

## A Bridge Too Far, 1944 *A Flames of War Mega-Game Scenario*

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

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

### Special Terrain rules:

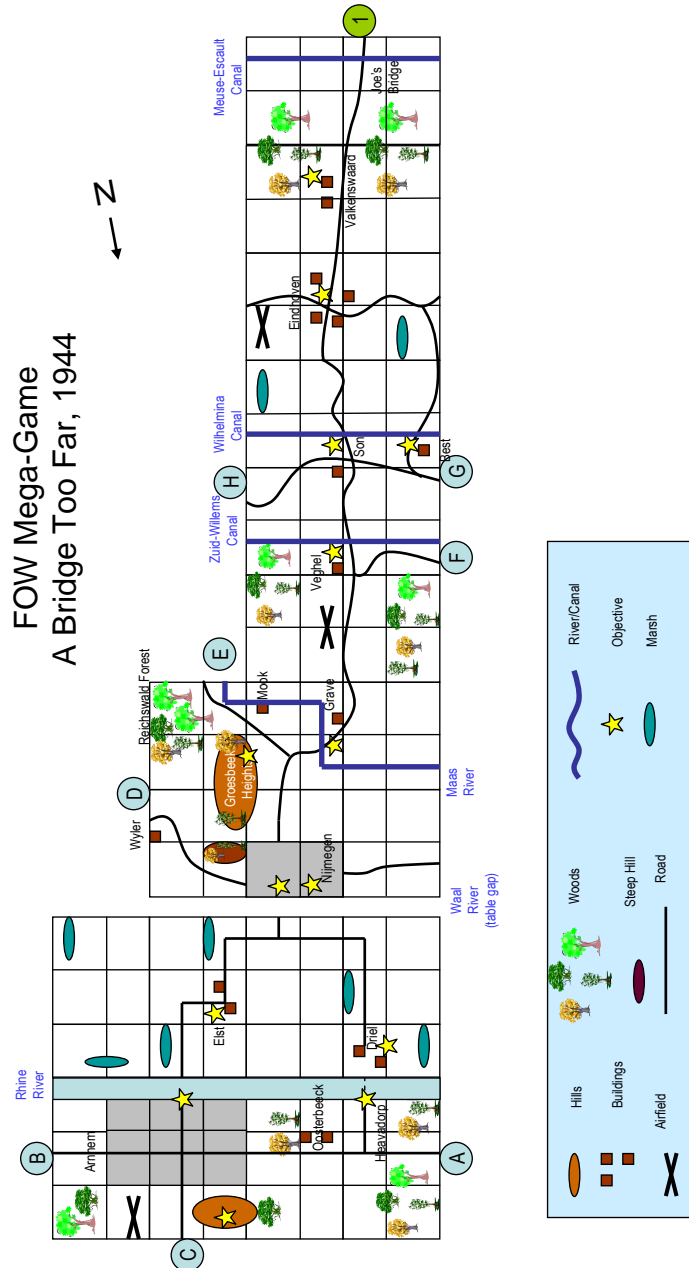
- The Corridor – the units of XXX Corps were strictly limited to a narrow corridor as a way of limiting the German response and allowing a focus on driving up the corridor to relieve the airborne forces. To reflect this, if any unit from XXX Corps moves within 6” of either the east or west edges of the table are considered to have violated the corridor. If the corridor is violated, the Germans receive up to 50 points of eliminated troops back for each turn that one or more units of XXX Corps violate the corridor. This can be accumulated, so if no troops have yet been lost they may replace some once they are lost. These replacement troops may enter on the following turn, on either the east or west tabletop edges south of Grave.
- Bridges – Market Garden was all about seizing and holding bridges. At first unaware, and then unbelieving of the Allied plan, German leadership consistently refused to destroy the bridges, insisting on holding them for a counterattack. Local troops could blow a bridge that was threatened, but an amazing number of them were captured intact. To reflect this, the first time an Allied stand moves within 6” of a bridge (other than Joe’s Bridge), the commander of the closest German unit may decide to attempt to blow it, succeeding on a d6 roll of 6. Regardless of whether the attempt succeeds, no further attempt may be made for the duration of the game.
- Destroyed / Rebuilding bridges – destroyed bridges are impassable until rebuilt or replaced with a temporary / Bailey bridge. XXX Corps was provided with extensive bridging resources, but they tended to get stuck in the long columns. Each force in XXX Corps may take a free Pioneer Supply Truck as part of their force. A Pioneer supply truck is treated exactly as Softskin Transport, but it cannot carry troops and has engineering repair abilities.
- Any allied Pioneer Supply Truck that is within 3” of a destroyed bridge may attempt to build a bailey bridge to replace a destroyed one, succeeding on a d6 roll of 4 or more. For each turn spent engaged in this activity and not pinned down by enemy fire, add 1 to the die roll.
- Hills – the terrain in this area gave significant importance to the elevated areas due to the generally flat lowland area the battle was fought over. Any unit or vehicle on a hill can see over forest or buildings, but not over city terrain. Hills are treated as difficult terrain and provide concealment (but not bulletproof cover) to any team or vehicle on them.
- Steep Hills – steep hills are treated as difficult terrain and provide bulletproof cover to any team on them.
- Rivers – rivers in this portion of Holland were wide and deep and presented significant obstacles. They are impassable except over bridges or ferries, or they may be crossed using the Flames of War River Crossing rules (from the Bagration River Assault Mission Pack).
- River Waal – the River Waal fills the gap between the Arnhem table and the Corridor table. It can be crossed (in either direction) by either bridge in Nijmegen if they are controlled. A force crossing the Waal must move off the table edge, and it enters as a reinforcement unit on the other table at the beginning of the following turn. An Allied force may attempt a crossing of the Waal via assault boats, to do so it must start a turn unpinned and adjacent to the north edge of the Corridor table. Roll a d6 for each platoon attempting to cross, the crossing succeeds on a 5+. If a 1 is rolled the unit crossing is lost.
- Polder – polder areas are soft ground and very difficult for vehicles. Any terrain square south of the Rhine River and not woods or urban is considered polder. All vehicle movement on polder is halved, and no vehicles may move at cross-country dash speed across any polder terrain.

