Where Eagles Dare

The Battle for Hell's Highway

Exclusive Rules and Scenarios

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Counter Symbols

Western Allied .... German

Leg Infantry

Western Allied:

Infantry	Glider Infantry	Motorized Infantry	Heavy Infantry

Parachute Infantry	Airmobile Infantry	Armored Infantry	Engineer

Airborne Engineer	Airmobile Engineer	Rearguard (platoon)

German:

Bicycle	Infantry	Motorized Infantry	Armored Infantry	Police	Patrol	Engineer

Motorized Engineer	Armored Engineer	Supply	Machine Gun	Signals	Band	Army NCO School

Navy NCO School	SS NCO School	Convalescent	Field Railway	Security	Horse Drawn	Admin.

Wheeled

Bedford QL 4x2 3 Ton.	AEC Matador 4x4 Tractor	Scammel TRMU 6x4 Gun Tractor	Morris Quad	Opel Blitz	Citroën U23	Fire Truck	Sd.Kfz 222

Jeep 4WD 5-Cwt	Jeep w/2 Twin Vickers 4WD 5-Cwt	Bofors 40mm Mk.III	3.7 inch QF AA	Sd.Kfz 231	Sd.Kfz 234/1

Daimler Mk I AC	Staghound T17 E1	GMC DUKW 353 2.5 Ton 6x6 Amph.

Tracked

Honey	Sherman M4	Achilles	Cromwell Mk IV	Universal Carrier	Pz.Kpfw. III G	Pz.Kpfw. B2(f)	Pz.Kpfw. IV H	Pz.Kpfw. VI E Tiger I	Pz.Kpfw. V G Panther

Tetrarch Mk VII	Locust M22	Sexton/25 lb SP Gun	Crusader Mk III AA	Halftrack M3A1	Pz.Kpfw. VI B Tiger II	StuG III G	Jagdpanzer IV/70	StuH 42G	37 Flak/Pz IV Möbelwagen

Centaur Dozer					Sd.Kfz 251/1 Ausf. C	Sd.Kfz 251/9	Sd.Kfz 250/9	Sd.Kfz 250/1	Sd.Kfz 10/4
					Sd.Kfz 7	Sd.Kfz 11	Sd.Kfz 250/7	Sd.Kfz 251/1 Ausf. D	Wespe Sd.Kfz 124

Guns

Western Allied:

Light Artillery	Medium Artillery	Heavy Artillery	Medium AA Artillery

Mortar	Medium Mortar	Medium AT Gun	Heavy AT Gun

German:

Flak	Towed Flak	AT Gun	Towed AT Gun	Mortar

Motorized Mortar	Towed Nebelwerfer	Towed Medium Artillery	Medium Artillery

Others

Bailey Bridge	Typhoon	Bf 109 G

German Gun Number Key

Range

Caliber —— 15,2 12,4 38r —— Origin

RSO —— Towed by a Prime Mover

n° of guns

Where Eagle's Dare Table of Contents

Countersheets 1 & 2

IMPORTANT! Before punching the countersheets, please note that countersheets 1 & 2 contain the Unit counters and

Events for the scanerios, not the campaign game. The counters for each of the four scenarios are shown below and on the next page.

WHERE EAGLES DARE

Scenario 4

Campaign

Scenario 4

EVENT?

Sheet 2 Front

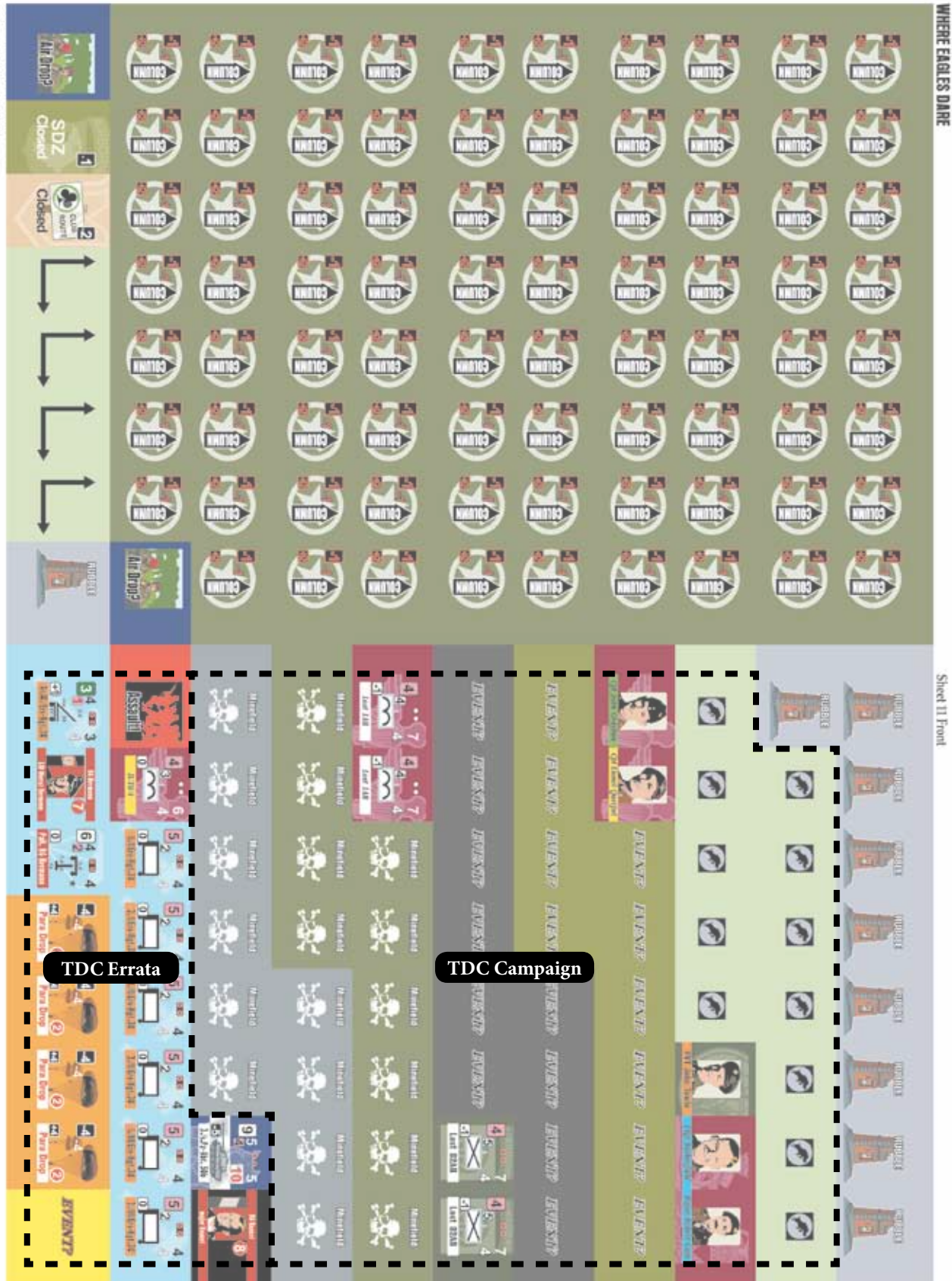© 2011 MultiMan Publishing, Inc.

In contact

Countersheet 11

Countersheet 11 contains counters for use with *The Devil's Cauldron*. 18 of the counters are errata and replacement counters originally inculded in *Operations: Special Issue #1*. The other counters are for the *Where Eagles Dare* and *The Devil's Cauldron* combined campaign game.

TDC Errata

TDC Campaign

Components

Series Rulebook
Series Rules Summary
Exclusive Rulebook
6 Player Aid Cards
Turn Record Chart and Weather Table
2 x combat Result Table/Terrain Effect Chart
5 Map Sheets
11 Counter Sheets
4 ten–sided dice

Counter Symbols

The Unit counter symbols are shown on page two. The only Unit counter symbol that has any effect on the game is the engineer symbol. All other symbols are for historical interest because the values, the colors of the values, and the colors around the values define all the other game functions. Each Leg Unit is company size, with the exception of the Rearguard Units, which are platoon size.

The background color of each Unit counter shows the Division the Unit belongs to. The colors are green (101st Airborne Division), tan (Guards Armored Division), brown (43rd Wessex Infantry Division), light grey (Eindhoven Regional Command and later, KG Chill), blue (59th Infantry Division), and gray (KG Walther).

The 1900 Turn

Several new mechanics have been added to the game and are performed during the 1900 turn. Here is the updated applicable sequence of play for the entire 1900 turn:

1. Advance the Club Route Marker

2. Roll for XXX Corps release (not on the September 17th turn)

3. Set the Club Route Status marker on the Guards Divisional Display to "Open"

4. Move German Formations Off-Map

5. Roll for Allied Flank Corps advance

6. Spend Dispatch Points to buy Formation Activation Chits.

7. Place Reinforcements.

8. Put eligible chits into the coffee mug.

9. Perform the Activation Phase.

10. Remove all barrage markers.

11. Move the turn record marker up a box.

Exclusive Rules

The following are the exclusive rules for use with The *Where Eagles Dare* game. There are also special rules that apply to just some of the scenarios and special rules that combine *The Devil's Cauldron* and *Where Eagles Dare* together for one grand campaign game of Market Garden.

1.0   Night and Weather

1.1   Night

The night turn begins the turn after the 1900 turn.

1.2   Fog

If fog was rolled on the Weather Table during the Check Weather Phase at the beginning of the day, there is a chance that it may clear in the morning. At the start of the 0900 turn, roll a die. If the result is equal to or less than the fog number, the fog clears and the weather is clear for the rest of the day; if the roll is more than the fog number the fog remains for the 0900 turn. Repeat this procedure on the 1100 turn. If the die roll on the 1100 turn does not clear the fog, the weather becomes overcast and stays that way for the rest of the day.

Example: The 0700 weather die roll is a 3, which produces fog with a "clear number" of 5. This means that a die is rolled on the 0900 turn, and if the roll is 5 or less, the fog clears. If the roll is greater than 5, the fog stays for that turn. If the fog stays, another roll is made on the 1100 turn.

2.0   Terrain

The types of terrain in the game are:

Clear	Roads	City	Crests	Culvert
Polder	Railroad	Fortified	Impassable	Sand Dunes
Orchard	Village	Stream	Bridge	Swamp
Woods	Town	River	Raised Road	

All are described in full below. Each hex type is defined by the color of the dot in the center of the hex (and for City and Fortified hexes, the color of the hexsides). For example, if the hex has a green center dot, then it's a woods hex.

Some hexes contain water features that have no effect. In other hexes, the water features do have an effect, and this is indicated by an impassable portion (grey) in the hex.

Play note: The map was drawn for realism so the terrain in certain hexes may not be obvious. As an example of how Units move into hexes with rivers, they can move from 75.130 to 76.130 because of the portion of land that extends into 76.130. However, Units cannot move from 76.130 to 76.129. If the players are unable to agree on movement between other hexes they should roll a die.

2.1   Clear

Clear terrain has a white circle in the center of the hex. A Leg Unit can enter a clear hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units can enter a clear hex for 3 movement points if not in Column, or 2 movement points if in Column. Tracked Units can enter a clear hex for 2 movement points if not in Column, or 1 movement point if in Column. Clear terrain is not Blocking Terrain, and does not modify the Fire Rating of Units firing into the hex.

2.2   Polder

Polder terrain has an aqua circle in the center of the hex. A Leg Unit can enter a polder hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units

can enter a polder hex for 5 movement points if not in Column, or 3 movement points if in Column. Tracked Units can enter a polder hex for 3 movement points if not in Column, or 2 movement points if in Column. Polder is not Blocking Terrain, and does not modify the Fire Rating of Units firing into the hex.

2.3 Orchard

Orchard terrain has a yellow circle in the center of the hex. A Leg Unit can enter an orchard hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units can enter an orchard hex for 8 movement points if not in Column, or 2 movement points if in Column. Tracked Units can enter an orchard hex for 4 movement points if not in Column, or 1 movement point if in Column. An orchard hex is not Blocking Terrain on its own, but a Line of Sight traced through two orchard hexes is blocked. (Line of sight can be traced through one orchard hex and into a second.) Orchards modify the Fire Rating of Units firing into the hex by -1.

2.4 Woods

Woods terrain has a green circle in the center of the hex. A Leg Unit can enter a woods hex for 3 movement points if not in Column, or 2 movement points if in Column. Wheeled and Tracked Units cannot enter a woods hex unless they are in Column and traveling along a Road (in which case they pay the Road movement coat). Woods are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -2. This modifier is ignored if the Weapon Class is Mortar, Indirect HE or Direct HE.

A Wheeled or Tracked Unit in a Woods hex may not leave Column.

2.5 Roads

Roads allow Units in Column to move faster. Any Unit in Column that enters a hex along a road can do so for ½ movement point. The Unit can decide not to use the road and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a road, must pay the base terrain cost.

Where two Roads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one Road to the other. The Roads have no effect on Line of Sight.

Play note: The capitalized word "Road" is a defined term in these rules that includes railroads, raised roads, and so on. The uncapitalized word "road" means the specific terrain type that is a road.

2.6 Railroads

Railroads allow Units in Column to move faster. Any Leg Unit in Column that enters a hex along a railroad can do so for ½ movement point. A Wheeled Unit in Column pays 2 movement points, and a Tracked Unit in Column pays 1 movement point. The Unit can decide not to use the railroad and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a railroad, must pay the base terrain cost.

Where two railroads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one railroad to the other. Railroads have no effect on Line of Sight.

2.7 Villages

Village terrain has a beige circle in the center of the hex. A Leg Unit can enter a village hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units can enter a village hex for 6 movement points if not in Column, or 1 movement point if in Column. Tracked Units can enter a village hex for 4 movement points if not in Column, or 1 movement point if in Column. Villages are not Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -1.

2.8 Towns

Town terrain has a brown circle in the center of the hex. A Leg Unit can enter a town hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled and Tracked Units cannot enter a town hex if not in Column, but may enter for 1 movement point if in Column. Towns are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -2.

A Wheeled or Tracked Unit in a Town hex may not leave Column.

2.9 Cities

City terrain has a black circle in the center of the hex and a white border around the hex. A Leg Unit can enter a city hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled and Tracked Units cannot enter a city hex if not in Column, but may enter for 1 movement point if in Column. City hexes are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -3.

A Wheeled or Tracked Unit in a City hex may not leave Column.

Cities may be reduced to rubble. If an artillery attack rolls a "0" when attacking a City hex, place a rubble counter on that hex. If the hex as a OP, that OP is no longer considered to be in the hex. Additionally, add one to the defensive terrain value of the hex.

2.10 Fortified

Fortified terrain has a black circle in the center of the hex and a grey border around the hex. A Leg Unit can enter a Fortified hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units cannot enter a Fortified hex if not in Column, but may enter for 3 movement points if in Column. Tracked Units cannot enter a Fortified hex if not in Column, but may enter for 2 movement points if in Column. Fortified hexes are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -4.

A Wheeled or Tracked Unit in a Fortified hex may not leave Column.

Fortified hexes may be reduced to rubble. If an artillery attack rolls a "0" when attacking a Fortified hex, place a rubble counter on that hex. If the hex has an Observation Post or a Strongpoint, that Observation Post or Strongpoint is no longer considered to be in the hex. Additionally, add one to the defensive terrain value of the hex.

2.11   Streams

Streams are thin blue lines that run along hexsides. A Leg Unit that leaves a hex across a stream without using a Road pays 2 additional movement points if the Unit is not in Column, or 1 additional movement point if the Unit is in Column. Wheeled and Tracked Units may not cross streams except when using a Road (and must of course be in Column to do so). Note that the Roads that cross streams have map graphics showing bridges, but these are not considered bridges in game terms (i.e. they are not controlled, cannot be wired) and are treated just like Roads.

There are however 4 of these bridges over streams that might not be able to take vehicular traffic and players will have to check for their stability. They are in hexsides 55.202/56.201, 63.185/63.186, 76.127/77.12127 and 86.118/87.118, and they are marked with a graphic. The most southern of these will be checked by the "A RIde in the Country" scenario. If the Allied Player is unable to win this scenario, it is always considered unstable. The remaining three bridges are checked the moment a vehicle of any type (and either German or Allied) , or the instant Club Route is traced across that bridge. The crossing player rolls a die and should he roll a "9", the bridge is considered unstable and in need of repair. Any other roll and the bridge is treated as any other bridge over a stream is treated. There are no modifiers to this roll. If a bridge is unstable, no vehicles may cross it nor may Club Route be traced through it until it is repaired.

