

SYSTEM: WB-95

# MARKET GARDEN



author: **Wojciech Zalewski**  
team: **Robert Johhanes Veenenberg, Nicolas Michon,**  
**Krzysztof Wojdyło, Rafał Zalewski**  
cover: **Arkadiusz Wróbel**  
Map: **Rafał Zalewski, Wojciech Zalewski**  
editor: **Taktyka i Strategia**  
[www.taktykaistrategia.pl](http://www.taktykaistrategia.pl)

*A. Wróbel 2020r*

## GAME SPECIFIC RULES:

– **Artillery:** Since the scale of the game is different from most of the other games in the series (it is 1 hex – 1 km now), the ranges for artillery fire range are changed:

Allies: **8 hexes, 7 hexes, 6 hexes**



Germans: **7 hexes**



Both sides are allowed to fire on enemy units that are no more than two hexes from any friendly unit.

### Allied Air Limitations:

The Allied player can use his ground attack air force for the air attacks only (combat support is prohibited).

### Brigade / Regimental Integrity:

If three units of the same brigade/regiment are involved in the same combat, they get receive +1 column shift in ton he combat table in their favor.

### I Airborne Corps HQ (Optional)

To make the game more historically accurate, players may use the Browning I Airborne Corps HQ. This commander landed near Nijmegen on September 21, but his hq never really started to work. Because of that, Browning HQ provides nодоes not provide combat support.

### Air Landing:

Air landing is available in the designated zones only. Units may only land on hexes that are free of the enemy units. If a unit lands an enemy ZoC, the owning player rolls 1D6:

- 1-2: Nothing
- 3-4: 1 SL lost
- 5-6: 2 SL lost

If players decide to play the „free deployment” scenario, airborne units may land n any clear terrain hexes.

If a formation’s air drop zones are all controlled by enemy units, airborne unit must land in the closest drop zone available.

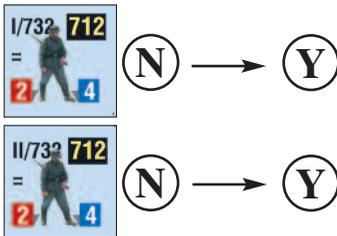
### Ferries

Ferry – it can be used to move units through major rivers maximum of two infantry battalions or one motorized battalion can ferried across the river per day. Using a ferry costs 3 MP.

A Ferry can be destroyed just like a bridge, but it cannot be rebuilt.

### German Flak Units

German FLAK units are not fortified at the beginning of the game and cannot build fortifications during the game.



– Set up abbreviations:

Reg – regiment,

Brig – Brigade,

Div – Division,

Inf – Infantry,

Arm – Armored,

Abr – Airborne,

Gld – Gliders,

HQ – headquarter,

GA – artillery group.

# MARKET GARDEN

The main task was entrusted to gen. Horrock's XXX corps. Its goal was to move through the Valkenswaard-Eindhoven-Grave-Nijmegen-Arnhem road, across bridges captured by the paratroopers. By September 20, Horrock's units should have reached the last of the targets - the bridge at Arnhem, after which, with the support of the 52nd Infantry Division, transported by planes, a large bridgehead was to be built from which the attack to the North and East was to be made.

The Guards Armored Division was the spearhead of the XXX corps. Next in line were the 43rd and 50th Infantry Divisions. The corps was supported by the 8th

Infantry Division. And the Dutch Mechanized Brigade "Princess Irene", nine engineer and bridge battalions and two heavy artillery brigades (together the corps had 350 guns and howitzers).

XXX Corps was the strongest corps in the entire 21st Army Groups, and it seemed that nothing could stop it on its way to Arnhem. It was a common opinion, both among officers and soldiers, which influenced the manner in which the attack was carried out. It was based upon the experience of the battles fought by this corps before, against an enemy in full retreat and did not show any serious resistance before.