- Roads – roads in this area were elevated above the surrounding wet ground, in many areas running along the top of dikes. Roads negate the effect of polder for vehicles moving along them, but they are narrow and any destroyed vehicle turns that area into difficult terrain until the obstacle has been cleared. An armored vehicle may clear a destroyed vehicle by moving through it and reducing its movement rate by 1/2.
- Forest – this area still had areas of old growth forest, including the western edge of the German Reichswald forest. Forest terrain is difficult going tall terrain and is so dense that the maximum visibility in forest is reduced to 3”.

Deployment:

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

Map:



## Forces - German:

### KG Becker (Remnants 3<sup>rd</sup> Fallschirmjager Division) –

**Command Card(s):** No Jump Training  
**Core List:** Fallschirmjager Company from D-Day: German  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 2 anywhere within 24" of entry area D.

[KG Becker] \_\_\_\_\_

### KG Walther (6<sup>th</sup> Fallschirmjager Regiment) –

**Command Card(s):** None  
**Core List:** Fallschirmjager Company from D-Day: German  
**Points:** 100  
**Added units:** a free Luftwaffe penal platoon (D-Day German minimum size Beach Defender platoon), wore tropical uniforms  
**Prohibited units:** none  
**Deployment:** starts the game deployed anywhere within 36" of Valkenswaard, but north of the Meuse-Escault Canal and more than 12" from Joe's bridge

[KG Walther] \_\_\_\_\_

### KG Spindler (9<sup>th</sup> SS Panzer Division) –

**Command Card(s):** The Best Infantry  
**Core List:** D-Day Waffen SS Panzergrenadier Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 2 anywhere within 12" of entry area B.

[KG Spindler] \_\_\_\_\_

**KG Graebner (9<sup>th</sup> SS Panzer Recon) –**

**Command Card(s):** None  
**Core List:** D-Day Waffen SS Reconnaissance Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** starts the game deployed anywhere within 8" of Elst, may not move until turn 3 but may fire and assault if Allied units are within range.

[KG Graebner] \_\_\_\_\_

**KG von Tettau –**

**Command Card(s):** None  
**Core List:** D-Day German Beach Defence Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 2 anywhere within 12" of entry area A.

[KG von Tettau] \_\_\_\_\_

**59<sup>th</sup> Grenadier Division –**

**Command Card(s):** None  
**Core List:** Grenadier Company from Fortress Europe  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 2 anywhere within 12" of entry area F.

[59<sup>th</sup> Grenadier Division] \_\_\_\_\_

**107<sup>th</sup> Panzer Brigade –**

**Command Card(s):** 116<sup>th</sup> Greyhound  
**Core List:** D-Day German Panther Tank Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 2 anywhere within 12" of entry area H.