To repair an unstable bridge, if there are no German Fire Zones on either hex of the unstable bridge, the Allied player may place one if his Bulldozer units on the southern hex of the bridge hexside during his next Guards Divisional Activation Impulse. Only one Bulldozer may be placed per unstable bridge. He may then (during that impulse) roll a die. Should he roll a 2, 1 or 0, the bridge is considered stable now and remains so for the remainder of the game. Should this roll fail, he may add a "Men at Work" counter and receive that marker's modifier and roll every succeeding Guards Divisional Activation Impulse until the bridge is fixed. This is an Engineering action and is performed normally. The Bulldozer Unit may not be attacked but is eliminated the moment an enemy Unit moves into the hex. The Bulldozer marker(s) remains on the map until it has successfully repaired the bridge but remember to account for it's modifier on the following 1900 turn for XXX Corps release.

A Bulldozer Unit can only be placed on Club Route, or the Club Route Marker, and once placed, may never move

2.12   Rivers

Rivers are wide blue lines, and can only be crossed at bridges or with ferries. If a single hex contains terrain on both sides of a river, one side will be marked as impassable, and the terrain of the other side will determine the terrain type of the overall hex. A Unit can enter such a hex providing it does not do so via a hexside portion that has impassable terrain.

2.13   Crests

Crest hexsides block Line of Sight unless the crest hexside is part of the firing Unit's hex or the target Unit's hex.

Crest hexsides have no effect on movement or fire combat (other than LOS).

2.14   Impassable

Impassable terrain is grey. If an entire hex is impassable, it is entirely grey, does not have a center circle, and cannot be entered by any Unit.

If only part of a hex is impassable, the impassable portion is grey, meaning that no Unit can enter and/or leave the hex by passing over the impassable portion. An exception to this is if a Road or ferry is used to pass through impassable terrain, in which case a Unit using the Road or ferry legally can move through the impassable hex portion. Impassable hex portions are most commonly seen in hexes containing rivers. Impassable terrain has no effect on Line of Sight or fire combat.

2.15   Bridges

Bridges in the game are all named, and have a marker to show whether they are wired or not. Note that the graphics on the map for roads that cross over streams are not considered bridges for the game in terms of the following rules. Any Unit in Column in a hex with a bridge hexside suffers an additional terrain modifier of +2 and ignores the hex's original terrain.

2.15.1 Crossing Bridges

A Unit must be in Column to cross a bridge, and the cost is the same as for normal movement. This means only one Unit can Assault across a bridge, and if a Unit not in Column is forced to run away, it cannot do so across a bridge.

2.15.2 Road Blocks and Bridges

Road blocks cannot be placed in any same hex that has a bridge hexside.

2.15.3 Railroad Bridges

Vehicles cannot cross railroad bridges unless the railroad bridge is "improved." To improve a railroad bridge, an engineer Unit must pass a Troop Quality Check in one of the two hexes sharing the railroad bridge hexside (this is an Engineer Action, so no Command Points can be spent on it, the engineer Unit can't be in Column, it triggers Opportunity Fire, and Men at Work markers can be placed).

If a Unit with Organic Transport crosses a railroad bridge that hasn't been improved, the Unit forever loses its transport capabilities, and an abandoned transport marker is placed on the Unit as a reminder.

2.15.4 Line of Sight

Bridges block Line of Sight in the same was as Raised Roads (see 2.16).

2.15.5 Control of Bridges

Why do you even want to control a bridge? Well, you can't demolish it unless you wire it and you can't wire it unless you control it. See below for the demolition rules.

Either you control a bridge, or your enemy controls the bridge, or neither of you controls the bridge, in which case the bridge is "contested."

If you want to control a bridge, one of your Units must have been the last to enter both of the two hexes that share the bridge hexside, and neither of these two hexes

can be in an enemy Fire Zone. Note that it doesn't have to be the same Unit that enters the hexes, and the Unit doesn't have to stay in the hex, nor do you have to move the Unit or Units through during the same activation. You can keep track of this with blank chits if you wish.

2.15.6 Bridge Demolition

You can only demolish a bridge if you first wire it for demolition. There are two ways a bridge is wired for demolition. The first is if the scenario rules tell you it is, in which case the rules will also say which side wired it. Remember, only the side that wired a bridge can demolish it.

The second way a bridge can be wired is by one of your engineer Units. To do this:

- You must control the bridge (see above).

- Your engineer Unit must begin its Action in one of the two hexes that share the bridge hexside.

- Your engineer Unit must pass a Troop Quality Check (no Command Point for an automatic pass here; the Unit cannot be in Column; a Men at Work marker may be placed in case of failure); this is an Engineer Action so it can trigger Opportunity Fire.

- If your engineer Unit passes the Troop Quality Check the bridge is "wired" for demolition. Flip the marker on the bridge to the wired side.

Once you have a bridge wired you may try to demolish it when an enemy Unit enters one of the two hexes sharing the bridge hexside and the bridge becomes contested. You need a die roll of 5 or less if you don't project a Fire Zone into one of the two hexes that shares the bridge hexside, or a 6 or less if you do project a Fire Zone into one of the two hexes that shares the bridge hexside. If you demolish a bridge, place a destroyed marker on it, and the enemy Unit cannot get across. If you miss the roll, flip the bridge marker over to the non-wired side. You'll have to start all over now, and you can only wire the bridge again if you regain control of the bridge.

Note: he Best Railroad Bridge in hex 49.160 may never be wired for demotion and may not be destroyed. It may never be "Improved" to allow for vehicular traffic. All other rules apply.

2.15.7 Bridge Repair

Only the Allied Player may repair demolished bridges. To do so, he declares he is using a Bailey Bridge Unit (either the 11 Bridge, RE or the 14 Field Sqn, RE if no 43rd Infantry Formations have been released yet. After any Formation of the 43rd Infantry Division has been released, he may also used either the 128 Bridge, RE or the 15 Bridge, RE) at the start of any turn following a turn in which a bridge was demolished by the German player. During the next Guards Divisional Activation Impulse (if it is a Guards Bailey being used) or during the 43rd Infantry Divisional Activation (if a 43rd Infantry Bailey Bridge is being used), the Allied player simply places the Bailey Bridge counter on the southern hex of the Demolished Bridge hexside if there are no German Fire Zones on either hex of the bridge hexside. It is placed truck side up. This is considered a movement action. A Bailey Bridge Unit can only be placed on Club Route, or the Club Route Marker.

In any subsequent activation the Unit must pass a Troop Quality Check as an Engineer Action (just like any other Engineer Action you may not spend a Command Point to pass, the engineer Unit can't be in Column, it might trigger enemy Opportunity Fire, and Men at Work markers can be placed). If the bridge is repaired, remove the destroyed marker and flip the Bailey Bridge counter to it's Bridge side. The Bridge Unit now acts as the bridge, but unlike a normal bridge, it is a Unit and may be targeted by enemy fire. If the Bridge Unit becomes Suppressed or takes a Cohesion Hit, it cannot act as a bridge until it Rallies. If the Bridge Unit is eliminated, remove it from play, and the destroyed marker returns.

Example: A bridge is demolished during the 0900 turn

Bridge Blowing Example

The British tank has been activated and wishes to cross the contested Arnhem Road Bridge, which has been wired by the German player. The tank gets into Column for 1 MP, and moves adjacent to the bridge for ½ MP. At this point the German player gets to roll to try and demolish it. As the German Unit to the North of the bridge projects a Fire Zone into one of the hexes that shares the bridge hexside, the die roll has to be a 6 or less. If the German Unit was not there, the die roll would need to be a 5 or less to demolish it.

The die roll is a "3" and the bridge is blown. The bridge marker is removed, and replaced with a Destroyed marker. As the bridge has been destroyed, the British tank does not get to cross the bridge, but it is still active and has 11 ½ MP remaining.

after the 43rd Infantry Division Activation has passed. On the 1100 turn and during a 43rd Infantry Division Activation Impulse, the Allied player can declare that he is bringing in the 128th Bridge Unit. Just place the Bailey Bridge counter, truck side up and you may activate it on a subsequent activation and roll for repair..

The Allied Player may only bring in one Bailey Bridge per Impulse.

2.16   Raised Roads/Railroads

Raised Roads/Railroads are elevated road and railroad tracks that pose a significant hindrance to movement and also block Line of Sight.

A Unit in Column can enter a hex with a Raised Road/Railroad if there is no road block in the Raised Road/Railroad hex, and the Unit enters the Raised Road/Railroad hex through a hexside that the Raised Road/Railroad touches. Similarly, a Unit in Column can only leave the Raised Road/Railroad hex through a hexside that the same Raised Road/Railroad touches. This means that if there are two Raised Roads/Railroads running through the same hex and they do not cross, you must remember which one the Unit is on, because it cannot jump from one to the other.

A Vehicle Unit on a Raised Road/Railroad cannot exit Column formation while in a Raised Road/Railroad hex. If the Vehicle Unit is forced to retreat, it must follow the Raised Road/Railroad and if it cannot do so, the Vehicle Unit is eliminated. The Vehicle Unit suffers a terrain modifier of +2 when fired on, in addition to the +2 modifier for being in Column. If a Unit dismounts from its Organic Transport while it is on a Raised Road/Railroad, the vehicles are lost. Place an aban-

doned transport Marker on the Unit after it dismounts. Note that Vehicle Units not in Column can never enter a hex with a Raised Road/Railroad.

A Leg Unit that is not in Column can enter a hex with a Raised Road/Railroad from any hexside (even if there is a road block in the hex), but it must pay double the terrain cost of the other terrain in the hex; when not in Column the Leg Unit can leave the Raised Road/Railroad hex by any hexside. If fired on when not in Column, the Leg (and immobile) Unit suffers the +2 terrain modifier for the Raised Road, and also benefits (or suffers from) the terrain modifier of the hex's original terrain. A Leg Unit not in Column in a Raised Road/Railroad hex may get in Column for 1 movement point. Remember that Vehicle Units not in column can never enter a hex with a Raised Road/Railroad.

A Leg Unit may get off a Raised Road/Railroad by exiting Column formation; this costs one movement point or the Leg Unit must take a Cohesion Hit. Once the Leg Unit is not in Column, it may leave the Raised Road/Railroad hex by any hexside. If a Leg Unit in Column is forced to retreat from the Raised Road/Railroad hex, it must follow the Raised Road/Railroad and if it cannot, the Leg Unit is eliminated. A Leg Unit in Column in a Raised Road/Railroad hex suffers a terrain modifier of +2 when fired on, in addition to the +2 modifier for being in Column.

Raised Roads/Railroads create a special Line of Sight situation. A Raised Road/Railroad is Blocking Terrain, but only if the Line of Sight actually passes through the Raised Road/Railroad graphic. For this purpose a raised Road/Railroad in the same hex as a target Unit or a firing Unit is never blocking terrain. In addition a Line of Sight can pass through a hex with a Raised Road/Railroad as long as it does not cross the Raised Road/Railroad.

Raised Road Example 1

In the example shown on the right, the Vehicle Unit labeled A cannot enter the Raised Road hex, as it is not entering along the road. It doesn't matter that the Unit is in Column or not.

Vehicle Unit labeled B first moves into the hex next to the Raised Road, gets into Column, and now can move onto the Raised Road because it is entering in Column from a connecting Road.

Raised Road Example 2

In the example on the left, the British para Unit is activated, and wants to move North. First it gets into Column for 1 MP. It then moves up 1 hex. As the Unit is in Column, and entering the Raised Road hex on the Raised Road, this costs ½ MP. It then moves another hex North, and as it attempts to do so, this triggers Opportunity Fire from the German Unit. Assuming the German Unit passes the Troop Quality Check in order to take the shot, the Fire Rating for the German Unit is modified from 5 to 12 (Fire Zone to Fire Zone movement is +3, +2 Raised Road even though in Column, +2 for being in Column), so anything but a 9 will hit. The die roll is a "4" and the para Unit takes a Cohesion hit, but completes it's movement.

2.17 The Culvert

There is a Culvert in hexside 70.156/70.157. The Culvert is marked with arrows that show which hexes are connected by the Culvert. Any Unit adjacent to the Culvert can move directly to the hex on the other side of the Culvert for the movement cost shown below in addition to the cost to enter the hex; remember to follow the arrows.

A Unit must be in Column to use a Culvert. Any Opportunity Fire against a Unit moving through the Culvert receives an additional +3 modifier in addition to the other modifiers that would normally apply (such as the +2 for being in Column). If the Unit triggers Opportunity Fire as it leaves the hex after the Culvert, this +3 modifier still applies.

Movement through the Culvert costs the following in addition to the terrain cost of entering the hex adjacent to the viaduct on its opposite side:

Leg: +2 movement points

Wheeled: +6 movement points

Tracked: +4 movement points

A Unit on one side of the Culvert can Assault an enemy Unit on the other side of the Culvert. The Assaulting Unit must be in Column, and suffers the +3 modifier to Opportunity Fire for moving through the Culvert (in addition to the +2 modifier for being in Column) at the start of the Opportunity Fire procedure.

2.18 Ferries
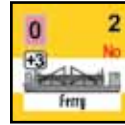
Engineer Units can ferry other Units across otherwise impassable water hexsides in a destroyed Bridge hexside (this applies only on the *Where Eagles Dare* map). Only hexes that are currently Destroyed Bridge hexsides can be used to create ferries. Only Leg Units can use a ferry. If a destroyed Bridge has been repaired and is now replaced by a Bailey Bridge, remove the Ferry counter from the map. There are no "improved Ferries" in *Where Eagles Dare* but the backs still have Improved on them for possible use in *The Devil's Cauldron*.

Ferry Example

In the situation shown, the German engineer Unit starts its Activation in a ferry hex, and wishes to build a ferry. This is an engineer Action, so the Troop Quality Check has to be rolled. The German engineer Unit rolls a 1, so the ferry has been built (and a ferry marker is placed on top of the engineer Unit).

At a later time, a German Leg Unit starts its Activation in Column and wants to ferry across the river, as shown here. This takes the entire Action for the Unit, and it triggers Opportunity Fire from the British Gun Unit. The Gun Unit rolls a 1 for its Troop Quality Check, so it will take the shot. The Fire Rating is modified from 4 to 8 (+2 for being in Column, +2 for using the ferry, -2 for range, +3 Fire Zone to Fire Zone movement). The die roll is a 6, and this eliminates the German Unit (but it has no effect on the ferry).

When the British Gun unit is activated, it can perform Direct Fire at the ferry. After the gun unit passes a Troop Quality Check for the Company bonus, the fire rating is modified from a 4 to a 6 (+3 defense rating, -2 range, +2 Company Bonus). The die roll is a 3, and the ferry takes a Cohesion Hit. This stops the ferry from ferrying Units until it rallies (which it can try and do the next time the engineer Unit is Activated either at night or not in an enemy Fire Zone). The final situation is as shown.

2.18.1 Creating a Ferry

You can create a ferry in either hex in which the there is a destroyed bridge counterdestroyed bridge used to exist. An engineer Unit must begin an activation in the applicable hex. Announce that your engineer Unit wants to be a ferry [insert your inappropriate joke here]. This is an Engineer Action. The engineer Unit now rolls a Troop Quality Check (a Command Point cannot be spent here) and may be Opportunity Fired if applicable. If it passes, it is now a ferry—put a ferry marker on the one of the two hexes that the destroyed bridge spanned with the arrow pointing to the other hex of the former bridge span, and put the engineer Unit under the ferry marker.

The engineer Unit does not count towards the stacking limit of the hex now, but does count against the mass modifier if the hex is fired upon. The engineer Unit has now completed its Action for that activation and the ferry may begin ferrying Units from this point onward. If the engineer Unit fails the Troop Quality Check, it is done for the activation and it doesn't get to be a ferry; you may place a Men at Work marker. Your engineer Unit may try again to become a ferry during its next activation.

2.18.2 Using Ferries

Remember that only Leg Units may use a ferry. A friendly Unit in Column that begins its activation in a hex containing a ferry can move into the hex pointed at by the ferry symbol; alternately, a friendly Unit in Column that begins its activation in the hex pointed at by the ferry symbol across the river can move to the hex containing the ferry marker. This is the Unit's entire activation and it is a Movement Action (so a Unit cannot move into a ferry hex and then use the ferry as a Second Action). Note that when a Unit uses a ferry it is not an activation for the ferry. Remember, the ferry does not work if the ferry is Suppressed.

