

# MARKET GARDEN

THE ALLIED INVASION OF HOLLAND. SEPTEMBER - NOVEMBER 1944



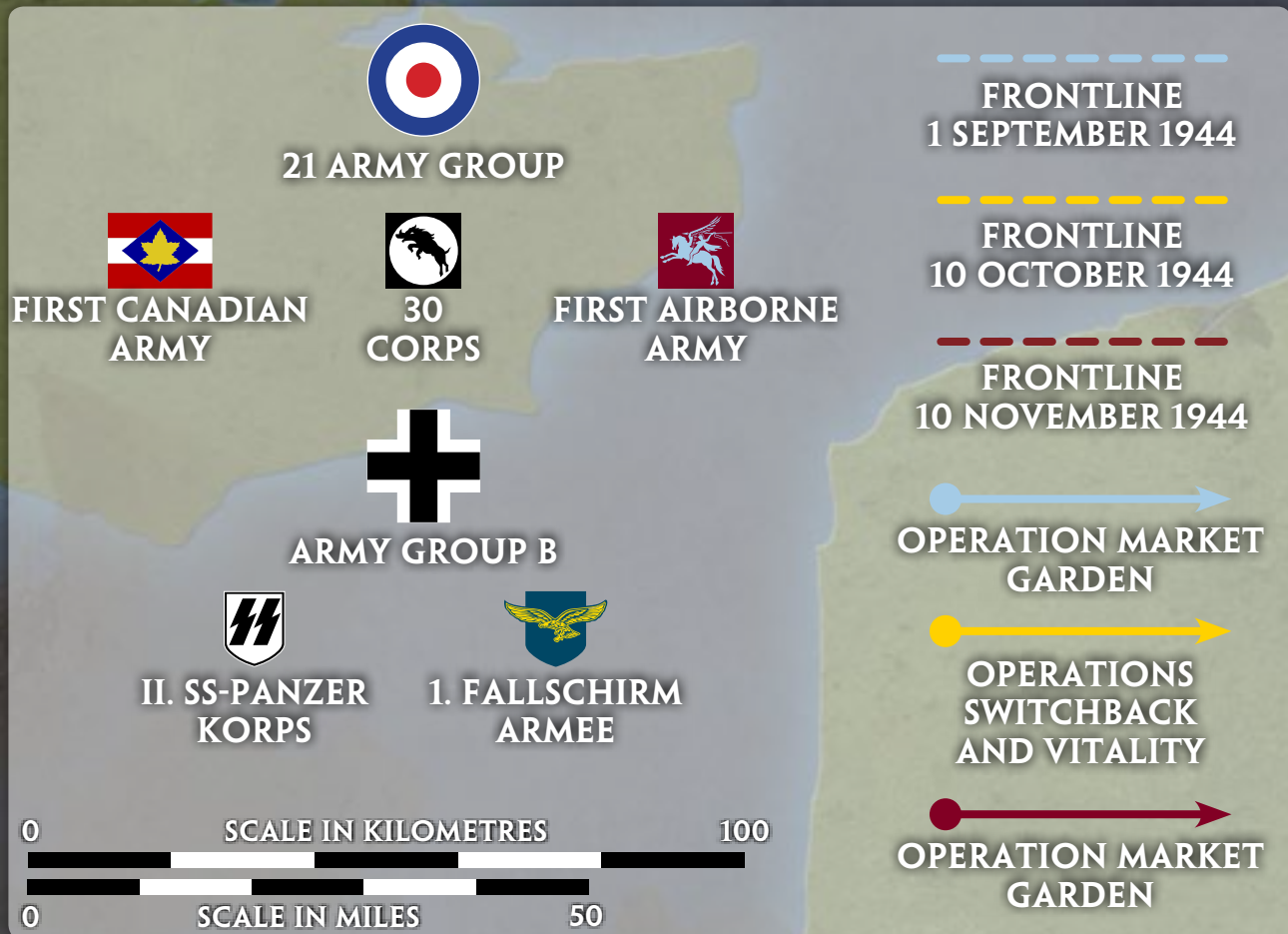
**FLAMES OF WAR**

THE WORLD WAR II MINIATURES GAME

# GREAT BRITAIN

CAMBRIDGE

LONDON





AMSTERDAM

HOLLAND



II. SS-PANZER KORPS



ARMY GROUP B



1. FALLSCHIRM ARMEE



FIRST AIRBORNE ARMY

EINDHOVEN

ANTWERP



30 CORPS



21 ARMY GROUP

BRUSSELS

BELGIUM



BRUGES



FIRST CANADIAN ARMY

*Detail Map on Page 145*

*Detail Map on Page 17*



FRANCE

GERMAN ARMY





# MARKET GARDEN

THE ALLIED INVASION OF HOLLAND, SEPTEMBER - NOVEMBER 1944

*Market Garden* was compiled from the following books: *Hell's Highway* and *A Bridge Too Far*. These books were originally produced by the Battlefront team and friends.

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This is a supplement for *Flames Of War*, the World War II miniatures game.

A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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# Introduction

## FLAMES OF WAR

In *Flames Of War* you take on the role of a company commander manoeuvring your troops across the battlefields of World War II. This classic period of warfare is brought to life in your own game room. *Market Garden* provides the core armies in the form of Intelligence Briefings. These Intelligence Briefings allow you to field the British, Polish, Canadian, and American forces that clashed with the Germans during the battles for Holland in late 1944.

To play *Flames Of War* you'll also need the *Flames Of War* rulebook. The rulebook contains all the rules that you need to fight miniature World War II battles.

## WHY COLLECT A FORCE FROM MARKET GARDEN?

*Market Garden* provides *Flames Of War* players the forces needed to recreate the bold attacks by the Allied forces in Holland. The book covers both Montgomery's Operation Market Garden and the First Canadian Army's muddy campaign through the Scheldt Estuary.

The race across the Low Countries has come to an end along the Belgian-Dutch border. The Germans have dug in across the Meuse-Escaut Canal, a formidable barrier all on its own. However, victory lies beyond and you will need to get across.

### GUARDS ARMoured SQUADRON

- A Armoured Squadron HQ (Compulsory Headquarters)**  
with 2 Sherman V 170 points
  - B Armoured Platoon (Compulsory Combat Platoon)**  
with 2 Sherman V and 2 Firefly VC (late) 435 points
  - C Armoured Platoon (Compulsory Combat Platoon)**  
with 2 Sherman V and 2 Firefly VC (late) 435 points
  - D Guards Armoured Car Platoon (Support Platoon)**  
with 2 Daimler I and 2 Daimler Dingo 150 points
  - E Lorried Rifle Platoon (Support Platoon)**  
with 3 Rifle Squads 190 points
  - F Field Battery (SP), Royal Artillery (Support Platoon)**  
with 4 Sexton self-propelled guns 250 points
- Total—1630 points

There are two major objectives in Holland. The first is Arnhem, a crossing over the Rhine. Once captured, the Allies will have access to the German industrial heartland. The second is the Scheldt region. Heavily fortified by the Germans, these series of canals, muddy polder, and islands pose a serious threat to the Allied armies, air forces, and navies alike. While the Germans hold the Scheldt, the Allies can't use their one and only deep-water port in Antwerp to feed their war effort. These two objectives are vital and you will have to fight hard to secure them!

You will take command of one of the 21st Army Groups many companies on the line, ready to roll into Holland and end the war by Christmas.

## HOW THIS BOOK WORKS

This book is divided into three sections. The first covers Operation Market, the airborne invasion of Holland. The second covers Operation Garden, the ground element, spearheaded by British armoured divisions. The third part shift focus from Arnhem to the Scheldt and follows the Canadian army's fight. The companies included in this book will give you command of a vast variety of Allied forces that fought in Holland from September to November 1944.

Each company has easy-to-use charts, highlighting available platoons which are the fighting units of your company. Each platoon diagram visually displays what troops are included in the platoon.

A detailed arsenal at the end of each section describes the specific ratings for your units and the weapons they use. From tanks to infantry, this book contains everything you need to get started on your army!

In addition to the technical information you'll need to build your force, each book contains plenty of inspiring pictures to help you capture the flavour of your new *Flames Of War* force!

All of the forces in this book are based on historical examples that fought in Belgium and Holland between September and November 1944.

To find out more, visit your local game store, or visit our informative website at [www.FlamesOfWar.com](http://www.FlamesOfWar.com).





# BUILDING A FLAMES OF WAR FORCE

*Flames Of War* uses a point system when setting up and playing games. Typical games are around 1500 points, but are certainly not limited to any value! Play any point value

you and your opponent decide. You can play small 600 point games in an hour, or you can play mammoth games using armies that are 3000 or 5000 points or more!

## COMPANY HQ

In *Flames Of War*, you are the Company Commander. As such you'll need a company headquarters platoon. When you choose your force the first thing you must purchase with your points is your company headquarters platoon.

## COMBAT PLATOONS

Usually, at least two combat platoons are required. Whatever your battle plan requires, the Combat Platoons are the ones you rely upon to get the job done!

## WEAPONS PLATOONS

Weapons platoons come from your own battalion. They are not required, but can offer your company excellent support, such as heavy machine-guns, mortars, recce, and anti-tank weapons.



## SUPPORT PLATOONS




























Support platoons are loaned to your company by the regiment, brigade, division, or corps. These platoons give you extra support in many forms ranging from tanks to artillery.



### Armoured Squadron

(TANK COMPANY)

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either the Guards Armoured Division (marked ) or the 11th Armoured Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

| HEADQUARTERS   | COMBAT PLATOONS   | WEAPONS PLATOONS   | BRIGADE SUPPORT PLATOONS  | SUPPORT PLATOONS   |
|--|---|--|---|--|
| <b>HEADQUARTERS</b><br><br>Armoured Squadron HQ | <b>COMBAT PLATOONS</b><br>ARMOUR<br><br>Armoured Platoon<br>ARMOUR<br><br>Armoured Platoon<br>ARMOUR<br><br>Armoured Platoon<br>ARMOUR<br><br>Armoured Platoon | <b>WEAPONS PLATOONS</b><br>RECONNAISSANCE<br><br>Recce Patrol<br>INFANTRY<br><br>Lorried Pioneer Platoon<br>INFANTRY<br><br>Lorried Rifle Platoon<br>MOTOR PLATOON<br><br>Motor Platoon<br>INFANTRY<br><br>Lorried Rifle Platoon<br>MOTOR PLATOON<br><br>Motor Platoon<br>COLUMN<br><br>Column Platoon<br><br>Scout Platoon | <b>BRIGADE SUPPORT PLATOONS</b><br>ARMOUR<br><br>Anti-Tank Platoon (SP), Royal Artillery<br>INFANTRY<br><br>Parachute Rifle Platoon<br>RECONNAISSANCE<br><br>Guards Armoured Car Platoon<br><br>Armoured Car Platoon<br>ARTILLERY<br><br>Field Battery, Royal Artillery<br><br>Field Battery (SP), Royal Artillery | <b>SUPPORT PLATOONS</b><br>ARTILLERY<br><br>Field Battery, Royal Artillery<br><br>Field Battery (SP), Royal Artillery<br><br>Medium Battery, Royal Artillery<br><br>Heavy Mortar Platoon<br>ANTI-AIRCRAFT<br><br>Light Anti-aircraft Platoon<br><br>Light Anti-aircraft Platoon (SP), Royal Artillery<br>AIRCRAFT<br><br>Air Support<br>AOP<br><br>Air Observation Post |


**AMERICAN PLATOONS**


*American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.*

102
BRITISH







## BUILDING A GUARDS ARMoured SQUADRON

I have chosen to field an Armoured Squadron (found on page 102) using the Guards Armoured Division (☑) variant. I chose the Guards because they are a tough, professional unit with a long tradition.

Reading the instructions, I need to field at least a Company HQ and two Armoured Platoons from the black boxes. From there I'll add some of the optional platoons in grey boxes.

I chose the Guards (☑) as my variant, so all of my combat and weapons platoon or companies should match that symbol.

One of the Combat Platoons I need to take is an Armoured Platoon. This means I need to use the points listed in the column marked (☑) to match my variant. There are two available variants: Guards and 11<sup>th</sup> Armoured. Since I have chosen the Guards as my variant, I must use the column marked with my symbol.

### LORRIED RIFLE PLATOON

**PLATOON**

HQ Section with: ☑ ✓ 🐘 ✗

|                |            |            |
|----------------|------------|------------|
| 3 Rifle Squads | 190 points | 180 points |
| 2 Rifle Squads | 150 points | 140 points |

**OPTION**

- Add a Transport Squad for +5 points.

The guardsmen of the infantry battalion supply the tanks with excellent protection. These troops will clear enemy strongpoints of anti-tank weapons, keeping your tanks moving forward.

*When building my Guards force I use the points in the first column.*

I'll need some infantry to help secure my tankers' flanks so I've selected to reinforce my men with a Lorried Rifle Platoon. Again, there are two available variants, but I have to choose the Guards variant.

Next, I would also like to take some self-propelled anti-tank guns to deal with the heavy tanks German players are sure to field. This platoon has no divisional symbols, but since the company diagram allows it as an option, I can take it in my company (see example below).

### ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

**PLATOON**

|                         |            |   |
|-------------------------|------------|---|
| 4 M10C 17 pdr SP (late) | 370 points | ✓ |
| 2 M10C 17 pdr SP (late) | 185 points |   |

SUBALTERN  
Command M10C 17 pdr

*The Anti-tank Platoon (SP), Royal Artillery has no divisional symbol, but the company diagram says I can include it.*

Finally, I want to add some reconnaissance to scout ahead of my tanks. There are two options in the same box: a Guards Armoured Car Platoon, and an Armoured Car Platoon. Since the Armoured Car Squadron has a dash (-) in the Guards column, I cannot field that platoon with my Guards force. I must choose the Guards Armoured Car Platoon instead.

### ARMoured CAR PLATOON

**PLATOON**

Armoured Car Patrol with: ☑ ✗ 🐘 ✗

|                     |   |            |
|---------------------|---|------------|
| 2 Scout Car Patrols | - | 235 points |
| 1 Scout Car Patrol  | - | 175 points |

### GUARDS ARMoured CAR PLATOON

**PLATOON**

HQ Section with: ☑ ✓ 🐘 ✗

|                         |            |   |
|-------------------------|------------|---|
| 2 Daimler I and 2 Dingo | 150 points | - |
| 2 Daimler I and 2 Dingo | 130 points | - |

*A Guards company is allowed to take a Guards Armoured Car Platoon, but not an Armoured Car Platoon.*

Once I have selected all of my platoons and totalled up my points, I just have to find an opponent with equal points, set up a battlefield and start playing!

## ADDING WARRIORS TO YOUR FORCE

There are many Warriors throughout this book. These are heroic soldiers who can join your force and help it win victory.

Warriors are available from the Flames Of War website [www.FlamesOfWar.com](http://www.FlamesOfWar.com) and independent retailers as special order items (BSO### or USO###), blister packs (BR### or US###), or in boxes (BBX## or UBX##). Use the table below to find the relevant product code for each Warrior.

Pictured below is the Warrior Brigadier General James Gavin.



*Brigadier General James Gavin*  
Code: US888

| Warrior name   | Product code |
|--|--------------|
| Lieutenant Colonel John Frost (Page 30)                | BR886        |
| Major Julian Cook (Page 60)                            | US726        |
| Brigadier General James Gavin (Page 61)                | US888        |
| Major General Maxwell Taylor (Page 64)                 | US888        |
| Lieutenant Colonel JOE Vendeleur, DSO & Bar (Page 96)  | BR885        |
| Captain Geoffrey Walter Founes Luttrell, MC (Page 110) | BR041        |
| Major David V. Currie, VC (Page 155)                   | BR120        |

# Basing Your Army

Battlefront Miniatures packages *Flames Of War* products to give you everything you need to assemble your force as quickly and accurately as possible. Our blisters and box sets are packaged to give you all of the options available to build your army.

## HOW TO BASE DIFFERENT TYPES OF UNITS

Every army organises its platoons differently, and the organisation diagrams reflect this. For example, a British Rifle platoon in a Rifle Company is comprised of 37 men split into nine teams, yet a British Motor Platoon in a Motor Company has 22 men split into six teams. Of course, units in combat rarely maintain their theoretical strength. We reflect this by allowing you to take fewer squads.

### INFANTRY TEAMS

The fundamental building blocks of an infantry platoon or company are the various types of infantry teams. The most common ones are shown below with a brief description of their function and organisation.

#### COMMAND TEAMS



A Command team is made up of an officer, an NCO and a rifleman on a small base. There are often options to upgrade your Command team with a different weapon. To do so, simply replace the rifleman with the chosen upgrade. You can see an example of this on the following page.

#### RIFLE TEAMS



Rifle teams are the basic form of infantry. All the miniatures in a rifle team will normally be armed with rifles. Some squads may have a single machine-gun, but its effect is diluted by the number of rifles in the squad. Base your rifle teams on a medium base.

#### RIFLE/MG TEAMS



Rifle/MG teams are organised like rifle teams, except that every squad of two teams has a machine-gun. Base Rifle/MG teams on a medium base with the second base normally modelled with a crew-fed machine-gun.

#### MG TEAMS



MG teams are better armed than Rifle/MG teams. Every MG team has a machine-gun. Base MG teams with a crew-fed machine-gun and two to three riflemen on a medium base.

#### SMG TEAMS



Some nations equipped entire platoons with submachine-guns. SMG teams are made up of miniatures armed exclusively with submachine-guns. Base SMG teams on a medium base.

#### PIONEER TEAMS



A Pioneer team retains the normal characteristics and basing of its type, e.g. a Rifle team on a medium base, and gains combat engineering characteristics and abilities such as an increased anti-tank rating in assault and the ability to clear mines and demolish fortifications.

#### LIGHT MORTAR TEAMS



Light Mortar teams are made up of a miniature armed with a light mortar and a loader on a small base.

#### LIGHT ANTI-TANK TEAMS



Light Anti-tank teams are infantry teams made up of miniatures armed with weapons like a Bazooka or PIAT and a loader on a small base.

### GUN TEAMS

Artillery batteries and machine-gun, anti-tank gun, infantry gun platoons combine command infantry teams with gun teams. Information on basing gun teams can be found in *Basing Your Miniatures* in the rulebook. Essentially, Man-packed gun teams are mounted like infantry teams on a medium base, anti-tank and infantry guns are mounted on a medium base facing the narrow end, and artillery is mounted on a large base facing the narrow end.

### PLATOON DIAGRAMS

Each platoon diagram indicates the required squads and teams you must have to make that unit combat-worthy. Troops and vehicles in black are the core of the unit. Troops and vehicles in grey are options that you can add to give them more punch or mobility. Many platoons also include options allowing you to improve the equipment or capabilities of some of the teams. The platoon entry will also list the special rules that the platoon follows.



Each platoon or company entry in a *Flames Of War* book reflects the historical make-up of the unit, and tells you how to base the blister or box set that represents that particular unit. The following example shows a US Parachute Rifle Platoon and how to assemble it using the a portion of the contents of UBX41 Parachute Rifle Company.

## THE PLATOON ENTRY FROM THE BOOK

### PARACHUTE RIFLE PLATOON

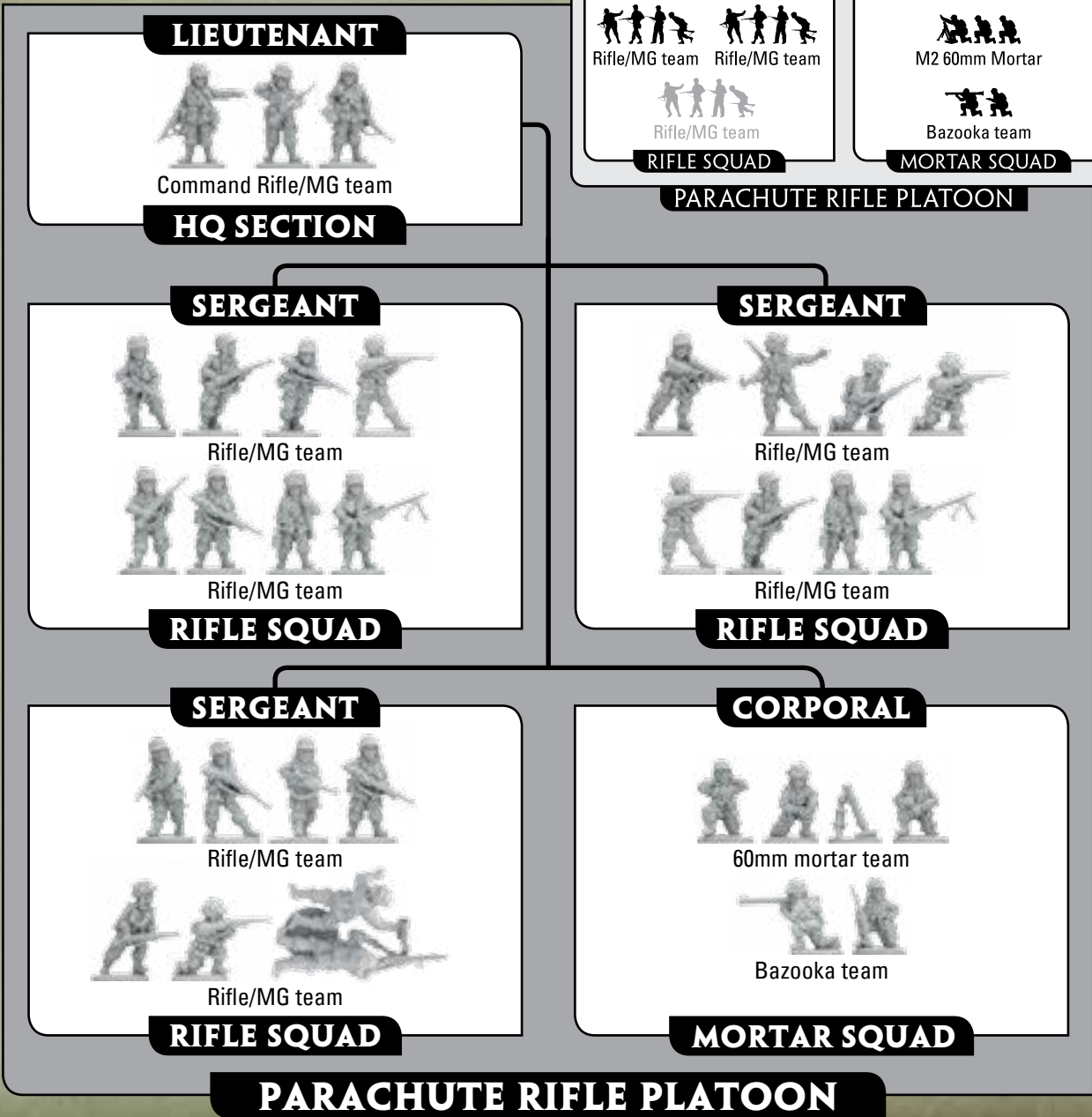
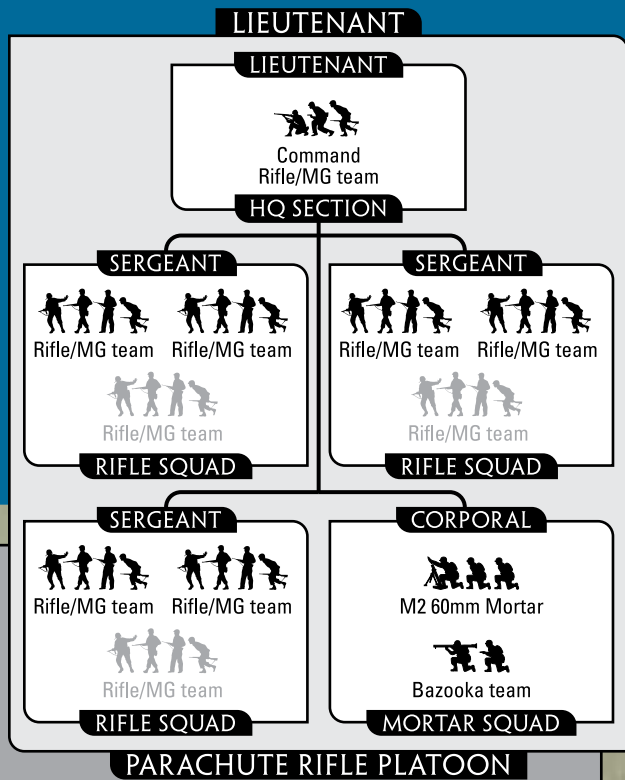
**PLATOON**

HQ Section and Mortar Squad with:

|                |            |
|----------------|------------|
| 3 Rifle Squads | 265 points |
| 2 Rifle Squads | 205 points |

**OPTIONS**

- Replace Command Rifle/MG team with a Command SMG team at no cost.
- AP Replace Command Rifle/MG team with a Command Panzerfaust SMG team for +20 points.
- Add an extra Rifle/MG team to all Rifle Squads for +30 points per squad.



# Operation Market Garden

*The largest airborne operation in history began on a sunny autumn Sunday in September 1944. An entire airborne army was committed in a bold attempt to seize the key bridges over the numerous rivers and canals leading into the heartland of the Reich. Over 4,000 Allied aircraft took off from airfields in the United Kingdom, France and Belgium to launch a surprise assault on German-occupied Holland.*

*Three British corps each led by an armoured division were poised at the Belgian border to follow up this airborne attack. The ultimate goal was to gain a bridgehead over the Rhine River, a formidable natural boundary, in an attempt to end the war by Christmas.*



## THE RACE FOR BERLIN

### RACE FOR BERLIN

With the coming of summer 1944, the beginning of the end of the war in Europe was unfolding. The landings in Normandy followed immediately by Operation Bagration, the Soviet offensive in the East, had the Allied armies on both fronts only 800 miles (1300km) from the German capital of Berlin. The race was on.

Throughout June and July, the western Allies ground forces slogged their way through the Bocage country of northern France while their Soviet Allies raced across Byelorussia, having crushed the German armies of *Heeresgruppe Mitte* (Army Group Centre). Then on 25 July 1944 with Operation Cobra, the newly formed US 12<sup>th</sup> Army Group (the US First and Third Armies) led by General Omar Bradley, broke out of Normandy.

Germany witnessed both its Western and Eastern Fronts crumbling before the armoured advances of the Allied armies. By the end of August, the Soviets had burst into Poland and

secured three bridgeheads over the Vistula River. In the west, British and American armoured formations duplicated the Soviet successes. By the first of September the Allies had advanced 240 miles (400km) towards Berlin.

The western Allies crossed the Loire River (11 August), invaded southern France (15 August), liberated Falaise, Chartres and Orleans (17 August), crossed the Seine River (20 August), closed the Falaise Gap (21 August), liberated Paris and captured Troyes and Vernon (25 August), and liberated Amiens (31 August). August had proved to be just as bad in the West as July had been in the East for Hitler and Germany.

With the arrival of September, the British Second Army rolled into Belgium. Crossing the Somme River (1 September) British forces liberated Douai (2 September), Brussels (3 September), Lille (4 September) and Ghent (5 September). By 8 September the British 30 Corps had reached the Albert Canal on the Belgium-Dutch border.









# NETHERLANDS

1ST AIRBORNE DIVISION

9. SS-PANZER DIVISION

10. SS-PANZER DIVISION

ARNHEM

ARMY GROUP B (MODEL)

1PIPB

508/505 PIR

NIJMEGEN

504 PIR

GROESBEEK

505 PIR

II. FALLSCHIRMKORPS

KLEVE

3. FJ DIV

GRAVE

GERMANY

S'HERTOGENBOSCH

1. FALLSCHIRMARMEE (STUDENT)

501 PIR

327 GIR

AIRBORNE

AIRBORNE

506 PIR

AIRBORNE

VEGHEL

502/506 PIR

AIRBORNE

18 FLAK BDE

SON

107. PANZER BRIGADE

HELMOND

EINDHOVEN

VALKENSWAARD

KG WALTHER

KG CHILL

6. FJR

30 CORPS

GUARDS ARMoured DIVISION

176 ID

8 CORPS

British 8 Corps - Heart Route

WEERT

BELGIUM



|   |   |
|---|---|
|  |  |
| US 82 <sup>ND</sup> AIRBORNE DIVISION   | US 101 <sup>ST</sup> AIRBORNE DIVISION  |
|  |  |
| 1 <sup>ST</sup> AIRBORNE DIVISION   | GUARDS ARMoured DIVISION  |
|  |  |
| 30 CORPS  | GERMAN UNITS  |





## A MATTER OF SUPPLY

The rapid Allied advance now created an enormous logistics nightmare. The growing multi-national force, together with the widening expanse of the front, dictated a new strategy. The lack of sufficient port facilities, the growing length of supply lines, and the now greater need for more supplies became the driving factors in any future offensive plans.

General Eisenhower, the Supreme Allied Commander Europe, was faced with a dilemma. There was simply insufficient supply capacity available to keep two full army groups, the British 21<sup>st</sup> Army Group (containing the British Second Army and the Canadian First Army) and the American 12<sup>th</sup> Army Group (containing the US First, Third, and Ninth Armies), on the offensive. Therefore, the logistics problem would dictate where the next offensive would fall.

## THE PLAN

Eisenhower's original plan called for a wide-front strategy keeping continuous pressure on the Germans across the entire front. Whereas, Field Marshal Montgomery, commander of the British 21<sup>st</sup> Army Group, had proposed a narrower thrust to the north through Holland and into Germany.

In the first weeks of September, while both armies halted to catch their breath, General Eisenhower consulted with his field commanders. Logistics prohibited him from continuing his wide plan. A new strategy was needed to keep up the pressure on the Germans until the logistics problem could be solved.

For now, only one army would be able to keep up the offensive. Montgomery's plan was selected with the twist of using the newly formed First Airborne Army. The plan, as with all plans, was a compromise to everyone. Releasing the use of the airborne army to the 21<sup>st</sup> Army Group would give the airborne troops a chance to shine, while also giving Montgomery the chance to prove his narrow plan.

Aiming the thrust towards the Ruhr, Germany's industrial heartland, had the reward of potentially shortening the war, however it would mean slowing down or cutting off supply operations to the other Allied armies. This would not prove too crucial as Bradley had no immediate use for the airborne troops and the US Third and Seventh Armies were both marching into Lorraine and consolidating their gains.

Additionally, cutting off the German army in Holland could speed the liberation of the channel ports to alleviate the supply situation.

Though a risky plan, it could springboard the Allies into Germany ahead of the Red Army. Market Garden, the operational name given to Montgomery's plan, could be the knockout punch to the now reeling German Army.

Market Garden became the primary offensive plan while operations in the Lorraine region of France became a secondary offensive. Both operations constituted Allied thrusts to break through the remaining German defence and enter into the German homeland. Both counted on a continued German retreat, trusting the enemy was incapable of building a defensive line before Allied forces could overrun them. Both underestimated the resilience of the German Army.

## ARMY GROUP B

*'But the Germans, General, the Germans.'*

—Major General Stanislaw Sosabowski,

Commander 1<sup>st</sup> Polish Independent Parachute Brigade.

As the exhausted British and American armies replenished their supplies and debated the merits of the single thrust or broad front strategy to finish off the Germans, *Generaloberst* Jodl, the chief of the *OKW* (Armed Forces Operations Staff), began to organise the semblance of a defence in Holland. On 4 September there was just 719. *Infanteriedivision* (719<sup>th</sup> Infantry Division), supplemented by a Dutch SS battalion and a few *Luftwaffe* (Air Force) detachments holding the line against the advancing British.

By 13 September, through outstanding staff and improvised field work, the newly created *1. Fallschirmarmee* (First Parachute Army) under *Generaloberst* Kurt Student had four divisions holding the line of the Meuse-Escaut Canal. This included the 719. *Infanteriedivision*, *Kampfgruppe Chill* (a division-sized battlegroup containing elements of the 84<sup>th</sup>, 85<sup>th</sup>, and 89<sup>th</sup> Infantry Divisions), Division Erdmann, (a scratched together parachute division), and the 176. *Infanteriedivision* recently moved from the Siegfried Line near the German city of Aachen.





In addition, two more infantry divisions, 59. and 245. *Infanteriedivision*, (both from the retreating German Fifteenth Army) would be available by 16 and 17 September, respectively.

Also, on 13 September, a battlegroup, *Kampfgruppe Walther*, was formed with four parachute battalions from *Oberleutnant Von der Heydte's 6. Fallschirmjägerregiment* (6<sup>th</sup> Parachute Regiment), a *Luftwaffe* penal battalion, *Sperrverband Heinke*, a blocking force consisting of two SS battalions, an SS tank-hunter battalion and a motorised artillery battery from *II SS-Panzerkorps* (2<sup>nd</sup> SS Panzer Corps), and some anti-aircraft batteries.

In the nine days the Allies took to launch Market Garden, the defence of Holland had gone from one division of old men and boys to an army of six infantry divisions supported by a battlegroups of crack parachute and SS troops.

Behind them *Generalfeldmarschall* Model began to rebuild the rest of *Heeresgruppe B* (Army Group B). *Obergruppenführer* Bittrich's *II SS-Panzerkorps*, consisting of the survivors of 9. 'Hohenstaufen' SS-Panzerdivision and 10. 'Frundsberg' SS-Panzerdivision (9<sup>th</sup> and 10<sup>th</sup> SS-Panzer Divisions) after their retreat from Normandy, was refitting near Arnhem. Although well under strength, they could still field a very dangerous battlegroup.

Another battlegroup, *Kampfgruppe von Tettau*, formed near Arnhem, consisting of a variety of battalions including three SS battalions from local reserve depots and training schools. Although lightly armed, it was well led by veteran officers.

Once the battle began additional replacement and reserve formations were released from Germany to help defend Holland against the Allied assault. 107. *Panzerbrigade* (107<sup>th</sup> Panzer Brigade), 208. *StuG Brigade* (208<sup>th</sup> Assault Gun Battalion), and 506. *Schwere Panzerabteilung* (506<sup>th</sup> Heavy Tank Battalion), together with a number of naval, air force, and security battalions all eventually reinforced the German defenders.

In three weeks the Germans managed to scrape together over 100,000 troops and nearly 200 panzers to counter the Allied advance up the single highway towards Arnhem.

## OPERATION MARKET GARDEN

Market Garden consisted of two parts: Market, the airborne portion and Garden, the ground portion. Its prize was the bridge at Arnhem, a full 60 miles/100km behind enemy lines. The airborne army would be dropped to provide a carpet for the ground forces to race ahead and secure the bridges over the numerous rivers and canals in Holland. Accomplishing this would allow the armoured forces of the British 30 Corps to continue into Germany and attack the industrial heartland of the Ruhr.

With but a week's planning, the operation was executed. The largest airborne operation in history began on a Sunday with a three-day timetable to push through the German lines and secure the bridges to Arnhem. Resistance was expected to be light as Allied intelligence had identified few combat-ready German units along the planned route. Surprise and speed were thought the only necessary advantage needed to overcome the remnants of Hitler's army.





# The First Airborne Army

The sole strategic reserve of the western Allied armies was the First Airborne Army. Formed on 8 August 1944, it brought five airborne divisions, three American and two British, a Polish airborne brigade, and a British air-transportable division, together under one commander, Lieutenant General Brereton.

## FIRST ALLIED AIRBORNE ARMY (ALLIED FORCES)



**1<sup>ST</sup> AIRBORNE DIVISION**  
 1<sup>st</sup> Parachute Brigade  
 4<sup>th</sup> Parachute Brigade  
 1<sup>st</sup> Airlanding Brigade  
 1<sup>st</sup> Airlanding Light Regiment  
 Glider Pilot Regiment



**82<sup>ND</sup> AIRBORNE DIVISION**  
 504<sup>th</sup> Parachute Infantry Regiment  
 505<sup>th</sup> Parachute Infantry Regiment  
 508<sup>th</sup> Parachute Infantry Regiment  
 325<sup>th</sup> Glider Infantry Regiment  
 376<sup>th</sup> Parachute Artillery Battalion



**101<sup>ST</sup> AIRBORNE DIVISION**  
 501<sup>st</sup> Parachute Infantry Regiment  
 502<sup>nd</sup> Parachute Infantry Regiment  
 506<sup>th</sup> Parachute Infantry Regiment  
 327<sup>th</sup> Glider Infantry Regiment  
 377<sup>th</sup> Parachute Artillery Battalion  
 326<sup>th</sup> Parachute Engineering Battalion

## MARKET GARDEN FORCE DISPOSITIONS



German Forces



Allied Forces

German Infantry: 107,000



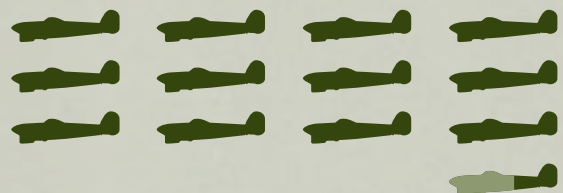
Allied Infantry: 135,000



German Aircraft: 420



Allied Aircraft: 1,240



German Tanks: 195



Allied Tanks: 1,300



# Operation Market

*'To Grab the Bridges with Thunderclap Surprise'*  
—Lieutenant General Breton, Commander First Airborne Army.

The airborne plan was designed to lay a carpet of airborne troops across three Dutch towns. Each airborne division was assigned to perform an airborne assault and secure one town and all its bridges to link the roads leading north from the Dutch-Belgian border to the town of Arnhem across the Lower Rhine.

The US 101<sup>st</sup> 'Screaming Eagles' Airborne Division under Major General Maxwell D Taylor was assigned to take the first town, Eindhoven. This included the bridges over the Wilhelmina Canal at Son as well as Highway 69, later known as Hell's Highway, the road through Veghel between Eindhoven and the Grave bridge.

The US 82<sup>nd</sup> 'All American' Airborne Division led by Brigadier General James M Gavin was assigned to take the second town, Nijmegen. Their objectives included the Groesbeek Heights, the Grave Bridge and the Nijmegen Bridge.

Major General R E Urquhart, commander of the 'Red Devils' of the 1<sup>st</sup> British Airborne Division, was given the ultimate prize, the bridge over the Rhine River at Arnhem.

## EINDHOVEN

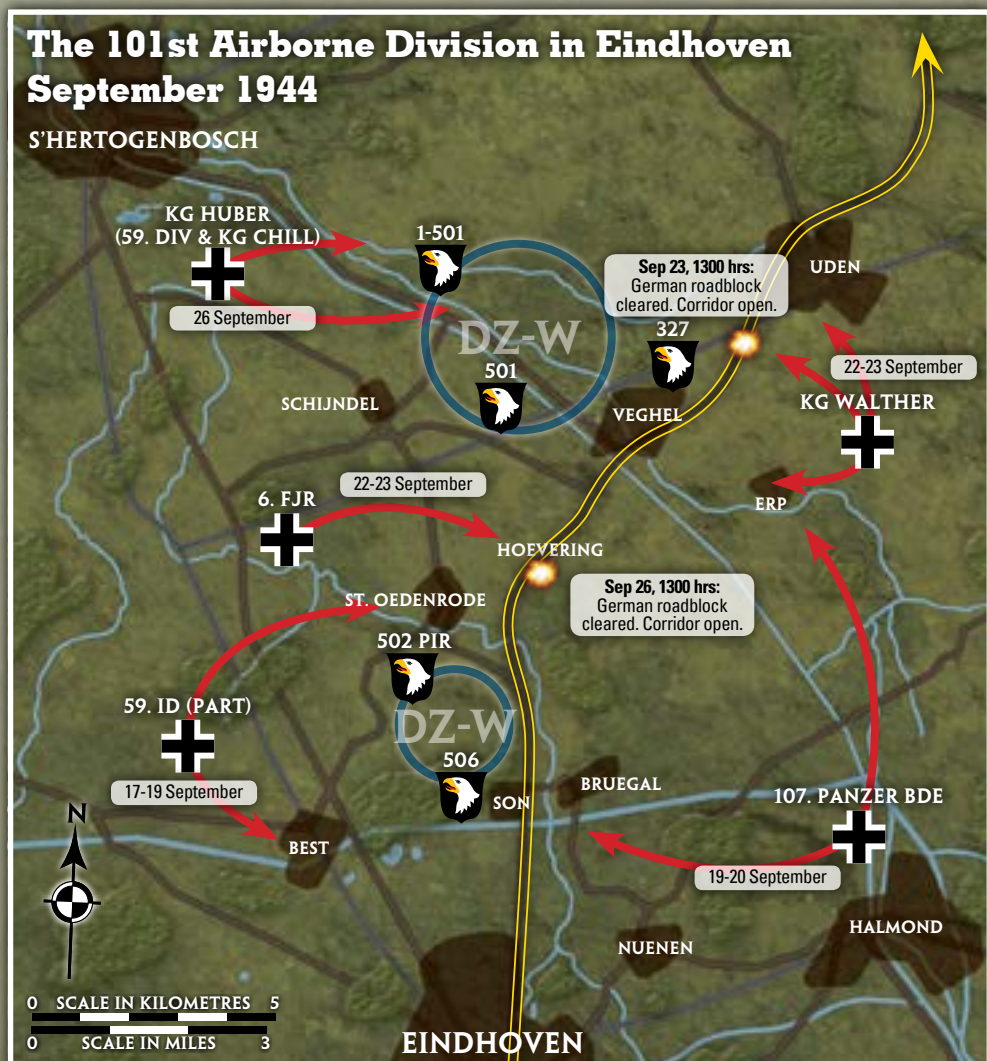
### 101<sup>ST</sup> 'SCREAMING EAGLES' AIRBORNE DIVISION

The US 101<sup>st</sup> 'Screaming Eagles' Airborne Division jumped into Holland in a daylight aerial assault on 17 September 1944, north of Eindhoven. Unlike the other two drops at Arnhem and Nijmegen, where the key bridges to be captured were located within the town's centre, the bridges assigned to the 101<sup>st</sup> Airborne at Best and Son were a full 8 miles (13km) north of Eindhoven.

The 101<sup>st</sup> Airborne would secure seven bridges. The first over the Wilhelmina Canal at the town of Son was the responsibility of the 506<sup>th</sup> Parachute Infantry Regiment (PIR). Two spanning the Dommel River at St. Oedenrode were to be taken by the 502<sup>nd</sup> PIR supported by a company of the 326<sup>th</sup> Airborne Engineering Battalion. Finally, four more over the Aa River fell to the 501<sup>st</sup> PIR near the town of Veghel. After that, Eindhoven was also to be captured by the 506<sup>th</sup> PIR while the rest of the 101<sup>st</sup> held open 15 miles (23km) of the road toward Arnhem for the advancing British 30 Corps.

By the end of Market Garden, the 101<sup>st</sup> would refer to this stretch of road as 'Hell's Highway'.

Securing the Son and Best bridges and holding Hell's Highway from repeated German counterattacks ultimately cost the division 2100 casualties over the nine days of Market Garden.





# NIJMEGEN

## 82<sup>ND</sup> AIRBORNE 'ALL AMERICAN' AIRBORNE DIVISION

The US 82<sup>nd</sup> 'All American' Airborne Division learned of their fourth and final combat drop of the war two days before the 17 September air drop. Their objective was to capture and hold the key bridges at Grave and Nijmegen as well as some subsidiary bridges over a canal to the east of Grave.

The 504<sup>th</sup> Parachute Infantry Regiment (PIR) was given the objective of seizing the Grave Bridge over the Maas River and several smaller bridges over the Maas-Waal Canal. One company was dropped on the south side of the bridge while the rest of the regiment was dropped to the north. The Grave Bridge, the longest in Europe at the time, was secured on the first night.

The 508<sup>th</sup> PIR was assigned two major objectives. Their first was to secure the Groesbeek Heights to prevent German counterattacks from Kleve from overrunning their drop zones. Their second objective was to take and hold the bridge at Nijmegen. Both General Browning and General Gavin thought taking the heights was a priority over securing the bridge. Events were to prove them wrong.



The regiment took and held the heights on the first day, but their initial efforts to secure the Nijmegen Bridge were repulsed. German attacks from an ad hoc German force, *Korps Feldt* (a division-sized battlegroup), at Groesbeek caused 139 killed, 479 wounded, and 178 missing, but the 508<sup>th</sup> PIR held taking 483 prisoners.

For the next two days the 82<sup>nd</sup> held their ground while conducting aggressive combat and reconnaissance patrols until the Irish Guards from the British Guards Armoured Division spearheading the advance of the 30 Corps, made the ground link-up. However, the Nijmegen road and rail bridges, which were the last remaining link to the British airborne forces in Arnhem, remained in enemy hands.

On 20 September, the 3<sup>rd</sup> Battalion, 504<sup>th</sup> PIR, together with the Guards Armoured Division, took the Nijmegen Bridge with a daylight river crossing and an assault on the SS positions south of the bridge. That same day, the 505<sup>th</sup> PIR, with help from the Coldstream Guards, also stopped a counterattack at Mook keeping the Germans from severing the highway.





# ARNHEM

## BRITISH 1<sup>ST</sup> 'RED DEVILS' AIRBORNE DIVISION

Dropped the furthest behind enemy lines, the British 1<sup>st</sup> Airborne Division was to capture the road and rail bridges across the Lower Rhine River at Arnhem. General Browning planned for 1<sup>st</sup> Airborne to hold out for four days until relieved by 30 Corps.

For their part, the 1<sup>st</sup> Airborne Division was delighted to be going into action. The fact that they had only one week to plan and mount the operation did not unduly alarm them as they had planned nearly two dozen aborted operations since June.

Their commander, General Urquhart, saw the first problem as logistics. There were not enough aircraft to get his whole division to Arnhem in one air drop. He decided to take 1<sup>st</sup> Parachute Brigade and 1<sup>st</sup> Airlanding Brigade with the Divisional HQ on the operation's D-Day. The 1<sup>st</sup> Parachute Brigade was to seize the bridges while the Airlanding brigade guarded the drop zones.

The 4<sup>th</sup> Parachute Brigade followed in the second air drop on the next day while the 1<sup>st</sup> Polish Independent Parachute Brigade was scheduled for a third drop. This plan had the 1<sup>st</sup> Parachute Brigade holding the bridges, the 4<sup>th</sup> Parachute Brigade securing the high ground north of Arnhem, and the 1<sup>st</sup> Airlanding maintaining the perimeter at Oosterbeek. The Poles would land south of the river, crossover, and create a perimeter to the east.



Because of unsuitable ground and heavy flak expected over Arnhem, the RAF insisted the drop zone be seven miles (11km) from the bridge at Arnhem, the primary objective. General Urquhart reluctantly agreed, mainly because enemy strength in Arnhem was believed to be very low. Bureaucracy and secrecy prevented any additional intelligence suggesting greater German strength in the area from reaching the airborne troops.

The initial drops went well. The 2<sup>nd</sup> Parachute Battalion (2<sup>nd</sup> Para), led by Colonel Frost, made for the bridge on foot, taking a route that followed the river bypassing the town of Oosterbeek. Further north 3<sup>rd</sup> Para moved through Oosterbeek towards the bridge, leaving 1<sup>st</sup> Para in reserve.

2<sup>nd</sup> Para was the only unit to reach the bridge. 3<sup>rd</sup> Para ran headlong into two depleted SS-Panzer Divisions, the 9<sup>th</sup> and 10<sup>th</sup>, together with an assortment of reserve forces that were training and refitting in the Arnhem area. Their rapid response to the air drop stopped 3<sup>rd</sup> Para cold and resulted in quick surrounding of the 2<sup>nd</sup> Para at the bridge.

With the additional German reinforcements of *Kampfgruppe Tettau*, 280. *StuG Brigade*, and 506. *Schwere Panzerabteilung* arriving in the following days, the remainder of the 1<sup>st</sup> Airborne Division was contained at Oosterbeek, and forced to retreat across the Rhine suffering very heavy casualties.





# Operation Garden

*'This is a tale you will tell your grandchildren . . . And mighty bored they'll be.'*  
—Lieutenant General Brian Horrocks, Commander British 30 Corps.

Operation Garden required the British 30 Corps led by Lieutenant General Brian 'Jorrocks' Horrocks, spearheaded by the Guards Armoured Division, to take Eindhoven in two to three hours and then cover the 64 miles (106km) from the Dutch-Belgian border to Arnhem in two to three days. The final 35 miles (58km) to the IJsselmeer (Zuider Zee) was to be taken after linking up with all three airborne divisions of Operation Market'.

Both surprise and speed would be the keys to a successful advance. Rapidly moving the three divisions of 30 Corps up one road through enemy territory while meeting the timetable would be critical, as the use of airborne troops that far behind enemy lines had never been done before.

Two additional British corps from the Second British Army were assigned to the ground forces of Garden. To the west, covering 30 Corps' left flank, was 12 Corps. Their job was to advance up the Turnout Road and take the town of S'Hertogenbosch. This corps consisted of the British 7<sup>th</sup> Armoured Division, and the infantry of 15<sup>th</sup> (Scottish) and 53<sup>rd</sup> (Welsh) Divisions.

To the west, on the right flank, was 8 Corps. They were tasked with capturing the town of Venlo and watching the great German Reichswald Forest. 8 Corps contained the 11<sup>th</sup> Armoured Division and 3<sup>rd</sup> Division.

A lack of transport, a lack of urgency in their advance, and the rapid influx of German defenders all contributed to both corps lagging behind the main advance of 30 Corps. Both flanking corps suffered very heavy casualties and were stopped short of their objectives by tenacious German defenders.

Market Garden's final objective was to get Allied forces across the Rhine River and create a bridgehead for subsequent operations into the Ruhr Valley in western Germany. This would cut off the remaining German divisions in Holland, outflank the Siegfried Line (the defences holding the German

western border), and provide a route into the northern German plain directly towards Berlin.

## AFTERMATH

30 Corps failed to reach Arnhem, forcing a night evacuation of the 1<sup>st</sup> Airborne Division. Just 2163 men, out of the original 10,005 who began airdropping nine days earlier made it across the Rhine to safety. Approximately 1500 1<sup>st</sup> Airborne soldiers were killed during the battle, and the remainder captured.

The 1<sup>st</sup> British Airborne Division was effectively destroyed and the ultimate objective of Operation Market Garden was never realized. Bitter fighting continued for the next month with both American airborne divisions suffering additional casualties holding the line against German counterattacks. Though a wedge into Holland had been achieved, the next strategic objective for the Allies was now shifted to securing all the territory west of the Rhine River.

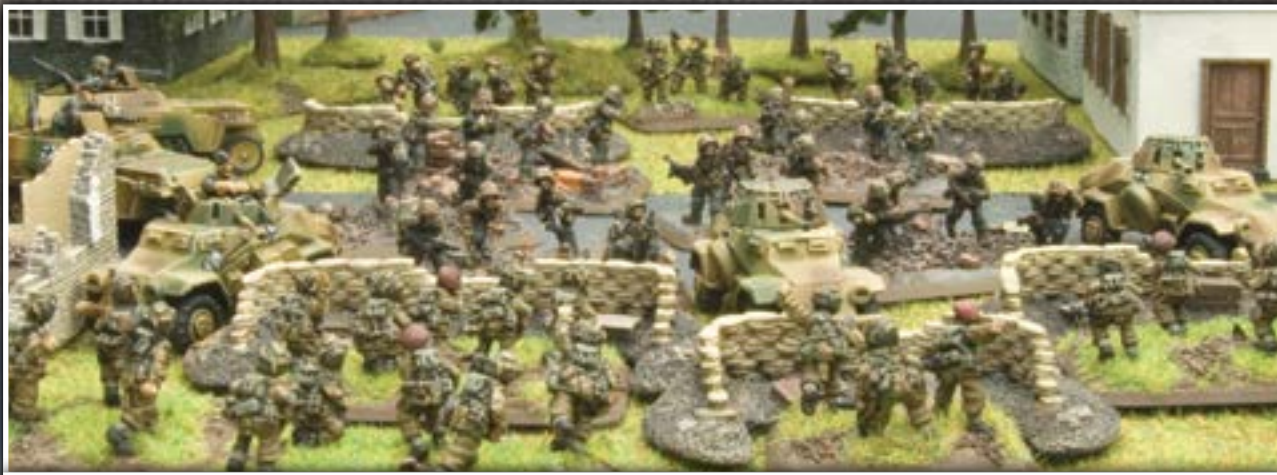
## A BRIDGE TOO FAR

To identify the politics, what-ifs, and myriad of mistakes on both sides only does an injustice to those who fought in Operation Market Garden. Though historians, authors, and generals have argued for years trying to identify the root causes of the operation's failure, no one has ever suggested that the chance to end the war by Christmas was not worth the gamble.

Although all participants in Market Garden suffered significant casualties, especially the British 1<sup>st</sup> Airborne Division, the figures are minuscule compared to the casualties sustained by the Allies in finally crossing the Rhine into Germany. If Operation Market Garden had worked over 85,000 casualties may have been avoided in the clearing of the Reichswald, avoiding the Battle of the Bulge, and the fighting in crossing the Rhine river in Operations Veritable and Grenade.







*SS-Kampfgruppe Brinkmann probes the British defences with reconnaissance troops.*

# THE BATTLE FOR ARNHEM BRIDGE



*Kampfgruppe Knaust assaults from the east with Panzers and Panzergrenadiers.*





*Number 2 Gun, C Troop fires onto the bridge, causing havoc on Graebner's column.*



*Tiger I E heavy tanks from Kampfgruppe Hummel encounter the Royal Engineers on the embankment.*



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

In 1940, Winston Churchill instructed the British War Office to form an airborne corps after learning about the German successes with paratroopers in the Low Countries. The Central Landing School was set up at Ringway, Manchester, by Army and RAF staff. Men of No. 2 Commando were selected for training and the first jumps carried out on 13 July 1940.

For the British airborne forces 1941 was a year of development and expansion. The 1<sup>st</sup> Parachute Brigade was formed in September, and shortly afterwards the 1st Airlanding Brigade was added with four glider-borne airlanding battalions.

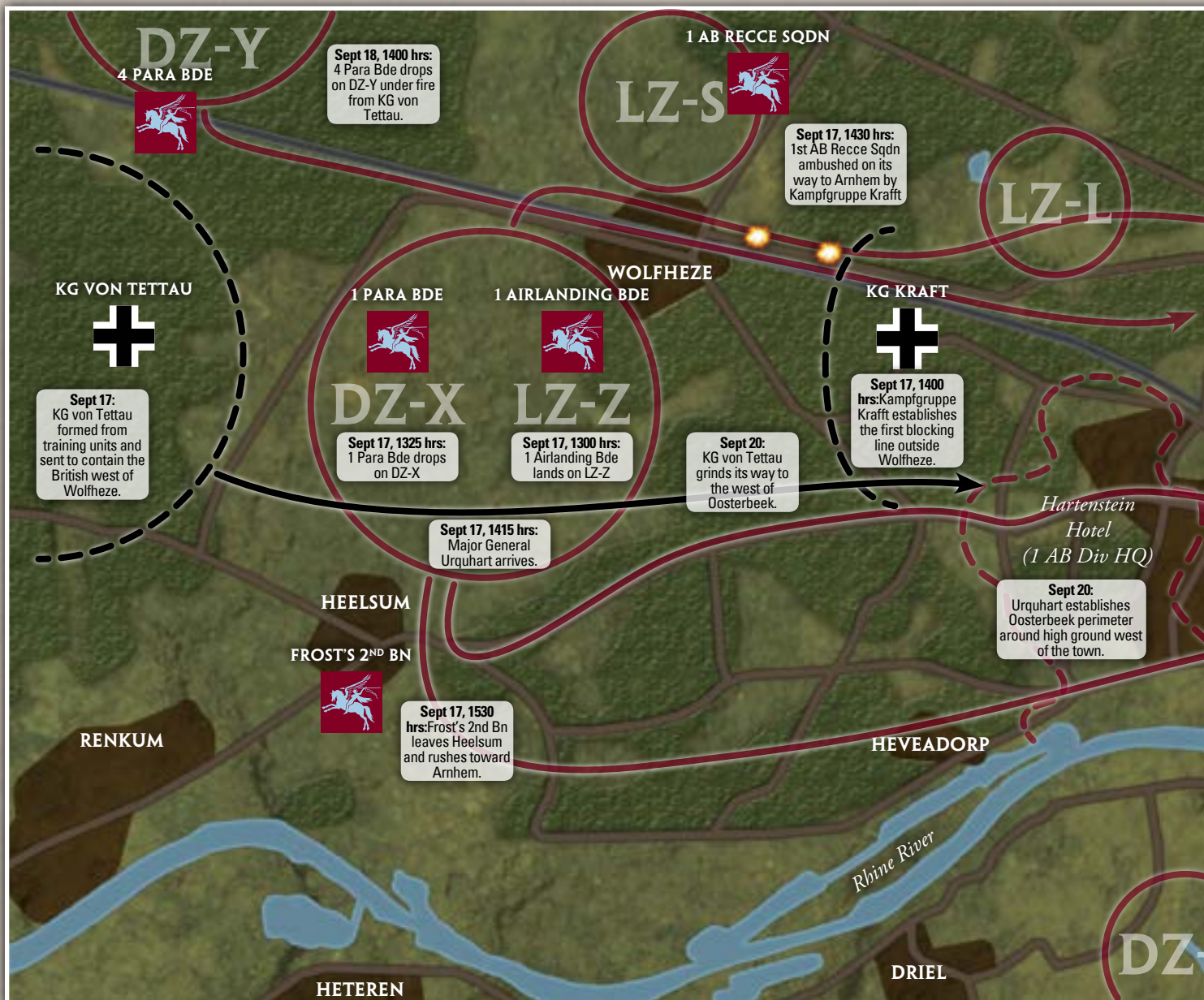
In November 1941, General Browning was appointed Commander Paratroops and Airborne Troops and the 1st Airborne Division was officially formed. In December, the Glider Pilot Regiment was established as part of the Army Air Corps to fly the Horsa and Hamilcar gliders.

The 1<sup>st</sup> Airborne Division continued to expand with the new 2<sup>nd</sup> Parachute Brigade and the addition of No. 38 Group of the Royal Air Force, which was created to provide transport and to work closely with the division.

The maroon beret of the British 'paras' was first seen by German troops in North Africa and within months they had christened the ferocious paras as *Rote Teufel*, or Red Devils. This distinctive headgear was officially introduced in 1942 and the Pegasus symbol chosen as the emblem of British Airborne Forces.

## NORTH AFRICA & SOUTHERN EUROPE

In September 1942, the 1<sup>st</sup> Parachute Brigade was dispatched to Tunisia for its first operational combat jumps. The division jumped into Tunisia and Sicily with mixed results. Operation Husky, the Allied invasion of Sicily, encountered





many difficulties resulting in the division being scattered. The paratroopers secured their objectives and held onto them, but their reinforcements did not arrive in time so they had to pull back to avoid being cut off and destroyed.

After Sicily the 1<sup>st</sup> Airborne Division landed by sea at the Italian port of Taranto. Once the port was secured, the bulk of the division was withdrawn to England to prepare for the invasion of Europe. Only the 4<sup>th</sup> Parachute Brigade remained in Italy, coming under command of the New Zealand Division as it fought its way northward before being returned to England to rejoin the rest of the division.

## NORTH-WEST EUROPE

By 1944 the 1<sup>st</sup> Airborne Division included the 1st and 4<sup>th</sup> Parachute Brigades, 1<sup>st</sup> Airlanding Brigade, and attached artillery, anti-tank, engineer, reconnaissance, and logistical support troops. The division, about 10,000 men commanded by Major General Urquhart, was prepared to land by parachute and glider.

The Allied Supreme Command elected to let the 1<sup>st</sup> Airborne Division rest and refit while the new 6<sup>th</sup> Airborne Division

jumped into France during Operation Overlord on 6 June 1944. The men of the 1<sup>st</sup> Airborne Division eagerly watched the progress of the Normandy campaign and grew increasingly impatient as several airborne operations were hurriedly planned and cancelled.

Finally, on 12 September 1944, the division was given orders to prepare for a joint land-air assault on occupied Holland called Operation Market Garden. The division was tasked with capturing the road bridge at Arnhem—64 miles (102km) behind the front line—and holding it until relieved by the ground units of the British 30 Corps. The operation was to be launched on 17 September 1944.

## OPERATION MARKET GARDEN

Operation Market Garden posed several challenges for the 1<sup>st</sup> Airborne Division. First, the drop zones were over 6 miles (10km) from the Arnhem Bridge. This was because the Royal Air Force was concerned about the amount of expected enemy anti-aircraft fire over Arnhem. Landing and drop zones were selected to help keep the pilots and aircraft safe so that they could deliver the division with minimum casualties.

# Battles for Arnhem and Oosterbeek





Secondly, due to a severe shortage of transport aircraft, it would take three days to get all of the division and the attached 1<sup>st</sup> Polish Independent Parachute Brigade to Arnhem. The logistical nightmare of delivering three allied airborne divisions into occupied Holland forced the British planners to stagger the division's arrival into three separate lifts on three separate days. It was hoped that the German reaction would be slow and disorganised giving the division time to organise itself and secure Arnhem.

The plan also relied on the weather to remain favourable for those three days so that the reinforcing lifts and resupply flights were not delayed. With a little luck the 1<sup>st</sup> Airborne Division and the Poles would occupy the city of Arnhem in a four brigade perimeter holding out for two to four days until relieved by 30 Corps.

The initial landings took place on a sunny Sunday afternoon. They were nearly perfectly executed with minimal casualties. The 1<sup>st</sup> Airlanding Brigade landed first to secure the drop zones. The 1<sup>st</sup> Parachute Brigade dropped soon afterwards and within an hour set off towards Arnhem on three separate road routes—one for each parachute battalion.

### LEOPARD ROUTE

The 1<sup>st</sup> Parachute Battalion left DZ-X and headed to Arnhem on the Leopard Route, the northernmost approach. Unfortunately for the paratroopers, a company from the German Battalion Krafft was on training manoeuvres in the woods between the drop zones and Arnhem. The Germans formed hasty blocking positions across two of the three routes to Arnhem, inflicting a series of ambushes and engaging in a steady fighting withdrawal toward Arnhem. The paratroopers recovered and immediately counterattacked, forcing Krafft to fall back to Oosterbeek. However 1<sup>st</sup> Para Battalion suffered terrible losses and were forced to halt their advance along Leopard Route.

### LION ROUTE

Both 2<sup>nd</sup> and 3<sup>rd</sup> Parachute Battalions left DZ-X and headed straight to Heesum. Lieutenant Colonel Frost's 2<sup>nd</sup> Parachute Battalion was the first to leave Heesum at 1530 hours on 17 September and made a hasty march to Arnhem on the Lion route, the southern most of the three. Frost passed

through Heveadorp and the southern edge of Oosterbeek with little or no resistance as the Germans were held up by the other British advance further north. Frost pushed his battalion into Arnhem, fighting off a few small German attacks before reaching the Arnhem Bridge at 2000 hours.

### TIGER ROUTE

From Heesum, the 3<sup>rd</sup> Battalion set off along Tiger Route, the middle path via Oosterbeek. They quickly outflanked Krafft's blocking line and made a fast push toward Oosterbeek reaching the western suburbs of Arnhem by the end of the day. However, they too ran into stiff resistance by the lead elements of *SS-Kampfgruppe Spindler*.

### ARNHEM

The following day, the 1<sup>st</sup> and 3<sup>rd</sup> Battalions fought in vain to break through the increasingly tough German blocking lines. Meanwhile the 4<sup>th</sup> Parachute Brigade arrived at DZ-Y northwest of Wolfheze and its troops rushed forward to add extra weight to the British attacks against the German defenders.

The main push formed along Tiger Route near the St. Elisabeth Hospital in western Arnhem. General Urquhart and Brigadier Lathbury, commander of the 1<sup>st</sup> Parachute Brigade, were cut off from the division when a German counterattack took them by surprise. They were forced into hiding until they managed to escape to rejoin their men. For fourteen critical hours, the division was left leaderless.

The British attempt to reach Arnhem was halted only one frustrating mile (1.5km) from Arnhem Bridge. German counterattacks were becoming much more coordinated and the first enemy armour had arrived, ending any hopes of quickly reaching Frost.

To the west, the massive *Kampfgruppe von Tettau* was threatening the drop zones. British supply drop zones fell under German control. Reluctantly, Urquhart withdrew to Oosterbeek to form a defensive perimeter. The division slowly retreated to the new perimeter. On 20 September, Urquhart established his divisional headquarters at the Hartenstein Hotel, placed his battalions around the perimeter, and waited for word from 30 Corps.

## THE 1<sup>ST</sup> AIRBORNE DIVISION IN FLAMES OF WAR

A British Parachute Company (page 32), an Airlanding Company (page 38), an Airborne Reconnaissance Squadron (page 48), a Glider Pilot Squadron (page 44), and Airborne Field Company, Royal Engineers (page 52) use all of the normal British special rules, found on pages 246-248 of the rulebook.



## MAJOR GENERAL ROY URQUHART



Robert 'Roy' Urquhart had a passionate dislike of flying, so his appointment to command the 1<sup>st</sup> Airborne Division in January 1944 seemed a strange choice. However, Lieutenant General Browning, commander of the First Allied Airborne Army, had faith in the battle-proven officer.

In September 1944, Urquhart was given orders to jump with his division into occupied Holland during Operation Market Garden. He pushed for drop zones close to Arnhem, but he was denied and his division was to land in two parts, over two days, six miles from their objective bridge in Arnhem.

When the division landed, Urquhart's paratroopers went into action. However, all but one of his battalions became mired down in fighting west of Arnhem bridge. To make matters worse, the division's wireless sets were inoperable, forcing Urquhart to give orders in person.

While leading the attack of 2<sup>nd</sup> Parachute Brigade, Urquhart, Brigadier Lathbury, and two other officers became cut off from the rest of the division. Lathbury was wounded and Urquhart and the two other officers helped get the wounded man inside a nearby house. A German passed by the window of the house and saw the British inside. Before he could lift his weapon, Urquhart blasted him with his revolver. The three left Lathbury in the house owners' care and tried to make it back to British lines. The party didn't get far before they were forced to take refuge in the attic of another house for 14 long hours before they could escape and return to their lines.

When Urquhart finally returned to his headquarters it was clear that his position was becoming untenable and he prepared to withdraw across the Rhine. Finally on the night of 25 September he sent the message to his troops, 'All will be ordered to break out rather than surrender. We have attempted our best and we will continue to do our best as long as possible'. Under the cover of dark, 2163 men of the 1<sup>st</sup> Airborne Division slipped across the Rhine.

The division returned to England and Urquhart remained a major general until he left the army in 1955.



## CHARACTERISTICS

Major General Roy Urquhart is a Warrior Higher Command Pistol team rated Fearless Veteran. Major General Roy Urquhart may join a British Parachute Company (page 32), an Airlanding Company (page 38), an Airborne Reconnaissance Squadron (page 48), a Glider Pilot Squadron (page 44), or a Airborne Field Company, Royal Engineers (page 52) for +25 points.

### LICENSED TO KILL

Urquhart was armed with his trusty Webley service revolver, which came in handy when he was cut off from his men.

*Urquhart may re-roll failed To Hit rolls with his pistol and does not suffer the normal +1 To Hit penalty when Moving with ROF 1.*

| Team        | Range   | ROF | Anti-tank | Firepower |
|-------------|---------|-----|-----------|-----------|
| Pistol team | 4"/10cm | 1   | 1         | 6         |

### TO THE BRIDGE

Urquhart's focus was to get his division to Arnhem Bridge. Within minutes of landing, he sent his lead elements ahead to secure the objective.

*Infantry and Man-packed Gun teams in a platoon led by Urquhart may move 16"/40cm instead of the normal 12"/30cm when Moving At the Double.*

### ESTABLISH THE PERIMETER!

Once Urquhart's forces took a position they held until all possibilities of relief had been exhausted. This occurred both at the Arnhem bridge and the divisional perimeter at Oosterbeek.

*A platoon led by Major General Urquhart may re-roll failed attempts to Dig In.*



# The 1<sup>st</sup> Polish Independent Parachute Brigade



The 1<sup>st</sup> Polish Independent Parachute Brigade (1PIPB) was formed in September 1941 and commanded by Colonel Stanislaw Sosabowski. The cadre came from the Polish veterans that Sosabowski had led out of France in June of 1940. By 1944, the 1PIPB had 3,100 men, all of which had one goal in mind—to return to Poland by the shortest way and liberate it from the Germans.

In the spring of 1944, the British pressured the Polish government to release the 1PIPB for combat operations in Western Europe and it was finally integrated into the British 1<sup>st</sup> Airborne Corps in June 1944.

When Operation Market Garden was planned, the 1PIPB's orders were to land immediately south of the Arnhem Bridge and move to reinforce 1<sup>st</sup> Parachute Brigade in Arnhem. However, as the battle unfolded their landing zone was shifted near to the village of Driel so they could reinforce the British at Oosterbeek.

Due to a shortage of aircraft the brigade would be landed in parts over three days and had to leave their artillery unit behind. The ground where the Polish would drop was thought too soft for gliders so the anti-tank guns and other heavy equipment would be landed on 18 September (D+1) and 19 September (D+2) at the British landing zones north of the Rhine. The rest of the 1PIPB would land via parachute on 19 September (D+2).

The glider-borne units landed as scheduled but the D+2 units suffered heavy casualties due to the German forces occupying the edges of their landing zone. The airlanding units fought alongside the 1<sup>st</sup> Airborne Division throughout the battle.

Bad weather delayed and disrupted the drop of the rest of the 1PIPB for two days until 21 September. When they finally took off for Holland, over a third of the transport aircraft aborted the mission due to anti-aircraft fire, resulting in only 1000 Polish paratroopers landing near Driel. The paratroopers quickly moved to the south bank of the Rhine across from the British position at Oosterbeek where they expected to find a ferry to get them across the river. However, they found that the ferry was cut loose by its Dutch operator earlier in the operation to prevent its use by the Germans, so the Polish paras fell back to Driel, and formed a defensive perimeter.

The Poles fought off several German assaults and faced constant artillery bombardment until 22 September when the lead elements of 30 Corps reached Driel. With the new reinforcements the 1PIPB again focused on reaching the British paras across the river.

The Polish paras made two attempts to cross the Rhine under cover of darkness. These were made using small rubber rafts and assault boats from 30 Corps, but German fire and the swift current made these crossings extremely difficult. Only about 200 Polish troops made it across the river.

On the night of 25 September, the 1PIPB helped the British 1<sup>st</sup> Airborne escape back across the Rhine. The brigade then marched south of Nijmegen and guarded bridges and airfields for two weeks before returning to the United Kingdom in mid-October.

The brigade was disbanded in June 1947 and most of the men decided to remain in exile, settling permanently in the United Kingdom rather than returning to communist Poland.

## POLISH SPECIAL RULE

### FATE OF THE NATION

Since it was an independent brigade The 1PIPB did not receive support directly from the 1<sup>st</sup> Airborne Division, relying instead on its own support platoons. The Poles displayed remarkable bravery in combat, often pushing on to take objectives when any other men would have turned back.

*Polish Parachute Companies (page 33) use all of the normal British special rules on pages 246-248 of the rulebook, except British Bulldog. Instead, a Polish Platoon joined by a 2iC team may re-roll failed Morale Checks.*

*Support Platoons marked  are not Polish and use all of the normal British special rules.*





## MAJOR GENERAL STANISLAW SOSABOWSKI



Stanislaw Sosabowski was born in 1892. He fought on the eastern front in World War I. After the war he became an officer in the new Polish Army and when Germany invaded Poland in September 1939, Sosabowski was a full colonel. After Poland fell under German control, he escaped to France and commanded the exiled Polish 4<sup>th</sup> Infantry Division until the fall of France in 1940. He, along with 3,000 other Polish troops evacuated to England.

In September 1941, The Polish government-in-exile formed the 1<sup>st</sup> Polish Independent Parachute Brigade with Sosabowski in command. The brigade conducted its own training with a little help from the British. During this time Sosabowski completed paratrooper training at the age of

50. In June 1944, when the regiment was placed under the command of the British 1<sup>st</sup> Airborne Corps, Sosabowski was promoted to Major General and the brigade began receiving a lot more training resources and equipment.

When Sosabowski was told about his unit's role in Operation Market Garden, he complained that the plan underestimated the German's response. While events would prove his concerns valid, they did nothing to improve his situation with his British superiors.

Sosabowski and the Polish brigade landed late in the afternoon of 21 September and tried to find a way across the Rhine to reinforce the British perimeter. However, the ferry they planned to use was destroyed and the brigade was forced to form a defensive perimeter at Driel.

The Germans quickly attacked the Poles and Sosabowski moved from unit to unit, encouraging his men to hold. Once the link-up was established with the lead elements of 30 Corps, Sosabowski tried twice to get his men across the river under cover of darkness, but due to poor coordination, German fire, and swift currents, only about 200 Polish paratroopers successfully made the crossing.

After Market Garden, Sosabowski and his paras returned to the United Kingdom. Shortly thereafter the British forced the Polish government-in-exile to remove Sosabowski from command. He was relieved and finished the war completing obscure administrative roles. When the Soviet Union occupied Poland at the end of the war, Sosabowski opted to remain in England. He died on 25 September 1967 and his ashes were returned to Poland.



