turn 5: 1–4 means

the armoured cars have arrived and play continues to the end of the turn. If necessary repeat the D6 process with a result of 1–5 indicating the arrival of the armoured cars until the reconnaissance unit arrives. Note that the British armour arrives at the beginning of what will be the last turn with a Run or Advance order and can therefore engage the enemy.

VICTORY

The Germans must try to destroy the Poles before they can reinforce the British on the far side of the river, attack Arnhem Bridge or make a solid perimeter; nothing else is significant. If the Poles have one third or more of their original strength in or near Driel (within 24” of the eastern edge of the table) they have won the day. Otherwise use the normal *Bolt Action* victory point process, the side with more points has won.

HELL’S HIGHWAY: THE ROAD TO THE REICH

SCENARIO 20: THE BREAKOUT FROM NEERPelt

The advance to Eindhoven was focused on a single road – and not even a broad one. Somebody has to be at the point of a spearhead, and this time it was the Irish Guards. This game depicts the initial advance of the Irish Guards battlegroup, but it can easily be relocated to any point between Neerpelt and the southern approach to Arnhem Bridge itself. Actions such as this occurred again and again throughout the *Market Garden* operation, either in the general line of advance of XXX Corps or as a result of German troops infiltrating from the flanks and erecting roadblocks to cut the British logistical chain. In September 1944, XXX Corps could put a great many number of tanks into action, but the battlefield was very narrow and only a modest number could be brought into action at any one time. Also, in practice, few players will have a whole squadron of Shermans and a company of infantry to hand, nor a table big enough to accommodate them so we should see this scenario as the experience of the leading elements of a larger force. The British force must enter along a single road in open country and

German forces have deployed their blocking force in an advantageous position. The British enjoyed massive artillery and air support, there is a special rule – ‘The Neerpelt Breakout’ – for the pre-attack bombardment. The forces are prescriptive because that was the nature of the situation at Neerpelt, but if the scenario is relocated players should have a 3:1 points superiority in favour of the British force.

FORCES

The British force amounts to one troop of three 75mm Sherman tanks and one Sherman Firefly and two full-strength platoons of infantry drawn from the British army list. The German player has a Waffen-SS force of four 10-man rifle squads, a command group and 2 medium anti-tank guns, but they may, if they wish, deploy half of their infantry squads as two distinct units each with an LMG, an SMG, and 2 rifles. Each German infantry unit also has 2 panzerfausts, but can only fire one in any turn. If this scenario is used for other locations along Hell’s Highway, any combination of German forces is perfectly valid and the defenders could just as easily be Waffen-SS Panzergrenadiers, Fallschirmjäger or Heer troops. Similarly, the attacking force can be any combination of XXX Corps and American airborne units.



Polish Airborne 6pdr anti-tank gun

SET-UP

A single road with a shallow, narrow drainage ditch on either side runs straight through the centre of the table. To simplify terrain modelling, we can assume that any infantry unit in single file alongside and touching the edge of the road is in the ditch and is therefore in hard cover.

Although Holland is perceived as being flat, line of sight is often very limited and the table should have a good deal of cover in the way of small, low hills, and woods; however, the Germans have deployed their blocking

position with careful regard to fields of fire and apart from the drainage ditches there should be no cover at all within 18" of the front of the German deployment area.

DEPLOYMENT

The German player must have at least half of his infantry in trenches in Ambush at beginning of the game.

FIRST TURN

The British player must deploy at least half of his force in Turn 1, the rest join the battle using the normal *Bolt Action* reserves rules.



Scenario 20: The Breakout from Neerpelt

OBJECTIVE

The British must clear the road, and the sooner the better!

GAME DURATION

If the British have not cleared the road by the end of Turn 8 roll a D6. A 1 or

2 means the British have shot their bolt for today. A 3–6 allows the game to continue for Turn 7. If the Germans have not been destroyed or driven off, roll the dice again and a 5 or 6 means they can keep fighting for Turn 8.



British Sherman Firefly Vc

VICTORY

The victory conditions are very simple; if there are no German units in firing range of the road by the end of Turn 6 the British have cleared the highway, the advance of XXX Corps can proceed and the British have scored a decisive victory. If they have achieved this by the end of Turn 8 they have scored a marginal win. If not, the Germans have carried out a successful delaying action.

SCENARIO 21: HOLDING THE ROAD

The Germans were able to impede the advance of XXX Corps, but also managed to prevent the flanking formations from making much progress, with the result that the British developed a narrow salient into enemy territory that would eventually stretch for more than 50 miles. Naturally, this brought about a very precarious situation for the Allies. Despite the very large forces committed to *Market Garden*, it was quite beyond the resources of the Allies to ensure that both flanks of the salient could be adequately protected from German attempts to cut the road. Even a relatively small force could find a way through, or past, the defenders of the highway and cut the one and only supply route supporting both the ground and airborne forces. Even cutting the road for just a few hours could have a significant impact on the delivery of

munitions and reinforcements and on the evacuation of wounded.

Virtually any size of combination of German or Allied troops can be used for scenarios based on endeavours to cut the road. The Germans can range from run-of-the-mill Heer 'Feldgraus' to Fallschirmjäger, or 'shake and bake' platoons of clerks and cooks deployed in sheer desperation.

Although the objective will always be a road, the fighting can take place in almost any kind of terrain. For a good deal of its length the highway itself ran along a raised embankment in very flat countryside which is one of the reasons that the German defence was so successful – the advancing Allied armour could be seen for miles.

For the German player this is an opportunity to get those Panthers and tank-destroyers onto the table in their ideal role, but the situation can be less one-sided than one might at first expect. The Allied player can call on a wide range of supporting artillery and airpower, not to mention Sherman Fireflies, Achilles, or M10 tank destroyers.