Units that have Wheeled or Tracked Organic Transport may use a ferry but they must abandon their vehicles to do so. Place an abandoned transport marker on the Unit to show that it can never again use Organic Transport (this only applies to ferries, not improved ferries).

You cannot use a Command Point to ferry a Unit (so no Second Actions can be used to ferry Units).

The hex the Unit is being ferried into must not contain any enemy Units, otherwise the ferrying may not take place.

2.18.3 Removing a Ferry

A ferry remains in place until the engineer Unit moves, or the ferry takes a Step Loss or Eliminated result - or the Allies have successfully placed a Bailey Bridge.

A ferry can be the target of enemy fire just like any other Unit, and may be Assaulted as well. If the ferry becomes Suppressed, it remains in place, but it cannot actually ferry Units until it Rallies (place a Suppression marker on top of the ferry marker). If the ferry takes a Step loss, the ferry marker is removed, and the engineer Unit takes the Step loss. If it suffers an Eliminated result, remove the ferry and eliminate the engineer Unit. If the ferry takes a Cohesion Hit, it is marked on the ferry, and if the engineer Unit moves away, the result is transferred to the engineer Unit.

If a ferry is Assaulted, the ferry and engineer Unit are eliminated at the same step in the Assault procedure when zero–step Units are eliminated.

The ferry is removed the instant a Bailey Bridge has been successfully places in the hex.

2.18.4 Ferries and Opportunity Fire

If a Unit being ferried takes Opportunity Fire as it leaves its hex, it suffers a +2 modifier for being ferried (in addition to the +2 for being in Column). This fire does not affect the ferry.

2.19   Sand Dunes

Sand Dunes terrain has a light brown circle in the center of the hex. A Leg Unit can enter a sand dune hex for 2 movement points if not in Column, or 1 movement point if in Column. Wheeled Units can enter a sand dune hex for 4 movement points if not in Column, or 3 movement points if in Column. Tracked Units can enter a sand dune hex for 3 movement points if not in Column, or 2 movement point if in Column. Sand Dunes terrain is not Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -1.

2.20   Swamp

Swamp terrain has a blue dot in the center of the hex. A Leg Unit can enter a swamp hex for 4 movement points if not in Column, or 3 movement point if in Column. Wheeled and Tracked Units cannot enter a swamp hex unless they are in Column and traveling along a Road (in which case they pay the Road movement coat). Swamp terrain is not Blocking Terrain, and modify the Fire Rating of Units firing into the hex by +1 (it is a disadvantage to be fired on if in swamp)

3.0   Paradrops and Glider Landings

Play note: The tricky thing here is the unpredictability of Allied airborne reinforcements. There are two variables that affect their arrival: the availability of their assigned drop zones (the enemy might get in the way), and the weather. The reinforcement schedule tells you the order in which airborne troops must arrive and when they become available, but it won't tell you exactly when they will arrive. So imagine a mass of airborne troops waiting in line for the word to go. The landing rules simulate this.

3.1   Drops and Drop Numbers

Each daily delivery of Allied airborne troops is called a "drop." There is never more than one drop per day. Drop One always happens on the first turn of the game during the special first turn drop phase. All drops are numbered sequentially after Drop One, so the drop after Drop One is always Drop Two and so on. But Drop One is the only drop that must happen on schedule. All subsequent drops are scheduled but may or may not happen when they are supposed to. All of the Allied airborne Units are assigned "drop numbers" on the reinforcement schedule. A Unit's drop number tells you which drop the Unit is in. So all Units designated with drop number two must arrive, if at all, in Drop Two.

3.2   When to Drop

Units scheduled to drop arrive during the reinforcement phase of their scheduled drop turn. As noted above, Drop One always happens on the first turn of the game during the special first turn drop phase. Thereafter, there is only one drop per day and it will occur, if it occurs, on the second or third turn after the first clear weather turn of that day.

Here's what you do:

1. determine the weather for the day in accordance with the weather rules;

2. if the weather is rain or overcast, then move on, there will be no drop this day. Move all drops forward 1 day;

3. if the weather is clear, then the day's drop will happen on the 0900 turn or the 1100 turn (it is the Allied player's choice—see below for more on this)

4. if the weather is fog, then the drop happens only if the fog clears; if the fog clears, the drop will happen two or three turns after the fog clears (it is the Allied player's choice—see below for more on this).

If there will be a drop, the Allied player always has the choice of when to make it (i.e., either the 0900 or 1100 turn in clear weather, or the second or third turn after the fog clears). The Allied player has two counters. Both counters say "Air Drop?" on one side. The flip side of one counter says "Air Drop!" and the other says "No Drop." After the Allied player decides which turn he wants to drop he places the "Air Drop" counter "Air Drop?" side up on the Turn Record Track for that turn; he places the "No Drop" counter "Air Drop?" side up on the Turn Record Track for the other turn. When the time for the first possible drop comes, the Allied player flips the "Air Drop?" counter, reveals his intentions and conducts his drop or not. Both players now have a hearty chuckle to relieve the unbearable tension.

Play example: If the weather is clear on the weather check on the second day, Drop Two will happen on the 0900 turn or the 1100 turn (and the Allied player makes his choice and places his "Air Drop?" counters accordingly). But if the weather is fog, then the drop can only happen two or three turns after the fog clears (if the fog clears). Let's say the fog clears on 0900 (i.e., 0900 is the first clear weather turn of the day). The next drop will be on the 1300 or 1500 turn (and the Allied player makes his choice and places his "Air Drop?" counters accordingly). If the weather had been rain, there would be no drop that day and the Allied player would have to wait until the third day to try and make Drop Two.

3.3   Where to Drop

The map has numerous marked airborne zones, designated by letter, which are either drop zones (DZ—meant for paratroops; glider Units landing in drop zones may suffer), or landing zones (LZ—fine for either paratroops or glider troops).

The hexes for the drop zones are:

DZ A1: 70.124, 71.124, 71.25, 72.124, 72.125

DZ A: 71.129, 71.130, 71.131, 72.129, 72.130, 72.131, 73.130, 73.131, 73.132

DZ B: 57.149, 57.150, 57.151, 58.148, 58.149, 59.148, 59.149, 60.148, 60.149, 61.148, 61.149, 62.148, 62.149, 63.149, 64.149

DZ C: 57.150, 57.151, 58.150, 58.151, 59.150, 59.151, 59.152, 60.150, 60.151, 62.150, 63.150, 63.151, 64.150

LZ W: consists of both DZ B and DZ C combined.

3.3.1 The Historical Drop Scenario

All drop numbers and airborne zones are on the reinforcement schedule—just follow that. Note that even though the term "sticks" is used to refer to all the drops in a hex, we are aware that these are not really sticks, rather the term is used to add flavor.

3.3.2 The Free Drop Scenario

Before the game starts, the Allied player secretly assigns all of his airborne Formations a drop number and a Division airborne zone. Only one Formation can use an airborne zone each turn! That means one Formation per airborne zone per drop number. (All Units of a Formation must of course drop in the same airborne zone on the same turn.) Units belonging to an Independent Formation may be designated to drop in any Division airborne zone as long as that airborne zone is being used that turn by another Formation of the Independent Formation's Division; however, Units belonging to an Independent Formation do not all have to arrive in the same airborne zone.

3.4   How to Drop

Place one or more Units in any hex in the appropriate airborne zone. There are no stacking restrictions, but Units cannot drop in Column (they can drop mounted if they wish). Each Unit that drops gets a glider/paradrop marker placed on top of it (except for the Units placed on Drop One); in addition, a Unit adds an extra glider/paradrop marker for each delay it has suffered (more on this below). Dropped Units can be fired at during subsequent enemy activations, but the drop itself does not trigger Opportunity Fire.

To help with stacking, orange glider/paradrop markers are included that represent two glider/paradrop markers. When instructed to remove a glider/paradrop marker, replace this orange marker with the normal yellow marker.

3.4.1 The Drop Table

All Units that drop must have their fate decided with a die roll on the Drop Table. Roll for Units in Drop One as soon as they drop. Roll for Units in subsequent drops the first time they activate after the drop. The Drop Table has various results, which include elimination, Step loss, activation delays, and no effect.

Note the numerous modifiers on the Drop Table. Glider troops that are landing in drop zones (DZs) (instead of landing zones (LZs)) suffer a +2 modifier on the Drop Table. Note also that some airborne zones on the map are marked with an "*"; glider troops landing in these airborne zones suffer an additional +1 modifier on the Drop Table. A Unit landing in an airborne zone also suffers a +1

Drop Table modifier for every German Unit in the airborne zone, another +1 modifier for every German flak Unit (not 88) that projects a Fire Zone into the airborne zone, and a further +2 modifier for every German 88 flak Unit that projects a Fire Zone into the airborne zone. All of these modifiers are cumulative.

3.4.2 Glider/Paradrop Markers

Each glider/paradrop marker on a Unit takes the Unit one Action to remove. Removing a glider/paradrop marker is an Action but does not trigger Opportunity Fire. A Unit with a glider/paradrop marker on it may perform no other Actions until all the markers have been removed.

3.5   Supply Drop Zones

Every day, there is a supply drop for the 101st Airborne Division. The drop takes place at the same time any reinforcements arrive that day for the Division. If the Division will not be receiving any reinforcements (either due to the weather or the reinforcement schedule) a supply drop will take place at either 1300 or 1500. Indicate the time of this drop using the "Air Drop?" markers. The scenarios will tell you which drop zone is designated as the supply drop zone.

If an enemy Unit is in the supply drop zone at the time of the supply drop, then the supply drop is interdicted. Place the SDZ Closed marker on the player aid chart for the Division whose supply drop was interdicted. All Units of this Division suffer a -1 Troop Quality Rating modifier until the next supply drop the next day.

Once the Sea Tail for an Airborne Division has be released, that Airborne Division is always in supply and the Supply Drop Zone Procedure is ended for that division.

To be released, the Club Route marker must have advanced to a specific Club Route Stop hex or farther to the north for the release to be successful. If the Club Route marker has not advanced to that hex or past and the Sea Tail has been released, just ignore the Sea Tail and move to the next Formation to be released. The Sea Tail will never arrive for that Division.

Sea Tail release hexes (either this Club Route Stop hex or beyond):

    101st Airborne Division: 61.141

    82nd Airborne Division: 41.64 or 38.63

    1st Airborne Division: 49.30, 47.29 or 38.31

3.6 Changing the Drop Location

You can try to change future drop locations for a Division during the reinforcement phase of any 0700 turn.

To change drop location, roll on the Drop Zone/Landing Zone Changing Table. If successful, you can replan all remaining drops for the rest of the game for the Division and also reassign the supply drop zone for the Division. All the rules for planning a free drop at the start of a game start (see Exclusive Rule 3.3.2) still apply. Any drops for that day that were replanned will come in on the 1500 or 1700 turn (the Allied player picks as described above). Future drops all take place at the normal time.

If you roll abort, you do not change your drops and all your scheduled drops are delayed 24 hours for that Division.

If you roll no effect, there is, well, no effect. Just carry out your drops as planned.

4.0   The Club Route

Club Route is the vital road that the entire XXX Corps uses to travel north across the map and on to victory. The road that might be Club Route is marked on the map. The Allied Player will determine what the actual Club Route will be as the game is played. It is important to recognize the difference between those road hexes that could potentially be Club Route and those road hexes that have actually been designated as Club Route.

Club Route (and not potential Club Route) consists of all Club Route road hexes starting from one hex south of the End of Club Route Marker (hereafter Club Route Marker) and all contiguous Club Route hexes to the south of the marker to hex 41.232. For example, the Club Route marker starts the game in hex 42.229. Potential Club Route is hex 42.228 and all marked Club Route hexes to the north of the marker. Club Route itself consists of 41.230 and all connected Club Route road hexes to hex 41.232.

As the game progresses, the Allied Player moves the Club Route Marker northward and its placement determines all actual Club Route road hexes. Remember, the marker itself is not a Club Route hex. Club Route starts the first hex south of the marker.

Players should think of Club Route as a massive traffic jam with every Club Route road hex as packed with vehicles waiting to advance to the front of the line. The marker itself is a floating Reinforcement hex that the Allied Player uses to place his newly arriving reinforcements from XXX Corps (though there are exceptions to this—see the reinforcement schedule).

4.1   Terms

Potential Club Route: any Club Route road hex north of the actual Club Route marker.

Club Route: any Club Route road hex (as determined by the Allied Player) that is south of the Club Route Marker.

Club Route Marker: the counter that determines the farthest advance north on potential Club Route road hexes.

Club Route Stop hex: marked on the map and an eligible hex on which a Club Route Marker may be placed.

Formation Reinforcement Marker: the marker that goes on the Guards Armored Divisional Display to show the order of Formations currently on Club Route.

4.2   Establishing Club Route

During the 1900 turn of every game day, the Allied player determines where to place the Club Route Marker. To do this, find the Club Route Marker and its current placement. Then trace potential Club Route road hexes north to the next Club Route Stop hex. If that trace encounters an enemy Fire Zone, a destroyed bridge, an unstable bridge or an enemy unit, move the Club Route Marker back to the last Club Route Stop hex. Continue moving the marker north to the next Stop hex until it cannot be moved further north. The Allied player need not move the marker at all, or he may keep at it any intermediate Stop hex even if hexes further north are available, except if he has cleared the entire length of Club Route on the *Where Eagles Dare* map. Once established as Club Route, the Club Route can never change. Once placed, the Allied player may not "retreat" the Club Route marker to a hex farther south at any point during the game.

Note that there are two spurs for Club Route: one that uses the Best Bridge and one that uses the Son Bridge. The Allied player must choose which direction to take Club Route as the game progresses but the not chosen spur may never be Club Route later in the game.

4.3   Effects of the Club Route marker

4.3.1 Release of new units

On the 1900 turn of each game day (except the 1st day) during Step 5 of the play sequence (the Reinforcement Phase), new XXX Corps units may be released from the off-board Club Route display on the Guards Armored Divisional Display and placed on the map as reinforcements in the Club Route Marker's hex. Players use the off-board display to determine which Formation is next in line, starting with Group Hot. The first Formation listed in line is always released automatically. On the 1900 turn of September 18th, the remainder of Group Hot would be released and the Allied player would roll for release of Group Cold. For the next Formation, roll one die and modify the die roll by the appropriate modifier listed below. Should that die roll with any modification be equal to or less than the number on the Formation Reinforcement Marker, that entire Formation is placed on the Club Route Marker and is treated as an arriving reinforcement Formation (note stacking limits are suspended for the reinforcement hex). If the Formation is "Auto", you don't roll for it, just release the Units and place them in the appropriate hex. You might have many Units in that one hex after this procedure. They must arrive in column and if fired upon, mass modifiers apply. All units must enter the game in the furthest advanced Club Route hex (the current hex in which the Club Route marker is placed (with certain exceptions listed on the reinforcement schedule - these are all the units that are noted as "Auto" on the Guards Armored Divisional Display). The Allied Player must roll for the second Formation in line on the off-board Club Route display - he may not delay entry. If that roll is successful, he must roll for the next Formation in line and may continue to roll until he fails an entry roll. After that, he must wait until the next 1900 turn to try again.

Place all released Formation Reinforcement Markers in the "Released Formations" box on the Guards Armored Divisional Display. Formations marked "Auto" on the display have no markers and do not count towards victory. Thus, there is no need to track which of these are released.

Note that only Guards Armored units may be placed on the maps for *Where Eagles Dare*. All 43rd Infantry Division units, Sherwood Foresters and The Royal Dragoons are for *The Devil's Cauldron* only and may only be placed as reinforcements on that game's maps. The Allied player still rolls for release of these 43rd Infantry Division formations as they are counted towards final victory in *Where Eagles Dare*. If the Club Route Marker has not advanced past the *Where Eagles Dare* map, no 43rd Infantry Division Units, the Sherwood Foresters, Royal Dragoons or the 82nd Airborne Sea Tail may be released. The Allied Player must suspend release until the Club Route marker is off the map. The Sea Tail for 1st Airborne Division is always bypassed and not used in *Where Eagles Dare*. It is assumed you have not reached the correct Club Route Stop hex. This may not be the case in a Devil's Cauldron and *Where Eagles Dare* combined game.