## CHARACTERISTICS

Major General Stanislaw Sosabowski is a Warrior Higher Command Rifle team rated Fearless Veteran. Major General Stanislaw Sosabowski may join a Polish Parachute Company (page 33) for +45 points.

### TIMELY REINFORCEMENTS

Sosabowski immediately put his reinforcements from 30 Corps to work to first defend and then expand his perimeter.

*Once per turn, a force led by Sosabowski may re-roll one die rolled to receive Reserves.*

### WHAT ABOUT THE GERMANS?

Sosabowski was always critical of any plan put in front of him that did not adequately consider the German's response to the operation. He preferred to be prepared for any contingency.

*At the start of the game before Independent teams are deployed, a force commanded by Sosabowski may redeploy one of its platoons anywhere within its normal Deployment Area.*

*If the platoon was in Foxholes at the start of the game, they remain in Foxholes after this redeployment and the platoon is not considered to have moved in its first turn.*



# Arnhem

The primary objective of the 1<sup>st</sup> Airborne Division in Operation Market Garden was to capture the Arnhem Bridge over the Rhine intact. Brigadier Gerald Lathbury's 1<sup>st</sup> Parachute Brigade, reinforced with engineers and anti-tank guns, spearheaded the assault. Since the brigade's drop zone was over 6 miles (10km) from the objective, the 1<sup>st</sup> Airborne Reconnaissance Squadron was sent ahead of Lathbury's troops with its armed jeeps to make a *coup de main* dash to the bridge and hold it until relieved. The three parachute battalions would then march to Arnhem via three separate routes, code-named Leopard, Lion and Tiger.

Lieutenant Colonel John Frost's 2<sup>nd</sup> Battalion left their assembly point in Heesum and headed toward Arnhem along the southern Lion Route at 1530 hours on D-Day (17 September 1944). Frost had orders to secure a railway bridge and a pontoon bridge on his way to Arnhem. Frost hoped to use these secondary bridges to send a company to the south side of the Rhine and attack the Arnhem road bridge from the south while the main force attacked from the north. Frost's battalion did not encounter any significant resistance until it reached the railway bridge. However, the Germans demolished the railroad bridge just as the paras reached it. They had also removed the middle section of the pontoon bridge making it equally useless so Frost and his battalion pressed on.

German resistance steadily increased as they entered the city, but Frost's troops either overcame it or bypassed it using alleys, side streets, and gardens.

## REACHING THE BRIDGE

The lead company reached the Arnhem Road Bridge at 2000 hours and deployed into nearby houses to form a defensive position. The 1<sup>st</sup> Parachute Brigade Headquarters had followed the 2<sup>nd</sup> Parachute Battalion into Arnhem and arrived at the bridge

45 minutes later. However, Brigadier Lathbury had stayed with the 3<sup>rd</sup> Battalion to urge them through the German resistance along Lion Route.

The 2<sup>nd</sup> Battalion made three attempts to force its way across Arnhem Bridge under the cover of darkness but a German armoured car on the south end and a pillbox near the northern end prevented the bridge's complete capture. A flame-thrower team eventually knocked out the pillbox, but the battalion could not capture the southern end of the bridge as the Germans began to reinforce.

By dawn on 18 September, Frost had established a perimeter around the northern end of the bridge with about 740 men from the 2<sup>nd</sup> Battalion and the 1<sup>st</sup> Brigade Headquarters.

## GERMAN ATTACKS

The Germans soon launched probing attacks on Frost's perimeter. At 0600 hours, *SS-Kampfgruppe Brinkmann*, a small collection of reconnaissance platoons from *10. SS-Panzerdivision*, launched an assault from the northeast against Frost's perimeter. However, the uncoordinated infantry and armour attacks were easily beaten back.

Then, at 0900 hours 22 vehicles from *SS-Kampfgruppe Graebner* charged across the bridge from the southern end. At first the paras thought the armoured cars were the advance guard of the British 30 Corps, but as the German markings became clear, they quickly prepared for the fight to come.

Quietly, they waited until the last possible moment before unleashing anti-tank guns, PIAT anti-tank projectors and small-arms fire. Most of Graebner's assault force was completely destroyed and those few that made it through went on to join *SS-Kampfgruppe Spindler*.







The Germans launched a third attempt to capture the bridge. *Kampfgruppe Knaust* was formed from several training and recuperation units and hastily sent to counterattack the British at 1800 hours. Unlike the previous attacks, Knaust had a couple of platoons of old training panzers. The tank and infantry assault pushed into Frost's perimeter from the east and made some headway before being stopped by anti-tank guns and rifle fire.

## WEST ARNHEM

Meanwhile, as Frost and his men held their ground at Arnhem Bridge, the men of the 1<sup>st</sup> and 3<sup>rd</sup> Parachute Battalions overcame the initial German resistance west of Oosterbeek and pushed their way into the western reaches of Arnhem using Lion Route. When they arrived, the two battalions ran headlong into the newly formed blocking line of *SS-Kampfgruppe Spindler*.

The 1<sup>st</sup> and 3<sup>rd</sup> Parachute Battalions managed to force their way to within a mile of Frost's perimeter but heavy casualties and strengthening German resistance prevented them from breaking

through to the bridge. On 19 September the 2<sup>nd</sup> Battalion of the South Staffordshire Regiment and the 11<sup>th</sup> Parachute Battalion tried to break through to Frost but were again met by very heavy resistance from Spindler.

The Germans were reinforced by ten StuG G assault guns from the 280<sup>th</sup> Assault Gun Brigade. The presence of armour gave Spindler a decisive advantage as the vehicles set about reducing buildings containing paratroopers to rubble. With their cover gone, the paratroopers were forced to withdraw to better positions, all the while harassed by the elite SS troops.

Furthermore, the Germans called up several heavy anti-aircraft guns and placed them on the southern bank of the Rhine to shell the British. Four British battalions were repulsed with heavy casualties. Only about 500 men returned to the new British defensive position forming at Oosterbeek. From this point on, Frost and his men were on their own.





## A HEROIC DEFENCE

Back in Arnhem, Frost's paratroopers faced increasing pressure along their perimeter but had given up very little ground. The Germans quickly learned that direct assaults were too costly and instead resorted to artillery barrages and direct fire with tank guns to blast and burn the paras out of their buildings.

By the evening of 19 September, the paratroopers were running short of food and water, casualties were steadily mounting, and ammunition was running low for all weapons. At 2000 hours the Germans launched another assault, this time with *Kampfgruppe Hummel*, a battlegroup backed by Tiger I E heavy tanks.

Only two of Hummel's 14 Tigers arrived to support the assault, the others having broken down on the journey to the battle. Nevertheless, they attacked from the north, charging along the main road embankment.

The attack pushed forward some way before being stopped by Royal Engineers and the perimeter's last 6 pdr anti-tank gun. The two tanks withdrew and prepared for a much more concerted effort the following day.

The Germans assumed that the paratroopers would be low on ammunition and their morale even lower, so a final assault was planned for 20 September. All of the *Kampfgruppe* units operating against the perimeter were called upon to make a final drive against the paras. The first attacks began in the morning and the Germans quickly found that they were only half correct about the state of their fearless enemy.

*Kampfgruppe Knaust* renewed its attack against the east perimeter, assaulting with panzergrenadiers and tanks. They met with some success, but they were having trouble closing on the bridge where the British A Company was firmly entrenched.

At one point the Germans attempted to trick the paratroopers by using an ambulance filled with storm troopers. Not fooled, the paras opened up on the vehicle killing all of its occupants. One paratrooper wryly remarked, 'suppose they'll send a hearse next'.

*Kampfgruppen Hummel, Brinkmann and Knaust* put a tremendous amount of pressure on the British paratroopers. The shortage of ammo and high number of casualties eventually took their toll on the defenders and the perimeter started to collapse. To make matters worse, Frost was wounded by shrapnel that afternoon and was forced to relinquish his command.

## THE END

By late afternoon on 20 September the British held an area only one fifth of their original position and could no longer prevent the Germans from using the Arnhem Bridge. The last armed resistance ended about 0500 on the morning of 21 September.

Of the 740 men of Frost's force, 81 men were killed or died of their wounds. A few managed to evade capture but the majority, Frost included, would spend the rest of the war in captivity. However, they held the north end of Arnhem Bridge for three days and nine hours, tying up a significant amount German reinforcements that could have halted the Allied advance. They held on in Arnhem to fire their last bullet, securing for themselves an honoured place in history.



# Frost's Perimeter Force

(INFANTRY COMPANY)

WARRIOR

BATTALION HQ



Lt Col. John Frost

33

You must field Lt. Col. John Frost, one platoon from each box shaded black, and may field one platoon from each box shaded grey.

## PERIMETER FORCE

The paratroopers under Frost's command were tenacious defenders, expertly using terrain and firing positions to see off several major German assaults.

*Frost's Perimeter Force does not use the Night Attack or the Medium Artillery Support (page 55) special rules. Instead, Frost's Perimeter Force always starts the game in Prepared Positions (see page 264 of the rulebook) and it Always Defends (see page 257 of the rulebook).*

HEADQUARTERS

HEADQUARTERS



Parachute Company HQ

34

COMBAT PLATOONS

INFANTRY



Parachute Platoon

34

INFANTRY



Parachute Platoon

34

INFANTRY



Parachute Platoon

34

WEAPONS PLATOONS

INFANTRY



Parachute Assault Platoon

35

ARTILLERY



Parachute Mortar Platoon

35

MACHINE-GUNS



Parachute Machine-gun Platoon

35

SUPPORT PLATOONS

INFANTRY



Parachute Platoon

34

Glider Pilot Platoon

45

INFANTRY



Parachute Platoon

34

Airborne Field Platoon, Royal Engineers

53

INFANTRY



Airborne Field Platoon, Royal Engineers

53

ANTI-TANK



Airlanding Anti-tank Platoon

41

ANTI-TANK



Airlanding Anti-tank Platoon

41

RECONNAISSANCE



Airborne Reconnaissance Platoon

49

ARTILLERY



Airlanding Light Battery, Royal Artillery

55





## LIEUTENANT COLONEL JOHN FROST



John D. Frost was born in 1912 in India. When England entered World War II, Frost was posted to the 10<sup>th</sup> Battalion (Cameronians) in Suffolk as part of the 15<sup>th</sup> Scottish Division.

When the first British airborne division was formed, Frost volunteered and was appointed to the 2<sup>nd</sup> Parachute Battalion, 1<sup>st</sup> Airborne Division in the fall of 1941. From January 1942 to December 1943, Frost participated in a variety of airborne operations. His first operation in February 1942 was a successful parachute raid into occupied France to steal German radar equipment and return it to England for analysis.

Frost became the commander of 2<sup>nd</sup> Battalion during Operation Torch, the Allied invasion of North Africa. His battalion conducted several airborne assaults in Tunisia, capturing key air bases. He then dropped into Sicily as a part of Operation Husky. Frost's 2<sup>nd</sup> Battalion assaulted and captured the Ponte di Primosole Bridge in Sicily. Although the objective was secured early in the operation, Frost didn't receive reinforcements and was forced to temporarily withdraw until they could reclaim the bridge with help from the British Eighth Army.

Frost's next combat jump would be into the Netherlands during Operation Market Garden. The British 1<sup>st</sup> Airborne Division was to secure the vital crossing over the Rhine River in Arnhem with Frost's battalion in the lead.

On the afternoon of 17 September 1944, Frost's 2<sup>nd</sup> Battalion landed on its assigned drop zone about six miles from the Arnhem bridge. The battalion formed up and set off following the north bank of the Rhine. During the march to Arnhem, Frost's battalion overpowered or bypassed any German resistance. The lead company of Frost's 2<sup>nd</sup> Battalion reached the northern end of the Arnhem bridge by 2000 hours. Immediately, Frost ordered a company to clear the bridge of Germans, but they were unable to cross to the southern bank. Frost then established a defensive perimeter to hold the northern end of the bridge until help arrived. Frost and the defenders spent the evening fending off German probes of their perimeter. Frost busily kept his perimeter in top condition, keeping guns in top order and redeploying his platoons to shore up gaps in the line.

The next morning, at 0900 hours, *SS-Hauptsturmführer* Viktor Graebner, commander of the *9. SS-Panzer Aufklärungsabteilung*, launched a bold assault from the south side of the river against Frost's perimeter in an attempt to force his way across Arnhem Bridge. The paratroopers held their fire until the last moment then opened up and massacred the column with anti-tank guns, PIATs, and small arms.

With Graebner's assault halted, Frost prepared for the next German attack, which came at 1800 hours on the eastern edge of the perimeter. The paras easily saw off this attack, but the Germans were preparing for a much larger and concerted



effort and there was still no sign of 1<sup>st</sup> and 3<sup>rd</sup> Parachute Battalions. Frost and his men would be on their own until 30 Corps arrived.

On Tuesday, 19 September, the Germans launched yet another assault, this time from the north using infantry and Tiger IE heavy tanks. Frost's perimeter held once again, disabling a Tiger and forcing the rest to pull back. The constant fighting exhausted Frost's supplies of food and ammunition, and the wounded began to overwhelm the limited medical services.

On Wednesday afternoon Frost was wounded by shrapnel and relinquished command to Major Gough, commander of the 1<sup>st</sup> Airborne Reconnaissance Squadron. Slowly the paras were driven out of their positions, casualties mounted and supplies exhausted. During a short truce on Wednesday evening, Frost and his wounded were evacuated by the Germans for care and became prisoners of war.

Eventually, the British were pushed away from the bridge and the last resistance ended around 0500 hours Thursday morning on 21 September.

Frost and his 2<sup>nd</sup> Battalion had held the bridge against repeated German assaults for over three days. The British paratroopers suffered 81 killed and hundreds wounded.

Frost was liberated by the US Army in March 1945. He remained in the British Army until he retired with the rank of Major General in 1968. After retirement, Frost became a farmer and was active in local politics in West Sussex, England before passing away on 21 May 1993.

In 1988 at a memorial event a reporter, talking with US President Ronald Reagan, commented about Frost, "If you put him at the end of a bridge even today and said keep it, he'd keep it".

## CHARACTERISTICS

Lieutenant Colonel John Frost is a Warrior Higher Command SMG team rated as Fearless Veteran. Lieutenant Colonel John Frost may join a British Parachute Company (page 32) or Frost's Perimeter Force (page 29) for +65 points.

### FROST'S PERIMETER

Frost made sure he had deployed his troops in the best defensive positions possible. He masterfully deployed troops in supporting positions all around the perimeter, making sure that they were well supported by anti-tank guns and machine-guns.

*Before deployment choose one platoon in your company that is not placed in Reserve. Do not Deploy this platoon when you would normally. Instead, it is Deployed at the same time as Independent Teams.*

### MAN THE GUNS!

In the perimeter, where heavy weapon assets were limited, it was very critical to keep them in action as long as possible. Frost kept his machine-guns and anti-tank guns operational until they were absolutely destroyed.

*When one of your Gun teams is Destroyed as a result of enemy shooting, roll a die. On a 5+ you may Destroy another friendly Infantry team within 6"/15cm of that Gun team instead.*

### A HEROIC DEFENCE

Frost and his men were fanatical in their defence of Arnhem Bridge, seeing off several major attacks from the Germans.

*Frost, and any platoon he is currently leading, always pass Motivation Tests on a roll of 2+.*

### REINFORCEMENTS

Frost used each and every man to defend the perimeter. This included troops from divisional headquarters, signals platoons, sappers, and glider pilots. These troops were added wherever he needed to strengthen the line and shore up his manpower.

*A force led by Frost may form a Perimeter Platoon. At the start of the game before any platoons are Deployed and before any Combat Attachments are made, a Force led by Frost with a 2iC Command team may take up to half of the teams (counting the Platoon Command team) from any Combat or Weapons platoons in the company and place them in a special Perimeter Platoon. The 2iC Command team is the Command team for this platoon.*

*You must leave at least two or three teams in each of the Combat or Weapons platoons you take teams from. Teams placed in the Perimeter Platoon are no longer part of their original platoons.*

*The Perimeter Platoon may include any HQ Support Weapons (including Infantry teams). Any remaining HQ Support Weapons must be attached out as normal.*





# British Parachute Company



(INFANTRY COMPANY)

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

HEADQUARTERS

## HEADQUARTERS



Parachute Company HQ

34

COMBAT PLATOONS

## INFANTRY



Parachute Platoon

34

## INFANTRY



Parachute Platoon

34

## INFANTRY



Parachute Platoon

34

WEAPONS PLATOONS

## INFANTRY



Parachute Assault Platoon

35

## ARTILLERY



Parachute Mortar Platoon

35

## MACHINE-GUNS



Parachute Machine-gun Platoon

35

## SUPPORT PLATOONS

### INFANTRY



Airborne Field Platoon, Royal Engineers

53

Airlanding Platoon

39

Parachute Platoon

34

Glider Pilot Platoon

45

### ANTI-TANK



Airlanding Anti-tank Platoon

41

### ANTI-TANK



Airlanding Anti-tank Platoon, Royal Artillery

54

### RECONNAISSANCE



Airborne Reconnaissance Platoon

49

### ARTILLERY



Airlanding Light Battery, Royal Artillery

55

### AIRCRAFT



Air Support

141







# Polish Parachute Company



(INFANTRY COMPANY)



HEADQUARTERS

HEADQUARTERS



Parachute Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Polish Parachute Company can be reinforced by Support Platoons from either the Guards Armored Division (marked ) or 11<sup>th</sup> Armored Division (marked ) but not both. You may also take support platoons that are unmarked.

COMBAT PLATOONS

INFANTRY



Parachute Platoon

INFANTRY



Parachute Platoon

INFANTRY



Parachute Platoon

WEAPONS PLATOONS

INFANTRY



Parachute Assault Platoon

ARTILLERY



Parachute Mortar Platoon

MACHINE-GUNS



Parachute Machine-gun Platoon

SUPPORT PLATOONS

ARMOUR



Armoured Platoon

Guards Armoured Car Platoon

ARMOUR



Armoured Platoon

Guards Armoured Car Platoon

INFANTRY



Airborne Field Platoon, Royal Engineers

Lorried Rifle Platoon

MACHINE-GUN



Machine-gun Platoon

ARTILLERY



Field Battery, Royal Artillery

Field Battery (SP), Royal Artillery

ARTILLERY



Field Battery, Royal Artillery

Medium Battery, Royal Artillery

AIRCRAFT



Air Support





## MOTIVATION AND SKILL

The 1<sup>st</sup> Airborne Division is more than ready for a fight, having had to sit out Operation Overlord. The troops earned a reputation in Tunisia and Sicily for being tough and professional soldiers and are anxious to get back into combat.

British and Polish Parachute Companies and Frost's Perimeter Force are rated **Fearless Veteran**.

| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

## HEADQUARTERS

### PARACHUTE COMPANY HQ

#### HEADQUARTERS

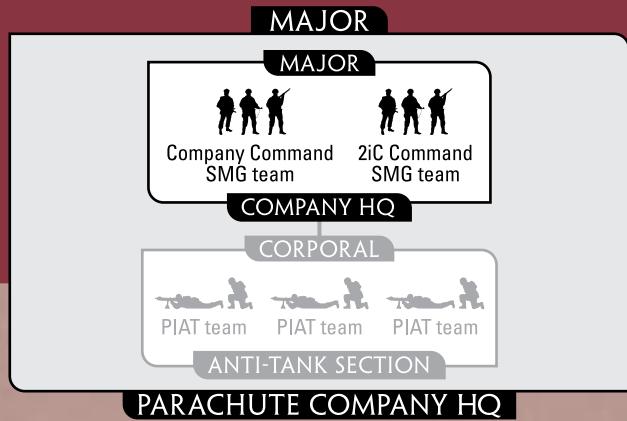
Company HQ 60 points

#### OPTIONS

- Add PIAT teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.

The parachute companies of the 1<sup>st</sup> Airborne Division include the original paratrooper units in the British Army. The division's history may be brief but it is filled with heroic and victorious fights against terrible odds. These elite troops will fight hard to secure their objectives for Operation Market Garden.

Your parachute company will defend an objective down to the last bullet. Dig them in and they will see off any German attempt to move them. But first you have to get them to that bridge!



#### GAMMON BOMBS

All SMG teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.

## COMBAT PLATOONS

### PARACHUTE PLATOON

#### PLATOON

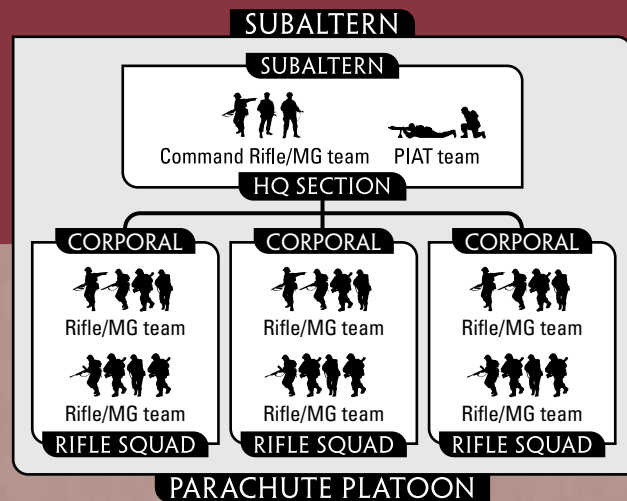
HQ Section with:

3 Rifle Squads 230 points  
2 Rifle Squads 170 points

The 1<sup>st</sup> Airborne Division has been assigned the bridges over the river Rhine located in the Dutch city of Arnhem. There are two key bridges here, a rail and a road crossing. As a parachute company commander, it is your mission to capture these important objectives.

The parachute platoon is the core of your force. Use these highly motivated and professional troops to secure your objective and then dig in to defend it. Our unit history has demonstrated that once the 'Red Devils' have laid claim to a piece of land they won't give it up until every bullet is spent.

The Polish paratroopers will land south of the river, secure the bridges from the south, and reinforce the British paras already in place. They will be the first brigade in the division to link up with 30 Corps as it charges toward Arnhem, so they can expect some armoured support.



#### GAMMON BOMBS

All teams in an Parachute Platoon carry Gammon Bombs giving them Tank Assault 3.

#### SECTION MORTARS

Each turn one of the Parachute Platoon's Rifle/MG teams may fire as a Light Mortar team firing Smoke.



## WEAPONS PLATOONS

### PARACHUTE ASSAULT PLATOON

#### PLATOON

HQ Section with:

|                  |            |
|------------------|------------|
| 3 Assault Squads | 125 points |
| 2 Assault Squads | 95 points  |

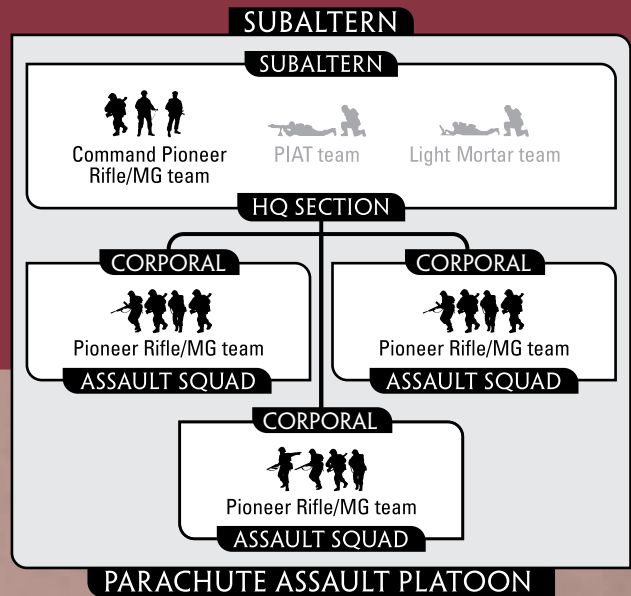
#### OPTIONS

- Add PIAT team for +20 points.
- Add a Light Mortar team for +25 points.

Each battalion has an assault platoon at its disposal to help engage difficult targets with explosives and flame-throwers. Use these troops to open a hole in the enemy's defences for your paras to slip through and capture their objectives.

The platoon's flame-thrower is useful to knock-out and pin down enemy guns and infantry, or use it to shut down a German tank before an assault.

These pioneers are also well-supplied with explosives to help clear obstacles or destroy enemy vehicles.



*You may replace one Pioneer Rifle/MG team with a Flame-thrower team at the start of the game before deployment.*

### PARACHUTE MORTAR PLATOON

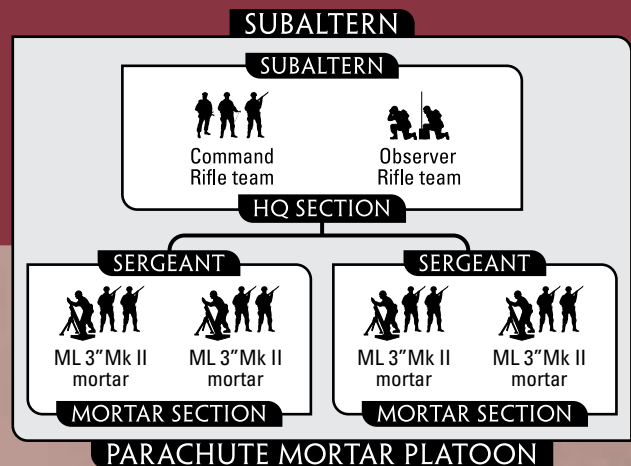
#### PLATOON

HQ Section with:

|                   |            |
|-------------------|------------|
| 2 Mortar Sections | 130 points |
| 1 Mortar Section  | 75 points  |

The mortar is an ideal support weapon for airborne operations. It is relatively light, easily delivered by parachute, and provides quick and accurate supporting fire for the paratroopers.

Use these valuable weapons to screen your advance with smoke, or fire a volley to break up an enemy attack.



### PARACHUTE MACHINE-GUN PLATOON

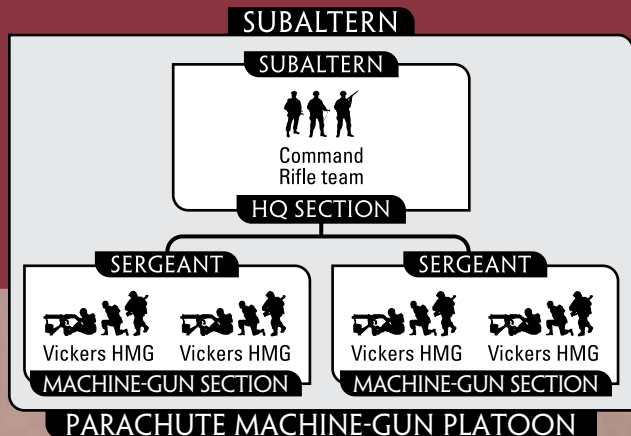
#### PLATOON

HQ Section with:

|                        |            |
|------------------------|------------|
| 2 Machine-gun Sections | 150 points |
| 1 Machine-gun Section  | 80 points  |

*Vickers HMG teams from Parachute Machine-gun Platoons do not carry the volume of ammunition needed for indirect fire, so cannot fire Artillery Bombardments.*

The parachute machine-gun platoon adds to your firepower. Site them well to fend off enemy infantry.





# Oosterbeek

The 1<sup>st</sup> Airborne Division dug in around the Oosterbeek perimeter and fought off several German attempts to reduce the surrounded paratroopers. The only gains made by the Germans were on the northern edge where *SS-Kampfgruppe Spindler* forced Urquhart to reform the line to shorten his supply route and consolidate the defenders. The other was in the south-west sector where *Kampfgruppe von Tettau* made an assault against the Westerbouwing Heights and pushed the 1<sup>st</sup> Border Battalion east, losing nearly half of the base of the perimeter. This loss would prove fatal to the 1<sup>st</sup> Polish Independent Parachute Brigade a few days later.

## THE OOSTERBEEK PERIMETER

The Oosterbeek Perimeter was formed on the evening of 20 September and consisted of a thumb-shaped defensive perimeter anchored at the bank of the Lower Rhine. The eastern side of the perimeter was based on the suburbs of Oosterbeek while the western side was heavily wooded parkland. The area near the river bank was open polder meadows that neither side occupied but could be easily controlled by weapons fire. The Westerbouwing Heights, high ground near the river on the western side of the perimeter, were of particular significance since they offered a commanding view of the crossing sites.

German attacks steadily increased but, since the German units came from several different *Kampfgruppe* commands, they were poorly coordinated. This allowed the British to shift their reserves and artillery support to the most threatened sectors or launch counterattacks to retake lost positions.

The fighting was furious but also had an uncommon level of chivalry at times. The British aid stations were in large houses and hotels close to the eastern perimeter to treat the wounded returning from the earlier fighting in Arnhem. When the Germans started attacking the Oosterbeek Perimeter the aid stations would often be in German territory, but the Germans largely left the medical staff alone and allowed them to tend to the wounded. As a result it was not uncommon for wounded British soldiers to be evacuated towards the front line for medical treatment.

## 30 CORPS CONTACT

The British got a significant morale and firepower boost on the morning of Thursday, 21 September, when radio contact was established with 30 Corps. The contacted unit was the 64<sup>th</sup> Medium Regiment armed with 5.5" guns and would be joined by additional artillery units over the next few days, providing artillery support to the 1<sup>st</sup> Airborne for the duration of the battle.

## POLISH LANDINGS

After a three-day delay, the 1<sup>st</sup> Polish Independent Parachute Brigade was dropped near Driel and ordered to find a way to get across the Lower Rhine to reinforce the British at Oosterbeek. The Polish drop also caused the Germans to redirect several units, slated for the final attacks on the British

positions across the Arnhem Road Bridge, to set up blocking positions to keep the Poles from potentially capturing the bridge or blocking the road to Nijmegen.

However, the British were driven off the Westerbouwing Heights and the ferry the Poles planned to use was found to be destroyed. On 22 September, 30 Corps made contact with the Poles at Driel and the focus turned to getting British and Polish troops across the river to help hold the Oosterbeek perimeter. The Poles made two attempts on consecutive nights to get men across the river using rubber rafts and small boats.

The crossings were extremely hazardous and due to the swift currents and constant German machine gun and artillery fire fewer than 200 Poles crossed successfully. The last attempt to get troops across the river was made by a battalion of the British 43<sup>rd</sup> Wessex Division that started at 0100 hours on 25 September; the British troops experienced the same challenges as the Poles and most of the troops that crossed the river became casualties or prisoners of war. After the third failed attempt to cross the river, the decision was made to evacuate the 1<sup>st</sup> Airborne Division.

## EVACUATION

The evacuation order and plan for a phased withdrawal was communicated to the airborne men during the morning and afternoon of 25 September. The chaplains and medical staff would remain with the wounded while several of the wounded still capable of firing weapons remained to create the appearance the British positions were still occupied. The evacuation commenced at 2200 hours under the cover of a 30 Corps artillery barrage. The weather turned cold and rainy which also helped mask the evacuation from German observation but enemy fire steadily increased as the withdrawal efforts became apparent.

Boats continued to cross the Lower Rhine until about 0530 hours on 26 September when daylight made additional crossings too dangerous. In total over 2000 men were successfully evacuated. About 400 men were unable to be evacuated by dawn and were captured in addition to the wounded and medical personnel left behind. The evacuees marched to Driel where they got blankets, a hot meal, and boarded trucks to Nijmegen for rest and medical attention. The survivors of the 1<sup>st</sup> Airborne Division's evacuation returned to the United Kingdom a few days later.



# Oosterbeek Perimeter



- |                             |  |                               |   |
|-----------------------------|--|-------------------------------|---|
| 10 <sup>th</sup> Para Bn    | 10 <sup>th</sup> Parachute Battalion                                   | 1 <sup>st</sup> AB            | 1 <sup>st</sup> Airborne Reconnaissance Squadron          |
| 156 <sup>th</sup> Para Bn   | 156 <sup>th</sup> Parachute Battalion                                  | Recon Sqdn                    | 21 <sup>st</sup> Independent Parachute Company            |
| 1 <sup>st</sup> Bn. Borders | 1 <sup>st</sup> Battalion The Border Regiment                          | 21 <sup>st</sup> Ind Para Coy | 9 <sup>th</sup> (Airborne) Field Company, Royal Engineers |
| 2 <sup>nd</sup> Bn          | 2 <sup>nd</sup> Battalion The South                                    |                               | Lonsdale Force (Various Units)                            |
| S. Staffords                | Staffordshire Regiment   | 9 <sup>th</sup> Field Coy, RE | 1 <sup>st</sup> Polish Independent Parachute Brigade      |
| 7 <sup>th</sup> Bn KOSB     | 7 <sup>th</sup> (Galloway) Battalion The King's Own Scottish Borderers | Lonsdale Force                |   |
| Light Regt RA               | 1 <sup>st</sup> Airlanding Light Regiment, Royal Artillery             | 1 PIPB                        |   |
| Glider Pilot Regt           | Glider Pilot Regiment  |                               |   |
- +** Kampfgruppe von Tettau: Kampfgruppen Eberwein, Helle, Schultz, Worrowski  
SS-Kampfgruppe Spindler: SS-Kampfgruppen Allwörden, Bruhn, Harder, Krafft, and Möller

- |  |                                       |  |                                      |
|--|---------------------------------------|--|--------------------------------------|
|  | Major Battle                          |  | British Defensive Perimeter, Sept 20 |
|  | Aid Station                           |  | New Positions, Sept 21-25            |
|  | Kampfgruppe von Tettau unit movements |  |                                      |
|  | Kampfgruppe Spindler unit movements   |  |                                      |
|  | British unit movements                |  |                                      |



# Airlanding Company

(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Airlanding Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



Airlanding Platoon

## INFANTRY



Airlanding Platoon

## INFANTRY



Airlanding Platoon

## INFANTRY



Airlanding Platoon

WEAPONS PLATOONS

## MACHINE-GUNS



Airlanding Machine-gun Platoon

## ARTILLERY



Airlanding Mortar Platoon

## ANTI-TANK



Airlanding Anti-tank Platoon

## SUPPORT PLATOONS

## INFANTRY



Airborne Field Platoon, Royal Engineers

Parachute Platoon

Glider Pilot Platoon

## ANTI-TANK



Airlanding Anti-tank Platoon

## ANTI-TANK



Airlanding Anti-tank Platoon, Royal Artillery

## RECONNAISSANCE



Airborne Reconnaissance Platoon

## ARTILLERY



Airlanding Light Battery, Royal Artillery

## AIRCRAFT



Air Support



## MOTIVATION AND SKILL

The 1<sup>st</sup> Airlanding Brigade has seen its share of combat. Despite some setbacks in Sicily, these volunteer glider troops are resolved in their commitment to do their part to secure victory in Holland.

An Airlanding Company is rated **Fearless Veteran**.

| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

## HEADQUARTERS

### AIRLANDING COMPANY HQ

#### HEADQUARTERS

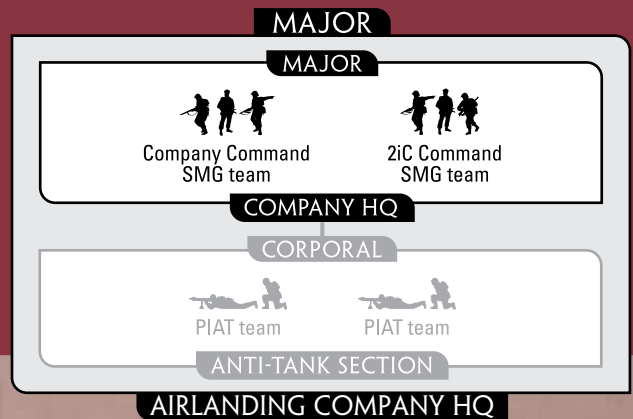
Company HQ 60 points

#### OPTIONS

- Add a Scottish Bagpiper (see page 147) to the 2iC Command team for +10 points.
- Add up to two PIAT teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.

#### GAMMON BOMBS

All SMG teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.



The airlanding companies are charged with delivering the division's heavy weapons and defending the drop and landing zones against German counterattacks, keeping them free for resupply missions.

## COMBAT PLATOONS

### AIRLANDING PLATOON

#### PLATOON

HQ Section and Scout Squad with:

2 Rifle Squads 220 points  
1 Rifle Squad 160 points

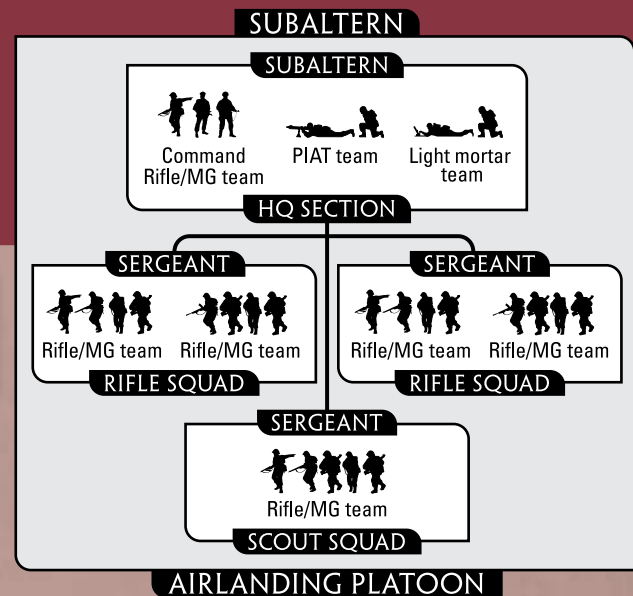
#### GAMMON BOMBS

All teams in an Airlanding Platoon carry Gammon Bombs giving them Tank Assault 3.

The airlanding platoon is organised so it can fit into a single Horsa glider. This allows the whole platoon to be delivered together in one place and ready to fight.

Your task is to secure all of the drop and landing zones and set up a defensive perimeter so that the Germans cannot overrun our only means of supply.

At the core of the brigade are its airlanding platoons. These platoons form the centre of your defensive perimeters but they can also act aggressively, keeping the Germans tied down and unable to launch a counterattack on your position.



The airlanding company is well suited to accomplish its mission, with lots of heavy weapons such as the powerful 17 pdr anti-tank gun delivered by the imposing Hamilcar glider.



# WEAPONS PLATOONS

## AIRLANDING MACHINE-GUN PLATOON

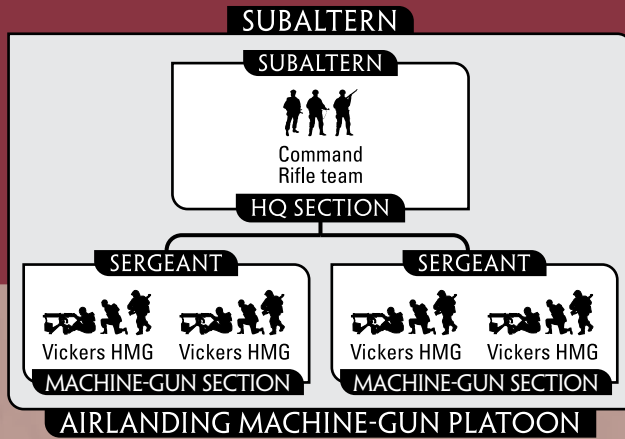
### PLATOON

HQ Section with:

|                        |            |
|------------------------|------------|
| 2 Machine-gun Sections | 150 points |
| 1 Machine-gun Section  | 80 points  |

*Vickers HMG teams in an Airlanding Machine-gun Platoon do not carry the volume of ammunition needed for indirect fire, so they cannot conduct Artillery Bombardments.*

The battalion's machine-guns provide excellent support. Establish a solid defensive position with your Vickers machine-guns and your airlanding platoons. Close co-operation between your infantry and machine-guns will break German infantry assaults.



Machine-guns are just as valuable when attacking. Keep them close to the action and use their long range to protect them from return fire. Set them up on the flank of your assault to lend fire and pin the enemy down. Once the enemy has been cleared by your infantry, move your Vickers guns in to help defend the ground you've gained.



## AIRLANDING MORTAR PLATOON

### PLATOON

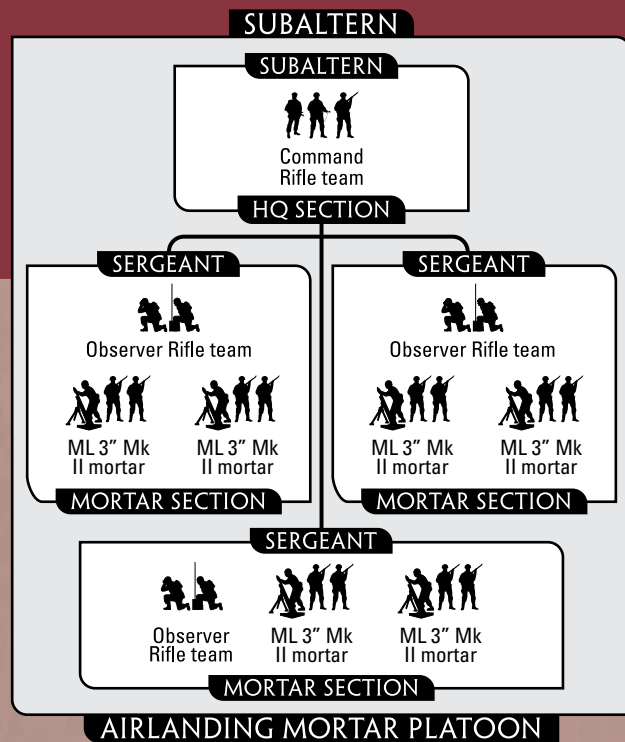
HQ Section with:

|                   |            |
|-------------------|------------|
| 3 Mortar Sections | 200 points |
| 2 Mortar Sections | 140 points |
| 1 Mortar Section  | 75 points  |

The airlanding battalion's mortars are equipped with six tubes. These weapons, delivered by glider, are quickly set up and ready for action within minutes of landing.

As with the machine-guns, the 3" mortar will assist you in securing your objectives. With six guns in the platoon you should have no problem hitting the enemy and pinning them down, preparing the way for your airlanding platoons to sweep in to capture the objective.

They are also valuable defensive weapons, able to break up enemy attacks and conduct counter-battery fire. Their range allows them to deliver bombardments wherever the paras need immediate artillery support.



## AIRLANDING ANTI-TANK PLATOON

HQ Section with:

|                    |            |
|--------------------|------------|
| 4 OQF 6 pdr (late) | 160 points |
| 3 OQF 6 pdr (late) | 120 points |
| 2 OQF 6 pdr (late) | 80 points  |

### OPTION

- Add Jeep transports for +5 points for the platoon.

### COMBAT ATTACHMENTS

*An Airlanding Anti-tank Platoon may make Combat Attachments to Parachute or Airlanding Platoons with up to half of its OQF 6 pdr (late) guns.*

The 6 pdr anti-tank gun has been modified so that it can fit into a small airborne package, delivered by glider. A single gun and its jeep are landed in a Horsa glider and can be quickly unloaded.

The gun adds a tremendous amount of firepower to the company. It has a high rate of fire for a gun its size, which gives it a reasonable chance against infantry as well as tanks.

### SUBALTERN

#### SUBALTERN



Command Rifle team

#### HQ SECTION

#### SERGEANT



OQF 6 pdr (late)



Jeep



OQF 6 pdr (late)



Jeep

#### ANTI-TANK SECTION

#### SERGEANT



OQF 6 pdr (late)



Jeep



OQF 6 pdr (late)



Jeep

#### ANTI-TANK SECTION

### AIRLANDING ANTI-TANK PLATOON

In Arnhem, you will need to establish strong positions against German counterattacks. Use 6 pdr guns closely with your infantry to keep enemy vehicles at bay.





# Nothing is Impossible

## THE GLIDER PILOT REGIMENT IN HOLLAND

*The Glider Pilot Regiment is part of the Army Air Corps and will have the honour of delivering men, guns, vehicles, and even tanks right into the heart of the forthcoming battle... It must start from nothing, and weld its own name.*

— Colonel George Chatterton,  
Glider Pilot Regiment Commander

The Glider Pilot Regiment (GPR) was established in September 1939. Colonel George Chatterton, a former Royal Air Force pilot and current infantry officer, created the training program for the 1,200 volunteer glider pilots, instilling his 'Total Soldier' ethos into the regiment. Each pilot, 'must be a soldier of the highest type, fully trained in all methods of warfare, confident to take on anything, anytime and be constantly ready to use his initiative, from being an ordinary rifleman to commanding.' Further, as the gliders would be hauling artillery, vehicles, and specialized equipment, 'He must be able to operate his load,' manning guns, mortars, radios, jeeps, trucks, and even artillery pieces. Pilots were supposed to be able to fight as individuals, in pairs and in formed bodies of troops.

Strict training began at the initial 'weeding out' depot at Tilshead, under the unbending supervision of Guardsmen from the Household Division. Passing first muster, each pilot was then trained for solo flight in either De Havilland Tiger Moth or Miles Magister aircraft. Initial glider piloting was conducted using civilian sail planes before flying the small Hotspur and the larger Horsa and Hamilcar gliders. The Horsa and Hamilcar had a crew of two: first pilots, who were staff-Serjeants, and second pilots, who were usually Serjeants.

Following flight training all glider pilots were posted to a Battle School for intense combat training, the first being established in Bournemouth. The pilots were trained on every British infantry weapon and a number of German weapons. Much of the training involved street fighting and fighting in buildings.

The GPR represented the most highly skilled, well-trained and cross-trained unit in the British armed forces in the war. The lowest rank of the combat troops was the Serjeant second pilot. All were volunteers from the British armed

forces, many had combat experience and all bore tremendous responsibility in their primary role of first or second pilot. No less was expected of them after landing.

### OPERATION HUSKY

The first large scale glider operation took place during the invasion of Sicily. Taking off in a sandstorm from North Africa on 9 July 1943, the 144 gliders largely came to disaster. Seventy-three gliders ditched in the sea, a result of being released too far from land by untrained tow units. Hundreds of glider-borne soldiers drowned and only fifty-six gliders made landfall in Sicily.

### REORGANISATION

Following the Sicily operation the GPR was formally reorganised. Its two battalions became Number 1 and 2 Wings under the command of Colonel Chatterton. Each wing consisted of several squadrons roughly equal to a company. Each squadron had one to three flights, similar in size to a platoon. Each flight had three sections with 16 men armed with Bren light machine-guns, Sten submachine-guns, Lee-Enfield rifles, sniper rifles with telescopic sights, light mortars, and PIAT anti-tank projectors.

### NORMANDY

The spectacular success of the Pegasus Bridge operation, on 5 June 1944, was a part of the larger airborne operation in support of the D-Day landings in Normandy. This operation included 29 Hamilcar and 311 Horsa gliders. Thirty-four glider pilots died in Normandy before the regiment returned to its bases in England. Following D-Day, further operations were planned and cancelled, time and again. However, the mid-September operation code-named 'Market' was not cancelled.



## INTO THE CAULDRON

Ninety percent of all the glider crews were deployed for Operation Market. The official orders for the glider pilots were contained in the 1<sup>st</sup> Airborne Division operational instructions: 'Glider Pilots. Will remain with units landed until division's sector has been occupied. Then: One battalion remains under command of 1 Airlanding Brigade. One battalion in divisional reserve.'

## ARNHEM

Glider pilots were to operate with their ferried loads at first. Over two dozen would fight at Arnhem bridge; hitching rides on the reconnaissance squadron jeeps, accompanying the anti-tank guns, headquarters, supply, and other support elements as they sortied to their fateful destiny at the bridge.

## OOSTERBEEK

Sections, flights, and squadrons formed up and fought around the Oosterbeek perimeter. The skills of the pilots were demonstrated in almost every location of the perimeter in grim combat. Sniping, counter-sniping, security patrolling between combat outposts, combat patrolling, counterattacking forces, and prompt reinforcements were all roles filled by the highly trained glider crews.

Major Dale of C Squadron organized 'Turkey Shoot' patrols into the German lines at night. Staff Serjeant Len Wright enjoyed the aggressive patrolling, to relieve the pressure of 'being the target all the time'.

D Squadron provided two sections (about thirty men) to the attack on 19 September against the German position along the Dreijenseweg. By Tuesday afternoon, E Squadron had sixty men in the northern positions of the Oosterbeek perimeter between A Company of the Borders and the Independent Company. They were joined by men of F Squadron on Wednesday. Glider units filled holes wherever they developed along the perimeter.

## THE EVACUATION

The last major duty of the glider crews was to serve as guides for the evacuation of the perimeter, leading weary and wounded warriors down to the banks of the Rhine and into the boats.

1262 glider pilots landed as part of Operation Market. 219 died. Only 532 returned to England. 511 were listed as missing, most being captured but some lost to all time in unknown circumstances. The men of the Glider Pilot Regiment suffered the highest percentage of men killed in combat of any combat formation involved in Operation Market, suffering even worse casualties than any of the parachute or airlanding combat units. Staff Serjeant Joe Kitchener, F Squadron, summed up Operation Market, 'It seemed a good idea at the time. It was a gamble; sometimes you win, some you lose. We lost that one.'

The Glider Pilot Regiment was formally disbanded soon after the war ended. It has one of the shortest, but most vital, combat legacies of any regiment in the history of the British armed forces.

## GLIDER PILOT SPECIAL RULES

A Glider Pilot Squadron use all of the normal British special rules, found on pages 246-248 of the rulebook. In addition they use the following special rules.

### MISSION TACTICS

The Glider Pilot Regiment is composed of officers and NCOs, so is never without a leader.

*Glider Pilot Platoons use the German Mission Tactics special rule found on page 166 of the rulebook.*

### STAY WITH YOUR LOAD

Glider pilots were meant to stay with the loads they delivered until ordered to leave. The pilots not only bolstered morale, they also pitched in to help man guns and defences.

*At the start of the game, before deployment, you may select up to one Glider Pilot Platoon to Stay with their Loads. This platoon may Combat Attach (see page 260 of the rulebook) one team to any or all of the following platoons:*

- *Airlanding Mortar Platoons*
- *Airlanding Machine-gun Platoons*
- *Airlanding Anti-Tank Platoons*
- *Airlanding Anti-tank Platoons, Royal Artillery*
- *Airlanding Light Battery, Royal Artillery*

### BODY ARMOUR

The 1<sup>st</sup> Airborne Division used the majority of the army's limited number of body armour sets. These were primarily given to the Glider Pilot Regiment to protect them against Flak. The armour would not stop bullets, nor could it afford much protection in close-quarter fighting. Instead it was designed to protect the wearer from shrapnel.

*All teams in a Glider Pilot Platoon are equipped with body armour. When a team with body armour is hit by an Artillery Bombardment and fails its Infantry Save, immediately roll a die.*

- *On a result of 6, the team's body armour has saved it from harm and it is not Destroyed.*
- *Otherwise, the team is Destroyed as normal.*

### TURKEY SHOOT PATROL

The Glider Pilot Regiment carried out the bulk of the division's reconnaissance missions. While on patrol, the pilots quickly earned a reputation as experts in locating and clearing out enemy snipers.

*At the start of the game, before any platoons are deployed, nominate one Glider Pilot Platoon to be put on Patrol. This Platoon's Command Team may use the Eyes and Ears rule (see page 195 of the rulebook) as though it was a recce team.*



# Glider Pilot Squadron

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Glider Pilot Squadron HQ

45

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Glider Pilot Platoon

45

INFANTRY



Glider Pilot Platoon

45

INFANTRY



Glider Pilot Platoon

45

INFANTRY



Glider Pilot Platoon

45

INFANTRY



Glider Pilot Platoon

45

SUPPORT PLATOONS

INFANTRY



Parachute Platoon

34

Airlanding Platoon

39

Airborne Field Platoon,  
Royal Engineers

53

INFANTRY



Parachute Platoon

34

Airlanding Platoon

39

Airborne Reconnaissance  
Platoon

49

MACHINE-GUNS OR  
ARTILLERY



Airlanding Machine-  
gun Platoon

40

Airlanding Mortar  
Platoon

40

ANTI-TANK



Airlanding Anti-tank  
Platoon

41

ANTI-TANK



Airlanding Anti-tank  
Platoon, Royal Artillery

54

ARTILLERY



Airlanding Light Battery,  
Royal Artillery

55

AIRCRAFT



Air Support

141



## MOTIVATION AND SKILL

The men of the Glider Pilot Regiment are the best of the best. These 'Total Soldiers' have been trained to fly their gliders into enemy territory and then dismount and fight on foot along side their comrades.

A Glider Pilot Squadron is rated **Fearless Veteran**.

| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

## HEADQUARTERS

### GLIDER PILOT SQUADRON HQ HEADQUARTERS

Company HQ 60 points

#### OPTION

- Add up to three Sniper teams for +50 points per team.

#### GAMMON BOMBS

All SMG teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.

When things began to look rough for the 1<sup>st</sup> Airborne Division, the men of the Glider Pilot Regiments pitched in to defend the Oosterbeek Perimeter.

#### MAJOR



#### GLIDER PILOT SQUADRON HQ

The pilots manned the northwestern corner of the perimeter adjacent to the 1<sup>st</sup> Battalion of The Borders Regiment and the 21<sup>st</sup> Independent Parachute Company. The pilots bore the brunt of an assault on the perimeter by *Kampfgruppe Helle* in the closing days of the battle.

## COMBAT PLATOONS

### GLIDER PILOT PLATOON

#### PLATOON

HQ Section with:

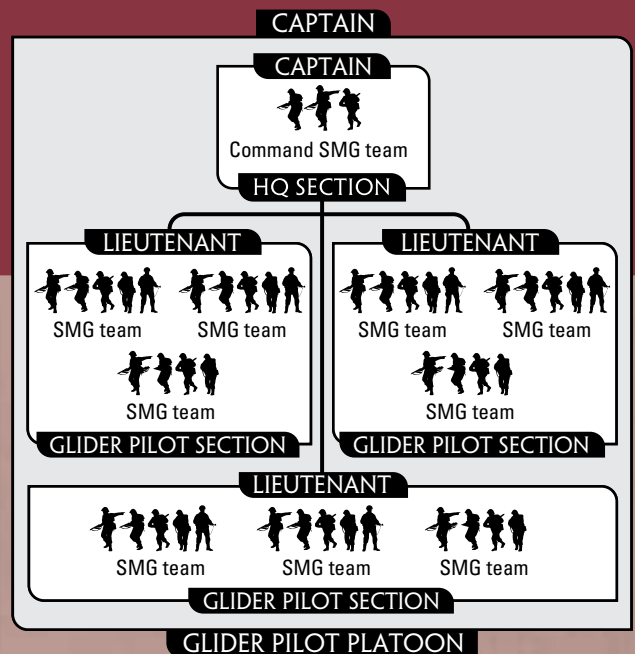
|                         |            |
|-------------------------|------------|
| 3 Glider Pilot Sections | 320 points |
| 2 Glider Pilot Sections | 225 points |
| 1 Glider Pilot Section  | 135 points |

#### TOTAL SOLDIERS

At the start of the game, before any platoons are deployed, you may make any or all of the following changes to each Glider Pilot Platoon:

- Replace up to one SMG team with a Light Mortar team.
- Replace up to one SMG team with a PIAT team.
- Replace up to one SMG team per Glider Pilot Section with an MG team.
- Replace any or all remaining SMG teams with Rifle/MG teams.

In addition, all teams (except for PIAT teams) in Glider Pilot Platoon carry Gammon Bombs giving them Tank Assault 3.



The glider pilots performed admirably sharing the perimeter's hardships with their comrades. Armed with Gammon Bombs and plenty of submachine-guns, the regiment held their ground against all attacks.



# 1<sup>st</sup> Airborne Reconnaissance Squadron

The 1<sup>st</sup> Airlanding Reconnaissance Squadron was formed in 1941 under the command of Major CFH 'Freddie' Gough and attached to the 1st Airborne Division's reconnaissance unit in late 1942. The squadron had 250 men organised into a headquarters troop, four recon troops (named A to D Troops), and a support troop including the squadron's heavy weapons.

## ITALY

The squadron first saw combat in September 1943 when it landed by sea in Italy with the 1<sup>st</sup> Airborne Division. The squadron led the advance up the Adriatic coast of Italy seizing German strong points and airfields along the way. The squadron suffered heavy casualties and B Troop was permanently disbanded, its men sent to reinforce the other troops.

## REORGANISATION

The squadron accompanied the rest of the 1<sup>st</sup> Airborne Division back to England. Once there, the men were trained to parachute into action and land their jeeps by glider to help cut down on the overall number of gliders required for the squadron. To reflect this, the unit changed its name to the 1<sup>st</sup> Airborne Reconnaissance Squadron in early 1944.

## PLANNING MARKET GARDEN

The 1<sup>st</sup> Airborne Reconnaissance Squadron was given a special mission for Operation Market Garden. Since the British landing zones were over six miles from the primary objective, the Arnhem Road Bridge, C and D Troops were ordered to launch a coup de main assault to seize and hold the bridge until they were relieved. Instead of performing reconnaissance missions, A Troop and the Support Troop would stay with the division's headquarters in reserve.

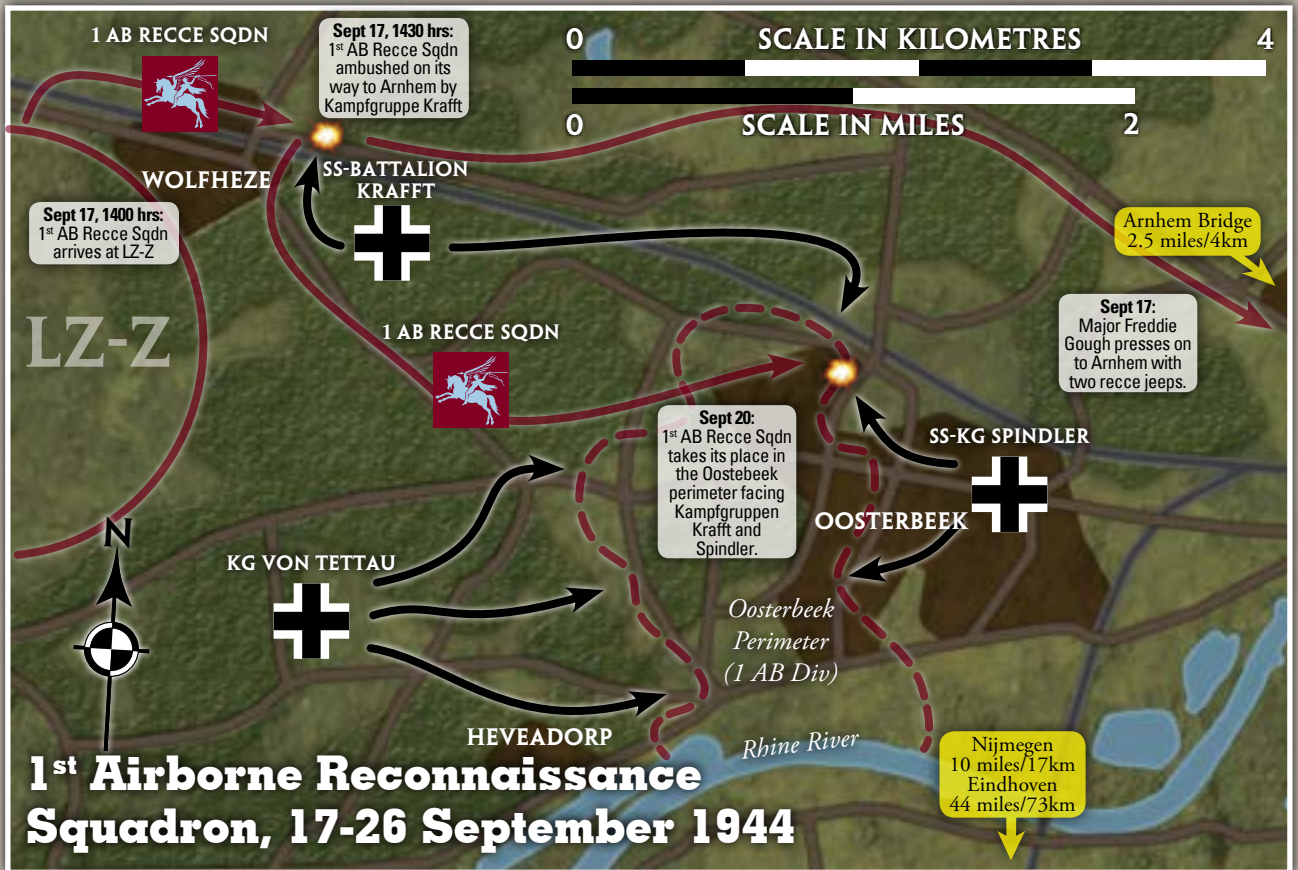
Major Gough was concerned about the nature of the mission, arguing that his light recon troops were not well suited for an all-out assault against a potentially well-defended enemy position. When his arguments were turned away, he requested that his jeeps be fitted with twin Vickers machine-guns and a platoon of Tetrarch light tanks so that he could overcome any German resistance on the objective. Both requests were denied due to a lack of transport and glider space issues.

## D-DAY, 17 SEPTEMBER 1944

For the majority of the 1<sup>st</sup> Airborne Division, the 17 September landings were executed flawlessly. However, the reconnaissance squadron was not so lucky. Three of the unit's 22 gliders failed to arrive and extracting the jeeps from crashed gliders proved difficult. As a result the departure of the coup de main force was delayed thirty minutes.







Within minutes of leaving the landing zone, C Troop was ambushed east of Wolfheze by SS-Sturmbannführer Krafft's training battalion. The badly mauled troop was pulled off the line and assigned to guard LZ S. Due to poor radio communications, the remainder of the squadron returned to the divisional headquarters. Only Major Gough with two jeeps from the HQ Troop reached Arnhem Bridge.

### OOSTERBEEK

The squadron was then attached to Brigadier JW Hackett's 4<sup>th</sup> Parachute Brigade to defend the Oosterbeek perimeter. The squadron fought until the evacuation order was given on 25 September and was ferried across the river with the rest of the 1<sup>st</sup> Airborne Division's survivors.





# Airborne Reconnaissance Squadron

(MECHANISED COMPANY)

HEADQUARTERS

## HEADQUARTERS



Airborne Reconnaissance Squadron HQ 49

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## RECONNAISSANCE



Airborne Reconnaissance Platoon 49

## RECONNAISSANCE



Airborne Reconnaissance Platoon 49

## RECONNAISSANCE



Airborne Reconnaissance Platoon 49

## SUPPORT PLATOONS

### INFANTRY



Parachute Platoon 34

Airlanding Platoon 39

Glider Pilot Platoon 45

### INFANTRY



Parachute Platoon 34

Airlanding Platoon 39

Airborne Field Platoon, Royal Engineers 53

### MACHINE-GUNS OR ARTILLERY



Parachute Machine-gun Platoon 35

Parachute Mortar Platoon 35

### ANTI-TANK



Airlanding Anti-tank Platoon 41

### ANTI-TANK



Airlanding Anti-tank Platoon, Royal Artillery 54

### ARTILLERY



Airlanding Light Battery, Royal Artillery 55

### AIRCRAFT



Air Support 141



## MOTIVATION AND SKILL

The division's 1<sup>st</sup> Airborne Reconnaissance Squadron is equipped with airborne jeeps armed with Vickers K-guns. They are expected to launch a coup de main charge on the main Arnhem Bridge. They were both courageous and experienced soldiers.

An Airborne Reconnaissance Squadron is rated **Fearless Veteran**.

| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

## HEADQUARTERS

### AIRBORNE RECONNAISSANCE SQUADRON HQ

#### HEADQUARTERS

Company HQ 75 points

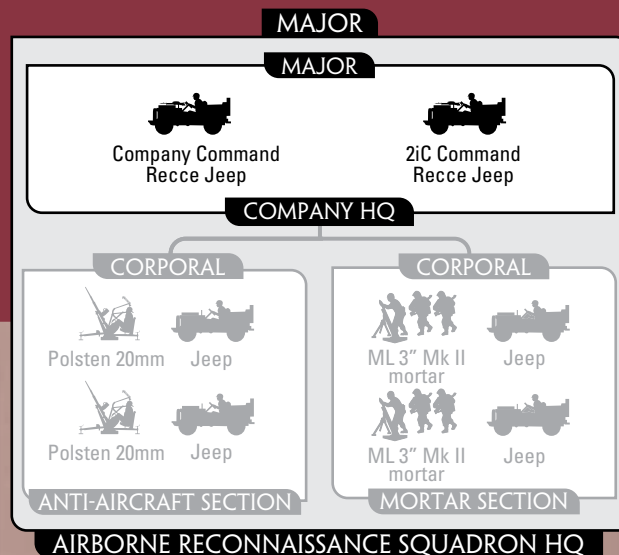
#### OPTIONS

- Add an Anti-aircraft Section for +65 points.
- Add a Mortar Section for +75 points.

#### DISMOUNT

If your Airborne Reconnaissance Platoons are fighting dismounted, you may replace the Company Command Recce Jeep with a Company Command MG team and the 2iC Command Recce Jeep with a 2iC Command MG team.

Both dismounted teams carry Gammon Bombs, giving them Tank Assault 3.



Teams from the Airborne Reconnaissance Squadron HQ are Recce teams.

## COMBAT PLATOONS

### AIRBORNE RECONNAISSANCE PLATOON

#### PLATOON

4 Recce Sections 300 points  
 3 Recce Sections 225 points  
 2 Recce Sections 150 points

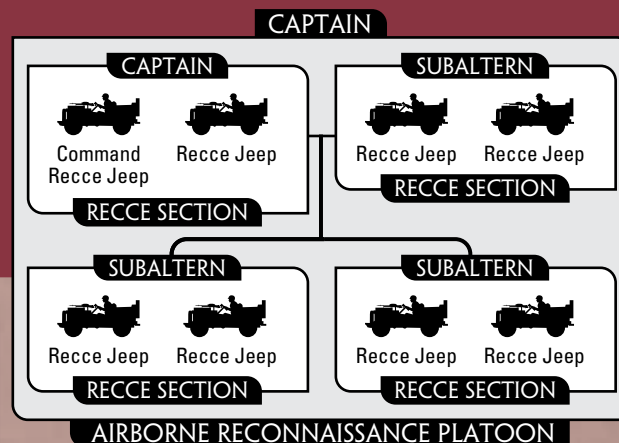
#### DISMOUNT

Before deployment you may choose to dismount all of your Airborne Reconnaissance Platoons. If you dismount, all of the Airborne Reconnaissance Platoon's vehicles are permanently removed from the game. Instead, replace:

- up to one Recce Jeep with a PIAT team,
- up to one Recce Jeep with a Light Mortar team,
- all remaining Recce Jeeps with MG teams.

Designate one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

All dismounted teams (except for PIAT teams) carry Gammon Bombs giving them Tank Assault 3.



An Airborne Reconnaissance Platoon is a Reconnaissance Platoon.

The reconnaissance squadron is the division's eyes and ears. They are meant to scout ahead of the paras seeking alternative routes around the enemy. However, for this operation you will be making a coup de main (a swift attack that relies on speed and surprise) to capture Arnhem Bridge.



# "Ubique" (Everywhere)

ROYAL ENGINEERS IN HOLLAND

The Royal Engineer (or simply: RE) units fighting as part of the 1<sup>st</sup> Airborne Division were: elements of the 261<sup>st</sup> Field Park Company, the 9<sup>th</sup> (Airborne) Field Company, and the 1<sup>st</sup>, and 4<sup>th</sup> Parachute Squadrons, Royal Engineers. The heavier 9<sup>th</sup> (Airborne) Field Company was attached to the 1<sup>st</sup> Airlanding Brigade, while the lighter Field Squadrons were attached to the matching numbered parachute brigades.

## OPERATION BITING

The 9<sup>th</sup> Field Company fought in 1940, being evacuated through Dunkirk. After spending some time repairing bombed buildings in Plymouth, the company built a full-scale model of a German radar installation in Wiltshire to help train (then) Major John Frost's C Company of the 2<sup>nd</sup> Parachute Battalion for the Bruneval Raid. This important raid, codenamed Operation Biting, successfully captured some high-tech German radar equipment with the help of a stick of men from B Troop, 1<sup>st</sup> Parachute Squadron, Royal Engineers.

## OPERATION HUSKY

The 1<sup>st</sup> Airborne Division took part in several airborne operations in the Mediterranean Theatre. During the invasion of Sicily, code named 'Husky', No. 3 Platoon of the 9<sup>th</sup> (Airborne) Field Company landed as a part of the ten-glider coup de main assault to seize and hold the Ponte Grande Bridge near Syracuse.

Taking off in a North Africa sandstorm scrambled the gliders from the start. High winds, inexperienced tow pilots, and a shortage of navigators brought the gliders carrying Frost's troops and engineers to near disaster. Only one glider came down near the bridge. A fierce firefight took place and the bridge was eventually secured.

## OPERATION MARKET

From Sicily the unit was returned to England for further training and reinforcement. While their comrades in the 6<sup>th</sup> Airborne Division fought during the Normandy campaign, the sappers of the 1<sup>st</sup> Airborne trained and waited for their next mission, which finally came in September 1944. For Operation Market, each field company or squadron was identical in formation. The combat elements consisted of

a small HQ with three platoons deployed for action. Each platoon included four sections, with each section consisting of twelve men, armed with one Bren gun, one Sten gun and ten rifles. Supporting elements and equipment could be added to these formations as the need required.

## 9<sup>TH</sup> (AIRBORNE) FIELD COMPANY

Landing in the first lift of gliders, the unit provided two detachments, each of an officer and two jeep loads of sappers as part of the coup de main attempt on the bridge in Arnhem. Another platoon was to clear the landing zones for further landings.

Captain Eric O'Callaghan's No. 2 Platoon was part of the force tasked to seize the railway bridge west of Arnhem. After forming up, the engineers and a platoon from C Company, 2<sup>nd</sup> Parachute Battalion made for the bridge, only to have the centre section blown up in their faces. With their objective destroyed, O'Callaghan moved toward a nearby floating bridge, but that too was found to be unusable.

O'Callaghan now led his men into Arnhem, reaching Number 27 Eusebiusplein, near the bridge ramp just after midnight. Preparing the house for defence, Captain O'Callaghan and Sappers Danny Weddell and Tom Carpenter made their way over the back gardens to check the bridge for demolition charges. When this job was completed the rest of the platoon was ordered to move up to the house on the corner of Kadestraat and Eusebiusplein on the west side of the main road bridge.

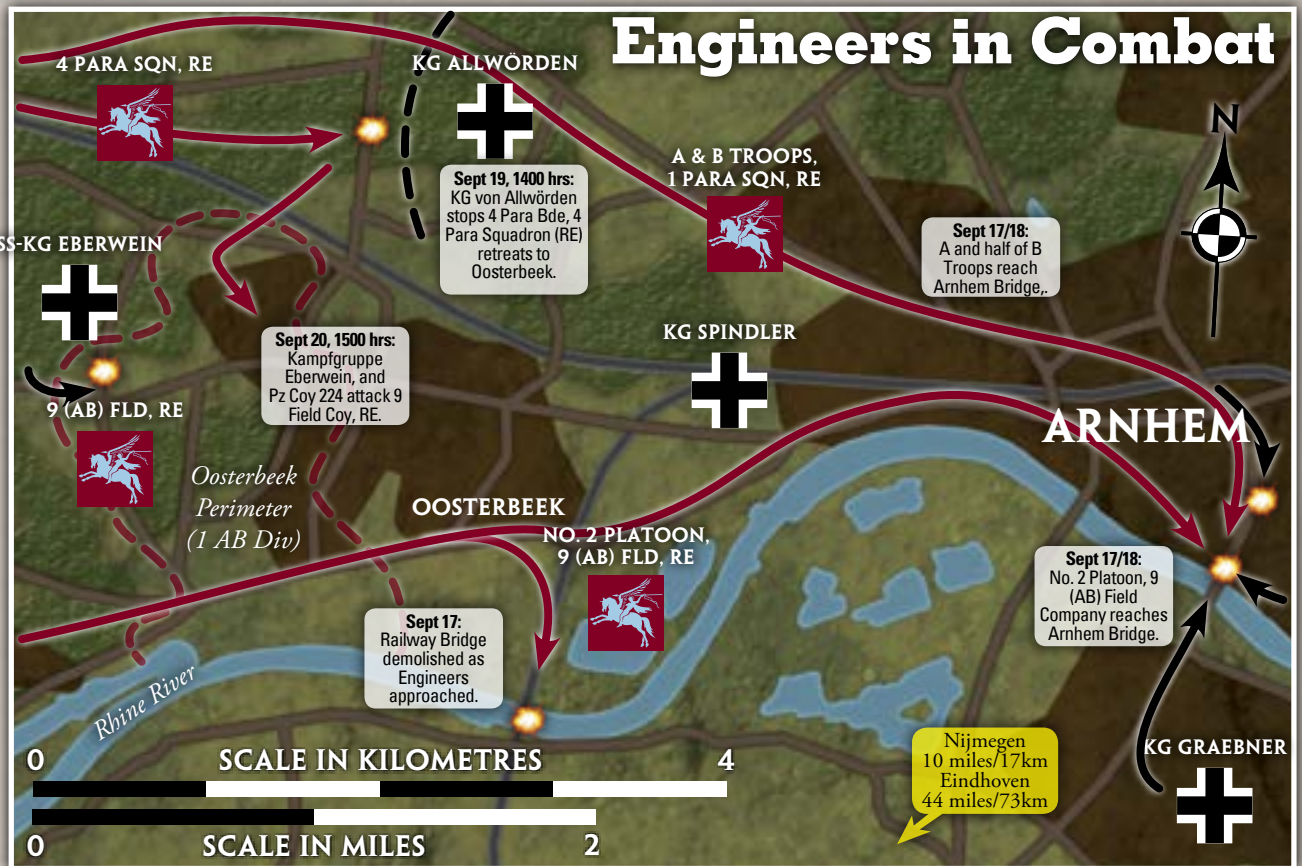
## 1<sup>ST</sup> PARACHUTE SQUADRON, RE

Like the 9<sup>th</sup> Field Company, the 1<sup>st</sup> Parachute Squadron, RE also had the mission of seizing the three main bridges. A Troop and half of B Troop accompanied the 1<sup>st</sup> Parachute Brigade HQ into Arnhem. Half of A Troop, under Captain Eric MacKay and B Troop made it through to Frost's 2<sup>nd</sup> Battalion at the Arnhem road bridge.

