Operation
'Market Garden'
A Bridge Too Far
Campaign by nemesszili

Can you reach the Bridge Too Far, while battling the Germans on Highway 69?
Historical Background

Following the grandiose Operation Overlord, the Allies left behind the nightmare of the 'Bocage'. The Germans were exhausted, but still held key positions in France. When the Allies finally succeeded in trapping the 7th Army and the 5th Panzer Army, and Operation Diadem, the invasion of Southern France was also a success, the Germans were forced to leave France, and prepare for the defense of the Reich, and other key positions in occupied Holland. Belgium was also liberated, along with Antwerpen, a large dock, which could be used by the Allies as a supply base for further operation. However, dense mines and V-2 Rockets, not mentioning the shore battery on Walcheren, denied the use of this port, and the Allies needed quickly supplies needed for attacking towards the Rhine. Only the 'Red Ball Express' helped something, but was not enough. So Germany had to be defeated quickly and decisively, so the supply problem could not endanger the Allied cause. Montgomery found the solution first, but this plan was pretty risky. He really underestimated the German strength in the area, not observing the warning of the Dutch Resistance, who warned Allied High command about the presence of German armored forces in the area. However, 'Operation Market Garden' was initiated on September 17th, 1944.

The plan had two major phases:

Firstly, the 1st Allied Airborne Army, composed by the 101st American Airborne Division (Screaming Eagles), 82nd American Airborne Division and the 1st British Airborne Division. They were dropped all along Highway 69, later referring to only as 'Hell's Highway':

- The Screaming Eagles were dropped near Eindhoven, and their objective was to secure the bridges in Son and
Best, and the bridge near Veghel, then support XXXth Corps in capturing the city itself.

– The 82nd Airborne had the objective of securing Nijmegen and its two bridges: one railway and one road bridge.

– The British 1st Airborne had to secure Arnhem, the last objective of XXX Corps. In the next days, they have suffered heavy casualties, due to constant fighting with the 9th and 10th SS Divisions, and with other forces of the Wehrmacht.

At the same time, land forces would advance all along Highway 69, while relieving all airborne units, one at a time, finally reaching Arnhem, thus having a clear path to Germany's industrial heartland: the Ruhr region.

All units ready, the battle lines are drawn, and you are in command. Will the Allies achieve the unachievable? Or will Germany again be saved by 'Hitler's Fireman', Walter Model? Let's find out...
The Campaign

The Campaign is composed by 6 scenarios, organized in 2 'little' campaigns; 3 scenarios for each one.

These 'mini-campaigns' are the following:

-Airborne Assault

-XXX Corps' Advance

This Campaign is pretty unique; it can be played by maximum 4 players. Teams should be formed: a German, and an Allied one. They will decide between themselves, who will play the Airborne Assault, and who will play the XXX Corps' Advance.

Then proceed to the campaign.

The last scenario is the Battle of Arnhem, where the commanders will be:
For the Allies:

The Airborne commander will play, if XXX Corps commander fails to take Nijmegen (see special rules). The XXX Corps commander will play, if he manages to capture Nijmegen.

For the Axis:

The commander opposing the Airborne commander will play, if he manages to win the campaign against the Airborne commander. If he fails, then the other German commander will play.
**Scenarios:**

Various scenarios are used in this Campaign. These are:

**Airborne Assault:**

- Screaming Eagles Assault – by nemesszili
- Nijmegen Bridge – by stuka pilot
- Combat in Utrechtseweg – original by JdRommel (all credit goes for him), translation and simplifying by nemesszili

**XXX Corps' Advance:**

- Valkenswaard – by RBorg
- Hell's Highway – by Timmuilwijk
- Nijmegen Bridges – by RBorg

**Rules:**

Air rules are optional: If used, rules are effect only for the **XXX Corps' Advance** Campaign. Give the Allied Player 1 Air Sortie, and shuffle the other one in the deck.

Reserves may be called in only for the **XXX Corps' Advance** Campaign.
SPECIAL RESERVE ROLLS
Reserve rolls are carried out as explained in the campaign rules, except for these special rolls:

Allies:
Flag + Star = You may move one of your units 2 hexes forward at no reserve cost!
Star + Star = Free elite unit.

Axis:
Flag + Star = You may put 2 wires in front of any unit.
Star + Star = Free elite unit.

Note: You may call up engineers, mortars or AT Guns at the roll of Infantry + Star.

Optional Rule: "What if?" events

This optional rule adds historical elements to your Grand Campaign. If both players agree, roll 1 die each before each campaign and read off the results as per the following list:

Note: Some events, while rolled by one player, may favor his opponent! If both players roll the same event, its effect (in favor of one side) is only applied once, not twice.
**Allies:**

**Infantry:**
*Bad weather.*
*Allied air power is unable to support the airborne troops.*
Remove the Air Power card from the deck for the whole campaign.