Should the Allied player have all potential Club Route road hexes clear of enemy Fire Zones, destroyed bridges, unstable bridges and enemy units from hex 41.232 to hex 14.89 when he is advancing the marker , he must remove the Club Route Marker from the game and no more Guards Armored reinforcements may enter the *Where Eagles Dare* game (with exceptions noted on the reinforcement schedule). Note the day in which this happens as the Allied player will gain Victory Points.

The Allied player still releases Formations normally and earns victory points for each released Formation. The units themselves just no longer appear on the *Where Eagles Dare* maps.

Example: It's the 1900 turn of September 20th and Guards Art. is the next Formation on Club Route on the Guards Armored Division Display. That one you get automatically (first one is automatic). 44 RTR, Sherwood Foresters and Royal Dragoons are "Auto" so those come into play on their reinforcement hex (this would likely not be on the Club Route marker). Nothing else releases until you can release the Auto ones in their correct hex. If you haven't advanced the Club Route marker off the map, you stop here and have to wait until the Club Route marker catches up. If you have advanced the Club Route marker off the map, you would now be rolling for the 101st Sea Tail (with a -4 modification for all those others that were just released).

4.3.2 Die Roll Modifiers for Release

Placement of each Bailey Bridge Unit during the preceding Game Day: +2

Placement of each Bulldozer Unit during the preceding Game Day: +1

If the Club Route Marker is on its Cut side: +2

For each successful entry of a friendly Formation this turn (including the initial one): +1

For each Dispatch Point paid by the Parent Formation of the releasing unit (up to a maximum of 4): -1

In *Where Eagles Dare*, the 43rd Infantry Division has no Dispatch Points to spend but they always receive the benefit of -4 (for assumed Dispatch Points spent) when they roll for release.

Note: Dispatch Points paid only apply to the current unit that is attempting to be released. Each subsequent unit will need additional Dispatch Points paid for it to apply.

All modifiers are cumulative.

Some units are automatically released and no die roll is needed they do however require all those before them on Club Route to be released before they enter the game. These units do count as a successful entry of a unit for the modification above for any additional not automatic Formations rolled for later.

4.3.3 Attacking Club Route
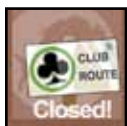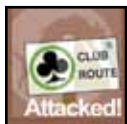
The German Player may attack any hex of Club Route (not Club Route potential road hexes). Should he direct fire (and not roll a "9" on the Direct Fire) or place a Light Barrage marker on any Club Route hex, place a Club Route Attacked Marker in the Hell's Highway box on the Guards Armored Divisional Display. If he successfully places a Heavy Barrage marker on any Club Route hex, or should he have an actual German unit (of any type) on a Club Route hex at any time during the Game Turn, place a Club Route Closed Marker in the Hell's Highway box on the Guards Armored Divisional Display. Note that attacking empty hexes is perfectly acceptable. The German Player may receive a maximum of one Attacked and one Closed marker per Game Turn. Any additional markers are ignored (exception, the Eindhoven Air Raid).

Example, a German unit is currently on a Club Route hex and fires at an adjacent empty Club Route hex (without rolling a "9" in the fire) i. The German would get 1 Club Route Attacked Marker and one Club Closed Marker (for the one German on the Club Route hex at any point during the game turn). Even if the fire was at an Allied Unit and there was no effect from the Fire, it is the act of firing that matters here.

These markers accumulate Victory Points for the German player. See the scenario rules for their effect.

These markers are accumulated in the Hell's Highway box until the German Player wishes to attempt a status check on Club Route. Anytime the Guards Armored Division Activation comes up and the German wants a status check, add up the number of Attacked markers and then double the number of Closed markers. Roll a die. Should the German Player roll that number or less, flip the Club Route Status marker on the Guards Display to it's Cut side. All Guards Armored Units are now considered out of supply for rule S6.1.2

Once the German attempts the status check and regardless if he succeeds or fails, all the Closed and Attacked markers are placed to the side to note they can't be used for a status check again. He must use all the markers in the box for this check (even if more than 9) and may not hold some back for later use.

For example, the German has 2 Closed markers and 3 Attacked markers in the Hell's Highway box that have not been used to demand a status check on Club Route. It's the 0900 turn and he's hoping to cut the highway for the majority of the turn (the Allies won't be able to flip it back until the 1900 turn). He adds up the markers and gets a value of 7. Anything but an 8 or 9 and Club Route will be Cut until the 1900 turn. Regardless if he succeeds or fails, all the markers are placed to the side to note that they may not be used again.

The Club Route marker is also immediately placed on its "Cut" side if there is a bridge that has been destroyed anywhere along Club Route and will continue to stay cut until that bridge has been repaired and under Allied control.

5.0   Off-Map Movement

On the three German Divisional Displays are off-map schematics to track the progress of the Allied XII and VIII corps on the flanks of the game map as well as German movement around the fringes of the map. This display is kept secret from the Allied Player although the Allied Player is always informed of the progress of his two friendly flanking corps. The schematics have the brownish areas that are directly east and west of the game map and have transit areas for the Germans to enter into the game. With the exception of the two markers representing the flanking Allied Corps, the Allied player may never enter the off-map display.

5.1   German Formation Movement on the Off-Map Display

The German player may move formations of the Eindhoven Regional Command, KG Chill and KG Walther during the 1900 Game Turn. All units that are in play (not counting any previously destroyed Units) must all stay in the same box on the off-map display. You may not split them up. You may move from one box to an adjacent box or you may move from the off-map box to the map display on the Divisional Chart (but not both). Units in the map display on the chart will automatically arrive on the 0700 turn of the next game day. The off-map display is kept secret from the Allied Player.

5.2   Tracking the Allied Flanking Corps Advance

At the start of play for the Campaign Game, place each Allied Corps in it's respective start box. These two markers may advance from south to north on the chart as the game progresses.

On each 1900 turn of the Campaign Game and after the German Player has moved any formations on the off-map display, roll one die to see if the Corps advances to the next box. To succeed, each Corps must roll equal to or less than the number in the one way, reddish arrow (subject to modification below). Should the Corps pass, advance the Corps marker into the next space. Corps may only advance one box per 1900 roll.

No German reinforcements may arrive if the reinforcement hex is now behind the Allied Flanking Corps advance. For example, reinforcement B on the KG Chill display is behind

the Allied advance if the Flank Corps marker occupies the Oirschot box.

Modifiers to the Allied Corps Advance Die Roll:

For each unsuccessful attempt to advance (use Men at Work counters to track this): -1

For each German Formation currently in the box that the Corps is attempting to advance into: +1

If the Club Route marker is off the map (advanced north onto the TDC map) : -4

Special Rules

The following are special rules that are used in some scenarios.

S1.0   Artillery Parks

Several Divisions have one or more artillery park markers.

During the reinforcement phase any of these Divisions can place its artillery park marker on the map. An artillery park marker with a non-zero value must be placed in its Divisional reinforcement hex. An artillery park marker with a zero value can be placed in any hex that is within the Command Range of a Leader of its Division and not in an enemy Fire Zone.

When Indirect HE Units are in the same hex as the artillery park marker, they can be removed from the map and placed in the Artillery Park Box on the player aid chart. At their next activation they may start to perform Indirect Fire. Like the Roach Motel, Units can never leave an Artillery Park after they have entered it.

Units in an Artillery Park may never perform Direct Fire.

Units in the Artillery Park Box are always In Command. When calculating the range from an Indirect HE Unit in the Artillery Park Box to a target hex, count from the artillery park marker to the target, and add the number printed on the artillery park marker. Use this method to determine both maximum and minimum range.

If an enemy Unit enters the hex with an artillery park marker, all the Indirect HE Units in the Artillery Park Box are eliminated. Artillery parks are not Units, and may never be targeted by enemy fire.

Once an artillery park marker has been placed on the map, it cannot be moved.

S2.0   Road Blocks and Rearguards

Unless a scenario states otherwise, the number of road blocks and Rearguards available to a player is limited by the counter mix.

S3.0   Random Events

Random Events occur when a Player rolls a "9" on the Combat Results Table to resolve a Unit's fire (but not for any rolls triggered by or arising from an Assault Action). Complete any results from the Fire and then immediately draw an Event Chit from the Event Cup belonging to the Player that just rolled the 9. That player is termed the Friendly Player in the following rules.

At the start of play, place all the *Where Eagles Dare* Events in two opaque containers - tan for the Allies and grey for the Germans - and place both of these to the side so that each container is handy when needed. The fronts of these Chits are colored coded to determine to which side they belong. When a "9" is rolled by a player, that player draws an Event Chit and immediately applies the result. Note that in the scenarios, Events drawn from the Event Cup are not placed back in the drawing player's Cup. In the Campaign game, they are returned back to that Cup according to the rules below.

S3.1   Events

Air Strike – Roll a die, halve the roll (rounding down) and give the Allied Player that number of Typhoons (he may receive no strikes should he roll a "1"). Immediately resolve any attacks and place the Chit back in the cup. If it is currently night, overcast, or foggy, treat as a no event and just return the Event back to the Event cup.

To resolve an Air Strike, choose a Allied Formation. You may then place one or more Typhoon Air Strikes (up to the total number you are allowed for this event) on any hex that is within 10 hexes of the leader of the chosen Formation. Resolve as a "6" white Fire Power attack on any unit on that hex. No modifiers apply to this attack. Place all Typhoons on chosen hexes before any attack rolls take place. You don't have to declare your target (should multiple units be in the hex) but you do have to declare the hex you are attacking prior to any attack resolutions.

Rout – When this Event is picked, the enemy player picks a Formation and declares that formation has routed. He may chose either a friendly or an enemy formation. At least one Unit of the Formation must be in an Enemy Fire Zone to be chosen and that Formation must have at least one Step Loss on any one of it's Units (not including Independent Units). All Units belonging to that Formation are now considered routed. Consult the descriptions below to determine what action to take. Any Independent Units that are stacked with the affected Formation are treated as Units of that Formation for this rule. Additionally, if a Unit must retreat by the rules below but cannot (i.e., it is in an enemy Fire Zone and can move one hex to a hex that isn't in an enemy Fire Zone), it is eliminated (a gun with no movement or * movement for example).

If a 101st Airborne or a Guards Armored Formation is routed:

If the affected Unit is not in an enemy Fire Zone, it is not moved and does nothing and nothing is placed on it. All affected units that are in an enemy Fire Zone must move one hex so that they are not in a Fire Zone. The enemy may not Opportunity Fire at the Allied units during this one hex move. If a unit cannot leave a Fire Zone by moving one hex, the unit must stay in the hex it currently occupies. Place an "Entrenched" marker on it. The enemy may not Opportunity Fire on this unit when the marker is placed. Play continues normally after this is performed and the Rout Event is placed back in the Event Cup.

If any German Formation that isn't part of the 59th Infantry Division is routed:

All German units that are routed are moved one hex so that they are not in an enemy Fire Zone. The enemy may not Opportunity Fire at the German units during this one hex move. All of these units (including any losses but remove any Cohesion or Suppression markers) are then taken off the map and placed to the side of the respective Division Display. These units may reenter play in any eligible off map box on their Division Chart of the owning player's choosing on the following 7am turn. Note that if a unit routs on the 1700, 1900 or Night turn, it will be two days before it may return to the Off-Map display (you must wait for the second 0700 turn to come). Any German Units remaining from the routed Formation on the map (those that couldn't retreat one hex and not be in an enemy Fire Zone) are now eliminated from the game.

If a Formation of the 59th Infantry Division is routed:

Count up the number of step losses that Formation has suffered to this point and roll a die. If you roll that number or less, the Formation has routed and is removed from play. All Independent Units within range of the Leader of that Formation are also removed from play. Once removed, 59th Infantry Division Units never return to play.

After the effects of the Rout have been completed, return the Rout Chit to the Event Cup.

Heroic – Place the Heroic Chit on any one friendly unit. That unit now has a TQ of one more and a defense of one less than its face value. This Chit stays with this one unit until the friendly player rolls another event. At that time, it is removed from the attached unit and placed back in the event cup before a new Event is chosen so that it may be drawn again. Once the Heroic Chit is removed from the Unit, its effects no longer apply to that unit.

Intelligence – The friendly player may add 6 command points and 2 dispatch points to any one parent formation. Place the marker back in the cup.

Rally – Remove any 4 suppression or cohesion steps from any one formation regardless of the presence of enemy fire zones. Any excess suppression or cohesion steps are ignored. Place the Rally Chit back in the cup.

Lost – The enemy player may pick one friendly unit. The chosen Unit is moved by the enemy player in any manner he wishes up to the Unit's full movement allowance and according to all normal movement and Opportunity Fire rules (Opportunity Fire would only take place if the lost Unit begins its movement by the enemy player in an enemy Fire Zone). As different Units move differently and pay different costs, this movement continues until one Unit in the stack runs out of Movement Points. However, this "lost movement" ends as soon as the lost stack enters an enemy Fire Zone. At the end of movement and after any Opportunity Fire is resolved, all Units that were lost are Suppressed.

During this lost movement the enemy player can put the Unit into or out of Column but he may not force march any Units in the stack. After this has been completed, return the Lost Chit back to the Events Cup.

Dutch – The friendly player may place the Dutch Chit in any city or town hex. Any Unit (friendly or enemy) that is currently

in that hex, or enters the hex at any point in which the Dutch Chit is in that hex, may not leave that hex via a movement action. Stacking in this hex is unlimited while the Chit is in play. Once placed, each time an Allied Division Activation chit is drawn, the Allied player rolls a die. On a roll of a 1 or lower, the marker is removed and placed back in the cup, otherwise it remains in place. If the roll us unsuccessful add a "Men At Work" marker to the Dutch marker, and subtract 1 from the die toll for each Men at Work makrer that has been placed. Mulitlpe Men at Work markers may be placed, one each time the roll fails. All effects of the Dutch Chit are removed the moment it is taken off the map.

Explosion – The enemy player may attack any friendly Artillery Unit or Artillery Park as if he had an artillery unit with a "3" white FP attack within range and is capable of firing (i.e. not being towed currently). No Modifiers apply to this attack. If there are other units in the hex (but only the attacked unit is not in an Artillery Park), they are subject to rule 16.4.1. If the attacked Unit is in an Artillery Park, only that Artillery Unit is attacked. Place a heavy barrage marker in the attacked hex (no Barrage is placed on an Artillery Park). After this effect has been completed, the event is placed back in the cup.

Minefield – The friendly player may place a minefield marker in any hex within 3 hexes of one of his units. All units (friendly or not) must pass a TQ check to leave that hex while it is in play. An engineering unit may remove the Minefield by performing an engineering action in the Minefield hex. If placed in a Club Route hex, the German player earns a Club Route Closed marker. Place the Minefield Chit back in the cup. The Minefield marker stays in the chosen hex until removed by an engineer unit.

Reinf – The friendly player may choose one formation and recover 2 step loses from any unit of that formation regardless of enemy fire zones. If there is one step lost in total from that Formation and the owner of the Chit is the 101st player, he may bring in one step of "Lost 82nd AB" units in his formation leader's hex. He may bring in a two step unit if there are no losses in this particular formation. The number of "Lost 82nd AB" units is finite and new units may not be created. The German Player (and the 101st Player if all Lost 82nd units are in play) loses any additional recovered lost steps if there are none left to replace. After the players complete the event, the Event Chit is placed back in the cup.

Ambush – The enemy player may attack any friendly unit within 3 hexes of an enemy unit with a "6" white FP attack. No Modifiers apply to this attack. Place the event back in the cup.

S4.0 Piggyback Mode

Infantry Units without Organic Transport may "piggyback ride" on Vehicle Units of their Formation.

S4.1 Starting in Piggyback Mode

To mount up Piggyback, the two Units must start in the same hex and it takes an entire movement action by both units to Piggyback. When a Unit starts in piggyback mode, the two Units move as one, but only when the Vehicle Unit is activated.

S4.2 Exiting Piggyback Mode

During the Vehicle (not the Infantry) Unit's activation, the two Units can exit piggyback mode if the Vehicle Unit expends half of its printed movement allowance. The Infantry Unit is then dismounted and the Vehicle Unit completes its activation. The now dismounted Infantry Unit may not be in Column. Dismounting is a Movement Action performed by the Vehicle Unit and does trigger Opportunity Fire. The Opportunity Firing player gets to decide when to shoot, i.e., before or after the dismounting. If the Opportunity Fire takes place after dismounting, only the Infantry Unit is the target, otherwise the Vehicle Unit is the target and Rule S4.4 applies.