## INITIAL SET UP

### GERMANS:

Flak St.Oedenrode	2627	<b>59 Infantry Division</b>	II/6, ZbV	2539	III/Gr	3446
Flak Veghel	2824	I/1036	2329	III/6	I/H 3244	
Flak Nijmegen	4112	II/1036	1917	II/18	85 Infantry Division	
Flak Grave	3617	I/1035	2020	<b>XII SS Corps</b>	I/1053 / 85 ID	4615
Flak Best	2329	II/1035	2125	(fortified)	II/1053 / 85 ID	4618
Flak Elden	4107	I/1034	1127	107 ArmBrig.	<b>Tettau Division</b>	
<b>LXXXVIII Corps</b>		II/1034	1227	<b>Kampfgruppe „Erdman”</b>	Lippert	4305
(fortified)		<b>Kampfgruppe „Walther”</b>		(fortified)	184	3306
<b>245 Infantry Division</b>		(fortified)		I/L-H	42 pp	2705
II/936	1243	III/19 SS, I/18	2041	II/L-H	Kraft	3904
I/936	1542	I/6	2340	Schluc.	Schulz	4205
II/937	1842	II/21 SS	2842	I, II, III/G		
		10 Flak / 10 SS	2635	Grun., I, II/Gr		

### ALLIES:

<b>XII Corps</b>		9 InfBrig / 3 InfDiv	2746
2 GH / 46 / 15 DP	1244	<b>101 Airborne Division</b>	
7 SH / 46 / 15 DP	1543	I/501	K
9 C / 46 / 15 DP	1942	II, III/501	L
<b>XXX Corps</b>		502 AbrReg	M
HQ	2542	506 AbrReg	N
2 HCR	2641	<b>82 Airborne Division</b>	
ArmDivGd.	2542 (1)	505 AbrReg	G
231 InfBrig / 50 InfDiv	2342	508 AbrReg	H
151 InfBrig / 50 InfDiv	2246	504 AbrReg	J
8 GA	2544, 2543	<b>1 Airborne Division</b>	
59 GA	2545	1 AbrBrig	E
<b>VIII Corps</b>		1 GldInfBrig.	F
8 InfBrig / 3 InfDiv	2744, 2846	1, 2 G	F

### Footnotes:

- Allied airborne units ignore supply rules
- The Allied player has ground attack air force. Number of available points is marked in the reinforcements schedule.
- Allied player may use his ground attack air force for air attacks only (combat support is prohibited).
- On September 17, allied 8 and 59 Artillery Groups can use barrage rules. Only those German units that are about to be attacked by XXX corps units can be targeted.
- Bridges at hexes 2845, 2043, 2643 are destroyed at the beginning of the game.
- On September 17 German 107 Armored Brigade can use a half of its MP only.
- 2539 hex is forested dunes hex (+2 MP)
- In the historical variant following bridges are destroyed at the beginning of the German movement phase:
  - Arnhem railroad bridge: September 17,
  - Son bridge: September 17.

### Victory points

**2 VP:**

2824

**1 VP:**

2627, 2629, 2329,  
2532, 2936

### Victory levels (allied player only):

**11 VP:** Fantastic, we will be in Berlin by Christmas!

**10 - 9 VP:** Excellent, but it could be better.

**8 - 7 VP:** Patton asked if you don't need his help.

**6 - 5 VP:** This is simply unacceptable!

**4 - 3 VP:** Pure disaster.

**2 - 1 VP:** oon which side you are you, Sir, really?

# EINDHOVEN

At 2:15 PM, the deafening thunder of 350 guns and howitzers was heard. The barrage was moving deeper into enemy positions. A 1500 m wide storm of artillery fire was slowly advancing, due to cover a 8 km range. The ground trembled under the feet of the British units approaching their starting positions. While the artillery attack was still in progress, 50 tanks of the 2nd Irish Guards (2nd IG) battalion from the 5th Armored Brigade took their initial positions.

The first line contained squadron C (10 Sherman tanks with 75 mm guns and 5 Sherman Firefly tanks). The

movement of the leading units was secured from the air by Typhoon ground attack planes.