Battles to cut the highway can be approached in a number of ways. Allied troops might be present in some strength (and possibly well dug-in) at a particularly important road junction or river crossing and can just as easily consist of elite and confident American paratroopers, experienced but battle-weary British infantry or line-of-communication troops thrown into action as infantry. There really is a good game to be had from an elite Waffen-SS armoured battlegroup taking on an ad hoc Field Laundry & Boot-Mender Company!

That is not as challenging as it might appear at first glance. The German objective was never simply to cut the road (though seizing and demolishing a bridge would be a viable operation) but to interrupt the supply chain and/or to force the Allies to divert assets from the main front. Success would be measured by their ability to not only cut the road but to make a strongpoint that would have to be reduced before the supply convoys could run freely to the sharp end.



Combined arms - Fallschirmjäger supported by a Jadgpanzer IV tank destroyer

FORCES

Any combination of German or Allied troops from any relevant force selector options can be deployed for this game, but the Germans have a considerable advantage in strength given the nature of their objectives; a ratio of 3:2 in points values.

SET-UP

The game is played along the table. The terrain consists of a single road running down the centre of the board with several small hills, woods, and buildings to produce a flat but rather dense terrain.



Scenario 21: Holding the Road

DEPLOYMENT

At least 50 per cent of German units must enter the table in Turn 1. German units can enter the board from either of the long edges of the table, but not less than 12" from the short ends of the board. Allied units other than those which start the game on the table can enter at any point at either end of the table – they are not restricted to just one end or the other. All second wave/reinforce units are subject to the usual *Bolt Action* rules, but Allied second wave units cannot enter the table until Turn 3 at the earliest.

OBJECTIVE

Dealing with the Allied troops that start the game in the middle of the table is one thing; achieving the objective of cutting the road is another. The Germans must install a roadblock worthy of the name and the Allies must make sure that does not happen.

FIRST TURN

One third of the Allied units start the game on the road and within 12” of the dead centre of the board. The German player can deploy all of his force on Turn 1 and no tests are required for second wave/reinforcement units; everyone knows where the enemy is and what they have to do!

GAME DURATION

If the Germans have not yet secured their objective at the end of Turn 8 roll a D6; on a 1–3 continue through Turns 7 and 8. If the objective has still not been secured at the end of Turn 8 the operation is deemed to have failed and the Germans withdraw from the battlefield.

VICTORY

To secure a victory the German player must have at least three unpinned units within 12” of the centre of the table, all of which must have a clear line of sight to the road. The Allied player must prevent them from doing so.



Total War! German, British and US forces clash at Logtenburg

SCENARIO 22: RECLAIMING THE ROAD AT LOGTENBURG

This scenario has interesting potential for that unusual creature, a three-player wargame. A series of actions in the woods and fields to the south of Veghel were fought between Fallschirmjäger supported by Jagdpanzer IVs and elements of 101st Airborne Division from the south and elements of the British 7th Armoured Brigade from the north. The British force is composed in the same way as the Guards battlegroup list. Once the forces have been apportioned simply use two different activation dice colours for the Allied players and proceed in the usual way. The situation is that the Germans have installed a roadblock and the Allied force is obliged to dislodge them.

Incidents of this nature occurred several times during *Market Garden* and the scenario can easily be relocated to any point along the road from

Eindhoven to Arnhem. Since an imposed roadblock would inevitably be some distance from the main area of combat it could be approached from any direction. The nature of a German intervention and of any Allied reaction would depend on what assets happened to be available and this is a gift for *Bolt Action*-style forces! The Germans could quite justifiably be limited to anything from a modest all-infantry force to an ad hoc combination of StuGs and panzers with only a handful of footsloggers. The Allies might range from a company of veteran infantry or paratroopers to a force of nothing but tanks – not the preferred approach obviously, but desperate situations call for desperate measures, so this can be an opportunity to apply the concepts of the *Bolt Action Tank War* book and get a veritable raft of armoured vehicles on to the table!

FORCES

The Allied force should have a 3:2 superiority in points, but there are no restrictions on the nature of the forces for either side. The Germans committed all sorts of units to operations like this and the Allies were obliged to respond with whatever troops happened to be closest to hand – this is a crisis and it is all hands to the pump!

SET-UP

A single road winds its way along the length of the table with plenty of cover across the whole board – the Germans specifically sought out positions which would be difficult for the Allies to clear.

DEPLOYMENT

The entire German force starts on the table and must have at least two units between 12” and 18” from each end of the board. The Allied troops can enter the table at any point at either end of the table edge.

OBJECTIVE

Allied troops have to clear the road and they have to do it quickly. Every minute that passes is a little victory for the Germans. Equally, the Germans cannot afford to be profligate with troops or vehicles, so obstructing the British and then withdrawing to regroup and strike again is the order of the day.

FIRST TURN

All German units start on the table. The Allied player can commit up to two-thirds of his force in Turn 1 and can do so at any point around the table. Second wave units conform to standard *Bolt Action* practice. The normal British bombardment and airstrike options are available regardless of whether the Allied force is British or American.

GAME DURATION

The game is limited to six turns.

VICTORY

The German player has to do more than simply block the road for a while, he also has to extract his men before they are destroyed which, given the general numerical superiority of the Allies is an inevitability if they don't get out in good time. In addition to the usual victory points for destroying enemy units, the Germans score 1 point for each vehicle and for every infantry unit which still has 50 per cent of its strength that move off the table in Turns 5 and 6; no units can leave the table in Turns 1–4. The Allies score a decisive win if there are no unpinned German units with line of sight to the road by the end of Turn 4, otherwise simply compare victory points at the end of Turn 6 to decide a winner.



Scenario 22: Reclaiming the Road at Logtenburg

SCENARIO 23: 'INCREDIBLE IN DEFENCE'

There is a strong tradition of wargames being fought out to the utter destruction of one side and this is an opportunity to justify that in terms of history! At the beginning of the Arnhem battle, SS-General Bittrich told his staff that they need not fear the offensive capabilities of the British soldier, but that he would be 'incredible in defence'; the latter part of his assertion was proved beyond question at the bridge position and around Oosterbeek. Although Bittrich's comment was made in relation to the British, it quickly became evident that American paratroopers were just as capable of mounting a ferocious defence out of all proportion to their numbers.