**Armor:**
*Tank upgrades.*
During the *XXX Corps' Advance* Campaign, you may put an extra figure next to an armor unit.

**Grenade:**
*Airborne in disarray.*
*Surprise is unachieved.*
German commander facing the Airborne commander starts the first scenario, also, he gains +2 Victory Event Die for the first scenario.

**Star:**
*Airborne Doctrine.*
*Allied Paratroopers are fighting more effectively.*
During the Airborne Campaign, each Airborne unit next to another may ignore 1 flag.

**Flag:**
*Dutch resistance sends intel about German armored forces.*
A free AT gun may be put next to an Airborne unit during the *Airborne Assault* Campaign.
**Axis:**

*Infantry:*

*Bad weather.*

*Allied air power is unable to support the airborne troops.*

Remove the Air Power card from the deck for the whole campaign.

*Armor:*

*9th SS sends Heavy Panzer Support*

During the *XXX Corps' Advance Campaign*, you may put an extra figure next to an armor unit.

*Grenade:*

*Soviet advance in Transylvania.*

*Germans send reinforcements in Hungary.*

The commander facing the XXX Corps' commander loses 1 Reserve Token.

*Star:*

*Fanaticism.*

*German soldiers hold every step of land.*

During the Airborne Campaign, each German unit next to another may ignore 1 flag.

*Flag:*

*Abwehr sends report about British preparations.*

The German commander gains +1 card during the Valkenswaard scenario.
Airborne Assault

This is it, lads. We've got Jerry on the run, and they're falling back to their homeland. It would be the best time to strike hard against Jerry, if we want this bloody war to end until Christmas. My new plan: 'Operation Market Garden' will put us on the other side of the Rhine, and then we should just walk in the Ruhr. Then Jerry should surrender with honor.

Commander, you're about to lead your paratroopers on September 17th. I say, that you can only win with the support of XXX Corps. You may count on them, but only after you secure your primary objectives. Firstly, secure the bridges on the Wilhelmina Canal with the Yanks' Screaming Eagles!

– Field Marshall Bernard Montgomery, Commander of 21st Army Group

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**XXX Corps' Advance**

This is it, lads. We've got Jerry on the run, and they're falling back to their homeland. It would be the best time to strike hard against Jerry, if we want this bloody war to end until Christmas. My new plan: *Operation Market Garden* will put us on the other side of the Rhine, and then we should just walk in the Ruhr. Then Jerry should surrender with honor.

Commander, you're about to lead the XXX Corps into battle. Rely on the mobility of this formation, keep moving at all the time on Highway 69, and then we might relieve our chaps in Arnhem! Support of the Yanks' Paras will be available, after you relieve them one by one. Godspeed!

– Field Marshall Bernard Montgomery, Commander of 21st Army Group

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XXX Corps Commander: 2 Reserves

German Commander: No Reserves

Screaming Eagles Assault

Combat in Utrechtseweg

Nijmegen Bridge

Battle of Arnhem

Valkenswaard

Hell's Highway

Nijmegen Bridges

Airborne Commander: No Reserves

September Snow: Airborne Assault

Hell's Highway: XXX Corps' Advance

German Commander: 2 Reserves
**Airborne Assault**

Herr Commandant, the Allies have launched a massed airborne operation, aimed at key bridges in Holland. The Reich is in danger! You have been chosen to command the troops countering their elite Fallschirmjaegers. If they manage to capture all key positions, then we'll be surely defeated by the XXX Corps' flanking maneuver. Herr Commandant, hold all bridges, and strike hard when the time comes! For the Fatherland!

– Field Marshal Walter Model, Commander of OB West

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XXX Corps' Advance

The Allies launched a surprise operation. We've got reports about Fallschirmjaegers attacking bridges in Eindhoven, Nijmegen and Arnhem. Herr Commandant, your duty is to stop their armored forces trying to relieve the Americanische und Britische Fallschirmjagers. An ambush must be set up, which would stop them for very long. Valkenswaard seems an ideal location. Set up defenses, then ambush XXX Corps! After that, await for further orders. For the Fatherland!

– General Wilhelm Bittrich, Commander of II SS Panzerkorps

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**Allied Victories:**

**Airborne Assault:**

Screaming Eagles Assault:
Well done! Now, when we've got a bridge on the Wilhelmina Canal, we can drive forward to Nijmegen!

Nijmegen Bridge:
With the Bridge in Nijmegen in our hands, the road to Arnhem is open for XXX Corps! Now, you must unite the 1st British Airborne Division in Arnhem. Launch your assault now!

Combat in Utrechtseweg:
More airborne units are available to defend Arnhem, and Frost's 2nd Battalion is relieved. Well done!
You may put up 2 Allied infantry units in the Arnhem scenario. On of them must be on the hex: *to Oosterbeek*, and the other one must be next to it.