At 2:35 PM the tanks slowly started the attack. Due to the terrain, they moved with one stretched column at a speed of 15 km/h. 200 m ahead of the tanks, the Allied rolling barrage was moving at the same speed. The carriers were advancing right behind the tanks, with the infantry of the 32 Brigade on the wings. Everything was going according to plan until German anti-tank artillery opened fire...

## INITIAL SET UP

### GERMANS (FORTIFIED):

Flak St.Oeden.	2627	I/6	2340
Flak Veghel	2824	II/21 SS	2842
Flak Best	2329	10 Flak / 10	2635
<b>LXXXVIII Corps</b>			
<b>245 Infantry Division</b>			
II/936	1243	II/6, ZbV	2539
I/936	1542	III/6	2739
II/937	1842	II/18	2842
<b>59 Infantry Division</b>			
I/1036	2329	107 ArmBrig.	4732
II/1036	1917	Kampfgruppe „Erdman”	
I/1035	2020	I/L-H	3443
II/1035	2125	II/L-H	3044
I/1034	1127	Schluc.	4138
II/1034	1227	I, II, III/G	4740
<b>Kampfgruppe „Walther”</b>		Grun., I, II/Gr	4446
III/19 SS, I/18	2041	III/Gr	3446
		I/H	3244

### ALLIES:

<b>XII Corps</b>		8 GA	2544, 2543
2 GH / 46 / 15 InfDiv	1244	59 GA	2545
7 SH / 46 / 15 InfDiv	1543	<b>VIII Corps</b>	
9 C / 46 / 15 InfDiv	1942	8 InfBrig / 3 InfDiv	2744, 2846
<b>XXX Corps</b>		9 InfBrig / 3 InfDiv	2746
HQ	2542	<b>101 Airborne Division</b>	
2 HCR	2641	I/501	2823
ArmDivGd.	2542 (1)	II, III/501	L
231 InfBrig / 50 InfDiv	2342	502 AbrReg	M
151 InfBrig / 50 InfDiv	2246	506 AbrReg	N

## Footnotes:

- Initiative: Allies
- Scenario length: 17-19 IX 1944
- Supply:  
Allies: S  
Germans: N, W, E
- Allied airborne units ignore supply rules
- The Allied player has ground attack air force. Number of available points is marked in the reinforcements schedule.
- Allied player may use his ground attack air force for air attacks only (combat support is prohibited).
- On September 17, allied 8 and 59 Artillery Groups can use barrage rules.
- Germans can use their reinforcements coming from the X, U and W zones only.
- Only the South part of the board (Eindhoven) is used in this scenario.
- 1/501 appears on the board during the allied movement phase

## Victory points:

### 2 VP:

3911, 4012, 4111

### 1 VP:

3617, 4116, 4112,  
4013, 4315

## Victory levels (allied player only):

- 7 VP:** Excellent, hurry up to Nijmegen now, the Americans are already fighting for the bridge there.
- 6 VP:** Very good job, but seems that you have to take more care about some details.
- 5 VP:** It looks like you don't understand how important this operation is, even a few mistakes can be serious.
- 4 VP:** Very bad, you need to act more aggressively and go faster. Hope you'll do it better in the upcoming days.
- 3 VP:** Your further career is on the stake, so your next mistake will be your last.
- 2 VP:** Do you ever know that we started this operation? Are you there or are you at Orkneys?
- 1 VP:** Looks like we have a spy in our HQ. Our secret service is about to take care of you.

# NIJMEGEN

The “All American” jumped in five zones: near Grave; near Overasselt; three zones near the Groesbeek Heights close to the German border.

The landing took place without any major disruptions or surprises, which was quite strange, considering that many times units landed directly on top of anti-aircraft artillery positions. This could be explained by the fact that the crews of these guns consisted of very young soldiers, inexperienced and unfamiliar with the rigors of combat.

Shortly after landing, the paratroopers, divided into small groups, headed towards the designated targets,

eliminating weak resistance around the drop zones. Company E/II/ 502, led by major Edward Wallem made a landing near the Southern part of the bridge in Grave and, after a short firefight, captured it.

Failure to capture this bridge (500 m long with the embankment) would have ended the entire operation with a fiasco, because the bridges over the Meuse-Waal Canal were blown up by the Germans.