The Germans reacted very quickly to the initial landings. In several areas they were obliged to commit low-grade troops to contain Allied airborne forces since most of the better formations were already committed to facing the advance of XXX Corps, but there were large numbers of line-of-communication troops and re-mustered airmen and sailors throughout the *Market Garden* campaign. This enabled the Germans to maintain some level

of activity virtually everywhere, even in areas that might not be considered vital on a strategic level. This high level of engagement led to a great many small actions throughout the region. The British were famously stubborn at Arnhem Bridge and in the Oosterbeek area, but the same principles can be applied to American airborne troops in locations through the Eindhoven/Nijmegen area and to Allied attacks – whether airborne or not – to pockets of resistance by high-quality German troops. Defending units are likely to be small due to attrition and exhaustion, which allows players to have a strong numerical superiority for the attackers without giving them an undue advantage in terms of order dice.

Terrain for these ‘fight to the last man and bullet’ games needs to be dense; actions of this nature seldom happen in open fields unless one side is thoroughly dug-in. Whether the action occurs among trees or buildings, the tone of the game is the same – the defenders are going to fight to last gasp regardless of cost.

FORCES

The defending force – whether British, American or German – is clearly in a precarious situation; the enemy is in the ascendancy and is not likely to mount an attack unless they have a considerable advantage in strength. The advantage might be more a matter of quality than quantity – a modest force of elite, confident heavily-armed men is likely to be just as effective (or more so) than a large force of less well-motivated troops. The attackers should have a 3:1 advantage in terms of points, though obviously that may not be reflected in sheer numbers. Airborne troops should be limited to those available in the relevant force selector. Players may agree that an American force may have the support of 1 or more British armoured vehicles that have been attached to XXX Corps. Naturally, that will drastically reduce the number of infantrymen, but may be desirable if the game is part of a series of actions in a campaign scenario.



Scenario 23: 'Incredible in Defence'

SET-UP

Clearly the defending force is in an isolated position, in this instance it is a hamlet at a road junction. The scenario is suitable for almost any size or type of force, though clearly the defenders are unlikely to have any armoured vehicles. Potentially it also can be a game played on a small table-top such as a group of buildings in the centre of a 3' square board surrounded by woods or by other buildings.

DEPLOYMENT

All of the defending troops start the game on the table and count as being dug-in. The attacker must deploy at least one third of his units as a first wave with the option to approach from any or all sides of the table.

OBJECTIVE

They do not come any simpler than this. For the attackers a pocket of enemy resistance must be eliminated. The defenders need to retain their position to

the last man and the last bullet.

FIRST TURN

The defender is already deployed and can have as many units as he likes in Ambush – it's not as if the defenders don't know where the enemy is or that an attack is imminent, but all of his units must be at least 12" from the edge of the table. The attacker's first wave enters the board at any point around the table with a Run or Advance move.



US Paratroopers catch a Waffen-SS patrol unawares

GAME DURATION

The enemy must be destroyed, but the attacker cannot afford to throw lives away willy-nilly. The defenders have nowhere to retreat to and have little choice but to fight it out, but the attackers must husband their resources for the next operation. If, at the end of Turn 6 the attackers still have at least 50 per cent of their men (not points!) on the table but have yet to destroy the enemy the game continues for Turn 7. If that situation still pertains, continue for Turn 8.

VICTORY

If the defenders are reduced to less than 25 per cent of their force at any point in the game the attackers have won the day; surrender is the only choice. If not, the attack has failed.



The DZ at Arnhem, September 1944. By Graham Turner. © Osprey Publishing. Taken from *Warrior 174: British Paratrooper 1940–45*

SCENARIO 24: FIGHTING PATROLS

Fighting patrols are a good choice of scenario for those with limited space; most patrols will be sent out along a given route such as a road or track and that same path is almost inevitably just as significant to both sides.

Any kind of terrain is suitable. The objective is fairly straightforward: locate and destroy the enemy... these operations are called ‘fighting patrols’ for a reason! That said, the purpose of a fighting patrol is generally to establish local dominance, not to fight to the death and platoon commanders are naturally anxious to preserve manpower.

FORCES

This is a game for no more than a platoon-strength force on either side, however to encourage players to apply platoon tactics allocate two dice for each squad or section. In the case of a British unit this would normally be a ‘gun group’ with the section’s Bren gun LMG plus loader and 3 other soldiers, and a ‘rifle group’ with the balance of the section. A ‘standard’ platoon would therefore have seven dice; two for each section and one for the platoon command group. German squads can have 2 LMGs, 1 for each ‘half squad’. Both sides should have equal points values.

SET-UP

This game is played along the length of the table. Fighting patrols are mounted in all sorts of country – woods, fields, marshes, towns – but it is crucial that the terrain does not favour either side and is sufficiently dense to ensure that there is no place with a field of fire greater than 18”; if the terrain were clear enough for greater observation there would be no need to send out the patrol.

DEPLOYMENT

The forces enter the table from opposing ends. Each player must deploy at least two of their units in Turn 1 and their command group must move on to the table in either the first or second turn. Each side is a self-contained unit and we must assume that the platoon commander has given clear instructions to his NCOs, so second wave units can enter the board in Turn 2 on the players own edge with no restrictions whatsoever.