Half of C Troop was attached to the 3<sup>rd</sup> Parachute Battalion, fighting along the Utrecht road, while the other half was tasked with clearing the drop zone of all supplies and equipment.







## DEFENDING ARNHEM

MacKay's actions are one of the most widely read accounts of small unit actions in the war. Defending key buildings, MacKay and his sappers repelled attack after attack. Furthermore, they were sometimes able to turn the tables, attacking and even ambushing the Germans.

However, even the best efforts of fine soldiers at Arnhem would prove futile. After several hard-fought days, the defenders of the Arnhem bridge split up to make their way to safety. Corporal Cox and nine other sappers from A Troop were one of the few groups that were able to make it back to the Oosterbeek perimeter. Captain MacKay and several of his officers and men were originally captured but managed to escape and make their way through German areas and into the British lines.

## OOSTERBEEK

Not all of the 1<sup>st</sup> Parachute Squadron, RE was tasked with capturing the bridge. Sappers from C Troop, commanded by Captain Brown, were positioned on the Oosterbeek perimeter. They attempted to rig up some rafts using jeep trailers, but these proved not to be waterproof. However, they succeeded in ferrying sixty Poles and some much needed ammunition to the north bank using just four small reconnaissance boats on the night of 21 September before being discovered by the Germans and forced to stop.

## THE 4<sup>TH</sup> PARACHUTE SQUADRON, RE

The 4<sup>th</sup> Parachute Squadron, RE fought with the 4<sup>th</sup> Parachute Brigade and landed with them as part of the second lift. They advanced to the northeastern portion of the Oosterbeek

perimeter and were responsible for clearing the way for the brigade's heavy transport and guns. In the final days of the Oosterbeek Perimeter, the sappers fought tough actions as combat infantry against the growing pressure and incessant artillery of the German forces.

## EVACUATION

When 30 Corps failed to arrive, the sappers joined in the general withdrawal from the perimeter. The evacuation, known as Operation Berlin, began at about 1930 hours on 25 September. Major Winchester of the 9<sup>th</sup> (Airborne) Field Company set out with three Sappers loaded with rolls of tracing tape and marked out the complete route from the divisional headquarters to the ferrying sites. By 2100 hours the job was completed and the division began the withdrawal. Major Winchester undertook the duties of beach master and called parties down for embarkation as each ferry craft came in. The ferrying went on until the early hours of Tuesday morning when daylight prevented any further operations. After getting most of his men onto the boats, Major Winchester boarded one of the last boats to leave for the far bank of the river.

The casualties suffered by the Royal Engineers during Operation Market were high. Of the 194 sappers of the 9<sup>th</sup> (Airborne) Field Company, RE that went in, 44 died, 79 were captured, and only 71 were evacuated. The 1<sup>st</sup> Parachute Squadron, RE went in with 143 sappers; 13 were evacuated while 20 died and 110 were captured. The 4<sup>th</sup> Parachute Squadron, RE went in with 155 sappers. Of these, just 64 were evacuated, 19 died, and 72 captured. However, despite these casualties, the Royal Engineers played a vital and heroic role during Operation Market.



# Airborne Field Company, Royal Engineers

(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Airborne Field Company,  
Royal Engineers HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



Airborne Field Platoon,  
Royal Engineers

## INFANTRY



Airborne Field Platoon,  
Royal Engineers

## INFANTRY



Airborne Field Platoon,  
Royal Engineers

## SUPPORT PLATOONS

### INFANTRY



Parachute Platoon

Airlanding Platoon

Glider Pilot Platoon

### INFANTRY



Parachute Platoon

Airlanding Platoon

Airborne Reconnaissance  
Platoon

### MACHINE-GUNS



Airlanding Machine-gun  
Platoon

### ARTILLERY



Airlanding Mortar  
Platoon

### ANTI-TANK



Airlanding Anti-tank  
Platoon

### ANTI-TANK



Airlanding Anti-tank  
Platoon, Royal Artillery

### ARTILLERY



Airlanding Light Battery,  
Royal Artillery

### AIRCRAFT



Air Support



## MOTIVATION AND SKILL

The Royal Engineers are highly skilled and fearless in their resolve. None more so than the brave sappers in the Arnhem and Oosterbeek perimeters where they engaged the enemy in close combat.

An Airborne Field Company, Royal Engineers is rated **Fearless Veteran**.

| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

## HEADQUARTERS

### AIRBORNE FIELD COMPANY, ROYAL ENGINEERS HQ

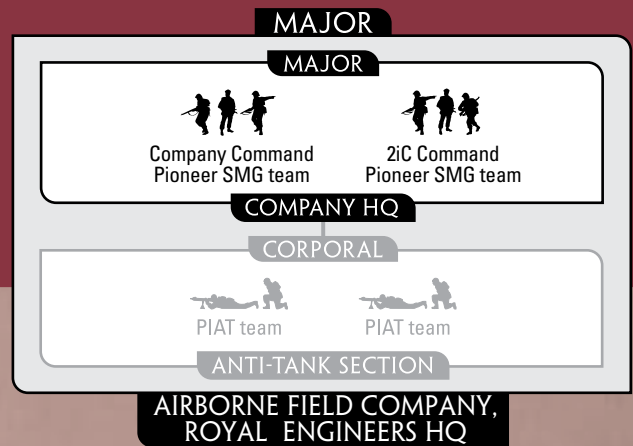
#### HEADQUARTERS

Company HQ 65 points

#### OPTION

- Add up to two PIAT teams for +20 points per team.

The Royal Engineers of the 1<sup>st</sup> Airborne Division are here to help bolster your defensive perimeter. They are equipped to lay mines, demolish bunkers, and forage German barbed wire to prepare your force for the enemy counterattack.



## COMBAT PLATOONS

### AIRBORNE FIELD PLATOON, ROYAL ENGINEERS

#### PLATOON

HQ Section with:

|                |            |
|----------------|------------|
| 4 Field Squads | 425 points |
| 3 Field Squads | 335 points |
| 2 Field Squads | 240 points |

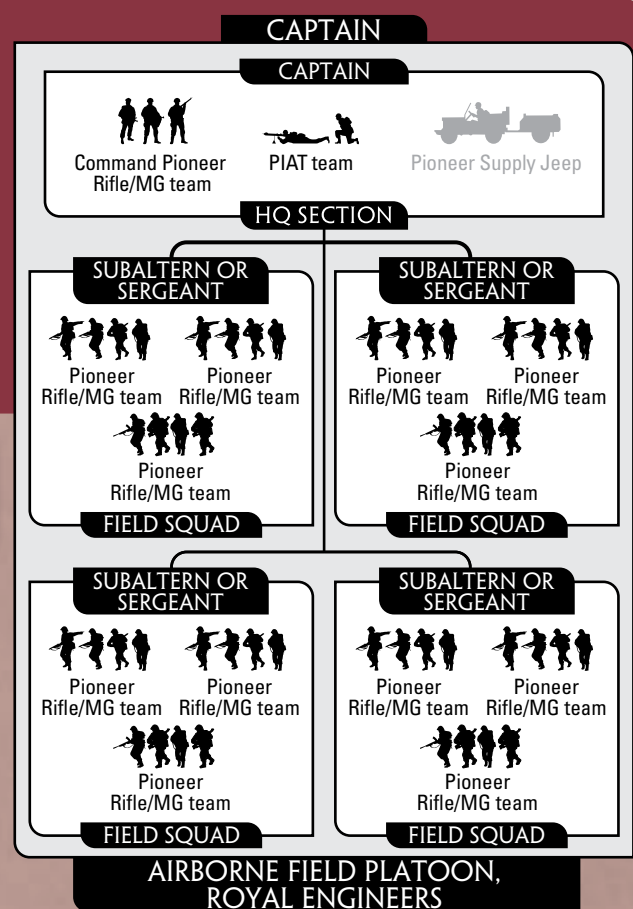
#### OPTION

- Add a Pioneer Supply Jeep with trailer for +25 points.

*You may replace up to one Pioneer Rifle/MG team per Field Squad with a Flame-thrower team at the start of the game before deployment.*

The 9<sup>th</sup> (Airborne) Field Company has a lot of manpower to help pave the way for the division's vehicles and heavy guns. However, they also had plenty of flame-throwers for assault operations. Unlike their comrades in other British divisions, these engineers were expected to fight and do their part in defending against counterattacks.

The 1<sup>st</sup> and 4<sup>th</sup> Parachute Squadrons, Royal Engineers were also sent in to help the paratroopers with demolitions and field fortifications. However, their combat platoons were reduced in size to help them fit in their transport aircraft.





# Divisional Support

## MOTIVATION AND SKILL

The British 1<sup>st</sup> Airborne Division, a veteran unit of the North Africa, Sicily, and Italy campaigns, was on stand-by during the Allied landings in Normandy. Morale was very high as the time approached for the division to go into combat once again.

Divisional Support Platoons are rated **Fearless Veteran**.

| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

## AIRLANDING ANTI-TANK PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

|                     |            |
|---------------------|------------|
| 4 OQF 17 pdr (late) | 330 points |
| 3 OQF 17 pdr (late) | 250 points |
| 2 OQF 17 pdr (late) | 165 points |

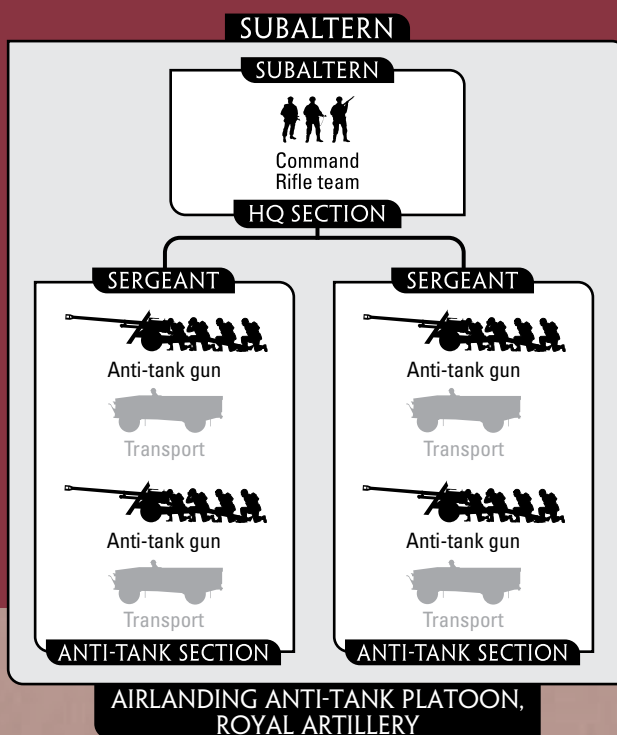
|                    |            |
|--------------------|------------|
| 4 OQF 6 pdr (late) | 160 points |
| 3 OQF 6 pdr (late) | 120 points |
| 2 OQF 6 pdr (late) | 80 points  |

### OPTION

- Add cut-down 15 cwt trucks to tow 17 pdr (late) guns or Jeep transports to tow 6 pdr (late) guns for +5 points for the platoon.

The division is deploying a large number of the powerful 17 pdr anti-tank guns. Armed with the new APDS anti-tank rounds, these can easily deal with any armoured vehicle the Germans send to try and breach the perimeter. The division's 6 pdr anti-tank-guns have also been boosted with APDS ammunition to give them better capability.

The large guns and their cut-down 15cwt towing trucks are delivered in the massive Hamilcar glider. The biggest trick will be landing the guns intact, but once they are safely on the ground, they will give your paras a serious anti-tank asset.



## AIRLANDING LIGHT BATTERY, ROYAL ARTILLERY

### PLATOON

HQ Troop with:

Two Gun Troops with a total of:  
8 M1A1 75mm pack 250 points

One Gun Troop with:  
4 M1A1 75mm pack 150 points  
2 M1A1 75mm pack 90 points

### OPTIONS

- Provide your Airlanding Light Battery with Medium Artillery Support for +30 points per Gun Troop.
- Add Jeeps for +5 points per gun troop.

*Although an Airlanding Light Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

### MEDIUM ARTILLERY SUPPORT

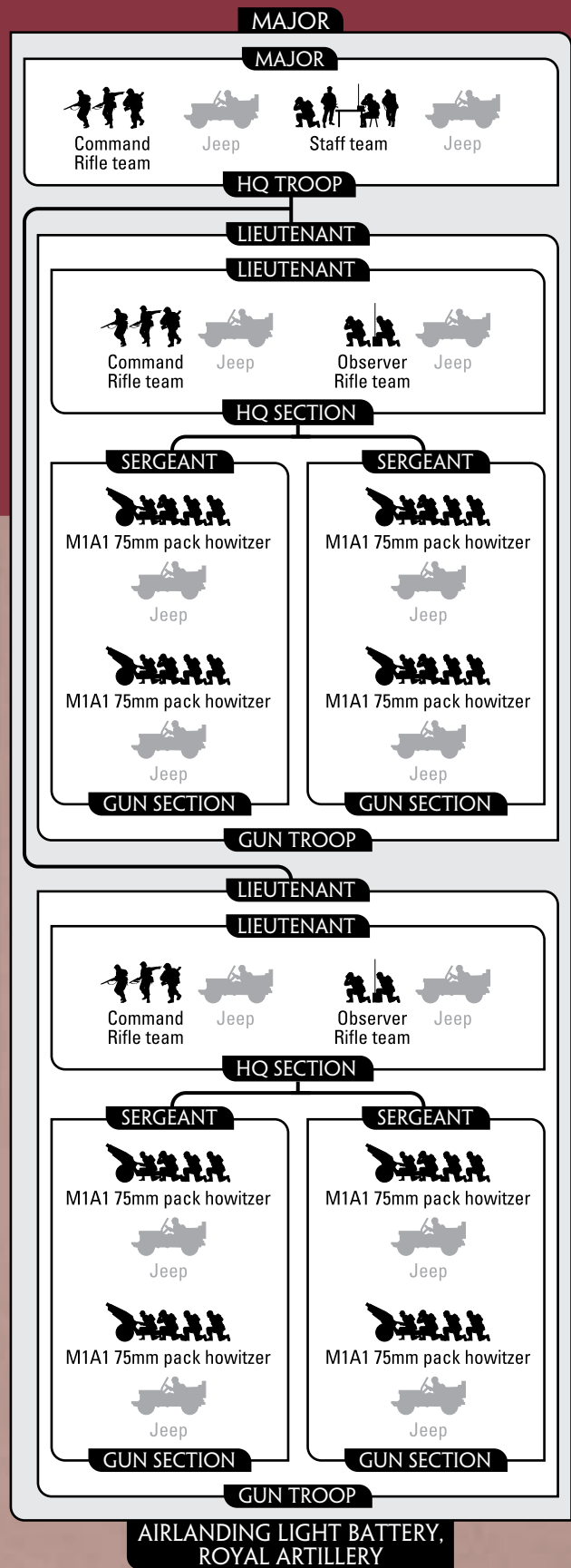
On 25 September 1944, the Germans launched an assault with King Tiger heavy tanks, which threatened to cut off the paras from their escape route across the river. 30 Corps responded with a precise and deadly barrage of medium artillery.

*If an Airlanding Light Battery provided with Medium Artillery Support fires an All Guns Repeat! bombardment, it fires as though it has an Anti-tank rating of 5 and a Firepower of 2+.*

The 1<sup>st</sup> Airlanding Light Regiment, Royal Artillery has been a critical asset in defending the perimeter. From their positions near the Old Church, they have assisted operations in Arnhem, supporting Frost's troops and also the 4<sup>th</sup> Parachute Brigade in the western outskirts of Arnhem.

They are well placed to assist anywhere around the Oosterbeek perimeter with a commanding view. Use this artillery to support your assaults with smoke bombardments or by pinning the enemy down, and to inflict terrible casualties on charging enemy infantry.

Furthermore, the battery has established radio contact with 30 Corps who have committed the 64<sup>th</sup> Medium Regiment, Royal Artillery, firing from Nijmegen, to break up German assaults.







Parachute artillery and mortars fire across the Waal River in support of the 504<sup>th</sup> Parachute Infantry Regiment's attack.

# NIJMEGEN



The Grenadier Guards push through *SS-Sperrverband Euling* to reach the Nijmegen road bridge.





The 504<sup>th</sup> Parachute Infantry clears the opposite bank of the wall and secures Fort Hof van Holland.



The Grenadier Guards link up with the 504<sup>th</sup> in Lent, completing the capture of the Nijmegen crossings.



# 'All Americans' in Nijmegen

The 82<sup>nd</sup> Airborne's area of operations was the largest in Operation Market, and Brigadier General James Gavin had to take calculated risks when planning how to carry out his mission with his limited resources. Gavin prioritized his division's objectives, starting with securing his supply route through Grave by seizing the bridges over the Maas River and canal. His next priority was to secure the Groesbeek Heights, which lie only two miles (3km) from Germany itself. If the Germans were going to strike, reasoned Gavin, it would be at Groesbeek. It therefore became critical to secure the high ground and prepare for the counterattack. With these points secure, Gavin could concentrate on the Nijmegen bridge.

## GRAVE

Gavin sent the the 504<sup>th</sup> Parachute Infantry Regiment (PIR) to secure the bridges over the Maas River, one of which was Europe's longest! The weather was sunny and the air force pilots landed the paratroopers on target despite fire from enemy flak batteries. The guns were quickly silenced and the bridges overrun. With the objective secured, Colonel Reuben Tucker left a small garrison behind and marched his regiment back to Nijmegen.

## GROESBEEK HEIGHTS

The 505<sup>th</sup> PIR and the 508<sup>th</sup> PIR landed and took the Groesbeek Heights and almost immediately came under fire from the 3<sup>rd</sup> Fallschirmjäger (Paratrooper) Division stationed across the German border. Gavin's planning placed the bulk of his heavy weapons in support of the Groesbeek defenders to help stave off the German counterattack. However, vital time was lost. The 508<sup>th</sup> established a defensive line, freeing the 505<sup>th</sup> to rush to Nijmegen.

## LINK UP AT NIJMEGEN

At 0830 hours on 19 September, the paratroopers of the 82<sup>nd</sup> heard the welcome sound of 30 Corps's arrival. The 505<sup>th</sup> PIR and the Grenadier Guards teamed up and launched a

hasty attack into Nijmegen. However, the delays caused in Groesbeek and along Hell's Highway, bought the Germans time to rush troops to defend Nijmegen. The task of capturing the town's two bridges by direct assault proved too difficult for the combined forces of the American paratroopers and British tankers. A bold amphibious assault was planned, and the arrival of the 504<sup>th</sup> from Grave gave the Allies the manpower to try it.

## THE CUNNING PLAN

A bold attack was devised to capture the bridges. The 1<sup>st</sup> and 3<sup>rd</sup> Battalions of the 504<sup>th</sup> PIR and C Company of the 307<sup>th</sup> Airborne Engineer Battalion bypassed the heavy German defences around the bridges by assaulting across the Waal a mile and a half (2km) west. Then they swept along the river to secure the bridges from the north.

Meanwhile, the Grenadier Guards from 30 Corps and the 505<sup>th</sup> PIR attacked the highway bridge from the south. By cutting the bridges off from the north and the south simultaneously, the defenders were isolated from reinforcements and the bridge fell intact into Allied control.

## THE CROSSING

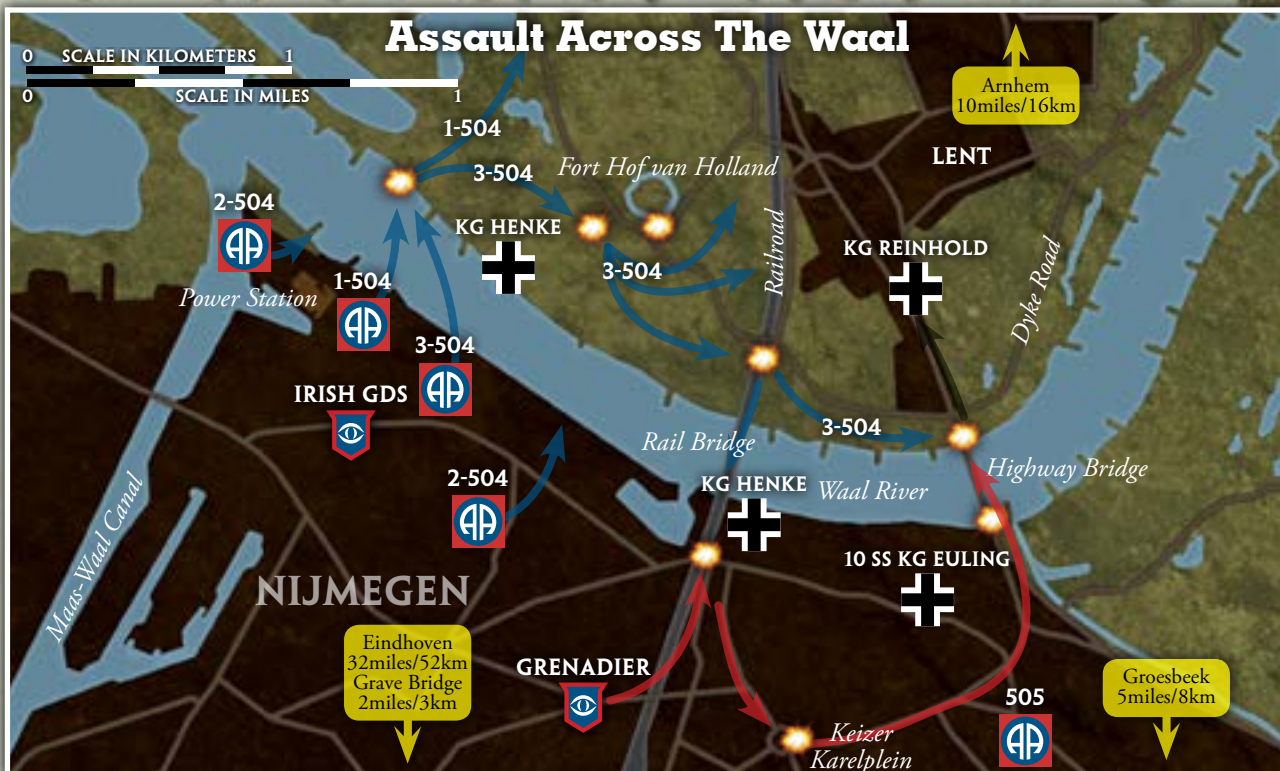
Major Julian Cook, commander of 3<sup>rd</sup> Battalion, was chosen to lead the river assault. He selected the Nijmegen power station as the jump-off point.

On the afternoon of 20 September an artillery bombardment prepared the way covering the river in smoke. The engineers quickly assembled 26 canvas assault boats and shoved them into the river. At 1500 hours Cook blew his whistle and the troopers were in the water, led by the major himself.

As the paratroopers paddled the 400 yards (400 metres) across the river, the smoke cleared and the German defenders opened up with a hail of fire. Pandemonium gripped the paratroopers as boats became swamped and disorganised. The airborne soldiers became frenzied with rage as they







paddled with their arms and rifles, feverishly making their way to the opposite bank. Cook, a devout Catholic, began to loudly recite 'Hail, Mary' to help focus his men.

Once ashore, the troopers stormed the German positions with vengeance. The 1<sup>st</sup> Battalion rushed to the dyke road to block German reinforcements while 3<sup>rd</sup> Battalion made for the bridges, eliminating enemy defences along the way, including Fort Hof van Holland, an old structure shaped like an upside-down bowl and surrounded by a moat.

### TO THE BRIDGES!

Meanwhile, 3<sup>rd</sup> Battalion rushed towards the highway bridge arriving just as the Grenadier Guards began fighting across from the south. The two set to work clearing out the 260 Waffen-SS defenders and snipers who had nowhere to run, trapped between the paratroopers and the tanks.

### OBJECTIVES WON

As sunset rapidly approached, the brilliantly executed assault was over. The joint Anglo-American assault force had captured both bridges intact. The paratroopers urged the Guards to keep going, but the lack of moonlight made movement very difficult and dangerous. The final drive to Arnhem would have to wait.

After the capture of Nijmegen, the 82<sup>nd</sup> settled into a routine of patrols and holding the line. The division was relieved on 13 November 1944 by Canadian troops and the men retired for a well-deserved rest. However, the division's break would be cut short on 17 December 1944, when the Germans attacked through the Ardennes. The All Americans gathered their weapons, including a large stash of captured German Panzerfausts, and headed to the front.

Lieutenant General Sir Miles Dempsey, British Second Army Commander, paid this tribute to General Gavin and the All Americans when he said, "I'm proud to meet the Commanding General of the greatest division in the world today."





## MAJOR JULIAN COOK



Julian Cook graduated as an officer from West Point in 1940. In 1942 he volunteered for the 82<sup>nd</sup> Airborne Division and made his first combat jump during Operation Husky, the Allied invasion of Sicily in 1943. On his way out the door of his C-47 transport plane, he was hit 'in the can' by flak, narrowly missing an artery. Nevertheless, he made the jump. Cook made three more combat jumps before taking command of 3<sup>rd</sup> Battalion, 504<sup>th</sup> PIR just prior to Operation Market Garden.

Major Cook jumped into Holland at DZ 'O' near the Maas-Waal Canal. After helping to secure the canal crossing, Cook and

his men marched to Nijmegen. There, General Gavin ordered a daylight crossing of the Waal River to outflank the stubborn German defenders entrenched around the city's important bridges. Cook was given command of the crossing and led his men in the first wave across the river. Once ashore Cook and his men cleared the river bank and assaulted both the railroad and highway bridges. After a sharp fight the 3<sup>rd</sup> Battalion at 1900 hours, captured the bridge.

The British general, Sir Miles Dempsey, witnessed the 504<sup>th</sup> PIR's crossing, shook his head in amazement and simply described the crossing as, 'Unbelievable'.

## CHARACTERISTICS

Major Julian Cook is a Warrior Higher Command Rifle team and is rated Fearless Veteran. Major Cook may join a US Parachute Rifle Company (page 66) from the 82<sup>nd</sup> Airborne Division for +50 points.

### A DARING PLAN

In Cook's plan the 307<sup>th</sup> Airborne Engineer Battalion played a critical part, fearlessly piloting the assault boats to quickly get Cook's men as close to the action as possible.

*A force commanded by Cook may elect to use the Always Attack rule on page 257 of the rulebook. If it does so and is the Attacker, they may make a Spearhead Deployment (see page 261 in the rulebook) with any or all of their Parachute Rifle and Airborne Engineer Platoons.*

### AMPHIBIOUS ASSAULT

The paratroopers were relentless in their drive to reach the opposite shore, using speed to cut down on casualties and reach the opposite river bank.

*Infantry and Man-packed Gun teams ignore the Sitting Ducks rule and retain their normal Infantry Save when using the River Crossing rules on page 56 of the rulebook.*

### SOFTEN 'EM UP!

Cook's parachute field artillery batteries and mortars saturated the opposite bank of the river with high explosives and smoke to both pin the enemy and conceal the paratroopers as they furiously paddled across the Waal River.

*A force commanded by Cook may ignore the effects of Smoke over an Aiming Point when Ranging In an Artillery Bombardment.*

### HAIL MARY...

As bullets and shrapnel tore through the vulnerable paratroopers, Cook, a devout Catholic, recited Hail Mary loudly, giving his men inspiration in a desperate situation.

*Cook, and any platoon he has currently Joined, always pass Motivation Tests on a roll of 2+.*



## BRIGADIER GENERAL JAMES GAVIN



James Gavin joined the US Army at the age of 17. He was accepted into West Point and proved an able tactician, literally writing the book on US paratrooper tactics following German examples. By 1942 he was the commander of the 505<sup>th</sup> Parachute Infantry Battalion.

He participated in all of his division's combat jumps, earning him the nickname: 'Jumping General'. Gavin's first combat jump was Operation Husky, the Allied invasion of Sicily. For the jump into Normandy, he was promoted to Brigadier General and became the assistant divisional commander of the 82<sup>nd</sup> Airborne. His leadership in Normandy earned him full command of the division for Operation Market.

Gavin had more success than his British counterparts when he insisted on dropping his men as close to the objective as possible. Even though the initial casualties may be high, the objectives could be quickly secured before the Germans could organise a determined defence. He also opted to have his support weapons parachuted in, freeing himself from selecting and defending glider landing zones. Gavin also had the help of Captian Arie 'Harry' Bestebreurtje, a Dutch liaison officer who worked closely with the local resistance.

Gavin's troops quickly secured the Grave bridge. He was justifiably concerned that the Germans would counter his landings from the Ruhr, so his next priority was to secure the important Groesbeek Heights to protect his flank. However, when he finally turned his attention to Nijmegen the Germans had heavily reinforced the town.

Gavin's paratroopers encountered intense German resistance and could make little headway. When 30 Corps arrived, Gavin implemented a bold river assault on 20 September to capture the Nijmegen bridges. The plan was a success and by dawn the next day, 30 Corps was back on the road to Arnhem with Gavin's division in close support.

Gavin continued to command the 82<sup>nd</sup> Airborne Division until the end of the war. He championed desegregation in the US Army and was also heavily involved in the development of modern airborne strategy and tactics.



## CHARACTERISTICS

Brigadier General James Gavin is a Warrior Higher Command Rifle team and is rated Fearless Veteran. Brigadier General James Gavin may join a US Parachute Rifle Company (page 66) or a Glider Rifle Company (page 78) from the 82<sup>nd</sup> Airborne Division for +40 points.

### ISOLATE THE BATTLEFIELD

General Gavin's tactical intuition proved vital in countering German efforts to cut the lifeline of 30 Corps racing north.

*Immediately after your opponent has rolled all of their dice for Reserves, you may roll one die for each Combat and Weapons Platoon from your company currently held in Reserve.*

- For each result of 5+, your opponent must ignore a successful die result to receive Reserves this turn.
- On any other roll, your opponent's Reserves arrive as normal.

### COUNT ON IT

Troops led by Gavin were expected to, and always met, his demands for rapid movement to engage the enemy. While commanding a regiment, Gavin force-marched his men 50 miles (80km) and into battle in less than 36 hours!

*Each time Gavin, or teams from a Parachute Rifle Platoon Joined by Gavin, has moved At the Double, roll a die:*

- On a 3+, Gavin and any teams in the platoon that moved At the Double not considered to have moved At the Double during the opponent's next turn,
- Otherwise, Gavin and the teams still counts as having moved At the Double as normal.



# 'Screaming Eagles' on Hell's Highway

All three of the 101<sup>st</sup> Airborne Division's regiments landed unopposed on the Dutch fields north of Eindhoven and each had specific objectives to secure once they had assembled.

The objective of the 501<sup>st</sup> Parachute Infantry Regiment (PIR) was Veghel. The regiment was parachuted over two drop zones. The 1<sup>st</sup> Battalion dropped north of the Aa River and rushed into the town while the remainder of the regiment secured the town approaches to the south.

The 502<sup>nd</sup> Parachute Infantry Regiment landed south of their objective, St. Oedenrode. They encountered some light resistance as they approached the town, but rapidly overran the surprised enemy defences.

The 506<sup>th</sup> Parachute Infantry Regiment moved south from its drop zone. Their objective was to secure Eindhoven and the bridge over the Wilhelmina Canal. Once they had collected themselves on the drop zone, they moved out.

## SON BRIDGE

The troopers of the 506<sup>th</sup> PIR collected their equipment and assembled north of the Zonsche Forest. The attack had to be swift, as it was suspected that the Germans had the bridges rigged to detonate if it looked like they would be captured.

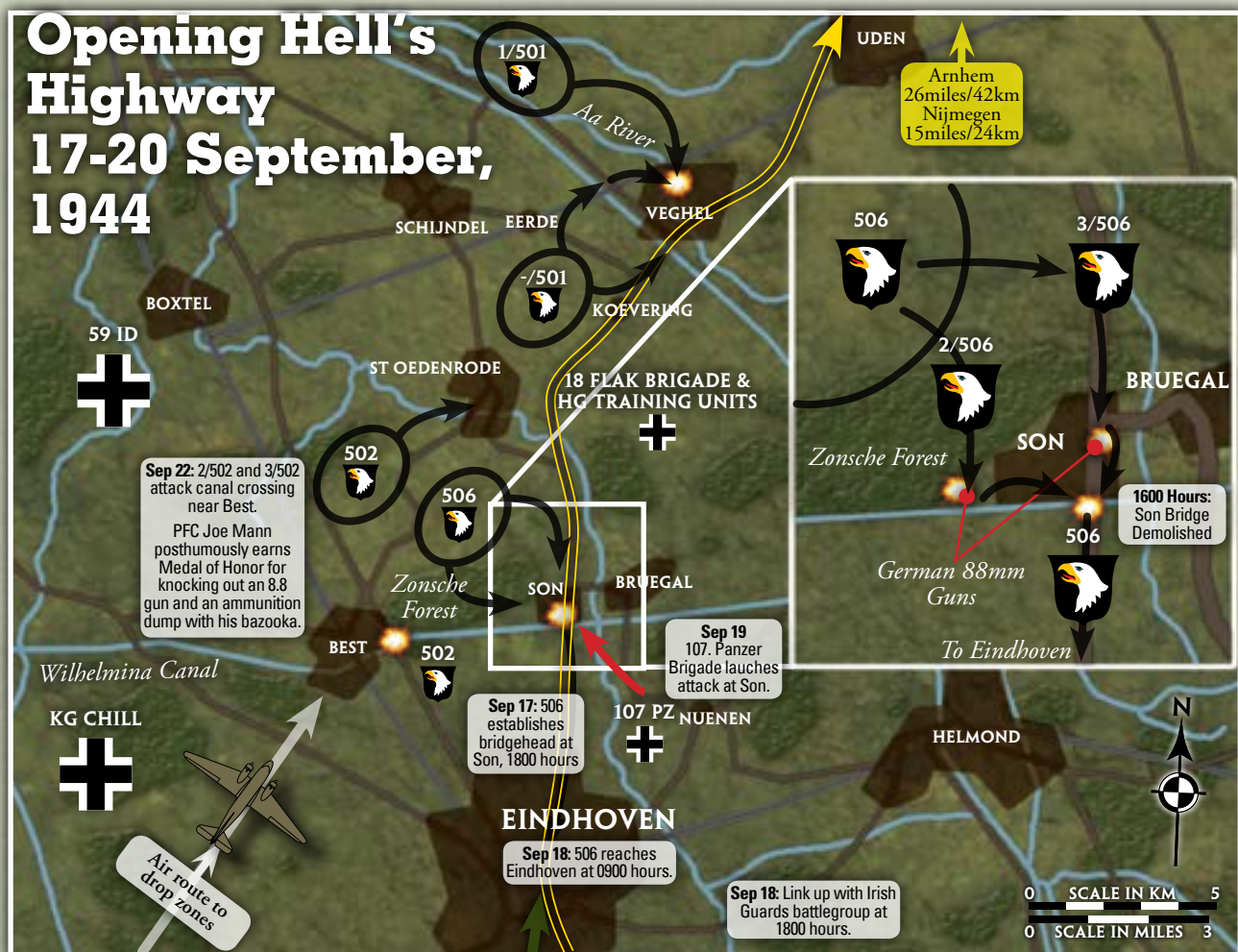
The regiment's commander, Colonel Robert Sink, ordered 1<sup>st</sup> Battalion to charge through the forest and flank the bridge while the remainder of the regiment, led by 2<sup>nd</sup> Battalion, advanced down the road towards the bridge.

As 2<sup>nd</sup> Battalion approached, three German 8.8cm FlaK36 heavy anti-aircraft guns suddenly opened fire. The heavy '88s' surprised the paratroopers and they dived for cover. 1<sup>st</sup> Battalion responded, charging out of the forest and knocking out two of the guns. The third '88' kept firing defiantly until 2<sup>nd</sup> Battalion's Private Thomas Lindsey silenced it with a single shot from his bazooka.

During the delay the Germans blew up the bridge. 2<sup>nd</sup> Battalion was only 50 yards (50 metres) away when wooden splinters from the bridge showered the bewildered paratroopers. Undeterred, they immediately began constructing a footbridge across the canal and within an hour and a half they were across and heading toward Eindhoven.

## EINDHOVEN

The 506<sup>th</sup> PIR entered Eindhoven at 0900 hours on 18 September amid an ecstatic Dutch crowd. Colonel Sink set up his headquarters and awaited contact from the Irish Guards battlegroup.





## PANZER RAID AT SON BRIDGE

When the 506<sup>th</sup> PIR linked up with the Guards in Eindhoven, they informed HQ about the destroyed Son Bridge. Royal Engineers were dispatched immediately to construct a prefabricated truss bridge known as a Bailey Bridge.

No sooner had the bridge been completed, at 1700 hours on 18 September, than a platoon of Panther tanks and *Panzergranadier* troops from the German 107. *Panzerbrigade* (107<sup>th</sup> Panzer Brigade) launched an assault on the crossing. American paratroopers from Able Company, 506<sup>th</sup> PIR and a few engineers formed a defensive line.

The lead Panther tank tore up two British engineer trucks on the bridge. Machine-gun fire and 75mm shells shattered the thin paratrooper defensive line, forcing the Americans to withdraw to the north side of the river.

As the German panzers charged closer to the bridge, General Taylor brought up a few 57mm anti-tank guns which opened fired on the enemy tanks.

In the confusion, Private Jim 'Slick' Hoenscheidt from Able Company found himself alone on the wrong side of the

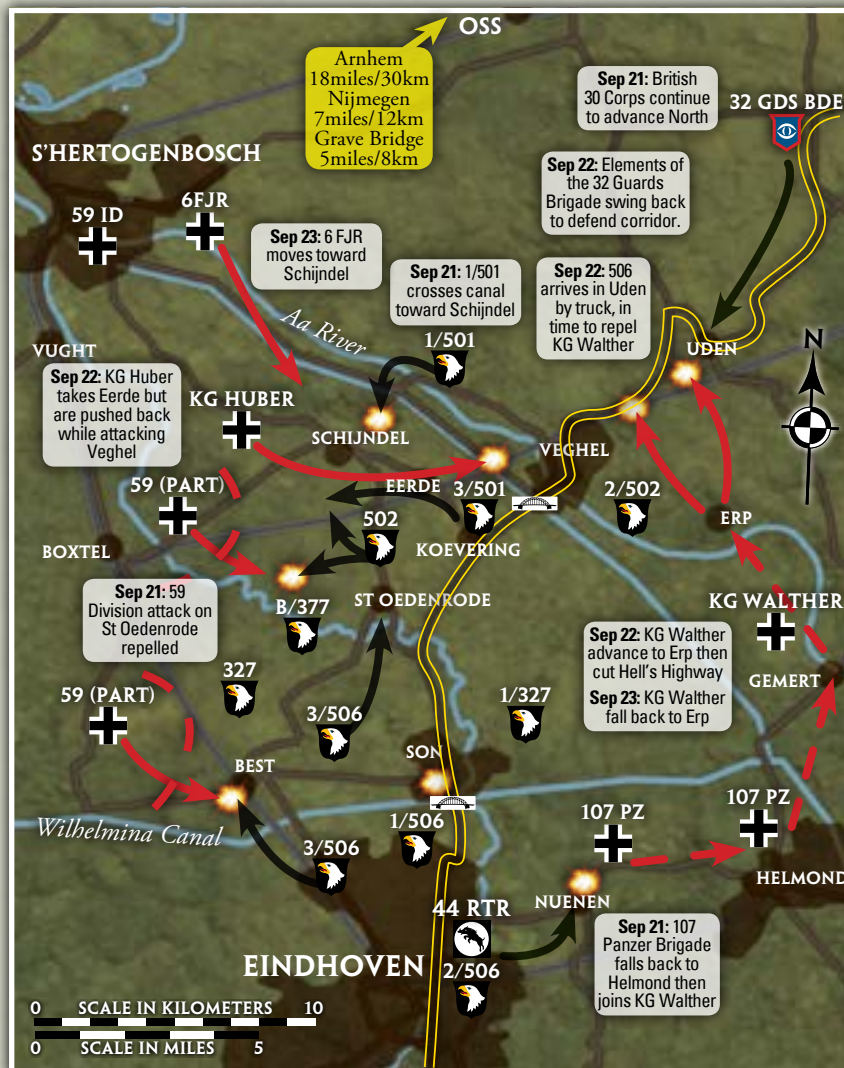
road, trapped between his platoon and the enemy. He ran for cover.

The Panther commander opened his hatch to see where the anti-tank guns were shooting from. Without hesitation Slick tossed a grenade into the open hatch, then dived under the tank for protection. Just as the grenade exploded, two 57mm shells smashed into the tank's tracks and hull, disabling it.

Some German troops saw Slick under the tank and shot at him from a nearby bush. He reached for another grenade only to discover he was out. Then he felt an apple in his bag, given to him by Dutch civilians in Son. Making sure that the Germans could see him, Slick crawled out from under the tank, pulled out the apple, twisted off the stem and threw it into the bush as if it were a grenade. The Germans dived for cover and while they waited for the 'grenade' to go off, Slick dashed for the canal and swam to safety.

Despite having come to within 150 yards of the bridge, the 107. *Panzerbrigade* broke off its attack. The paratroopers proved too strong to push aside. Son was now secured.

## INDIAN TERRITORY, 21-23 SEPTEMBER, 1944



By midday 18 September, General Maxwell Taylor's 101<sup>st</sup> Airborne Division had secured the 17 miles (28km) of road stretching between Eindhoven and Grave Bridge. The division now had to defend against German attempts to cut the road.

The road was constantly under attack, earning it the nickname 'Hell's Highway'. General Taylor likened it to the US Army's task of guarding the Old West railroad against Indian raids. Taylor even used the US Cavalry's strategy of an active defence, where he would launch small attacks against the enemy to keep them from making a consolidated attack.

The 501<sup>st</sup> PIR launched a series of small attacks towards Eerde and Schijndel halting *Kampfgruppe Huber*. At the same time the 502<sup>nd</sup> PIR engaged the parts of the 59. *Infantriedivision* (59<sup>th</sup> Infantry Division) keeping them away from St. Oedenrode.

30 Corps arrived in Eindhoven on the evening of 18 September, releasing the 506<sup>th</sup> PIR to launch spoiling attacks toward Neunen and Best.

Though the fight for Hell's Highway was far from over, the 'Screaming Eagles' had succeeded in keeping the corridor open.



## MAJOR GENERAL MAXWELL TAYLOR



Maxwell Taylor graduated from the United States Military Academy in 1922, excelling in politics and language skills. In the interwar years Taylor rose through the ranks under the tutelage of General Matthew Ridgway, then commanding 82<sup>nd</sup> Airborne Division. Taylor fought alongside the 82<sup>nd</sup> in Italy before receiving his own command of the newly raised 101<sup>st</sup> 'Screaming Eagles' Airborne Division in 1944.

His next operation was Market Garden. When he was given the plan for the operation, he knew that his division was going to need to hold a rather large portion of the highway open for the British 30 Corps. To deal with this, he readied the 101<sup>st</sup> for a fight in what he called 'Indian Territory'. He saw the battle as similar to the US Cavalry's battles against the Native Americans in the Old West. There the cavalry established forts from which to operate and then struck out in a series of attacks to spoil the enemy's plans.

Taylor gave each of his regiments a point along the highway to anchor their defences upon. From these strongpoints the division would launch spoiling attacks against the Germans, keeping them occupied while 30 Corps charged north. He also anticipated the immediate need for engineers and broke up his 326<sup>th</sup> Airborne Engineer Battalion to assign a platoon to each regiment. This enabled each regiment to tackle engineering tasks as they came up. Such was the case with the 506<sup>th</sup> Parachute Infantry Regiment when the Germans demolished Son bridge. The engineers threw together a footbridge and kept the 506<sup>th</sup> moving to Eindhoven.

Taylor's men kept the highway open long enough to get the main column of 30 Corps through to Nijmegen before the Germans finally managed to cut the road at Koevering. Taylor brought the 506<sup>th</sup> PIR north and cleared the road once again and the Germans never managed to duplicate their success. Hell's Highway was permanently open for business.

## CHARACTERISTICS

Major General Maxwell Taylor is a Warrior Higher Command Rifle team and is rated Fearless Veteran. Major General Maxwell Taylor may join a US Parachute Rifle Company (page 67) or a Glider Rifle Company (page 78) from the 101<sup>st</sup> Airborne Division for +60 points.

### INDIAN COUNTRY

The 101<sup>st</sup> Airborne's launched spoiler attacks against the Germans to put them on the back foot and force them to react and defend. Taylor likened his job to that of the US Cavalry during the Indian Wars in the American West.

*Taylor may make a Spearhead Deployment (see page 261 in the rulebook) with any or all Parachute Rifle (page 68) or Glider Rifle (page 79) Platoons his force.*

### BRING UP THE GUNS!

During the fight at Son Bridge, Taylor personally tracked down a parachute anti-tank gun and brought it up to fire on the advancing German armour.

*An Airborne Anti-tank Platoon (page 71) or a Glider Anti-tank Platoon (page 81) joined by Taylor may use the German Stormtrooper special rule (see page 241 of the rulebook).*







## US Airborne Special Rules

A US Parachute Rifle Company (pages 66 and 67) and a Glider Rifle Company (page 78) use all of the normal US special rules, found on pages 236-240 of the rulebook. In addition, Parachute Rifle, Airborne Engineer, and Airborne Divisional Reconnaissance Platoons use the Master Sergeant special rule.

### MASTER SERGEANT

Originally, each parachute platoon had two lieutenants. However, as casualties mounted and officers became scarce, platoon sergeants assumed the duties of an officer from studying sand tables and learning the mission to commanding platoons in the field.

*Parachute Rifle, Airborne Engineer and Airborne Divisional Recon Platoons use the German Mission Tactics special rule (see page 242 of the rulebook).*





# Parachute Rifle Company

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



(INFANTRY COMPANY)



HEADQUARTERS

### HEADQUARTERS



Parachute Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either the Guards Armored Division (marked ) or the 11<sup>th</sup> Armored Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

### INFANTRY



Parachute Rifle Platoon

68

### INFANTRY



Parachute Rifle Platoon

68

### INFANTRY



Parachute Rifle Platoon

68

WEAPONS PLATOONS

### MACHINE-GUNS



Parachute Machine-gun Platoon

68

### ARTILLERY



Parachute Mortar Platoon

68

Parachute Field Artillery Battery

70

### SUPPORT PLATOONS

#### ARMOUR



Armoured Platoon

103

#### ARMOUR



Armoured Platoon

103

#### RECONNAISSANCE



82<sup>nd</sup> Airborne Divisional Recon Platoon

72

Guards Armored Car Platoon

132

#### INFANTRY



Airborne Engineer Platoon

70

Glider Rifle Platoon

79

Lorried Rifle Platoon

123

#### ANTI-TANK



Airborne Anti-tank Platoon

71

#### ARTILLERY



Parachute Mortar Platoon

68

Parachute Field Artillery Battery

70

Glider Field Artillery Battery

82

Field Battery, Royal Artillery

133

Field Battery (SP), Royal Artillery

137

#### ARTILLERY



Parachute Mortar Platoon

68

Parachute Field Artillery Battery

70

Glider Field Artillery Battery

82

Medium Battery, Royal Artillery

139

#### ANTI-AIRCRAFT



Airborne Anti-aircraft Artillery Platoon

71

Light Anti-aircraft Platoon, Royal Artillery

140

#### AIRCRAFT



Air Support

63

#### AOP



Air Observation Post

63



### BRITISH PLATOONS



British Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



# Parachute Rifle Company 101<sup>st</sup> Airborne Division



(INFANTRY COMPANY)



HEADQUARTERS

## HEADQUARTERS



Parachute Rifle  
Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either the Guards Armored Division (marked ) or the 11<sup>th</sup> Armored Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

## INFANTRY



Parachute Rifle Platoon

88

## INFANTRY



Parachute Rifle Platoon

88

## INFANTRY



Parachute Rifle Platoon

88

WEAPONS PLATOONS

## MACHINE-GUNS



Parachute Machine-gun Platoon

88

## ARTILLERY



Parachute Mortar Platoon

88

## SUPPORT PLATOONS

### ARMOUR



Heavy Anti-aircraft Platoon, Royal Artillery

141

Armoured Platoon

103

Armoured Recce Platoon

114

### ARMOUR



Armoured Platoon

103

Armoured Recce Platoon

114

Guards Armoured Car Platoon

132

### RECONNAISSANCE



101<sup>st</sup> Airborne Divisional Recon Platoon

72

Guards Armoured Car Platoon

132

Recce Platoon (from 52<sup>nd</sup> Division)

171

### INFANTRY



Airborne Engineer Platoon

70

Glider Rifle Platoon

79

Lorried Rifle Platoon

123

### ANTI-TANK



Airborne Anti-tank Platoon

71

### ARTILLERY



Parachute Field Artillery Battery

70

Glider Field Artillery Battery

82

Field Battery, Royal Artillery

138

Field Battery (SP), Royal Artillery

137

### ARTILLERY



Parachute Field Artillery Battery

72

Glider Field Artillery Battery

132

Medium Battery, Royal Artillery

171

### ANTI-AIRCRAFT



Airborne Anti-aircraft Artillery Platoon

71

Light Anti-aircraft Platoon, Royal Artillery

140

### AIRCRAFT



Air Support

83

### AOP



Air Observation Post

83



## BRITISH PLATOONS



British Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



## MOTIVATION AND SKILL

Both the 82<sup>nd</sup> and 101<sup>st</sup> Airborne Divisions performed exceptionally well during the battles in Normandy. Now, after getting some rest and reinforcements, the divisions eagerly await their return to the continent.

A Parachute Rifle Company is rated **Fearless Veteran**.


| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

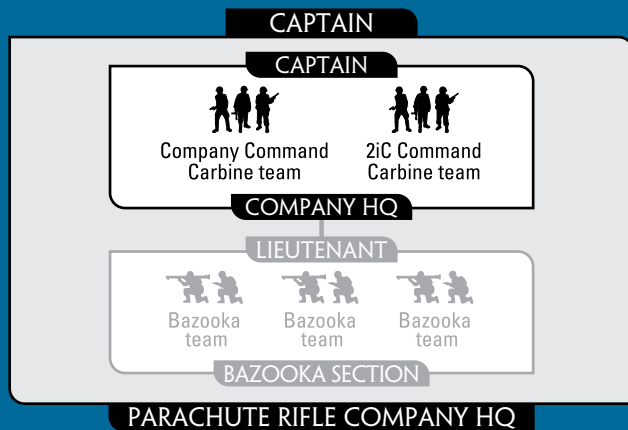
## HEADQUARTERS

### PARACHUTE RIFLE COMPANY HQ HEADQUARTERS

Company HQ 30 points

#### OPTIONS

- Replace either or both Command Carbine teams with Command SMG teams for +15 points per team.
-  Replace either or both Command Carbine teams with Command Panzerfaust SMG teams for +30 points per team.
- Add Bazooka teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.



#### GAMMON BOMBS

All Carbine or SMG teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.

The paratroopers have demonstrated their skill all across Europe. Some troopers, like a few from the 504<sup>th</sup> Parachute Infantry Regiment, have seen combat in Sicily, Italy, Normandy, and now Holland.

## COMBAT PLATOONS


### PARACHUTE RIFLE PLATOON

#### PLATOON

HQ Section and Mortar Squad with:

3 Rifle Squads 265 points  
2 Rifle Squads 205 points

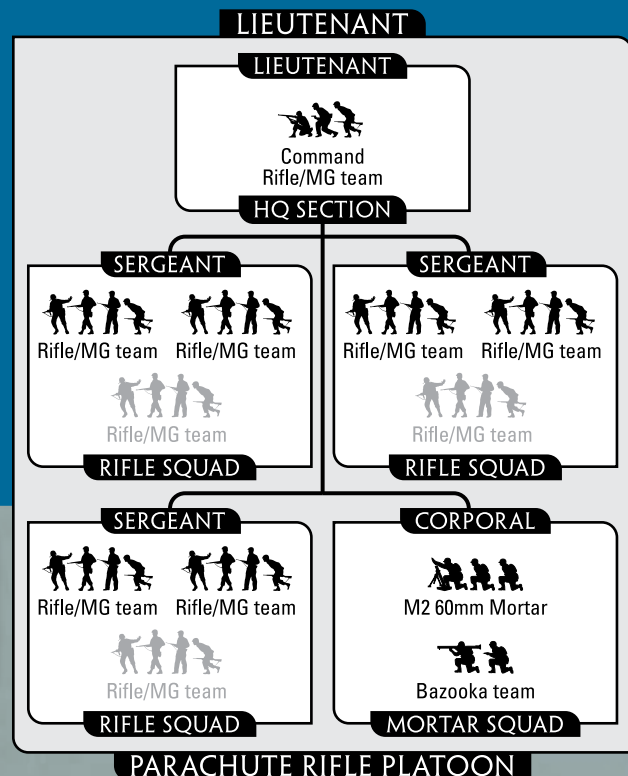
#### OPTIONS

- Replace Command Rifle/MG team with a Command SMG team at no cost.
-  Replace Command Rifle/MG team with a Command Panzerfaust SMG team for +20 points.
- Add an extra Rifle/MG team to all Rifle Squads for +30 points per squad.

#### GAMMON BOMBS

All Rifle/MG and SMG teams in the Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3.

In Nijmegen 3<sup>rd</sup> Battalion, 504<sup>th</sup> PIR (82<sup>nd</sup> Airborne), captured a truckload of panzerfausts and put them to use in limited numbers against German bunkers and enemy-held houses in the town of Lent.





### C-47 SKYTRAIN

Crew: 3  
Capacity: 28 troops  
Payload: 6,000 lb (2,700 kg)

Maximum speed: 224 mph (360 km/h)  
Range: 1,600 mi (2,600 km)  
Number produced: 10,000+

## WEAPONS PLATOONS

### PARACHUTE MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:

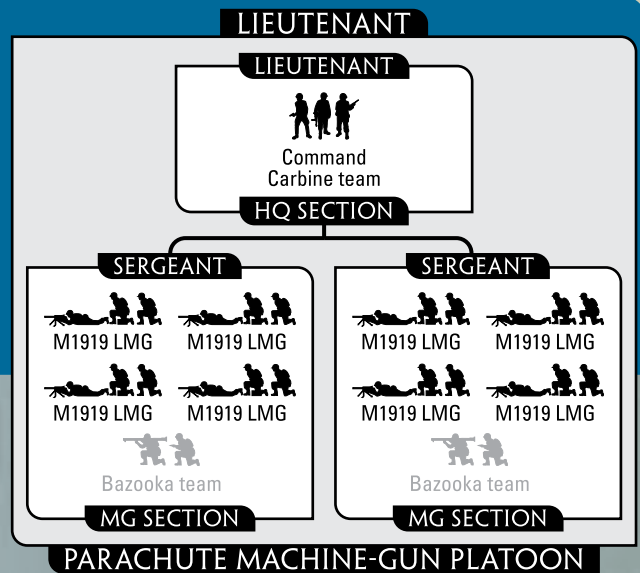
|               |            |
|---------------|------------|
| 2 MG Sections | 170 points |
| 1 MG Section  | 100 points |

#### OPTION

- Add Bazooka teams for +20 points per team.

*A Parachute Machine-gun Platoon may make Combat Attachments to Combat Platoons.*

The M1919 light machine-gun will help you hold your ground. Distribute them to your platoons to increase their firepower or keep them together where you would expect an infantry counterattack.



### PARACHUTE MORTAR PLATOON

#### PLATOON

HQ Section with:

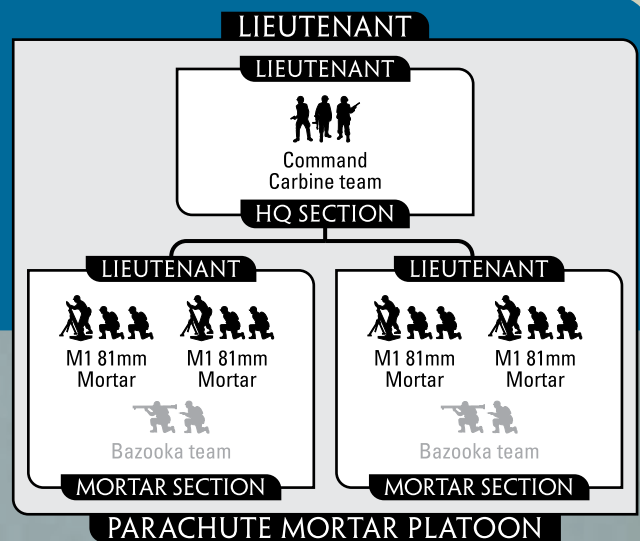
|                   |            |
|-------------------|------------|
| 2 Mortar Sections | 125 points |
| 1 Mortar Section  | 65 points  |

#### OPTION

- Add Bazooka teams for +20 points per team.

The parachute mortars provide accurate fire against the enemy platoon you plan to assault. Use your mortars with your 75mm pack howitzers to both smoke and pin the enemy before you clear them out with a rifle platoon.

While defending, use them to break up advancing infantry before they can hit your line.





# PARACHUTE RIFLE SUPPORT PLATOONS

## PARACHUTE FIELD ARTILLERY BATTERY

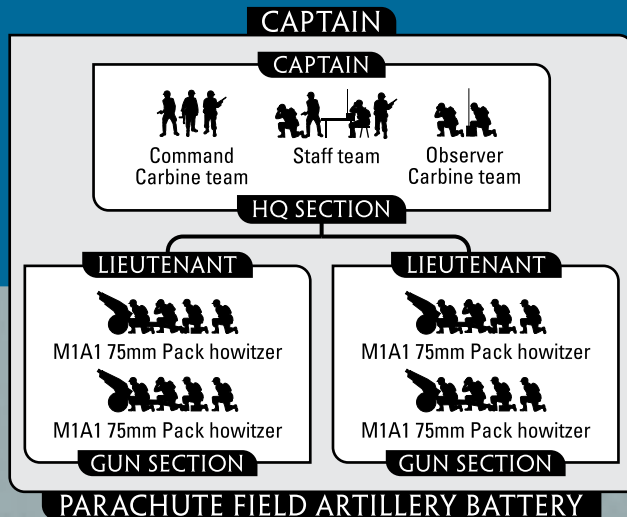
### PLATOON

HQ Section with:

|                  |            |
|------------------|------------|
| 4 M1A1 75mm pack | 135 points |
| 2 M1A1 75mm pack | 75 points  |

The 75mm pack howitzer is a great field weapon, perfect for preparing for an assault. Range in and use its staff team to keep bombarding an enemy platoon while your mortars put down smoke.

The 82<sup>nd</sup> Airborne Division had an extra battalion of artillery attached, which came in handy at Nijmegen.



## AIRBORNE ENGINEER PLATOON

### PLATOON

HQ Section and Weapons Squad with:

|                     |            |
|---------------------|------------|
| 2 Operating Squads  | 215 points |
| 1 Operating Squad   | 155 points |
| No Operating Squads | 100 points |

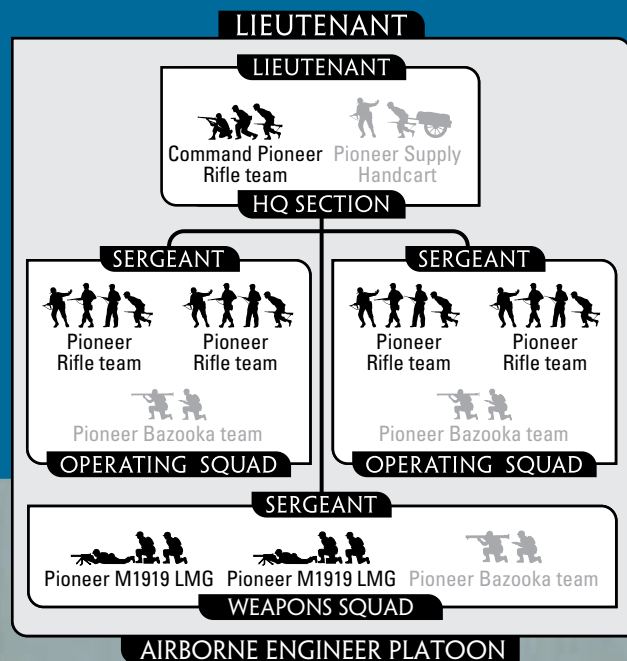
### OPTIONS

- Replace the Command Pioneer Rifle team with a Command Pioneer SMG team for +10 points.
- Add Bazooka teams for +20 points per team.
- Add a Pioneer Supply Handcart for +20 points.

*You may replace any or all Pioneer M1919 LMG teams with Pioneer Rifle Teams at the start of the game before deployment.*

*A Pioneer Supply Handcart operates as a Pioneer Supply Vehicle (see page 215 of the rulebook).*

Airborne engineers give your company extra pioneer supplies to clear mines and traps, or you can set up your own. Or, you could just shove all those explosives into a Jerry tank's vision slits, road wheels or open hatches!



## AIRBORNE ANTI-TANK PLATOON

HQ Section with:

|           |            |
|-----------|------------|
| 4 M1 57mm | 135 points |
| 3 M1 57mm | 100 points |
| 2 M1 57mm | 70 points  |

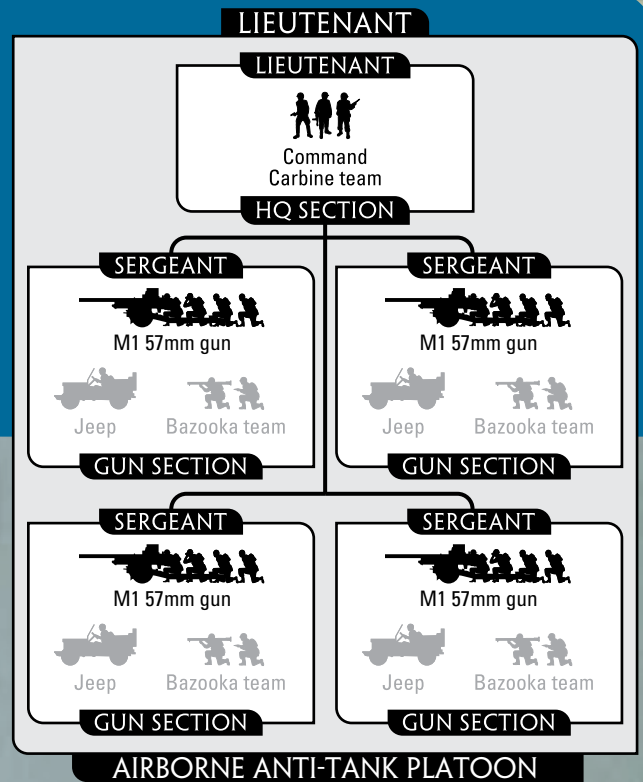
### OPTIONS

- Add a Bazooka team to each section for +20 points per team.
- Add Jeeps for +5 points for the platoon.

*British tanks in your force may use their Tow Hooks (see page 246 in the rulebook) to tow your M1 57mm guns.*

The 57mm anti-tank gun is useful for keeping enemy tanks at bay. As with the pack howitzer, for this operation they will be delivered in a glider to make sure they land intact and close at hand for your troops.

The platoon is perfect for ambushing enemy tanks and light vehicles. Site them in positions where they can get clear shots on the enemy's flanks or integrate them into your defensive line to bolster your infantry's defensive fire.



## AIRBORNE ANTI-AIRCRAFT ARTILLERY PLATOON

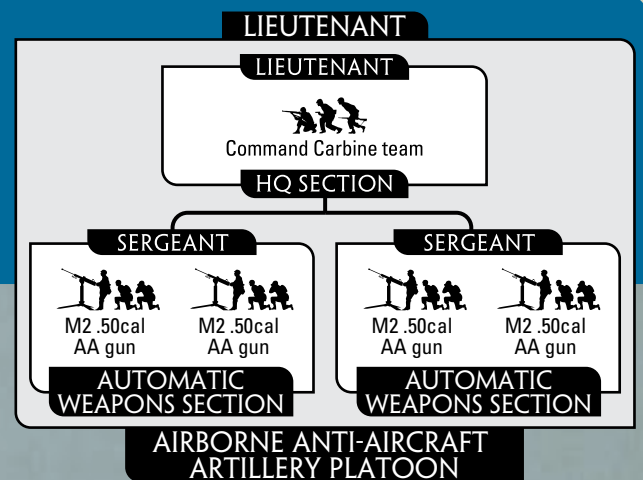
### PLATOON

HQ Section with:

|                              |           |
|------------------------------|-----------|
| 2 Automatic Weapons Sections | 95 points |
| 1 Automatic Weapons Section  | 50 points |

The airborne anti-aircraft platoon is equipped with the M2 .50 cal AAMG on a light tripod. The tall mount and high rate of fire of the gun allowed the paratroopers to fill the sky with deadly .50 cal bullets.

They are capable anti-aircraft guns, however you may find them more useful supporting your troops against ground targets.





## 82<sup>ND</sup> AIRBORNE DIVISIONAL RECON PLATOON

### PLATOON

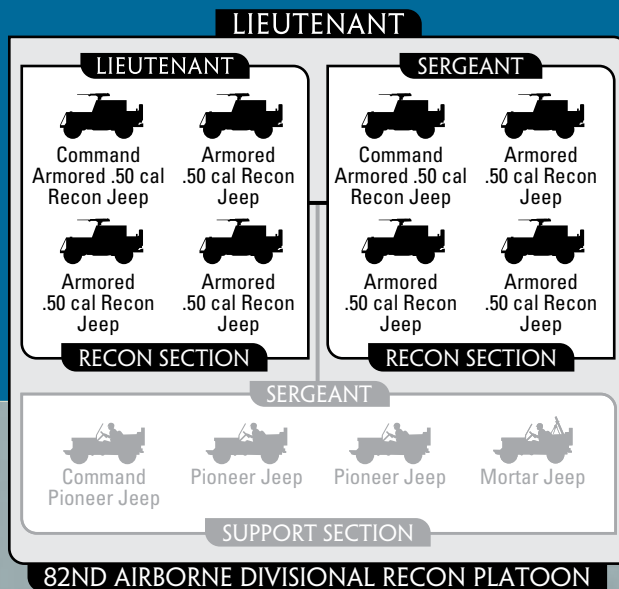
|                              |            |
|------------------------------|------------|
| 8 Armored .50 cal Recon Jeep | 310 points |
| 4 Armored .50 cal Recon Jeep | 160 points |

### OPTIONS

- Add a Support Section for +110 points.
- Arm any or all Pioneer Jeeps with an AA MG for +5 points per Jeep.

*The Recon Sections and the Support Section operate as separate platoons, each with their own command team.*

*Recon Sections are Reconnaissance Platoons. Pioneer Jeeps are Motorcycle Reconnaissance teams (see pages 196 to 197 of the rulebook) that dismount as Pioneer Carbine teams.*



## 101<sup>ST</sup> AIRBORNE DIVISIONAL RECON PLATOON

### PLATOON

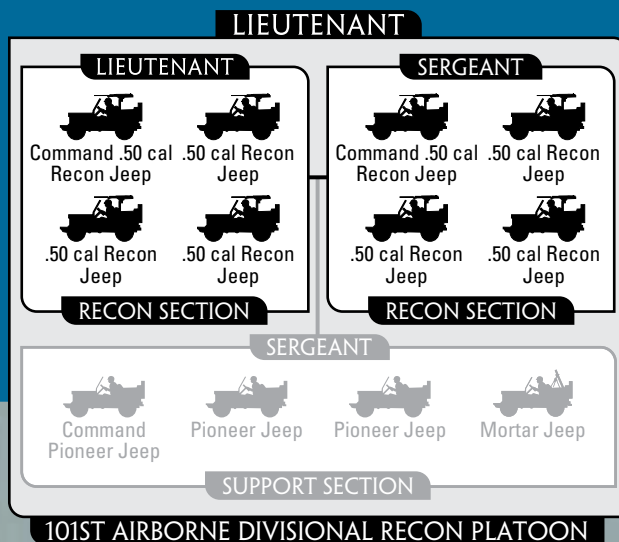
|                      |            |
|----------------------|------------|
| 8 .50 cal Recon Jeep | 220 points |
| 4 .50 cal Recon Jeep | 110 points |

### OPTIONS

- Add a Support Section for +110 points.
- Arm any or all Pioneer Jeeps with an AA MG for +5 points per Jeep.

*The Recon Sections and the Support Section operate as separate platoons, each with their own command team.*

*Recon Sections are Reconnaissance Platoons. Pioneer Jeeps are Motorcycle Reconnaissance teams (see pages 196 to 197 of the rulebook) that dismount as Pioneer Carbine teams.*



## AIRBORNE DIVISIONAL RECON DISMOUNT

*Before deployment you may choose to dismount the whole 82<sup>nd</sup> or 101<sup>st</sup> Airborne Divisional Recon Platoon. If you do this, then all of the Recon Sections and the Support Section of the platoon, operate as a single infantry platoon. Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.*

*If you choose to dismount, the entire platoon must dismount and permanently send its vehicles to the rear. Dismount the Support Section as described above. Replace all of the vehicles in each Recon Section with any two of the following teams for each Section:*

- Carbine teams
- .50 cal MG teams
- up to one Bazooka team per Recon Section.

## US AIRBORNE ASSAULT TACTICS

The US airborne are well known for being tenacious defenders, but they often had to take a position in order to hold it. Enemy infantry have amazing staying-power when dug in and gone to ground, so you want to get your paratroopers into the assault where you can hook and jab on your terms.

### CHOOSING WHEN TO ASSAULT

The mission you play will determine how aggressive you should be. However, sitting in a hole waiting for reserves doesn't mean there aren't opportunities to counterattack.

Sometimes a well-executed assault can catch an attacker off-guard long enough for your reserves to arrive or to throw the enemy's plan behind schedule. Hitting the enemy when they think you should be ducking and dodging will reap rewards.

### CHOOSING WHERE TO ASSAULT

It is very important to work out where to assault and where not to assault. Avoid areas with enemy tanks and focus on areas of the battlefield that you can use to your advantage, such as forests and towns.

Plan an attack route to your objective and use terrain to cover your advance and attack their flanks where you can limit the defensive fire that the enemy can bring to bear.

### PIN DOWN THE ENEMY

Pinning the enemy is the key to a successful assault. It reduces the enemy's rate of fire, making it less likely your teams will be pinned down by defensive fire and it reduces your casualties, giving you more troops to fight in the upcoming brawl.

To do this, your airborne troops can pin the enemy with light machine-guns, mortars, artillery, air support and snipers.

### USE YOUR MORTARS

The 60mm light mortar is an excellent weapon. You only need a single hit on a platoon from an artillery bombardment to pin, so use a bombardment to support your assault. Alternatively, you can fire it directly with its excellent firepower of 3+ and pick out gun teams, such as heavy machine-guns.

Medium mortars, with their ability to re-roll their first failed range in attempt, are ideal to put down smoke where your veteran paratroopers plan to assault. This will conceal your troops, making them 5+ to hit in defensive fire and allowing them to hit the enemy in force.

### ASSAULTING TANKS

Assaulting tanks is a bit more tricky than assaulting infantry as they cannot be pinned beforehand, so you'll need to use other tricks to bag a tank.