The bridge in Heumen, east of Grave, was also controlled. Problems awaited in Nijmegen...

## INITIAL SET UP

### GERMANS:

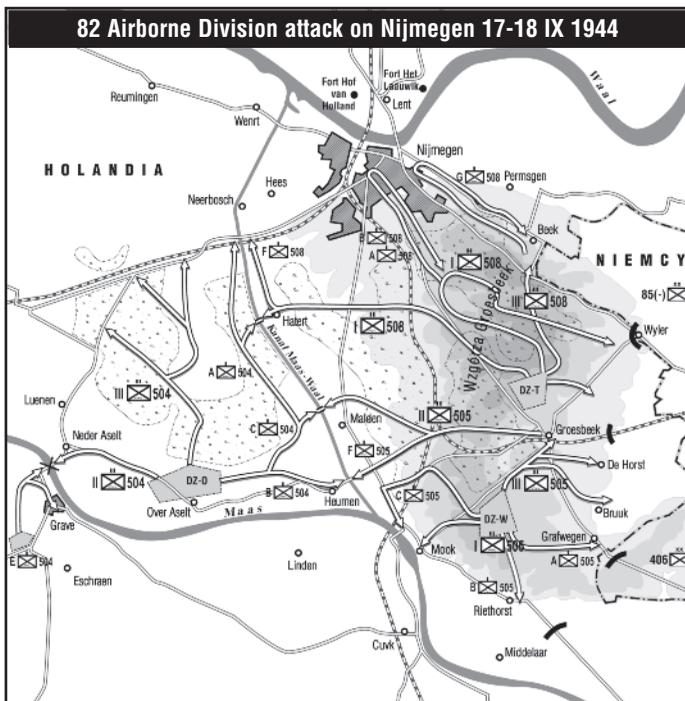
Flak Nijmegen	4112	<b>85 Infantry Division</b>	
Flak Grave	3617	I/1053 / 85 InfDiv	4615
		II/1053 / 85 InfDiv	4618

### ALLIES:

<b>82 Airborne Division</b>		508 AbrReg	H
505 AbrReg	G	504 AbrReg	J

## Footnotes:

- Initiative: Allies
- Scenario length: 17-22 IX 1944
- Supply:
  - Allies: S
  - Germans: N, W, E
- Allied airborne units are ignore supply rules
- Allied player has a ground attack air force with a strength of 5 per turn.
- Allied player may use his ground attack air force for air attacks only (combat support is prohibited).
- Germans can use their reinforcements coming from the T and Y zones only.
- Only the Northern part of the board is used in this scenario.
- XXX Corps units enter the board from 3923. Each day the player may get no more than five units from Armored Guards Division, 43 and 50 Infantry Divisions and 8 Artillery Group.
- On September 19 units of XXX Corps may use only half of their MP (rounded up).
- Scenario takes place south of river Waal and on the hexes 3911, 4012 and 4111.



### Victory points

#### 2 VP:

3911, 4012, 4111

#### 1 VP:

3617, 4116, 4112, 4013, 4315.

### Victory levels (allied player only):

**11 VP:** Very good, Montgomery is praising you, he is sending general Browning to present you his commendation order.

**10-9 VP:** You did what you can. You are promising commander. Go on and attack.

**8-7 VP:** How do you think we can win with commanders like you? Germans are already printing your posters and calling you their ally.

**6-5 VP:** Are you serious? With such results you will end at Orkneys, but I'm not sure if you will be able to handle such a task.

**4-3 VP:** Pack your stuff and be ready for your new task – we need someone to sweep Cherbourg's port for mines.

**2-1 VP:** Don't even bother yourself with your stuff, military police will take care of you.

# ARNHEM

The landing of the British 1st Airborne Division was risky from the very beginning of the operation. The drop zones were several kilometers away from the bridges in Arnhem and the execution of a surprise attack was practically impossible. Out of all the forces of the division, only the 2nd battalion of Colonel Frost managed to reach the destination. The soldiers of this battalion bravely defended the bridge and the adjoining buildings for four long days. In the end, however, they succumbed to German numbers and the bridge fell into the hands of the enemy.