British Airborne section

FIRST TURN

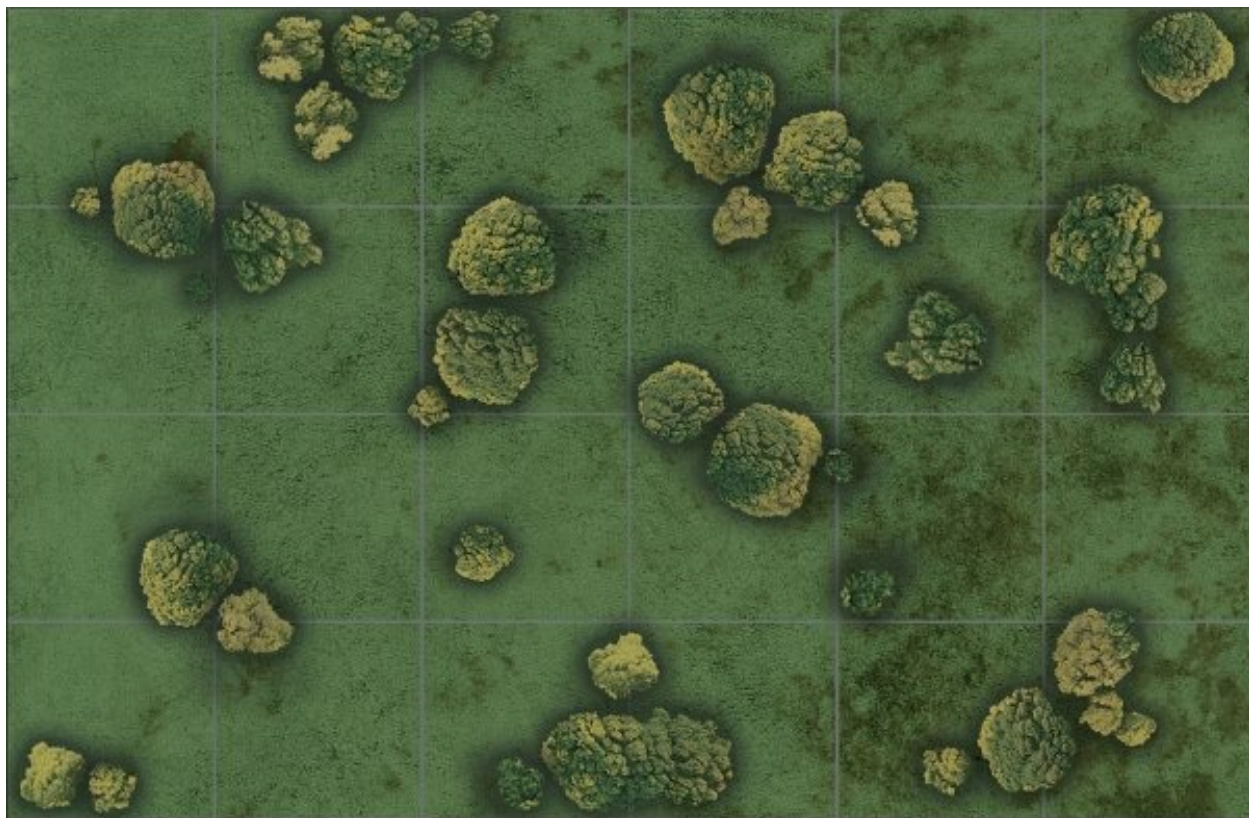
The game starts with no units on the table at all. Each unit moves into action with a Run or Advance move.

DURATION

The game is limited to six turns.

VICTORY

Normal *Bolt Action* victory conditions should apply with the proviso that the loss of over half of the figures in any unit means that the remainder go Down immediately and may not move for the rest of the game, however they may continue to accept a Fire, Rally, or Ambush order so they can still lend their weight to the battle.



Scenario 24: Fighting Patrols

SPACE-SAVING SCENARIOS

We don't always have the usual 6' by 4' playing surface to hand but that shouldn't deter us from doing battle! A great deal of combat in this campaign takes place in surprisingly restricted areas and the tactical practices and principles are much the same whether the fighting is in a forest or a city. Attempts to drive the opposition from just a few houses at a time, or even from a single extensive building, or a position in thick woods may not extend to more than a hundred yards in breadth or depth. In old suburban areas there is seldom much more than 50 yards between one row of houses and the row on the other side of the street and in dense woodland it is seldom possible to see even that far.

Since that is the case, we can easily have a fairly 'busy' *Bolt Action* game on a very modest playing surface. Two rows of houses on either side of a street can be quite enough for a 'company in attack' type of action on a surface of no more than 2' deep and 3' across. The map provided shows

houses separated from the street by their front gardens, but many terraced houses face directly onto the street itself and might be separated from the opposing buildings by less than 6” on the tabletop. Naturally that means that units can be within point-blank range and are often at risk from a close assault with no chance of reaction fire which tends to make for brisk and bloody games!

The scenarios can be played as attack–defence battles or as encounter actions and can be fought across or along a street or either lengthways or across a woodland table. Other options would include an extensive farmstead surrounded by woods or orchards or perhaps an industrial site surrounded by wide streets, but for an encounter battle it is important that the extent and nature of any cover does not favour one side over the other.

SCENARIO 25: SLIPPING AWAY

Wargames tend to focus – for understandable reasons – on meeting engagements or on the attack and defence of locations, be it a stretch of woodland, a village, road junction, or entrenched position, but a lot of actions in real life are really about controlled advance and withdrawal. Such scenarios are suitable for any permutation of forces, but are especially valid for games with a *Market Garden* theme. Whether the game is set among American paratroopers fighting their way through Nijmegen or German troops closing in on the defenders of a British Landing Zone, the principles remain the same. Wargames are largely about destroying the enemy, but battle is very often about slowing down the advance of the opposition without incurring heavy casualties.



Scenario 25: Slipping Away

FORCES

The attacker should have twice the points total of the defender. The size of the forces will depend on the size of the table. If players choose to use a very small playing area (3' square or less) there should be no vehicles at all; it is just too risky for tanks and other vehicles! Otherwise, the scenario is suitable for any combination of armies as either the attacker or the defender. Actions of this nature were very commonplace – in fact the very bread-and-butter of platoon battles.