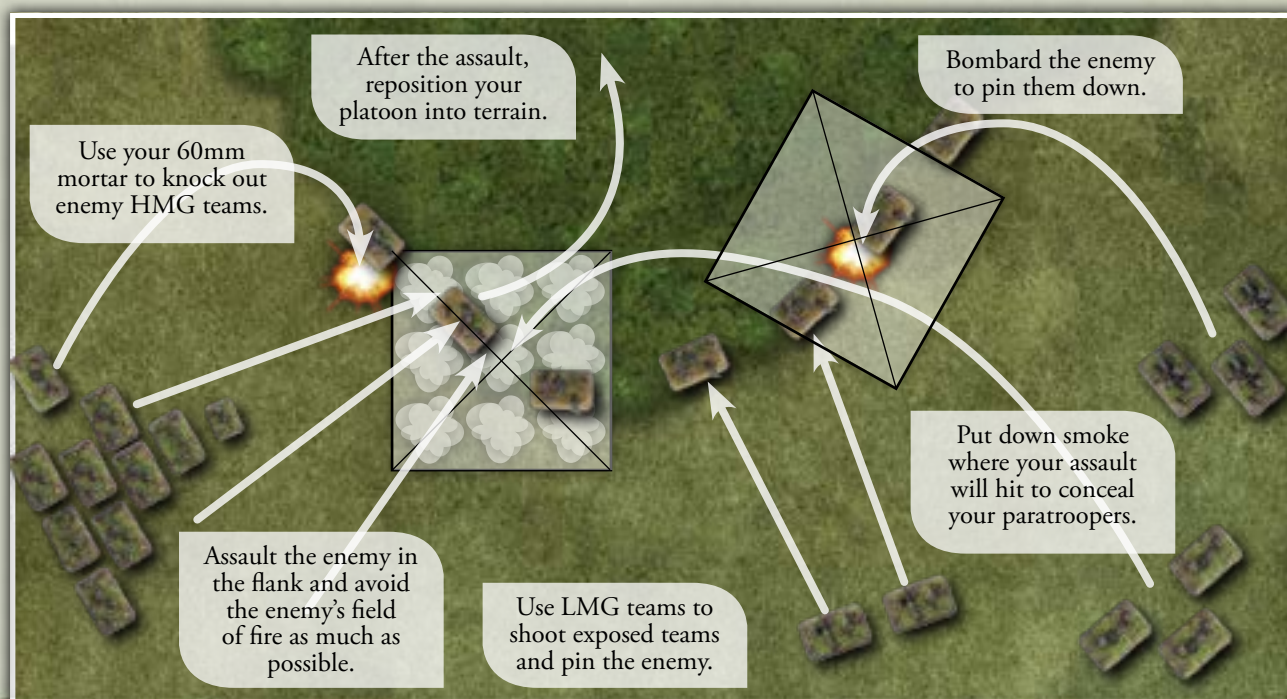
First off, prepare your troops by bringing as many bazookas as you can carry. Also remember that Gammon Bombs give your paratroops Tank Assault 3 so you can pry open even the heaviest tanks.

Launch your assault from a position where the enemy tanks will block each other's field of fire. Keep your company commander near by to keep your troops motivated to take on the steel beasts. Use terrain and smoke to your advantage and charge out of forests or other such terrain features to surprise the enemy and catch them off-guard.

### AFTER THE ASSAULT

Plan ahead and make sure you don't wander too far from the safety of terrain. Once the assault is over, reposition your platoon into terrain to protect them in the next round of play.

Remember, fortune favours the bold, and there are no bolder troops in Europe than the American airborne. *Currahee!*





# 325<sup>th</sup> Glider Infantry Regiment



82<sup>ND</sup> AIRBORNE DIVISION  
"ALL AMERICAN"

The 325<sup>th</sup> Infantry Regiment was formed on 25 August 1917 and attached to the new 82<sup>nd</sup> Infantry Division. The regiment consisted mainly of draftees from the American south destined to join the American war effort in France during the Great War.

With the addition of this regiment, the 82<sup>nd</sup> Division included troops from every state in the union, earning it the nickname "The All American Division". The double-A patch was adopted for the division and is still worn today.

## WORLD WAR I

The regiment received orders to head to France in April 1918 to shore up the critical shortage of Allied troops following the success of the German spring offensive and eventually joined the American Expeditionary Force.

The 325<sup>th</sup> participated in the American offensive in the Argonne Forest, the last major offensive of the war. Their success cost them 94 percent of its initial strength, but contributed greatly to ending the war.

## WORLD WAR II

After World War I, the 325<sup>th</sup> Infantry Regiment was deactivated, but was called upon once again in March 1942 to fight in World War II. The unit was once again assigned to the 82<sup>nd</sup> Infantry Division as the division's heavy motorised infantry regiment.

This suddenly changed when the Chief of Staff, General George Marshall decided to use the 82<sup>nd</sup> as the base for the proposed airborne force. When the men of the 325<sup>th</sup> mustered early in the morning, they found out, much to their surprise, that they would be arriving into battle in a flimsy wooden glider!

## SALERNO

The regiment arrived at its first battle, not by air, but by sea. On 15 September they arrived in Salerno to reinforce American units already there. The following day, 2<sup>nd</sup> Battalion was ordered to re-board the landing craft and head farther north to the town of Maiori where they were to be attached to Colonel William O. Darby's Ranger Task Force.

The battalion relieved the Rangers and held positions on Mount St. Angelo di Cava. The Germans launched a few probing attacks against the battalion, but these were simply diversionary as the rest of the German army withdrew to their next line of defence.

## NORMANDY

The regiment was removed from Italy and sent to England to prepare for the invasion of France. On 7 June 1944 (D+1), the regiment landed by glider in Normandy.

The regiment went into divisional reserve until it was called upon to capture a bridge across the Merderet River on 9 June. During this short, but sharp battle, Private First Class Charles N. Deglopper was posthumously awarded the Medal of Honor for distracting German fire, allowing his platoon to outflank the enemy.

The regiment then joined the 505<sup>th</sup> Parachute Infantry Regiment (PIR) and took up a position on the left flank of 7 Corps and helped capture Saint-Sauveur-le-Vicomte on 16 June.

Soon thereafter, the regiment was pulled off the line along with the rest of the division and sent back to England to prepare for their next operation.

## MARKET GARDEN

The 325<sup>th</sup>'s next glider assault was in Holland, during Operation Market Garden, the largest airborne operation ever conducted. General James Gavin, the new divisional commander, only had enough gliders to bring either his artillery or his glider troops in on the first day, but not both. He figured that the artillery was a priority as he couldn't rely



*Left: The 325<sup>th</sup> Glider Infantry Regiment first saw combat during the battle of Salerno in September, 1943 where the regiment's 2<sup>nd</sup> Battalion held a small portion of the line. The regiment fought its first engagement as a full unit in Normandy.*

*After several critical delays, the regiment landed in Holland during Operation Market Garden in September 1944. They remained in combat until November.*

*In December the regiment joined the division to help stop the German offensive in the Ardennes Forest. Here the regiment experienced its toughest and longest campaign.*





on the British to arrive soon enough to lend artillery support. So Gavin decided to bring the 325<sup>th</sup> in the second wave.

On 18 September, (D+1), the 325<sup>th</sup> had assembled near their gliders to join their parachute comrades currently fighting in Holland, but the weather proved difficult and the mission was delayed until 23 September (D+6). Meanwhile, Gavin's overworked paratroopers had to make do without their glider troops.

The regiment was finally delivered on D+6, at LZ (or Landing Zone) 'O'. Their original LZ was planned for a bit of open ground east of Groesbeek, but since this spot was contested by the Germans, a last-minute decision was made to deliver them five miles west where the 504<sup>th</sup> PIR had landed on the first day of the operation.

The landings went on without a hitch and of the 2900 troops that landed, only ten were unfit for duty. The regiment assembled quickly and was placed into divisional reserve. They didn't have to wait long before they were sent to reinforce the eastern flank of the division.

While they were most welcome reinforcements, the time when they were most needed had passed and Market Garden's success had already been seriously compromised.

The regiment stayed on the front lines fighting small battles until 14 November 1944, when it was removed along with the rest of the division to France to rest and refit. However, their time off would soon be cut short by the German Ardennes offensive the following month.

## THE ARDENNES

The Germans launched their offensive in the Ardennes Forest on 16 December 1944. The 325<sup>th</sup> and the rest of the 82<sup>nd</sup> Airborne Division rushed to the front, joined the fighting, and blunted the German northern penetration in the American lines.

The division took up positions in Werbomont, north of Bastogne. The determined men of the 325<sup>th</sup> dug in around the crossroads at Baraque de Fraiture.

On the morning of 23 December 1944 a sergeant in a tank destroyer spotted an American digging a foxhole. The trooper, a Private First Class of Company F, 325<sup>th</sup> Glider Infantry Regiment, looked up and asked, "Are you looking for a safe place?"

"Yeah," answered the tankerman.

"Well buddy," he drawled, "just pull your tank in behind me... I'm the 82<sup>nd</sup> Airborne and this is as far as the bastards are going!"

During the intense fight, the 325<sup>th</sup> absorbed heavy casualties but decimated two German divisions.

The 325<sup>th</sup> marched into Germany with the 82<sup>nd</sup> Airborne Division. After the war, the regiment assisted in the occupation before returning to the United States in 1946 and being deactivated on 15 December 1947.



# 327<sup>th</sup> Glider Infantry Regiment



101<sup>st</sup> Airborne Division  
'Screaming Eagles'

The 327<sup>th</sup> Infantry Regiment was formed as part of the new 82<sup>nd</sup> Infantry Division on 17 September 1917 at Fort Gordon, Georgia. The regiment was one of many raised for the American Expeditionary Force sent to France during World War I.

## THE GREAT WAR

After training, the regiment joined the rest of the division in northern France in early spring, 1918 and took part in the fighting around St. Mihiel. In November the 327<sup>th</sup> fought in the Meuse-Argonne Offensive.

After the armistice in 1918, the regiment was demobilized on 25 May 1919. It was reconstituted as a reserve unit in December 1921 and remained as such until the outbreak of World War II.

## WORLD WAR II

The 82<sup>nd</sup> Infantry Division was reactivated in March 1942, and along with its 327<sup>th</sup> Regiment. The unit was originally organized as an infantry regiment, however in the summer of 1942, the 82<sup>nd</sup> Infantry Division was selected to become an airborne division.

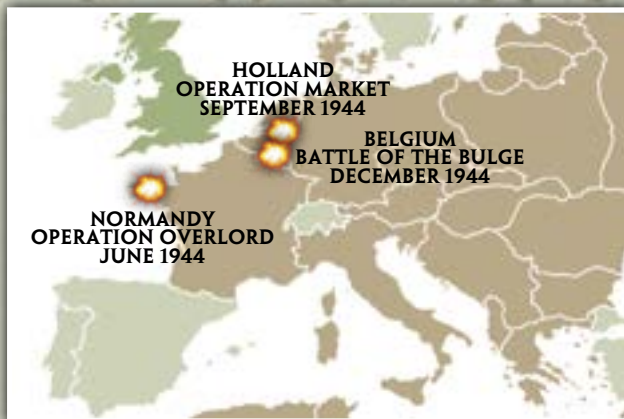
During the final days of basic training, the men were told by their commander, Major General Omar N. Bradley, that the division was to be split to form a second airborne division, the 101<sup>st</sup> Airborne Division. Bradley also announced that the 327<sup>th</sup> was to be trained as a glider infantry regiment.

The men were not sure about flying in gliders. Most of them had never even flown in a plane, let alone crash landing into combat in one! On 15 August 1942 the unit became known as the 327<sup>th</sup> Glider Infantry Regiment and reassigned to the newly formed 101<sup>st</sup> 'Screaming Eagles' Airborne Division.

The regiment had previously consisted of two battalions, but following this reorganization, the 401<sup>st</sup> Glider Infantry Regiment was deactivated and transferred its first battalion to the 327<sup>th</sup> Glider Infantry.







In the fall of 1942, the 327<sup>th</sup> headed to Ft. Bragg, North Carolina to begin training with the CG-4a 'Waco' glider. While training they met the paratroopers they would be working with for the first time, and it wasn't the best first impression. Fights would break out between them, as the paratroopers thought they were the better troops and that the glider boys weren't elite enough to be airborne soldiers. Despite the harassment, the men received glider training.

Landing in a glider wasn't easy and some of the landings resulted in serious injuries when the glider snagged trees or fence posts, tearing up the men inside. Still, it allowed a platoon of troops to deploy relatively close without having to assemble before conducting their mission.

The men of the 327<sup>th</sup> were soon trained up and off to England where they prepared for their first operation.

## NORMANDY, 6 JUNE 1944

When the Allied commanders decided to drop both the 82<sup>nd</sup> and 101<sup>st</sup> Airborne Divisions simultaneously into Normandy, the number of available aircraft to tow the gliders was greatly reduced. Therefore the 327<sup>th</sup> Glider Infantry Regiment was not fully committed to battle until the day after the invasion.

When the regiment was assembled they marched to Carentan to cut off the fleeing Germans. The regiment reached Carentan on 9 June. At 2200 hours on the following day, the 327<sup>th</sup> attacked a bridge over the Canal de Vire-et-Taute and advanced through a wooded area, where they became pinned under heavy fire.

The regiment received reinforcements from the 29<sup>th</sup> Infantry Division helping to breakthrough the German lines and capture the high ground.

Although casualties were high, they accomplished the mission and the regiment was removed to England on 13 July to prepare for its next mission.

## HOLLAND, 17 SEPTEMBER 1944

The next combat operation for the regiment was Operation Market Garden, the airborne invasion of Holland. Unlike General Gavin, General Maxwell Taylor, commander of the 101<sup>st</sup> Airborne Division, opted to dedicate his glider regiment early and wait on his artillery. This meant that the 327<sup>th</sup> saw combat much earlier than the 325<sup>th</sup> Glider Infantry Regiment.

*Left: The 327<sup>th</sup> Glider Infantry Regiment first saw combat during the battle of Normandy in June 1944.*

*After a short time in France, they next saw action in Holland where they landed and fought for 48 days.*

*The regiment was on leave when it was called upon for its next operation, the defence of Bastogne in Belgium during the German Ardennes Offensive in December 1944.*

On 18 September (D+1), over 160 gliders took off from England destined for Holland. Another 40 gliders arrived on the following day. The 327<sup>th</sup> landed at LZ W and immediately took up positions around the village of Son. No sooner had they landed than they were attacked by the 107<sup>th</sup> Panzer Brigade hoping to recapture the Son bridge. The glider troops managed to hold them off for two days, until the Germans finally gave up and refocused their efforts further north.

The regiment was then called upon by the 502<sup>nd</sup> Parachute Infantry Regiment to help capture the town of Best, where the German 59<sup>th</sup> Infantry Division was holding up. The regiment secured the Zonsche Forest while the 502<sup>nd</sup> assaulted and finally captured the town.

The regiment was then pulled north to Veghel to help defend it against their old enemy, the 107<sup>th</sup> Panzer Brigade. When the regiment arrived, the town was already under attack and the glider troops rushed to defend the southern edge of the town along with British anti-aircraft elements.

Once again the 327<sup>th</sup> saw off the panzer brigade's attack and the road was secured a second time. After the battle, the regiment was sent north yet again to the village of Erp which they defended for the duration of the operation.

After the fighting had settled down, the 327<sup>th</sup> was in the front lines for 48 days until ordered to withdraw from Holland. They were removed to France to rest and recuperate before the next operation.

## THE ARDENNES

On 16 December, 1944, the Germans launched an offensive in the west through the Ardennes Forest. Like the 82<sup>nd</sup>, the 101<sup>st</sup> Airborne Division was ordered to reinforce the lines and stop the German advance.

The 327<sup>th</sup> assumed a defensive position south of Bastogne. By 22 December the Germans had completely surrounded Bastogne and glider troops held out with the rest of the 101<sup>st</sup> for nine days, until relieved by the 4<sup>th</sup> Armored Division.

Despite suffering heavy casualties, the Regiment took 750 prisoners, knocked out 144 tanks and 105 other enemy vehicles. For its actions in the defence of Bastogne, the 327<sup>th</sup> Regimental motto became 'Bastogne Bulldog'.

After the Battle of the Bulge, the 327<sup>th</sup> fought in the Rhineland and Berchtesgarden Campaigns. Following the end of World War II, the 327<sup>th</sup> Glider Infantry Regiment was again deactivated on 30 November 1945.



# Glider Rifle Company

(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Glider Rifle Company  
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Glider Rifle Company can be reinforced by Support Platoons from either the Guards Armored Division (marked ) or 11<sup>th</sup> Armored Division (marked ) but not both. You may also take support platoons that are unmarked.

COMBAT PLATOONS

## INFANTRY



Glider Rifle Platoon

79

## INFANTRY



Glider Rifle Platoon

79

## MACHINE-GUNS



Glider Weapons Platoon

80

WEAPONS PLATOONS

## MACHINE-GUNS



Glider Machine-gun Platoon

80

## ARTILLERY



Glider Mortar Platoon

81

## ANTI-TANK



Glider Anti-tank Platoon

81

## SUPPORT PLATOONS

### ARMOUR



Armoured Platoon

103

Armoured Recce Platoon

114

### INFANTRY



Glider Rifle Platoon

79

Parachute Rifle Platoon

68

### INFANTRY



Parachute Rifle Platoon

68

Glider Engineer Combat Platoon

82

### ANTI-TANK



Glider Anti-tank Platoon

81

### RECONNAISSANCE



82<sup>nd</sup> Airborne Divisional Recon Platoon

72

101<sup>st</sup> Airborne Divisional Recon Platoon

72

### ANTI-AIRCRAFT



Heavy Anti-aircraft Platoon, Royal Artillery

141

Light Anti-aircraft Platoon, Royal Artillery

140

### ARTILLERY



Glider Field Artillery Battery

82

Field Battery, Royal Artillery

139

Field Battery (SP), Royal Artillery

137

### ARTILLERY



Glider Field Artillery Battery

82

Medium Battery, Royal Artillery

139

### AIRCRAFT



Air Support

83

### AOP





Air Observation Post

83



## BRITISH PLATOONS



British Platoons in your force are from the Guards Armored Division (marked ) and the 11<sup>th</sup> Armored Division (marked )

All British Platoons are Allies and follow the Allies rules on page 70 of the rulebook.

## EARN YOUR JUMP BOOTS

By September 1944, the Glider Infantry Regiments had not seen as much action as their leg-infantry cousins in other veteran divisions, but they certainly fought hard, earning them the right to wear paratrooper jump boots.

The Company HQ, Glider Rifle Platoons, Glider Weapons Platoons, Glider Machine-gun Platoons, Glider Mortar Platoons and Glider Anti-tank Platoons of a Glider Rifle Company may re-roll failed attempts to Dig In.

## MOTIVATION AND SKILL

Although the glider troops of the Glider Infantry Regiments lack the combat experience of their parachute comrades, they are nevertheless determined to end the war by Christmas!

A Glider Rifle Company is rated **Confident Trained**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | <b>TRAINED</b> |
| FEARLESS         | VETERAN        |

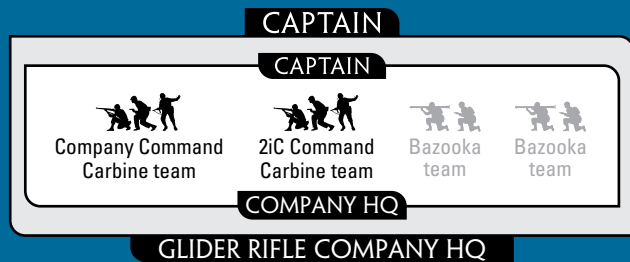
## HEADQUARTERS

### GLIDER RIFLE COMPANY HQ HEADQUARTERS

Company HQ 10 points

#### OPTIONS

- Replace either or both Command Carbine teams with Command SMG teams for +10 points per team.
- Add Bazooka teams for +15 points per team.
- Add up to three Sniper teams for +50 points per team.



## COMBAT PLATOONS

### GLIDER RIFLE PLATOON PLATOON

HQ Section and Mortar Squad with

3 Rifle Squads 170 points

2 Rifle Squads 130 points

#### OPTION

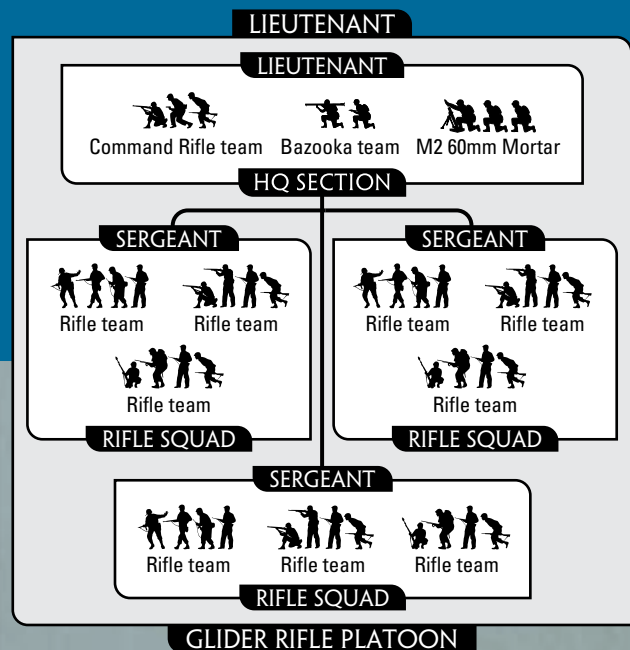
- Replace Command Rifle team with a Command SMG team for +5 points.

#### PLATOON MORTARS

Depending on the situation, the company's mortars can be grouped together to support the unit's operations.

*At the start of the game before deployment, you may group all of the M2 60mm mortars from your Glider Rifle Platoons into a single new 60mm Mortar Platoon under the command of the 2iC Command team. The mortar teams are no longer part of their original platoons.*

*The 60mm Mortar Platoon counts as a platoon for all purposes and is considered a Combat Platoon, meaning that a Glider Weapons Platoon may make Combat Attachments to it.*



The gliderborne troops have seen some action in Sicily and Normandy, but this will be their first true test as front-line infantry. They will land in the second and third lift to hold the land you've captured, freeing up your paratroopers to continue assaulting the enemy.

The 101<sup>st</sup> Airborne's 327<sup>th</sup> Glider Infantry Regiment will land at LZ (landing zone) 'W' east of the town of s'Hertogenbosh. They will then move to help secure the road. Meanwhile, the 82<sup>nd</sup> Airborne's 325<sup>th</sup> Glider Infantry Regiment will arrive at LZ 'O' and move straight into action from their gliders.

Use the glider troops to hold down an objective while your paratroopers press on to complete your mission.



## GLIDER WEAPONS PLATOON

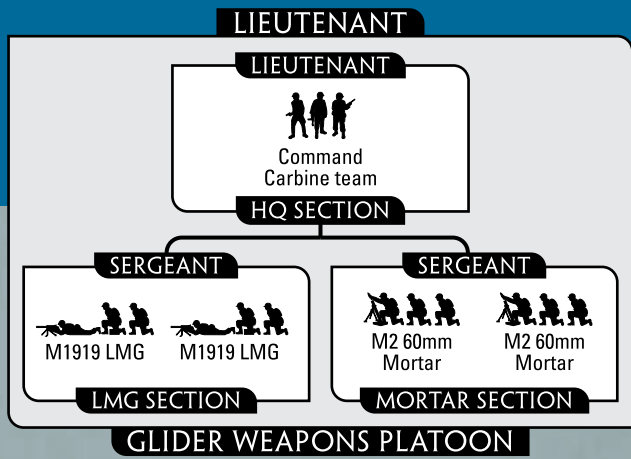
### PLATOON

HQ Section with Mortar Section and:

1 LMG Section 75 points

*A Glider Weapons Platoon may make Combat Attachments to Glider Rifle Platoons.*

The company's weapons platoon provides the company with extra firepower. The 60mm light mortars and the M1919 light machine-guns are ideal to pin down and knock out troublesome enemy teams.



## WEAPONS PLATOONS

### GLIDER MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:

2 Machine-gun Sections 95 points

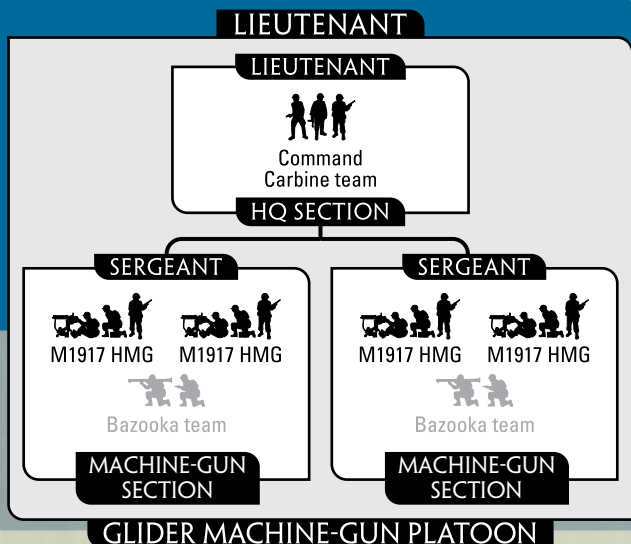
1 Machine-gun Section 50 points

#### OPTION

- Add Bazooka teams for +15 points per team.

*A Glider Machine-gun Platoon may make Combat Attachments to Glider Rifle Platoons.*

Bolster your lines with the water-cooled M1917 heavy machine-gun to keep enemy troops pinned down.



## GLIDER MORTAR PLATOON

### PLATOON

HQ Section with:

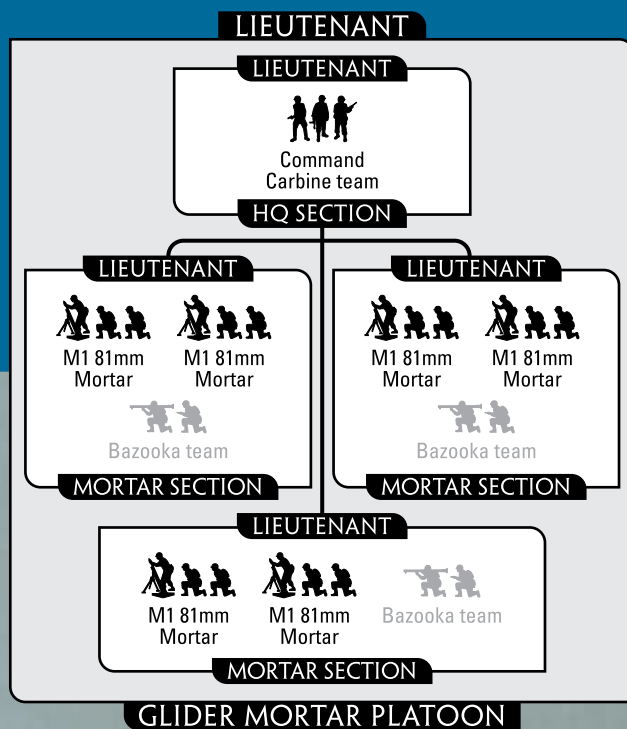
|                   |            |
|-------------------|------------|
| 3 Mortar Sections | 120 points |
| 2 Mortar Sections | 85 points  |
| 1 Mortar Section  | 45 points  |

### OPTION

- Add Bazooka teams for +15 points per team.

The battalion can lend you plenty of artillery support with the quick response of the mortar platoon.

These weapons are ideal for smoking a target, preparing the way for your troops to assault. Use these in combination with your weapons platoon so that you can pin the enemy down with that platoon's high-explosive shells.



## GLIDER ANTI-TANK PLATOON

### PLATOON

HQ Section with:

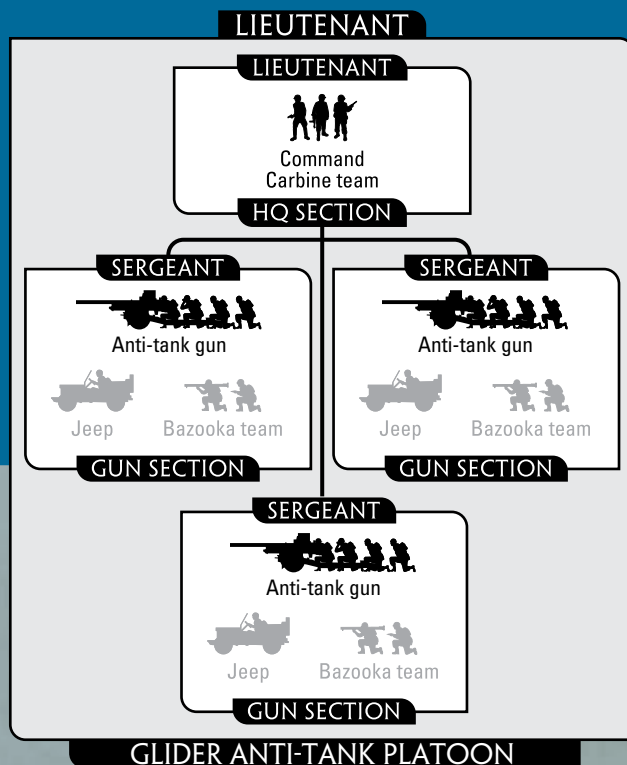
|           |           |
|-----------|-----------|
| 3 M3 37mm | 55 points |
| 2 M3 37mm | 35 points |
| 3 M1 57mm | 70 points |
| 2 M1 57mm | 45 points |

### OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeeps for +5 points for the platoon.

The 101<sup>st</sup> Airborne's 327<sup>th</sup> Glider Infantry Regiment is still equipped with some of the older 37mm anti-tank guns. Though relatively ineffective against enemy tanks, it is still an excellent infantry support gun, knocking out enemy guns and digging out enemy infantry.

The 82<sup>nd</sup> Airborne's 325<sup>th</sup> Glider Infantry Regiment is equipped with the larger 57mm anti-tank guns.





# SUPPORT PLATOONS

## GLIDER ENGINEER COMBAT PLATOON

### PLATOON

HQ Section and Weapons Squad with:

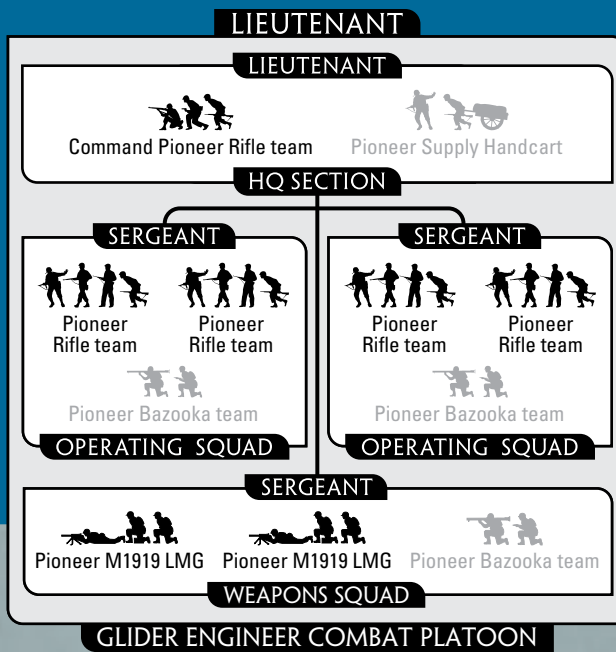
|                     |            |
|---------------------|------------|
| 2 Operating Squads  | 130 points |
| 1 Operating Squad   | 95 points  |
| No Operating Squads | 60 points  |

### OPTIONS

- Replace the Command Pioneer Rifle team with a Command Pioneer SMG team for +10 points.
- Add Bazooka teams for +15 points per team.
- Add a Pioneer Supply Handcart for +20 points.

*You may replace any or all Pioneer M1919 LMG teams with Pioneer Rifle Teams at the start of the game before deployment.*

*A Pioneer Supply Handcart operates as a Pioneer Supply Vehicle (see pages 51, 225, and 263 of the rulebook).*



The glider engineers arrive with the rest of the glider troops to help your company with pioneer tasks.

## GLIDER FIELD ARTILLERY BATTERY

HQ Section with:

|                            |            |
|----------------------------|------------|
| 6 M1A1 75mm pack howitzers | 125 points |
| 3 M1A1 75mm pack howitzers | 70 points  |

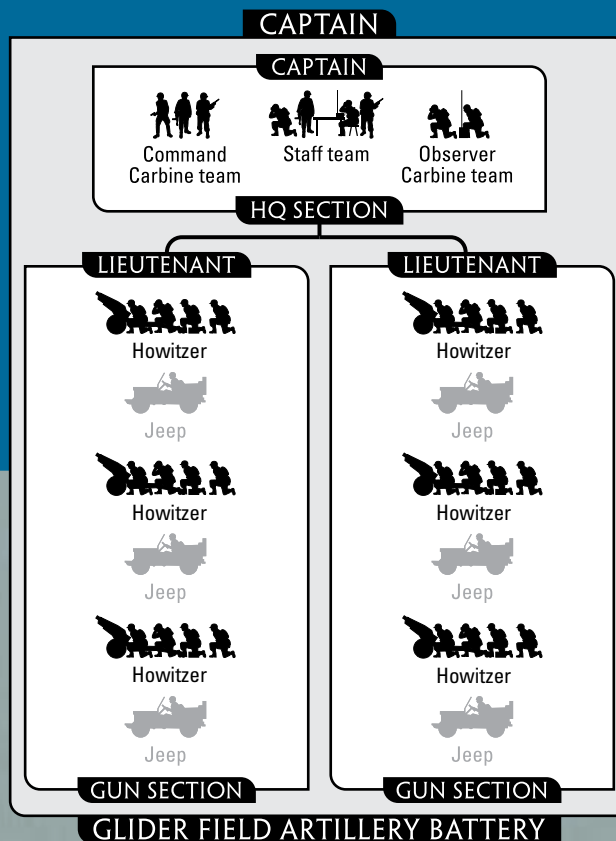
HQ Section with:

|                            |            |
|----------------------------|------------|
| 6 M3 105mm light howitzers | 155 points |
| 3 M3 105mm light howitzers | 85 points  |

### OPTION

- Add Jeeps for +5 points for the battery.

The glider field artillery adds more punch to your bombardments with six excellent light guns. The light 75mm pack howitzers will support your paratroopers with smoke as well as delivering bombardments to pin the enemy down. The 105mm light howitzer is ideal for digging out stubborn defenders with its good firepower. It is also able to put down smoke to cover your advance.



# USAAF SUPPORT

## AIR SUPPORT

### PRIORITY AIR SUPPORT

|                  |            |
|------------------|------------|
| P-47 Thunderbolt | 190 points |
| Typhoon          | 220 points |

### LIMITED AIR SUPPORT

|                  |            |
|------------------|------------|
| P-47 Thunderbolt | 150 points |
| Typhoon          | 170 points |

The US Army Air Force (USAAF) and the Royal Air Force (RAF) have devoted their attack fighters to the operation.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Aircraft

FLIGHT

FLIGHT

## AIR OBSERVATION POST

### AOP

|                    |           |
|--------------------|-----------|
| L4 Grasshopper AOP | 40 points |
|--------------------|-----------|

Airborne divisions have ten L4 Grasshopper observer planes to help the divisional artillery range in on enemy targets.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



L4 Grasshopper AOP

AOP

AIR OBSERVATION POST





# Operation Garden

*Never in our lives had we heard such a row ... Our leading squadron crossed the Dutch border when, suddenly, nine tanks were knocked out, one after another. We got savage at this and put down yellow smoke wherever we thought the Germans could possibly be. The 'Tiffies' (Typhoon ground-attack aircraft) came cutting in from every angle at zero feet, shooting everything to hell.*

*It was all very thrilling, particularly as the German bazooka boys and parachutists were hopping round the hedge all around us. There was a deafening bang behind us and a half-track sailed into the trees having touched off something unpleasant.*

*... By mercy of Providence, the Valkenswaard bridge was intact or we would have had to spend the night in the forest with those bazooka boys!*  
—Lieutenant-Colonel JOE Vandeleur, commander, Irish Guards Battlegroup



After Normandy, the British swanned about mopping up stray Germans as they headed for the Netherlands. As a result, the swift, relatively uncontested advance became known as the 'Great Swan'.

However, before the Allies could finally assault Germany, they would need to capture two critical objectives. First, they needed to capture a deep-water seaport to supply fuel and ammo to the Allied cause. Secondly, they had to have a bridgehead over the formidable Rhine River from which to launch the attack into the German homeland.

## MONTGOMERY'S PLAN

Field Marshal Bernard Montgomery, commander of the 21<sup>st</sup> Army Group, had a daring plan. He argued for a massive airborne and ground operation to secure a narrow corridor from the Belgian border to the city of Arnhem positioned on the Rhine River.

Securing Arnhem would cut off the Germans holding out in the vital Dutch port cities that the Allies were so desperate to capture. Furthermore, an Allied force positioned in Arnhem would be well placed to strike into Germany itself.

The new Allied 1<sup>st</sup> Airborne Army would jump behind enemy lines and secure a series of bridges from Eindhoven to Arnhem, while the British 30 Corps, commanded by Lieutenant General Brian Horrocks, would break through the German defences on the Belgian border and charge to Arnhem linking up with the Allied paratroopers along the way.

General Eisenhower, Commander-in-Chief of Allied forces in western Europe, approved the plan and the offensive was put into motion and, within two weeks, executed.

The plan was subdivided into two operations called Operation Market (the airborne element) and Operation Garden (the ground element), but as a whole it was referred to as Operation Market Garden.

## MARKET GARDEN

Operation Market involved the largest collection of airborne forces to date. Three full paratrooper divisions would risk a daring daylight drop into German-occupied Holland. The American 101<sup>st</sup> 'Screaming Eagles' and the 82<sup>nd</sup> 'All American' Airborne Divisions would be dropped between Eindhoven and Nijmegen and the British 1<sup>st</sup> Airborne Division and 1<sup>st</sup> Polish Parachute Brigade, would drop near Arnhem.

The 101<sup>st</sup> Airborne Division, commanded by General Maxwell Taylor, was to secure the corridor from Eindhoven to Uden. Top priority was to capture the bridge at Son just north of Eindhoven and then keep the corridor open for supplies.

Further north, the US 82<sup>nd</sup> Airborne Division, commanded by General James Gavin, was tasked with securing the Grave Bridge, the Groesbeek Heights and finally Nijmegen and its two important bridges across the Waal River.

In Arnhem, the British 1<sup>st</sup> Airborne Division were to capture the main bridge across the Rhine and secure a bridgehead for the arrival of 30 Corps.



0 5 SCALE IN KILOMETRES 15 20  
 0 10 SCALE IN MILES



# NETHERLANDS



|  |   |
|--|---|
|  |   |
| US 82 <sup>ND</sup> AIRBORNE DIVISION                  | US 101 <sup>ST</sup> AIRBORNE DIVISION                      |
|  |   |
| 1 <sup>ST</sup> AIRBORNE DIVISION (BRITISH AND POLISH) | GUARDS ARMOURD DIVISION                                     |
|  |   |
| 30 CORPS   | GERMAN UNITS  |
|  | KG=Kampfgruppe<br>PZ=Panzer Brigade<br>ID=Infantry Division |





30 Corps' ground assault from the Belgian border into Holland was codenamed Operation Garden. The Guards Armoured Division was at the point of the attack. It advanced into the Netherlands using two routes codenamed Club (the main route) and Heart (alternative route). If one route proved too difficult the other would be used to bypass the enemy. The Irish Battlegroup were to advance up Club route and the Welsh Battlegroup up Heart route.

## THE GERMAN SITUATION

After the disaster in Normandy, the German army was in a state of retreat from France to Belgium with the Allies hot on their heels. However, a strong, new defensive line along the Dutch border was established to stop the Allied advance.

The *I. Fallschirm Armee* (1<sup>st</sup> Parachute Army), commanded by *Generaloberst* (Colonel General) Kurt Student formed the bulk of the defensive line opposing 30 Corps.

Several small, yet formidable *Kampfgruppen* (battlegroups) were deployed between the Belgian border and Arnhem. Among these was *Kampfgruppe Walther* which included *Oberstleutnant* (Lieutenant Colonel) Friedrich Freiherr von der Heydte's veteran 6<sup>th</sup> *Fallschirmjäger* Regiment and *SS-Kampfgruppe Heinke*. This battlegroup formed the crust of the German line opposite of 30 Corps.

Meanwhile, just east of Nijmegen in Kleve, Germany, the *II. Fallschirmkorps* (2<sup>nd</sup> Parachute Corps), including *3. Fallschirmjägerdivision*, (3<sup>rd</sup> Parachute Division), was reforming after its long retreat from Normandy.

Further north, the 9<sup>th</sup> and 10<sup>th</sup> SS-Panzer Divisions, battered survivors of Normandy, were stationed around Arnhem as part of *II. SS-Panzerkorps* (2<sup>nd</sup> SS Tank Corps) which was there to rest and reorganise.

The Germans lacked sufficient transport vehicles, due to the loss of trucks in Normandy, so the precious few transports they did have were used to deploy the 160 8.8cm FlaK36

heavy anti-aircraft guns of the 18<sup>th</sup> FlaK Brigade across Holland—many of them deployed between Valkenswaard and Arnhem.

The lack of transports meant that the guns had to be placed on the road and could not be moved once positioned. However, the Dutch roads were straight as an arrow, allowing FlaK crews to take advantage of the extreme range of their guns.

## D-DAY: 17 SEPTEMBER 1944

On the morning of 17 September, Allied and German troops alike watched in bewilderment as a massive air armada of over 4200 Allied aircraft consisting of bombers, fighters, transports and gliders filled the sky. Of these, 1880 transports and tugs hauled 35,000 airborne troops into Holland.

For an observer on the ground it took 35 minutes to watch all of the 82<sup>nd</sup> Airborne Division's transport planes and gliders pass by overhead as they headed to their drop zones!

On the ground, 20,000 vehicles fired up their engines and prepared for the order to advance. Operation Market Garden was in full swing.

## LANDFALL

The skilled pilots of the C-47 Skytrain transport planes found their drop zones and flicked on the green light telling the paratroopers inside to jump.

Thousands of camouflaged parachutes blotted out the sun as paratroopers descended. In some places German small arms fire opened up on the troops, but for the most part the landings were uncontested. Once on the ground the troopers collected their weapons and dashed to their rally points.

As British paras made haste towards Arnhem, the American paratroopers set to work opening the corridor for 30 Corps.

Within the first few hours of the operation the 101<sup>st</sup> Airborne Division had secured its primary objectives. However, as they







approached the critical bridge at Son, it exploded into a hail of splinters. The airborne engineers immediately went to work constructing a footbridge to get the 'Screaming Eagles' back on the road to Eindhoven to link up with 30 Corps.

The 82<sup>nd</sup> Airborne's 505<sup>th</sup> Parachute Infantry Regiment (PIR) secured the high ground at Groesbeek in order to block German reinforcements from arriving from Kleve. The 504<sup>th</sup> PIR was dispatched to secure the Grave bridge over the Maas River and secure the corridor from Grave to Nijmegen. Finally, the 508<sup>th</sup> PIR was to make a sweeping assault into Nijmegen to capture the town's two vital bridges.

The 504<sup>th</sup> and 505<sup>th</sup> PIR succeeded in capturing their objectives, but the 508<sup>th</sup> ran into a strong German counterattack from Arnhem that had slipped across the Rhine just before the British could capture the Arnhem bridge. As a result the 508<sup>th</sup> PIR was pushed back and, for now, the Nijmegen bridges remained under German control.

### DRIVER, ADVANCE!

General Horrocks wanted 30 Corps to be in Eindhoven by the end of the first day. But he had to wait precious hours while the afternoon airdrop proceeded which meant he couldn't order an advance until 1435 hours. A massive preliminary bombardment tore through the German lines at 1400 hours and crept slowly forward knocking out German anti-tank guns and shattering enemy infantry.

At 1435 hours, the first British tanks rolled across Joe's Bridge, the jump off point for Operation Garden. The tanks lurched forward with an uncomfortable mixture of caution and speed.

Suddenly, a deadly ambush was unleashed upon the Guards column leaving nine tanks burning and clogging the road. A bulldozer had to be brought forward to clear the wreckage.

The late jump off time and the cunning German ambush delayed 30 Corps and the Guards were unable to reach Eindhoven before nightfall and instead spent the night in the town of Valkenswaard.

The Guards were back into the fight in the early morning hours and pressed forward reaching Eindhoven and linking up with the 101<sup>st</sup> Airborne by the evening of 18 September.

British engineers rushed their bridging equipment forward and overnight they constructed a prefabricated Bailey Bridge where the Germans had demolished the bridge at Son. The bridge was completed the next morning and the Guards were again charging into the corridor opened up by the 101<sup>st</sup> Airborne Division.

### HELL'S HIGHWAY

As planned, the 101<sup>st</sup> Airborne Division cleared a 15-mile long corridor from Eindhoven to Uden. However, disaster struck when detailed plans outlining the objectives of the 101<sup>st</sup> were discovered by the Germans and delivered to headquarters. *Generaloberst* Student quickly recognised its value and used the information against the American paratroopers to execute a series of attacks on the corridor.

General Taylor simply didn't have enough men to protect the entire corridor so he established strong points in the major towns along the road. From these he could fight German attempts to cut the corridor. The division's regiments then struck out from their strong points, spoiling German attacks to keep the corridor relatively safe.

Due to the hectic troop movements and the sharp fights that ensued, the troops of the 101<sup>st</sup> Airborne Division christened the road 'Hell's Highway'. Nevertheless, they managed to keep the road open and the Guards Armoured Division pressed through the corridor to Nijmegen.



# PROPOSED TIMELINE

1500 Hours, Sep 19:  
30 Corps to reach Arnhem

1800 Hours, Sep 18:  
30 Corps to reach Nijmegen

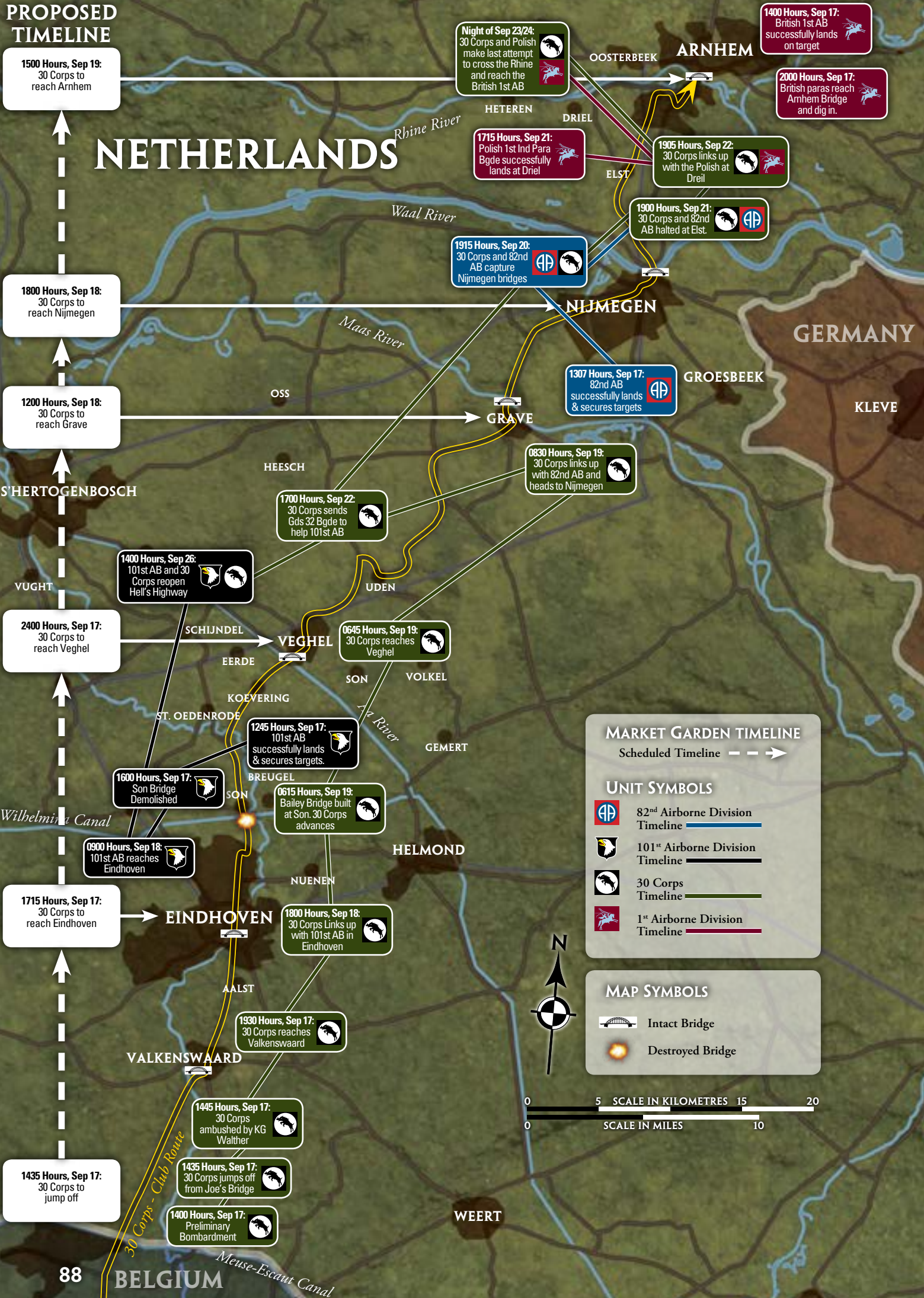
1200 Hours, Sep 18:  
30 Corps to reach Grave

2400 Hours, Sep 17:  
30 Corps to reach Veghel

1715 Hours, Sep 17:  
30 Corps to reach Eindhoven

1435 Hours, Sep 17:  
30 Corps to jump off

# NETHERLANDS



**Night of Sep 23/24:**  
30 Corps and Polish make last attempt to cross the Rhine and reach the British 1st AB

**1400 Hours, Sep 17:**  
British 1st AB successfully lands on target

**2000 Hours, Sep 17:**  
British paras reach Arnhem Bridge and dig in.

**1715 Hours, Sep 21:**  
Polish 1st Ind Para Bgde successfully lands at Driel

**1905 Hours, Sep 22:**  
30 Corps links up with the Polish at Driel

**1915 Hours, Sep 20:**  
30 Corps and 82nd AB capture Nijmegen bridges

**1900 Hours, Sep 21:**  
30 Corps and 82nd AB halted at Elst

**1307 Hours, Sep 17:**  
82nd AB successfully lands & secures targets

**0830 Hours, Sep 19:**  
30 Corps links up with 82nd AB and heads to Nijmegen

**1700 Hours, Sep 22:**  
30 Corps sends Gds 32 Bgde to help 101st AB

**1400 Hours, Sep 26:**  
101st AB and 30 Corps reopen Hell's Highway

**0645 Hours, Sep 19:**  
30 Corps reaches Veghel

**1245 Hours, Sep 17:**  
101st AB successfully lands & secures targets.

**0615 Hours, Sep 19:**  
Bailey Bridge built at Son. 30 Corps advances

**1600 Hours, Sep 17:**  
Son Bridge Demolished

**0900 Hours, Sep 18:**  
101st AB reaches Eindhoven

**1800 Hours, Sep 18:**  
30 Corps Links up with 101st AB in Eindhoven

**1930 Hours, Sep 17:**  
30 Corps reaches Valkenswaard

**1445 Hours, Sep 17:**  
30 Corps ambushed by KG Walther

**1435 Hours, Sep 17:**  
30 Corps jumps off from Joe's Bridge

**1400 Hours, Sep 17:**  
Preliminary Bombardment

## MARKET GARDEN TIMELINE

Scheduled Timeline - - - - ->

### UNIT SYMBOLS

- 82nd Airborne Division Timeline
- 101st Airborne Division Timeline
- 30 Corps Timeline
- 1st Airborne Division Timeline

### MAP SYMBOLS

- Intact Bridge
- Destroyed Bridge





## NIJMEGEN

Meanwhile, the 82<sup>nd</sup> Airborne had trouble dislodging the 10<sup>th</sup> SS-Panzer Division's *Kampfgruppe Euling* from around the Nijmegen bridges. The Germans had dug in and repulsed Gavin's repeated attacks on the city centre.

However, Gavin's immediate concern was to capture one of the bridges in Nijmegen so that the Guards could pass through to Arnhem. To do this, he organised an elaborate attack across the Waal River.

The 504<sup>th</sup> PIR launched a daring assault across the river and struck east to secure the northern end of the bridge. At the same time the 505<sup>th</sup> PIR and the Guards Armoured Division broke through the German defences and secured the southern end of the bridge.

The two elements converged on the bridge and captured it intact late on 20 September. Witnesses marvelled at the 504<sup>th</sup> PIR's bravery and the crossing stands out among the 82<sup>nd</sup> Airborne's stellar battle honours.

At the same time as the crossing, the German 3. *Fallschirmjägerdivision*, launched an offensive from Kleve, Germany against the Groesbeek Heights and threatened the flank of the Waal crossing assault. A desperate fight ensued between the two parachute formations, finally ending in stalemate near Wyler. However, by that time Gavin had succeeded in capturing the bridges and the German troops were forced to withdraw to more defensible positions.

## STRANGLING MARKET GARDEN

Back in the 101<sup>st</sup> Airborne's sector, the Germans were planning another strike against the corridor. One of Student's staff officers, Major Hans Jungwirth, suggested a bold attack to cut Hell's Highway near Koevering.

Student authorised the attack and organised *Kampfgruppe Jungwirth*, consisting of a collection of infantry, Von der Heydt's 6. *Fallschirmjägerregiment*, and the 559. *Schwere Jagdpanzerabteilung* (559<sup>th</sup> Heavy Tank Hunter Battalion) equipped with the deadly Jagdpanther tank hunter.

On 24 September, part of the *Kampfgruppe* attacked the 101<sup>st</sup> Airborne at Eerde, pinning the 502<sup>nd</sup> PIR down while the remainder swept around the Americans and onto the main road, causing havoc among 30 Corps' supply column.

Jungwirth's infantry then dug in around the road and repulsed several Allied counterattacks. Jungwirth managed to cut the road for 40 hours, strangling 30 Corps' supply and forcing the 32<sup>nd</sup> Guards Brigade to break off from the spearhead to swing back and help clear the road.

Critical hours were lost before Jungwirth was finally pushed off the road on the morning of 26 September.

## ELST AND THE ISLAND

While the 101<sup>st</sup> fought to reopen Hell's Highway, the Guards Armoured Division focused on getting to Arnhem. Time was running out for the British paras in Arnhem and 30 Corps was still nine miles (15km) away.

*Kampfgruppe Knaust*, a small battlegroup built from the men of a panzergrenadier and tank driver's school, had set up a strong anti-tank screen south of Elst. They also placed 8.8cm guns on the roads with long, straight fields of fire.

The terrain also favoured the Germans. The fields were either densely planted with fruit orchards or flooded, creating a mire of mud and water. Each field was bordered by tall raised roads standing three to six feet above the fields making it difficult for troops to see from one field to the next. Either way, the tanks were restricted to the raised roads, leaving the infantry of the 82<sup>nd</sup> Airborne to fight field by field, reminiscent of the bocage combat in Normandy.

However, there wasn't a moment to spare as the Guards needed to get to Arnhem as quickly as possible. The tanks pressed up the road while the 82<sup>nd</sup> Airborne's infantry cleared the fields. Progress was slow and the fighting was tough.

Soldiers on both sides referred to this region as the 'Island' because the Germans opened the dykes and flooded the fields, isolating Allied troops atop the raised roads

## THE RHINE

The Guards finally fought their way through the German defences and linked up with the 1<sup>st</sup> Polish Independent Parachute Brigade which had landed at Driel on 21 September.

Horrocks then ordered the 43<sup>rd</sup> (Wessex) Division and the Polish to make one last attack across the Rhine to breakthrough to the British 1<sup>st</sup> Airborne on 25 September.

However, the attack only had nine assault boats available to send an entire battalion across. The rest of the boats destined for the 43<sup>rd</sup> Division had been destroyed by *Kampfgruppe Jungwirth* when it broke out onto the road at Koevering.

The assault became disorganised and failed to secure its objectives. The last attempt to cross the Rhine during Operation Market Garden had failed and the Allied priority was now to rescue the British 1<sup>st</sup> Airborne Division trapped on the other side.

Several rescue operations were launched and a large portion of the British paras were evacuated across the Rhine. The Allies now dug in and considered their next operation.





# VALKENSWAARD



*1435 Hours: The Irish Guards launch Operation Garden. The tanks are ordered to keep vigilant for enemy attacks.*



*Lt. Colonel Joe Vandeleur calls flights of Typhoon fighter bombers to clear out the enemy ahead of the advance.*





*1445 Hours: Fallschirmjäger troops from Kampfgruppe Walther spring a deadly ambush, destroying nine Sherman tanks.*



*The Irish Guards quickly press on, having to keep to a very strict schedule. Next stop: Eindhoven!*



# The Irish Guards in Holland

When war broke out the Irish Guards were eager to serve King and Country. Parts of the regiment fought briefly in Norway, Holland and France in 1940 before withdrawing back to Britain.

The regiment's 2<sup>nd</sup> Battalion was then converted into an armoured battalion and, together with 3<sup>rd</sup> Battalion, placed under the command of the new Guards Armoured Division in 1941. The regiment received reinforcements and trained for the next three years waiting to get back into the fight.



## RETURNING TO THE FIGHT

The Guardsmen returned to the fight in June 1944 when they participated in Operations Goodwood and Bluecoat, the British offensives to throw the Germans out of Normandy.

During these operations Major General Allen Adair, commander of Guards Armoured Division, reorganized his battalions into 'Bocage Battlegroups' to clear the Germans out of Normandy's hedgerows using combined armour and infantry tactics. The Irish Guards' 2<sup>nd</sup> (Armoured) Battalion was joined with the 5<sup>th</sup> (Infantry) Battalion of the Coldstream Guards. The 3<sup>rd</sup> (Infantry) Battalion, Irish Guards was attached to the 1<sup>st</sup> (Armoured) Coldstream Battalion. This reorganisation strengthened tank and infantry co-operation, making the battlegroups very fast when chasing down the German retreat through the hedgerows.

## INTO BELGIUM

With the Falaise Gap closed and the German army in full retreat, the Guards Armoured Division drove rapidly northeast towards Belgium triumphantly entering Brussels, on 2 September 1944, amid an ecstatic crowd.

In Belgium, Major General Adair once again reorganised his battlegroups before they rushed into Holland. This time he placed similar Guards units together, putting the Irish 2<sup>nd</sup> (Armoured) and Irish 3<sup>rd</sup> (Infantry) Battalions under the united command of Lieutenant Colonel JOE 'Joe' Vandeleur, the commander of 3<sup>rd</sup> Battalion. This further solidified infantry-tank co-operation but also focused the spirit and tradition of the Irish regiment into a single integrated battlegroup.

## JOE'S BRIDGE

On 10 September, the new Irish battlegroup assaulted and seized the bridge over the Meuse-Escaut Canal on the Dutch border. This vital bridge was christened 'Joe's Bridge' in honour of Vandeleur and would serve as the jump off point for Operation Market Garden.

## OPERATION MARKET GARDEN

On 17 September, Monty's bold plan to capture Arnhem kicked off from Joe's Bridge where the Irish Guards battlegroup stood ready to spearhead the mad drive into Holland.

At 1435 hours, following an intense preliminary bombardment, Lieutenant Keith Heathcote, commander of the lead tank of 3<sup>rd</sup> Squadron, yelled into his phones, "Driver-Advance!" The first squadron lurched forward onto Hell's Highway.

However, the German defenders had set up a cunning ambush in the woods south of Valkenswaard. The Irish had only advanced a few miles when suddenly nine tanks erupted into flame and shrapnel from the precise fire of German anti-tank guns and panzerfaust anti-tank launchers.

Vandeleur reacted swiftly, marking targets with coloured smoke and calling in Typhoon ground-attack aircraft to eliminate the threat with a barrage of rockets. As the smoke cleared the infantry of the Irish Guards charged into the woods and cleared the Germans out.

## EINDHOVEN

The battlegroup pressed forward linking up with the American 101<sup>st</sup> Airborne Division near Eindhoven by midday, 18 September. However, the advance came to a stop when the bridge over the Son River exploded into a hail of splinters.



British engineers, with help from American paratroopers, constructed a Bailey bridge across the Son and in less than ten hours the Irish Guards' Shermans were again charging toward Nijmegen.

## NIJMEGEN

The Irish Guards lead troops met up with the American 82<sup>nd</sup> Airborne Division on the afternoon of 19 September just south of Nijmegen. The following Grenadier Guards passed through and launched a hasty attack with the paratroopers against the bridge over the Waal River but were halted by fierce German resistance.

The next day the US 504<sup>th</sup> Parachute Infantry Regiment launched a daring amphibious assault across the Waal River to capture the bridge from the north end, while the Grenadier Guards attacked from the south.

Irish Guards Shermans from 2<sup>nd</sup> (Armoured) Battalion supported the paratrooper assault from the river bank, launching high-explosive shells over the heads of the paratroopers to soften up the German defenders on the other side, 350 yards away.


Once the bridge was in Allied hands, the Irish Guardsmen fought onto a raised dike road between Nijmegen and Arnhem known as the "Island" because it was surrounded on both sides with waterlogged terrain called polder. The tanks were confined to the roads as they pushed to within a mile of the British paratroopers at Oosterbeek. However, with German resistance stiffening the offensive ground to a heartbreaking halt, signalling the end of Operation Market Garden.

## VICTORY IN EUROPE

In March 1945 the division crossed the Rhine. They fought their way into the Reich capturing vital bridges and marching into Germany's industrial heartland.

The Irish Guards fought on in Germany until the surrender in May. During the war, the Irish Guards Battalions added 20 new battle honours to the regiment as well as two Victoria Crosses, 17 Distinguished Service Orders, 33 Military Crosses, 18 Distinguished Conduct Medals, 72 Military Medals, and 110 Mentions in Despatches.

# Guards Special Rules

Forces that are Guards (marked ) use all of the normal British special rules found on pages 247-248 of the rulebook. In addition, they use the following special rules.

## UNFLAPPABLE

The Guards are the most prestigious regiments in the British Army. They are well known as being 'unflappable', retaining their discipline when things go wrong. Under circumstances where other units might get themselves in a 'flap' and become unsettled.

*Guards Platoons (marked ) may re-roll any failed Platoon Morale Checks. Your Guards Company Command team (marked ) may re-roll Company Morale Checks.*

## PLATOON, DEBUS!

Every guardsman knows that only cavalry mount and dismount. Real guardsmen embus and debus. It may be old-fashioned, they haven't travelled on buses since the Great War, but old fashioned has never worried the Guards. So, when the sergeant yells, 'Platoon, debus!' at guardsmen riding on a tank, they snap to it.

*Teams from Lorried Rifle Platoons have a 3+ Save while Mounted on a Tank team as Passengers instead of the normal 5+ Save (see page 101 of the rulebook).*

## DUCKBILLS

Duckbill track extensions gave the Sherman and its variants better mobility in the mud of Scheldt and flooded fields of Holland.

*At the start of the game a player may elect to fit all of their tanks from the following list with Duckbills:*

- Sherman (all variants)
- Firefly VC
- M10C 17pdr SP
- Sexton Self-propelled gun

*This gives them Wide Tracks (see page 61 of the rulebook) but makes their mobility rating Slow Tank.*



# Guards March Column

The Irish Guards used a truly innovative formation as it charged its way up Hell's Highway. Armoured and rifle platoons were integrated into a column to provide protection for each other as they drove deep into enemy territory. Support weapons were spread across the column, ready to move forward at a moment's notice to help with the advance.

The column was led by No. 3 Squadron. A small detachment of pioneers was kept close to the front of the column to deal with mines and other obstacles holding up the column.

No. 1 Squadron followed with No. 1 Company's infantry riding on the backs of the tanks. The infantry dismounted at the first sight of trouble to clear the way.

The battalion's command vehicles were next in line. They brought with them recon Stuart tanks as well as additional heavy support, such as the M-10C, a self-propelled 17 pdr anti-tank gun and an armoured bulldozer.

No. 2 Squadron was next in line with No. 4 Company's infantry riding aboard the tanks. No. 2 Company's infantry followed closely behind in trucks and secured the flanks with mortars and 6 pdr anti-tank guns to guard the column from German attempts to cut the road.

Finally, the remainder of the battlegroup's troops and equipment was brought up, including heavy machine-guns and towed 17-pdr anti-tank guns.

As the column met resistance the lead squadron would deal with it as quickly as possible. If it took too much time to overcome, the next squadron in line would take over the fight and free up the lead squadron to push through. Above all else, the column needed to press forward.

## IN FLAMES OF WAR

You can incorporate many of the aspects of the march column into your force as you battle your way toward Arnhem. Using infantry in close support of your tanks and vice versa will overcome the enemy's defences and sweep your troops onto the objective.

The march column must be aggressive. The column formation gives you the tools to keep the initiative and put the enemy on his back foot as he desperately reacts to your assault.

Unlike normal British forces the Guards have access to helpful battlegroup platoons such as infantry and tanks. Use them to support your company. For example, use infantry to crush enemy panzerfaust anti-tank launchers while your tanks blast heavy machine-guns.

Use armoured cars and carriers to defuse any ambushes and keep your tanks and infantry safe. Send them to scout out alternative routes for your tanks, or harass vulnerable enemy platoons such as mortars and artillery.

Above all else, always keep your column moving!





## MARCH COLUMN

### NO.3 SQUADRON



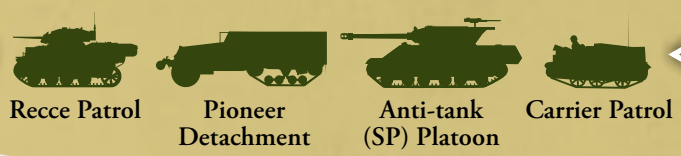
### NO.1 SQUADRON / NO.1 COMPANY



### NO.1 SQD



### BATTALION HQ & SUPPORT



30 Corps



Machine-gun Platoon



17-pdr Anti-tank Platoon



No.2 Company in Trucks



No.2 Squadron  
No.4 Company

Rifle platoons push enemy infantry away from your tanks.

Position anti-tank guns to stop enemy tanks counterattacking the column.

Support your infantry assaults by pinning the enemy or using smoke.

Use rifle platoons and mortars to secure the flanks.

Reinforcements Arrive!



LIEUTENANT COLONEL

# JOE VANDELEUR, DSO & Bar



John Ormsby Evelyn Vandeleur was born in 1903 in Pakistan, where his father, Lieutenant Colonel C.B. Vandeleur, DSO, had been serving.

JOE Vandeleur was commissioned into the Irish Guards in 1924 and quickly rose through the ranks where he gained a reputation as a well-liked, intelligent and insightful officer.

Major Vandeleur was stationed in Egypt and saw combat in Palestine between the wars. In 1940 he returned with his experience to the Irish Guards in England. He was promoted to Lieutenant Colonel in May 1943 and given command of the new 3<sup>rd</sup> Battalion (Infantry), Irish Guards formed from the training battalion.

'Joe', as everyone called him, and his 3<sup>rd</sup> Battalion landed in Normandy in late June 1944. During a German surprise attack on his headquarters in Normandy, Joe rallied his men as he fought his way to his scout car, jumped onto the vehicle's machine-gun and fired on the Germans, yelling "Mow them down!". The battalion pulled together and fought the German attack off.

When the Guards battlegroups were formed Joe was placed in command of the Irish battlegroup. Fortunately, his cousin, Giles Vandeleur, commanded the 2<sup>nd</sup> Battalion, Irish Guards. The two Vandeleur cousins operated together seamlessly.

After leaving Brussels, Vandeleur and his Irish battlegroup secured the vital bridge over the Meuse-Escaut Canal on the

Dutch-Belgian border. The guardsmen named the bridge they had seized Joe's Bridge in honour of their beloved Lieutenant Colonel.

After the bridge was in the Guards' control, Lieutenant-General Brian Horrocks visited Vandeleur and informed him that his Irish battlegroup would lead 30 Corps into Holland during Operation Market Garden.

On 17 September 1944 at 1435 hours, the first of Joe's tanks charged onto the road that would soon be called Hell's Highway. Vandeleur was never far from the action, dashing from platoon to platoon in his Humber scout car, keeping the column on the move and calling in Typhoon aircraft to knock out German strongpoints.

However, despite the Herculean efforts of the Irish battlegroup the Guards Armoured Division was halted just over a mile from the British 1<sup>st</sup> Airborne Division which had parachuted into the Arnhem area.

Joe Vandeleur commanded the Irish Guards battlegroup until November 1944, when he was shifted to command the 129<sup>th</sup> (South Wessex) Brigade of the 43<sup>rd</sup> (Wessex) Division. He returned to the Guards Armoured Division in July 1945 as commander of 32<sup>nd</sup> Guards Brigade. He retired from the army in 1951. He later served as a technical consultant to the movie *A Bridge Too Far*, a popular account of Operation Market Garden. He lived out his life in England.



## JOE VANDELEUR

### PLATOON

JOE Vandeleur

50 points

### OPTION

- Add an RAF Forward Air Controller team for +10 points.

### LIEUTENANT COLONEL

#### LIEUTENANT COLONEL



Lieutenant Colonel  
JOE Vandeleur

JOE VANDELEUR

#### LIEUTENANT



RAF Forward  
air controller team

FORWARD AIR  
CONTROLLER

JOE VANDELEUR

Lieutenant Colonel JOE Vandeleur is a Warrior Transport team. He is permanently mounted in JOE's Humber scout car. Vandeleur is a Higher Command team and is rated **Confident Veteran**.

Vandeleur may join an Armoured Squadron (page 102) or a Lorried Rifle Company (page 122) from the Guards Armoured Division (marked ).

### PRESS ON REGARDLESS!

Vandeleur knew that the success of the operation relied on keeping his troops always pressing forward toward Eindhoven to link up with the US 101<sup>st</sup> Airborne Division.

*If Vandeleur has not moved At the Double and is not Bugged Down or Bailed Out, he can attempt to push his platoons forward using Press On Regardless.*

*Guards Combat, Weapons, and Brigade Support Platoons that are within 8"/20cm of Vandeleur and are not Pinned Down may attempt to move again at the end of the Movement Step after all other movement. Roll a die for each platoon attempting to move again:*

- *If the result is 5+, the platoon may move up to another 4"/10cm, regardless of its normal movement distance.*
- *Otherwise, the platoon remains where it is.*

*The platoons may still shoot and assault as normal after making this extra move.*

*Platoons cannot make this extra move if any of their teams have moved At the Double.*

*Bugged Down or Bailed Out vehicles cannot make this extra move.*

### GUNS, LEFT!

Vandeleur's tank commanders expected a hard fight along the sides of the road. As they advanced the tanks poured intense machine-gun and cannon fire into any scrub or patch of grass that might be hiding a German!

*A force including Vandeleur does not use the Semi-indirect Fire special rule. Instead, Sherman V and Firefly VC tanks that moved in their Movement Step may re-roll failed rolls To Hit when shooting their main guns at teams up to 16"/40cm away. Guns Left! does not apply when conducting Defensive Fire.*

### UNEARTHLY CRESCENDO

When confronted by the stubborn German *Fallschirmjäger*, or paratroopers, Vandeleur called down 84 Typhoons screaming in at tree-top level, firing 455 rockets and causing havoc among the defenders.

*A Forward Air Controller team is a White scout car and an Independent Team rated as **Confident Veteran**.*

*While the Forward Air Controller team is within 8"/20cm of Vandeleur or a Company Command team, all air attacks against targets within Line of Sight of the Forward Air Controller are under its control.*

*Aircraft under the control of a Forward Air Controller team may re-roll a failed attempt when rolling to Range In an air attack.*

*Unlike normal air attacks that cannot be within 16"/40cm of any friendly teams (see Safety Distance rule on page 184 of the rulebook), aircraft under the control of a Forward Air Controller will only abort if friendly teams are within 12"/30cm from the aircraft.*







# The Black Bull

THE 11<sup>TH</sup> ARMOURD DIVISION IN MARKET GARDEN



The 11<sup>th</sup> Armoured Division was widely recognized as one of the best British armoured divisions in the Second World War. Commanded by the desert legend 'Pip' Roberts, 11<sup>th</sup> Armoured was a flashing rapier that cut into the heart of German defences in many battles including Goodwood, Epsom, Market Garden, the Battle of the Bulge, and more.

## FORMATION AND TRAINING

The 11<sup>th</sup> Armoured was formed in 1941 under the command of Major General Hobart, who had been recalled from the Middle East where he had formed and trained the famous 7<sup>th</sup> Armoured Division. General Hobart had led the first battalion of tanks ever raised and was known to be an expert in armoured warfare, with a particular skill in training for combined arms cooperation. He chose the 11<sup>th</sup> Armoured's famous emblem of a charging bull from his own family crest.

The 11<sup>th</sup> was among those created in response to the success and near mythical prowess of the German panzer divisions. The British High Command had resolved to create their own armoured forces containing enough supporting arms that they were capable of near self-sufficiency on the battlefield, but also capable of the type of rapid advances that had won the Germans such success in their conquest of Europe.

In December 1943, Major General 'Pip' Roberts was appointed as the 11<sup>th</sup> Armoured's commanding officer. A Captain at the start of the war, Roberts had ascended the ranks to become the youngest Major General in the British Army and, like Hobart, he was an expert in armoured warfare.