XXX Corps' Advance:

Valkenswaard:
Jerry put up a strong fight, and we've lost many tanks...but we've relieved the Yanks' paras near Eindhoven. Onto Nijmegen! We must keep the pressure upon Jerry!

Hell's Highway:
Looks like the Germans don't want us to reach Arnhem. However, your units relieved the Paratroopers one by one, and now we can make the last push towards Arnhem. If Nijmegen was not secured by the 82nd, then secure it first.

The next scenario is played ONLY, if the Airborne commander fails to win the *Nijmegen Bridge* scenario.
Nijmegen Bridges:
With the fortresses in our hands, and a bridge secured, we can move forward. The American Paratroopers agreed to help us in the last battle of the Operation.

You've gained a free elite American Paratrooper unit as a reserve. You may call it up in the Battle of Arnhem scenario. Also, you may put up 2 Elite Armor units on these hexes: one of them is put up on the to Southern Arnhem hex, and the other one is put up on the medal hex on the Arnhem Road Bridge.

Battle of Arnhem:
The 1st Airborne won the day! The Operation is a full success, and I'm sure, that the war will be over by Christmas.

Rewards:

Defeat: Jerry succeeded in halting the Operation, and destroyed almost the whole 1st Airborne Division. As a result, you may hope, you won't get court-martialed for your incompetent actions! Dismissed!

Draw: The Germans have been badly hurt, but they won't surrender. However, ground was gained in Holland, and the country will be liberated until next year. Remnants of the 1st Airborne were saved by the Yanks. You might get your medal when we'll get across the Rhine!

Minor Victory: We've reached Arnhem with XXX Corps, but with heavy casualties. As a reward, you may get a well-deserved vacation!

Major Victory: Excellent! The Germans were seriously defeated, and Intelligence reports news about a German surrender on the Western Front. Von Rundstedt will personally surrender to you, Commander! You get the Distinguished Service Order Medal for your actions!
Decisive Victory: The Germans were so badly hurt, that the whole Siegfried Line was abandoned, and Hitler committed suicide! Surrender by the new German Government is imminent. You are promoted!

**Axis Victories:**

**Airborne Assault:**

Screaming Eagles Assault:

The Americans were stopped, and bridges were blown up to stop XXX Corps! Well done!

Nijmegen Bridge:
The Bridge in Nijmegen was held, thanks to armor support from 9th SS Panzer Division! Your soldiers fought bravely, Herr Commandant! But now you must fight against the trapped lions of the 1st British Airborne. Do not underestimate them!

Combat in Utrechtseweg:
Wunderbar, Herr Commandant! The Arnhem Road Bridge will surely get back in German hands soon! Reinforcements from Utrechtseweg will be used in Arnhem!

In the Arnhem scenario, you may put up a free German infantry unit on the hex marked to Oosterbeek, and a free Panzer unit next to it, representing the StuGs.

**XXX Corps' Advance:**

Valkenswaard:
Your ambush proved to be excellent! But we have to fall back to set up defenses near Nijmegen to halt again XXX Corps!

*Hell's Highway*:

Kurt Student's Fallshirmjaegers fought excellently, and the Panzers' counterattack proved to be too much for the Allies, so they've stopped near Nijmegen. Prepare, Herr Commandant, to stop the Allies in Nijmegen!

*Nijmegen Bridges*:

The fortresses helped very much in halting the Allied advance, and now they're unable to attack towards Arnhem. Now we must finish the job in Arnhem itself!
By the way, Hauptquartier sends support!

In the Arnhem scenario, you gain 1 Reserve Token.

*Battle of Arnhem*:

Ach, those Paras fought incredibly! But no one can match with our elite SS Panzer Divisions! The Reich is saved, and the Fuhrer wants a private word with you in the Fuhrerbunker!

*Rewards*:

Defeat: The Allies have relieved Arnhem, and the Reich should soon be defeated also. You will have to surrender to the Allies, as the shame of the Wehrmacht!

Draw: The Allies didn't achieve their goal of forcing us to surrender, but they might easily flank the Westwall, then all ise over. But because they were unable to achieve victory, you will not be shot!

Minor Victory: Walter Model congratulates you, but he warns you, that you need more victories to earn a medal! Maybe
during our next counter-offensive you might gain a Knight's Cross! Who knows?

Major Victory: OKW is surprised by your talents on the battlefield, and awards you the Knight's Cross with Oak Leaves and Swords. Well done!

Decisive Victory: The Allies have lost the whole 1st Allied Parachute Army, so we can expect no more airborne operations! XXX Corps is non-existent; all of its tanks are burning on *Hell's Highway*. As a result you are promoted, Herr Commandant!