SET-UP

The diagram provided here is only a suggestion. So long as there are plenty of features – woods, copses, buildings, and hills – any kind of terrain is suitable so long as the terrain does not favour either side. The game can be played along or across the table.

One attraction of such a game is that it need not take up a lot of either space or time. Even a 2' square table with extremely dense terrain, such as a

built-up area or thick forest, an extensive farmyard with outbuildings and pens surrounded by a thin fringe of woodland or even a drainage ditch can provide an entertaining and challenging game.

DEPLOYMENT

The retiring force starts the game with all its units on the table. One unit starts the game dug-in and is already in Ambush at absolutely any point at all on the table; the balance must be at least 24" (or 12" if the table is 3' square or less) from the opponent's table edge. Up to one third of the retiring player's units may start in the game 'hidden'. The advancing player must retain at least half of their units as a second wave. No tests are required for the second wave units, but they must enter the table along the player's base edge.

FIRST TURN

Up to half of the advancing force moves on to the table in Turn 1.

OBJECTIVE

The attacker must endeavour to destroy the enemy and press on to the next task. The defender needs to impose a delay on the enemy even at the cost of the destruction of his own force.

GAME DURATION

This will depend on the size of the table. If the board is less than 3' square, the game is limited to four turns, if it is 4' square or less play for six turns, if it is the more usual 6' by 4' the game lasts for eight turns.

VICTORY

Delay is the key word here. If no unpinned units from the advancing force have penetrated beyond 75 per cent of the length of the table area by the end of the game, the defenders have done what they set out to do and victory is theirs; they exit the table with their heads held high! Any other result is a triumph for the other side.



Go to it! British airlanding troops debus from their horsa glider

SCENARIO 26: REARGUARD ACTION

A planned withdrawal is a very normal aspect of battle, but is not common in wargames. A controlled retreat can make an excellent game and is suitable for virtually any combination of forces and for any number of reasons. This scenario is significantly different to 'Slipping Away' in that it is a retreat to a specific location rather than just an attempt to get away from the enemy. Possibilities would include a British or American airborne force rationalising a defensive line or perhaps a German force, having disrupted Allied landings, pulling back for fear of becoming isolated. It might just as easily be any force retreating because they have incurred heavy casualties, or because they are becoming exhausted or running out of ammunition. Achieving a successful disengagement from the enemy is a difficult operation to conduct, and is even harder if the retiring force has no armoured vehicles; historically it has always been all too easy for a staged disengagement to become a rout.

This type of scenario can be run perfectly well with any size of force and it can also make a good project for a larger group of players. The retreating army should generally be smaller than the advancing one, but that is not the only option – armies retreat for all sorts of reasons. A strong airborne force, for example, may need to retreat because they simply don't have the resources to deal with a concerted attack by enemy armour or as part of a more general withdrawal toward better terrain or because they have already

fulfilled their objective by occupying the site for a given length of time and are now moving on to the next task. For our purposes, the withdrawing force cannot simply cut and run. The premise is that the enemy must be held up to allow a situation to the rear of the retreating force to be resolved such as the evacuation of casualties, the removal of stores or to cover another force while they dig-in or regroup.

At the start of this scenario the two forces are not in contact with one another, but the advancing troops are pressing the issue; can they force an engagement to destroy the enemy or will the defenders be able to extricate themselves without compromising whatever is happening to their rear?

FORCES

This scenario is suitable for any combination of opponents and any size of force. Whether we have the British, Poles, Americans or Germans as either the advancing or retreating army, the former should have a 20 per cent points advantage over the latter.



A British Airborne 6pdr anti-tank gun takes a toll on a German counter attack

SET-UP

The game is played across the breadth of the table, but a measured withdrawal seldom occurs in really open countryside. If the defenders have

clear fields of fire across their front the attackers are more likely to depend on shelling to drive the enemy off the battlefield rather than mount an attack that may well result in heavy casualties and probably a rather predictable game. A withdrawing force tends to abandon open country as quickly as possible and look to delay the advance of the enemy in more favourable circumstances, on the other hand, commanders seldom get to conduct their operations in optimum conditions. For this scenario, the defending player is allowed to set up the terrain in whatever manner he chooses, but the attacking player gets to choose which side his troops enter the battlefield. The diagram provided is an example of the principle.

The table should have plenty of terrain features to provide cover and break up line of sight and each long edge of the table must have at least two areas of cover – woods, buildings or hills – which are at least 12” wide and 6” deep.

DEPLOYMENT

The whole of the retreating force starts the game on the table but no units can be deployed within 12” of the edge of the battlefield.



Scenario 26: Rearguard Action

FIRST TURN

The retreating force may start the game on the table with up to two units in Ambush. The advancing player must nominate at least half of their force as a first wave; their units enter the table with either Advance or Run orders.

OBJECTIVE

The objective of the withdrawing commander is obviously to exit the table as quickly as possible and sustaining as few casualties as possible. Preserving the strength and effectiveness of his force is vital, but the enemy must be delayed. The attacking player must try to ‘pin’ (in a tactical sense) the enemy and destroy him before he can make a withdrawal to a more favourable location, and also needs to push his troops on as quickly as possible to prevent the enemy regrouping in a more favourable location.

GAME DURATION

Roll a D6 at the end of Turn 6 – on a 1 or 2 the game has come to an end; a result of 3 or 4 means continue for Turn 7; and 5 or 6 means continue through Turn 8.

VICTORY

The retreating player scores 1 point for each enemy unit destroyed, and for each unit that retreats off the board, but loses 1 point for each unit that is Down at the end of the game. The advancing force scores 1 point for each enemy unit destroyed and 1 for every unit that is within 6” of the opposing edge of the table.



GOING SOLO

Several of the *Market Garden* scenarios are suitable for solo play and require no significant adjustments to the basic rules format other than choosing a method for making one side or the other function on 'automatic pilot'.