[107<sup>th</sup> Panzer Brigade] \_\_\_\_\_

**406<sup>th</sup> Reserve Division –**

**Command Card(s):** 716<sup>th</sup> Ost Battalion  
**Core List:** D-Day German Beach Defence Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 3 anywhere within 6" of Wyler

[406<sup>th</sup> Reserve Division] \_\_\_\_\_

**Rear Area Troops:**

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

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

## Forces - Allied:

### British 1<sup>st</sup> Airborne Division –

**Command Card(s):** None  
**Core List:** D-Day British Parachute Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** airdrop prior to turn 1, pathfinders may be placed anywhere on north (Arnhem) table

[1<sup>st</sup> Airborne] \_\_\_\_\_

### Polish Airborne Brigade –

**Command Card(s):** None  
**Core List:** D-Day British Parachute Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** airdrop on turn 3, pathfinders may be placed anywhere on north (Arnhem) table

[Polish Airborne] \_\_\_\_\_

### US 82<sup>nd</sup> Airborne Division –

**Command Card(s):** None  
**Core List:** D-Day American Parachute Rifle Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** airdrop prior to turn 1, pathfinders may be placed anywhere on south table north of Grave

[82<sup>nd</sup> Airborne] \_\_\_\_\_

**US 101<sup>st</sup> Airborne Division –**

**Command Card(s):** None  
**Core List:** D-Day American Parachute Rifle Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** airdrop prior to turn 1, pathfinders may be placed anywhere on south table south of Grave

[101<sup>st</sup> Airborne] \_\_\_\_\_

**British 52<sup>nd</sup> Airlanding Division –**

**Command Card(s):** None  
**Core List:** D-Day British Airlanding Company  
**Points:** 100  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** arrive as reinforcement on turn 3, may land at any secure airfield or via entry zone 1

[52<sup>nd</sup> Division] \_\_\_\_\_

**Irish Guards –**

**Command Card(s):** Unflappable  
**Core List:** D-Day British Sherman Armoured Squadron  
**Points:** 150  
**Added units:** 1 observer rifle team for off table fire support  
**Fire Support:** 2 off table batteries – each with 8x 25-pdr teams, rated veteran / skill 3+.  
**Prohibited units:** none  
**Deployment:** starts on table anywhere within 24” of south table edge

[Irish Guards] \_\_\_\_\_

## Welsh Guards –

**Command Card(s):** Unflappable  
**Core List:** D-Day British Cromwell Armoured Recon Squadron  
**Points:** 150  
**Added units:** none  
**Fire Support:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 2 anywhere within 12" of entry area 1.

[Irish Guards] \_\_\_\_\_

### Reinforcements:

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

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

### Airdrops / Air Landings:

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

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

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

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

- The Allied player places the company HQ anywhere on the airfield itself
- Select another unit and place each of its stands within 2” of the same airfield
- Continue to deploy, platoon by platoon, until there is no remaining room or the player wishes to stop – any remaining units may arrive via air landing at the same airfield in subsequent turns.
- After deployment is completed, any stand that is within 8” of an enemy stand on landing is eliminated.
- Any German unit with the anti-aircraft rating (not self defense or heavy anti-aircraft) may fire at any single landing unit, which lands within range.

### Follow-up and Reinforcement Drops:

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



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

#### **Interception:**

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

#### **Airpower:**

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

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

- Allow a supply drop
- Allow a follow-up or reinforcement drop
- Turn into an airstrike anywhere on the tabletop. The Allied CiC receives a flight of Typhoons or Thunderbolts from D-Day: British or D-Day American.

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

- Intercept an allied airdrop or airstrike that has already been placed
- Attempt to intercept an Allied airstrike if present. Roll 1d6, on a 4+ the Allied flight is driven off.

Once per game, the Allied CiC may call for an additional airstrike. They receive an extra 2 flights of Typhoons for that turn only. The Allied CiC should be careful to use this strike for a key river crossing or attack.

#### **Supply:**

Supply was critical to both sides during the operation, and each faced unique challenges. To reflect this, if a force is out of supply, it reduces its move distance for that turn by  $\frac{1}{2}$  and subtracts 1 from any firepower rolls when shooting.

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

Airborne supply drops require 1 airplane each, and they place a supply canister exactly as you would place an airdropped platoon. A supply canister will supply any friendly force with a stand within 12" at the start of its move. Any platoon supplied in this way counts as in supply throughout the Allied turn and the following German turn. Supply canisters may not be moved in any way and are removed at the end of the Allied turn.

#### **Weather:**

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

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

#### **Winning the Game:**

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