## ORGANISATION

The armoured divisions, though still training in England, regularly changed their organisation and equipment as battlefield lessons were learnt and as technology improved. The 11<sup>th</sup> Armoured's organisation evolved into one Infantry Brigade (the 159<sup>th</sup>, consisting of three infantry battalions) and one Armoured Brigade (the 29<sup>th</sup>, consisting of three armoured battalions and a motorised infantry battalion). In 1943, the division's armoured car regiment was removed and placed directly under corps control. In their place, the division was given an

armoured reconnaissance regiment, the 2<sup>nd</sup> Northamptonshire Yeomanry, which was organised on practically identical lines to the armoured regiments, but equipped with British Cromwell tanks rather than American-made Shermans.

The infantry brigade was also strengthened by the addition of a sub-unit designed to support their battalions and increase their firepower. This was the 2<sup>nd</sup> Independent Machine-gun Company of the Royal Northumberland Fusiliers, armed with Vickers machine-guns and 4.2" heavy mortars.

Changes were also regularly made to the division's equipment. Tanks and other vehicles received regular upgrades but significant advances were made with the addition of motorised anti-tank guns (M10s) and self-propelled artillery (Sextons), which greatly increased the division's mobility and striking power.

## NORMANDY

During Normandy, the 11<sup>th</sup> Armoured participated in three major offensive operations in which it demonstrated the strength of its training and its versatility, but only when allowed to effectively use its combined arms. The division's first real blooding occurred in Operation Epsom in late June, a disorganised thrust south of Caen intended to unseat the Germans in the important city. Although it did not achieve this goal, the division gave a good account of itself.

The division's next major battle was Operation Goodwood, a massive armoured advance intended to break the back of the German defences to the north of Caen. This goal was not achieved, and the 29<sup>th</sup> Brigade suffered heavy losses of tanks during the battle, particularly to well-sited German anti-tank guns. However, the advance cost the Germans significantly and it created opportunities for the subsequent breakouts.

Goodwood was followed by Operation Bluecoat, which was designed to support the American breakout at Saint-Lô. Operating in combined arms battle groups for the first time, the division out-paced the supporting Guards and 7<sup>th</sup> Armoured Divisions, and drove a significant wedge into the German defences near







Vire. However, the 2<sup>nd</sup> Northamptonshire Yeomanry suffered critical losses and were replaced by the 15<sup>th</sup>/19<sup>th</sup> King's Royal Hussars in mid-August.

### AMIENS AND ANTWERP

Following the collapse of the German army around Falaise, 11<sup>th</sup> Armoured Division was transferred to 30 Corps, under General Horrocks, who was an old desert campaigner like Pip Roberts. Together they formed a plan for the division, supported by armoured cars of the Inns of Court Regiment, to advance upon the retreating German army with all possible speed. The advance covered a stunning 230 miles in six days, from the River Seine at Vernon to Antwerp.

Following the capture of Amiens, the division captured the city of Antwerp in a textbook operation which is regarded as one of its greatest successes. However the failure to immediately press on and secure the nearby port was to prove extremely costly to the Allies in the coming months.

### MARKET GARDEN

Operation Market Garden was a combined operation to capture a narrow corridor into Germany by seizing strategic Dutch bridges using airborne troops and securing a land route into Germany with armoured troops. The ambitious plan was to force the Allies through a narrow corridor almost 60 miles (96km) deep with exposed flanks on both sides of the corridor. The corridor would be extremely vulnerable to attack from both sides. The right flank was the most dangerous, as the Germans could quickly bring reinforcements on the railway line directly from Germany. General Montgomery ordered 8 Corps to guard the right flank and spearheading that mission was the corps' own 11<sup>th</sup> Armoured Division. The 3<sup>rd</sup> Division would follow to secure the ground with its infantry behind the 11<sup>th</sup> Armoured's advance.

### A DELAYED START

Unlike 30 Corps, 8 Corps did not have a secured crossing into Holland. They would have to make their own and in

doing so were placed 36 hours behind schedule. While the rest of the 11<sup>th</sup> Armoured waited, a small battlegroup of the 2<sup>nd</sup> Fife and Forfar Yeomanry and the 1<sup>st</sup> Herefords detoured to Joe's bridge in 30 Corps' sector and then doubled back to 8 Corp once they reached Valkenswaard.

Finally, the rest of the 11<sup>th</sup> Armoured Division, minus the 15<sup>th</sup>/19<sup>th</sup> King's Royal Hussars who were supporting 30 Corps, advanced across the Escaut Canal at Lille-St-Hubert.

### FIRST BRUSH WITH THE 107<sup>TH</sup>

On 21 September, the 29 Armoured Brigade continued their advance north. At 1600 hrs their advance elements were able to make contact with the American 101<sup>st</sup> Airborne Division at Nuenen where the 23<sup>rd</sup> Hussars intercepted eight Panthers from the 107<sup>th</sup> Panzer Brigade. The Germans had been on their way to launch another attack on the battered 101<sup>st</sup> Airborne forces defending the narrow corridor. The 23<sup>rd</sup> Hussars' Shermans managed to destroy three Panthers and forced the Germans to withdraw to Helmond. Although the first skirmish between the 11<sup>th</sup> Armoured Division and 107<sup>th</sup> Panzer Brigade was a limited engagement, the right flank of Operation Market Garden was now in operation, and the Germans would have to deal with another advance from the south, which significantly curtailed their attacks against the highway in the area of Eindhoven.

### ZUID-WILLEMS CANAL

The Zuid-Willems Canal was a formidable obstacle which ran diagonally across the line of the 11<sup>th</sup> Armoured's advance. After the Inns of Court reported that the Germans had blown all bridges across it, Major-General Roberts decided to use 159 Brigade to force a crossing at Someren Lock, located between the towns of Someren and Asten.

At 1930 hrs on 23 September, two infantry companies crossed the canal on assault boats. By 2100 hrs, all three of the companies were across and had established a bridgehead in the darkness, supported by 25 pdr artillery of the Ayreshire



Yeomanry. The Royal Engineers commenced building a Bailey bridge across the canal, aided by a searchlight battery.

At 0200 hrs, the Germans launched a fierce counterattack. In darkness, small parties of the Herefordshire Regiment engaged in hand-to-hand fighting with probing German patrols. They took heavy losses and were slowly forced back to the bridge itself. A stream of casualties started to flow back across the canal and past the waiting tanks of 11<sup>th</sup> Armoured. It seemed the bridge might not be completed before the infantry was completely overrun.

Lieutenant R. S. Jackson, of The King's Shropshire Light Infantry saw the unfolding crisis and acting on his initiative, gathered up scattered groups of the surviving men of the Herefordshire Regiment and mounted a strong defence. Although the Hereford's casualties were high, by daylight the small bridgehead was still intact and General Roberts pressed home his attack.

### THE ATTACK ON ASTEN

Following an initial barrage of artillery, the tanks of the 2<sup>nd</sup> Fife and Forfar Yeomanry led a charge over the bridge in a desperate rush for Asten. The first troop across was knocked out and the crews machine-gunned down as they fled their burning tanks, but the follow up Sherman tanks, together with infantry and universal carriers of the King's Shropshire Light Infantry, pressed forwards toward the town. Under heavy fire they slowly forced the Germans back and entered the town, going through each building from the rear and driving the enemy into the streets where they met the merciless supporting tanks. 159 Infantry Brigade had finally secured a vital crossing point over the Zuid-Willems Canal.

### DEURNE AND HELMOND

On 23 September, the 159 Infantry Brigade was forced to defend Asten against a series of determined counterattacks. Meanwhile, on the other side of the canal, the 29 Armoured Brigade cleared the western approaches to Helmond. The following day, the 3<sup>rd</sup> Royal Tank Regiment cut the Venlo-Helmond railway line near Liesel and Deurne, despite resistance from a few tanks of 107<sup>th</sup> Panzer Brigade.

On 25 September, the 159 Infantry Brigade reached Gemert, where the men of the King's Shropshire Light Infantry discovered four hastily abandoned Panthers. The town of Helmond had been almost completely outflanked by 11<sup>th</sup> Armoured and it was taken with little resistance.

### AFTER MARKET GARDEN

The division spent a further two long months securing the front along the Maas River. While the 159 Infantry Brigade held the line, 29 Armoured Brigade withdrew to rearm with the new Comet tank. However, their training was interrupted by the German attack on the Ardennes Forest, forcing them to charge back to the front in barely serviceable Shermans to secure Brussels and Antwerp.

By spring, the division completed their transition to Comets. Using the new tanks' combination of firepower and mobility, the division thrust in to the German frontier, breaching the Teutoburgerwald, liberating the Bergen-Belsen concentration camp, and ended up capturing Admiral Donitz and the Flensburg Government on 23 May 1945.



### The 11<sup>th</sup> Armoured Division in Market Garden





# The 11<sup>th</sup> Armoured Division in Holland

## 29 ARMoured BRIGADE

### 23<sup>RD</sup> HUSSARS REGIMENT



Equipped with Sherman Tanks

### 3<sup>RD</sup> ROYAL TANK REGIMENT



Equipped with Sherman Tanks

### 2<sup>ND</sup> FIFE & FOFAR YEOMANRY



Equipped with Sherman Tanks

### 8<sup>TH</sup> MOTOR BATTALION, THE RIFLE BRIGADE



Motorised Infantry

## 159 INFANTRY BRIGADE

### 4<sup>TH</sup> BATTALION, KING'S SHROPSHIRE LIGHT INFANTRY



Lorried Infantry

### 3<sup>RD</sup> BATTALION, MONMOUTHSHIRE REGIMENT



Lorried Infantry

### 1<sup>ST</sup> BATTALION, HEREFORDSHIRE REGIMENT



Lorried Infantry

### 2<sup>ND</sup> MG COMPANY, ROYAL NORTHUMBERLAND FUSILIERS



Equipped with Vickers HMGs

## DIVISIONAL SUPPORT

### INNS OF COURT REGIMENT



Equipped with Daimler armoured cars

### 15<sup>TH</sup>/19<sup>TH</sup> KINGS ROYAL HUSSARS



Equipped with Cromwell tanks

### 13<sup>TH</sup> FIELD REGIMENT, ROYAL ARTILLERY (HAC)



Equipped with Sextons

### 151<sup>ST</sup> AYRESHIRE YEOMANRY, ROYAL ARTILLERY




Equipped with 25 pdr guns

### 75<sup>TH</sup> ANTI-TANK REGIMENT, ROYAL ARTILLERY



Equipped with M10C 17 pdr and towed guns

# 11<sup>th</sup> Armoured Special Rules

Forces that are from the 11<sup>th</sup> Armoured Division (marked ) use all of the normal British special rules found on pages 247-248 of the rulebook. In addition, they also use the following special rules.

## PLATOON, DEBUS!

Always paired with an armoured or armoured recce regiment, the infantry battalions of 159 Infantry Brigade are adept at flushing out panzerfaust-armed German soldiers so the tanks can push on toward their objectives.

*Teams from Lorried Rifle Platoons have a 3+ Save while Mounted on a Tank team as Passengers instead of the normal 5+ Save (see page 101 of the rulebook).*

## DUCKBILLS

*At the start of the game a player may elect to fit all of their tanks from the following list with Duckbills:*

- Sherman (all variants)
- Firefly
- M10C 17pdr SP
- Sexton Self-propelled gun

*This gives them Wide Tracks (see page 61 of the rulebook) but makes their mobility rating Slow Tank.*



# Armoured Squadron

## (TANK COMPANY)

HEADQUARTERS



### HEADQUARTERS



Armoured Squadron HQ

103

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either the Guards Armored Division (marked ) or the 11<sup>th</sup> Armored Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

### ARMOUR



Armoured Platoon

103

### ARMOUR



Armoured Platoon

103

### ARMOUR



Armoured Platoon

103

### ARMOUR



Armoured Platoon

103

WEAPONS PLATOON

### RECONNAISSANCE



Recce Patrol

104

BRIGADE SUPPORT PLATOONS

### INFANTRY



Lorried Pioneer Platoon

104

### INFANTRY



Lorried Rifle Platoon

123

Motor Platoon

119

### INFANTRY



Lorried Rifle Platoon

123

Motor Platoon

119

### COLUMN



Column Platoon

105

Scout Platoon

120

### SUPPORT PLATOONS

### ARMOUR



Anti-tank Platoon (SP),  
Royal Artillery

136

### INFANTRY



Parachute Rifle  
Platoon

68

### RECONNAISSANCE



Guards Armoured Car  
Platoon

132

Armoured Car Platoon

133

### ARTILLERY



Field Battery, Royal  
Artillery

138

Field Battery (SP),  
Royal Artillery

137

### ARTILLERY



Field Battery, Royal  
Artillery

138

Field Battery (SP),  
Royal Artillery

137

Medium Battery, Royal  
Artillery

139

Heavy Mortar Platoon

135

### ANTI-AIRCRAFT



Light Anti-aircraft  
Platoon

140

Light Anti-aircraft Platoon  
(SP), Royal Artillery

140

### AIRCRAFT



Air Support

141

### AOP



Air Observation Post

141



### AMERICAN PLATOONS



American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



## MOTIVATION AND SKILL

After fighting their way through Normandy and all the way up to the Dutch border, the Guards and 11th Armoured Divisions are seasoned veterans and ready to push Jerry back into Germany!

An Armoured Squadron is rated **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 GUARDS ARMoured DIVISION

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 11<sup>TH</sup> ARMoured DIVISION

## HEADQUARTERS

### ARMoured SQUADRON HQ

#### HEADQUARTERS

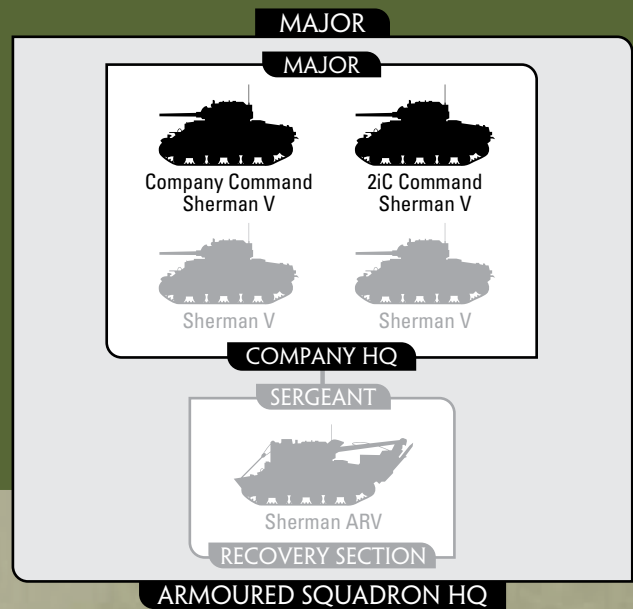
2 Sherman V 170 points 160 points

#### OPTIONS

- Add up to two additional Sherman V tanks for +80 points per tank.
- Add Sherman ARV recovery vehicle for +10 points.
- Arm either or both Company Command or 2iC Command Sherman tanks with a .50 cal AA MG for +5 points per tank.
- Equip the 2iC Command Sherman with a dozer blade for +5 points.

Your squadron has been given the honour of charging into Holland and onward to Arnhem. Our paras are fighting hard and you must get there quickly!

Don't get bogged down on the road. Keep fighting until you reach your objective. Make use of your ARV tanks and dozer blade to keep the road clear. Time is of the essence!



## COMBAT PLATOONS

### ARMoured PLATOON

#### PLATOON

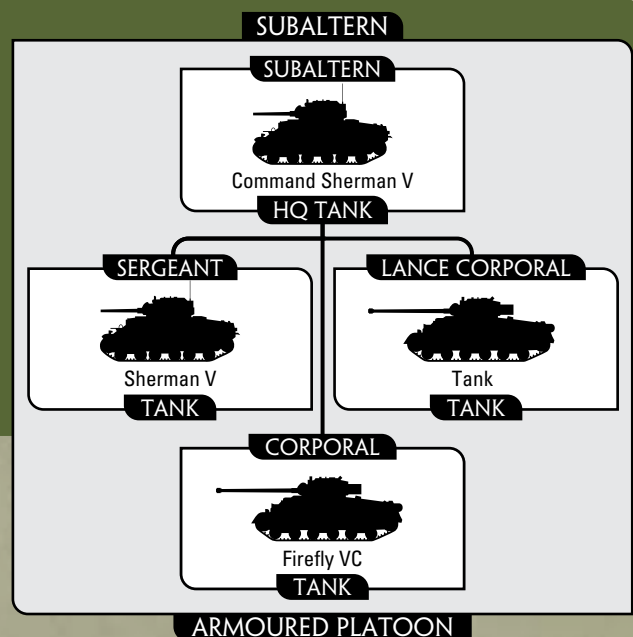
|                              |            |            |
|------------------------------|------------|------------|
| 2 Sherman V and 2 Firefly VC | 435 points | 425 points |
| 3 Sherman V and 1 Firefly VC | 385 points | 375 points |
| 2 Sherman V and 1 Firefly VC | 305 points | 295 points |

#### OPTION

- Arm up to one Sherman or Firefly tank with a .50 cal AA MG for +5 points.

The production of Firefly tanks has caught up with demand and some of our platoons are now equipped with two of these deadly tanks. They'll make quick work of any German tank.

Be wary as you drive up the road. If Jerry so much as pokes his head out of any scrub or patch of grass, your orders are to blast him out with everything you've got!





## WEAPONS PLATOONS

### RECCE PATROL

#### PLATOON



|                    |            |            |
|--------------------|------------|------------|
| 4 Stuart VI        | 210 points | -          |
| 3 Stuart VI        | 160 points | -          |
| 4 Stuart VI Jalopy | -          | 185 points |
| 3 Stuart VI Jalopy | -          | 140 points |

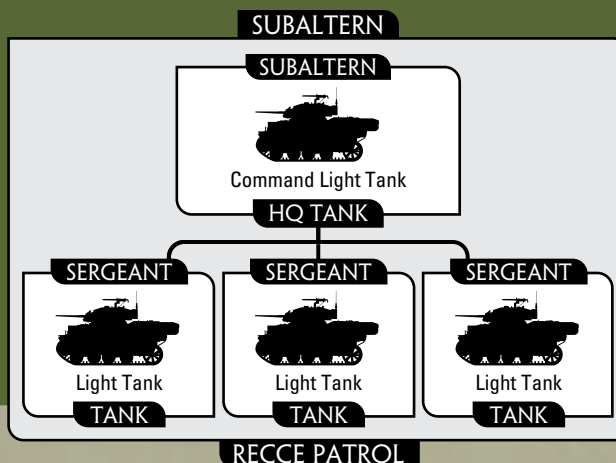
#### OPTION

- Arm any or all Stuart VI tanks with an AA MG for +5 points per tank.

*Recce Patrols are Reconnaissance Platoons*

The light Stuart tank is an excellent recon tool for your squadron. Put them ahead of your force to scout for ambushes or send them around the enemy flanks to secure alternate routes to victory.

For the 11<sup>th</sup> Armoured, the Stuart's 37mm cannons lack the penetrating power to defeat heavy German panzers.



So over the summer, they removed the turrets from the light tanks and converted them into Jalopy tanks. This has significantly reduced their profile and decreased their ground pressure, making them more effective recon vehicles.

## BRIGADE SUPPORT PLATOONS

### LORRIED PIONEER PLATOON

#### PLATOON

##### HQ Section with:



|                  |           |           |
|------------------|-----------|-----------|
| 2 Assault Squads | 95 points | 85 points |
| 1 Assault Squad  | 70 points | 60 points |

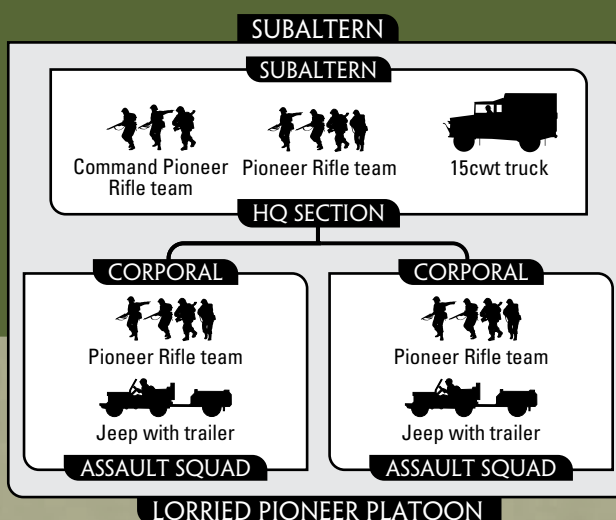
#### OPTION

- Replace 15cwt truck with an M5 half-track at no cost.

*You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.*

The pioneer platoon is an important component of your march column. They provide your tanks with immediate pioneer support, clearing minefields and wire, freeing up your combat platoons to charge up Hell's Highway.

When confronted by a particularly stubborn enemy use the pioneers' flame-thrower to clear them out. Call on the



flame-thrower to pin the enemy and prepare the way for your infantry platoons to assault.

This platoon is the perfect utility to keep your tanks moving forward towards Arnhem!



# COLUMN PLATOON

## PLATOON



Column Platoon

100 points

-

*A Column Platoon is unusual in that it can change from game to game.*

*Before the game and before deployment, choose one platoon from the following which will become your Column Platoon:*

- *Carrier Patrol*
- *Mortar Section*
- *Anti-tank Section*

*A Carrier Patrol is a Reconnaissance Platoon.*

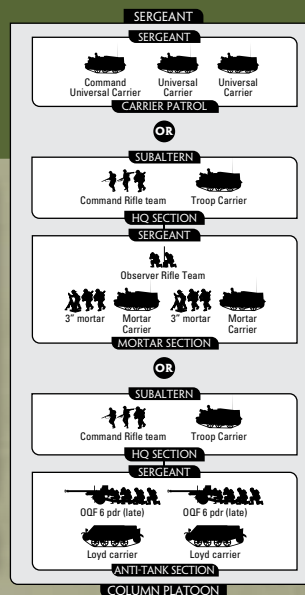
As the column advances you will need to overcome challenges put in the way by the German defenders. Thanks to the march column organisation, you can call on specific platoons to clear the way and secure the flanks.

If all seems quiet, then chances are it's actually not. Call up a carrier patrol to scout out where the enemy troops are planning their ambush.

If you need to prepare for an assault, bring up a couple of mortars to put down a smoke screen to help cover your troops as they charge into contact with the enemy.

Send for 6 pounder anti-tank guns when the situation requires heavy firepower to either knock out enemy tanks or shell enemy troops in dug-in positions.

The Guards column platoon is an essential unit for your force, providing you with solutions to many problems that might crop up during your campaign.





# The Welsh Guards In Holland

When the United Kingdom declared war on the Axis powers in 1939, the Welsh Guards were keen to prove themselves once more. After a week of tough fighting in 1940 against the German Blitzkrieg in France they withdrew via Dunkirk back to England.

While awaiting their return to the continent 2<sup>nd</sup> Battalion reformed as an armoured recce regiment equipped with the new and fast Cromwell IV tank. Meanwhile, 1<sup>st</sup> Battalion remained an infantry battalion and joined 32<sup>nd</sup> Guards Brigade.

## NORTHWEST EUROPE

The 1<sup>st</sup> and 2<sup>nd</sup> Battalions, Welsh Guards crossed the English Channel to help support the fighting in France. After Normandy, 2<sup>nd</sup> (Armoured) Battalion spearheaded the Guards Division's triumphant liberation of Arras, France, the city they were bitterly forced to leave behind in 1940.

In early September the Welsh, along with the rest of the division, were reorganised into regimental battlegroups. Each group consisted of one armoured and one infantry battalion from the same regiment. The 1<sup>st</sup> (Infantry) and 2<sup>nd</sup> (Armoured) Welsh battalions now formed the Welsh Guards

Group. This new organization strengthened teamwork in battle and helped unify the spirit and tradition of the regiment.

## NEW TOYS FOR THE BOYS

Around this same time, 2<sup>nd</sup> (Armoured) Battalion received its new Challenger tanks. This new vehicle was based on a stretched Cromwell chassis and sported a 17 pdr gun in its enlarged turret. It suffered some mechanical problems, but quickly proved its worth to the guardsmen.

## INTO BELGIUM

With their new reorganization and equipment, the two battalions set off towards their next objective: Brussels, Belgium. The advance quickly picked up speed as the roads widened the closer they got to the Belgian capital. They became the first Allied troops to re-enter the capital after an amazing advance of 70 miles (112km) in a single day, the fastest advance in the war.

After the liberation of Brussels, the 1<sup>st</sup> and 2<sup>nd</sup> Battalions the Welsh battlegroup moved to Joe's Bridge to prepare for Operation Market Garden.





## OPERATION MARKET GARDEN

While the Irish battlegroup fought through to Eindhoven along the main route, the Welsh battlegroup expanded the breakthrough to the right towards Helmond. This second route was codenamed 'Heart'.

The Welsh, together with C Squadron of the 2<sup>nd</sup> Household Cavalry, pressed forward until they were three miles outside the village of Leende. There they encountered Kampfgruppe Walther, a German battlegroup under the command of *Oberst* (Colonel) Erich Walther. The Germans steadfastly refused to be flanked and used a series of panzerfaust anti-tank ambushes to sap the strength from the Welsh advance. The heavily forested and soggy terrain also defeated the advance as the Welsh tanks became mired in the Dutch polder.

The frustrated guardsmen abandoned 'Heart' and diverted back onto the main route where they joined forces with the US 101<sup>st</sup> Airborne Division to secure Hell's Highway from German counterattacks.

## NIJMEGEN & THE ISLAND

The Welsh Guards pushed up Hell's Highway reaching Nijmegen on 20 September and took over the defence of Grave Bridge. They responded to a German counterattack

against the nearby Waal River bridge held by paratroopers from the US 82<sup>nd</sup> Airborne Division. The guardsmen knocked out three German tanks and defeated the attack.

On the following day, the Irish battlegroup led the attack once again towards Arnhem followed closely by the Welsh Guards. The infantry of 1<sup>st</sup> Battalion rode atop 2<sup>nd</sup> (Armoured) Battalion's Cromwell and Challenger tanks as they pushed on.

The two regiments fought up the road and onto what was known as "The Island", a long thin stretch of road between Arnhem and Nijmegen, rising above the flooded Dutch polder. The Welsh attempted to flank the Germans but made little progress as the whole operation ground to a halt a mere eight miles (12km) outside Arnhem.

Though the operation was ultimately unsuccessful, the Welsh Guards distinguished themselves along Hell's Highway, helping American paratroopers keep the way open, and the advance moving forward.

The Welsh Guards Regiment fought on into Germany with the Guards Armoured Division.





# The 15<sup>th</sup>/19<sup>th</sup> King's Royal Hussars

Upon the declaration of war in 1939, the 15<sup>th</sup>/19<sup>th</sup> King's Royal Hussars (15/19 KRH, or Royals) set sail for France. Once on the continent, the Hussars settled into positions around Bethune. There they trained until 10 May 1940, when the Germans crossed the Belgian and Dutch frontier. The Hussars rushed to forward defensive positions in and around Louvain.

As the Allied front collapsed, the Hussars were ordered to take up new positions west of Brussels and hold Assche at any cost so the 4<sup>th</sup> Division could establish a new line of defence 15 miles (24km) to the west. Just as 15/19 KRH arrived at the town on 18 May, all three of its squadrons were simultaneously attacked by German combined arms. Heavy fighting ensued and the Hussars were encircled, but they valiantly struggled on, buying time for the retreating 4<sup>th</sup> Division.

For the remainder of the month, 15/19 KRH used their dwindling number of armoured vehicles to cover the withdrawal to Dunkirk and eventually were forced to march as infantry until their own evacuation on 30 May.

## BACK TO THE FIGHT

On August 13, 1944, 15/19 KRH was ordered to embark for France as quickly as possible to replace the shattered 2<sup>nd</sup> Northamptonshire Yeomanry. Upon landing in France they drew Cromwells and Challengers from the 2<sup>nd</sup> Armoured Reinforcement Group, then dashed forward to replace their

fellow tankers during the night of 17 August. They spent the next week fighting light skirmishes around Flers and Argentan as the 11<sup>th</sup> Armoured Division completed its operations in the Falaise Pocket.

The division then fell back and took some much needed rest. However, the 15/19 KRH, one of the few fresh British armoured regiments in the area, continued in support of 43<sup>rd</sup> (Wessex) Division's assault across the Seine at Veron.

On the far side of the river the German 49<sup>th</sup> Infantry Division occupied the heights and an ancient Roman fortress. As the Wessex infantry boarded assault boats, the Hussars took up positions along the bank. From there they let loose a barrage of fire, pinning down the defending Germans, and allowing the Wessex to row across in relative safety. Once the Wessex secured the far bank, one troop of C Squadron sailed across the river on hastily constructed rafts, then scaled the heights to dominate the valley below. Seizing this position allowed the engineers to complete their bridging without enemy harassment and in turn the whole of 30 Corps crossed the Seine.

Upon rejoining 11<sup>th</sup> Armoured Division, the Hussars took up rear and flank guard positions for the dash to Antwerp. As the 29 Armoured Brigade led the charge, 15/19 KRH engaged pockets of German resistance, and thus were the last members of the division to reach the city. By the time they arrived, the 159 Infantry Brigade had already secured the almost entirely intact docks.





For the next two weeks the regiment continued operations between Antwerp and Brussels, passing through Assche on 4 September, the site of their epic battle four years earlier.

As the Allies prepared for the coming attack into Holland, the 15/19 KRH was detached to support the 32 Guards Infantry Brigade at the de Groot bridge, allowing the 5 Guards Armoured Brigade to fall back to prepare for their famous charge up Hell's Highway.

For the next several days the Germans made many attempts to push the force back across the Meuse-Escaut Canal. With little room to manoeuvre, the Hussars broke in to small troop-sized battlegroups to help the Guards repel the Germans, until they were relieved by 50<sup>th</sup> Division.

## **VALKENSWAARD**

On 17 September, the 15/19 KRH began their Market Garden operations by pushing through the dense woods astride the main road north to Eindhoven in support of 50<sup>th</sup> Division, covering Guards Armoured Division's flanks. Extensive minefields, determined German opposition, and the heavy traffic along the road slowed the Allied advance, but the Hussars managed to reach Hoek by last light and Valkenswaard the following day.

## **EINDHOVEN**

On 19 September, the 15/19 KRH pushed further up the road to Eindhoven. There A Squadron joined members of the Royals under the command of Colonel Sink's 506<sup>th</sup> Parachute Infantry Regiment of the US 101<sup>st</sup> Airborne Division. A company of paratroopers and the squadron deployed west of Heike to protect his flank. From there the squadron broke into smaller forces.

A troop of tanks and a scout car, under command of Captain Weatherby, was ordered northwest to the Wilhelmina Canal bridge. 'Weatherbyforce' dashed up the road capturing ten Germans and forcing another forty to swim the canal into B Squadron's line on the north bank where they were captured. The next day the force moved to Nederwetten where Panthers, sent from the Rhineland to reinforce the front, were spotted moving through the forest. Firing from the town, the Hussars destroyed two tanks and forced the others to withdraw.

Meanwhile, Captain Pearson was sent east to Geldrop with two troops and a scout car in support of the Royals. From there they moved to Neunen in support of the Americans, but were forced back by an intense German counterattack and regrouped once again in Eindhoven.

The remainder of A Squadron held at Eindhoven under Captain Lutrell's command to protect the 506<sup>th</sup>'s headquarters. As night fell on 19 September, an intense German air raid struck the city, shattering A Squadron's supply echelon. Through heroic effort, the force managed to move several lorries, filled with ammunition and petrol, to safety before they caught ablaze.

## **SON**

The remainder of the regiment pushed on to Son where they fell under the direct command of 101<sup>st</sup> Airborne's Major General Maxwell Taylor. With the paratroopers fighting alongside, the Hussars advanced to the Wilhelmina Canal opposite Best, seized the bank and captured several anti-tank guns. From these positions, the Hussars pounded nearby German gun emplacements and rounded up five hundred enemy soldiers. The following day they withdrew to the Son bridge, thwarting an intended enemy attack on the bridge, thus securing the bridgehead.

On 20 September, B Squadron moved south of the canal to repel infantry who were attempting to cut the supply line. As they took up positions, a Panther tank opened fire on them striking both the squadron commander and second in command. Fortunately, one of their Challengers rapidly responded destroying the enemy tank. Five additional Panthers fired upon them from a hull down position along the River Domel. C Squadron and a handful of American bazookamen, rushed in from the north flank, destroying one of the tanks and forcing the Germans to fall back.

The following day, A Squadron rejoined the regiment to protect its eastern flank and by 22 September, the entire regiment returned to Major General Roberts' command.

## **LIESEL AND HELMOND**

After two days of enduring heavy shelling while supporting the Herefords from the west bank of the Zuid Willemst Canal at Someren, 15/19 KRH moved to Liesel on 24 September to protect the division's south-east flank during the assault on Deurne. A Squadron engaged a wall of '88' guns losing several tanks to the combination of gunfire and soft ground, but in return destroyed three of the guns and forced the defenders to withdraw under the cover of darkness.

The following day, the regiment was reinforced by infantry from the King's Own Scottish Borderers of 3<sup>rd</sup> Division, and together they cleared the remaining opposition in the area, but were unable to prevent the destruction of the bridge. Upon reaching Helmond they found the Germans had finally evacuated following the 29 Armoured Brigade's attack and thereby allowed the Hussars to enter the town to the sound of cheering crowds as the citizens celebrated their liberation.

## **AFTER MARKET GARDEN**

Throughout the remainder of 1944, the Hussars fought along the Maas River in support of 159 Brigade Group. They entered Germany in 1945 with the 11<sup>th</sup> Armoured Division, and were reequipped with Comet tanks late in March. For the next two months, they charged north to the Baltic, ending north of Kiel at the end of the war.

# CAPTAIN Geoffrey Walter Fownes Luttrell, MC

Having developed an impressive talent for accuracy with tank guns, Captain Luttrell was selected as the 15<sup>th</sup>/19<sup>th</sup> King's Royal Hussars regimental gunnery officer and second in command of his squadron. His squadron spent their first few weeks in Europe facing light resistance on their way through northern France and Belgium.

As the majority of the regiment rested in Londerzeel, Captain Luttrell took two troops to Hoboken where he rendezvoused with a resistance cell along the Scheldt. With targeting information provided by the resistance, Captain Luttrell's 'Goatforce' bombarded the opposing bank. As their shells hit an innocuous-looking factory building, it exploded and burst in to flames as the rounds struck a hidden German petrol and ammunition dump, forcing the enemy to fall back from the river's edge and abandon the area.

On 14 September, at the Meuse-Escaut canal, Luttrell charged his Cromwell forward to aid a troop of his squadron that was taking heavy fire, had lost its leader, and had two more tanks with broken tracks. As shells and bullets rained around them, Captain Luttrell and his men repaired the damaged tanks and got back in the fight, inflicting heavy damage on the Germans before rejoining the rest of their squadron.

A few months later, Luttrell received a commendation for his actions near Kasteel and Broekhuizen in support of the 3<sup>rd</sup> Battalion, Monmouthshire Regiment. With all six of the regiment's Cromwell IV CS tanks under his command, Luttrell manoeuvred into position and opened fire with a constant barrage of high explosive and smoke rounds lasting several hours despite being subjected to intense counter battery fire. His bombardment allowed the infantry to advance and capture their objectives, liberating the area.

Finally on 2 April 1945, his squadron seized the pass to the Teutoberger Wald, a densely forested range of low mountains. With no support available from any other units, the squadron pressed on along the ridge battling both the terrain and intense German opposition. From his close support tank Luttrell let loose a hailstorm of howitzer fire, inflicting heavy casualties and pinning down the defenders while simultaneously directing the extraction of several bogged down tanks. His courage and daring under fire allowed his squadron to dislodge the Germans and seize the high ground.

For his actions throughout the campaign, Captain Luttrell was awarded the Military Cross.







## LUTTRELL'S CLOSE SUPPORT PLATOON

### PLATOON

Luttrell's Command Cromwell VI CS with:

|                  |            |
|------------------|------------|
| 5 Cromwell VI CS | 310 points |
| 3 Cromwell VI CS | 210 points |
| 1 Cromwell VI CS | 110 points |

Captain Luttrell's close-support battery is a handy asset to the 15<sup>th</sup>/19<sup>th</sup> Hussars. It provides them with reliable artillery that will quickly respond to fire mission requests.

### CAPTAIN LUTTRELL

#### CAPTAIN LUTTRELL



Luttrell's Command Cromwell VI CS



Cromwell VI CS



Cromwell VI CS



Cromwell VI CS



Cromwell VI CS




Cromwell VI CS

#### CS BATTERY

### LUTTRELL'S CLOSE SUPPORT PLATOON

Captain Luttrell is a Warrior mounted in a Command Cromwell VI CS tank. Luttrell and his platoon is rated as **Confident Trained**. Luttrell is the Platoon Command team of Luttrell's Close Support Platoon.

Luttrell may join an Armoured Recce Squadron (page 112) of the 15<sup>th</sup>/19<sup>th</sup> Hussars (marked ). An Armoured Recce Squadron including Luttrell may not purchase Cromwell VI CS tanks in the Armoured Recce Squadron HQ.

### REGIMENTAL GUNNERY OFFICER

Captain Luttrell served as the Regimental Gunnery Officer of the 15<sup>th</sup>/19<sup>th</sup> Hussars throughout their deployment in Europe. In this role he was responsible for instructing the regiment in how to most effectively use their tank guns, a skill at which he excelled. In battle, the Hussars frequently concentrated their Cromwell VI CS tanks under his command forming a formidable artillery unit.

*Any artillery bombardment that includes Luttrell may re-roll its first attempt to Range In.*

### RECOVERY EXPERT

On several occasions Captain Luttrell led rescue and recovery operations under intense enemy fire, freeing Hussar's tanks and saving the lives of their crews.

*Luttrell and any team within 6"/15cm may re-roll failed attempts to free themselves from being Bugged Down.*

# Armoured Recce Squadron

(TANK COMPANY)

HEADQUARTERS



## HEADQUARTERS



Armoured Recce Squadron HQ

113

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either the Guards Armored Division (marked ) or the 11<sup>th</sup> Armored Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

## ARMOUR



Armoured Recce Platoon

114

## ARMOUR



Armoured Recce Platoon

114

## ARMOUR



Armoured Recce Platoon

114

## ARMOUR



Armoured Recce Platoon

114

WEAPONS PLATOONS

## RECONNAISSANCE



Recce Patrol

104

Scout Car Platoon

114

## ARTILLERY



Luttrell's Close Support Platoon

111

BRIGADE SUPPORT PLATOONS

## INFANTRY



Lorried Pioneer Platoon

104

## INFANTRY



Motor Platoon

119

Lorried Rifle Platoon

123

## INFANTRY



Motor Platoon

119

Lorried Rifle Platoon

123

## COLUMN



Column Platoon

105

Scout Platoon

120

## SUPPORT PLATOONS

### ARMOUR



Anti-tank Platoon (SP), Royal Artillery

136

### INFANTRY



Parachute Rifle Platoon

68

### INFANTRY



Parachute Rifle Platoon

68

### RECONNAISSANCE



Guards Armoured Car Platoon

132

Armoured Car Platoon

133

### ARTILLERY



Field Battery, Royal Artillery

138

Field Battery (SP), Royal Artillery

137

### ARTILLERY



Field Battery, Royal Artillery

138

Field Battery (SP), Royal Artillery

137

Medium Battery, Royal Artillery

139

Heavy Mortar Platoon

135

### ANTI-AIRCRAFT



Light Anti-aircraft Platoon, Royal Artillery

140

Light Anti-aircraft Platoon (SP), Royal Artillery

140

### AIRCRAFT



Air Support

141

### AOP



Air Observation Post

141



## AMERICAN PLATOONS



American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



## MOTIVATION AND SKILL

The Welsh Guards are quite ready and able to drive into Holland. An Armoured Recce Squadron from the Guards Armoured Division is rated **Confident Veteran**.

The newly arrived 15/19<sup>th</sup> Hussars have a point to prove to their comrades in the division. They are keen to show that they have got what it takes. An Armoured Recce Squadron from the 11<sup>th</sup> Armoured Division is rated **Confident Trained**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

GUARDS ARMoured DIVISION

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | <b>TRAINED</b> |
| FEARLESS         | VETERAN        |

11<sup>th</sup> ARMoured DIVISION

## HEADQUARTERS

### ARMoured RECCE SQUADRON HQ



#### HEADQUARTERS

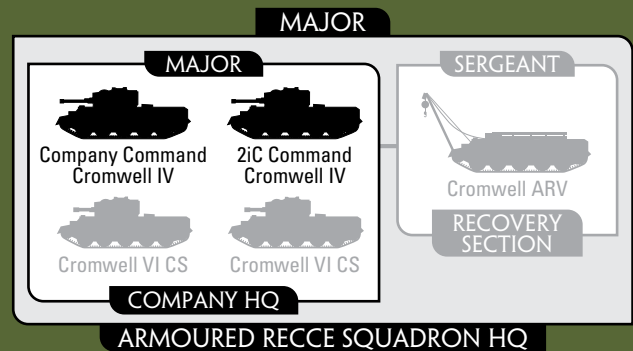
2 Cromwell IV

200 points

145 points

#### OPTIONS

-  Add up to two Cromwell VI CS tanks for +65 points per tank.
-  Add up to two Cromwell VI CS tanks for +50 points per tank.
- Add Cromwell ARV recovery vehicle for +10 points.



*An Armoured Recce Company HQ and Armoured Recce Platoons are not Reconnaissance Platoons*

Your task as the commander of an armoured recce company is to secure the flanks of the main advance. Check out side routes and exploit fractures in the German line.

Make use of the Cromwell CS tanks to put down smoke screens or pin down enemy troops and send in the infantry to clear out German positions. Your Cromwell ARV will help keep the road clear and your tanks moving forward.

After you've cleared Eindhoven, expect to work closely with the US 101<sup>st</sup> Airborne Division to secure the corridor to Arnhem.



## COMBAT PLATOONS

### ARMOURED RECCE PLATOON

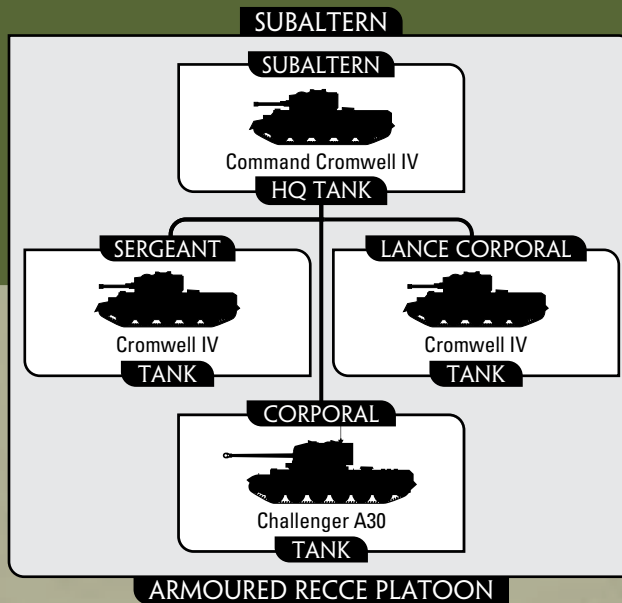
#### PLATOON



|                                       |            |            |
|---------------------------------------|------------|------------|
| 3 Cromwell IV<br>and 1 Challenger A30 | 445 points | 335 points |
| 2 Cromwell IV<br>and 1 Challenger A30 | 350 points | 260 points |
| 3 Cromwell IV                         | 295 points | 220 points |

Your squadron has received some of the new Challenger tanks. These monsters are well equipped to take on Jerry's panzers. It is built on an stretched Cromwell chassis and its massive turret allows for two loaders for the 17 pdr gun giving it a massive rate of fire. When deployed well, the Challenger dominates the battlefield.

You will be working closely with the Americans so let's show them how British tankers fight! Don't forget that your tanks are equipped with tow hooks which might come in useful when you link up with the Yanks outside Eindhoven.



## WEAPONS PLATOONS

### SCOUT CAR PLATOON

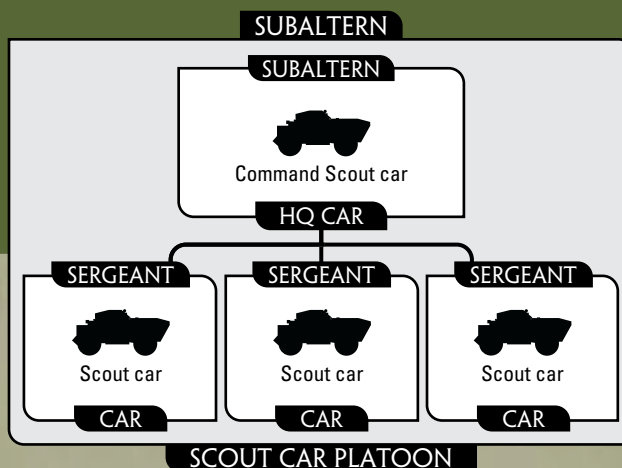
#### PLATOON



|   |   |           |
|---|---|-----------|
| 4 Daimler Dingo<br>or Humber Scout cars | - | 90 points |
| 3 Daimler Dingo<br>or Humber Scout cars | - | 70 points |

*A Scout Car Platoon is a Reconnaissance Platoon.*

Reports from Normandy indicated that scout cars were performing better as recce vehicles than the Stuarts due to their ability to navigate the narrow streets of France undetected. As such, just prior to deployment, the 15<sup>th</sup>/19<sup>th</sup> Hussars have been equipped with a mix of Daimler and Humber scout cars, rather than Stuart light tanks, to scout ahead of the armoured column.





# Cruiser Tanks

## CROMWELL IV

Top  
Armour  
1

Protected Ammo, Tow hook



Side  
Armour  
4

Movement  
Light Tank

Front  
Armour  
6

| Weapon       | Range    | ROF | AT | FP | Notes                      |
|--------------|----------|-----|----|----|----------------------------|
| OQF 75mm gun | 32"/80cm | 2   | 10 | 3+ | Smoke, Semi-indirect fire. |

The Cromwell Cruiser tank carried on the tradition of fast hard-hitting tanks, such as the Crusader tanks used in North Africa. The Cromwell brought together a lethal combination of speed, reasonable armour protection, and a dual-purpose gun to tackle both enemy infantry and tanks.

The tank first saw service in Normandy. With the notable exception of the 7<sup>th</sup> Armoured Division, the Cromwell was almost exclusively found in the various armoured divisions' reconnaissance regiments where the tank's speed gave them a significant edge in combat.

Over 3000 Cromwells were produced before the end of the war. Many were used in Czech and Polish service throughout the war.

## CROMWELL VI CS

Top  
Armour  
1

Protected Ammo, Tow hook



Side  
Armour  
4

Movement  
Light Tank

Front  
Armour  
6

| Weapon              | Range     | ROF | AT | FP | Notes              |
|---------------------|-----------|-----|----|----|--------------------|
| OQF 95mm howitzer   | 24"/60cm  | 2   | 7  | 3+ | Smoke.             |
| Firing bombardments | 48"/120cm | -   | 4  | 5+ | Smoke bombardment. |

The Cromwell VI CS (close support) variant was a more developed version of the Centuar CS tanks, a few of which saw action in Normandy in support of the Commandos. By updating the tank with the new Merlin engine, the tank was able to keep up with the Cromwells and offer rapid and accurate fire support with its 95mm howitzer.

The Cromwell VI CS is a versatile weapon, offering a squadron the ability to quickly knock out enemy gun nests or to put down a smoke screen to allow the fast Cromwells to close with the enemy in relative safety.

## CHALLENGER A30

Top  
Armour  
1

Protected Ammo, Tow hook



Side  
Armour  
4

Movement  
Light Tank

Front  
Armour  
6

| Weapon                | Range    | ROF | AT | FP | Notes                      |
|-----------------------|----------|-----|----|----|----------------------------|
| OQF 17 pdr gun (late) | 32"/80cm | 3   | 15 | 3+ | No HE. Semi-indirect fire. |

The Challenger A30 combines the speed and manoeuvrability of the Cromwell with the lethality of a Firefly 17 pdr tank. To accommodate the larger gun, the chassis was stretched and a large spacious turret was built around the gun. This gave the tankers plenty of room to move the large 17 pdr rounds around the turret. This, and the addition of a second loader, meant that the Challenger could put out a high volume of fire.

Furthermore, the Challenger also has a complement of the new APDS ammunition, which was more than capable of taking out a Panther tank from the front. These new shells gave the crews a lot more confidence when facing so-called 'superior' German tanks.

# The Grenadier Guards

The Grenadier Guards were formed in 1658 as the Royal Regiment of Guards and served as the personal guard of the exiled King Charles II. The regiment was raised in Flanders from loyal troops that joined Charles in exile. The unit returned with the king to England in 1660 and was renamed the First Regiment of Foot Guards.

The First Guards participated with distinction in the many wars and battles fought leading up to Waterloo in 1815 where the regiment received its current name, First or Grenadier Regiment of Foot Guards. The regiment went on to fight in the Crimean War and World War I.

## WORLD WAR II

When war broke out in 1939, the Grenadier Guards returned to the continent as a part of the British Expeditionary Force and fought with distinction in France. After the evacuation from Dunkirk the regiment was expanded to six battalions.

The 3<sup>rd</sup>, 5<sup>th</sup> and 6<sup>th</sup> Battalions saw action in Tunisia in 1943, and later in Italy. The 4<sup>th</sup> Battalion was formed into an infantry tank battalion equipped with Churchill tanks, and fought in Normandy and Germany.

Meanwhile, in England, the 2<sup>nd</sup> Battalion was converted to armour and the 1<sup>st</sup> Battalion was motorised. The battalions joined the new Guards Armoured Division under the command of Major General Allan Adair, himself a Grenadier Guardsman. The battalions fought across Normandy, France, and Belgium.

## MARKET GARDEN

During Operation Garden, the Grenadiers were assigned the stretch between Veghel and Nijmegen, relieving the Irish Guards column. The advance was relatively quiet as the US 82<sup>nd</sup> Airborne had already secured a good portion of the corridor. When the two linked up, the Grenadiers were told they were needed urgently to help secure the two critical Nijmegen bridges.

On 19 September, a hasty assault on the Nijmegen railroad bridge commenced at 1500 hours. A small force comprising of some Guards tanks and paratroopers of the 82<sup>nd</sup> Airborne

dashed through the streets towards the bridge. However, the attack was halted within 500 yards of their objective by heavy fire.

The Grenadiers and elements from the 505<sup>th</sup> Parachute Infantry Regiment launched a larger attack on the road bridge. The fight centred in Hunner Park, near the bridge, where elements of the 9<sup>th</sup> and 10<sup>th</sup> SS-Panzer Divisions had dug in several infantry platoons with machine-guns, mortars, and self-propelled guns. The Germans had also placed an 8.8cm FlaK36 heavy anti-aircraft gun directly in the centre of *Keizer Karel Plein*, a huge roundabout leading to the bridge. The gun commanded all approaches to the bridge and had a field day destroying the Grenadier's tanks as they tried to overrun its position. The German gunners also kept the foot soldiers pinned down.

In desperation, the US paratroopers ran along roof tops and through buildings, knocking out the connecting walls with explosives. They managed to secure good firing positions, but were unable to push any further against the bridge.

## THE HIGHWAY BRIDGE

The next day, General Gavin put together a daring plan to take the highway bridge. The plan was to cross the Waal with a battalion of paratroops led by Major Julian Cook and his 504<sup>th</sup> Parachute Infantry Regiment. They would take the northern ends of both the railway and road bridges. At the same time the Grenadiers and the 505<sup>th</sup> Parachute Infantry Regiment would renew their attack on Hunner Park and attack the road bridge from the south.

When morning broke the Grenadiers drove into the German defences, now significantly weakened by the US paras during the night. Once they broke through, the Grenadiers led an all out charge. With three tanks abreast, closely followed by paratroopers and Guards infantry, they overwhelmed the Germans, forcing the defenders to retreat toward the bridge.

The battle seemed to be going well for the Allied assault, however the German 2<sup>nd</sup> Parachute Corps launched attacks with seven battalions of troops along the eastern flank of the 82<sup>nd</sup> Airborne near Groesbeek. Gavin was forced to pull most







of his paratroopers from the bridge attack to meet this new threat, temporarily weakening the Grenadier's support.

The fight for the bridge was now getting extremely fierce. The Germans were reinforced and soon the Allied assault force was matched for numbers of troops. The attack nearly stalled, but the Grenadiers and the remaining paratroopers slowly pushed toward the bridge.

The Grenadiers fought to the southern end of the bridge and began firing onto the German positions. A platoon of four tanks was sent over the bridge and made a push for the north end. No sooner had the first Grenadier tank moved onto the bridge than it was fired upon by a German 88 gun, damaging the tank's wireless radio. The second tank saw the flash from the 88 and quickly returned fire. For a few moments the crews were paralysed with fear as they waited for the German gun to shoot back. Nothing came.

Then all hell broke loose. Another 88 and three more anti-tank guns opened fire on the Grenadiers. panzerfaust anti-tank rockets smashed into bridge girders from every angle.

The tanks pressed on across the bridge, and opened up with everything they had. Machine-gun and cannon fire sprayed the bridge and found targets everywhere. Germans, wounded and dead, fell from the girders like rain.

The Shermans charged forward at full speed, crushing anything in front of them, including one of the anti-tank guns. Toward the end of the bridge the Germans had set up a road block that forced the Shermans to turn and expose their flanks to the anti-tank guns. As the lead tank began to negotiate the roadblock, a following Sherman spotted an anti-tank gun and quickly knocked it out before it could fire. As they made their way through the roadblock, two of the Shermans were hit and knocked out. The remaining two pressed on, running

headlong into a German self-propelled gun. Caught flat-footed, the Shermans were easy targets, but the Germans missed the lucky Grenadiers. The Guardsmen didn't give the German tank a second chance and blew it up with a few well aimed shots.

Then, German troops began pouring out of a church on the north end of the bridge. The Grenadiers opened up with their machine-guns and tank guns. There was a pause in the Grenadiers' shooting as they waited for all of the smoke and dust to settle. Then the crew spotted a single American paratrooper emerging through the smoke, followed by thirty others. The paratroopers of Cook's assault swarmed the tank and gave them a royal welcome. The two forces had successfully linked up, having completed one of the most harrowing and daring bridge assaults in history.

The battle was long and fierce. Few Germans elected to surrender. On the railroad bridge alone, 267 German soldiers were dead and only a handful survived the ordeal. The fight on the road bridge was no less intense.

By the time the smoke cleared and the battle was won, the sun was setting over the horizon and the tanks could go no further. The following day the Grenadiers were sent south to Heesh, where they fought to protect the vulnerable corridor.

## TO WAR'S END

After Operation Market Garden, the Guards Armoured Division eventually crossed the Rhine in the early hours of 30 March 1945. In late April the Grenadier Group liberated the concentration camp at Sandbostel, where they had to fight fanatical German rearguards in front of the wildly cheering inmates. A few days later Germany surrendered and the Grenadiers celebrated the end of hostilities on 5 May 1945.

# Motor Company

(MECHANISED COMPANY)

HEADQUARTERS



## HEADQUARTERS



Motor Company HQ

119

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either the Guards Armored Division (marked ) or the 11<sup>th</sup> Armored Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

## ARMOUR



Motor Platoon

119

## ARMOUR



Motor Platoon

119

## ARMOUR



Motor Platoon

119

## RECONNAISSANCE



Scout Platoon

120

WEAPONS PLATOONS

## MACHINE-GUNS



Motor Machine-gun Platoon

120

## ANTI-TANK



Motor Anti-tank Platoon

121

## ANTI-TANK



Motor Anti-tank Platoon

121

## ARTILLERY



Guards Mortar Platoon

121

## SUPPORT PLATOONS

### ARMOUR



Armoured Platoon

103

Armoured Recce Platoon

114

Anti-tank Platoon (SP), Royal Artillery

136

### ARMOUR



Armoured Platoon

103

Armoured Recce Platoon

114

Anti-tank Platoon (SP), Royal Artillery

136

### INFANTRY



Parachute Rifle Platoon

 68

### INFANTRY



Parachute Rifle Platoon

 68

Airborne Engineer Platoon

 70

### RECONNAISSANCE



Guards Armoured Car Platoon

132

Armoured Car Platoon

133

Recce Platoon (from 52<sup>nd</sup> Division)

171

### ARTILLERY



Field Battery (SP), Royal Artillery

137

Field Battery, Royal Artillery

138

### ARTILLERY



Field Battery (SP), Royal Artillery

137

Medium Battery, Royal Artillery

139

Heavy Mortar Platoon

135

### ANTI-AIRCRAFT



Light Anti-aircraft Platoon, Royal Artillery

140

Light Anti-aircraft Platoon (SP), Royal Artillery

140

### AIRCRAFT



Air Support

141

### AOP



Air Observation Post

141



## AMERICAN PLATOONS



American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



## MOTIVATION AND SKILL

The motorised battalions offer added mobility to help get infantry up to the front and hold the hard-fought gains made by the armoured regiments.

A Motor Company is rated **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 GUARDS ARMoured DIVISION



| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 11<sup>TH</sup> ARMoured DIVISION

## HEADQUARTERS

### MOTOR COMPANY HQ

#### HEADQUARTERS

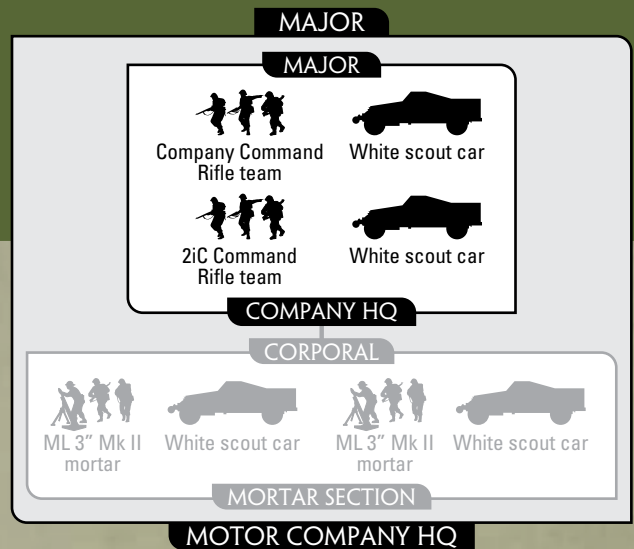
Company HQ   45 points 35 points

#### OPTION

 Add Mortar Section for +60 points.

The 1<sup>st</sup> Battalion (Motorised) Grenadier Guards was formed to give the regiment motorised infantry support. The armoured transports quickly delivered the six-foot tall Guardsmen to where they were needed most.

The 11<sup>th</sup> Armoured's motor battalion was the 8<sup>th</sup> Battalion of the prestigious Rifle Brigade. In 1937 the Rifle Brigade formed the first British motor battalions.





## COMBAT PLATOONS




### MOTOR PLATOON

#### PLATOON

HQ Section with:

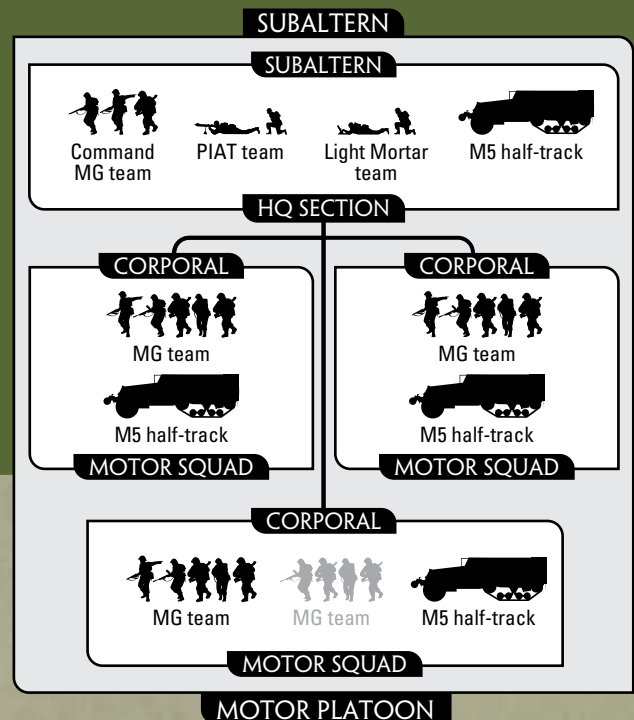
3 Motor Squads   150 points 140 points  
2 Motor Squads 125 points 115 points

#### OPTIONS

-  Arm up to one M5 half-track with a passenger-fired .50 cal AA MG for +10 points.
-  Add an additional MG team for +25 points.
-  Arm any or all M5 half-tracks with a passenger-fired .50 cal AA MG for +5 points per half-track.

In preparation for Operation Garden, the Grenadier motor platoons have been brought to full strength with just over 30 men per platoon to give them the best chance of success in their critical mission to secure Hell's Highway.

The tankers of 29 Armoured Brigade have graciously donated many of their Browning 0.5" machine guns to the 8<sup>th</sup> Battalion, Rifle Brigade. With these weapons mounted on our half tracks we can provide covering fire upon arrival at the front.



## SCOUT PLATOON

### PLATOON



|                 |            |            |
|-----------------|------------|------------|
| 3 Scout Patrols | 290 points | 260 points |
| 2 Scout Patrols | 195 points | 175 points |
| 1 Scout Patrol  | 100 points | 90 points  |

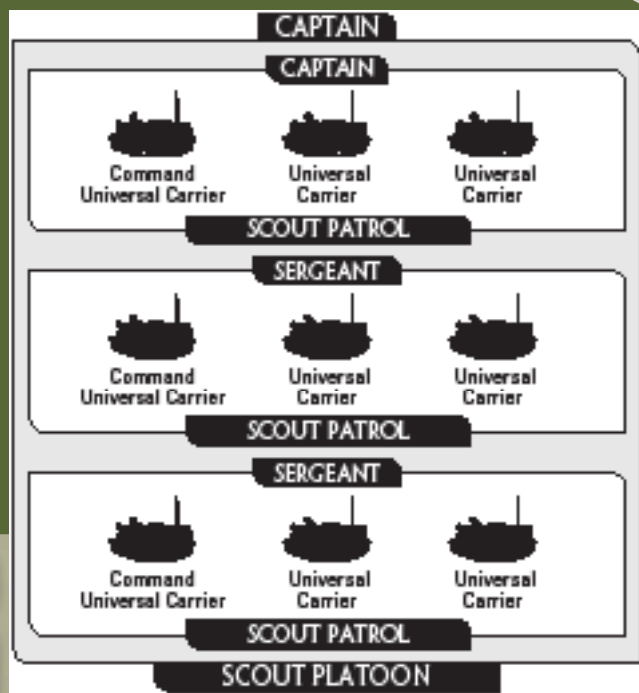
### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG with a hull-mounted .50 cal MG per Scout Patrol for +5 points per carrier.
- Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Scout Patrol at no cost.

*Scout Patrols are Reconnaissance Platoons.*

*Scout Patrols operate as separate platoons, each with their own command team.*

The ever-present carriers continue to provide yeoman's service. The carriers screen the battalion's attack and assist in hunting down remaining pockets of German resistance.



Use the carrier patrols to perform important reconnaissance tasks for the motor battalion, particularly locating German ambushes and neutralising them with indirect fire before they have an opportunity to engage.

## WEAPONS PLATOONS

### MOTOR MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:



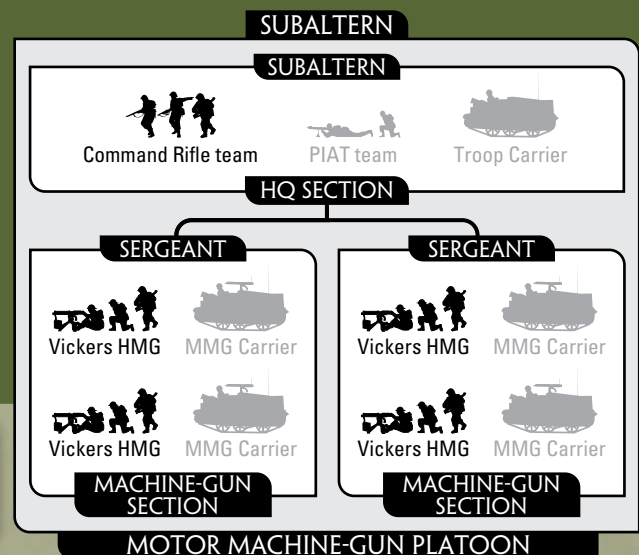
|                        |            |            |
|------------------------|------------|------------|
| 2 Machine-gun Sections | 140 points | 130 points |
| 1 Machine-gun Section  | 80 points  | 70 points  |

### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carrier and MMG Carriers to the platoon for +15 points per Machine-gun Section.

*A Motor Machine-gun Platoon is not equipped to conduct indirect fire and may not conduct Artillery Bombardments.*

All motor battalions are lucky to have two integral machine-gun platoons to enhance its firepower. The Vickers machine-guns in their armoured carriers provide our boys with much needed suppressive fire when they assault enemy positions manned by fanatical German soldiers.





## MOTOR ANTI-TANK PLATOON

### PLATOON

HQ Section with:

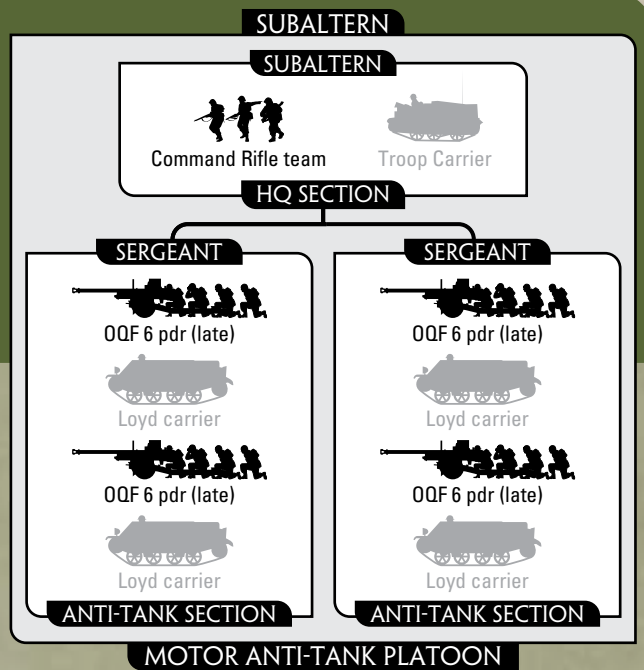


|                    |            |            |
|--------------------|------------|------------|
| 4 OQF 6 pdr (late) | 150 points | 140 points |
| 2 OQF 6 pdr (late) | 85 points  | 75 points  |

### OPTION

- Add Troop and Loyd Carriers to the platoon for +5 points.

The motor battalions in an armoured division were always very well-equipped with anti-tank guns. As a result their defensive positions are a very tough nut to crack. Anyone was foolish enough to attack them often found themselves in trouble due to the sustained and accurate fire of the battalion's superb anti-tank gun platoons.



## GUARDS MORTAR PLATOON

### PLATOON

HQ Section with:

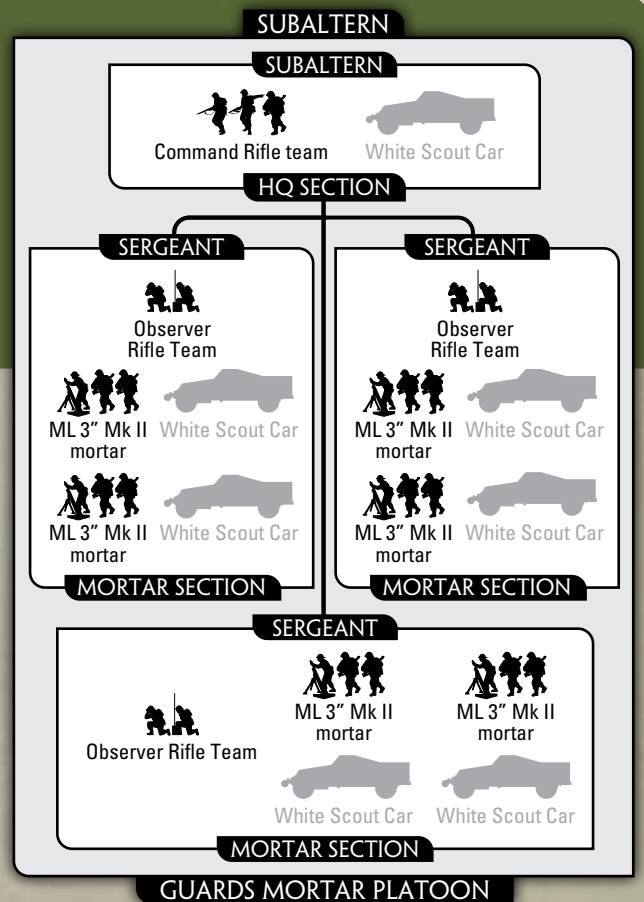


|                   |            |   |
|-------------------|------------|---|
| 3 Mortar Sections | 185 points | - |
| 2 Mortar Sections | 130 points | - |
| 1 Mortar Section  | 75 points  | - |

### OPTION

- Add White Scout Cars to the platoon for +5 points.

Unlike many other motor companies in the British army, the Grenadier Guards grouped all of its mortars into a single platoon under the command of Lieutenant L.R. Westmacott. This allows them to respond to any requests from their fellow Guardsmen with a full barrage of mortar shells.



# Lorried Rifle Company

(MECHANISED COMPANY)

HEADQUARTERS



## HEADQUARTERS



Lorried Rifle Company HQ

123

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either the Guards Armored Division (marked ) or the 11<sup>th</sup> Armored Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

## SUPPORT PLATOONS

COMBAT PLATOONS

### INFANTRY



Lorried Rifle Platoon

123

### INFANTRY



Lorried Rifle Platoon

123

### INFANTRY



Lorried Rifle Platoon

123

WEAPONS PLATOONS

### INFANTRY



Lorried Pioneer Platoon

104

### RECONNAISSANCE



Lorried Carrier Platoon

124

### ARTILLERY



Lorried Mortar Platoon

125

### ANTI-TANK



Lorried Anti-tank Platoon

125

BRIGADE SUPPORT PLATOONS

### ARMOUR



Armoured Platoon

103

Armoured Recce Platoon

114

### ARMOUR



Armoured Platoon

103

Armoured Recce Platoon

114

### ARMOUR



Anti-tank Platoon (SP), Royal Artillery

136

Anti-tank Platoon, Royal Artillery

136

Heavy Anti-aircraft Gun Platoon, Royal Artillery

141

### INFANTRY



Lorried Rifle Platoon

123

Parachute Rifle Platoon



68

### MACHINE-GUNS



Machine-gun Platoon

135

Heavy Mortar Platoon

135

### RECONNAISSANCE



Guards Armoured Car Platoon

132

Armoured Car Platoon

133

### ARTILLERY



Field Battery, Royal Artillery

139

### ARTILLERY



Field Battery, Royal Artillery

138

Field Battery (SP), Royal Artillery

137

Medium Battery, Royal Artillery

139

### ANTI-AIRCRAFT



Light Anti-aircraft Platoon, Royal Artillery

140

Light Anti-aircraft Platoon (SP), Royal Artillery

140

### AIRCRAFT



Air Support

141

### AOP



Air Observation Post

141



## AMERICAN PLATOONS



American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



## MOTIVATION AND SKILL

The Foot Guards have a long and distinguished service career in the British army. They take their duty as the Royal Family guard very seriously. Similarly the 11<sup>th</sup> Armoured's 159<sup>th</sup> Infantry Brigade has achieved some historic victories in Normandy.

A Lorried Rifle Company is rated **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 GUARDS ARMOURD DIVISION



| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 11<sup>TH</sup> ARMOURD DIVISION

## HEADQUARTERS

### LORRIED RIFLE COMPANY HQ

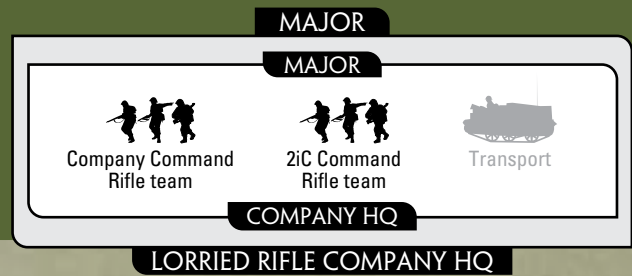
#### HEADQUARTERS

Company HQ   40 points 30 points

#### OPTION

- Add Jeep or Troop Carrier for +5 points.

As the commander of a Guards infantry company, you have the best troops the British army can offer in terms of tenacity, ability and tradition. Many of your non-commissioned officers are veterans from the battlefields of Norway, France, North Africa, Italy and Normandy. They know what to expect and how to get the job done.