Gamers who are accustomed to playing solo will doubtless have developed their own methods, but for those who have not, many good games can be set up using a standard deck of cards. Having decided on a scenario and on the forces involved, simply assign cards to units for the 'non-player' army. Obviously the number of cards will depend on the size and nature of the force, but using a fairly typical German force of six infantry squads, two platoon command groups, two StuGs, and a company command group as an example, we might select black cards thus: six cards between 2 and 10 for infantry squads, two jacks for platoon commanders, two kings for the StuGs, and an ace for the company commander.

Now add as many red cards as you like – perhaps five or six – shuffle thoroughly and simply lay the cards face down on the table.

From this point you simply proceed in the normal *Bolt Action* manner. Every time you draw an order dice for the Germans, just turn over the card closest to the enemy. A red card is a 'blind'; there is no enemy unit in that location, so you move on to the next card and so on until a black card is turned over, at which point you apply an order that makes sense – this will generally be Fire, Advance or Ambush, though depending on the nature of the scenario players may wish to apply the optional 'reverse advance' rule.

One proviso is that if the German (in this example) company commander card happens to be among the first cards to be turned over it is reasonable to place him in a sensible location behind his troops rather than in immediate proximity or line of sight of the enemy; it is not his job to become embroiled in a firefight.

A more ambitious approach – one that can generate very challenging situations – is to assign values to the cards with no regard to having a balance of forces on the table. As the 'active' player you will have no idea at all of what may turn up in front of you as the game progresses; all the more so if you define the strength of the German sections by the number on the card – a

2 signifying a detached LMG or light mortar team, 3 for a MMG, and 5–10 generating a section of that many soldiers with the regular distribution of SMGs, LMGs, and rifles. A further refinement is to randomly define the troop quality by throwing a D6 the first time a German is revealed: 1 or 2 means the Germans have a morale rating of 8; 3 or 4 for a morale rating of 9; and 5 or 6 for a morale rating of 10.



German Heer PaK 40 anti-tank gun



Dressing Station, Arnhem. 1944. By Graham Turner. © Osprey Publishing. Taken from Warrior 174: British Paratrooper 1940–45

LEGENDS OF *MARKET GARDEN*



GERMANY

HAUPTSTÜRMFUHRER GRÄBNER

Originally a Heer ('Army') officer, Hauptsturmführer Viktor Gräbner had made quite a reputation for himself before *Market Garden*; he had been awarded the German Cross in Gold for gallantry whilst serving as a company commander in the Reconnaissance Battalion of 256th Division. He transferred to the SS at the beginning of August 1944 and took command of the Reconnaissance Battalion of 9th SS Division. He was an exceptionally courageous and daring officer – he was awarded the Knight's Cross on 23 August – though some of his colleagues regarded him as being somewhat rash. He is most famous for his attempt to lead elements of his battalion through the British defenders at the north end of Arnhem Bridge. The intention was to prevent any reinforcements reaching the bridge. The platoon of armoured cars leading the advance took the British by surprise, managed to avoid mines that had been laid across the road and passed through to Arnhem, but the rest of the unit was badly beaten in a prolonged battle. Gräbner himself, commanding the attack from a captured British Humber

armoured car, was killed in the action.



GRÄBNER'S CAPTURED HUMBER IV ARMoured CAR

Cost	200pts (Veteran)
Weapons	1 turret-mounted 37mm light anti-tank gun with co-axial MMG
Damage Value	7+ (Armoured car)
Special Rules	- Command Vehicle - 'With me, boys!': Any vehicle in Gräbner's command range can re-roll any order or activation test except a FUBAR.
Skills	- Strict discipline - Follow me! - Lead foot - Push through

MAJOR SEPP KRAFFT

Major Joseph Krafft was the commander of an SS infantry training school based at the Bilderberg Hotel in the woods to the east of the main DZ and LZ area between Wolfheze and Oosterbeek. As soon as he saw the scale of the airborne armada he correctly deduced the objective of the operation and immediately sent out messengers to recall his students who, having spent the morning training in Bilderberg Woods, had been given the afternoon off.

Aware that the best way to deal with an airborne force was – to use his own words – ‘to drive straight into them’ in order to disrupt their

deployment, force them to expend ammunition and slow down their advance toward their objectives he quickly organised his men for battle and got them straight into action. He set up a defensive line, which covered most of the main routes toward Arnhem from a point just north of the Wolfheze–Arnhem railway line. Rather than attempt to stretch his force as far as the Rhine, he mounted a series of attacks in the general direction of the Landing and Drop Zone areas and thereby imposed a major delay on the British 1st Airborne Division. None of this would have been possible if he had not inspired an exceptional degree of confidence among his men.

Shortly after the Arnhem battle, Krafft was asked to submit a report directly to Himmler, in which he put a very shiny gloss on his own conduct. Nonetheless, his actions in the first hours of the operation constituted a genuinely outstanding piece of soldiering, which had an enormous effect on the battle.

Cost	200pts (Veteran Major)
Team	1 officer and up to 2 men
Weapons	Pistol, rifle or submachine gun as depicted on the model.
Options	- The officer can be accompanied by up to 2 men at a cost of +13pts per man
Special Rules	- Infantry units within command of Krafft shrug off a single pin marker at the end of each turn.

SS HAUPTSTÜRMFUHRER KARL HEINZ EULING

Euling spent virtually the entirety of his military career in the SS. He fought in Poland in 1939 and spent two years on the Eastern Front. In November 1943, he joined the staff of II SS Panzer Korps in France and by June had been posted to the command of 1st Battalion, 22nd Panzergrenadier Regiment in 10th SS Panzer Division; a serious promotion for a man who was still only 24 years old. His unit was in action against Frost's command at Arnhem Bridge and then faced the Americans and British in Nijmegen. Euling was a popular officer who inspired confidence in his troops. He was not given to risky behaviour, but would be seen in the fighting line whenever his presence was called for.