The infantry Units being carried in piggyback mode are never active. When the active vehicle Unit dismounts the inactive infantry Unit, the infantry Unit cannot perform any Actions until its next Activation. The active vehicle Unit may perform a Second Action if eligible, after the infantry Unit dismounts

S4.3 Restrictions on Piggyback Mode

One Infantry Unit can piggyback on one Vehicle Unit at a time.

A Vehicle Unit cannot carry an Infantry Unit unless the Vehicle Unit has at least as many Steps as the Infantry Unit.

Vehicle and Infantry Units in piggyback mode together count as one Unit for stacking purposes, but both count against the mass modifier.

Infantry Units in piggyback mode can perform no Actions.

The Vehicle Unit cannot perform any Action other than move while in piggyback mode (and yes this restriction includes Assault and performing Opportunity Fire) and dismounting the Infantry Unit.

Infantry Units with an Organic Transport can never piggyback.

S4.4 Piggyback Mode and Combat

When fired on by Direct or Indirect Fire (and airstrikes), Units in piggyback mode both count for the mass modifier. Both the Infantry Unit and the Vehicle Unit suffer the same fire combat die roll as if they were fired on separately, i.e., just apply the roll first to one and then to the other. Any terrain modifiers or marker modifiers for the Vehicle Unit also apply to the Infantry Unit. If either Unit takes a fire result (remember that passing an "S?" is no effect), the Infantry Unit must dismount (this does not trigger Opportunity Fire) immediately, and the combat results are then applied. This mandatory dismount ends the Activation of the Vehicle Unit. If the dismount causes overstacking in the hex, eliminate the Infantry Unit. The Infantry Unit may not be in Column when it dismounts.

If the Units are Assaulted, the Infantry Unit must dismount (and this does not trigger Opportunity Fire) when the Assault is declared, and then perform the Assault procedure as normal, starting with Opportunity Fire from the Units being Assaulted. If this dismount causes overstacking, eliminate the Infantry Unit.

If the Vehicle Unit in piggyback mode is the target of Indirect Fire, and this causes a mandatory dismount, the Infantry Unit suffers the result of the Indirect Fire die roll along with the Vehicle Unit but does not also take the "S?" result that other Units in the hex have to take.

S5.0   German Special Rules

S5.1   German Reorganization
S5.1.1 Eindhoven Regional Command/KG Chill

Replace the Eindhoven Regional Command display with the KG Chill display at the start of the 0700 9/20 turn. Any Formations on the Eindhoven Display are placed in the same place on the KG Chill display. All German TQ ratings anywhere on the *Where Eagles Dare* map are all increased by one and all German white (and only white) assault ratings are increased by one.

S5.2 The Eindhoven Air Raid

At the start of the game, the German player secretly places his 3 raid markers on the game turn track on the 18th, 19th and 20th turns. Two are not raids and are decoys but one is the actual raid. Reveal each marker during the Reinforcement Phase on either the corresponding Night Turn of the 18th, 19th or 20th.

Until the Allied player spends a total of 4 Dispatch Points to stop this, each time an Allied player pulls the 101st Airborne or Guards Armored Division Activation chit, immediately (before he rolls for new Command or Dispatch Points) add a Club Route Closed marker to the Hell's Highway box.

The Allied Player may spend Dispatch Points to stop this effect when an Allied Divisional Activation chit is picked from the cup and after he has rolled for more Dispatch Points.

When subsequent Divisional Activation chits (either the 101st or the Guards Armored) are picked, if the 4 total Dispatch Points have not yet been spent, add one more Club Route Closed marker to the Hell's Highway box. The Dispatch Points do not all need to be spent at once but until a 4 total Dispatch Points are spent, the German will keep adding Club Route Closed markers to the Hell's Highway box when either the 101st or Guards Division Activation is chosen. This Club Route Closed marker is in addition to a Club Route Closed marker that might occur from a German Unit or Heavy Barrage.

S5.3 Divisional Trucks

There is a series of Units labeled Divisional Trucks and these appear at the start of play or as reinforcements. These are kept off the map until used.

If In Command, a Unit of the owning Division may use these assets. As an Action the Leg Unit may mount just as if it had Organic Transport. Place the Divisional Truck on top of the Unit now mounted in the trucks. The Unit is now treated as an Independent Formation Unit until it dismounts. When it dismounts, remove the Divisional Truck from the map, and it is kept off map until used again. If eliminated or abandoned, these assets are removed from the game, otherwise they can be reused an unlimited number of times.

The counter mix is an absolute limit and players may not create more.

S5.4   German Flak Units

At the start of the game, the German player randomly places his immobile flak Units face down in the hexes designated in the scenario setup rules. The flak Units are flipped over on the first turn of the game during step 5 of the sequence of play.

S5.5   KG Huber

There are two sets of Units for KG Huber on the countersheet and they are marked with an asterisk. The Units of KG Huber can be either part of the 59th Infantry Division or KG Chill - but not both. On the Night, September 17th Turn, the German player choses which Division will control KG Huber. If he chooses the 59th Infantry Division, KG Huber enters on the 0700, September 18th and is considered a 59th Infantry Formation. If he chooses KG Chill, KG Huber enters on the Night, September 21st Turn and is considered a KG Chill Formation. Place the not chosen Formation to the side and it is not used in the game.

S6.0   Allied Special Rules

S6.1   Allied Supply

S6.1.1 Interdicted Drop Zones

If a German Unit occupies a hex in a Division's supply drop zone at the time of the supply drop, then all Units of that Division have their Troop Quality Rating reduced by 1 until the next non-interdicted supply drop.

S6.1.2 Club Route Closed

If Club Route is closed, Guards Armored Division Units have their Troop Quality Rating reduced by 2.

S6.2   Allied Dispatch Point Discounts

For the 101st Airborne if the Allied player purchases two Formation Activation Chits of the same Division at the same time, he may add into the mug the Independent Formation and Artillery Formation Activation Chits of the Division at no additional cost in Dispatch Points.

For the Guards Armored Division, if the Allied player purchases both the Group Hot and the Group Cold Formation Activation Chits at the same time, he may add the Guards Armored Independent Formation and Guards Armored Artillery Formation Activation Chits at no additional cost in Dispatch Points.

S6.3   Divisional Jeeps

There is a series of Units labeled Divisional Jeeps and these appear as reinforcements. These are kept off the map until used.

If In Command, a Unit of the owning Division may use these assets. As an Action the Leg Unit may mount just as if it had Organic Transport. Place the Divisional Jeep on top of the Unit now mounted in the jeeps. The Unit is now treated as an Independent Formation Unit until it dismounts. When it dismounts, remove the Divisional Jeep from the

map, and it is kept off map until used again. If eliminated or abandoned, these assets are removed from the game, otherwise they can be reused an unlimited number of times. The counter mix is an absolute limit and players may not create more.

S6.4   Night Turn Restrictions on Guards Armored and 43rd Infantry

The Allied player may not purchase any Formation Activation Chits for the Guards Armored Division and the 43rd Infantry Division to play it during a night turn. If one of those chits is drawn as the last chit on a 1900 turn it is wasted and not played during the night turn (and the first chit in play for that night turn is the first chit drawn from the mug).

S6.5   44 RTR and the 15/19 KRH

These Units are Independent Units of the 101st Airborne Division in all ways.

S6.6   101st Airborne Non–Formation Command

101st Airborne Division Units are considered In Command if they are within Command Range of any 101st Airborne Division Leader and not just their Formation Leader. However, if a 101st Airborne Division Unit is In Command by a Leader other than its Formation Leader, it must pay 2 Command Points for an Action that would otherwise cost 1 Command Point. Not withstanding this rule, a 101st Airborne Division Unit that is in the Command Range of another 101st Airborne Division Leader does not become Active if the Formation Activation Chit of the other 101st Airborne

S6.7   American Telephones

An American Unit is In Command if both the Unit and Leader are in a town, city, fortified hex, strongpoint or an observation post and the Leader has a telephone symbol on his counter. The two hexes can be anywhere on the map.

S6.8   Self Command

The following Allied Units are always considered to be in Command, no matter how far they are from any Leader:

A/2 HHC

B/2HHC

C/2 HHC

D/2 HHC

101 Recon

S6.9   Heroes

Only one Hero is included for *Where Eagles Dare*. The remainder are used in *The Devil's Cauldron*. These markers are one time use markers. You use them for their effect and they are removed. The effect is immediate and may be played at any time during movement or after a die roll as been made as applicable.

Should a Unit of the 502 PIR suffer a 1 Step Loss or an E result in any combat, the Allied Player may play the PFC Joe Mann marker to negate the combat loss immediately after the roll has been made that caused the loss. Additionally, all

disruptions or Suppressions that are in the Allied hex just fired upon are removed as well (even if from previous combat).

Mann may only be played in The Best Laid Plans scenario or the Campaign game.

S6.10   231st Brigade

Units of the 231st Brigade may never move north of "Deployment Limit 231st Brigade" line on the Eindhoven Map for any reason. If for any reason they are north of this line, eliminate the Unit immediately as it crosses the line.

Additional, in *Where Eagles Dare*, while this Formation is a 43rd Infantry Division, the Guards Armored may pay Command Points and Dispatch Points for this Formation.

Optional Rules

The following are optional rules than may be used if both players agree to them.

O1.0   Covering Fire

This rule was suggested by David Hoskins, a playtester. We include it here as an optional rule. When a friendly unit triggers Opportunity Fire, if one or more friendly non-Mortar Units, that are not also triggering Opportunity Fire, are adjacent to the enemy Unit that is firing, a -1 modifier applies to the enemy's Fire Rating.

O2.0   Alternate Chit Draw Mechanism

The Grand Tactical Series game system was created to attempt to follow actual battlefield pacing as much as possible. We fully recognize that some of the system might strike the true cardboard warrior as a little too limiting. For those players that want more fighting and a more dynamic game, we offer this alternative way of playing. Discard the Direct Command chit from the game and disregard all the movement and fire restrictions on the Division Activation. Play the remainder of the game as per the rules. This will be a more "standard" wargame.

Losses should skyrocket so you might want to play this method with the replacements optional rule as well. No promises on historical accuracy and timing here but it should be a lot of fun to play.

O3.0   German Lost Rule

The following rule is suggested in order to prevent some highly mobile German Units from roaming in an ahistorical manner.

Anytime a German Unit is more that twice the range from a Leader that can Command it, the Unit must make a Troop Quality Check each time it attempts to move to a hex that maintains or increases this distance. If the Unit fails the Troop Quality check it becomes lost, and the Allied player gets to move the Unit following the Lost random event rules. Once the Allied player starts moving the Unit, no more Troop Quality Checks need to be made.

O4.0   Airborne Tanks

Players can see if having armor would have mattered.

Included for the 101st Airborne are 2 companies of both more plausible Tetrarch tanks, and more capable and less

likely Locust tanks. One type of tank should be selected for use. These tanks land in Drop One in any landing zone in use during that drop, with each Unit arriving as a separate stick. Each Unit is placed under a delay marker.

Scenarios

General Comments

For the scenarios, please remember the following:

All Units start at full strength, unless otherwise noted.

Units may start piggy-backed.

Leaders stack with any of their Units at set–up, unless otherwise noted.

All Units may set–up mounted or not, in Column or not (observing stacking limits) at the owning player's choice, except when otherwise noted.

Improved positions, entrenchments, road blocks, and Rearguard Units are only set–up where noted.

No artillery contact markers are placed at set–up, unless otherwise noted.

Reinforcements and air drops may arrive overstacked.

Reinforcements may arrive at any of their divisional reinforcement hexes, unless noted otherwise

Leaders arrive with the first Unit of their Formation, unless otherwise noted.

The last chit drawn for a turn becomes the first chit in play the next turn, except when otherwise noted.

If mentioned, Scenario Boundary Markers are placed to determine the area of play in the scenario. No units may move outside this area when so noted. These boundary markers determine a square like so:
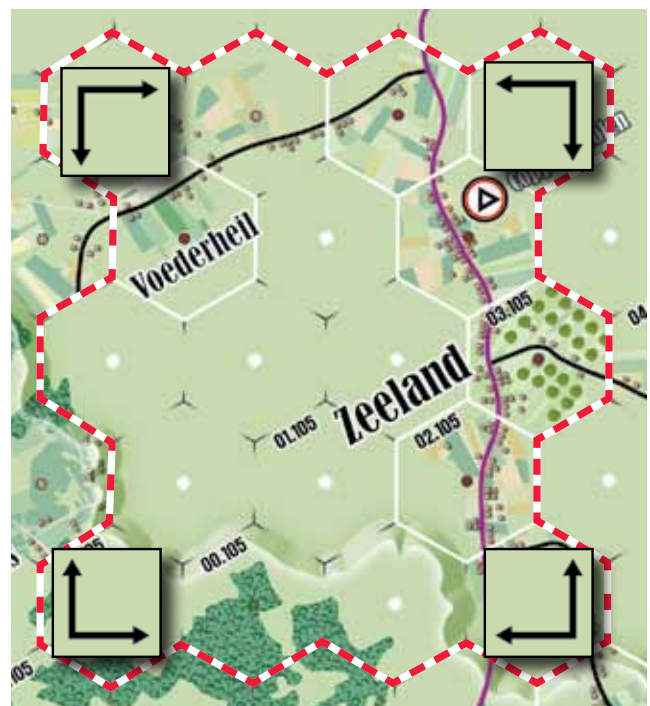
"A Drive in the Country"
1300 9/11/44 — 1300 9/11/44
Introductory Scenario #1

After Joe's Bridge was captured on September 10th, the front stabilized but the Allies knew that time wasn't on their side. It was decided that a reconnaissance deep into German lines was needed to see how far in depth the Germans were in The Netherlands. In addition, the condition of the first bridge over the Dommel south of Valkenswaard needed to be determined if the British were to resume the advance. So at 1pm, D squadron of 2/HHC was ordered to charge through enemy lines and reconnoiter the Bridge. They sped through the front lines at 60 miles an hour and completely surprised the Germans. Several minutes later they had come to the bridge and saw a PzIV sitting right on top of span. Seeing tanks did just fine on the bridge, they turned around and headed home. The squadron even enjoyed a cup of tea at a local cafe and chatted with some Dutch on the way back.

The Germans were alerted upon their return and each vehicle was shot up as they stormed back home - but they returned safely to give the Allied commanders the reassurance about the German's position. Market Garden was given the go ahead for the following Sunday.

Set-up

The map to be used for this scenario is the "Valkenswaard Map". Place scenario boundary markers on hexes 46.226, 39.223, 55.200 and 61.203. The first turn of the scenario is 1300, on September 11. Only steps 6 through 9 of the sequence of play are used in this scenario. The weather is clear, and does not change.

Allied

All the Allied Units are found on the first counter sheet. Use these counters and not their campaign game counterpart.

D(-)/2HHC (in column) in hex 44.224

King's/1 GG in hex 44.223

3/1 GrenGds in hex 45.224

S(Mtr)/1 GG in hex 43.225

B/55 Fld, RA in hex 44.225

German

All the German Units are found on the counter tree as marked here for Scenario 1. Use these counters and not their campaign game counterpart.

3/FJ and 1/FJ in hex 44.222

2/FJ in hex 46.223

PzErs in hex 56.201

Events

Randomly select one Event marker from the counter mix for Scenario 1 and place it in hex 52.210. This event is triggered when the D(-)/2HHC unit enters the hex. After the D(-)/2HHC unit leaves the hex, randomly select and place another Event marker in the hex (so it will trigger an event on the way up and then on the way back).

Events:

No effect – Nothing happens.

Cafe – The Brits stop for a spot of tea. Roll a die and multiply the result by 4. The D(-)/2HHC unit must expend that number of movement points before it can leave the hex. After the amount has been deducted, the unit may move as normal. Note that it may take more than one impulse to pay the entire movement points cost incurred by this event.

Dutch – The Brits are welcomed by a mob of happy Dutch civilians. The D(-)/2HHC unit must immediately end it's activation and may move no more this impulse.

HK Team – Immediately attack the D(-)/2HHC unit with a 4 firepower, dual purpose (white) shot. Apply the results immediately and then continue with the D(-)/2HHC's impulse. No Modifiers apply to this attack.

Command Values

Dispatch Points are not used this scenario, only Command Points. No Activation chits will be purchased.

For the Guards Armored Division the Command Rating is 3. The division starts with 4 Command Points.

The German player receives no Command Points.