Your guardsmen have fought their way from Normandy and they've distinguished themselves during the liberation of Belgium and in capturing Joe's Bridge. These brave men are now ready to take the fight through Holland and then into Germany itself.

## COMBAT PLATOONS

### LORRIED RIFLE PLATOON

#### PLATOON

HQ Section with:

3 Rifle Squads   190 points 180 points  
2 Rifle Squads 150 points 140 points

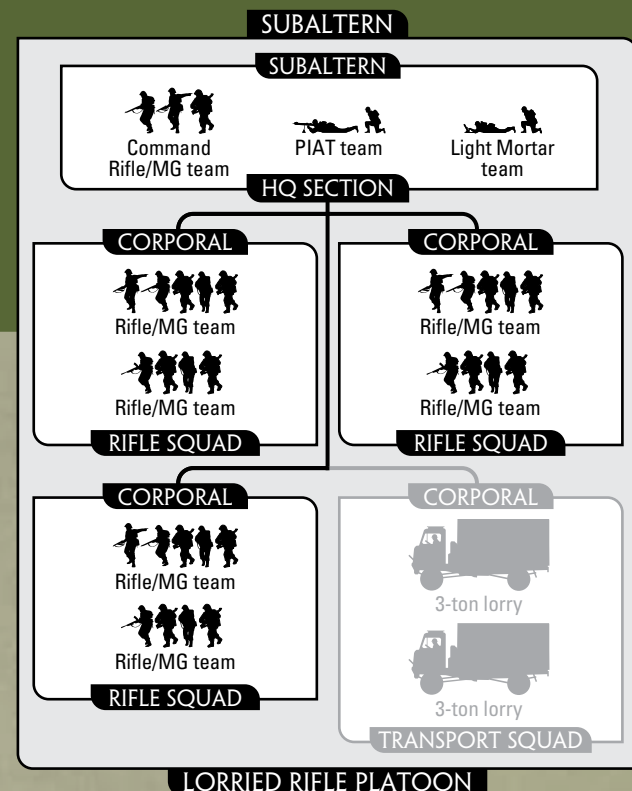
#### OPTION

- Add a Transport Squad for +5 points.

The guardsmen of the infantry battalion supply the tanks with excellent protection. These troops will clear enemy strongpoints of anti-tank weapons, keeping your tanks moving forward.

The riflemen of 3<sup>rd</sup> Battalion, Irish Guards, have been given 3-ton lorry trucks to help keep the infantry moving on the highway. However, the first platoon has been positioned on the tanks towards the front of the column. As soon as the enemy is contacted, the infantry is to dismount and clear any threats to the armoured squadron.

In 1<sup>st</sup> Battalion, Welsh Guards, the infantry is expected to mount up on the fast Cromwell tanks and help clear the alternate routes for 30 Corps as it charges toward Arnhem.



## WEAPONS PLATOONS

### LORRIED CARRIER PLATOON

#### PLATOON



|                   |            |            |
|-------------------|------------|------------|
| 4 Carrier Patrols | 385 points | 345 points |
| 3 Carrier Patrols | 290 points | 260 points |
| 2 Carrier Patrols | 195 points | 175 points |
| 1 Carrier Patrol  | 100 points | 90 points  |

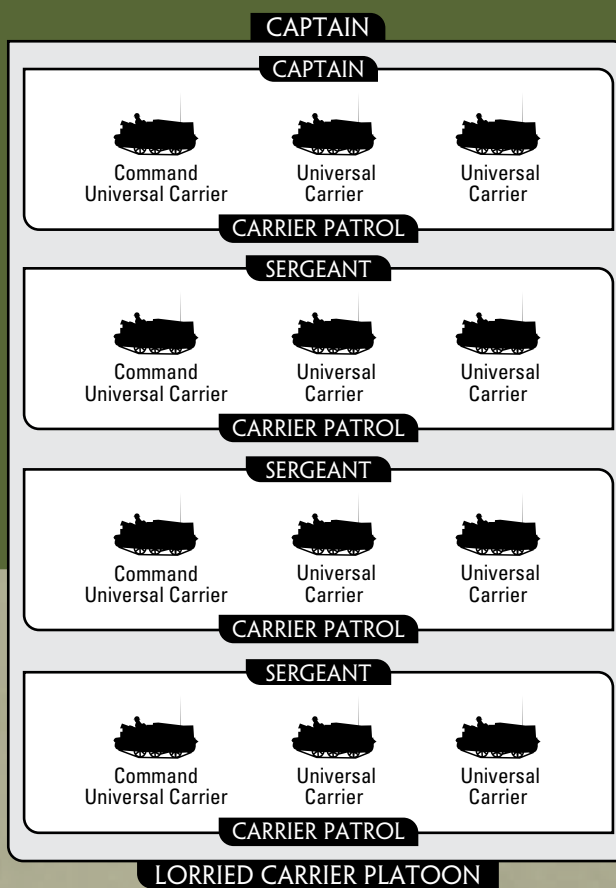
#### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG with a hull-mounted .50 cal MG per Carrier Patrol for +5 points per carrier.
- Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Carrier Patrol at no cost.

*Carrier Patrols are Reconnaissance Platoons.*

*Carrier Patrols operate as separate platoons, each with their own command team.*

The rifle company's carrier platoon provides much needed reconnaissance, mobility and supporting fire to the infantry platoons. As the German army becomes more dispersed, the carrier's ability to cover ground quickly becomes invaluable to keep the attack moving and to prevent any hastily erected defensive positions from delaying the advance.





# LORRIED MORTAR PLATOON

## PLATOON

HQ Section with:



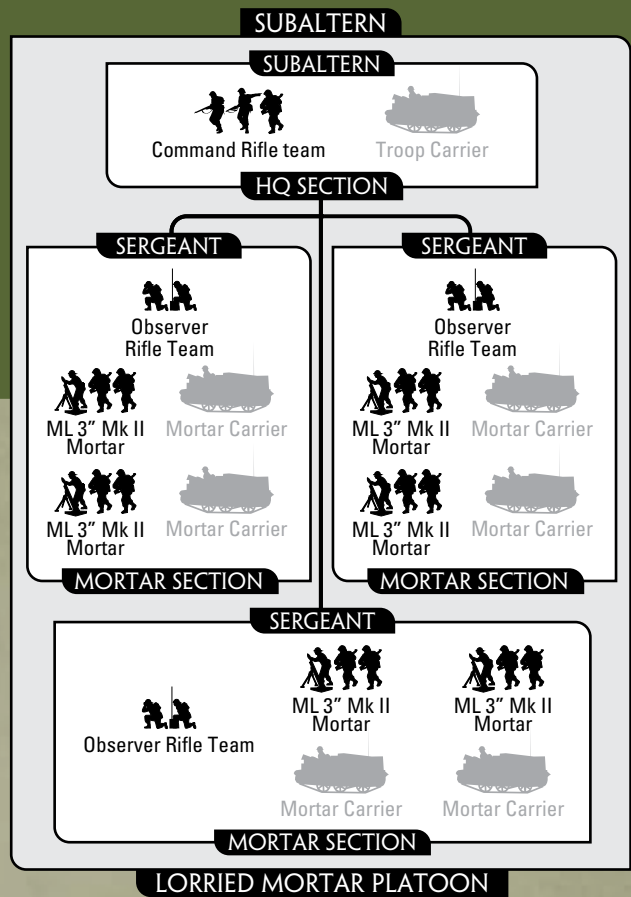
|                   |            |            |
|-------------------|------------|------------|
| 3 Mortar Sections | 185 points | 175 points |
| 2 Mortar Sections | 130 points | 120 points |
| 1 Mortar Section  | 75 points  | 65 points  |

## OPTION

- Add Troop Carrier and Mortar Carriers for +5 points for the platoon.

As with the carrier patrols, your battalion's mortars have been split up into small two-tube sections amongst the march column to offer fast-response artillery and smoke anywhere along the road. When more tubes are needed another pair isn't too far down the road and is brought forward to help put down larger bombardments.

The smoke and high explosive shells of our 3" mortars provide cover and keep the Germans' heads down as we launch our attack. This invaluable close support artillery frees the division's artillery regiments to concentrate on higher priority targets.



LORRIED MORTAR PLATOON

# LORRIED ANTI-TANK PLATOON

## PLATOON

HQ Section with:



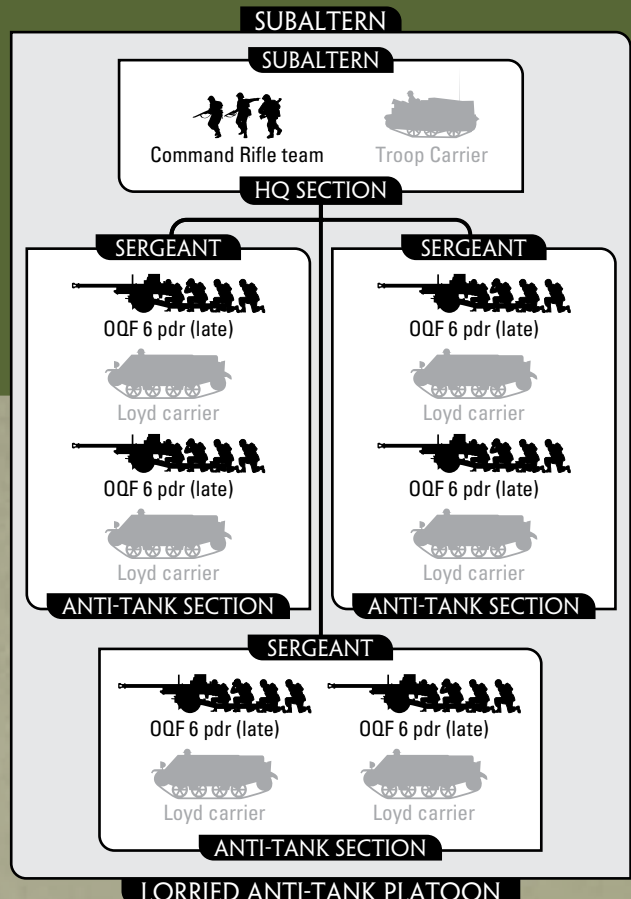
|                    |            |            |
|--------------------|------------|------------|
| 6 OQF 6 pdr (late) | 215 points | 205 points |
| 4 OQF 6 pdr (late) | 150 points | 140 points |
| 2 OQF 6 pdr (late) | 85 points  | 75 points  |

## OPTION

- Add Troop and Loyd Carriers for +5 points for the platoon.

The infantry battalions in an armoured division were always very well equipped with anti-tank guns. Your company has access to the battalion's excellent 6-pdr anti-tank guns. You can set up a deadly ambush with their high rate of fire and low silhouette.

While attacking, place them wisely to halt an enemy armoured counterattack, keeping your combat platoons focused on securing their objectives. You can also move them forward and shell enemy foxholes and gun teams.



LORRIED ANTI-TANK PLATOON

# The 2<sup>nd</sup> Household Cavalry

When Operation Market Garden kicked off, the squadrons of the 2<sup>nd</sup> Household Cavalry Regiment (HCR) were split up across the Guards Armoured Division, scouting ahead looking for side roads and checking out bridges.

## DARING RECONNAISSANCE AT DOMMEL

Horrock's 30 Corps needed to capture several key bridges from the Dutch border all the way to Arnhem. This meant that each bridge needed to be scouted out ahead of the tanks—a job that fell to the very able 2<sup>nd</sup> Household Cavalry.

On 13 September, in preparation for the operation, two Dingo scout cars from the 2<sup>nd</sup> Household Cavalry, led by Lieutenant Rupert Buchanan-Jardine of D Squadron, carried out a daring reconnaissance into German-held Holland.

The mission's objective was to see if the Dommel Bridge just south of Valkenswaard was intact and whether it could support the weight of 30 Corps' tanks.

Shortly after noon, the two Daimler armoured scout cars dashed five miles behind enemy lines, weathering fire from surprised German troops as they went. They paused briefly at a roadside cafe, about a mile short of the bridge. One of the Dingos rushed forward to have a look. It found that the bridge was intact and noted that a German tank was parked on it, indicating that the bridge could indeed support a Sherman tank.

The scout cars then turned around and ran the gauntlet again back to their lines. As they raced through at full speed the Germans, this time more prepared, shot up the cars with everything they had. But the two Dingos and their crews made it back safely, despite everything on the armoured cars being punctured and broken by German bullets!

## A BRUSH WITH A PANZER BRIGADE

On one occasion the armoured cars stumbled across an unsuspecting group of German crews sitting atop their Panther tanks and StuG assault guns. The crewmen were having some coffee and awaiting orders to assault Son Bridge. Rather than break off to report the tanks straight away, the armoured cars opened up with their 2 pdr guns and machine-guns, then dashed off to radio 30 Corps before the tanks could respond.

Completely caught off guard, the Germans suspected that British tanks were operating in the area and immediately withdrew to rally. The HCR followed them to their rally point and again ambushed the tanks. Shocked, the German tanks retreated to regroup. When the Germans finally launched their assault on the US paratroopers at Son bridge, the 2<sup>nd</sup> Household Cavalry had already linked up with the 101<sup>st</sup> Airborne Division and helped assist in the defence by intercepting the German *Panzergrenadier* troops sent to support the tanks at Son.

## PUSHING NORTH

After Eindhoven was secure, the HCR fanned out and drove to Nijmegen where again they found themselves in the front line using their 2 pdr guns and machine-guns to help the American 82<sup>nd</sup> Airborne Division fight through the city.

On 22 September, under the cover of a heavy fog, the HCR slipped through the German lines and met up with the Polish paratroopers at Driel where they once again lent their firepower to the defence using constant fire and manoeuvre to break up the German counterattack.







As they pressed closer and closer to Arnhem, the HCR met stiffer resistance from the German *II. SS-Panzerkorps*. Despite their best efforts, the beleaguered British airborne troops in Arnhem were forced to surrender and the operation came to a halt.

The 2<sup>nd</sup> Household Cavalry served with distinction through Operation Market Garden, prompting Lieutenant-General Sir Brian Horrocks, commander of 30 Corps, to comment, 'It is the finest armoured car regiment I have ever seen'.

## 2<sup>ND</sup> HOUSEHOLD CAVALRY SPECIAL RULES


### UNFLAPPABLE

The Guards are the most prestigious units in the British Army. They performed exceptionally well through the Normandy battles and as a result were chosen to lead the assault into Holland. The Guards are well known as 'unflappable' for their disciplined fighting despite the havoc around them.

*Guards Platoons (marked ) may re-roll any failed Platoon Morale Checks. Your Guards Company Command team (marked ) may re-roll Company Morale Checks.*

### SANGFROID

Described as having 'sangfroid' (literally, cold blood), the 2<sup>nd</sup> Household Cavalry operated quite aggressively, but with complete calmness under difficult circumstances.

*A Guards Armoured Car Squadron HQ (marked ) and any Guards Armoured Car Platoons may attempt to Disengage even if it shot in its previous turn (see page 194 of the rulebook).*





# The Inns of Court

Between the world wars, the Inns of Court regiment was a territorial infantry unit. Their nickname 'the Devil's Own' was due to their historic recruitment of members of the legal profession.

In 1936 they were officially motorised as a cavalry unit, but their officers had already purchased their own Morris cars which they had converted into improvised Vickers machine gun carriers. Through their 'unofficial' motorisation initiatives, the Inns of Court was able to start training in mechanised manoeuvres well before they had been given approval to do so by the War Office.

## NORMANDY

In 1940, the Inns of Court became an Armoured Car Regiment, with four squadrons. The third of these, C Squadron, was the first armoured car unit to land on the Normandy beaches on D-Day.

The remainder of the Regiment had been listening in on the radio back in England, and as a result of C Squadron's experiences in Normandy an early decision was made to reorganise all four squadrons into four heavy troops, four light troops, and a support troop. All of the Matador troops were placed in a separate squadron. The Daimler Dingo scout cars of the light troops proved so successful at reconnaissance that, in July, the regiment reorganised again, now with three heavy troops and six light troops per squadron.

When the regiment finally came together again in Normandy, it was confronted by the same difficulties as the various units they were assigned to support. Although the Inns of Court participated in the attack on Caen and supported the 11<sup>th</sup> Armoured Division during Operation Goodwood, the close country prevented the light armoured car patrols from operating to their full potential.

It wasn't until they rejoined the 11<sup>th</sup> Armoured Division in the attempt to close the Falaise Pocket that they finally had enough space in which to perform their intended role.

The regiment remained with 11<sup>th</sup> Armoured during August and September and excelled in the rapid advances toward Amiens and Antwerp, where they were often the first troops to enter the liberated cities.

## MARKET GARDEN

During Market Garden, the Inns of Court supported 11<sup>th</sup> Armoured Division as part of 8 Corps on the right flank, and patrolled toward the Maas River. A Squadron was the first to link up with the 15<sup>th</sup>/19<sup>th</sup> Hussars and the 101<sup>st</sup> Airborne Division at Geldrop.

Meanwhile, the remaining squadrons were discovering any intact bridges over the numerous canals and immediately placing them under the guard of their support platoons, while the vital information was relayed back to General Roberts and his advancing division.

## WINTER OPERATIONS

During the long winter that followed Market Garden, the regiment was often forced to patrol long stretches of countryside, and was occasionally obliged to dismount to relieve other units in static guard duties on the front line.

However, once a crossing had been forced over the Rhine in March, the 11<sup>th</sup> Armoured Division began the advance into Germany and the Inns of Court were back to their proper scouting role. Once again they excelled in keeping liaison between the advancing Allied divisions, capturing bridges and fighting local engagements against pockets of enemy resistance.

The regiment ended the war at the Danish border, having led the advance of the 11<sup>th</sup> Armoured Division for almost the entire campaign.







### THE INNS OF COURT'S ODDITIES



C Squadron's experience since landing just after D-Day has taught the regiment that small, agile troops of scout cars can perform scouting duties better than the more cumbersome armoured cars. As such, in July they organized so that each squadron would have six light platoons of two scout cars and three heavy troops of a scout car and two armoured cars. In order to fulfil the need for additional scout cars to meet the new squadrons' demands, the crews and the divisional REME used their ingenuity to bodge up additional scout cars from our excess armoured cars. Removing the turret and mud guards from a Daimler Armoured Car lowers its weight and ground pressure enough to convert it to a versatile light reconnaissance vehicle. These field-modified cars are known as Sawn-off Daimlers, or simply SODs, within the Inns of Court.

## INNS OF COURT SPECIAL RULES

### DEVIL'S OWN

Originally raised from a cadre of English and Welsh barristers, the Inns of Court are known as one of the finest reconnaissance units at the Allies' disposal, with an uncanny ability to locate safe routes of passage.

When they encounter superior German forces they always got themselves out of danger. We jest that their extraordinary skills in reconnaissance and subterfuge must certainly stem from a pact with the Devil himself!

*Vehicles from the Armoured Car Squadron HQ (marked ) and Armoured Car Platoons (marked ) may re-roll failed Skill Tests to Disengage (see page 194 of the rulebook).*



# 2<sup>nd</sup> Household Cavalry Armoured Car Squadron

(MECHANISED COMPANY)


HEADQUARTERS

## HEADQUARTERS



Armoured Car Squadron HQ 132

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from the Guards Armored Division (marked ). You can only take platoons and options marked with this symbol. You may also take support platoons that are unmarked.

COMBAT PLATOONS

## RECONNAISSANCE



Guards Armoured Car Platoon 132

## RECONNAISSANCE



Guards Armoured Car Platoon 132

## RECONNAISSANCE



Guards Armoured Car Platoon 132

## RECONNAISSANCE



Guards Armoured Car Platoon 132

## RECONNAISSANCE



Guards Armoured Car Platoon 132

## INFANTRY



Armoured Car Support Platoon 134

## ARMOUR



Heavy Armoured Car Platoon 134

BRIGADE SUPPORT PLATOONS

## ARMOUR



Armoured Platoon 103

Armoured Recce Platoon 114

## ARMOUR



Armoured Platoon 103

Armoured Recce Platoon 114

## INFANTRY



Lorried Rifle Platoon 123

Parachute Platoon 34

Parachute Rifle Platoon  68

## INFANTRY



Lorried Rifle Platoon 123

Parachute Platoon 34

Parachute Rifle Platoon  68

SUPPORT PLATOONS

## ARTILLERY



Field Battery, Royal Artillery 138

Field Battery (SP), Royal Artillery 137

## ARTILLERY



Field Battery, Royal Artillery 138

Field Battery (SP), Royal Artillery 137

Medium Battery, Royal Artillery 139

## ANTI-AIRCRAFT



Light Anti-aircraft Platoon, Royal Artillery 140

## AIRCRAFT



Air Support 141

## AOP



Air Observation Post 141



## AMERICAN PLATOONS



American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



# Inns of Court Armoured Car Squadron

(MECHANISED COMPANY)


HEADQUARTERS

## HEADQUARTERS



Armoured Car Squadron HQ 132

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from the 11<sup>th</sup> Armored Division (marked ). You can only take platoons and options marked with this symbol. You may also take support platoons that are unmarked.

COMBAT PLATOONS

## RECONNAISSANCE



Armoured Car Platoon 133

## RECONNAISSANCE



Armoured Car Platoon 133

## RECONNAISSANCE



Armoured Car Platoon 133

## INFANTRY



Armoured Car Support Platoon 134

WEAPONS PLATOONS

## ARMOUR



Heavy Armoured Car Platoon 134

## SUPPORT PLATOONS

### ARMOUR



Armoured Platoon 103

Armoured Recce Platoon 114

### ARMOUR



Armoured Platoon 103

Armoured Recce Platoon 114

### INFANTRY



Lorried Rifle Platoon 123

Motor Platoon 119

Parachute Rifle Platoon  68

### INFANTRY



Lorried Rifle Platoon 123

Motor Platoon 119

### ARTILLERY



Field Battery, Royal Artillery 138

Field Battery (SP), Royal Artillery 137

### ARTILLERY



Field Battery, Royal Artillery 138

Field Battery (SP), Royal Artillery 137

Medium Battery, Royal Artillery 139

### ANTI-AIRCRAFT



Light Anti-aircraft Platoon, Royal Artillery 140

### AIRCRAFT



Air Support 141

### AOP



Air Observation Post 141



## AMERICAN PLATOONS



American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.

## MOTIVATION AND SKILL

The 2<sup>nd</sup> Household Cavalry are very experienced and have had a long tradition of being tough fighters. The Inns of Court Regiment is versatile and has a taste for adventure.

An Armoured Car Squadron is rated **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

GUARDS ARMoured DIVISION

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

11<sup>th</sup> ARMoured DIVISION

## HEADQUARTERS

### ARMoured CAR SQUADRON HQ

#### HEADQUARTERS

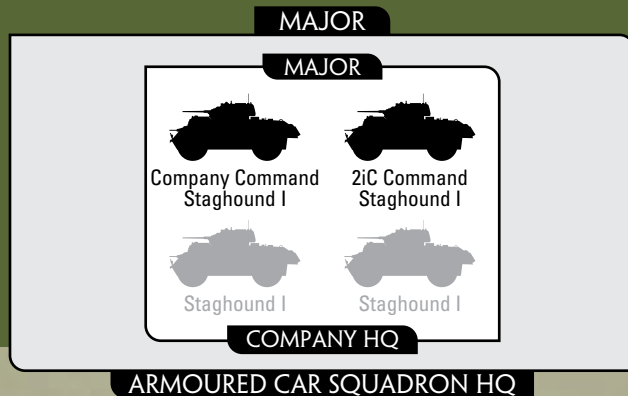
2 Staghound I 100 points 90 points

#### OPTIONS

- Add up to two Staghound I armoured cars for +45 points per armoured car.
- Arm all Staghound armoured cars with AA MGs for +5 points.

The main drive to Arnhem is well-planned and the route well photographed by air reconnaissance. However, the eyes in the sky cannot see ambushes or pick out safe alternative routes waiting to be discovered for the column.

You'll be on hand to scout out these routes and flush out German ambushes so that your corps can press on!



*The teams of an Armoured Car Squadron HQ are Reconnaissance teams.*

## COMBAT PLATOONS

### GUARDS ARMoured CAR PLATOON

HQ Section with:

2 Daimler I and 2 Dingo 150 points -  
2 Daimler I and 1 Dingo 120 points -

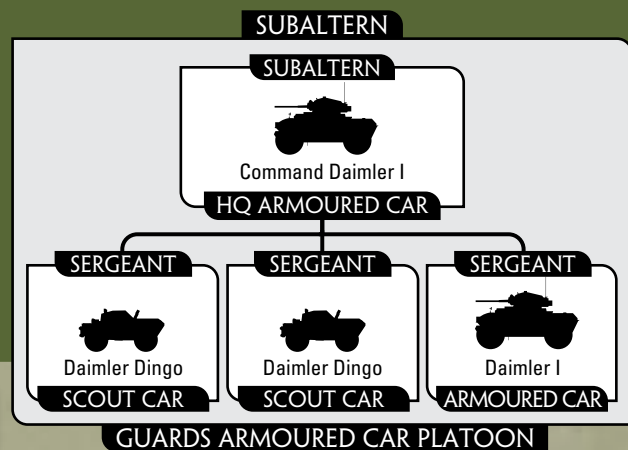
#### OPTION

- Fit Littlejohn adaptor to one Daimler I armoured car at no cost.

*Guards Armoured Car Platoons are Reconnaissance Platoons.*

The armoured car platoon is a very versatile unit. The light scout cars are useful to run ahead of the armoured cars and spot the enemy. Use their high jeep mobility to keep them moving, scouting, moving, and scouting.

The Daimler I armoured cars are your backbone. Engage the enemy with them and cover your Dingos as they constantly probe the enemy's defences.



The squeeze-bore Littlejohn adaptor can be attached to the 2-pdr gun to give it extra penetration capability so your armoured cars can stand up to Jerry's tanks.

If you encounter heavy resistance call on the tanks and infantry from the Guards column to secure your objectives.





## ARMoured CAR PLATOON

### PLATOON

Armoured Car Patrol with:



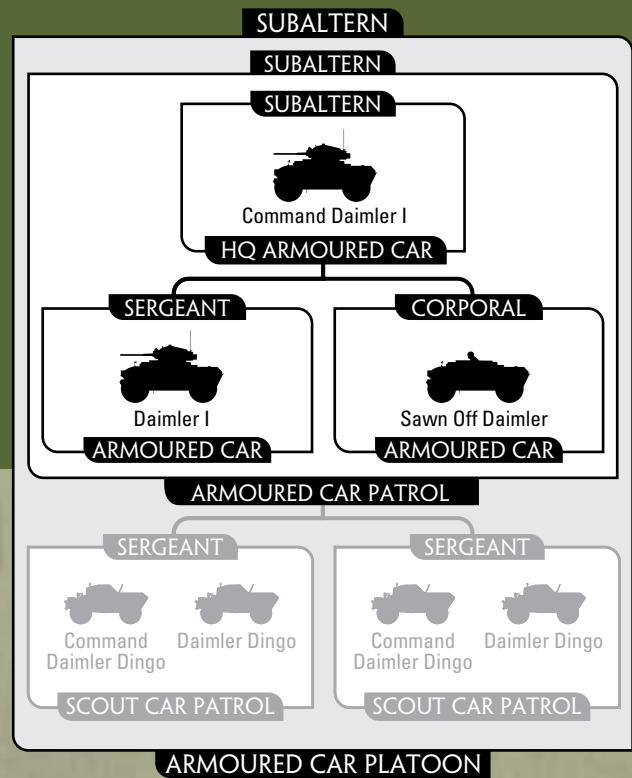
|                      |   |            |
|----------------------|---|------------|
| 2 Scout Car Patrols  | - | 235 points |
| 1 Scout Car Patrol   | - | 175 points |
| No Scout Car Patrols | - | 115 points |

### OPTIONS

- Fit Littlejohn adaptor to one Daimler I armoured car at no cost.
- Arm Sawn Off Daimler with a PIAT anti-tank projector for +5 points.

*Armoured Car and Scout Car Patrols operate as separate platoons, each with their own command team.*

The Inns of Court used Scout Car Patrols to increase the area that their Armoured Car Platoons could cover. They also made use of Sawn-off Daimlers, so called due to their turrets being removed to make them lighter. With these innovations, the Inns of Court kept an eye on Jerry as the 11<sup>th</sup> Armoured Division advanced through Holland.



## ARMoured CAR SUPPORT PLATOON

### PLATOON

HQ Section with:



|                  |            |            |
|------------------|------------|------------|
| 3 Support Squads | 140 points | 130 points |
| 2 Support Squads | 110 points | 100 points |

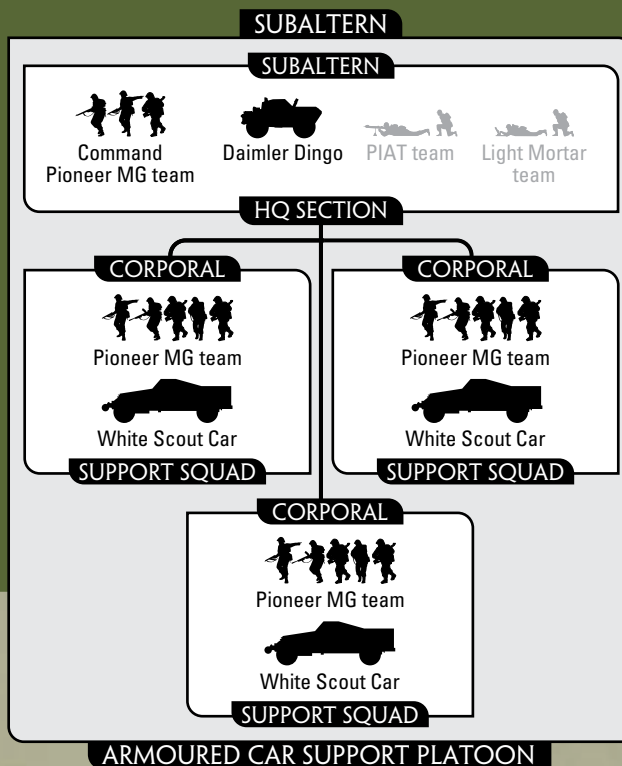
### OPTIONS

Replace all White Scout Cars with M5 half-tracks at no cost.

- Add Light Mortar team for +20 points.
- Add PIAT team for +20 points.
- You must replace the Daimler Dingo with a White Scout Car at no cost if the platoon has any Light Mortar or PIAT teams.

The enemy is going to put obstacles in your way, be it a felled tree, barbed wire or a carefully camouflaged machine-gun nest. When your armoured cars come across such obstacles bring in your armoured car support platoon to clear the way so you can keep scouting and flanking the enemy.

Add a PIAT and a light mortar to the platoon to give your infantry a bit of extra firepower against sturdy targets.



*The Daimler Dingo counts as a Transport team in the Armoured Car Support Platoon.*

## HEAVY ARMoured CAR PLATOON

### PLATOON

HQ Section with:

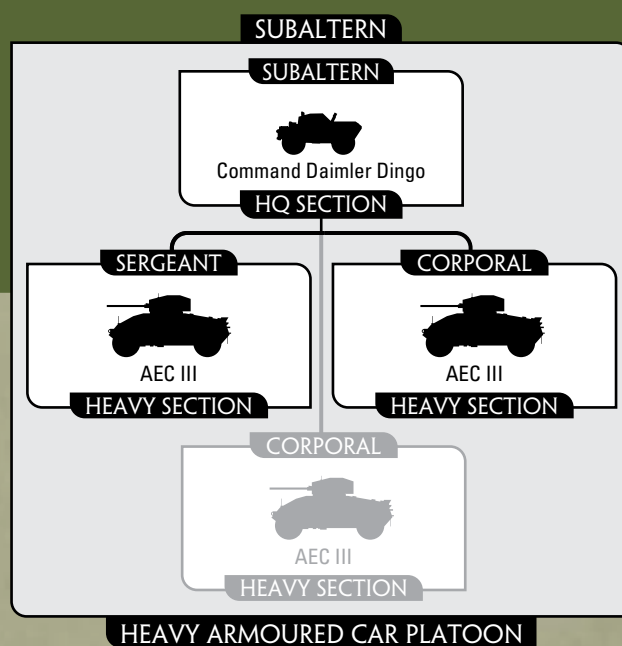


|           |            |            |
|-----------|------------|------------|
| 3 AEC III | -          | 195 points |
| 2 AEC III | 150 points | 140 points |

The AEC III is the descendant of the old AEC I we used in North Africa. Its mechanical difficulties have been overcome and we've replaced the old Valentine turret and its 2 pdr gun with a whole new turret armed with a powerful 75mm gun.

These improvements make the heavy armoured car a perfect vehicle to support your squadron. The 75mm gun excels at eliminating marauding enemy tanks and shelling stubborn defenders with a barrage of high explosives. Furthermore they can put down smoke, letting your armoured cars slip through enemy strongpoints.

The Inns of Court have the added benefit of a third vehicle in the platoon, increasing the unit's firepower.



*AEC III armoured cars use the Semi-indirect Fire special rule on page 247 of the rulebook.*



# Divisional & Corps Support

## MOTIVATION AND SKILL

30 Corps is composed of many veteran units that have been fighting since Normandy. It now leads the British advance and is quite motivated to assault up the narrow roads and dash to the rescue of the paras in Arnhem.

Divisional Support Platoons are rated **Confident Veteran** unless otherwise noted.

American paratroopers will assist your tanks to spearhead towards Arnhem. American Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

## MACHINE-GUN PLATOON

### PLATOON

HQ Section with:

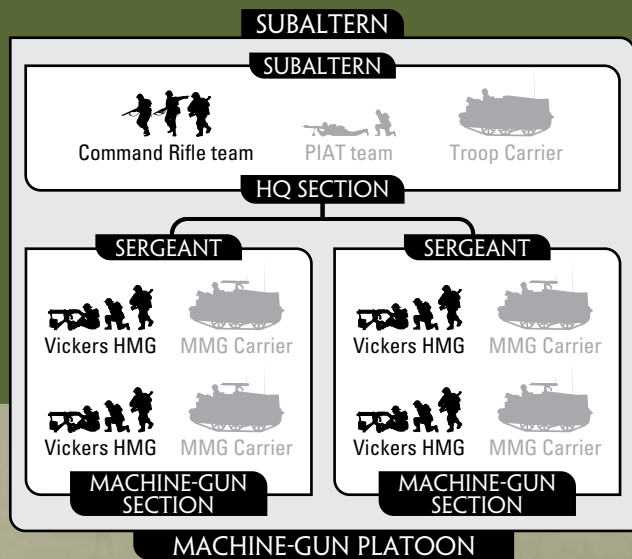
|                        |            |
|------------------------|------------|
| 2 Machine-gun Sections | 140 points |
| 1 Machine-gun Section  | 75 points  |

### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carrier and MMG Carriers to the platoon for +15 points per Machine-gun Section.

The Guards Armoured Division's 1<sup>st</sup> Independent Machine-gun Company, Northumberland Fusiliers gives your troops significant firepower.

Despite being mechanised, they are still equipped to bombard the enemy with a deadly hail of bullets. Use the ensuing confusion to assault and capture your objective!



## HEAVY MORTAR PLATOON

### PLATOON

HQ Section with:

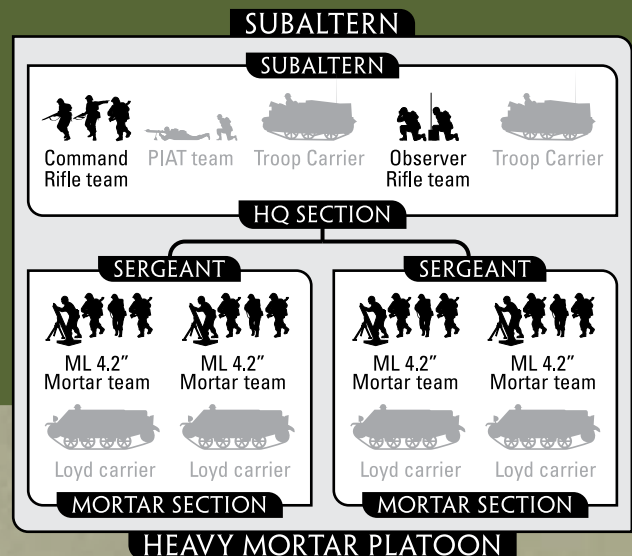
|                   |            |
|-------------------|------------|
| 2 Mortar Sections | 155 points |
| 1 Mortar Section  | 80 points  |

### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carriers and Loyd Carriers to the platoon for +5 points.

The 4.2" mortar will devastate enemy positions. They are readily available to your column and will offer excellent support for your troops as they manoeuvre to assault.

The heavy mortar offers more firepower than the average mortar at a fraction of the cost of a full artillery piece. They are also very portable so they can get into action quickly.



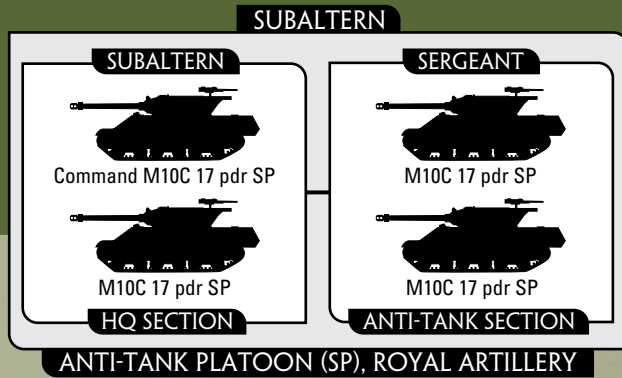
## ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

### PLATOON

|                  |            |
|------------------|------------|
| 4 M10C 17 pdr SP | 370 points |
| 2 M10C 17 pdr SP | 185 points |

The self-propelled guns of the 21<sup>st</sup> Anti-tank Regiment, Royal Artillery will provide heavy anti-tank support to your march column. They will protect your advance using the effective M10C 17-pdr SP gun.

These self-propelled guns are ideal for setting up ambushes or holding off an enemy armoured counterattack to free up your tanks and infantry to keep pressing towards Arnhem.



## ANTI-TANK PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

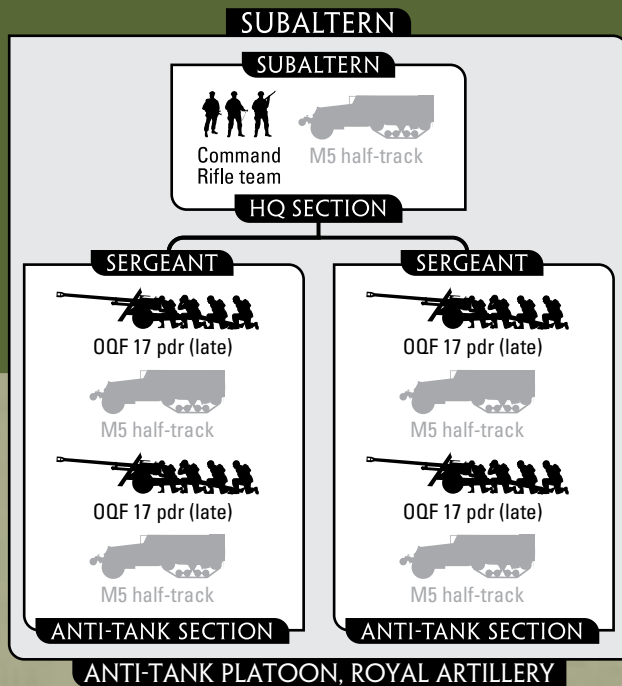
|                     |            |
|---------------------|------------|
| 4 OQF 17 pdr (late) | 295 points |
| 2 OQF 17 pdr (late) | 150 points |

### OPTION

- Add M5 half-tracks to the platoon for +5 points.

The towed 17 pdr guns are towards the end of the column, but not out of reach. When placed well, these heavy guns are more than capable of seeing off even the heaviest German tank.

They have been assigned M5 half-track transports to keep them moving forward with the column. Use them to secure an objective and to keep the enemy away.





## FIELD BATTERY (SP), ROYAL ARTILLERY

### PLATOON

HQ Troop with:

Two Gun Troops with a total of:  
8 Sexton 440 points

One Gun Troop with:  
4 Sexton 250 points  
2 Sexton 145 points

### OPTIONS

- Add Jeep and 15 cwt trucks for +5 points for the battery.
- Replace the HQ Troop jeep with a White scout car or a captured Sd Kfz 251/1 half-track for +5 points.
- Arm any or all Sexton self-propelled guns with a .50 cal AA MG for +5 points per gun.

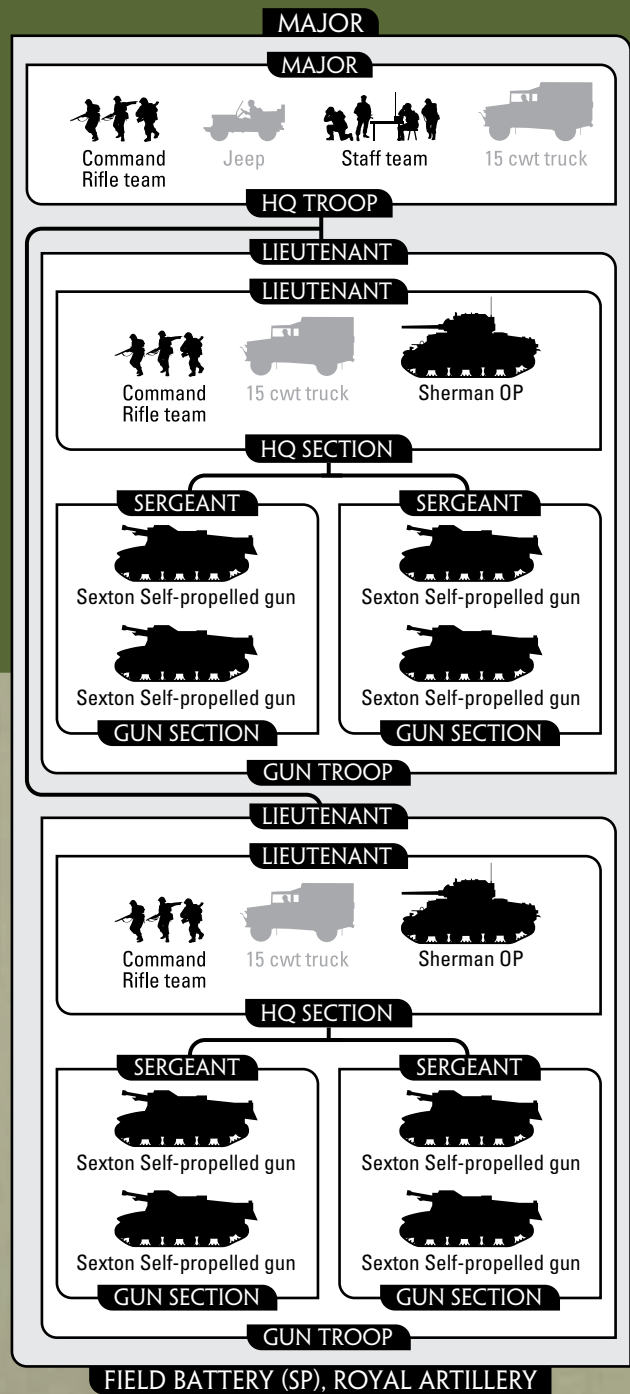
*Observer Sherman OP tanks cannot launch assaults.*

*Although a Field Battery (SP), Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).*

The 153<sup>rd</sup> Field Regiment, Royal Artillery is equipped with the mobile Sexton self-propelled gun. These, along with the rest of 30 Corps' artillery, will wreak a terrible bombardment on the enemy just before you jump off.

Self-propelled guns can keep up with the fast-paced tanks on the road and offer quick and immediate artillery support to your troops.

Ever resourceful, the 153<sup>rd</sup> Field Regiment acquired a captured Sd Kfz 251/1 half-track while in Belgium, armed it with a machine-gun and used it as a command vehicle.



# FIELD BATTERY, ROYAL ARTILLERY PLATOON

HQ Troop with:

Two Gun Troops with a total of:  
8 OQF 25 pdr 325 points

One Gun Troop with:  
4 OQF 25 pdr 185 points  
2 OQF 25 pdr 105 points

## OPTIONS

- Add Jeep and 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace HQ Troop jeep with a White scout car or an unarmed captured StuG for +5 points.
- Replace any or all Observer Rifle teams and their OP Carriers with Observer Sherman OP tanks for +10 points per tank.

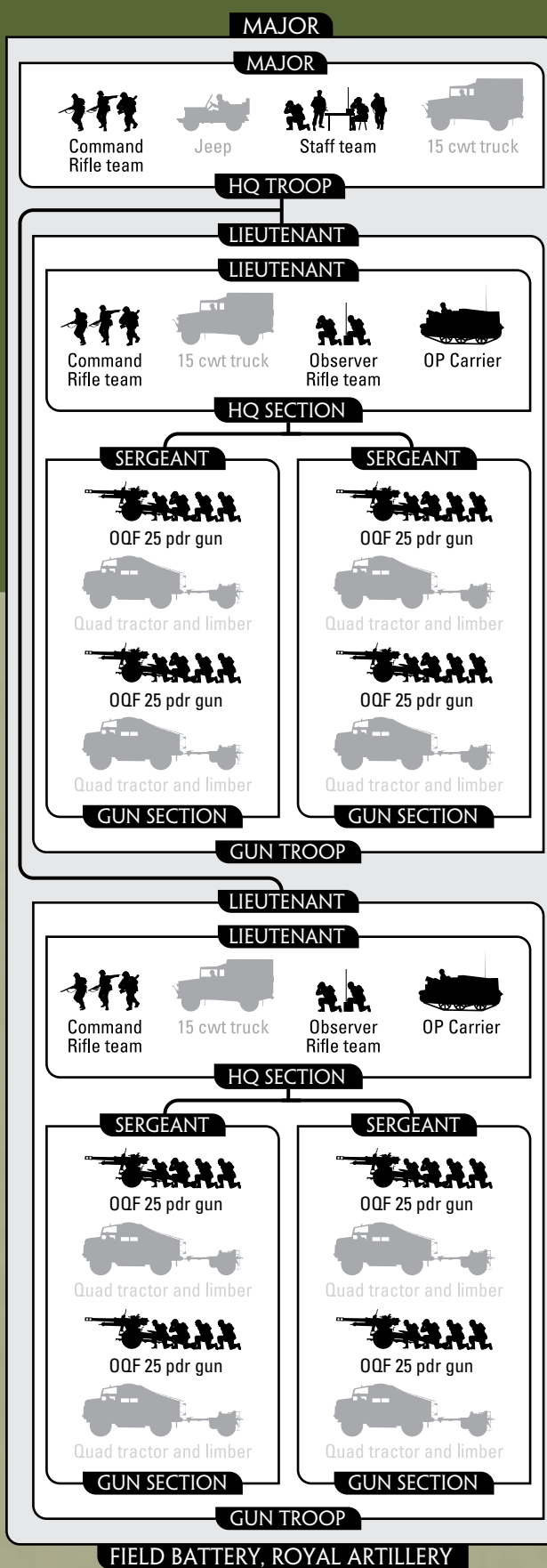
*Observer Sherman OP tanks cannot launch assaults.*

*Although a Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).*

The British Royal Artillery has massed a huge amount of artillery to kick off Operation Market Garden. At 1400 hours exactly, a massive bombardment of over 300 guns will sound the charge. The bombardment will shatter German guns and infantry, leaving the enemy troops utterly bewildered and vulnerable.

After the initial barrage, they will be on hand to support your advance. Call on them regularly to clear out enemy guns or to lay down smoke to cover your assault.

Usually paired with the lorried infantry regiments and 15<sup>th</sup>/19<sup>th</sup> Hussars, the towed 25 pounders of the 151<sup>st</sup> Ayrshire Yeomanry Field Regiment provide ample support for their comrades' assault on Antwerp and throughout the Low Countries.





# MEDIUM BATTERY, ROYAL ARTILLERY

## PLATOON

HQ Troop with:

Two Gun Troops with a total of:  
8 BL 5.5" 540 points

One Gun Troop with:  
4 BL 5.5" 310 points  
2 BL 5.5" 170 points

## OPTION

- Add Jeep and 15 cwt trucks and Matador tractors for +5 points per Gun Troop.

*You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery or Field Battery (SP), Royal Artillery with at least as many guns.*

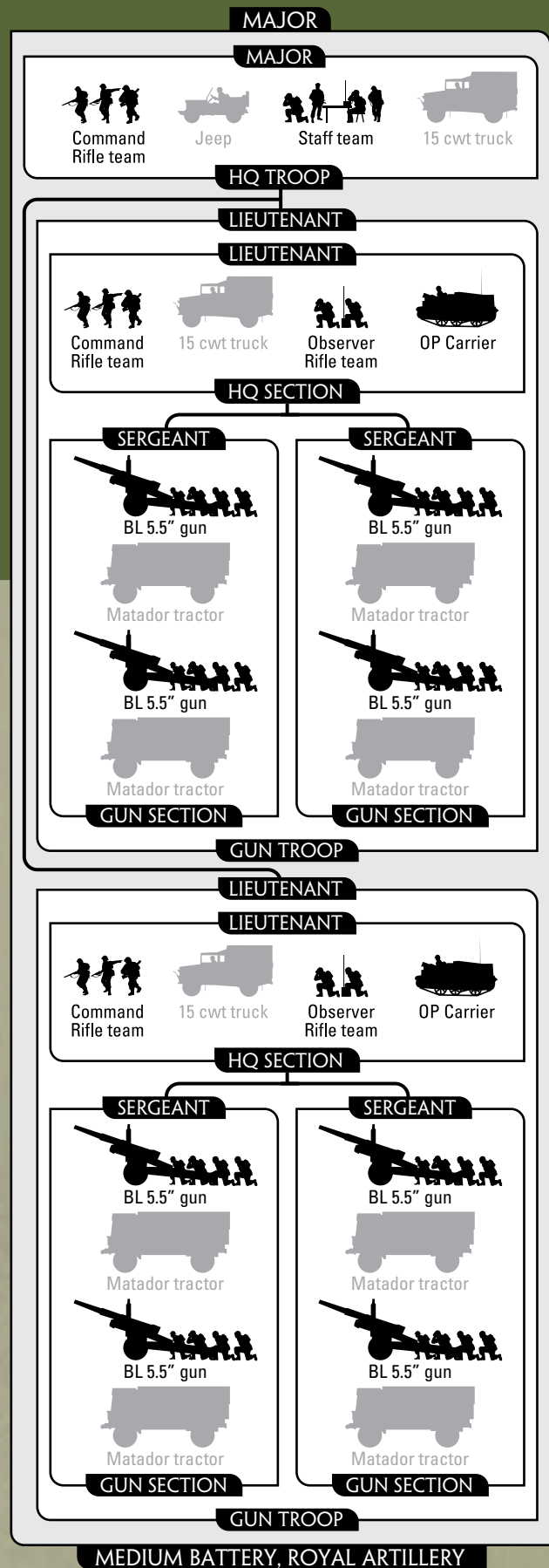
*Although a Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).*

The army has attached the 5.5" guns of the 84th Medium Regiment, Royal Artillery to the Guards Armoured Division for this operation. Their heavy guns will blast enemy strongpoints and help your troops breakthrough to the objective.

Though they are placed towards the end of the Guards march column, their incredible range of 9 miles (15 km) means they can make their presence known at the front of the advance within minutes.

When our own field guns can't quite provide enough punch, additional firepower can be called in from the Fourth Army Group, Royal Artillery.

These excellent guns fire heavy shells that can neutralise even the most stubborn of the enemy's defensive positions. As we're usually in the front of the advance we have the luxury of having lots of artillery support allocated to us, so don't forget to use it!



## LIGHT ANTI-AIRCRAFT PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

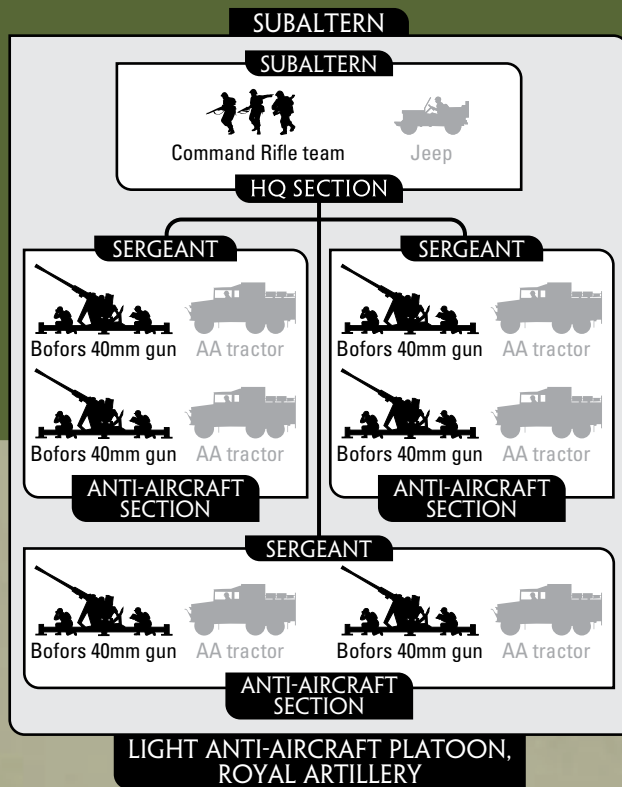
|               |            |
|---------------|------------|
| 6 Bofors 40mm | 175 points |
| 4 Bofors 40mm | 120 points |
| 2 Bofors 40mm | 60 points  |

### OPTION

- Add a Jeep and AA tractors to the platoon for +5 points per Anti-Aircraft section.

You never know when Jerry might strike your column with dive bombers so the 94<sup>th</sup> Light AA Regiment, Royal Artillery has been assigned to keep the skies clear during your attack.

The platoon is well armed with Bofors 40mm guns. Deploy them along with your support troops such as artillery to keep them safe and free to support the advance.

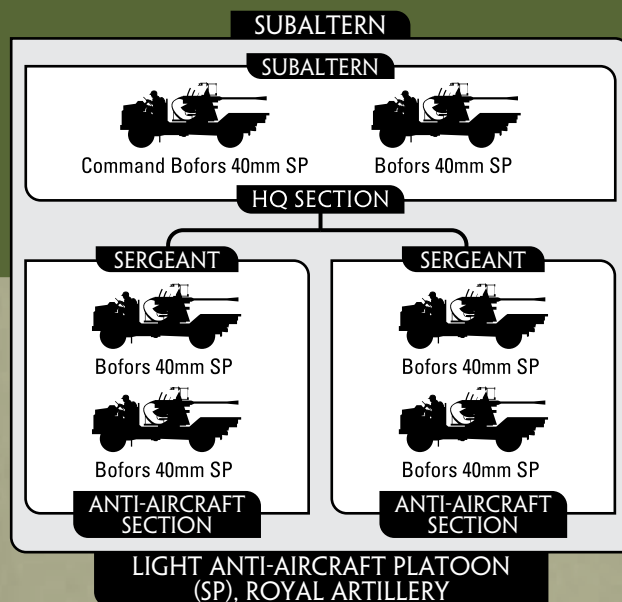


## LIGHT ANTI-AIRCRAFT PLATOON (SP), ROYAL ARTILLERY

### PLATOON

|                 |            |
|-----------------|------------|
| 6 Bofor 40mm SP | 250 points |
| 4 Bofor 40mm SP | 170 points |
| 2 Bofor 40mm SP | 85 points  |

Self-propelled Bofors 40mm guns can keep up with your tanks and still provide some anti-aircraft cover, should Jerry slip an air attack by the Royal Air Force.





## HEAVY ANTI-AIRCRAFT PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

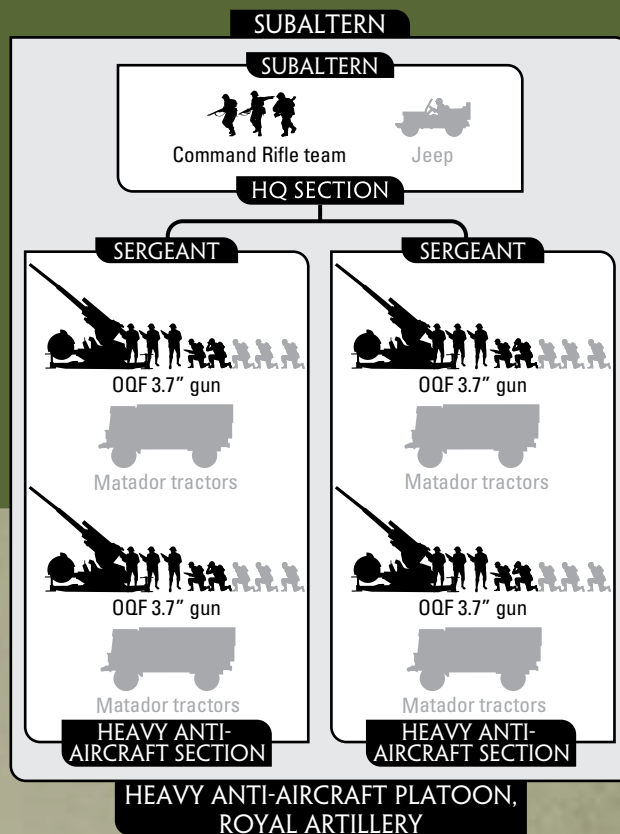
|            |            |
|------------|------------|
| 4 OQF 3.7" | 200 points |
| 2 OQF 3.7" | 100 points |

### OPTIONS

- Model OQF 3.7" guns with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Add Jeep and Matador tractors for +5 points for the platoon.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | <b>TRAINED</b> |
| FEARLESS         | VETERAN        |

*These heavy guns are able to protect your column with their excellent firepower, but they are not fully trained for shooting at ground targets and as such are rated **Confident Trained**.*



## AIR SUPPORT

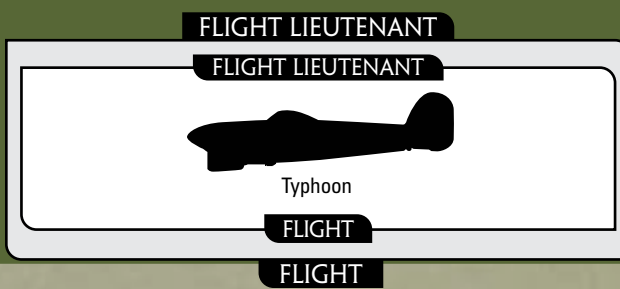
### PRIORITY AIR SUPPORT

|         |            |
|---------|------------|
| Typhoon | 220 points |
|---------|------------|

### LIMITED AIR SUPPORT

|         |            |
|---------|------------|
| Typhoon | 170 points |
|---------|------------|

Number 83 Group from the Royal Air Force has been assigned to support the advance to Arnhem.

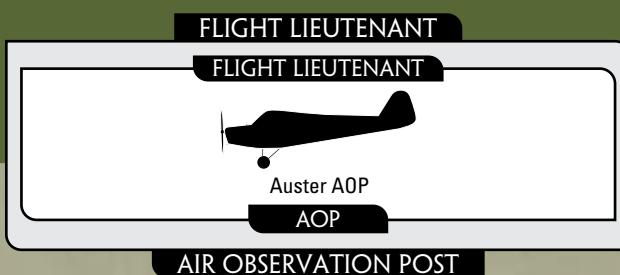


## AIR OBSERVATION POST

### AOP

|            |           |
|------------|-----------|
| Auster AOP | 25 points |
|------------|-----------|

The Royal Artillery has several Air Observation Posts that can fly high above the battlefield and spot difficult-to-see targets behind enemy lines.







*Canadian infantry and mine-flail tanks methodically reduce the formidable German defences in the Breskens Pocket.*

# THE SCHELDT







*Armoured Vehicles, Royal Engineers (AVsRE) assist Canadian troops in blasting a hole in the German lines.*





# First Canadian Army in the Scheldt Estuary

In September 1944 Allied planners predicted the complete collapse of German resistance in the West by December. After the stunning successes of the Normandy breakout, closing the Falaise Pocket, crossing of the Seine, and the liberation of Paris, the road to Berlin looked wide open. The Allies assumed that their momentum was unstoppable and that their supply lines (stretching from Normandy to Belgium) were sustainable. The perception that the remaining German defences were eggshell-thin led to Montgomery's single-thrust strategy of Operation Market Garden. However, in reality Market Garden had further lengthened the over-stretched Allied supply lines without bringing about victory.

## ANTWERP

Allied progress in Northwest Europe now hinged on opening the port of Antwerp to shorten supply lines and increase the flow of critical materials. The British captured Antwerp on 4 September and held the dockyards with heroic support from the Belgian resistance, but the sea approaches to the port ran for 30 miles (50km) along the West Scheldt estuary, with Walcheren Island and the Beveland Peninsula on the north side and the Dutch coastline on the south. Both banks had been heavily fortified by the Germans as part of the Atlantic Wall. So long as the Germans held the coast lines, no Allied ships could run that gauntlet without enduring a murderous fire from both shores.

## THE BRESKENS POCKET

Further west, the 1<sup>st</sup> Polish Armoured Division had punched through to the coast at Terneuzen, between Antwerp and Breskens. The survivors of the German 15<sup>th</sup> Army in the area were now trapped along the coastline west of Terneuzen, unable to reach the German lines beyond Antwerp. The Germans needed to buy time to evacuate by sea from the

small fishing port of Breskens across to Walcheren Island and safety. The First Canadian Army moved to collapse the Breskens Pocket and simultaneously attack north from Antwerp to cut off the German retreat from Walcheren.

The landscape of the Breskens Pocket, the coast of Holland north of Antwerp, the South Beveland Peninsula and Walcheren Island was unique in the Allied experience. Much of the land lay below sea level, in vast tracts reclaimed from the North Sea by the construction of dykes. The enclosed areas called polders, had generally been flooded, either by the Germans or the Allies, to limit mobility. Canals and rivers cut across the lines of advance.

The German 15<sup>th</sup> Army created Fortress Scheldt South around Breskens and Fortress Scheldt North on Walcheren Island. The troops around Breskens were threatened with family reprisals for any retreat or surrender, and they responded by holding their ground tenaciously. To crack these two fortresses, the First Canadian Army launched a series of operations. Operation Switchback was to clear the Breskens Pocket. Operation Vitality was to clear the land approaches to Walcheren Island from Antwerp and into Beveland. Operation Infatuate was a combined land and amphibious assault to take Walcheren itself.

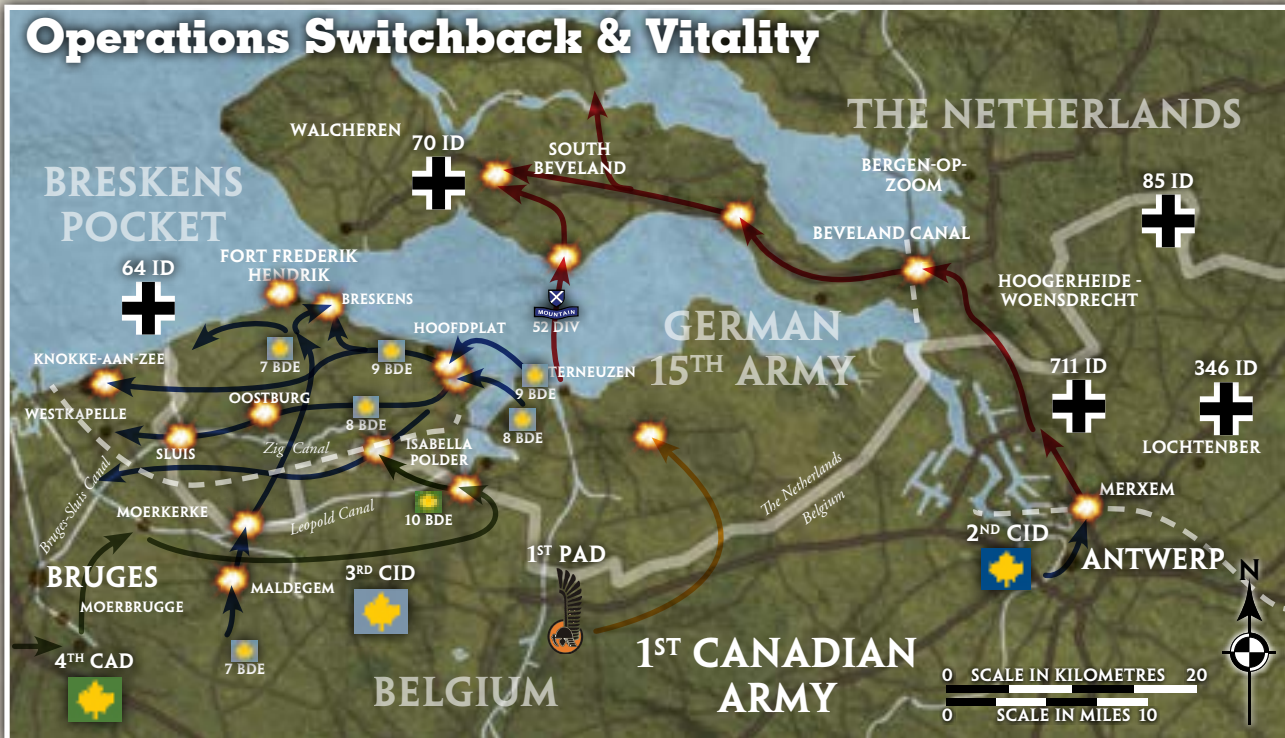
## OPERATION SWITCHBACK

The German *64. Infanteriedivision* held the Breskens Pocket against the Allies. The division had its back to the Scheldt Estuary, while its front line was the Leopold Canal. Apart from a narrow land bridge at the eastern end (Isabella Polder), the canal offered an unbroken defensive line. The Isabella Polder traced the line of the Dutch-Belgian frontier, and the Germans were able to take over the extensive fortifications there to secure the only land bridge into the Pocket.





# Operations Switchback & Vitality



## KEY

### OPERATION SWITCHBACK



3<sup>RD</sup> CANADIAN INFANTRY DIVISION



4<sup>TH</sup> CANADIAN ARMOURD DIVISION



1<sup>ST</sup> POLISH ARMOURD DIVISION

### OPERATION VITALITY



2<sup>ND</sup> CANADIAN INFANTRY DIVISION



52<sup>ND</sup> (LOWLAND) DIVISION

### GERMAN FORCES



GERMAN INFANTRY DIVISION







On 14 September 1944, the Algonquin Regiment of 10<sup>th</sup> Canadian Infantry Brigade (10CIB), 4<sup>th</sup> Canadian Armoured Division (4CAD), was assigned to assault across the Leopold Canal at Moerkerke, where it ran parallel to a second canal. The Algonquins were repulsed with heavy losses, and it became clear that the Canadians faced a major defensive line. The Canadians, worn out after the Normandy battles, did not have sufficient infantry strength for another attempt, so they waited for 3<sup>rd</sup> Canadian Infantry Division (3CID) to arrive. While 4CAD screened the length of the canal, 3CID was ready to attack by early October. However, the three-week delay gave plenty of time for the Germans to deepen their defences.

On 6 October, 7<sup>th</sup> Canadian Infantry Brigade (7CIB) of 3CID launched a surprise attack near Maldegem, following a shock flame bombardment of German positions immediately across the canal using the combined Wasp carriers of 3CID and 4CAD. Several days of bloody fighting ensued at the bridgehead.

## THE WATER RATS

On 9 October, 3CID expanded the battle by landing its 9<sup>th</sup> Canadian Infantry Brigade (9CIB) in an amphibious assault near Hoofdplat on the north-east shoulder of the Breskens Pocket. The troops were landed from Terneuzen using LVT-4 (Landing Vehicle Tracked) Water Buffalo armoured amphibious vehicles, earning the 3CID's nickname 'The Water Rats'. The 9CIB initially faced light opposition from German naval troops fighting as infantry, but these were soon supported by the much tougher troops of the 1<sup>st</sup> Fallschirmjäger Training Regiment. The attack stalled and the attempt by 10CIB to break through from the Isabella Polder was thrown back.

With both prongs of the attack faltering, 3CID's reserve brigade (8CIB) was committed to the Hoofdplat bridgehead on 12 October, attacking south towards the Isabella Polder. The following day, the Maldegem bridgehead was expanded and soon supplies and troops flowed in rapidly.

## REDUCING THE POCKET

By 14 October the German positions at both bridgeheads collapsed and their defences splintered into a series of hedgehog positions around villages and farms, the town of Breskens, and a Napoleonic-era coastal fort, Fort Frederik Hendrik.

On 18 October, the arrival of the British 52<sup>nd</sup> Lowland Division freed the 7CIB to join the rest of 3CID as it fought to clear the remainder of the pocket. Fighting farm by farm and village by village, the Canadians ground forward slowly until the Breskens Pocket was finally cleared on 1 November.

## OPERATION VITALITY

With the Breskens Pocket destroyed, the Canadians shifted their attention to Antwerp, launching Operation Vitality to cut off the German 15<sup>th</sup> Army's line of retreat from Walcheren Island. By mid-September, the 2<sup>nd</sup> Canadian Infantry Division was deployed in Antwerp and along a broad front facing the Turnhout Canal. The German defences were strongest in front of Antwerp, so the 6<sup>th</sup> Canadian Infantry Brigade (6CIB) tried to storm across the canal further east near Lochtenberg on 24 September. However, forced to leave their heavy weapons on the opposite bank of the canal, the Canadians were thrown back with the appearance of a squadron of captured Renault tanks. Fortunately, the next day the British 49<sup>th</sup> Division breached the canal line at Rijkvorsel, allowing the 5<sup>th</sup> Canadian Infantry Brigade (5CIB) to exploit through and turn the canal line.

The remainder of 2CID attacked north out of the city to seize first the suburbs and then push towards Woensdrecht, near the neck of the Beveland Peninsula. There, a rail and road embankment marked the only route out of Walcheren. The Germans had flooded the low ground on their own right flank, and their left flank was wooded and dotted with fortified villages.

On 6 October, the Canadians launched their attack with artillery support and armour from the Fort Garry Horse, taking Hoogerheide. The fighting which followed was some



of the bloodiest they experienced. A confused battle ensued over the next week as attacks were immediately followed by counterattacks.


By 10 October, the 6<sup>th</sup> Fallschirmjäger Regiment was dug in along the canal and the Canadians could not break through. A frontal attack across the polder towards the embankment led to the near-annihilation of the Black Watch of Canada on 13 October. A courageous attack by the Royal Hamilton Light Infantry finally secured Woensdrecht on 16 October. Then a massed counterattack by the *Fallschirmjäger*, backed by assault guns, was only broken up using a 'Victor Target' bombardment from all 312 guns in range. With the Germans

suffering terrible attrition, 6CIB was finally able to cut off the Beveland Peninsula by 23 October.

On 24 October, 4CIB began a frontal assault along the peninsula. Their advance was aided when the 156<sup>th</sup> and 157<sup>th</sup> Brigades of the British 52<sup>nd</sup> (Lowland) Division landed the next day in Buffaloes behind the Germans, leading to a rapid German retreat to the Beveland Canal by 27 October. A concerted push by 6CIB drove the Germans back before they could dig in effectively, and with the British and Canadians linking up, 4CIB was able to secure the eastern end of the Walcheren Causeway by 30 October.

## CANADIAN SPECIAL RULES

*The Canadians are the best troops Montgomery has, and they're American!*  
—Major-General George S. Patton

Canadian Companies and Platoons (marked ) follow all the British special rules on pages 246 to 248 of the main rulebook except British Bulldog and have the following additional special rules.

### WOODSMEN

Although Canada has been settled for centuries, it was not until the Nineteenth Century that its population underwent significant growth and it remains a largely rural country. Canadian soldiers are typically a little more independent (and unruly) than British soldiers.

*Canadian Platoons use the German Mission Tactics special rule (see page 242 of the rulebook).*

### ASSAULT TROOPS

The Canadians have maintained their enviable reputation as aggressive assault troops, unwilling to be stopped by enemy fire, no matter how heavy.

*Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.*

### DUCKBILLS


Duckbill track extensions gave the Sherman and its variants better mobility in the mud of Scheldt and flooded fields of Holland.

*At the start of the game a player may elect to fit all of their tanks from the following list with Duckbills:*

- Sherman (all variants)
- Firefly VC
- M10 3" (SP)
- M10C 17pdr SP
- Sexton Self-propelled gun
- Ram Kangaroo APC

*This gives them Wide Tracks (see page 61 of the rulebook) but makes their mobility rating Slow Tank.*

## SCOTS SPECIAL RULES

52<sup>nd</sup> (Lowland) Division Companies and Platoons (marked ) follow all the British special rules on pages 246 to 248 of the main rulebook and in addition and have the following additional special rules.

### MOUNTAIN DIVISION

The 52<sup>nd</sup> (Lowland) Division has been specially trained for mountain warfare with the plan to use them for an invasion of Norway, but plans change and they find themselves fighting in the lowest area of Europe: Belgium and Holland.