Cost	190pts (Veteran Major)
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Team	1 officer and up to 2 men
Weapons	Pistol, submachine gun or rifle as depicted on the figure
Options	- The officer can be accompanied by up to 2 men for +13pts each.
Special Rules	- Euling was a very reassuring character; his men could be confident that their lives were not being risked unnecessarily. Any unit within command range of Euling can re-roll for all order and morale tests.

THE UNITED STATES

MAJOR JULIAN COOK

A career soldier, Julian Cook graduated from West Point in 1940. He had already served in the battles for Sicily, Anzio, and Salerno, but his unit did not take part in the Normandy invasion as it was still absorbing replacements for the very heavy casualties it had suffered in Italy. Cook's battalion was assigned to mount the famous daylight river crossing operation at Nijmegen.

Cost	205pts (Veteran Major)
Team	1 officer and up to 2 men
Weapons	Pistol, rifle or submachine gun as depicted on the model
Options	- The officer can be accompanied by up to 2 men at a cost of +13pts per man.
Special Rules	- Stubborn - Charismatic leader. Any infantry units within command range of Major Cook also enjoy the benefit of the 'stubborn' rule and ignore pin markers when carrying out an Advance' or Run order!

CAPTAIN RICHARD 'DICK' WINTERS

Winters is one of the iconic figures of World War II airborne warfare and appears as one of the 'Legends of the Western Front' characters in Battleground Europe. He is also, of course, the central figure in the book and TV series 'Band of Brothers'. Winters and his men made a good landing on 17 September and arrived at their primary objective – the Son Bridge – just in time to see it blown up.



Cost	150pts (Veteran Captain)
Team	1 officer and up to 2 men
Weapons	Pistol, rifle or submachine gun as depicted on the model
Options	- The officer can be accompanied by up to 2 men at a cost of +13pts per man
Special Rules	- Any infantry unit within his command range benefit from the Stubborn rule.

LIEUTENANT JAMES MEGELLAS

Known to his friends as ‘Maggie’, James Megellas was a platoon commander in the 504th Parachute Infantry Regiment, and had already served with distinction in Italy. He took part in the Waal river crossing and was decorated with the Distinguished Service Cross for his bravery in making a single-handed – and successful – attack on a German observation post and a machine gun position.

Cost	105pts (Veteran First Lieutenant)
Team	1 officer and up to 2 men
Weapons	Pistol, rifle or submachine gun as depicted on the model.
Options	- The officer can be accompanied by up to 2 men at a cost of +13pts per man
Special Rules	- There’s nothing like a courageous leader when it comes to encouraging troops in battle, so any infantry unit in Lieutenant Megellas’ command range ignores pin markers when instructed to fire or to make a close assault.

POLAND

MAJOR-GENERAL SOSABOWSKI

Stanislaw Sosabowski was the commander of 1st Independent Polish Parachute Brigade. Sosabowski was one of the few senior officers who really understood the flaws in the *Market Garden* plan and tried, unsuccessfully, to have it amended or even abandoned. A strict but effective and popular leader, he and part of his brigade were dropped at Driel on the opposite side of the river to the British 1st Airborne Division on 19 September. He made strenuous efforts to move his troops across the river to aid the British, but was seriously hampered by a lack of boats and only managed to transfer about 200 infantrymen, though much of the glider-borne part of the brigade had already been flown in to a LZ to the north of Oosterbeek. He was certainly close to the ‘sharp end’ of the battle and he was not the sort of man to be argued with – if he said ‘jump’, you jumped!

Cost	190pts (Veteran Major)
Team	1 officer and up to 2 men
Weapons	Pistol, submachine gun or rifle as depicted on the figure
Options	- The officer can be accompanied by up to 2 men at +13pts each.
Special Rules	- Inspirational and fearsome. Units within command range of Sosabowski can ignore all pins if ordered to make a close assault – measure the range first, and if the unit is in range, it automatically passes the order to assault, regardless of the number of pins.



Polish paratroopers advance cautiously

GREAT BRITAIN

MAJOR ROBERT CAIN

Major Cain served with the 2nd battalion, South Staffordshire Regiment at Arnhem. His repeated acts of heroism and ability to inspire his men makes him one of the legendary figures of the battle. At one point he was badly shocked and briefly blinded by an explosion, but was shortly back in action. Major Cain was the only survivor of five 1st Airborne Division men to be awarded the Victoria Cross after the battle. He was one of the officers responsible for reorganising troops that had withdrawn in poor order from Arnhem, and very quickly turned them into an effective force.

Cost	215pts (Veteran Major)
Team	1 officer and up to 2 men
Weapons	Pistol, rifle or submachine gun as depicted on the model. PIAT (special)
Options	- The officer can be accompanied by up to 2 men at a cost of +13pts per man
Special Rules	- Major Cain was an outstanding leader who inspired confidence and any infantry unit within his command range can re-roll any activation or morale test except a FUBAR. Cain was also a remarkable shot with the PIAT – he is assumed to have a PIAT to hand at all times and always hits with a score of 3 or more regardless of modifiers.

COLONEL JOHN FROST

Colonel Frost commanded 2nd Battalion, the Parachute Regiment, and was the senior officer at Arnhem Bridge. He carried his hunting horn into battle and used it to rally his battalion at the rendezvous point on the Drop Zone.

Cost	195pts (Veteran Major)
Team	1 officer and up to 2 other men
Weapons	Submachine gun, pistol or rifle/carbine as depicted on the model
Options	- Frost may be accompanied by up to 2 men at a cost of +13pts per man
Special Rules	- Leader of men: Frost's Morale bonus is +4 and the range of his ability is 12". Hold until relieved: all British Veteran infantry and artillery units within range of Frost's Morale bonus also gain the Stubborn rule – if forced to check their morale when reduced to half strength, then they always test on their full morale value, ignoring any pin markers. If a unit already has this rule, it can re-roll failed Morale tests.