Reinforcements

None

Chits

The following chits are placed in the mug and randomized:

Guards Independent Formation Activation, the Allied Direct Command, Guards Armored Artillery, Guards Divisional Activation.

The first chit in play is determined by drawing a chit out of the cup. Play proceeds until all Chits have been drawn and all impulses completed or the Victory conditions have been met by either side.

No chits are purchased in this scenario.

Victory Conditions

Allied Victory: The D(-)/2HHC unit must move to hex 55.202 and then return the Unit to hex 44.225.

German Victory: The German Player wins if the Allied Player doesn't achieve his victory condition.

Scenario Special Rules

The German Player does not receive the +3 Fire Zone to Fire Zone modifier until the D(-)/2HHC unit has entered hex 55.202. Once entered, all modifiers now apply.

No units except D(-)/2 HHC may move. D(-)/2HHC unit may not leave the marked Club Route road that runs from hex 44.225 to hex 55.202.

All Units are always in Command at all times.

No road blocks may be created or Rearguard Units deployed during this scenario by either player.

The Allied artillery Unit can perform Indirect Fire with non-minimum range restriction

"Son with the Wind"
1500 9/20/44 — 1700 9/20/44
Introductory Scenario #2

This was the moment when the Germans had the best chance to win the entire battle. As elements of the 107th Panzer Brigade arrived in the area, they began massing to attack the corridor that held the life line for all of Market-Garden. Pressed to attack before he felt he was ready, Major von Maltzahn launched his attack in the late morning of the 20th. The Major's reticence would be telling later. His initial plan was to drive over the Dommel (at hex 70.166) and attempt to cut off the Allies to the south. As he approached the battlefield, he was told by a Dutch Farmer that the bridge over the Dommel was too weak to support the German tanks. The Major redirected his attack and as luck would have it, it now was approaching the most vulnerable point on the entire Allied Front. He approached just to the north of the Wilhelmina Canal and came across a culvert. He went under the canal and popped out just 500 meters from the Bailey Bridge at Son. To the German's shock, there right in front of them was vital Bailey Bridge. Victory for the entire operation was within their grasp.

American forces frantically scraped up anything near by and threw themselves at the advancing Panthers. 10 men Bazooka teams were thrown in and anything else that could be found. In the end, while the Dutch Farmer had inadvertently helped the location of the German advance by his warning about the Dommel bridge, the tentative Germans had wasted so much time regrouping that the final attack came so late in the day that there wasn't enough time to attack the Bailey.

A few miles to the south, the Germans also attacked to secure the town of Nuenan and it's important location to launch further attacks to the south. Defending the town was the famous "Easy" company of the 506th Regiment and a squadron of British tanks. Here the Germans were more successful and the town was secured.

107 Panzer Brigade's Panthers would withdraw with the coming of night and would later choose to meekly attack to the south from the Nuenan bastion using standoff weapons over the next few days. Although disruptive to XXX Corps supply lines, the 107th was ultimately unsuccessful in the south and would have to wait until the major attack at Veghel on the 22nd for their next opportunity to win this battle.

Set-up

This scenario uses the "Son Map". Place scenario boundary markers on hexes 72.145, 89.154, 63.160 and 79.168.

The first turn is 1500, on September 20th. Play begins with step 5 of the sequence of play, and steps 1 through 4 will not apply throughout this scenario. Weather is Clear for the entire scenario. Play ends on the 1700 turn when there are no more chits left in the cup (the last chit is in play for this scenario).

Allied

All the Allied Units from countersheet 1.

101st Airborne Division, *Independent*: Bazooka squads are placed in hexes 67.157, 68.157, 67.158; 14 Fld Sqn, RE (Bailey Side up); B/81 AB AA/AT are placed in hex 66.157; 101 HQ is placed in hex 66.156

101st Airborne Division, *Independent*: Easy/2/506 and B/15/19 KRH are placed in hex 77.165

German

The German Units from countersheet 1.

KG Walther, *Independent*: 1./Pz 2107 (with 2/FJ Regt.21 piggybacked) is placed in hex 87.155; 4./Pz 2107 (with 1./FJ Regt.21 piggybacked) and 1./PG 2107 is placed in hex 87.156

Markers

Neither player may build any road blocks, or deploy any Rearguard Units during the scenario.

Command values

Each Division has a Command Rating of 4. Dispatch Points are ignored for this scenario, and the activation chits to be used are already determined (see below).

The Command Points at the start of the scenario are:

KG Walther – 6 Command Points.

101st Airborne – 2 Command Points.

Events

Whenever either player rolls a "9" in any Opportunity or Direct Fire (but not Assault Fire), draw one Event from the Event Cup. Once drawn, it is placed to the side and may not be drawn again.

Reinf! (with the US Infantry image) – Place 3 Glider Pilots and A(-)/1/506 in hex 66.157.

Reinf! (with US Armor image) – Place A/15/19 KRH in hex 66.156.

Reinf! (with German Infantry image) – Place all of KG Klemm in hex 67.162.

Dutch Farmer –– Reduce the number of German Command Points by 1/2 (round fractions down).

Note: should any reinforcement arrive in a FIre Zone, this is an Opportunity Fire trigger.

Reinforcements

Arrive via Events above.

Chits

The following chits are placed in the mug and randomized:

KG Walther Division Activation, 101st Division Activation, Allied Direct Command.

The German Direct Command chit is not placed in the mug,

as it will be the first chit in play for the first turn of the scenario.

Place these same chits back in the cup for the second turn.

The last chit drawn for the first turn is put into play for both turns of the scenario.

Victory Conditions

If by the end of the scenario (when the last chit is drawn on the second turn), the German Player has destroyed the Bailey Bridge, he wins. If he is the sole occupier of hex 77.165, it is a draw. Any other result is an Allied Victory.

Special Scenario Rules

All Units are considered In Command throughout the scenario.

The German Panther Unit (1./Pz 2107) may not leave Column or exit a road hex throughout the scenario.

The Allied Units in hex 77.165 may not move throughout the scenario and will rout and be taken off the board if either Unit takes one Step Loss.

Hex 67.162 is treated as a reinforcement hex. Additionally, there is no need to bring in the leader for KG Klemm, as all Units are In Command for the scenario.

If KG Klemm arrives as a reinforcement, immediately add the 59th Infantry Division Division Activation Chit into the cup. KG Klemm can spend the Command Points of KG Walther.

"The Best Laid Plans"
0700 9/18/44 — 1900 9/19/44
Intermediate Scenario

On the 17th, the Allies sent a lone company to secure the reserve bridge at Best. This company at first got lost and veered into the town itself and were met head on by strong elements of the quickly arriving 59th Infantry division. After a sharp fight, a small detachment made it to the bridge and held out as the Allies rallied more force to try and take the bridge (now made far more important when the Son Bridge was blown). Eventually, this battle would occupy more than half of the 101st for the next few days and would leave other vital areas with little force to protect Hell's Highway. It was only after Allied air power broke the German's back that the battle was decided.

Set-up

This scenario uses the Son Map, the Eindhoven Map and the Veghel Map (yeah, sorry about that). Place scenario boundary markers on hexes 52.142, 73.153, 64.168 and 42.157. The first turn is 0700, on September 18. Play begins with step 5 of the sequence of play, and there is no need to perform steps 1 or 3 throughout the game. The weather is clear for the duration of the scenario.

Select randomly four 59th Division flak Units and place them face down on the map in the hexes listed below.

59th Infantry Division: 49.154, 47.155, 47.157, 49.159

After these have been randomly placed, flip them to their front sides.

Place the following two-Step flak Unit on the map:

59th Infantry Division, *Independent*: s.Flak Abt 424 is placed in hex 51.159

German

All German Units are from from countersheet 1.

59th Infantry Division, *Independent*: Ers, 1./Pio 159 are placed in hex 51.158.

59th Infantry Division, *KG Dewitz*: 1./I/1036/59 is placed in hex 49.153; 2./I/1036/59 is placed in hex 49.154; 3./I/1036/59 is placed in hex 50.154; 5./II/1036/59 is placed in hex 50.155; 7./II/1036/59 is placed in hex 51.156; 6./II/1036/59 is placed in hex 51.157; Gr.W./II/1036/59 is placed in hex 47.154; Gr.W./I/1036/59 is placed in hex 47.156. Leader/KG Dewitz may be placed with any Unit of his command.

59th Infantry Division, *Artillery*: II./159/59 is placed in the 59th Infantry Division Artillery Park.

Allied

All Allied Units are from Scenario 3 from countersheet 1 (except for the 3 US Airborne Artillery, these are taken from the scenario 4 counters).

101st Airborne Division, *502 PIR*: Wzbwski (entrenched) is placed in hex 52.157

101st Airborne Division, *502 PIR*: H/3/502 (IP) is placed in hex 52.154

101st Airborne Division, *502 PIR*: I/3/502; G/3/502, S(Mtr)/3/502 is placed in hex 53.152

101st Airborne Division, *502 PIR*: Leader/502; D/2/502, E/2/502; F/2/502; S(Mtr)/2/502 are all placed in hex 67.151

Markers

Place the Best Road Bridge (not wired) marker on the map. The Bridge is currently contested.

The Allied player can build road blocks and deploy Rearguard Units, up to the limit of the counter mix.

Command values

For the 101st Airborne Division, the Command Rating is 5 and the Dispatch Rating is 3. The Division starts with 9 Command Points and 2 Dispatch Points.

For the 59th Infantry Division, the Command Rating is 6 and the Dispatch Rating is 3. The Division starts with 3 Command Points and 0 Dispatch Points.

Events

Whenever either player rolls a "9" in any Opportunity or Direct Fire (but not Assault Fire), draw one Event from the Event Cup. Once drawn, it is placed to the side and may not be drawn again.

Lost – The German player may pick one Allied stack or unit. The chosen stack (or Unit) is moved by the German player in

any manner he wishes up to the Stack's full movement allowance and according to all normal movement and Opportunity Fire rules (Opportunity Fire would only take place if the lost Unit begins its movement by the German player in a German Fire Zone). As different units move differently and pay different costs, this movement continues until one unit in the stack runs out of Movement Points. However, this "lost movement" ends as soon as the lost stack enters a German Fire Zone. At the end of movement and after any Opportunity Fire is resolved, all Units that were lost are Suppressed.

Air Strike – 2 Typhoons may attack any German Unit in play. No modifiers apply to this attack.

Ammo – The German player may remove up to 5 cohesion hits that are currently on any of his Units.

Rout? – The Allied Player may choose any German Formation and roll a die. Should he roll a number LESS than the number of step losses that Formation has sustained, that Formation is routed and removed from the map. Any Independent Units within range of the affected Leader are also removed.

Farm Carts – The Allied player may take any three Units that have taken a step loss and flip them back to their full strength side.

Blown – The Best Bridge has been blown if it is currently German controlled and not contested. Place a destroyed bridge marker on the hex 52.158. If it is contested, ignore the Event and place the Event to the side. It may not occur again.

Reinforcements

Allied Reinforcements
September 18th
0900

101st Airborne, *Independent*: B/2 HHC; C/2/HHC are placed in hex 56.164

1300

101st Airborne Division, *502 PIR*: C/326 Eng is placed in any hex of LZ W

101st Airborne Division, *327 GIR*: A/1/401; B/1/401; C/1/401; S(Mtr)/1/401 are placed in any hex of LZ W

1700

101st Airborne Division, *327 GIR*: D/2/327; E/2/327, F/2/327; S(Mtr)/2/327 are placed in any hex of LZ W

September 19th
0900

101st Airborne, *Independent*: B/15/19 KRH; C/15/19 KRH are placed in hex 66.156

1100

101st Airborne Division, *Artillery*: Leader/101 Artillery; 377 Para Fld Bn; 321 Gldr Fld Bn; 907 Gldr Fld Bn are placed in any hex of LZ W

1300

101st Airborne Division, *Artillery*: A/86 Medium is placed in any hex of LZ W

German Reinforcements
September 18th
0900

59 Infantry Division, *KG Klemm*: Leader/KG Klemm; 1./I/1034/59; 2./I/1034/59; 3./I/1034/59; Gr.W/I/1034/59; 5./II/1034/59; 6./II/1034/59; 7./II/1034/59; Gr.W/II/1034/59 are placed in hex 47.151

1100

59th Infantry Division, *Artillery*: I./159/59; III./159/59 are placed in the 59th Infantry Division Artillery Park

Chits

The following chits are placed in the mug and randomized:

101st Airborne Division Activation, 59th Infantry Division Activation, German Direct Command, Allied Direct Command.

The 502/PIR Formation Activation chit is not placed in the mug, as it will be the first chit in play for the first turn of the scenario.

All chits are used in the coffee mug. No chit is left at the end of the Activation Phase. Randomly choose a new chit at the start of the next Activation Phase.

PFC Joe Mann is available for use in this scenario.

Victory Conditions

If the German Player has any Units in hex 47.156 and hex 51.158 or the Best Bridge has been blown, the German Player has won the scenario. Any other result is an Allied win.

Special Scenario Rules

Hex 47.151 is treated as a reinforcement hex.

"Hell's Highway"
0700 9/22/44 — Night 9/23/44
Advanced Scenario

The moment of truth for Hell's Highway came on September 22nd and 23rd. The Germans massed everything they could to attack the highway in several places hoping to overwhelm the Allied forces spread throughout the battlefield. They choose to attack Veghel and the road north of the town but they had plenty of other options.

The Germans hoped that a combined thrust from both the east and west would overwhelm the American defenders and cut the highway for a long enough period to allow the Allied forces farther to the north to be destroyed. The 107th Panzer Brigade planned a three pronged attack. The main drive was to hit north of Veghel and, after having cut the road there, to move to the south and destroy the numerous bridges in and around Veghel. The northernmost force succeeded in cutting the road and destroying numerous supply vehicles that were bumper to bumper on Hell's Highway.

The situation was so dire that a significant force from XXX Corps was detached from the important fighting in Arnhem to move south and secure the road. The road would be cut for almost all of the 22nd.

To the west, the German forces there were still disorganized from continual American spoiling attacks over the past 2 days and weren't able to march on the highway until early the next morning. Although stretched almost to the breaking point, the Paratroopers cleared the road to the north and fought off the attacks from the west.

The first turn is 0700, on September 22. Play begins with step 5 of the sequence of play, and there is no need to perform steps 1 or 3 throughout the game. The weather is clear for the duration of the scenario.

Set-up

This scenario uses all the maps except the Valkenswaard map. Place scenario boundary markers on hexes 80.105, 06.118, 43.152, 83.172. In this case, the draw a line directly from the left to the right and all areas in that hexrow and all areas below and above the two lines are in play for this scenario.

Allied (sets up first)

All Allied Units are in the Scenario 4 set on the countersheet. You'll need the Divisional Jeeps from the Campaign game countermix. Units must be placed unmounted, not in IP and not in Column unless specifically noted.

Any Rearguards not specifically mentioned are available for use.