*All 52<sup>nd</sup> (Lowland) Division Infantry and Man-packed Gun teams are Mountaineers (see page 61 of the rulebook).*

### BAGPIPES

Bagpipers have piped the Scots regiments into battle for centuries. The tales of pipers walking through a hail of fire, pipes wailing, abound. Even the death of the officer they are accompanying will not stop them.

*Scots Rifle Companies (and Airlanding Companies) may have a Bagpiper 2iC Command team. Instead of requiring a 4+ to destroy the Bagpiper 2iC Command team (using the Warrior Infantry Team Casualties rule on page 106 of the rulebook) the enemy player needs to roll a 5+ to destroy the team.*

*Any hits on the Bagpiper 2iC Command team do not count towards Pinning Down the platoon it has joined.*

# Canadian Armoured Squadron

(TANK COMPANY)

HEADQUARTERS


## HEADQUARTERS



Canadian Armoured Squadron HQ

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You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support Platoons of a Canadian Armoured Recce Squadron must come from a Canadian division (marked ).

COMBAT PLATOONS

## ARMOUR



Canadian Armoured Platoon

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## ARMOUR



Canadian Armoured Platoon

149

## ARMOUR



Canadian Armoured Platoon

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## ARMOUR



Canadian Armoured Platoon

149

WEAPONS PLATOONS

## RECONNAISSANCE



Canadian Recce Patrol

150

BRIGADE SUPPORT PLATOONS

## RECONNAISSANCE



Canadian Scout Platoon

158

## INFANTRY



Canadian Motor Platoon

157

Rifle Platoon

165

## INFANTRY



Canadian Motor Platoon

157

Rifle Platoon

165

SUPPORT PLATOONS

## ARMOUR



Anti-tank Platoon (SP), RCA

180

## RECONNAISSANCE



Canadian Armoured Car Platoon

161

## ARTILLERY OR ANTI-AIRCRAFT



Rocket Battery, RCA

181

Light Anti-aircraft Platoon, RCA

185

Light Anti-aircraft Platoon (SP), RCA

185

## ARTILLERY



Field Battery (SP), RCA

182

## ARTILLERY



Field Battery (SP), RCA

182

Field Battery, RCA

183

Medium Battery, RCA

184

Rocket Battery, RCA

181

## AIRCRAFT



Air Support

141

## AOP



Air Observation Post

141





## MOTIVATION AND SKILL

The Armoured Regiments of II Canadian Corps have seen a lot of action since landing in Normandy. Some of the brigades were hit hard with high casualties, but this has only made them stronger on the battlefield as they incorporate the lessons they've recently learned.

A Canadian Armoured Squadron is **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 4<sup>TH</sup> CANADIAN ARMOURD DIVISION

## HEADQUARTERS

### CANADIAN ARMOURD SQUADRON HQ

#### HEADQUARTERS



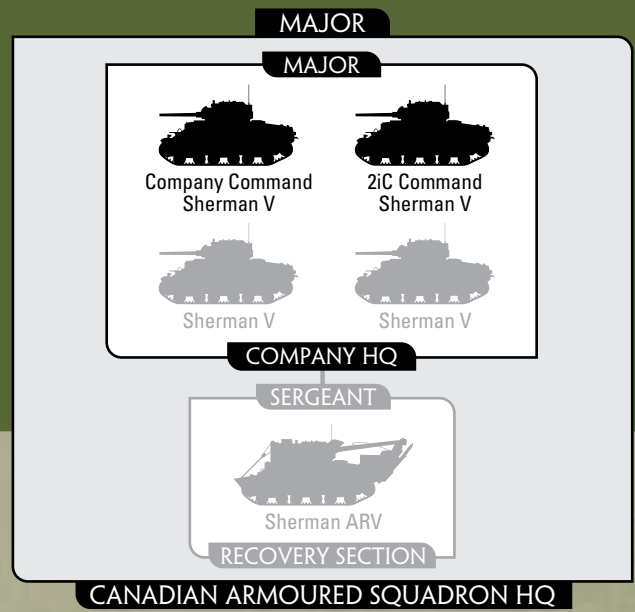
2 Sherman V

170 points

#### OPTIONS

- Add up to two additional Sherman V tanks for +80 points per tank.
- Add a Sherman ARV recovery vehicle for +10 points.
- Arm any or all Sherman V tanks with a .50 cal AA MG for +5 points per tank.

Hard lessons were learned during operations in Normandy when entire companies of tanks were lost to German anti-tank guns and armour. Now is the time to apply those lessons. The Sherman tank provides a reliable and sturdy workhorse to get the job done.



## COMBAT PLATOONS

### CANADIAN ARMOURD PLATOON

#### PLATOON



2 Sherman V and 2 Firefly VC

435 points

3 Sherman V and 1 Firefly VC

385 points

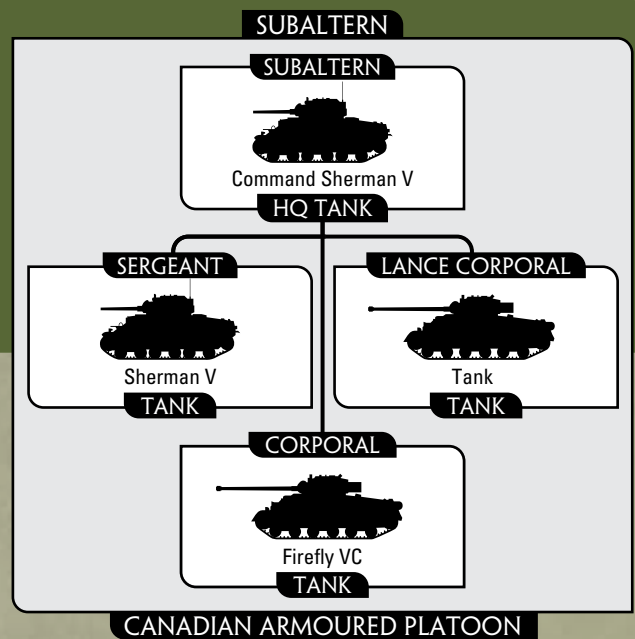
2 Sherman V and 1 Firefly VC

305 points

#### OPTION

- Arm any or all Sherman or Firefly tanks with a .50 cal AA MG for +5 points per tank.

Canadian armoured crews have been taking it on the chin to this point in the war, but now the Germans are withdrawing towards the Rhine. Your tanks have good guns and speed to keep the pressure on, but Jerry isn't out of the fight yet. Working together as a team the platoon is well-equipped to carry out its missions.





## WEAPONS PLATOONS

### CANADIAN RECCE PATROL

#### PLATOON



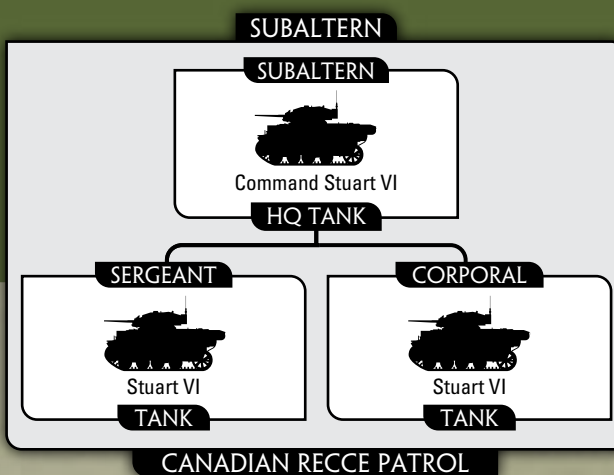
3 Stuart VI

160 points

#### OPTION

- Arm any or all Stuart VI tanks with an AA MG for +5 points per tank.

The Stuart tanks of the Recce Platoon ensure there are no surprises as the squadron advances on the German positions. Finding hidden anti-tank guns and protecting the flanks of advancing Canadian units are important jobs that take a certain kind of individual to do well. These fellows have an independent spirit and the cool heads to get things done.



CANADIAN RECCE PATROL

*A Canadian Recce Patrol is a Reconnaissance Platoon.*





# North from Woensdrecht

With 2CID seizing Woensdrecht and then turning west along the causeway, their eastern flank was unsecured. 4CAD attacked forward to guard the flank and punch northwards, keeping the Germans on the run. The division began moving out on 20 October, toward the Wouwsche Plantage area, a large forestry plantation crossed by a few narrow roads. At the northwest corner of the plantation was the city of Bergen-op-Zoom, the key to another river line; to the east of the plantation was Essen, an important crossroads.

The Governor General's Foot Guards of 4<sup>th</sup> Canadian Armoured Brigade (4CAB) were ambushed on 21 October while moving along a road in Wouwsche Plantage. Suddenly the Canadians found the roads were heavily mined and choked by roadblocks and anti-tank emplacements. German infantry and paratrooper tank-hunter teams hit the column after its lead elements had passed, and then faded away again when the Canadian infantry came forward in support. It was hell for the poor Canadian tankers as they made very slow progress.

On 22 October, 10CIB made a night march to reach Essen undetected, and launched a successful dawn attack. The Germans quickly responded, counterattacking with elements of 85. *Infanteriedivision* backed by a battalion of assault guns and tank hunters. In a sharp action, the Governor General's Foot Guards and Lake Superior Regiment drove off the German attack.

From 24-26 October, 4CAB and 10CIB fought closely together to drive through the plantation to approach and then seize the village of Wouwsche Plantage. The fighting was bitter, and the main road to the village was nicknamed 'Hulk Alley' for the burning wrecks of tanks and armoured cars along its length. Finally, using support from flail, AVRE, and Crocodile tanks of 79<sup>th</sup> Armoured Division, 4CAD captured the village.

Soon after, the South Alberta Regiment (SAR) discovered a clear road to Bergen-op-Zoom. On 27 October, the SARs and Argyll and Sutherland Highlanders of Canada, guided by the Dutch resistance, reached the city centre. Finding the German 6<sup>th</sup> Fallschirmjäger Regiment in rearguard positions across the Zoom River, 10CIB with fire support from the South Albertas launched an assault crossing on 28 October, taking heavy casualties but eventually driving the Germans back behind the Maas River. With this, the eastern flank of II Canadian Corps was secure, but the Allied ability to push further north into Holland was effectively at an end until spring. For the Dutch, this meant another winter of occupation, known as the Hunger Winter for its widespread famine.



# Canadian Armoured Recce Squadron

(TANK COMPANY)

HEADQUARTERS


## HEADQUARTERS



Canadian Armoured Recce Squadron HQ

153

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Weapons and Support Platoons of a Canadian Armoured Recce Squadron must come from a Canadian division (marked ).

COMBAT PLATOONS

## ARMOUR



Canadian Armoured Recce Platoon

154

## ARMOUR



Canadian Armoured Recce Platoon

154

## ARMOUR



Canadian Armoured Recce Platoon

154

WEAPONS PLATOONS

## RECONNAISSANCE



SAR Recce Platoon

154

## INFANTRY



Rifle Platoon

165

## INFANTRY



Rifle Platoon

165

## SUPPORT PLATOONS

### ARMOUR



Anti-tank Platoon (SP), RCA

180

Anti-tank Platoon, RCA

180

### ARTILLERY



Field Battery, RCA

183

Field Battery (SP), RCA

182

### ARTILLERY



Field Battery, RCA

183

Field Battery (SP), RCA

182

Medium Battery, RCA

184

Rocket Battery, RCA

181

### ARTILLERY OR ANTI-AIRCRAFT



Rocket Battery, RCA

181

Light Anti-aircraft Platoon, RCA

185

Light Anti-aircraft Platoon (SP), RCA

185

### AIRCRAFT



Air Support

141

### AOP



Air Observation Post

141

## RECONNAISSANCE MEN

Unlike other armoured recce regiments, the South Alberta Regiment fully embraced its recce training, making excellent use of terrain to conceal their movement and positions.

*Tank teams from the Canadian Armoured Recce Squadron HQ and Canadian Armoured Recce Platoons use the Cautious Movement and Eyes and Ears rules found on pages 193 and 195 of the rulebook as though they were Recce teams.*



## MOTIVATION AND SKILL

The South Alberta Regiment enjoyed great success and received much attention for their role in the Normandy battles. The regiment now leads the Canadian Corps north into Belgium and Holland. Continuing their expert role as close infantry support, they continue to fight side-by-side with 10 CIB in the bitter drive north from Antwerp and on to the Maas.

A Canadian Armoured Recce Squadron is **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 4<sup>TH</sup> CANADIAN ARMOURD DIVISION

## HEADQUARTERS

### CANADIAN ARMOURD RECCE SQUADRON HQ

#### HEADQUARTERS



2 Sherman V

180 points

#### OPTIONS

- Add an additional Sherman V tank for +85 points.
- Add Sherman ARV recovery vehicle for +10 points.
- Arm either or both Company Command or 2iC Command Sherman V tanks with a .50 cal AA MG for +5 points per tank.

The SAR company commanders have proven themselves with great success in Normandy. The leadership they provide will continue to be crucial as the tanks and infantry of 4CAD pursue the Germans into the changing battlefields of the Low Countries.

**MAJOR**

**MAJOR**

Company Command Sherman V      2iC Command Sherman V      Sherman V

**COMPANY HQ**

**SERGEANT**

Sherman ARV

**RECOVERY SECTION**

**CANADIAN ARMOURD RECCE SQUADRON HQ**



## COMBAT PLATOONS

### CANADIAN ARMoured RECCE PLATOON

#### PLATOON



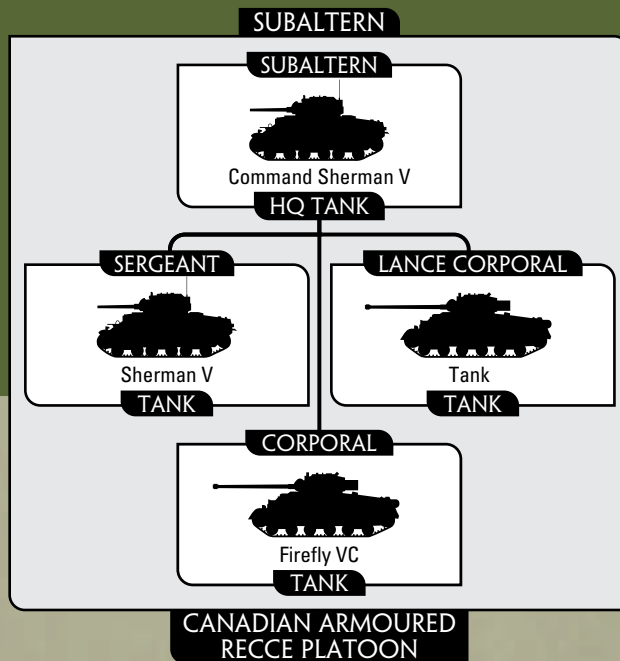
|                              |            |
|------------------------------|------------|
| 2 Sherman V and 2 Firefly VC | 455 points |
| 3 Sherman V and 1 Firefly VC | 405 points |
| 2 Sherman V and 1 Firefly VC | 320 points |

#### OPTION

- Arm any or all Sherman or Firefly tanks with a .50 cal AA MG for +5 points per tank.

The SAR armoured recce platoons have begun to receive Firefly tanks to replace the third and fourth Sherman V tanks in each platoon.

The close working relationship the platoon enjoys with their fellow Canadians in 10 Infantry Brigade continues to show in their many successes on the battlefield.



## WEAPONS PLATOONS

### SAR RECCE PLATOON

#### PLATOON



|             |            |
|-------------|------------|
| 4 Stuart VI | 220 points |
| 2 Stuart VI | 110 points |

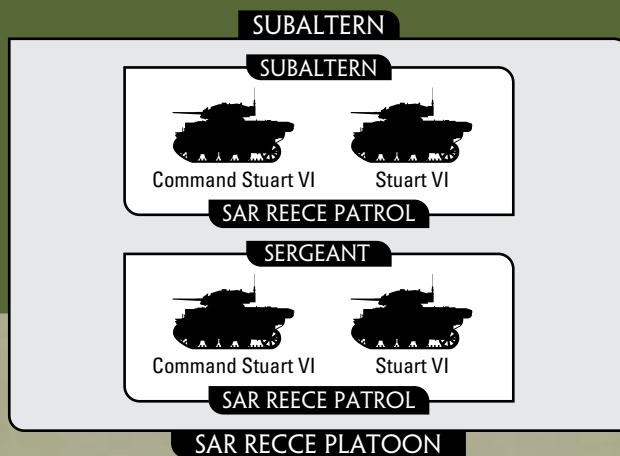
#### OPTION

- Arm any or all Stuart VI tanks with an AA MG for +5 points per tank.

*SAR Recce Patrols are Reconnaissance Platoons*

*SAR Recce Patrols operate as separate platoons, each with their own command team.*

The Stuart tanks of the Recce Troop led the regiment into Belgium and Holland. On the afternoon of 18 September a recce patrol led by Sergeant Albert Halkyard captured a German 315mm railway gun just across the Belgium-Holland border. After chasing off the gun's crew the tank



crews stopped to fix lunch, but an artillery attack brought an abrupt end to the meal. It was, however, fortuitous that they were out of their tanks eating since one of the shells landed directly in a Stuart through an open hatch.



## MAJOR DAVID V. CURRIE, VC

Born in Sutherland, Saskatchewan in 1912, David Vivian Currie joined the militia in 1939 before enlisting in the regular army in 1940. From the rank of lieutenant, Currie was promoted to captain in 1941 and to major in 1944. He served as the Commanding Officer of the C Squadron, 29th Armoured Reconnaissance Regiment (South Alberta Regiment).

It was during his command of a combined force of South Alberta Regiment tanks and the Argyll and Sutherland Highlanders of Canada Regiment at Saint Lambert-sur-Dives in Normandy, France that he was awarded the Victoria Cross. Major Currie was the only member of the Royal Canadian Armoured Corps to receive the Victoria Cross during the war. The citation for this award speaks clearest for the man and his actions under fire.

### CITATION

*"In Normandy on the 18<sup>th</sup> of August 1944, Major Currie was in command of a small mixed force of Canadian tanks, self-propelled anti-tank guns and infantry which was ordered to cut one of the main escape routes from the Falaise pocket.*

*...Throughout three days and nights of fierce fighting, Major Currie's gallant conduct and contempt for danger set a magnificent example to all ranks of the force under his command.*

*On one occasion he personally directed the fire of his command tank on to a Tiger tank which had been harassing his position and succeeded in knocking it out. During another attack, while the guns of his command tank were taking on other targets at longer ranges, he used a rifle from the turret to deal with individual snipers who had infiltrated to within 50 yards of his headquarters. The only time reinforcements were able to get through to his force, he himself led the 40 men forward to their positions and explained the importance of their task as part of the defence. When, during the next attack, these new reinforcements withdrew under the intense fire brought down by the enemy, he personally collected them and led them forward into position again, where, inspired by his leadership,*



*they held for the remainder of the battle...*

*...There can be no doubt that the success of the attack on and stand against the enemy at St. Lambert-sur-Dives can largely be attributed to this officer's coolness, inspired leadership and skillful use of the limited weapons at his disposal.*

*The courage and devotion to duty shown by Major Currie during a prolonged period of heavy fighting were outstanding and had a far-reaching effect on the successful outcome of the battle."*

### POST WAR

Currie retired from the military with the rank of Lieutenant Colonel. He later served as the Sergeant-at-Arms in the Canadian House of Commons.

## CHARACTERISTICS

Major Currie is a Independent Warrior mounted in a Sherman V tank, and is a Company Command team rated as **Fearless Veteran**. Major Currie replaces a Canadian Armoured Recce Squadron (page 152) Company Command Sherman V for +35 points. Like the rest of the South Albertas, Currie's Sherman V uses the Reconnaissance Men special rule on page 152.

### CALM UNDER PRESSURE

With little choice but to hold the position he was defending, Currie went about the task with great calm and leadership. He was an inspiration to his men, and they did all that they could to hold against incredible odds.

*Currie may re-roll failed Company Morale Checks.*

### THERE FOR HIS MEN

Currie made a point of regularly checking on his men – whether they were his own tank company or another company that his tanks were working with. On several occasions he dismounted from his tank to lead his men under fire.

*Once per turn, a Canadian platoon that Currie has not joined that is within Command Distance and Line Of Sight of Currie may re-roll one failed Motivation Test. This is in addition to any Company Command team Motivation Test re-rolls he may make for platoons he has joined.*

# Canadian Motor Company

(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Canadian Motor Company HQ

157

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support Platoons of a Canadian Armoured Recce Squadron must come from a Canadian division (marked ).

COMBAT PLATOONS

## INFANTRY



Canadian Motor Platoon

157

## INFANTRY



Canadian Motor Platoon

157

## INFANTRY



Canadian Motor Platoon

157

## RECONNAISSANCE



Canadian Scout Platoon

158

WEAPONS PLATOONS

## MACHINE-GUNS



Canadian Motor Machine-gun Platoon

159

## ANTI-TANK



Canadian Motor Anti-tank Platoon

159

## ANTI-TANK



Canadian Motor Anti-tank Platoon

159

## SUPPORT PLATOONS

### ARMOUR



Canadian Armoured Platoon

149

Anti-tank Platoon (SP), RCA

180

Crocodile Tank Platoon

186

### ARMOUR



Anti-tank Platoon (SP), RCA

180

Canadian Armoured Platoon

149

### ARMOUR



Breaching Group

186

### INFANTRY



Rifle Platoon

165

### ARTILLERY



Field Battery (SP), RCA

182

### ARTILLERY



Field Battery (SP), RCA

182

Field Battery, RCA

183

Medium Battery, RCA

184

Rocket Battery, RCA

181

### ARTILLERY OR ANTI-AIRCRAFT



Rocket Battery, RCA

181

Light Anti-aircraft Platoon, RCA

185

Light Anti-aircraft Platoon (SP), RCA

185

### AIRCRAFT



Air Support

141

### AOP



Air Observation Post

141





## MOTIVATION AND SKILL

The lessons of tank-infantry cooperation have been learned and reinforced on the battlefields of Normandy at great cost. Together with the tanks of 4 Armoured Brigade the lads of the Lake Superior Regiment are taking the fight to Jerry.

A Canadian Motor Squadron is **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 4<sup>TH</sup> CANADIAN ARMoured DIVISION

## HEADQUARTERS

### CANADIAN MOTOR COMPANY HQ HEADQUARTERS

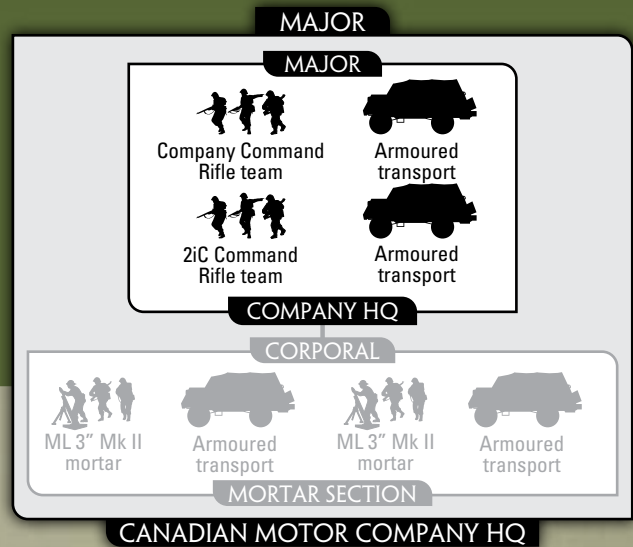


Company HQ 45 points

#### OPTIONS

- Add a Mortar Section for +40 points.
- Replace each C15TA armoured trucks with a Ram Kangaroo APCs for +15 points per APC.
- Add a .50 cal MG to any or all Ram Kangaroo APCs for +5 points per APC.

Mutual support between the armoured squadrons and motor rifle companies has been the order of the day—until you arrive in Belgium and Holland. The poor terrain restricts vehicle movement, so now the motor company must take the lead against the Germans as winter approaches.



## COMBAT PLATOONS

### CANADIAN MOTOR PLATOON

#### PLATOON

HQ Section with:



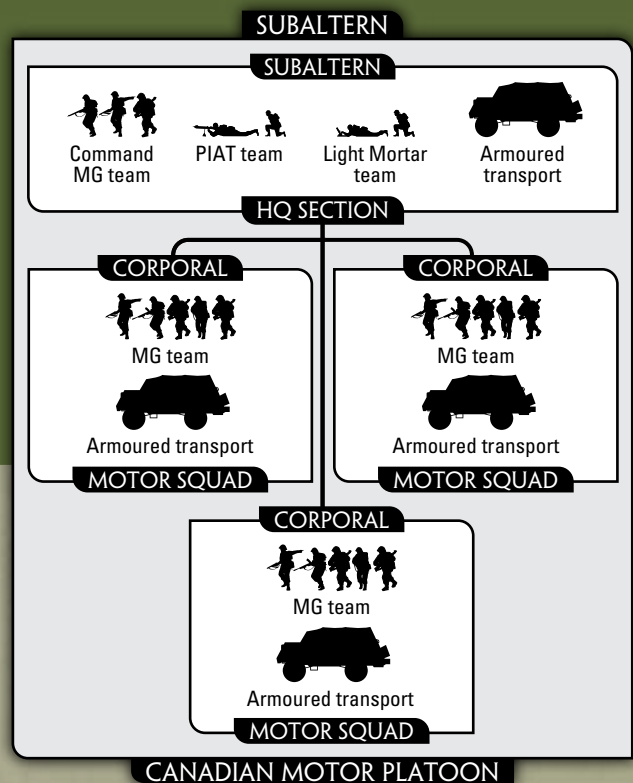
3 Motor Squads 150 points  
2 Motor Squads 125 points

#### OPTIONS

- Replace all C15TA armoured trucks with one Ram Kangaroo APC per Motor Squad for +15 points per Motor Squad.
- Add a .50 cal MG to any or all Ram Kangaroo APCs for +5 points per APC.

It is tough to be a motor rifleman in Belgium and Holland with reduced mobility in the mud and terrain. Fortunately the new C15TA armoured trucks and Ram Kangaroo armoured personnel carriers have arrived to help protect the crews from small-arms fire.

Coordinate your attack with maximum support to quickly force the Germans from their defensive positions. A protracted battle will only extend your time stuck in the mud and water.





## CANADIAN SCOUT PLATOON

### PLATOON



|                 |            |
|-----------------|------------|
| 3 Scout Patrols | 290 points |
| 2 Scout Patrols | 195 points |
| 1 Scout Patrol  | 100 points |

### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Scout Patrol at no cost.
- Replace all the Universal Carriers in up to two Carrier Patrols with Wasp PPP Carriers for +25 points per Patrol.
- Replace all the Universal Carriers in up to one Carrier Patrol with PIAT Battery Carriers at no cost.

*Scout Patrols equipped with Universal Carriers are Reconnaissance Platoons.*

*Scout Patrols equipped with Wasp Carriers are not Reconnaissance Platoons and may not launch assaults, nor may they Counterattack if assaulted.*

*Scout Patrols operate as separate platoons, each with their own command team.*

### CAPTAIN

#### CAPTAIN



### SCOUT PATROL

### SERGEANT



### SCOUT PATROL

### SERGEANT



### SCOUT PATROL

### CANADIAN SCOUT PLATOON

## PIAT BATTERY

PIAT launchers are not rocket propelled, so when fired they do not leave an exhaust trail behind the projectile.

*Although PIAT Battery Carriers are rated as Rocket Launchers (see page 138 of the rulebook), they do not use the Fire in the Sky rule.*

*A Carrier Patrol with PIAT Battery Carriers may roll a Skill Test after firing. If it passes, the platoon may move up to 4"/10cm away from all enemy teams that it shot at.*



## WEAPONS PLATOONS

### CANADIAN MOTOR MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:

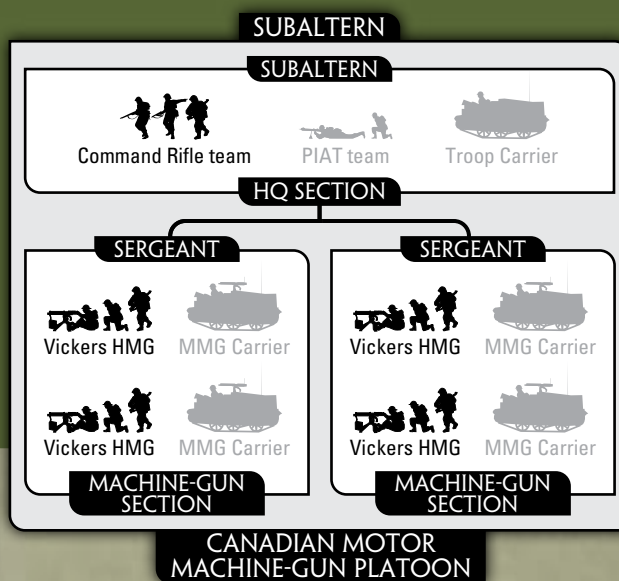


|                        |            |
|------------------------|------------|
| 2 Machine-gun Sections | 155 points |
| 1 Machine-gun Section  | 85 points  |

#### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carrier and MMG Carriers to the platoon for +15 points per Machine-gun Section.

*Vickers HMG teams from Motor Companies are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.*



### CANADIAN MOTOR ANTI-TANK PLATOON

#### PLATOON

HQ Section with:



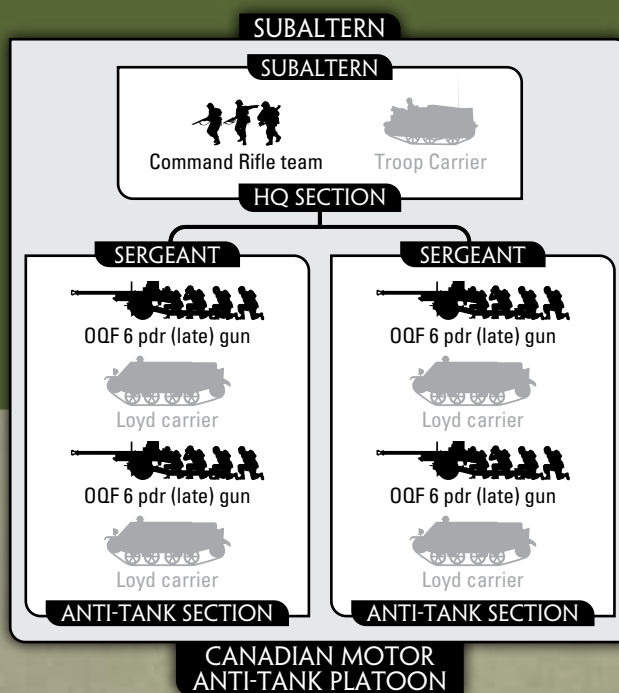
|                   |            |
|-------------------|------------|
| 4 OQF 6pdr (late) | 150 points |
| 2 OQF 6pdr (late) | 85 points  |

#### OPTION

- Add Troop Carrier and Loyd Carriers to the platoon for +5 points for the platoon.

The anti-tank gunners have tracked Loyd carriers to tow the guns into battle, giving the guns a cracking pace cross-country and reasonable protection for the crews.

On defence, dig the 6 pdr anti-tank guns in behind terrain so the enemy can't shoot them directly and they are protected from observation. Wait for the enemy to enter your kill zone where you can get point-blank range flank shots into the advancing panzers.



# Canadian Armoured Car Squadron

(MECHANISED COMPANY)

HEADQUARTERS


HEADQUARTERS



Canadian Armoured Car Squadron HQ

161

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support Platoons of a Canadian Armoured Car Squadron must come from a Canadian division (marked ).

COMBAT PLATOONS

RECONNAISSANCE



Canadian Armoured Car Platoon

161

RECONNAISSANCE



Canadian Armoured Car Platoon

161

RECONNAISSANCE



Canadian Armoured Car Platoon

161

RECONNAISSANCE



Canadian Armoured Car Platoon

161

RECONNAISSANCE



Canadian Armoured Car Platoon

161

Canadian Heavy Armoured Car Platoon

162

INFANTRY



Canadian Armoured Car Support Platoon

162

SUPPORT PLATOONS

ARMOUR



Canadian Armoured Platoon

149

ARMOUR



Anti-tank Platoon (SP), Royal Canadian Artillery

180

INFANTRY



Canadian Motor Platoon

157

ARTILLERY



Field Battery (SP), RCA

182

Field Battery, RCA

183

Rocket Battery, RCA

181

ARTILLERY OR ANTI-AIRCRAFT



Rocket Battery, RCA

181

Light Anti-aircraft Platoon, RCA

185

Light Anti-aircraft Platoon (SP), RCA

185

AIRCRAFT



Air Support

141

AOP



Air Observation Post

141



## MOTIVATION AND SKILL

The Canadian 18<sup>th</sup> Armoured Car Regiment (12<sup>th</sup> Manitoba Dragoons) finally has the chance it has been training for, to test itself against the Germans in combat.

A Canadian Armoured Car Squadron is **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 12<sup>TH</sup> MANITOBA DRAGOONS

## HEADQUARTERS

### CANADIAN ARMoured CAR SQUADRON HQ

#### HEADQUARTERS



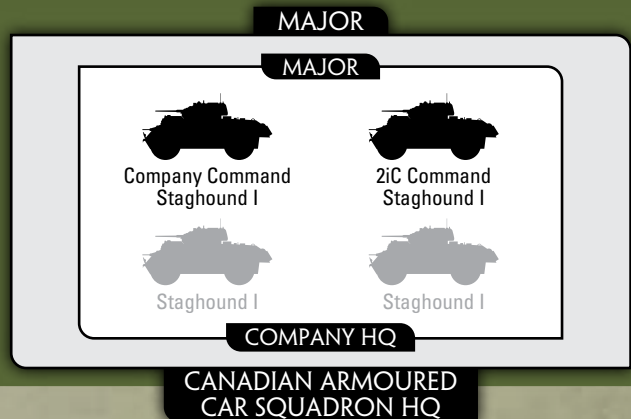
2 Staghound I

100 points

#### OPTIONS

- Add up to two Staghound I armoured cars for +45 points per armoured car.
- Arm any or all Staghound I armoured cars with an AA MG for +5 points per armoured car.

The 12<sup>th</sup> Manitoba Dragoons provided Armour Car support for the II Canadian Corps. They never received Staghound anti-aircraft armoured cars and instead got some Staghound III heavy armoured cars in April 1945.



*Staghound I vehicles of a Canadian Armoured Car Squadron HQ are Recce Teams.*

## COMBAT PLATOONS

### CANADIAN ARMoured CAR PLATOON

#### PLATOON



2 Staghound I and 1 Daimler Dingo

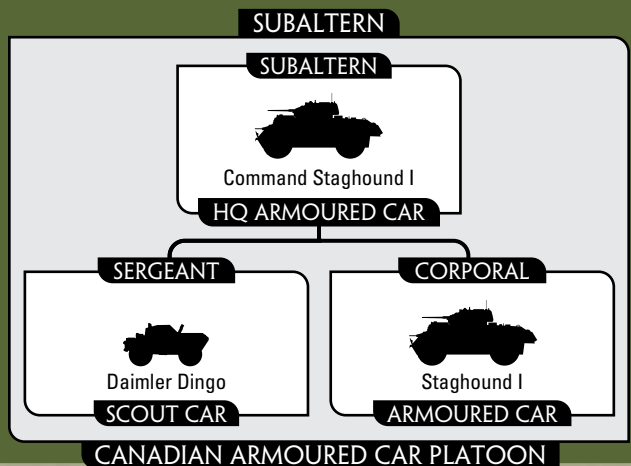
130 points

#### OPTIONS

- Replace Daimler Dingo with a Staghound I armoured car for +15 points.
- Arm any or all Staghound I armoured cars with an AA MG for +5 points per armoured car.
- Fit one Staghound I armoured car with an Assault Bridge for +5 points.

*Canadian Armoured Car Platoons are Reconnaissance Platoons.*

The Canadians were equipped with the big American-built Staghound armoured car. The Ford Lynx scout cars looked similar to the British Daimler Dingo scout car and that model can be used to represent them.



*An Assault Bridge deployed by a Staghound I cannot be crossed by fully-tracked vehicles.*

As more Staghounds became available the Ford Lynx scout cars were relegated to communication roles and a third Staghound was added to the platoons.

## CANADIAN ARMoured CAR SUPPORT PLATOON

### PLATOON

HQ Section with:



|                  |            |            |
|------------------|------------|------------|
| 4 Support Squads | 170 points | 125 points |
| 3 Support Squads | 140 points | 100 points |
| 2 Support Squads | 110 points | 75 points  |

### ADD:

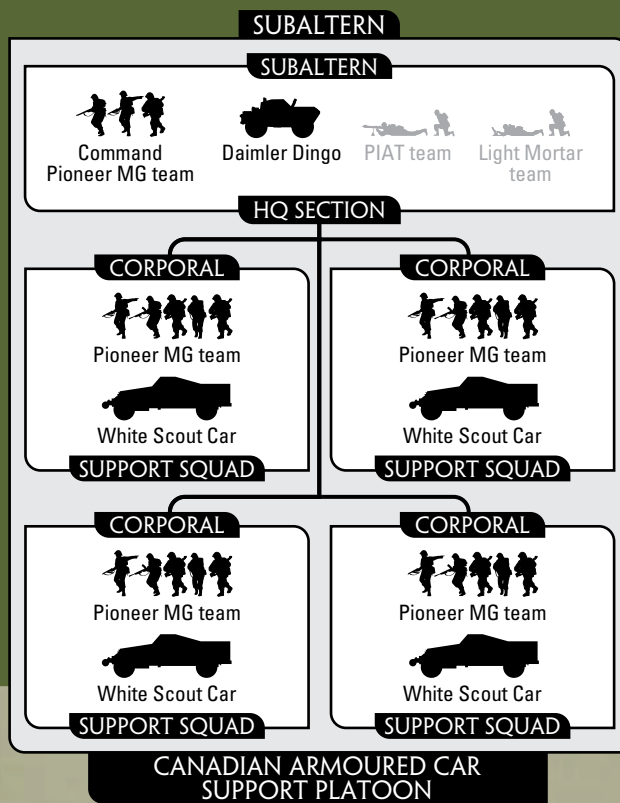
|                   |            |            |
|-------------------|------------|------------|
| PIAT team         | +20 points | +15 points |
| Light Mortar team | +20 points | +15 points |

### OPTIONS

- You must replace the Daimler Dingo with a White Scout Car at no cost if the platoon has any Light Mortar or PIAT teams.
- Replace all White Scout Cars with M5 half-tracks or C15TA armoured trucks at no cost.

*The Daimler Dingo counts as a Transport team in the Armoured Car Support Platoon.*

To support the dangerous missions of the tanks, an armoured car squadron had three support squads mounted in armoured trucks for protection. Meanwhile, the infantry's recce squadrons bolstered the platoon with an additional squad of men.



## CANADIAN HEAVY ARMoured CAR PLATOON

### PLATOON

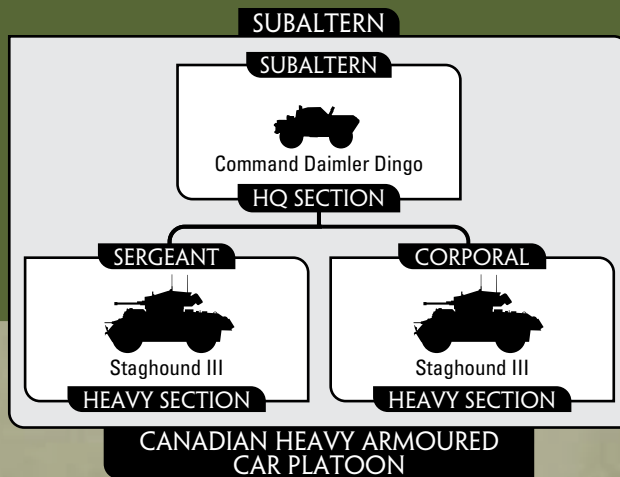


1 Daimler Dingo and 2 Staghound III 150 points

### OPTION

- Replace AA MG on Daimler Dingo with .50 cal AA MG for +5 points.

Initially the Canadian 12<sup>th</sup> Manitoba Dragoons didn't have any heavy armoured cars, but in April 1945 they resolved this with typical Canadian ingenuity. They fitted surplus Crusader III turrets armed with OQF 75mm guns to some Staghound armoured cars, creating the Staghound III.



*Staghound III armoured cars use the Semi-indirect Fire special rule on page 247 of the rulebook.*





# 12<sup>th</sup> Manitoba Dragoons



The Manitoba Dragoons have a history dating back to the 1885 Northwest rebellion in Canada and have served with distinction during some of the worst battles of WWI. After WWI, they were a reserve regiment until 10 May 1941 when they were mobilized as the 18<sup>th</sup> Manitoba Reconnaissance Battalion. They were re-designated the 18<sup>th</sup> (Manitoba) Armoured Car Regiment in January of 1942 and embarked for training in England in July of that year.

As the regiment was previously a reserve regiment, reservists still had the older Manitoba Dragoons uniform emblems, while others had the 18<sup>th</sup> Armoured Car emblems. Officers noted the lack of uniformity as well as the tension that the loss of the original name created. In December of 1942, the regiment was re-designated again, this time as the 18<sup>th</sup> Armoured Car Regiment (12<sup>th</sup> Manitoba Dragoons). During this time, many of the troops took to inventing new (and rude) lyrics to the regimental march, 'Col. Bogey,' as a way of expressing frustration at Army bureaucracy.

## NORMANDY

The Dragoons arrived in Normandy on 6 July 1944. Due to battlefield conditions and intense fighting, the bulk of the first month in France was spent dismounted, fighting as an infantry unit. They received battle honours for their role at Falaise.

Once the troops were able to mount up again, they fanned out ahead of the main Canadian contingent, through Chambois, where they earned battle honours again, toward Le Havre and the Seine. The open terrain after Falaise allowed the Dragoons to perform their duties as trained, the large Staghound armoured cars crisscrossing open ground and seeking routes, the enemy, and bridges.

## THE GREAT SWAN

During the Great Swan, the quick liberation of Belgium, the Dragoons were often 50 or more kilometres ahead of the main troops. They were often the first liberators seen by the locals, and the impromptu festivities often proved more of a delay than the enemy's troops.

## EQUIPMENT AND VEHICLES

The 'sergeant's car' of each Troop (3 vehicles), carried two 12-foot sections of 'number 9 track' to assist in crossing mud, destroyed bridges, craters and mined roads. This allowed the Dragoons to travel without needing Engineers in all but the most extreme circumstances.

While recon forces were not expected to fight, the Dragoons often ended up in situations where they were required to shoot their way out of trouble. By April 1945, the Heavy Troops of each Squadron had been upgraded to the Staghound III, which swapped the normal turret for a Crusader III turret. The front-facing machine gun was removed, and the jettisonable fuel tanks replaced with stowage compartments.

Nieuport, Ostend and Bruges were all liberated by the Dragoons, with Bruges and Ostend naming roads and squares after the regiment.

## HOLLAND AND GERMANY

By late 1944, the momentum of the Canadian push had slowed. The front-line between German and Canadian troops was now the Maas River, and for three months the Dragoons patrolled the river in one of the coldest, wettest winters to hit the region.

The regiment was the first to cross the Rhine and head into Holland (used in the historical references to refer to the Netherlands), where it liberated multiple cities, including Lichtenvoorde and Almelo before heading into Germany.

Apparently the Germans were as bad at vehicle recognition as the allies, who often misidentified the large Staghound as a German vehicle. In one instance, a lone Staghound, whose crew had emptied all of their ammunition chasing down German infantry, found themselves heading straight for a German Tiger heavy tank at night. Remarkably, the Tiger pulled aside to let them drive past. They then waited, hiding inside a village until the regiment could reach them in the morning.

Heading into the Hochwald Forest proved difficult for the regiment, as the armoured cars did not fare well in the restricted terrain. The weight of the Staghounds proved to be a problem when recovering bogged-down vehicles, and the Canadians 'liberated' a German village to get horses to pull two 14-ton Staghounds from the mud. The regiment continued through Bad Zwischenahn, and further into the Hochwald forest.

The Dragoons received further battle honours for the Rhineland, Bad Zwischenahn, and North-West Europe, 1944-1945, as well as being honoured in a parade before Queen Wilhelmina in Amsterdam. Many Dragoons members remained in Europe until October of 1945. In 1946, the regiment was placed on the supplementary order of battle and returned to being a reserve regiment.

Other attempts to up-gun the Staghounds were made. The Dragoons tried out two rocket systems attached to the turret. One was based on the Land Mattress platform, and damaged the rear fenders when fired, the other consisted of two 60-pound rockets on rails mounted to each side of the turret. Neither was used in the field.

The Canadian army also produced a rear-link variant, with all weapons removed and extra radio equipment installed in the turret. This was used for relaying information, as the Dragoons could often be outside of communication range. Lt. Gen. Guy Simonds of 2 Canadian Corps, had 'Charger,' a Staghound with the turret removed and replaced with a windscreen and convertible canvas top. Either of these vehicles would make for a great objective marker in games of *Flames Of War*.

# Rifle Company

## (INFANTRY COMPANY)

HEADQUARTERS



### HEADQUARTERS



Rifle Company HQ

185

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either a Canadian Division (marked ) or the 52<sup>nd</sup> (Lowland) Division (marked ) . If a Combat, Weapons, or Brigade Support platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. You can include Support Platoons from either or no symbol.

COMBAT PLATOONS

### INFANTRY



Rifle Platoon

185

### INFANTRY



Rifle Platoon

185

### INFANTRY



Rifle Platoon

185

WEAPONS PLATOONS

### RECONNAISSANCE



Carrier Platoon

186

### INFANTRY



Pioneer Platoon

187

### ANTI-TANK



Anti-tank Platoon

187

### ARTILLERY



Mortar Platoon

188

BRIGADE SUPPORT PLATOONS

### MACHINE-GUNS



Canadian Machine-gun Platoon

188

### MACHINE-GUNS



Canadian Machine-gun Platoon

188

Canadian Heavy Mortar Platoon

189

### TRANSPORT



Transport Section

189

### SUPPORT PLATOONS

#### ARMOUR



Canadian Armoured Recce Platoon

189

Canadian Armoured Platoon

149

Breaching Group

186

Crocodile Tank Platoon

186

#### ARMOUR



Canadian Armoured Recce Platoon

189

Canadian Armoured Platoon

149

Breaching Group

186

#### ARMOUR



Anti-tank Platoon (SP), RCA

180

Anti-tank Platoon, RCA

180

#### ARMOUR



Breaching Group

186

Recce Platoon

171

#### INFANTRY



Canadian Motor Platoon

157

Rifle Platoon

165

Commando Platoon

178

#### ARTILLERY



Field Battery, RCA

183

Field Battery (SP), RCA

182

#### ARTILLERY



Field Battery (SP), RCA

182

Field Battery, RCA

183

Medium Battery, RCA

184

Rocket Battery, RCA

181

#### ARTILLERY OR ANTI-AIRCRAFT



Rocket Battery, RCA

181

Light Anti-aircraft Platoon, RCA

185

Light Anti-aircraft Platoon (SP), RCA

185

#### AIRCRAFT



Air Support

141

#### AOP



Air Observation Post

141



## MOTIVATION AND SKILL

The brave Canadian soldiers have fought through Normandy and the advance up the French coast. A Canadian Rifle Company is **Confident Veteran**.

The new Scottish 52<sup>nd</sup> (Lowland) Division has been training hard, waiting for a moment like this to prove their mettle. A Scots Rifle Company is **Confident Trained**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 2<sup>ND</sup> & 3<sup>RD</sup> CANADIAN INFANTRY DIVISION



| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | <b>TRAINED</b> |
| FEARLESS         | VETERAN        |

 52<sup>ND</sup> (LOWLAND) DIVISION


## HEADQUARTERS

### RIFLE COMPANY HQ

#### HEADQUARTERS

Company HQ  30 points  25 points

#### OPTIONS

- Add Jeep, Troop Carrier for +5 points.
-  Add a Scottish Bagpiper (see page 147) to the 2iC Command team for +10 points.
- Add up to three Sniper teams for +50 points per team.





## COMBAT PLATOONS

### RIFLE PLATOON

#### PLATOON


HQ Section with:

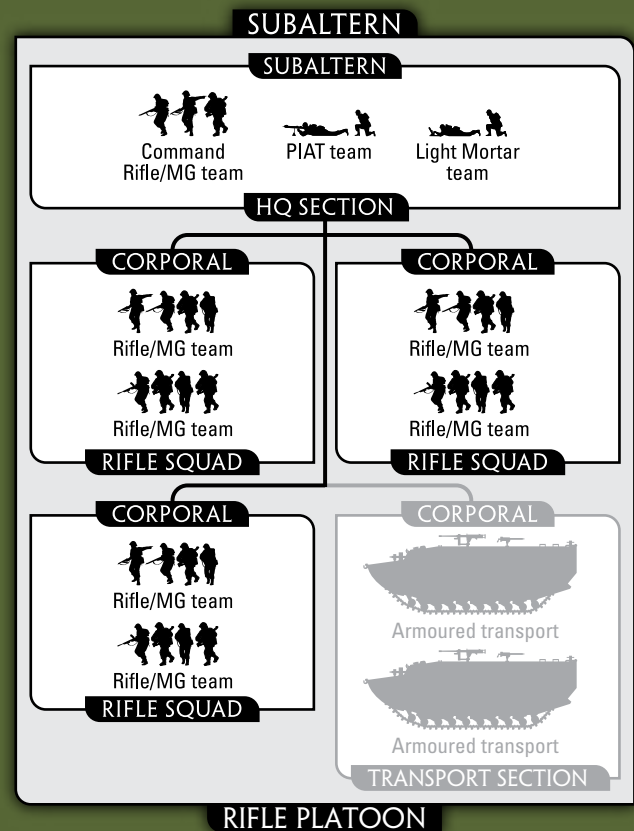
3 Rifle Squads  190 points  140 points  
2 Rifle Squads 150 points 110 points

Add a Transport Section with:

4 C15TA armoured trucks +5 points -  
3 Defrocked Priest APC +25 points -  
3 Ram Kangaroo APC +20 points +15 points  
2 LVT-4 Water Buffalo +25 points +20 points

#### OPTIONS

-  Replace all Rifle/MG teams in up to one Rifle Platoon in your company with SMG teams at no cost.
- Replace the .50 cal AA MG on any or all LVT-4 Water Buffaloes with a 20mm Polsten MG for +5 points per gun.
- Replace any or all Side-mounted MGs on any or all LVT-4 Water Buffaloes with Side-mounted .50 cal MGs for +5 points per gun.
- Add a .50 cal MG to any or all Ram Kangaroo APCs for +5 points per APC.



All Rifle Platoons in your force with a Transport Section, must be equipped with the same type of vehicles.

When making a Night Attack, Rifle Platoons equipped with a Transport Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.

# WEAPONS PLATOONS

## CARRIER PLATOON

### PLATOON



|                   |            |            |
|-------------------|------------|------------|
| 4 Carrier Patrols | 385 points | 265 points |
| 3 Carrier Patrols | 290 points | 200 points |
| 2 Carrier Patrols | 195 points | 135 points |
| 1 Carrier Patrol  | 100 points | 70 points  |

### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or a .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG per patrol with a PIAT anti-tank projector at no cost.
- Replace all Universal Carriers in up to two Carrier Patrols with Wasp PPP Carriers for +30 points per Patrol.
- Replace all Universal Carriers in up to one Carrier Patrol with PIAT Battery Carriers at no cost.

*Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.*

*Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons and may not launch assaults, nor may they Counterattack if assaulted.*

*Carrier Patrols operate as separate platoons, each with their own command team.*

The First Canadian Army modified a lot of its universal carriers for specific tasks. One innovation added new PPP (plastic) armour to the Wasp flame-thrower carriers, making them more resilient against small-arms fire.

They also experimented with PIAT battery carriers, which fired 14 PIAT launchers off the back of a carrier! These functioned a lot like a mortar battery. The Canadians found that the Germans were caught completely by surprise by the unfamiliar report from the battery's weapons.

### CAPTAIN

#### CAPTAIN



#### CARRIER PATROL

### SERGEANT



#### CARRIER PATROL

### SERGEANT



#### CARRIER PATROL

### SERGEANT



#### CARRIER PATROL

### CARRIER PLATOON

## PIAT BATTERY

PIAT launchers are not rocket propelled, so when fired they do not leave an exhaust trail behind the projectile.

*Although PIAT Battery Carriers are rated as Rocket Launchers (see page 138 of the rulebook), they do not use the Fire in the Sky rule.*

*A Carrier Patrol with PIAT Battery Carriers may roll a Skill Test after firing. If it passes, the platoon may move up to 4"/10cm away from all enemy teams that it shot at.*







## PIONEER PLATOON

### PLATOON

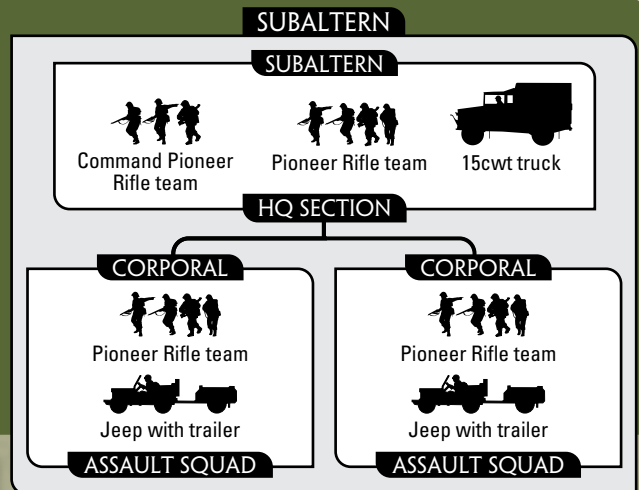
HQ Section with:

|                  |           |           |
|------------------|-----------|-----------|
| 2 Assault Squads | 95 points | 65 points |
| 1 Assault Squad  | 70 points | 50 points |

### OPTIONS

-  Replace 15cwt truck and all Jeeps with trailer with GMC C15TA armoured trucks for +5 points.
-  Replace 15cwt truck and all Jeeps with trailer with M5 half-tracks for +5 points.

*You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.*



The pioneers have been kept very busy during the advance. Clearing unexploded ordnance, minefields, and other obstacles to keep the army moving.

## ANTI-TANK PLATOON

### PLATOON

HQ Section with:

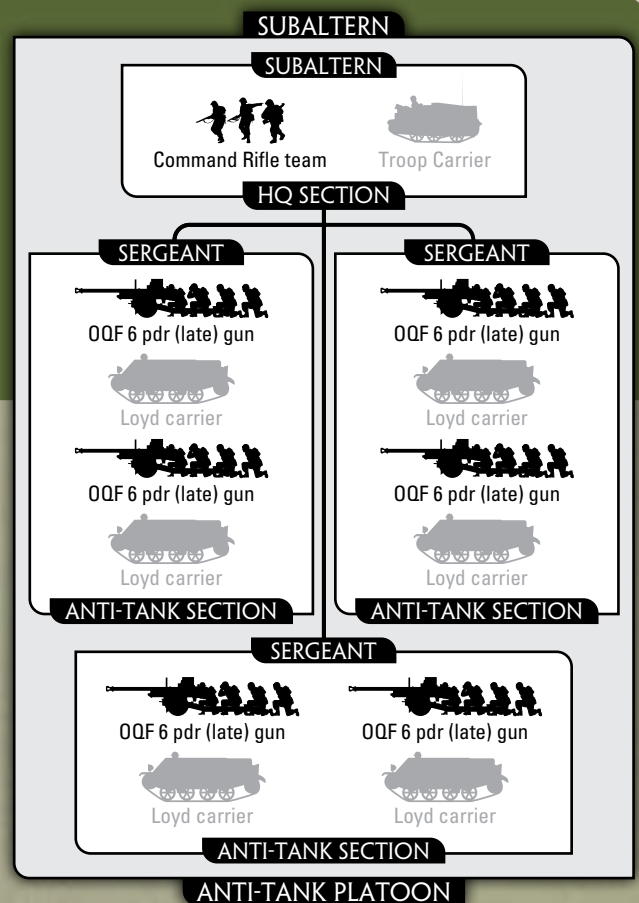
|                   |            |            |
|-------------------|------------|------------|
| 6 OQF 6pdr (late) | 215 points | 155 points |
| 4 OQF 6pdr (late) | 150 points | 105 points |
| 2 OQF 6pdr (late) | 85 points  | 55 points  |

### OPTION

- Add a Troop Carrier and Loyd Carriers to the platoon for +5 points.

Unlike the four-gun anti-tank platoons of motor battalions and recce regiments, the rifle battalions had six guns, giving them more punch. When used with skill these superb little guns are capable of punching well above their weight.

In defence, the key is to not reveal your hand too early. Allow the over-confident panzers to enter your carefully sited ambush where your dug-in and well-hidden 6 pdrs can use their high rate of fire to take point-blank shots into the panzers' flanks.



## MORTAR PLATOON

### PLATOON

HQ Section with:



|                   |            |            |
|-------------------|------------|------------|
| 3 Mortar Sections | 185 points | 135 points |
| 2 Mortar Sections | 130 points | 90 points  |
| 1 Mortar Section  | 75 points  | 45 points  |

### OPTIONS

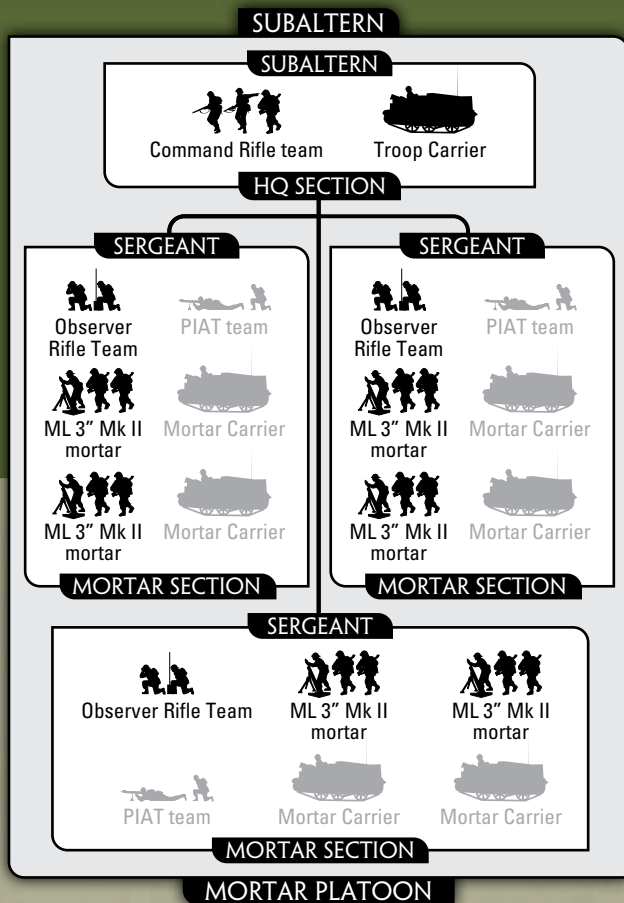
Add PIAT teams for +20 points per team.

Add PIAT teams for +15 points per team.

- Add Troop and Mortar Carriers to the platoon for +5 points.

The new ML 3" Mark II mortar is a big improvement over the old Mark I. Its increased range allows it to match German medium mortars. With the new mortar carriers, the mortar platoons are set to give the infantry immediate support, wherever and whenever needed.

The quick and effective fire support of the mortars pins down attacking enemy formations or ones you need to attack. By keeping the enemy's heads down, they give your infantry a better chance of getting into combat so they can inflict greater casualties on the enemy.



## BRIGADE SUPPORT PLATOONS

### CANADIAN MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:



|                        |            |            |
|------------------------|------------|------------|
| 2 Machine-gun Sections | 150 points | 110 points |
| 1 Machine-gun Section  | 85 points  | 55 points  |

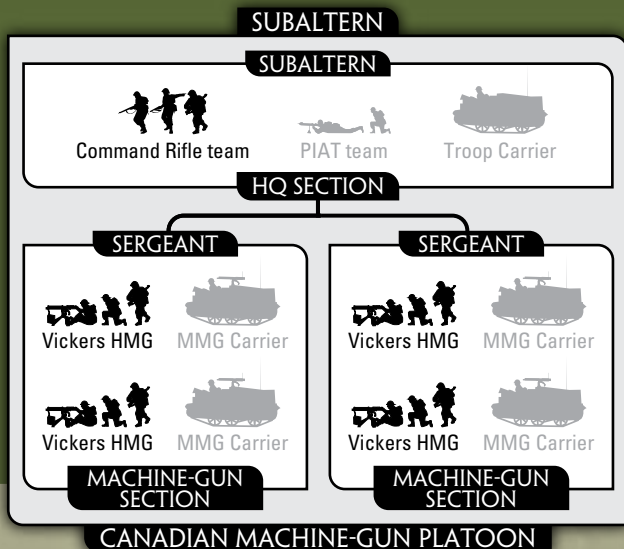
### OPTIONS

Add PIAT team for +20 points.

Add PIAT team for +15 points.

- Add Troop and MMG Carriers to the platoon for +15 points per Machine-gun Section.

The New Brunswick Rangers provide 10 Brigade with sustained direct-fire support using the water-cooled Vickers heavy machine gun. The ability of the Vickers gunners to rain rounds onto German positions hidden behind the tops of dikes and canals in Holland and Belgium will be in high demand.





# CANADIAN HEAVY MORTAR PLATOON

## PLATOON

HQ Section with:



|                   |            |            |
|-------------------|------------|------------|
| 2 Mortar Sections | 165 points | 120 points |
| 1 Mortar Section  | 90 points  | 60 points  |

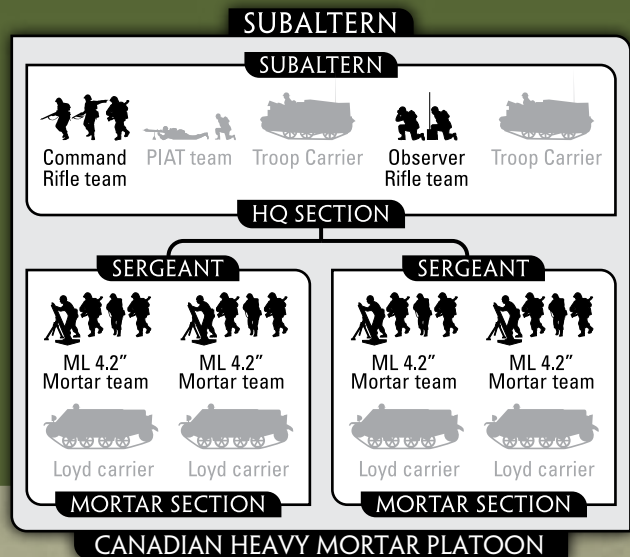
## OPTIONS

Add PIAT team for +20 points.

Add PIAT team for +15 points.

- Add Troop and Loyd Carriers to the platoon for +5 points.

A New Brunswick Rangers platoon of 4.2" mortars provides a commander with the best of both mortars and medium artillery. They are flexible weapons, being relatively mobile and responsive, having a good range and a large-calibre shell.



# TRANSPORT SECTION

## PLATOON



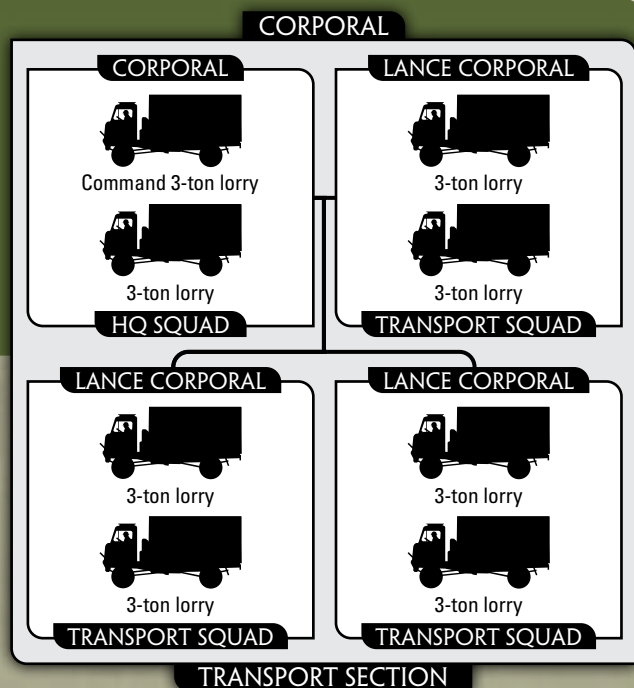
|               |           |           |
|---------------|-----------|-----------|
| 8 3-ton lorry | 15 points | 15 points |
| 6 3-ton lorry | 10 points | 10 points |
| 4 3-ton lorry | 5 points  | 5 points  |

## OPTION

- Replace all 3-ton lorries with DUKW trucks for +5 points for the entire platoon.

*A Transport Section follows the rules for Transport Platoons in the rulebook.*

Mobility is key in the Scheldt operations where getting somewhere quickly before the Germans have the chance to dig in is of the utmost importance. The trouble is, the roads are crammed full of tanks, armoured cars, and guns that cannot leave the roads to cross over the soggy, flooded fields of the Belgian and Dutch lowlands.



# Recce Squadron

(MECHANISED COMPANY)

HEADQUARTERS



## HEADQUARTERS



Recce Squadron HQ

171

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be from either a Canadian Division (marked ) or the 52<sup>nd</sup> (Lowland) Division Armored Division (marked ). If a Combat, Weapons, or Brigade Support platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. You can include Support Platoons from either or no symbol.

COMBAT PLATOONS

## RECONNAISSANCE



Recce Platoon

171

## RECONNAISSANCE



Recce Platoon

171

## RECONNAISSANCE



Recce Platoon

171

## INFANTRY



Canadian Armoured Car Support Platoon

162

WEAPONS PLATOONS

## ARTILLERY



Mortar Platoon

168

## ANTI-TANK



Anti-tank Platoon

167

## SUPPORT PLATOONS

### ARMOUR



Canadian Armoured Platoon

149

Canadian Armoured Recce Platoon

154

### ARMOUR



Anti-tank Platoon, RCA

180

Anti-tank Platoon (SP), RCA

180

### INFANTRY



Motor Platoon (11<sup>th</sup> Armoured Division)

119

Rifle Platoon

165

Commando Platoon

178

Parachute Rifle Platoon

68

### INFANTRY



Motor Platoon (11<sup>th</sup> Armoured Division)

119

Rifle Platoon

165

Commando Platoon

178

Parachute Rifle Platoon

68

### MACHINE-GUNS



Motor Anti-tank Platoon (11<sup>th</sup> Armoured Division)

121

Canadian Machine-gun Platoon

159

Canadian Heavy Mortar Platoon

169

### ARTILLERY



Field Battery, RCA

183

Field Battery (SP), RCA

182

### ARTILLERY



Field Battery, RCA

183

Field Battery (SP), RCA

182

Medium Battery, RCA

184

Rocket Battery, RCA

181

### ARTILLERY OR ANTI-AIRCRAFT



Rocket Battery, RCA

181

Light Anti-aircraft Platoon, RCA

185

Light Anti-aircraft Platoon (SP), RCA

185

### AIRCRAFT



Air Support

141

### AIRCRAFT



Air Observation Post

141



## AMERICAN PLATOONS



American Parachute Rifle Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



## MOTIVATION AND SKILL

The brave Canadian soldiers have fought through Normandy and the advance up the French coast. A Canadian Recce Squadron is **Confident Veteran**.

The new Scottish 52<sup>nd</sup> (Lowland) Division has been training hard, waiting for a moment like this to prove their mettle. A Scots Recce Squadron is **Confident Trained**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 2<sup>ND</sup> & 3<sup>RD</sup> CANADIAN INFANTRY DIVISION

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | <b>TRAINED</b> |
| FEARLESS         | VETERAN        |

 52<sup>ND</sup> (LOWLAND) DIVISION

## HEADQUARTERS

### RECCE SQUADRON HQ

#### HEADQUARTERS



Company HQ 35 points 25 points

The armoured cars of the recce regiment support the infantry divisions and should not be confused with the armoured car squadrons of the armoured divisions. This squadron is specially trained to work closely with the infantry and provide excellent intelligence to detect German counterattacks or weaknesses in the enemy line.

#### MAJOR

#### MAJOR



Company Command  
Humber LRC

#### COMPANY HQ

#### RECCE SQUADRON HQ

*The Company Command Humber LRC of a Recce Squadron HQ is a Reconnaissance team.*

## COMBAT PLATOONS


### RECCE PLATOON

#### PLATOON



|                                     |            |            |
|-------------------------------------|------------|------------|
| Recce Patrol and<br>2 Scout Patrols | 370 points | 285 points |
| Recce Patrol and<br>1 Scout Patrol  | 280 points | 215 points |
| Recce Patrol                        | 190 points | 145 points |

#### OPTIONS

-  Replace all Humber LRC III with Otter LRC I at no cost.
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector per Scout Patrol at no cost.

*Recce and Scout Patrols operate as separate platoons, each with their own command team.*

*Recce and Scout Patrols are Reconnaissance Platoons.*

The Humber armoured cars and universal carriers can cover a lot of ground and provide an excellent screen for your troops so the enemy can't easily surprise you.

#### SUBALTERN

#### SUBALTERN



Command Humber IV

#### HQ ARMOURD CAR

#### SERGEANT



Humber IV Humber LRC III

#### RECCE SECTION

#### CORPORAL



Humber IV Humber LRC III

#### RECCE SECTION

#### RECCE PATROL

#### SERGEANT



Command  
Universal Carrier



Universal  
Carrier



Universal  
Carrier

#### SCOUT PATROL

#### SERGEANT



Command  
Universal Carrier



Universal  
Carrier



Universal  
Carrier

#### SCOUT PATROL

#### RECCE PLATOON

# 4<sup>th</sup> Special Service Brigade

The Germans heavily fortified Walcheren against amphibious attacks. Gun emplacements along the coast prevented Allied ships from entering the Scheldt Estuary, while themselves heavily defended by heavy machine-guns and minefields.

Nevertheless, the island needed to be taken and the task (codenamed Operation Infatuate) was given to the crack assault troops of the 4<sup>th</sup> Special Service Brigade (4SSB). After some deliberations, the RAF bombed the island's protective dykes in early October to flood almost the entire central portion of the island. This would slow down the German ability to react to the commando landings along the west coast of the island.

Walcheren was stormed by a three-pronged assault. Canadians would advance along the Sloedam, which was little more than a narrow, two-lane road atop the connecting causeway to South Beveland. Royal Marine and Army commandos would lead the other two, amphibious attacks at Westkapelle and Flushing.

## INFATUATE I AND II

Operation Infatuate I was an amphibious landing directly into the city of Flushing, on the southern-most point of the island. Number 4 Commando would lead the assault into Flushing. They would be followed by the 155<sup>th</sup> (South Scottish) Brigade of the 52<sup>nd</sup> (Lowland) Division and together they would secure the entire southern portion of the island.

Operation Infatuate II consisted of three Royal Marine (RM) Commandos (Nos. 41, 47, and 48), landing on the northwest corner of the island. The massive bomb-blasted breach in the dyke south of the coastal village of Westkapelle defined the landing area. No. 41 (RM) Commando would land north of the breach, seize the village of Westkapelle, then move north along the entire length of the coastal dunes to Domburg. Nos. 47 and 48 (RM) Commando would sail through the breach before unloading on the landward side of the dyke, south of the breach and move south to Flushing.

## NO. 10 (INTER-ALLIED) COMMANDO

No. 10 (Inter-allied) Commando was also a vital part of the assault. This secret, specialised Commando had been organized from volunteer troops from Nazi-occupied countries. Ten troops would eventually be formed. Two French, three Belgian, one each of Poles, Norwegians, Yugoslavs, and a troop of natural German-speaking troops from such places as Austria, Hungary, Czechoslovakia, and Germany. The two French troops, plus eleven men from No. 2 (Dutch) troop, were attached to 4 Commando. The rest of No. 10 (IA) Commando landed alongside No. 47 Commando at Westkapelle.

## NO. 4 COMMANDO LANDINGS

A small detachment of Special Boat Service (SBS) personnel landed just ahead of 4 Commando, beside the prominent Oranje Molen windmill on the Flushing waterfront. They cleared mines and obstacles, and dealt with the German guards without firing a shot. No. 4 Commando, loaded in landing craft, followed close behind with the French and Dutch commandos from No. 10 (IA) leading the way. Losses occurred on the run-in. Most of the heavy weapons for 4 Commando were lost when one landing craft was sunk. Nos. 3 and 4 troops of 4 Commando moved into Flushing, attacking the much larger German garrison. Before nightfall 4 Commando had, through fierce street-fighting, carved out a firm hold in the town.

Fierce fighting in Flushing continued the next day. The French commandos were unable to advance up the streets due to concentrated German fire, so instead they advanced by blowing holes in house walls, with charges every man had been issued. Lieutenant-Colonel Dawson, the commander of No. 4 Commando, later remarked, 'It was always a pleasure to see the French in action.' By nightfall of the second day Flushing had been secured.