SERGEANT BASKEYFIELD'S 6-PDR

Sergeant Baskeyfield was the commander of a section of two 6-pdr guns in the anti-tank platoon of 2nd battalion, South Staffordshire Regiment. The anti-tank platoon was deployed on the lower road from Oosterbeek to Arnhem where Sergeant Baskeyfield's section put at least three German armoured vehicles out of action. His courage and the inspiring example he set to his comrades led to the posthumous award of a Victoria Cross.

Cost	140pts (Veteran)
Team	Sergeant Baskeyfield and 2 crew
Weapons	Medium anti-tank gun
Special Rules	- As an unusually skilled gunner, Sergeant Baskeyfield's gun team ignores modifiers when firing on vehicles just as a sniper ignores modifiers when firing on infantry. Additionally, he can give a free Rally order to his gun before issuing it with any order, except for Down. - Team weapon - Gun shield - Fixed

MAJOR ALLISON 'DIGBY' TATHAM-WARTER

An exceptionally capable and courageous leader in battle, Tatham-Warter was the prototype for the British officer 'Harry' in 'A Bridge Too Far' who is seen brandishing an umbrella. This was partly a humorous affectation, but it was also a tool to avoid having to remember passwords. He was confident that no German soldier would be seen dead carrying a 'brolly' and could assume that any sentry would recognise him on the assumption that – as he

put it himself – ‘only a bloody fool of an Englishman’ would do such a thing. At one point he extricated a padre – Captain Egan – who had become pinned down by enemy fire, telling him that he need not worry about bullets since they could shelter under the umbrella. He also led a bayonet charge whilst wearing a bowler hat and allegedly disabled a German armoured car by thrusting his trusty umbrella through the driver’s visor.

In ‘A Bridge Too Far’, the Bridge defenders are approached by a German emissary offering surrender terms. Tatham-Warter responded that the British did not have the ‘proper facilities’ to accept the surrender of the Germans. Delightful as the tale is – and it is really very much in keeping with Tatham-Warter’s reputation – it seems that this is an apocryphal account.

As the commander of A Company of 2nd Battalion, the Parachute Regiment, he had been disappointed by the performance of wireless communications within his company so he arranged to have two buglers with every platoon and trained his men to react to the calls. He found that this had an excellent effect on his ability to control his units in battle.

Cost	190pts (Veteran Major)
Team	1 officer and up to 2 men
Weapons	Pistol, rifle or submachine gun as depicted on the model.
Options	- The officer can be accompanied by up to 2 men at a cost of +13pts per man
Special Rules	- In a force that includes Major Allison, any infantry squad with a bugler figure (the Warlord Plastic Paratroop set has an ample supply of bugles; this is a free upgrade for a single man in each squad) can ignore pin markers when assigning a Run or Advance order. The bugler is, of course, a potential target for an ‘exceptional damage’ result.



GENERAL ROBERT ‘ROY’ URQUHART

General Urquhart was a career officer, commissioned into the Highland Light Infantry in 1920. After serving as the senior staff officer of 51st Highland Division and leading an independent brigade in North Africa, he was appointed to command 1st Airborne Division in early 1944. Frustrated by ineffective radio equipment, he left his headquarters on the second day of *Market Garden* to try to hasten the advance into Arnhem. Stranded by a German counterattack and out of touch with his division for 36 hours, by the time he returned to his headquarters the battle was lost. Urquhart defended the Oosterbeek perimeter with skill and vigour and was an inspiration to his hard-pressed troops.

Cost	195 points (Veteran Major)
Team	1 officer and up to 2 men
Weapons	Pistol, submachine gun or rifle as depicted on the model
Options	- The officer can be accompanied by up to 2 men for +13pts each.
Special Rules	- Leader of men: Urquhart’s morale bonus is +4 and the range of his ability is 12 inches. - Hold until relieved: All airborne troops within range of Urquhart’s morale bonus gain the ‘stubborn’ rule; if forced to check their morale through being reduced to half numbers they test from their initial morale rating ignoring all pins. If the unit already has the stubborn characteristic they can re-roll a failed morale test.



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Wirbelwind

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THANKS

John Stallard, Paul Sawyer, Andy Wheale, Dr Dave James, Pete Healy, Martin Mackay

ACKNOWLEDGEMENTS

Thanks are due to more people than I can possibly acknowledge here, but most especially to the Thule Gamers in Shetland – Patricia Brown, Sean Anderson, John Neicho, Mark Boden, Mike McEwan, Stephanie McDowall,

Andy Noble, Merran Thompson, David McDowall, and Steve Renwick. Thanks are also due to Ludwig van Dijk of Arnhem and to Don Stewart and Tom Howley at Alba Studios, Aberdeen Wargames Club, the Sixshooters club of Amsterdam, Peter and Jonathon Brown, Paul Sawyer, and Richard Carlisle at Warlord Games and of course Alessio Cavatore and Rick Priestley for developing Bolt Action in the first place.

Osprey Games, an imprint of Osprey Publishing Ltd
c/o Bloomsbury Publishing Plc
PO Box 883, Oxford, OX1 9PL, UK

c/o Bloomsbury Publishing Inc.
1385 Broadway, 5th Floor, New York, NY 10018
E-mail: info@ospreypublishing.com

www.ospreygames.co.uk

This electronic edition published in 2018 by Bloomsbury Publishing Plc

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For more information on **Bolt Action** and other products, please visit www.warlordgames.com

First published in Great Britain in 2018

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A CIP catalogue record for this book is available from the British Library.

ISBN: 978-1-4728-2868-2 (PB)
ISBN: 978-1-4728-2869-9 (eBook)
ISBN: 978-1-4728-2870-5 (ePDF)
ISBN: 978-1-4728-2871-2 (XML)

Osprey Publishing supports the Woodland Trust, the UK's leading woodland conservation charity. Between 2014 and 2018 our donations are being spent on their Centenary Woods project in the UK.

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