In the vicinity of Oosterbeek, the entire 1st Division, supported by sub-units of the Polish brigade, fought until September 26, and Poles from the 1st Independent Parachute Brigade landed in the vicinity of Driel. These units defended themselves effectively for almost a week, to receive help from the British 43rd Infantry Division on September 22. On September 26, British troops were withdrawn to the southern bank of the Rhine and thus Operation Market Garden ended.

## INITIAL SET UP

### ALLIES:

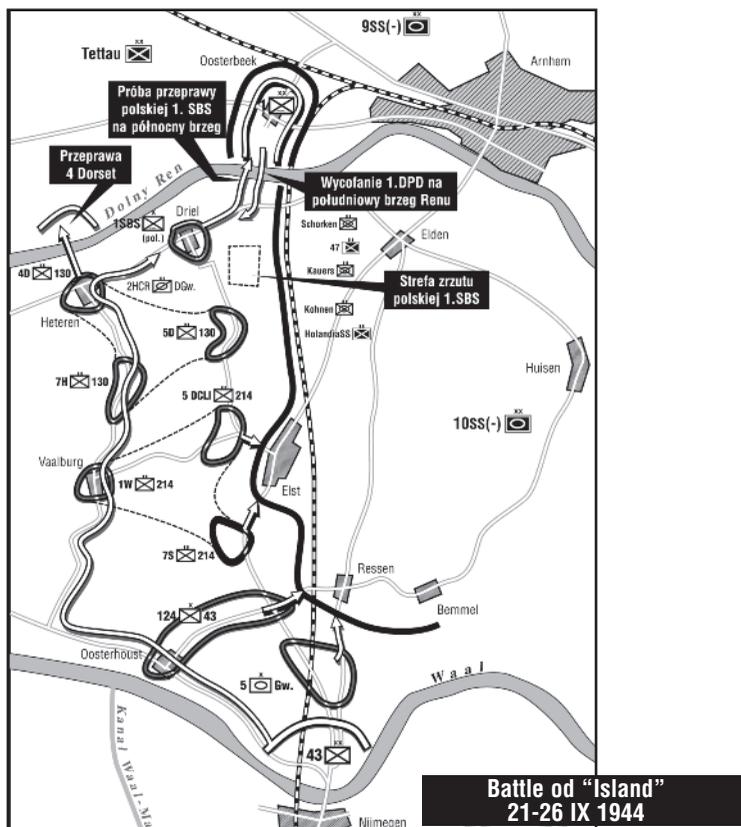
<b>1 Airborne Division</b>		1 GldInfBrig.	F
1 ArbBrig	E	1, 2 G	F

### GERMANS:

<b>Tettau Division</b>		42 pp	2705
Lippert	4305	Kraft	3904
184	3306	Schulz	4205

## Footnotes:

- Initiative: Allies
- Scenario length: 17-26 IX 1944
- Supply:
  - Allies: S
  - Germans: N, W, E
- Allied airborne units ignore supply rules
- Allied player has a ground attack air force with a strength of 5 per turn.
- Allied player may use his ground attack air force for air attacks only (combat support is prohibited).
- Germans can use their reinforcements coming from the Q, R, S and Z zones only.
- Only the Northern part of the board is used in this scenario only.
- XXX Corps units enter the board from 4012.
- British 5 Armored Guards Brigade enters the board at on September 21 from hexat 4012, but it cannot move. If this hex is controlled by any German unit, German player has to move this unit at 4110.
- British 43 Infantry Division enters the board on September 22 from 4012 hex, it can only use half of its MP (rounded up) only that day.
- The Scenario takes place north of the Waal river.
- On September 26, units of the British 1 Airborne Division that are on hexes adjacent to the Nider Rijn can move on the other side of the river.