# Operation Infatuate



## ROYAL MARINE LANDINGS

Infatuate II opened with the preliminary bombardment from warships, rocket-firing Typhoons, and a brave sea action fought by the twenty-five small gun ships of the "T" force Support Squadron, tackling the German coastal batteries at close range. Enduring grievous losses, these small craft diverted enough fire from the shore batteries to allow the Royal Marines' LVTs (Landing Vehicle, Tracked) to move to shore almost untouched.

The LVTs rushed through the gap in the dyke blasted out by the Royal Air Force before the battle. The amphibious landing vehicles breached the coast and pushed through the mud to hit Westkapelle.

## WESTKAPELLE

Nos. 41 (RM) and 10 (IA) Commando successfully landed north of the breach in the dike and attacked directly into Westkapelle. The north side of Westkapelle was cleared by the No. 5 (Norwegian) troop from 10 (IA) Commando. They then attacked the first of the major German batteries, W15 in conjunction with 41 Commando. Upon its seizure a Norwegian flag was hoisted on the top of the main battery position.

A large lighthouse, which was causing casualties from snipers, was dealt with by several "dustbin" petard rounds from a

Churchill AVRE. Another German position was captured without a shot as German-speaking Czech commando from No. 3 troop of 10 (IA) Commando talked the position's garrison into surrendering.

No. 41 (RM) initially continued north along the coastal dunes, taking the German battery W17 and then moved into the village of Domburg. They were supported by two Sherman Crab Flails and two AVRE engineering tanks. German opposition was strong and the true size of the garrison of this part of the island would not be shockingly made clear until the last day of combat operations. However, before the sector could be totally cleared, Nos. 41 (RM) and 10 (IA) had to move back through Westkapelle and across the breach to take out the batteries covering the Scheldt as quickly as possible.

## MOVING SOUTH

Seizure of the German batteries south of Westkapelle was the critical mission of 4SSB. They had to be destroyed before any mine clearing operations could be undertaken in the Scheldt. The Royal Navy had lost over 300 sailors and suffered ten vessels sunk and six beyond repair by these German batteries and they needed to be knocked out.

The first of these batteries, W15, had already been cleared north of Westkapelle. The next, W13, which had inflicted





the most damage on the Support Squadron, was south of Westkapelle. It consisted of four 150mm guns and two 75mm guns in concrete bunkers, surrounded by intricate support positions and fortifications. Its destruction was the responsibility of No. 48 (RM) Commando.

When No. 48 (RM) moved up to the attack German mortar fire caused havoc, killing key officers and radio observers vital to coordinating supporting fire from the Royal Navy. Eventually, the entire weight of the First Canadian Army's artillery pounded W13 from the mainland to the south. Rocket-firing Typhoons followed the artillery. The commandos breached the minefields and barbed wire, firing into the casemats and clearing position after position. Seventy Germans surrendered to No. 48 (RM).

As the commando continued its advance down the coast, it pushed through the coastal village of Zoutelande, clearing a considerable number of concrete casemats, all protected by minefields and barbed wire with few losses, taking scores of prisoners.

## CLEARING THE COAST

No. 47 (RM) Commando now moved through No. 48 (RM) at Zoutelande. Another German battery barred their path, W11. It consisted of four 150mm guns, each in a huge concrete casemate and surrounded by supporting infantry and heavy weapons positions. The narrow strip of land between the Scheldt and the flooded land forced No. 47 (RM) Commando to advance on a narrow front. German mortar fire inflicted grievous casualties. Once again, the heavy artillery support from Canadian batteries assisted the Commandos in the attack.

No. 47 (RM) Commando fought for five hours to clear the battery position, however the losses to the commando had been so great that the unit pulled back almost to its original position in case the expected German counterattack overran their advanced positions. The Germans, sensing the weakness of the British, called for the commandos to surrender. Instead, the commandos launched a spirited attack the next day, from two directions, forcing the Germans to surrender.

Only one battery remained north of Flushing: W4. No. 47 (RM) Commando, battered by heavy losses, moved down the coast to attack the last battery. To the amazement and relief of the commandos, the German garrison was convinced to surrender. Over two hundred Germans filed out of their positions, a number that easily surpassed the weary commandos.

## RETURN TO DOMBURG

No. 41 (RM) Commando returned to the northeastern area of the island, around Domburg. An unknown number of Germans were still holding out, with no signs of surrender. Fierce fighting took place in this remote portion of the island as late as 7 November. Troops of both 41 (RM) and 10 (IA) Commando fought tough battles through minefields and barbed wire to subdue diehard elements of the German defence.

Finally, several members of the 10 (IA) Commando's No. 3 Troop (also known as X Troop for German-speaking) infiltrated a few German positions, grabbing officers as prisoners and 'convinced' them to talk their men into surrendering. No. 4 Commando joined Nos. 47 (RM) and 10 (IA) Commando and completed the destruction of the final portions of the German garrison. The shocked commandos were dwarfed by the surrender of over nine hundred Germans surrendered early in the morning of November 8.

## OPEN FOR BUSINESS

The 4<sup>th</sup> Special Service Brigade lost 103 killed, 325 wounded and 68 missing during eight days of hard fighting on Walcheren. However, the commandos had bravely cleared the fortress island of Walcheren. The Scheldt was now cleared and soon Antwerp could be opened at last to ease the Allied supply problems.

The brigade would spend the rest of the war raiding across the Maas River in Operation Incalculable and Operation Bogart and would serve as occupation troops in Germany, not returning to the United Kingdom until 1946 where it was finally disbanded.



# Commando Special Rules

## NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out. Prolonged combats simply delay their mission, so the British Bulldog rule does not apply to Commando platoons.

## KNOW THE PLAN

Commandos are expected to be independent-minded (if not downright unconventional) sorts and every man is drilled in the plan before an attack. That way if the officers are killed, an NCO, or even a private can take over as needed.

*Commando Platoons use the German Mission Tactics special rule.*

## FAIRBAIRN-SYKES

Under Captains W E Fairbairn and A E Sykes, a pair of tough Shanghai policemen, Commandos were trained in every imaginable method of killing and avoiding being killed in close combat. The Fairbairn-Sykes dagger they designed for the Commandos is still in use today.

*Commando Infantry Teams hit on a roll of 2+ in an assault.*

## MIND AND HEART

While in Scotland, the commandos trained in all sorts of difficult terrain, from flooded bogs to sheer cliffs.

*All commando Infantry and Man-packed Gun teams are Mountaineers.*

## ASSAULT FORCE

The primary task of the 4<sup>th</sup> Special Service Brigade was to clear the Scheldt of German fortifications from two directions.

*A Commando force Always Attacks other Infantry Companies in Defensive Battle missions.*

## LONG-RANGE ARTILLERY SUPPORT

Portions of the 4<sup>th</sup> Special Service Brigade's area of operations were so far distant, that the only artillery support they could rely on was from the corps' medium artillery batteries.

*Unlike normal, a Commando force does not need to first include a Field Battery, Royal Canadian Artillery in order to field a Medium Battery, Royal Canadian Artillery.*

## YOU ARE NOT ALONE

Commandos are small, hard-hitting strike forces. As each commando troop has only two small platoons, they must operate together to win. Every commando knows that no matter what happens, they are not alone. Even if their troop runs into insurmountable trouble, another troop will be there to help them out.

*A Commando Troop never has to take a Company Morale Check for being below half strength. They still take Platoon Morale Checks as normal though.*

*However, if the total number of destroyed Commando Platoons (the Combat platoons) from all troops exceeds the number still on the table, the Commando player must roll a die at the start of each turn.*

- On a roll of 3+ the force fights on,
- On any other roll the Commando force is Destroyed and the game ends. The opposing player automatically captures all of the Objectives.

*If there are no remaining Commando Company Command teams then this roll is automatically failed.*



# Commando

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Commando HQ

177

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Commando Company

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INFANTRY



Commando Company

178

INFANTRY



Commando Company

178

INFANTRY



Commando Company

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INFANTRY



Commando Company

178

MACHINE-GUNS



Commando Machine-gun Platoon

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ARTILLERY



Commando Mortar Platoon

179

SUPPORT PLATOONS

ARMOUR



Breaching Group

186

ARMOUR



Breaching Group

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ARMOUR



Breaching Group

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ARMOUR



Breaching Group

186

INFANTRY



Rifle Platoon

165

ARTILLERY



Field Battery, RCA

183

Naval Gun Fire Support

181

ARTILLERY



Field Battery, RCA

183

Medium Battery, RCA

184

NAVAL SUPPORT



Naval Gun Fire Support

181

AIRCRAFT



Air Support

141





### MOTIVATION AND SKILL

The 4<sup>th</sup> Special Service Brigade commandos are all veterans. They are highly motivated troops from the Royal Marines and Nos. 4 and 10 (Inter-Allied) Commando. Difficult amphibious assaults are their 'bread and butter' and they are well supplied with the tools needed to get their job done.

A Commando is rated **Fearless Veteran**.

| MOTIVATION      | SKILL          |
|-----------------|----------------|
| RELUCTANT       | CONSCRIPT      |
| CONFIDENT       | TRAINED        |
| <b>FEARLESS</b> | <b>VETERAN</b> |

**COMMANDO**

## HEADQUARTERS

### COMMANDO HQ

#### HEADQUARTERS

Company HQ 20 points

#### OPTIONS

- Add up to two PIAT teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.

**LIEUTENANT COLONEL**

**LIEUTENANT COLONEL**

Company Command Rifle team    PIAT team    PIAT team

**COMPANY HQ**

**COMMANDO HQ**

The commandos get all of the hard jobs because they are masters of surprise assault. Their hard training paid off on the beaches of Normandy in both D-Day and Dieppe.

Their training stresses the importance of hitting the enemy hard and fast so that you can move on to the next target.



# COMBAT PLATOONS

## COMMANDO COMPANY

### PLATOON

|                     |            |
|---------------------|------------|
| 2 Commando Sections | 390 points |
| 1 Commando Section  | 195 points |

### OPTIONS

- Add a Transport Section to each Commando Section for +25 points per Transport Section.
- Replace the .50 cal AA MG on any or all LVT-4 Water Buffaloes with a 20mm Polsten MG for +5 points per gun.
- Replace any or all Side-mounted MGs on any or all LVT-4 Water Buffaloes with Side-mounted .50 cal MGs for +5 points per gun.

*At the start of the game before deployment you may make any or all of the following changes to each Commando Platoon:*

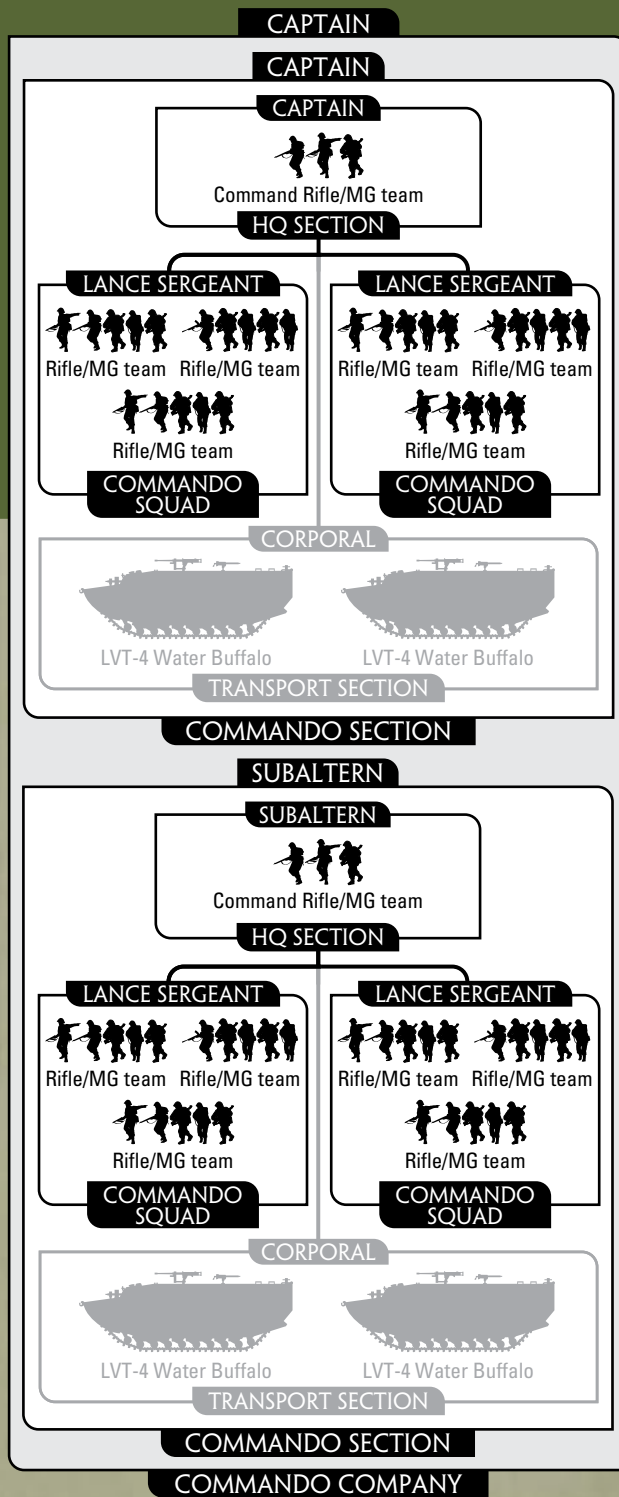
- Replace up to two Rifle/MG teams with SMG teams.
- Replace one Rifle/MG team with a Light Mortar team.
- Replace one Rifle/MG team with a PIAT team.

*Commando Sections operate as separate platoons, each with their own command team.*

*When making a Night Attack, Commando Platoons equipped with a Transport Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.*

Commando platoons are tough and well-led. They know the mission's details and they know the best way to get it done, no matter what. The assault on the Scheldt is one of the toughest assignments they've received so far and it will take all of the strength and courage they can muster to overcome the island's many fortified bunker systems.

They also have a new way of getting into the fight with their new LVTs (Landing Vehicle, Tracked) supplied by the 79<sup>th</sup> Armoured Division. These vehicles were designed specifically for amphibious missions, able to swim ashore and offer some armored protection to their passengers. Furthermore, the LVT crews have really fitted their vehicles with many .50 cal machine-guns and 20mm Polsten cannon to support their passengers.





## COMMANDO MACHINE-GUN PLATOON

### PLATOON

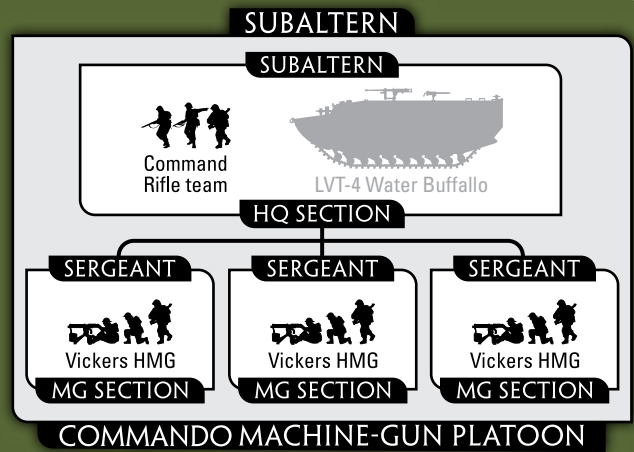
HQ Section with:

|               |            |
|---------------|------------|
| 3 MG Sections | 115 points |
| 2 MG Sections | 85 points  |

### OPTIONS

- Add a LVT-4 Water Buffalo for +10 points.
- Replace the .50 cal AA MG on the LVT-4 Water Buffalo with a 20mm Polsten MG at no cost.
- Replace any or all Side-mounted MGs on the LVT-4 Water Buffalo with Side-mounted .50 cal MGs for +5 points per gun.

The Commando's machine-guns are essential for suppressing enemy fire as they close into assault range. The high rate of fire of the machine-guns is also key to any defence against a German counterattack.



*Vickers HMG teams from a Commando Troop are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.*



## COMMANDO MORTAR PLATOON

### PLATOON

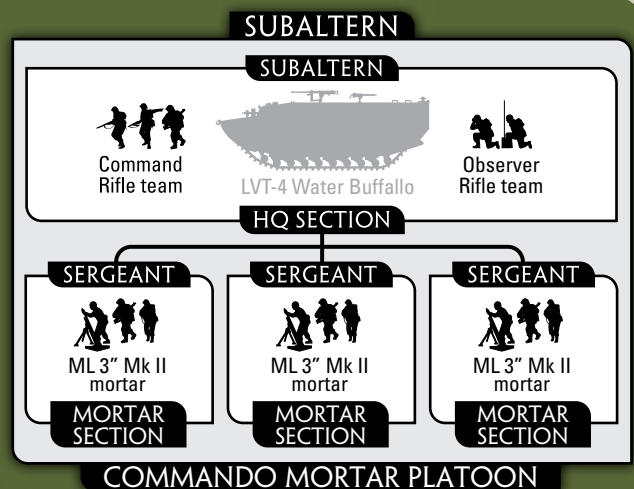
HQ Section with:

|                   |            |
|-------------------|------------|
| 3 Mortar Sections | 105 points |
| 2 Mortar Sections | 80 points  |

### OPTIONS

- Add a LVT-4 Water Buffalo for +10 points.
- Replace the .50 cal AA MG on the LVT-4 Water Buffalo with a 20mm Polsten MG at no cost.
- Replace any or all Side-mounted MGs on the LVT-4 Water Buffalo with Side-mounted .50 cal MGs for +5 points per gun.


The mortar platoon can smoke the target of an assault, making it hard of the Germans to see the incoming



commandos. They are useful defensively, helping the machine-guns to break up German counterattacks.

# Divisional & Corps Support

## MOTIVATION AND SKILL

Canadian Support platoons (marked ) are rated **Confident Veteran**.

52<sup>nd</sup> (Lowland) Division Support Platoons (marked ) are rated **Confident Trained**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

 CANADIAN DIVISION & CORPS TROOPS

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | <b>TRAINED</b> |
| FEARLESS         | VETERAN        |

 52<sup>ND</sup> (LOWLAND) DIVISION

## ANTI-TANK PLATOON, RCA

### PLATOON

HQ Section with:

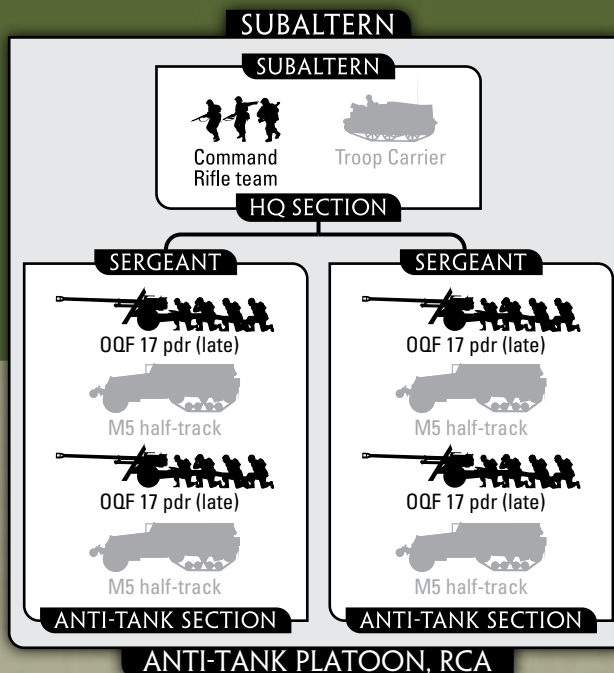


|                     |            |            |
|---------------------|------------|------------|
| 4 OQF 17 pdr (late) | 295 points | 225 points |
| 2 OQF 17 pdr (late) | 150 points | 110 points |

### OPTION

- Add Troop Carrier and M5 half-tracks to the platoon for +5 points.

The anti-tank guns of the Royal Canadian Artillery are best used to protect against the moment when Jerry decides to counterattack with whatever armoured forces he has managed to pull together. The addition of new APDS ammunition has dramatically evened the odds against the German Panther and early Tiger tanks. These guns are now able to knock out these heavy tanks from the front without problems.

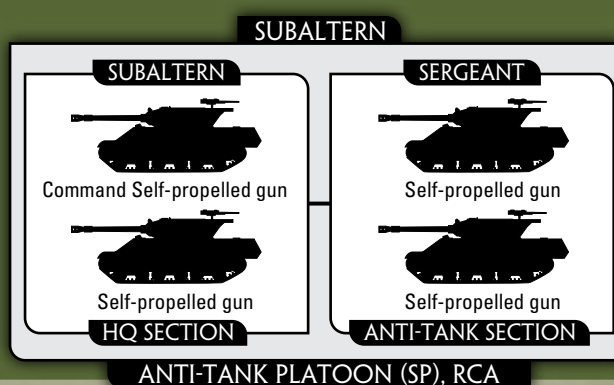


## ANTI-TANK PLATOON (SP), RCA

### PLATOON



|                  |            |            |
|------------------|------------|------------|
| 4 M10 3" SP      | 300 points | 230 points |
| 2 M10 3" SP      | 155 points | 115 points |
| 4 M10C 17 pdr SP | 380 points | 290 points |
| 2 M10C 17 pdr SP | 195 points | 145 points |
| 4 Archer         | 290 points | 220 points |
| 2 Archer         | 150 points | 110 points |



Polder country is no place for a proper armoured battle, but that does not mean there is nothing to do. Even with limited mobility and not much German armour about, you can park your tank hull-down behind a dike and blast away at the enemy.

As the year comes to a close, the new Archer self-propelled guns have begun to replace the towed 17pdrs. This vehicle

combines the powerful 17 pdr gun with a Valentine chassis. The gun pointed backwards, allowing the tanker to reverse into a firing position. However, the design had a slight disadvantage. The gun's breech recoiled into the driver's space, so the driver would have to vacate his seat to fire the gun or else he'd lose his head!



## NAVAL GUNFIRE SUPPORT

### NAVAL GUNFIRE SUPPORT

|              |            |
|--------------|------------|
| HMS Warspite | 200 points |
| LCG Support  | 150 points |

### NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an Observer Rifle team that can spot for an artillery battery of four Confident Trained Naval Guns. The guns are not deployed on the table, but have the range to hit any target on the table. They do not have a Staff team.

Position the Artillery Template with the sides parallel to the table edges.

CAPTAIN

CAPTAIN



Battleship or Landing Craft Gun

BATTLESHIP OR LANDING CRAFT GUN

NAVAL GUNFIRE SUPPORT

Observer Rifle teams from a Naval Gunfire Support battery may act as a Spotting team for another Naval Gunfire Support battery instead of its own. When doing this, they can still only Spot for one battery per turn.

## ROCKET BATTERY, RCA

### PLATOON

HQ Section with:



|                 |            |   |
|-----------------|------------|---|
| 4 Land Mattress | 245 points | - |
| 2 Land Mattress | 135 points | - |

### OPTION

- Add 15 cwt truck and 3-ton trucks for +5 points.

### MATTRESS

A Rocket Launcher Battery, RCA uses the Mattress special rule.

At the start of the game, place a Full Salvo marker with a platoon with Mattress rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a platoon with Mattress rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Mattress rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

### SATURATION BOMBARDMENT

The basic Land Mattress system is a trailer mounting 32 5-inch rockets. Each could fire the equivalent of five German 15cm Nebelwerfer rocket launchers!

Each Land Mattress rocket launcher counts as four weapons when firing an Artillery Bombardment.

LIEUTENANT

LIEUTENANT



Command Rifle team



Jeep



Observer Rifle team



OP Carrier

HQ TROOP

SERGEANT



Land Mattress rocket launcher



3-ton lorry



Land Mattress rocket launcher



3-ton lorry

ROCKET LAUNCHER SECTION

SERGEANT



Land Mattress rocket launcher



3-ton lorry



Land Mattress rocket launcher



3-ton lorry

ROCKET LAUNCHER SECTION

ROCKET BATTERY, RCA

The Land Mattress rocket launcher system was developed from the Royal Navy Mattress project. It didn't take long for the Canadian Royal Artillery to adopt them by converting otherwise idle light anti-aircraft batteries into rocket launcher units.

The first Land Mattresses were used in the final days of reducing the Breskens Pocket. They proved so successful that the First Canadian Army expanded the launchers and officially named the unit the 1<sup>st</sup> Canadian Rocket Battery in February 1945.

# FIELD BATTERY (SP), RCA

## PLATOON

HQ Troop with:



Two Gun Troops with a total of:

8 Sextons 450 points -

One Gun Troop with a total of:

4 Sextons 260 points -

2 Sextons 150 points -

## OPTION

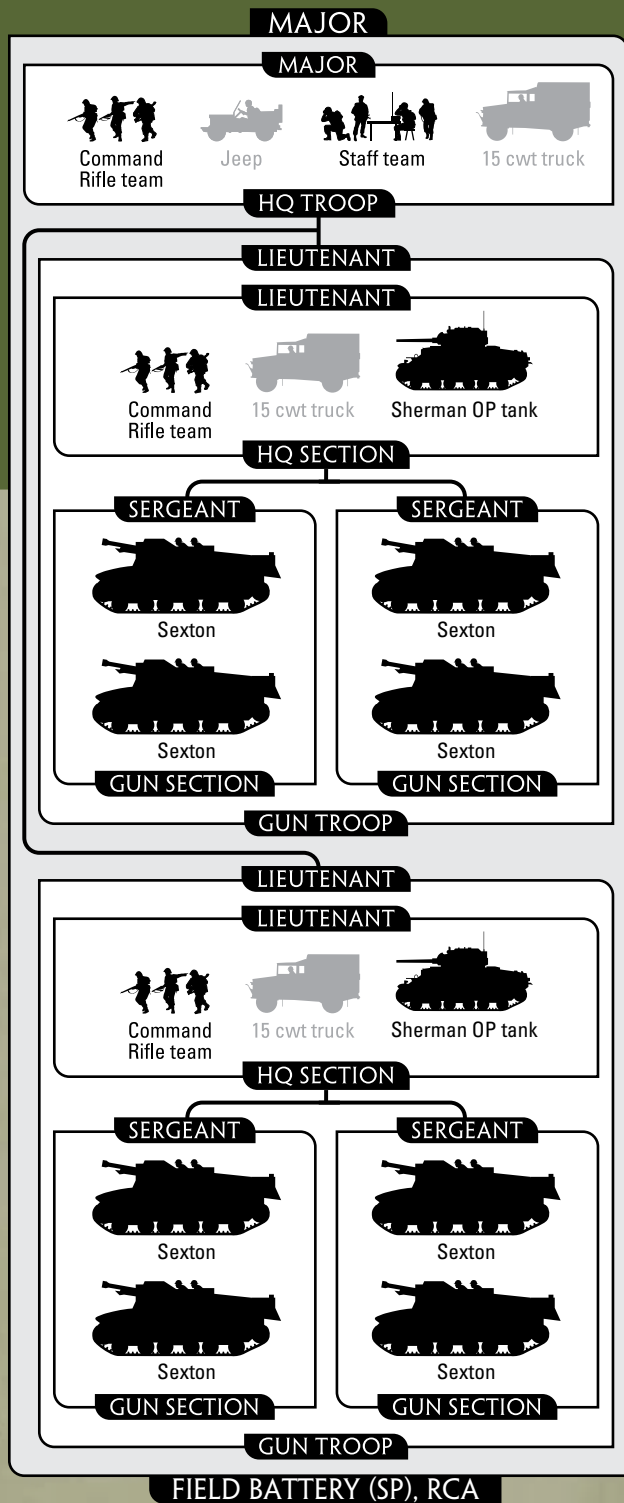
- Add Jeep and 15 cwt trucks for +5 point for the battery.

*Observer Sherman OP tanks cannot launch assaults.*

*Although a Field Battery (SP), RCA is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

The 12<sup>th</sup>, 13<sup>th</sup> and 14<sup>th</sup> Field Regiments of the Royal Canadian Artillery are assigned to support 3CID. Originally equipped with M7 Priest 105mm self-propelled howitzers when it landed in Normandy, these were switched to Sexton 25 pdr self-propelled guns a short time thereafter when concerns about ammunition shortages surfaced.

The 23<sup>rd</sup> Field Regiment of the Royal Canadian Artillery is assigned to support 4CAD. The mobility of the Sexton has proven invaluable in allowing rapid response to fire support requests as the Canadians chase the Huns back into Germany.





# FIELD BATTERY, RCA

## PLATOON

HQ Troop with:



Two Gun Troops with a total of:

8 OQF 25 pdr                      335 points    250 points

One Gun Troop with a total of:

4 OQF 25 pdr                      195 points    145 points

2 OQF 25 pdr                      115 points    85 points

## OPTIONS

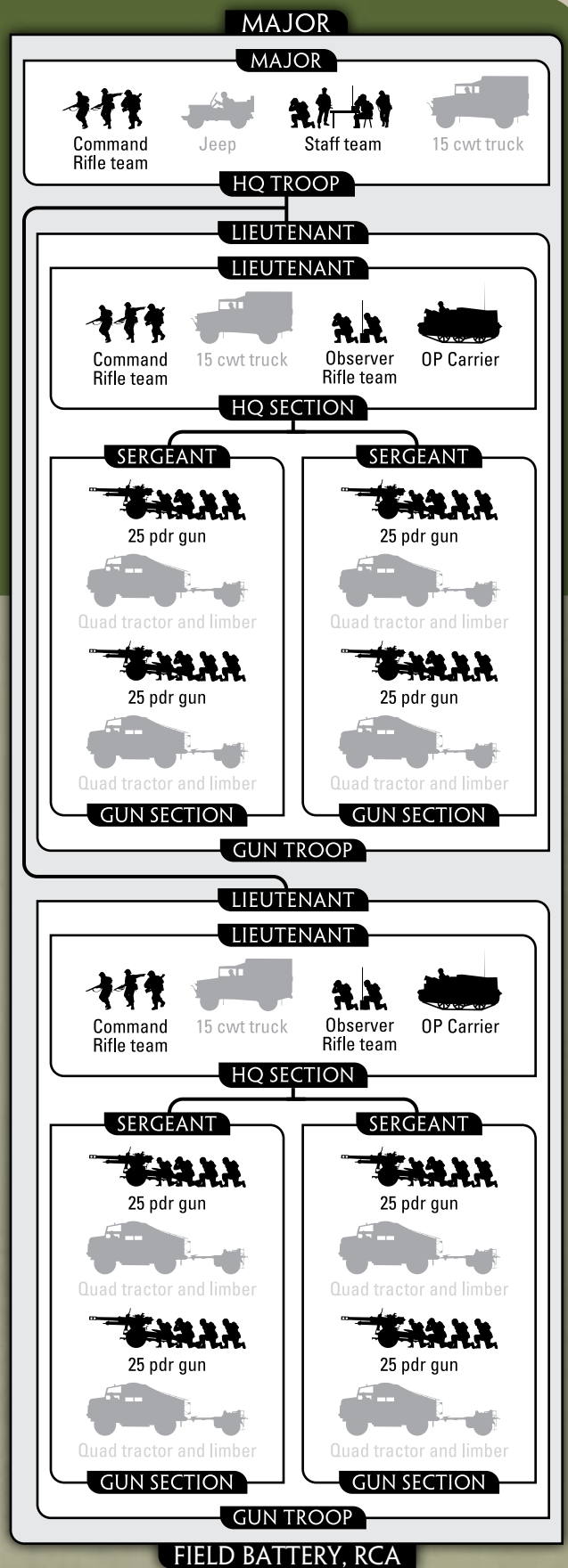
- Add Jeep and 15 cwt trucks and Quad tractors for +5 points per gun troop.
- Replace the Jeep and 15 cwt trucks with M5 half-tracks for +5 points for the battery.
- Replace any or all Observer Rifle teams and their OP Carriers with Observer Sherman OP tanks for +10 points per tank.

*Observer Sherman OP tanks cannot launch assaults.*

*Although a Field Battery, RCA is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

The towed 25-pdr guns of 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Field Regiments of the Royal Canadian Artillery support the attacks of 2CID; while the 15<sup>th</sup> Field Regiment supports 4CAD.

The crews were firing their guns at such a high rate of fire in Normandy that a captured German officer once asked to see the 'belt-fed' artillery. This heavy volume of fire is certainly needed to support infantry attacks across the canals and dikes of the Low Countries. By this point in the war the artillerymen had gained a great deal of experience reducing German positions, and there are many more months of fighting still to come.



# MEDIUM BATTERY, RCA

## PLATOON

HQ Troop with:



Two Gun Troops with a total of:

8 BL 5.5" 550 points -

One Gun Troop with a total of:

4 BL 5.5" 320 points -

2 BL 5.5" 180 points -

## OPTION

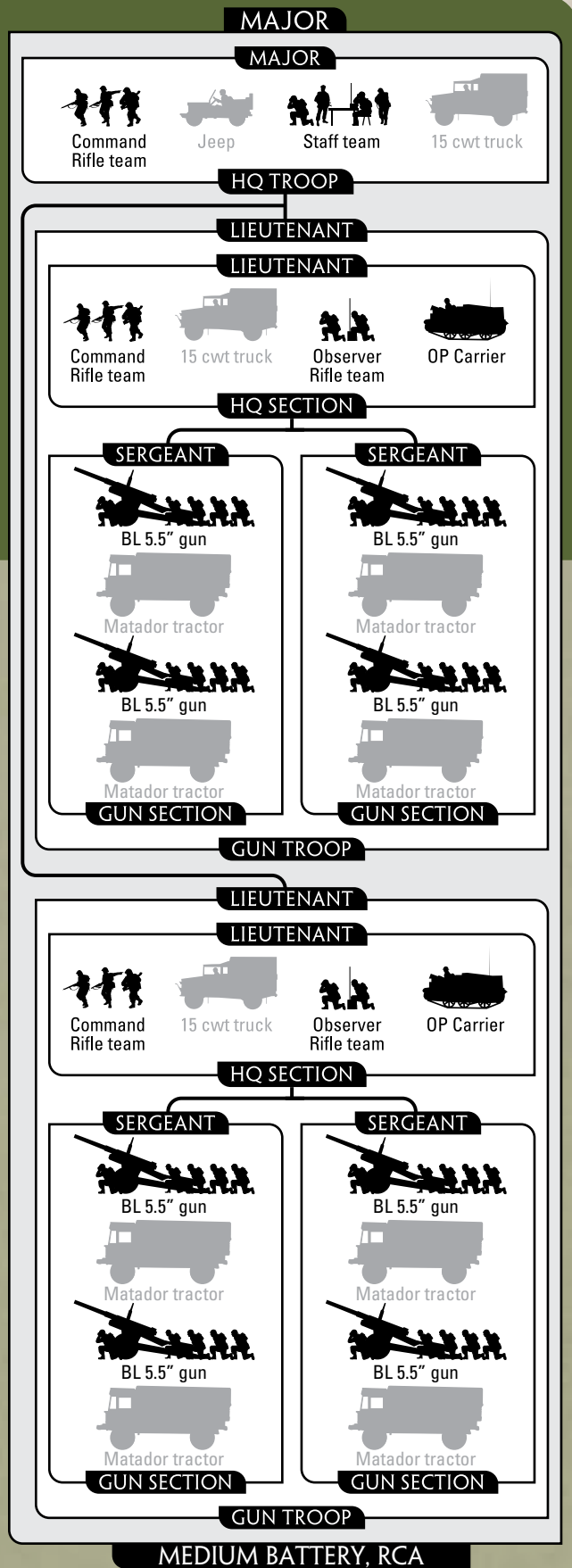
- Add Jeep and 15 cwt trucks and Matador tractors for +5 points per Gun Troop.

*You may not field a Medium Battery, Royal Canadian Artillery unless you are also fielding a Field Battery, Royal Canadian Artillery or Field Battery (SP), Royal Canadian Artillery with at least as many guns.*

*Although a Medium Battery, RCA is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

The heavy guns of medium artillery regiments are one of the few weapons that can blast the Germans from the deep holes they dig into the dikes and canals. The medium artillery is a critical component to the Scheldt campaign, able to turn a German strongpoint into rubble within minutes.

During Operation Infatuate, the invasion of the Walchren, the Canadian medium batteries were able to offer support to the commandos from the mainland. Their firepower, coupled with the guns from the Royal Navy, gave the commandos the ability to reduce each of the German strongpoints on the island without the need for tanks.





## LIGHT ANTI-AIRCRAFT PLATOON, RCA

### PLATOON

HQ Section with:

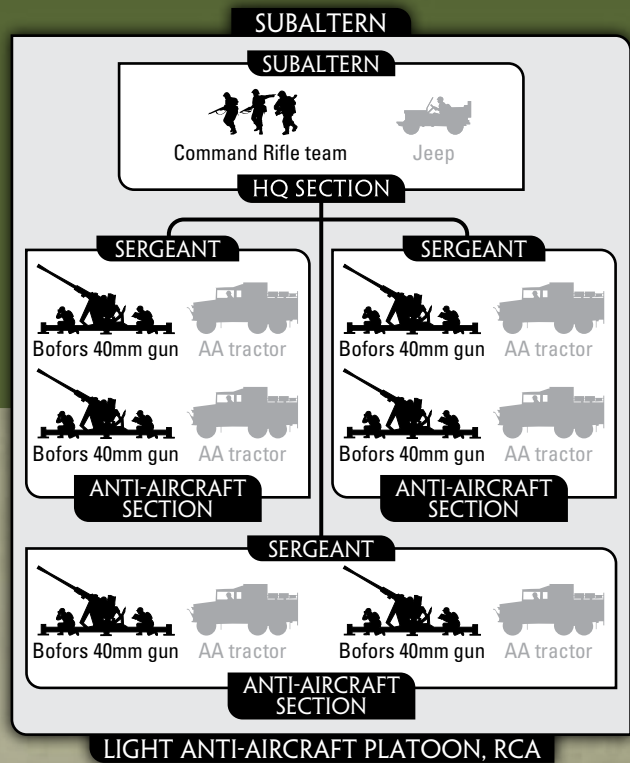


|               |            |            |
|---------------|------------|------------|
| 6 Bofors 40mm | 185 points | 130 points |
| 4 Bofors 40mm | 130 points | 90 points  |
| 2 Bofors 40mm | 70 points  | 50 points  |

### OPTION

- Add Jeep and AA tractors to the platoon for +5 points.

The 40mm Bofors are rarely used against the Luftwaffe these days, but they are not unused. Often deployed to protect the rear echelons and supply lines, they do just as well against German infantry and lightly armoured vehicles that attempt to breakthrough after a local counterattack.



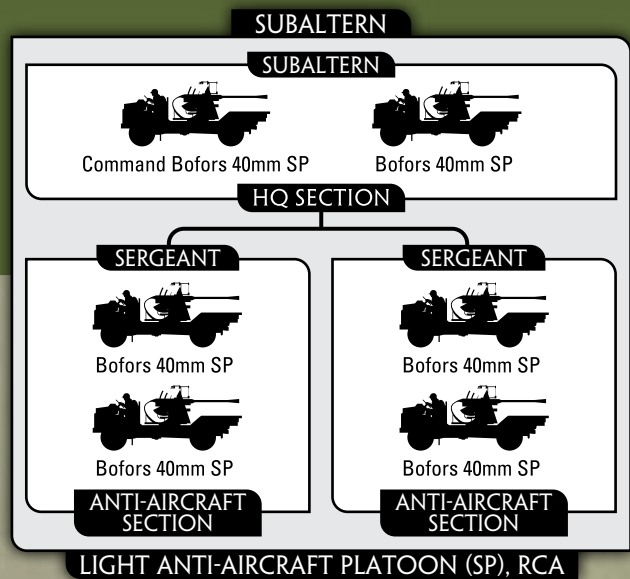
## LIGHT ANTI-AIRCRAFT PLATOON (SP), RCA

### PLATOON



|                  |            |            |
|------------------|------------|------------|
| 6 Bofors 40mm SP | 260 points | 190 points |
| 4 Bofors 40mm SP | 180 points | 130 points |
| 2 Bofors 40mm SP | 95 points  | 65 points  |

Mounting the excellent 40mm Bofors gun on trucks gives them the ability to keep up with the rapid advance of the Canadian and Allied divisions all the way to the German border. While the Luftwaffe is rarely a concern, the extra firepower these mobile guns can bring to bear against German positions is formidable.





# 79<sup>th</sup> Armoured Division



HOBART'S FUNNIES IN BELGIUM AND HOLLAND

## MOTIVATION AND SKILL

The 79<sup>th</sup> Armoured Division has been put to the test on the beaches of Normandy, now they are expert assault engineers, putting their skills to work breaching the tough German defences in Holland.

Support Platoons from the 79<sup>th</sup> Armoured Division are rated **Confident Veteran**.

| MOTIVATION       | SKILL          |
|------------------|----------------|
| RELUCTANT        | CONSCRIPT      |
| <b>CONFIDENT</b> | TRAINED        |
| FEARLESS         | <b>VETERAN</b> |

79<sup>th</sup> ARMoured DIVISION

## CROCODILE TANK PLATOON

### PLATOON

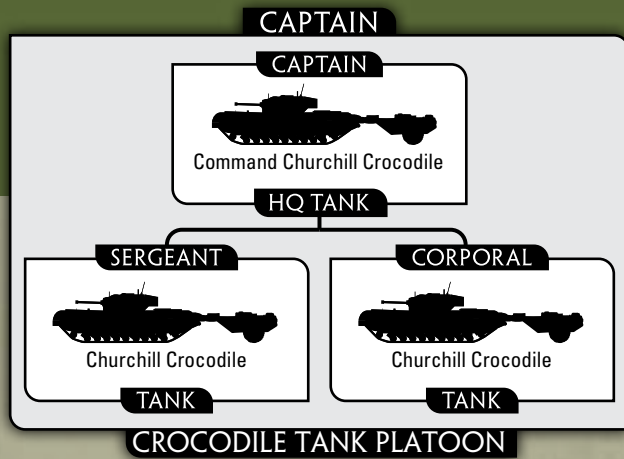
|                        |            |
|------------------------|------------|
| 3 Churchill Crocodiles | 510 points |
| 2 Churchill Crocodiles | 340 points |

A force with a Crocodile Tank Platoon may not use the British Night Attack special rule. Instead they Always Attack (see page 257 of the rulebook).

### FUEL TRAILER

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers.

In addition, Crocodile Tank Platoons equipped with Churchill Crocodile tanks may not launch assaults nor may they Counterattack if assaulted.



On a number of occasions the Canadians called on the help of Churchill Crocodiles from the 79<sup>th</sup> British Armoured Division to deal with entrenched German positions.

## BREACHING GROUP

### PLATOON

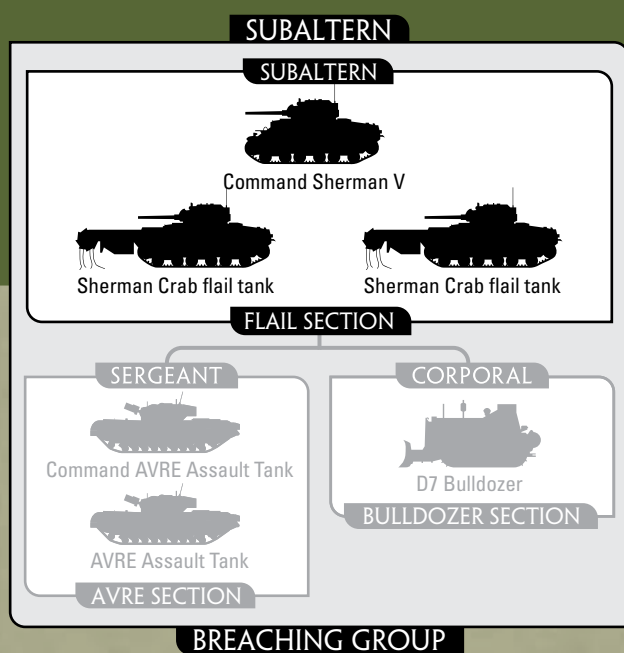
|                                |            |
|--------------------------------|------------|
| 1 Sherman V and 2 Sherman Crab | 150 points |
|--------------------------------|------------|

### OPTIONS

- Add AVRE Section for +50 points.
- Add Bulldozer Section for +15 points.

Although a Breaching Group is a single Support choice, each Section operates as a separate platoon with its own Command team. The D7 Bulldozer is an Independent tank team.

Teams from all Sections of a Breaching Group are always Non-assaulting teams when involved in an assault. However, a D7 Bulldozer may assault Bunkers as normal.





## BREACHING GROUP SPECIAL RULES

### BREACHING FORCE

Breaching teams always lead every attack with the infantry, storming straight into the jaws of the enemy fortifications.

*A force that includes a Breaching Group Always Attacks and is considered a Mechanised Company for the purpose of the Armoured Reserves rule found on page 269 of the rulebook.*

### GUN TANKS FORWARD!

When the engineers encountered an armoured threat, the AVsRE were sent to the rear and left the job to the gun tanks.

*At the beginning of the game before deployment, for each Breaching Group, you may remove the AVRE Section from the Group to add a single Sherman Crab Flail tank to the Flail Section (for a total of one Sherman V and three Sherman Crab flail tanks in the Breaching Group).*

## AVRE SPECIAL RULES

### FASCINE AND SBG BRIDGE

AVsRE are often fitted to carry fascines or SBG bridges. The fascine, a bundle of saplings used to fill a ditch, is carried on a frame on the front of the tank. When the tank reaches the ditch, it drops the fascine, and then resumes its demolition duties.

The SBG (Small Box Girder) bridge is a standard British light bridge 34' (10 metres) long. An SBG bridge is carried on the front of the tank and lowered across streams and ditches or against seawalls and embankments to create a crossing.

*At the start of the game after fortifications (if any) are placed, but before deployment, you may elect to mount a Fascine or Assault Bridge on any or all of your AVsRE. An AVRE that has a Fascine or Assault Bridge mounted cannot shoot. In addition, an AVRE that has an Assault Bridge mounted is Overloaded rather than Wide-tracked.*

*Fascines act as Assault Bridges, but may only be used to bridge ditches and craters.*

*An AVRE may abandon its Fascine or Assault Bridge instead of shooting, removing the Fascine or Assault Bridge from play.*

### PETARD MORTAR

The AVRE is equipped with a Petard spigot mortar. This strange weapon fires a 290mm bomb popularly known as a 'Flying Dustbin'. Unusually, the breech opens outside the tank above the assistant driver's hatch. They slide the hatch back and load the weapon as it sits above them.

*The Petard mortar shoots as a normal (although very short-ranged) gun.*

### DEMOLISHING TANKS

The Petard is a weapon that relies entirely on explosive effect. If the Petard ever fired at a tank, its armour would be almost irrelevant. The blast is likely to blow off tracks and cause other damage without penetrating the armour.

*Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.*

### DEMOLISHING OBSTACLES

The Petard fires such a big round that it can even demolish anti-tank obstacles.

*An AVRE may attempt to gap an Obstacle. The AVRE must not move in the Movement Step, and must be able to draw a Line of Sight to an Obstacle and be within 4"/10cm of it to attempt to gap it.*

*Roll a Skill Test for the AVRE in the Shooting Step instead of shooting.*

- If the test is successful, the Obstacle is removed,*
- Otherwise, it remains intact.*

# Allied Arsenal

## BRITISH TANK TEAMS

| Name<br>Weapon  | Mobility<br>Range                                    | Front<br>ROF | Side<br>Anti-tank | Armour<br>Top<br>Firepower | Equipment and Notes   |
|---|--|--------------|-------------------|----------------------------|---|
| <b>TANKS</b>  |  |              |                   |                            |   |
| Stuart VI Jalopy  | Light Tank   | 4            | 2                 | 0                          | Hull .50 Cal MG, Hull MG, Wide tracks.  |
| Stuart VI<br><i>M5 37mm gun</i>   | Light Tank<br><i>24"/60cm</i>                        | 4<br>2       | 2<br>7            | 1<br>4+                    | Co-ax MG, Hull MG.  |
| Cromwell IV<br><i>OQF 75mm gun</i>  | Light Tank<br><i>32"/80cm</i>                        | 6<br>2       | 4<br>10           | 1<br>3+                    | Co-ax MG, Hull MG, Protected ammo, Tow hook.<br><i>Semi-indirect fire, Smoke.</i>   |
| Cromwell VI CS<br><i>OQF 95mm CS howitzer</i><br><i>Firing bombardments</i> | Light Tank<br><i>24"/60cm</i><br><i>48"/120cm</i>    | 6<br>2<br>-  | 4<br>7<br>4       | 1<br>3+<br>5+              | Co-ax MG, Hull MG, Protected ammo, Tow hook.<br><i>Smoke.</i><br><i>Smoke bombardment.</i>                                  |
| Challenger A30<br><i>OQF 17 pdr gun (late)</i>                              | Light Tank<br><i>32"/80cm</i>                        | 6<br>3       | 4<br>15           | 1<br>3+                    | Co-ax MG, Overloaded, Protected ammo, Tow hook.<br><i>No HE, Semi-indirect fire.</i>  |
| Sherman V<br><i>M3 75mm gun</i>   | Standard Tank<br><i>32"/80cm</i>                     | 6<br>2       | 4<br>10           | 1<br>3+                    | Co-ax MG, Hull MG, Tow hook.<br><i>Semi-indirect fire, Smoke.</i>   |
| Firefly VC<br><i>OQF 17 pdr gun (late)</i>                                  | Standard Tank<br><i>32"/80cm</i>                     | 6<br>2       | 4<br>15           | 1<br>3+                    | Co-ax MG, Tow hook.<br><i>No HE, Semi-indirect fire.</i>  |
| <b>INFANTRY SUPPORT</b>   |  |              |                   |                            |   |
| Churchill Crocodile<br><i>OQF 75mm gun</i><br><i>Crocodile flame-gun</i>    | Slow Tank<br><i>32"/80cm</i><br><i>6"/15cm</i>       | 13<br>2<br>5 | 7<br>10<br>-      | 1<br>3+<br>5+              | Co-ax MG, Protected Ammo, Wide tracks.<br><i>Slow traverse, Smoke.</i><br><i>Hull-mounted, Flame-thrower, Fuel trailer.</i> |
| Wasp PPP Carrier<br><i>Wasp flame-gun</i>                                   | Half-tracked<br><i>4"/10cm</i>                       | 1<br>3       | 0<br>-            | 0<br>6                     | <i>Hull-mounted, Flame-thrower.</i>   |
| PIAT Battery Carrier<br><i>Firing bombardments</i>                          | Half-tracked<br><i>24"/60cm</i>                      | 0<br>-       | 0<br>2            | 0<br>6                     | <i>Hull-mounted, Rocket launcher.</i>   |
| <b>SELF-PROPELLED GUNS</b>  |  |              |                   |                            |   |
| Bofors 40mm SP<br><i>Bofors 40mm gun</i>                                    | Wheeled<br><i>24"/60cm</i>                           | -<br>4       | -<br>6            | -<br>4+                    | Gun shield, Awkward layout.<br><i>Anti-aircraft.</i>  |
| M10 3" SP<br><i>M7 3" gun</i>   | Standard Tank<br><i>32"/80cm</i>                     | 4<br>2       | 2<br>12           | 0<br>3+                    | .50 cal AA MG.<br><i>Slow traverse.</i>   |
| M10C 17 pdr SP<br><i>OQF 17 pdr gun (late)</i>                              | Standard Tank<br><i>32"/80cm</i>                     | 4<br>2       | 2<br>15           | 0<br>3+                    | .50 cal AA MG.<br><i>No HE, Slow traverse.</i>  |
| Archer<br><i>OQF 17 pdr gun (late)</i>                                      | Slow Tank<br><i>32"/80cm</i>                         | 1<br>2       | 1<br>15           | 0<br>3+                    | AA MG, Awkward layout.<br><i>Hull-mounted, No HE.</i>   |
| Sexton<br><i>OQF 25 pdr gun</i><br><i>Firing bombardments</i>               | Standard Tank<br><i>24"/60cm</i><br><i>80"/200cm</i> | 1<br>2<br>-  | 0<br>9<br>4       | 0<br>3+<br>5+              | AA MG.<br><i>Hull mounted, Smoke.</i><br><i>Smoke bombardment.</i>  |
| Sherman OP  | Standard Tank  | 6            | 4                 | 1                          | Hull MG.  |





| Name<br>Weapon | Mobility<br>Range | Front<br>ROF | Armour<br>Side<br>Anti-tank | Top<br>Firepower | Equipment and Notes |
|----------------|-------------------|--------------|-----------------------------|------------------|---------------------|
|----------------|-------------------|--------------|-----------------------------|------------------|---------------------|

## RECONNAISSANCE

|                                      |              |   |    |    |                           |
|--------------------------------------|--------------|---|----|----|---------------------------|
| Universal Carrier                    | Half-tracked | 0 | 0  | 0  | Hull MG, Recce.           |
| <i>With PIAT anti-tank projector</i> | 8"/20cm      | 1 | 10 | 5+ | Hull-mounted              |
| <i>With .50 cal MG</i>               | 16"/40cm     | 3 | 4  | 5+ | Hull-mounted              |
| Daimler Dingo                        | Jeep         | 1 | 0  | 0  | AA MG, Recce.             |
| Recce Jeep                           | Jeep         | - | -  | -  | Hull MG, Recce.           |
| Humber scout car                     | Jeep         | 1 | 0  | 0  | AA MG, Recce.             |
| Daimler I                            | Wheeled      | 1 | 0  | 0  | Co-ax MG, Recce.          |
| <i>OQF 2 pdr gun</i>                 | 24"/60cm     | 2 | 7  | 4+ |                           |
| <i>With Littlejohn adaptor</i>       | 24"/60cm     | 2 | 9  | 5+ | No HE.                    |
| Sawn Off Daimler                     | Jeep         | 1 | 0  | 0  | AA MG, Recce.             |
| <i>With PIAT anti-tank projector</i> | 8"/20cm      | 1 | 10 | 5+ | Hull-mounted              |
| Staghound I                          | Wheeled      | 3 | 1  | 0  | Co-ax MG, Hull MG, Recce. |
| <i>M5 37mm gun</i>                   | 24"/60cm     | 2 | 7  | 4+ |                           |
| Staghound III                        | Wheeled      | 3 | 1  | 0  | Co-ax MG, Hull MG.        |
| <i>M3 75mm gun</i>                   | 32"/80cm     | 2 | 10 | 3+ | Semi-indirect fire, Smoke |
| AEC III                              | Slow Wheeled | 4 | 2  | 0  | Co-ax MG, Overloaded.     |
| <i>M3 75mm gun</i>                   | 32"/80cm     | 2 | 10 | 3+ | Semi-indirect fire, Smoke |

## ENGINEERING TANKS

|                      |               |   |    |    |  |
|----------------------|---------------|---|----|----|--|
| AVRE                 | Slow Tank     | 8 | 7  | 2  | Co-ax MG, Hull MG, Protected ammo. Wide tracks.  |
| <i>Petard mortar</i> | 4"/10cm       | 1 | 5  | 1+ | Bunker buster, Demolition mortar, Slow traverse. |
| Sherman Crab         | Standard Tank | 6 | 4  | 1  | Co-ax MG, Overloaded, Mine flail.                |
| <i>M3 75mm gun</i>   | 32"/80cm      | 2 | 10 | 3+ | Semi-indirect fire, Smoke.                       |

## VEHICLE MACHINE-GUNS

|                    |          |   |   |    |                              |
|--------------------|----------|---|---|----|------------------------------|
| Vehicle MG         | 16"/40cm | 3 | 2 | 6  | ROF 1 if other weapons fire. |
| .50 cal Vehicle MG | 16"/40cm | 3 | 4 | 5+ | ROF 1 if other weapons fire. |

## BRITISH GUN TEAMS

| Weapon                        | Mobility   | Range     | ROF | Anti-tank | Firepower | Notes   |
|-------------------------------|------------|-----------|-----|-----------|-----------|---|
| Vickers HMG                   | Man-packed | 24"/60cm  | 6   | 2         | 6         | ROF 3 when pinned down.                           |
| Firing bombardments           |            | 40"/100cm | -   | -         | -         |   |
| ML 3" Mk II mortar            | Man-packed | 24"/60cm  | 2   | 2         | 3+        | Smoke, Minimum range 8"/20cm.                     |
| Firing bombardments           |            | 40"/100cm | -   | 2         | 6         | Smoke bombardment.                                |
| ML 4.2" mortar                | Light      | 48"/120cm | -   | 3         | 4+        | Smoke bombardment.                                |
| Polsten 20mm gun              | Light      | 16"/40cm  | 4   | 5         | 5+        | Anti-aircraft, Turntable.                         |
| Bofors 40mm gun               | Immobile   | 24"/60cm  | 4   | 6         | 4+        | Anti-aircraft, Gun shield, Turntable.             |
| OQF 3.7" gun                  | Immobile   | 40"/100cm | 2   | 13        | 3+        | Heavy Anti-aircraft, Turntable.                   |
| OQF 6 pdr gun (late)          | Medium     | 24"/60cm  | 3   | 11        | 4+        | Gun shield.                                       |
| M1A1 75mm pack howitzer       | Light      | 16"/40cm  | 2   | 6         | 3+        | Smoke.  |
| Firing bombardments           |            | 64"/160cm | -   | 3         | 6         | Smoke bombardment.                                |
| OQF 17 pdr gun (late)         | Immobile   | 32"/80cm  | 2   | 15        | 3+        | Gun shield, No HE.                                |
| OQF 25 pdr gun                | Heavy      | 24"/60cm  | 2   | 9         | 3+        | Gun shield, Smoke, Turntable.                     |
| Firing bombardments           |            | 80"/200cm | -   | 4         | 5+        | Smoke bombardment.                                |
| BL 5.5" gun                   | Immobile   | 32"/80cm  | 1   | 13        | 1+        | Bunker buster.                                    |
| Firing bombardments           |            | 88"/220cm | -   | 5         | 2+        |   |
| Land Mattress rocket launcher | Heavy      | 64"/160cm | -   | 3         | 4+        | Mattress, Rocket launcher, Saturation bombardment |

## BRITISH INFANTRY TEAMS

| Team               | Range    | ROF | Anti-tank | Firepower | Notes                                |
|--------------------|----------|-----|-----------|-----------|--------------------------------------|
| Rifle team         | 16"/40cm | 1   | 2         | 6         |                                      |
| Rifle/MG team      | 16"/40cm | 2   | 2         | 6         |                                      |
| MG team            | 16"/40cm | 3   | 2         | 6         | ROF 2 when pinned down.              |
| SMG team           | 4"/10cm  | 3   | 1         | 6         | Full ROF when moving.                |
| Light Mortar team  | 16"/40cm | 1   | 1         | 4+        | Smoke, Can fire over friendly teams. |
| PIAT team          | 8"/20cm  | 1   | 10        | 5+        | Tank Assault 4.                      |
| Flame-thrower team | 4"/10cm  | 2   | -         | 6         | Flame-thrower.                       |
| Staff team         | 16"/40cm | 1   | 2         | 6         | Moves as a Heavy Gun team.           |

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams and teams equipped with Gammon Bombs are rated as Tank Assault 3.

## BRITISH TRANSPORT TEAMS

| Vehicle   | Mobility       | Armour |      |     | Equipment and Notes                     |
|---|----------------|--------|------|-----|---|
|   |                | Front  | Side | Top |   |
| Jeep or Jeep with Trailer                             | Jeep           | -      | -    | -   |   |
| CMP 15cwt, Cut-down 15cwt, or Bedford QLT 3-ton truck | Wheeled        | -      | -    | -   |   |
| DUKW truck  | Wheeled        | -      | -    | -   | Amphibious.                             |
| Matador, Quad, or Morris AA tractor                   | Wheeled        | -      | -    | -   |   |
| White scout car                                       | Jeep           | 1      | 0    | 0   |   |
| JOE's Humber scout car                                | Jeep           | 1      | 0    | 0   | AA MG.                                  |
| M5 half-track   | Half-tracked   | 1      | 0    | 0   | Optional passenger-fired .50 cal AA MG. |
| Troop, OP, Mortar, or Loyd Carrier                    | Half-tracked   | 0      | 0    | 0   |   |
| MMG Carrier   | Half-tracked   | 0      | 0    | 0   | HMG Carrier, Passenger-fired hull MG.   |
| Captured Sd Kfz 251/1 half-track                      | Half-tracked   | 1      | 0    | 0   | Passenger-fired .50 cal AA MG.          |
| Captured StuG   | Standard Tank  | 7      | 3    | 1   | Schürzen.                               |
| Cromwell ARV  | Light Tank     | 6      | 4    | 1   | Recovery vehicle                        |
| Sherman ARV   | Standard Tank  | 6      | 4    | 1   | Recovery vehicle.                       |
| D7 Bulldozer  | Very Slow Tank | 0      | 0    | 0   | Bulldozer. May assault bunkers.         |

## ARMoured PERSONNEL CARRIERS

|                             |               |   |   |    |  |
|-----------------------------|---------------|---|---|----|--|
| C15TA armoured truck        | Jeep          | 1 | 0 | 0  |  |
| Defrocked Priest APC        | Standard Tank | 1 | 0 | 0  | .50 cal AA MG, Carries 5 Passengers, Wide-tracks.                              |
| Ram Kangaroo APC            | Standard Tank | 5 | 3 | 0  | Deck-turret MG, Carries 5 Passengers, Optional .50 cal MG.                     |
| LVT-4 Water Buffalo         | Slow Tank     | 1 | 0 | 0  | .50 cal AA MG, Hull MG, Two side-mounted MG, Amphibious, Carries 5 Passengers. |
| <i>With 20mm Polsten MG</i> | 16"/40cm      | 3 | 5 | 5+ |  |

## BRITISH AIRCRAFT

| Aircraft | Weapon  | To Hit | Anti-tank | Firepower | Notes |
|----------|---------|--------|-----------|-----------|-------|
| Typhoon  | Cannon  | 3+     | 8         | 5+        |       |
|          | Rockets | 3+     | 6         | 3+        |       |

## NAVAL GUNFIRE SUPPORT

| Weapon       | Range | ROF | Anti-tank | Firepower | Notes                  |
|--------------|-------|-----|-----------|-----------|------------------------|
| LCG Support  | -     | -   | 4         | 3+        | Naval Gunfire Support. |
| HMS Warspite | -     | -   | 6         | 1+        | Naval Gunfire Support. |



## US TANK TEAMS

| Name<br>Weapon                              | Mobility<br>Range | Front<br>ROF | Side<br>Anti-tank | Armour  |           | Equipment and Notes                                    |
|---|-------------------|--------------|-------------------|---------|-----------|--|
|   |                   |              |                   | Top     | Firepower |  |
| .50 cal Recon Jeep<br>.50 cal AA MG         | Jeep<br>16"/40cm  | -<br>3       | -<br>4            | -<br>5+ |           | Recce.   |
| Mortar Jeep<br>M2 60mm mortar               | Jeep<br>24"/60cm  | -<br>2       | -<br>1            | -<br>3+ |           | Recce.<br>Hull-mounted, Portee, Minimum range 8"/20cm. |
| Armored .50 cal Recon Jeep<br>.50 cal AA MG | Jeep<br>16"/40cm  | 0<br>3       | 0<br>4            | 0<br>5+ |           | Overloaded, Recce.                                     |

### RECON JEEPS

## US GUN TEAMS

| Weapon                  | Mobility   | Range     | ROF | Anti-tank | Firepower | Notes                         |
|-------------------------|------------|-----------|-----|-----------|-----------|-------------------------------|
| M1919 LMG               | Man-packed | 16"/40cm  | 5   | 2         | 6         | ROF 2 when pinned down.       |
| M1917 HMG               | Man-packed | 24"/60cm  | 6   | 2         | 6         | ROF 3 when pinned down.       |
| M2 .50 cal MG           | Man-packed | 16"/40cm  | 3   | 4         | 5+        |                               |
| M2 60mm mortar          | Man-packed | 24"/60cm  | 2   | 1         | 3+        | Minimum range 8"/20cm..       |
| Firing bombardments     |            | 32"/80cm  | -   | 1         | 6         |                               |
| M1 81mm mortar          | Man-packed | 24"/60cm  | 2   | 2         | 3+        | Smoke, Minimum range 8"/20cm. |
| Firing bombardments     |            | 40"/100cm | -   | 2         | 6         | Smoke bombardment.            |
| M2 .50 cal AA gun       | Medium     | 16"/40cm  | 4   | 4         | 5+        | Anti-aircraft, Turntable.     |
| M3 37mm gun             | Light      | 24"/60cm  | 3   | 7         | 4+        | Gun shield.                   |
| M1 57mm gun             | Medium     | 24"/60cm  | 3   | 10        | 4+        | Gun shield, No HE.            |
| M1A1 75mm pack howitzer | Light      | 16"/40cm  | 2   | 6         | 3+        | Smoke.                        |
| Firing bombardments     |            | 64"/160cm | -   | 3         | 6         | Smoke bombardment.            |
| M3 105mm light howitzer | Heavy      | 16"/40cm  | 1   | 7         | 2+        | Breakthrough gun, Smoke.      |
| Firing bombardments     |            | 56"/140cm | -   | 4         | 4+        | Smoke bombardment.            |

## US INFANTRY TEAMS

| Team          | Range    | ROF | Anti-tank | Firepower | Notes                       |
|---------------|----------|-----|-----------|-----------|-----------------------------|
| Carbine team  | 8"/20cm  | 1   | 1         | 6         | Automatic rifles.           |
| Rifle team    | 16"/40cm | 1   | 2         | 6         | Automatic rifles.           |
| Rifle/MG team | 16"/40cm | 2   | 2         | 6         |                             |
| SMG team      | 4"/10cm  | 3   | 1         | 6         | Full ROF when moving.       |
| Bazooka team  | 8"/20cm  | 1   | 10        | 5+        | Tank Assault 4.             |
| Staff team    | 16"/40cm | 1   | 2         | 6         | Moves as a Medium Gun team. |

### ADDITIONAL TRAINING AND EQUIPMENT

|             |         |   |    |    |   |
|-------------|---------|---|----|----|---|
| Panzerfaust | 4"/10cm | 1 | 12 | 5+ | Bunker buster, Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step. |
|-------------|---------|---|----|----|---|

Pioneer teams are rated as Tank Assault 3. Teams with Gammon Bombs are rated as Tank Assault 3.

## US TRANSPORT TEAMS

| Vehicle                 | Mobility | Armour |      |     | Equipment and Notes             |
|-------------------------|----------|--------|------|-----|---------------------------------|
|                         |          | Front  | Side | Top |                                 |
| Jeep                    | Jeep     | -      | -    | -   | Optional Passenger-fired AA MG. |
| Pioneer Supply Handcart | Wagon    | -      | -    | -   |                                 |

### VEHICLE MACHINE-GUNS

|                    |          |   |   |    |                              |
|--------------------|----------|---|---|----|------------------------------|
| Vehicle MG         | 16"/40cm | 3 | 2 | 6  | ROF 1 if other weapons fire. |
| .50 cal Vehicle MG | 16"/40cm | 3 | 4 | 5+ | ROF 1 if other weapons fire. |

## US AIRCRAFT

| Aircraft        | Weapon | To Hit | Anti-tank | Firepower | Notes |
|-----------------|--------|--------|-----------|-----------|-------|
| P47 Thunderbolt | MG     | 2+     | 6         | 5+        |       |
|                 | Bombs  | 4+     | 5         | 1+        |       |

# Allied Painting Guide

## BRITISH TANKS



*Challenger*

All vehicles and guns of the Guards Armoured Division were painted the official SCC15 Olive Drab. To achieve this look use the following colours.

**Shadow Colour;** US Dark Green (893).

**Base Colour;** Russian Uniform (924).

**Highlight Colour;** Small amounts of Khaki (988) added to Russian Uniform (924) and applied to flat surfaces to simulate weathering and fading.



*Sherman V*

**Tool handles and gun cleaning poles;** Beige Brown (890).

**Hessian strips and camo netting;** Green Grey 886 with highlights of Khaki (988).

**Tracks, machine guns, tool heads, and exposed metal;** Gunmetal (984).



*Cromwell*

**Kitbags and rolled canvas;** Green Brown (879).

Use Flat Earth (983) followed by a light dry brush of Green Brown (879) to simulate dried mud on tracks and underside and lower portions of hulls.

## GUARDS ARMOURED BRIGADE SQUADRON MARKINGS

All British armoured brigades, including the Guards Armoured Division, used a system of basic coloured shapes to distinguish their squadrons.

British regiments were organised based on strict seniority. Older regiments typically ranked higher than newer ones.

In the Guards Armoured Division, the Grenadiers were the senior regiment, the Coldstream followed as the second and the Irish were the junior regiment. The Welsh, being the youngest of the regiments, was designated as the division's unbrigaded regiment and became the armoured recce squadron.

Colours were assigned to each regiment and shapes identified which squadron the vehicle was from. The Guards further identified their tanks by filling in the squadron shape and adding the troop number inside.

**3**

**Example:**

No. 3 Troop, No. 2 Squadron, Irish Guards

**51** Senior Regiment  
(Grenadier Guards)



No. 1 Squadron



No. 2 Squadron



No. 3 Squadron

**52** Second Regiment  
(Coldstream Guards)



No. 1 Squadron



No. 2 Squadron



No. 3 Squadron

**53** Junior Regiment  
(Irish Guards)



No. 1 Squadron



No. 2 Squadron



No. 3 Squadron

**45** Unbrigaded Regiment  
(Welsh Guards)



No. 1 Squadron



No. 2 Squadron



No. 3 Squadron



## IRISH GUARDS

### IRISH GUARDS EXAMPLE

This tank is identified as Irish by the blue squadron marking. It is further identified as No. 1 Squadron by the triangle shape of the marking. The tank is further identified as being from No. 1 Troop, owing to the number inside the shape.



Note: Be aware that the Guards markings should be on the same side of the tank (on the right side when looking at the front of the tank), and the Regiment number should be on the left side.



*Firefly VC*

## 'MICKEY-MOUSE' PATTERN CAMOUFLAGE

British soft-skinned vehicles, such as Matador artillery tractors and other such trucks, were painted in a camouflage style known as the 'Mickey Mouse' pattern, due to its distinctive black mouse ears painted over the vehicle's khaki drab base colour.

Paint your soft-skinned vehicles exactly the same way as your tanks. Once painted, use watered down Black (950), carefully paint small circles that interlock and overlap.



## CAPTURED VEHICLES

The ever-resourceful British artillery men of the 55<sup>th</sup> and 153<sup>rd</sup> Field Regiments, Royal Artillery captured a few German vehicles and pressed them into service to carry their headquarters troop into Holland. The 55<sup>th</sup> Field Regiment, Royal Artillery acquired a captured StuG G assault gun, removed the gun and used it as a transport vehicle. The 153<sup>rd</sup> Field Regiment, Royal Artillery, used a Sd Kfz 251/1 half-track and armed it with a .50 Cal machine-gun.

Both vehicles were repainted in British colours and clear Allied stars were applied to the sides and top of the vehicle to avoid friendly-fire incidents.

*All miniatures on this page shown at 100%*



*Captured StuG.*



*Captured half-track.*

## ALLIED FORCES IN HOLLAND



**GUARDS  
ARMOURED  
DIVISION**



**11<sup>TH</sup>  
ARMOURED  
DIVISION**



**1<sup>ST</sup> AIRBORNE  
DIVISION**



**82<sup>ND</sup>  
AIRBORNE  
DIVISION**



**101<sup>ST</sup>  
AIRBORNE  
DIVISION**



**2<sup>ND</sup> CANADIAN  
INFANTRY  
DIVISION**



**3<sup>RD</sup> CANADIAN  
INFANTRY  
DIVISION**



**4<sup>TH</sup> CANADIAN  
ARMOURED  
DIVISION**



**52<sup>ND</sup> (LOWLAND)  
DIVISION**



**41, 47, 48, 10(IA)  
COMMANDO**



*Detail Map on Page 145*



0 SCALE IN KILOMETRES 100  
0 SCALE IN MILES 50

**BRUSSELS**





VON TETTAU



ARNHEM



9. SS-PZ DIV

# NETHERLANDS

NIJMEGEN



10. SS-PZ DIV



S'HERTOGENBOSCH



107. PZ BDE

EINDHOVEN



# BELGIUM

# GERMANY

## GERMAN FORCES



6.

FALLSCHIRMJÄGER  
REGIMENT



3.

FALLSCHIRMJÄGER  
DIVISION



85. INFANTERIE  
DIVISION



59. INFANTERIE  
DIVISION



107. PANZER  
BRIGADE



10. SS-PANZER  
DIVISION



KAMPFGRUPPE  
VON TETTAU



9. SS-PANZER  
DIVISION



“In attack most daring, in defence most cunning, in endurance most steadfast, they performed a feat of arms which will be remembered and recounted as long as the virtues of courage and resolution have power to move the hearts of men.”

— Winston Churchill



*This is a supplement for Flames Of War, the World War II Miniatures Game.*

A copy of the rule book for *Flames Of War* is necessary to use the contents of this book.

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