101st Airborne Division, *506 PIR*: Leader/506; S(Mtr)/2/506 are placed in hex 90.114

101st Airborne Division, *506 PIR*: Easy/2/506 (in IP) is placed in hex 91.116

101st Airborne Division, *506 PIR*: Rearguard (in IP) is placed in hex 95.118

101st Airborne Division, *Independent*: A/2 HHC is placed in any hex within Command Range of Leader/506]

101st Airborne Division, *501 PIR*: S(Mtr)/2/501 is placed in hex 77.127

101st Airborne Division, *501 PIR*: D/2/501; E/2/501; F/2/501 are placed within 5 hexes of 77.127. Any Units may be placed in an IP

101st Airborne Division, *Independent*: B/81 AB AA/AT (mounted and in column) is placed in hex 67.136

101st Airborne Division, *Independent*: E/81 AB AA/AT (mounted and in column) is placed in hex 67.137

101st Airborne Division, *Independent*: D/81 AB AA/AT (mounted and in column) is placed in hex 66.137

101st Airborne Division, *Independent*: 165 Hvy AA, RA may be placed on any hex of Club Route

101st Airborne Division, *501 PIR*: Rearguard is placed in 89.132. The Unit may be placed in an IP

101st Airborne Division, *501 PIR*: Rearguard may be placed 58.116 . The Unit may be placed in an IP

101st Airborne Division, *501 PIR*: Rearguard is placed in 83.136. The Unit may be placed in an IP

101st Airborne Division, *501 PIR*: Leader/501, S(Mtr)/1/501 are placed in hex 56.125

101st Airborne Division, *501 PIR*: A/1/501; B/1/501; C/1/501; G/3/501; H/3/501; I/3/501; S(Mtr)/3/501 are placed within 5 hexes of the Leader/501

101st Airborne Division, *Independent*: C/44 RTR; Recce/44 RTR; A/81 AB AA/AT are placed within 5 hexes of Leader/501

101st Airborne Division, *502 PIR*: Leader/502 is placed in 61.141

101st Airborne Division, *502 PIR*: A/1/502; B/1/502; C/1/502; S(Mtr)/1/502; D/2/502; E/2/502; F/2/502; S(Mtr)/2/502; G/3/502; H/3/502; I/3/502 S(Mtr)/3/502 are placed within 5 hexes of hex 61.141

101st Airborne Division, *Independent*: A/44 RTR is placed within 5 hexes of hex 61.141

101st Airborne Division, *502 PIR*: Rearguard placed in 60.135, 53.138 and 41.142. Any Units may be placed in an IP

101st Airborne Division, *Artillery*: Leader/Artillery; 377 Para Fld; 321 Gldr Fld; 907 Gldr Fld may be placed within one hex of 58.142

101st Airborne Division, *327 GIR*: Leader/327 is placed in hex 66.156

101st Airborne Division, *327 GIR*: A/1/401; B/1/401; C/1/401; S(Mtr)/1/401; D/2/327; E/2/327; F/2/327; S(Mtr)/2/327; AT/327 are placed within 5 hexes of hex 66.156

101st Airborne Division, *Independent*: B/44 RTR (in Column) is placed in hex 66.150

101st Airborne Division, *Independent*: F/81 AB AA/AT (mounted and in Column) is placed in hex 66.158

All Divisional Jeeps are available for use but are not in play at the start of play. All Rearguards and Roadblocks not in play are available for use.

German

All German Units are in the Scenario 4 set on the countersheet. You'll need the Divisional Trucks from the Campaign game countermix. Units must be placed unmounted, not in IP and not in Column unless specifically noted.

KG Walther, *Pz-Brig. 107*: KG Roestel; KG 3./Richter (piggybacked and in Column) are placed in hex 93.148

KG Walther, *Pz-Brig. 107*: 5./PG 2107 (mounted and in Column) is placed in hex 94.148

KG Walther, *Pz-Brig. 107*: 3./Pz. 2107; 2./KG Richter (Piggybacked and in Column) are placed in hex 94.135

KG Walther, *Pz-Brig. 107*: 2./PG. 2107 (Mounted and in Column) is placed in hex 94.136

KG Walther, *Pz-Brig. 107*: Leader/Pz.Brig. 107 is placed in hex 02.142

KG Walther, *Pz-Brig. 107*: 1./Pz. 2107; 2./Pz. 2107; 4./Pz. 2107; HQ/Pz.Brig. 107; 1./KG Richter; 1./PG. 2107; 3./PG. 2107; 4./PG. 2107; Gr.W./PG. 2107 are placed within

one hex of hex 02.142

KG Walther, *Artillery*: Leader/Artillery; 2./Krause (Mounted and in Column) are placed in hex 03.144

KG Walther, *Artillery*: 1./Krause (in Column) is placed in hex 03.145

KG Walther, *Pz-Brig. 107*: 1./KG Voss; 2./KG Voss; 3./KG Voss are placed within one hex of 98.120

KG Chill, *Artillery*: 9./III/185; 14./III/HG; 17SS/II/185; 10SS/11/185 are placed in the KG Chill Artillery Park

KG Chill, *KG Huber*: Leader/KG Huber; 2./559 PzJgr; 4./KG Huber (piggybacked, one-step side) are placed in hex 49.129. These Units must be placed in Column

Place the KG Chill Artillery Park in hex 45.124

All Divisional Trucks are available for use. Reinforcements may arrive already mounted on Divisional Trucks (if available).

Markers

Place the Veghel Bridge in hex 75.129. It is Allied controlled and not wired.

Events

Whenever either player rolls a "9" in any Opportunity or Direct Fire (but not Assault Fire), draw one Event from the Event Cup. Once drawn, it is placed to the side and may not be drawn again. If all Events have been played, just ignore any future applicable "9" rolls. For players that would prefer a less random game, the Luck Mitigation rule for Events is strongly encouraged.

German Reinf (1st one drawn):

KG Chill; *KG Huber*: Leader; KG Huber; 1./KG Huber; 2./KG Huber; 3./KG Huber; 5./KG Huber; 6./KG Huber; 7./KG Huber; 8./KG Huber; 9./KG Huber; Gr.W/KG Huber; 1.//559 PzJgr; 2./559 PzJgr are placed on Reinforcement Hex C: 41.131

Add an additional 4 Command Points to the KG Chill track

German Reinf (2nd one drawn):

KG Chill, *KG vd Heydte*: 1./III/HG; 2./III/HG; 3./III/HG; 4./III/HG; Gr.W/III/HG; 1./KG Finzel; 2./KG Finzel; 3./KG Finzel; 4./KG Finzel; 1./2 FJ; 2./2 FJ; 3./2 FJ; Gr.W/1/H2 2FJ; are placed on Reinforcement hex D (hex 53.113)

KG Chill, *KG vd Heydte*: 15.Pionier; AA KG vdH; 1./I; 2./I; 3./I; 4./I; 9./III; 10./III; 11./III; 12./III; Flak/10; 14./Gr.W./IV; Pz.Jgr/IV; 2./III/185; 16./III/HG; 4./975 are placed on Reinforcement Hex D(51.115)

Leader/vd Heydte may be placed on either Reinforcement Hex.

Immediately add the KG vd Heydte Formation chit to the cup. It may be drawn for this turn. Add 5 Command Points and 1 Dispatch Point to the KG Chill Division Display.

Allied Reinf (1st one drawn):

101 Airborne Division, *506 PIR*: A/1/506; B/1/506; C/1/506; S(Mtr)/1/506; D/2/506; F/2/506; G/3/506; H/3/506; I/ 3/506; S(Mtr)/3/506 are placed in hex 66.163

101 Airborne Division, *Independent*: C/81 AB AA/AT; C/15/19 KRH are placed in hex 66.163 Immediately add the 506 PIR Formation Activation chit to the cup. It may be drawn this turn.

Allied Reinf (2nd one drawn):

Guards Armored, *Group Cold*: place all Units of Group Cold on hex 94.112

101st Airborne, *Artillery*: A/64 Medium, RA; B/64 Medium, RA; C/64 Medium are placed on hex 94.112 immediately add the Guards Armored Division Activation and the Group Cold Formation Activation chit to the cup.

Guards Armored Division now has 8 Command Points and 2 Dispatch Points on it's Divisional Chart.

Air Strike – The Allied Player may attack with 4 Typhoon Air Attack markers. Just place the 4 markers on any applicable hex and conduct a 6 (white) Fire attack. These markers must all be placed before any attack is resolved, in a hex that can be seen by an Allied Unit. No Modifiers apply to this attack.

Rout? – The Allied Player may choose any German Formation and demand a Rout check. The German Player must roll a die and should his roll be LESS than the number of steps that have been lost in this scenario, the Formation has routed and is removed from the board. Any Independent Units within range of the Formations Leader will also be removed from play.

AA Gun – The Allied Player may fire on any German Unit that is within one hex of Club Route with a 3 (yellow) FP. No Modifiers apply to this attack.

Rations – Place on any Allied Formation in play. That Formation may not perform any Movement Action until 3 Dispatch Points are paid during the 101st or Guards Divisional Activation (as applicable to the Formation chosen).

Lost 82AB – The 82nd Company on the marker is placed with any 101st Airborne Leader and is now in play. It may not be placed in a Fire Zone.

Command Values

For the 101st Airborne Division the Command Rating is 7 and the Dispatch Rating is 3. The Division starts with 8 Command Points and 5 Dispatch Points.

For KG Walther the Command Rating is 8 and Dispatch Rating is 4. The Division starts with 12 Command Points and 4 Dispatch Points.

For KG Chill the Command Rating is 5 and the Dispatch Rating is 4. The Division starts with 4 Command Points and 1 Dispatch Points.

Reinforcements

Allied Reinforcements

All Allied Reinforcements arrive via Events.

German Reinforcements

All German Reinforcements arrive via Events.

Chits

The following chits are placed in the mug and randomized:

101st Division Activation, 101st Artillery Formation Activation, Allied Direct Command, KG Chill Divisional Activation, KG Walther Division Activation, KG Walther Artillery Activation, German Direct Command, 501 PIR Formation Activation 502 PIR Formation Activation.

The Pz-Brig.107 Formation Activation chit is not placed in the mug and is the first in play.

The last chit in the cup is not played and will become the first chit for the next turn.

Victory Conditions

Play continues until the last impulse has been played on the Night Turn of the 23rd. After that, the German Player checks his Victory Point total and Players determine the victor for the scenario.

The German Player gains Victory Points for the following:

> For each Club Route Stop hex entered by any German Unit: 5 Victory Points

> For each Club Route Attacked marker gained in play: 1 Victory Point

> For each Club Route Closed marker gained in play: 2 Victory Points

> For each OP entered by any German Unit: 3 Victory Points

> If Club Route is Cut on at the 1900 turn of either day: 5 Victory Points

The German Player loses Victory Points for the following:

> For each Guards Armored Command Point on the Guards Armored Divisional Chart: -1 Victory Points

> For each Guards Armored Dispatch Point on the Guards Armored Divisional Chart: -2 Victory Points

> For each game turn that no Club Route Closed markers have been scored by the German Player: -1 Victory Points

> If there are no German Units with a Fire Zone on any hex of Club Route at the end of play (assume it is daylight, clear weather turn for this check): -10 Victory Points

> For each Panther Step lost: -4 Victory Points

Add up the total and if it is over 30, the Germans are the winner. If 29 or fewer, the Allies are the winner.

Should the German Player enter either Veghel Bridge hex (75.129 or 74.129) throughout the scenario, the scenario immediately ends and the German is the Victor.

Scenario Special Rules

The Units that arrive with the German reinforcement event with the pale blue stripe (1./2 FJ; 2./2 FJ; 3./2 FJ; Gr.W/1/ H2 2FJ), if they are In Command by any German Leader, 2 Command Points may be spent for an Action instead of the typcial 1 Command Point to activate a Unit.

Alled Units may not move within three hexes of the German Artillery Park

Weather

The weather is clear for both days.

Night effects

All US Airborne Units have both Assault values increased by one throughout both Night Turns.

Luck Mitigation Rule

If Players would prefer to have the Events happen in the actual historical order, do not draw an Events chit from the cup when an Event occurs. When an Event occurs, they occur in the following order:

1. Allied Reinf
2. German Reinf
3. AA Gun
4. Rout?
5. Lost 82AB
6. German Reinf
7. Air Strike
8. AA Gun
9. Allied Reinf
10. Rout?
11. Rations (Group Cold was the historical Formation affected)
12. Air Strike
13. AA Gun
14. Rout?

KG Chill effect

The effects of the addition of KG Chill has already been applied to the counter values.

Club Route

Club Route runs from 66.163 to 94.112, The Best Spur is not in play.

Campaign Game
Where Eagles Dare
1500 9/17/44 — Night 9/24/44

This is the grand campaign of the events that occurred south of the Maas River during Operation Market-Garden.

Set-up

The game is played with all five maps included in the game.

Play Scenario One (A Drive in the Country) to determine the status of the bridge in hex 55.202/56.201. If the Allied win the scenario, the Bridge is considered stable. If the Allies lose the scenario, it is automatically considered unstable. If Players wish to skip this, the Bridge is considered stable for the game (the historical result).

The first turn is 1500, on September 17. On the first day steps 1 and 3 of the sequence of play are ignored. For the remaining turns all the steps in the game are used in this scenario.

The weather is clear for September 17. It will be rolled for on the 0700 turn of the other days.

The Allied Player must plan out his artillery strikes. He gets 10 total strikes for the 1500, 1700 and 1900 turn. Just jot down the turn and hex you wish to strike. That's ten total, not ten per turn. You can place as many as you like in a hex. The only catch is you must be able to see the hex with a XXX Corps Unit when the Strike occurs. If you can't see the hex, the strike doesn't occur and the marker is wasted. Treat as a normal indirect fire (orange) and perform a Troop Quality Check (and you can pay a Command Point to guarantee passing the check) for possible Company Bonus. No negative modifiers apply to this attack.

On the first turn of the Game, perform Artillery Strikes after all units have been set up but before any chits have been drawn After the first turn, perform Artillery Strikes as the first thing you do when you draw the Guards Division Activation Marker.

The weather is automatically clear for the first day of the game.

The Allied Player may now chose if he wishes the Group Hot Formation chit or the 231st Brigade to be the first Activation of the game. The one not chosen is placed in the cup.

Place the German flak Units randomly face down in the following hexes:

Eindhoven Regional Command: 02.107, 91.115, 75.129, 61.119, 72.126, 57.126, 62.139, 61.141, 67.157, 63.169, 64.118, 77.127

KG Walther: 51.230, 62.186, 52.210, 58.212, 60.199, 56.189, 63.186 59th Division:, 39.140, 49.154, 47.155, 47.157, 49.159, 50.150, 52.157 Place the following named flak Units on the map: 59th Division, Independent: s.Flak Abt 424 (hex 51.159)

KG Walther, *Independent*: s.Flak Abt 647 (hex 64.183), Flak Koeppel (hex 65.179)

Eindhoven Regional Command, *Independent*: 1./Flak koeppel (hex 62.170), 2./Flak koeppel (hex 64.172), 3./Flak koeppel (hex 61.178), s.Flak Abt 424 (hex 65.156)

German (sets up first)

Eindhoven Regional Command: *Independent*: randomly place the 6 Garrison units in hexes 90.115, 58.116, 77.127, 61.141, 62.173, 63.176. Flip them to their known side as soon as they have been placed. Place Pz-Ers (hex 67.151), PzErs (this Unit is treated as an immobile Unit) (hex 60.142) I./II./E.u.A. Rgt HG and II./II./E.u.A. Rgt HG (hex 67.160); Ers Pio/1 (hex 77.126); Ers Pio/2 (hex 57.167); 3./559 PzJgr (hex 56.189); Fleiger Rgt 93 (hex 60.141).

KG Walther: *KG von Hoffman*: Gr.W./II/Kerutt (placed in hex 38.225); 6./II./Kerutt (placed in hex 39.227); 5./II./Kerutt (placed in hex 40.226); 7./II//Kerutt (placed in hex 40.225); 1./Bew z.b. V 6 (placed in hex 42.223); 3./Bew z.b. V 6 (placed in hex 41.224); 2./Bew z.b. V 6 (placed in hex 43.223); 4./Bew z.b. V 6 (placed in hex 44.222); 1./I./Kerutt and 2./I./Kerutt (placed in hex 45.223); 3./I./Kerutt (placed in hex 46.223); Gr.W./I/KG Kerutt (placed in hex 47.222), Leader KG Hoffman may be placed with any Unit above. All non-mortar Units are in IP.

KG Walther, *KG Heinke*: 3./KG Segler (placed in hex 46.224); 1./KG Segler (placed in hex 46.225); 2./KG Segler (placed in hex 46.226); 2./KG Richter (placed in hex 46.227); 3./KG Richter (placed in hex 46.228); 1./KG Richter (placed in hex 46.229); Leader KG Heinke may be placed with any Unit above. All Units are in IP.

KG Walther, *KG von Hoffman*: 14.Pz.Jr (placed in any Potential Club Route hex within 10 hexes of the Frontline)

KG Walther, *Independent*: KG Roestel (placed in hex 59.199)

KG Walther, *Artillery*: Leader KG Walther Art; I./Krause, 2./Krause (placed in hex 60.198)

Allied

Guards Armored, *Group Hot*: 1/2 IrishGds (with 1/3 IrishGds piggybacked) (placed in hex 45.224); 2/2 IrishGds (with 2/3 IrishGds piggybacked) (placed in hex 44.224); 3/2 IrishGds (with 3/3 IrishGds piggybacked) (placed in hex 44.225); Recce/2 IG (with 4/3 IrishGds piggybacked) (placed in hex 43.226); S(Mtr)/3 IG (placed in hex 43.227); S(AT)/3 IG (placed in hex 43.228). Leader may be placed with any of the above. All Units are in column

Guards Armored, *Independent*: B/2 HHC (placed in hex 42.229); C/2 HHC (placed in hex 42.228)

43 Infantry Division, *231st Brigade*: All Units (placed anywhere behind the Frontline but north of the Meuse-Escaut Canal).