## Victory points

### 2 VP:

3905, 4206, 4107

### 1 VP:

3704, 3705, 3807,  
3907, 4105

## Victory levels (allied player only):

**11 VP:** Sir, you made it! You made your mark in the history, along with this operation.

**10-9 VP:** Very good. If you'd listen to general Browning's advises, maybe you'd do even better.

**8-7 VP:** Well, it was hard task, it seems that we went one bridge too far.

**6-5 VP:** Frankly, I had a feeling that you will have some problems there. You doesn't look like a winner, after all.

**4-3 VP:** You didn't show anything great there, so you need more training. At Greenland, maybe?

**2-1 VP:** We're about to attack through the Rhein soon. Prepare your boat, you'll be leading first wave to focus enemy fire on yourself.

## COMBAT TABLE

	1 : 4	1 : 3	1 : 2	1 : 1	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1	7 : 1	8 : 1	9 : 1	10 : 1
2	-1/-1D	-1/B1D	-1/B1D	-1/B2D	-1/B3D	-1/B3D	-1/B3D	-1/B4D	-1/B4D	-1/B4D	-1/B4D	-1/B5D	-1/B5D
3	-1/-	-1/B1	•/B1	•/B2	•/B2-1	•/B3-1	•/B3-1	•/B3-1	•/B4-1	•/B4-1	•/B4-1	•/B4-1	•/B5-1
4	A1•/-	•/-1	•/B1	•/B1	•/B2	•/B3	•/B3	•/B3	•/B3	•/B4-1	•/B4-1	•/B4-1	•/B4-1
5	A1-1/-	-1/-	-1/-1	•/B1	•/B2	•/B2	-/B3	-/B3	-/B3	-/B3	-/B4	/B4	/B4-1
6	A1-1/-	A1•/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B3	-/B3	-/B3	-/B3	-/B4	-/B4-1
7	A2-1/-	A1/-	A1/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B3	-/B3	-/B3-1	-/B3-1	-/B4
8	A2-2/-1	A1-1/-	A1/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B2-1	-/B3-1	-/B3	-/B3	-/B3
9	A2-2/-	A2-1/-1	A1-1/-	-1/-	-1/B1	-/B1	•/B2-1	•/B2-1	•/B2	-/B2	-/B3	-/B3	-/B3
10	A2-2/-	A2-2/-	A2-1/-1	A1/-	-1/B1-1	-1/B1-1	-1/B2	-/B2	-/B2	•/B2	•/B2	•/B3	-/B3
11	A2-2/-	A2-2/-	A2-2/-	A1-1/-	-1/-	-1/-	-1/B1	-1/B2	-1/B2	-1/B2	-1/B2	-1/B2	•/B3
12	DA2-2/-1	DA2-2/-1	DA2-2/-1	DA2-1/-1	D-1/-1	D-1/-1	D-1/-1	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2

2 x D6

## DISORGANISATION

rzut kostką	narodowość
12	SS and Airborne
11,12	other Germans
9-12	volksgrenadiers. Volksturm
11-12	Allies
12	Allies Airborne
10-12	Belgians, Netherland

Modifications: terrain, HQ, tactical concentration, units' abilities

### Examples:

- 1 / -1 – both Players lose 1 SP
- D2 -1 – defender must retreat by 2 hexes and loses 1 SP
- 1 / D2 -1 – attacker loses 1 SP, defender retreats by 2 hexes and loses 1 SP
- 1 / D4D – attacker loses 1 SP, defender retreats by 4 hexes and disorganize
- A1D – attacker retreats by 1 hex and disorganize
- – Roll for D

Great Battles 1939-1945 (WB-95) – regiment/division scale system, created for the biggest battles of the World War II. With fairly easy rules, players may attempt to change the course of the history in the most important battlefields of that conflict, like Stalingrad, Normandy, Kursk, Korsun or Moscow. The most important idea of this system is to give players a feel of the maneuverability of these battles and show the uneasiness of the decisions they have to make. They may use their armored forces to break through the enemy lines, use air forces to slow down enemy movement or use strategic movement to effectively exploit successes of the attacks. Along with historical scenarios, some games contain hypothetical scenarios as well, showing what might happened, if...

2nd WW  
System  
WB  
95