XXX Corps Club Route Marker is placed in hex 42.229

After the Allies have set their XXX Corps Units up, perform any plotted Artillery Strikes for the 1500 turn.

The Allied Player may also attack with 6 Typhoon counters on any German Unit on the map. No Modifiers apply for this attack. He must place them all before he rolls for any results.

The Allied Player may also attack with 8 Typhoon counters on any German Unit within 10 hexes of a XXX Corps Unit. No Modifiers apply for this attack. He must place them all before he rolls for any results.

After all the Typhoon strikes have been completed, move to the Allied Air Drop placement.

All Allied Units from the 101st Airborne Division are set-up as follows with each stick in its own hex:

Drop One

Stick One (arrives via Glider- DELAY): 101 Recon (LZ W) (*Independent*)

Stick Two (arrives via Parachute): A/1/501; B/1/501; C/1/501; S(Mtr)/1/501 (DZ A1 0r DZ A2) (*501 PIR*) - see below

Stick Three (arrives via Parachute): Leader/501; D/2/501; E/2/501; F/2/501; S(Mtr)/2/501 (DZ A) (*501 PIR*)

Stick Four (arrives via Parachute): G/3/501; H/3/501; I/3/501; S(Mtr)/3/501 (DZ A) (*501 PIR*)

Stick Five (arrives via Parachute): A/1/502; B/1/502; C/1/502; S(Mtr)/1/502 (DZ C) (*502 PIR*)

Stick Six (arrives via Parachute): D/2/502; E/2/502; F/2/502; S(Mtr)/2/502 (DZ C) (*502 PIR*)

Stick Seven (arrives via Parachute): Leader/502; G/3/502; H/3/502; I/3/502; S(Mtr)/3/502 (DZ C) (*502 PIR*)

Stick Eight (arrives via Parachute): Leader/506; A/1/506; B/1/506; C/1/506; S(Mtr)/1/506 (DZ B) (*506 PIR*)

Stick Nine (arrives via Parachute): D/2/506; E/2/506; F/2/506; S(Mtr)/2/506 (DZ B) (*506 PIR*)

Stick Ten (arrives via Parachute): G/3/506; H/3/506; I/3/506; S(Mtr)/3/506 (DZ B) (*506 PIR*)

Stick Eleven: C/326 Eng (DZ B) (*Independent*)

Roll a die to determine if Stick Two arrives at DZ A1 or A2. Even roll - A1; odd roll - A2. Historically, they landed at A2.

Resolve Airdrops

The Allied player rolls to resolve the airdrops. Use the Air-drop/Glider Landing Table.

Each time a stack is activated it can attempt to remove any remaining markers. All markers must be removed before the Unit can perform any other Action.

Markers

All the bridge markers are put in play on their unwired side except for Son Bridge. All bridges except Joe's Bridge start the game under German control. Joes Bridge starts Allied controlled, and not wired.

In this scenario both players may build as many improved positions and entrenchments as the counter mix allows. The both players can build road blocks and the Allied player can deploy Rearguards, up to the limit of the counter mix.

Place the XII Corps and the VIII Corps markers on the off-map display The German player places his Eindhoven Air Raid Markers on the Game Turn Track.

Command Values

For the 101st Airborne Division, the Command Rating is 7 and the Dispatch Rating is 3. The Division starts with 4 Command Points and 0 Dispatch Points.

For the Guard Armored Division, the Command Rating is 4 and the Dispatch Rating is 1. The Division starts with 12 Command Points and 3 Dispatch Points.

For the Eindhoven Regional Command, the Command Rating is 4 and the Dispatch Rating is 1. The Division starts with 6 Command Points and 0 Dispatch Points.

For the Kampfgruppe Walther, the Command Rating is 3 and the Dispatch Rating is 0. The Division starts with 5 Command Points and 0 Dispatch Points.

For 59th Infantry Division, the Command Rating is 6 and the Dispatch Rating is 3. The Division starts with 8 Command Points and 0 Dispatch Points.

These values may change over time as detailed on the Divisional Charts.

Chits

The following chits are placed in the mug and randomized:

101st Division Activation, Group Hot Formation or 231st Brigade, Allied Direct Command, Eindhoven Regional Command Activation, German Direct Command, 501 PIR Formation Activation, and 59th Infantry Division Activation.

The 231st Brigade Formation chit or the Group Hot Formation is not placed in the mug and is the first in play. The one not chosen is placed in the cup.

The last chit in the cup is not played and will automatically become the first activation for the following turn.

Allied Reinforcements

Allied Airborne Reinforcements

Drop Two (Day+1)

101st Airborne Division:

(3 Divisional Jeeps are now available)

Stick One (arrives via Glider): Leader/327; A/1/401; B/1/401; C/1/401; S(Mtr)/1/401 (LZ W) (*327 GIR*)

Stick Two (arrives via Glider): D/2/327; E/2/327; F/2/327; S(Mtr)/2/327 (LZ W) (*327 GIR*)

Stick Three (arrives via Glider - DELAY): AT/327 (LZ W) (*327 GIR*)

Stick Four (arrives via Glider - DELAY): A/326 Eng (LZ W) (*Independent*)

Stick Five (arrives via Glider - DELAY): B/326 Eng (LZ W) (*Independent*)

Stick Six (arrives via Glider - DELAY): C/326 Eng (LZ W) (*Independent*)

Drop Three (Day+2)

101st Airborne Division:

(3 Divisional Jeeps are now available)

Stick One (arrives via Glider- 2 DELAY): 321 Gldr Fld (LZ W) (***Artillery***)

Stick Two (arrives via Parachute - DELAY): Leader/101 Artillery; 377 Para Fld (DZ C) (***Artillery***)

Stick Three (arrives via Glider - 2 DELAY): 907 Gldr Fld (LZ W) (***Artillery***)

Stick Four (arrives via Glider - DELAY): A/81 AB AA/AT (LZ W) (***Independent***)

Stick Five (arrives via Glider - DELAY): B/81 AB AA/AT (LZ W) (***Independent***)

Stick Six (arrives via Glider - DELAY): C/81 AB AA/AT (LZ W) (***Independent***)

Stick Seven (arrives via Glider - DELAY): D/81 AB AA/AT (LZ W) (***Independent***)

Stick Eight (arrives via Glider - DELAY): E/81 AB AA/AT (LZ W) (***Independent***)

Stick Nine (arrives via Glider - DELAY): F/81 AB AA/AT (LZ W) (***Independent***)

Stick Ten (arrives via Glider): A/1/327; B/1/327; C/1/327; S(Mtr)/1/327 (LZ W) (***327 GIR***)

For the 101st Airborne Division, the Historical Supply DZ is LZ W.

Conditional Reinforcements

101st Airborne Division:

Independent: place 3 Glider Pilots on hex 66.156 and 2 Glider Pilots on 66.157 on the 3pm turn of any day after 9/17 (the first day of the game) in which there was a drop. They are removed from play at the conclusion of the next Night turn. Just pick them up where ever they are.

Independent: A/15/19 KRH; B/15/19/ KRH; C/15/19 KRH; Recce/15/19 KRH (arrives via the Club Route release rule and are placed in hex 66.157 when they are released regardless of the Club Route marker's actual position in the game).

Independent: A/44 RTR; B/44 RTR; C/44 RTR; Recce/44 RTR (arrives via the Club Route release rule and are placed in hex 66.157 when they are released regardless of the Club Route marker's actual position in the game).

101 Sea Tail: when released via the Club Route release rule, up to 6 steps of combat loses may be returned to the game. If replacing an eliminated Unit for 2 Steps, just place the Unit with it's Leader. Losses may be replaced only if not in an enemy Fire Zone. In addition, all Supply Drop Zone rules are no longer in force and this Division is always in supply.

XXX Corps Reinforcements Illustration

The XXX Corps Formation Reinforcement Markers are placed on the Guards Armored Division player aid chart as shown below.

Allied XXX Corps Reinforcements

All XXX Corps reinforcements arrive via the Club Route release rule. Group Hot and Guards Independent Units that are not placed on the map are released when the respective Formation is released. The current position of the Club Route marker is the Reinforcement Hex for placement (except for Auto release Units - they arrive on specific hexes as long as the Club Route marker has advanced to that marker or beyond). If the Club Route marker is off the map, no actual Units enter the game but track the released Formations for Victory Points.

Remember, you don't roll for Formation release on the September 17th Turn.

German Reinforcements:

September 17

1500

59th Infantry Division, *Independent*: 1./Erz 59; 2./Erz 59; 1./Pio 159 (placed in Entry Hex 37.136)

59th Infantry Division, *KG Dewitz*: Leader KG Dewitz; 1./I/1036/59; 2./I/1036/59; 3./I/1036/59 (placed in Entry Hex 37.136)

1700

59th Infantry Division, *Independent*: 3./Erz 59; 1./PJ 159; 2./PJ 159; 2./Pio 159 (placed in Entry Hex 37.136)

59th Infantry Division, *KG Dewitz*: GrW/I/1036/59; 5./II/1036/59; 6./II/1036/59; 7./II/1036/59; GrW/II/1036/59 (placed in Entry Hex 37.136)

1900

59th Infantry Division, *Artillery*: Leader "?"; II./159/59 (placed in any entry hex of Entry Area A or B)

Night

determine which Formation commands the KG Huber (see rule S5.5).

September 18

0700

59th Infantry Division, *Artillery*: I./159/59; III./159/59 (placed in any entry hex of Entry Area A or B)

59 Infantry Division, *KG Klemm*: all Units (placed in any entry hex of Entry Area A or B)

59 Infantry Division, *KG Huber*: all Units (placed together in any entry hex in Entry Area A or B - and rule S5.5)

Eindhoven Regional Command, *KG Jungwirth*: Leader Jungwirth; 1./KG Ewald; 2./KG Ewald; 3./KG Ewald; Gr.W./KG Ewald (placed together in any entry hex in Entry Area C or D)

1100

Eindhoven Regional Command, *KG Jungwirth*: 1./KG Rink; 2./KG Rink; 3./KG Rink (placed together in any entry hex in Entry Area C or D - but not in the same entry area as the other KG Chill Units entering)

September 19

0700

Eindhoven Regional Command, *Artillery*: Leader "?"; 14./III/HG (placed in any entry hex in Entry Area C or D)

1300

KG Walther, *Pz-Brig 107*: Leader Pz-Brig. 107; 1./Pz.2107; 4./Pz.2107; 1./I./FJ-Rgt 21; 2./I./FJ-Rgt 21; 3./I./FJ-Rgt 21; 1./PG. 2107 (placed together in any entry hex in Entry Area A, B or C)

KG Walther, *Independent*: 1./1 Pionier; 2./1 Pionier (placed together with KG Walther, Pz-Brig 107 in either Entry Area A, B or C)

September 20

0700

Replace the Eindhoven Regional Command Divisional Display with the Kampfgruppe Chill Divisional Display.

KG Chill, *Artillery*: 9./III/185 (placed in any entry hex in Entry Area C or D)

KG Chill, *KG Jungwirth*: 1./KG Tuckstein; 2./KG Tuckstein; 3./KG Tuckstein; Gr.W./KG Tuckstein (placed together in any entry hex in Entry Area C or D)

1300

KG Walther, *Pz-Brig 107*: 2./Pz. 2107; HQ/Pz-Brig.107; 2./PG. 2107 (placed together in any entry hex in Entry Area A, B or C)

September 21

1700

KG Chill, *KG v.d. Heydte*: Leader v.d. Heydte; AA KG vdH; 15.Pionier; 1./I; 2./I; 3./I; 4./I; 9./III; 10./III; 11./III; 12./III; 13. PzJrg/IV; 14. Gr.W./IV; Flak/IV (placed in the off map area adjacent to the XII Corps Marker)

KG Walther, *KG Hoffman*: 1./KG Stephan; 2./KG Stephan; 3./KG Stephan; Gr.W./KG Stephan (placed together in any off map area

KG Walther, *KG Heinke*: Aukf./KG Hnke; PaK/KG Hnke; 1./I./Rgt.16; 2./I./Rgt 16; 3./I./Rgt.16 (placed together in any off map area

KG Walther, *Artillery*: 1./Art-Ers; 2./Art-Ers; 3./Art-Ers (placed in any entry hex in Entry Area C or D)

Night

KG Chill, *KG Huber*: all Units (placed together in any entry hex in Entry Area C or D - see rule S5.5)

September 22

0700

KG Chill, *KG v.d. Heydte*: 1./KG Finzel; 2./KG Finzel; 3./KG Finzel; 4./KG Finzel (placed on or adjacent to the hex or the off-map area that Leader v.d. Heydte currently occupies)

KG Chill, *Artillery*: 17SS/II/185; 18SS/II/185 (placed in any entry hex in Entry Area C or D)

KG Walther, *Pz-Brig. 107*: 3./Pz 2107; Pz.Pio.107; Gr.W./ PG. 2107; 3./PG 2107; 4./PG 2107; 5./PG 2107 (placedto-gether in any entry hex in Entry Area B, C or D)

0900

KG Chill, *KG Jungwirth*: 1./I/2 FJ; 2./I/2 FJ; 3./I/2 FJ; Gr.W./H2 FJ (placed together in any entry hex in Entry Area C or D)

KG Chill, *Independent*: 1./559 PzJgr; 2./559 PzJgr; 4./975; 2./III/185; 16./III/HG; Ers Pio/3 (placed with arriving Units of KG Jungwirth)

September 23

0700

KG Chill, *KG Jungwirth*: 1./KG Zeditz; 2./KG Zeditz; 3./ KG Zeditz; Gr.W./KG Zeditz (placed together in any entry hex of Area C or D)

KG Chill, *KG v.d. Heydte*: 1./III/HG; 2./III HG; 3./III/HG; 4./III/HG; Gr.W./III/HG (placed on or adjacent to the hex, or the off-map area, that Leader von Hoffman currently occupies)

September 24

0900

KG Chill, *KG Jungwirth*: 1./KG Bloch; 2./KG Bloch; 3./ KG Bloch; Gr.W./KG Bloch (placed together in any entry hex of Area C or D)

KG Walther, *KG Erdmann*: All units (placed together in any entry hex in Entry Area C or D)

Special Rules:

All Special Rules are in effect. Additionally:

S7.1.0 German movement and attack restrictions

No German Unit may ever move south of the Frontline marked on the map. No German Artillery may barrage any hex south of the Frontline marked on the map.

S7.2.0 XXX Corps Units exit from the *Where Eagles Dare* map

When the Club Route marker exits the map to the north, the Guards Division Activation remains in play as long as there are any Guards Units still on the map. No other Formation Chits may be purchased. Guards Armored Units exit the map by entering hex 14.89 and immediately take them off the map. Once the last Guards Unit has exited, remove the Guards Division Activation from play and remove any accumulated Dispatch and Command Points. Note the values of each for Victory Points.

S7.3.0 Emergency request for XXX Corps reinforcements

On the Reinforcement Phase of 0700 turn of the 22nd of September or after, the Allied Player may call for rein-

forcements from Guards Armored Division. After he does this, roll a die - in that many turns (if a 0 is rolled, they enter this turn, 1 the next turn and so on). All of the Group Cold Units are placed on hex 14.89 during the Reinforcement Phase on the rolled for turn. This roll is kept secret from the German Player.

During that Reinforcement Phase, the Guards Division Display is back in play, add 10 Command Points and 2 Dispatch Points to the Guards Display and the Guards Division Activation is added to the cup. Once they have entered, they can never leave the *Where Eagles Dare* map and the Guards Division will stay in play for the remainder of the game. Any Guards Units that move off of Club Route are not counted for Victory in this case.

S7.4.0 Voluntary German Rout

Any German Unit with a Movement Allowance (on either side of the counter) may voluntarily rout. Just pick the Unit up and place it to the side. It will go in an applicable Off-Map space on the 0700 turn of the next day. If you Voluntarily Rout on the 1700, 1900 or Night turn, the Unit will reappear on Off-Map display two 0700 turns later (two days later - not one).

Victory Conditions

Victory in *Where Eagles Dare* is determined by accumulating Victory Points throughout play. At the end of any game day (the conclusion of the Night Turn) after the first day, players can stop and determine the victor for the game or they may play on. The end of day breaks are there only to mark your progress in the game or to determine victory should you decide to stop at that point.

At the conclusion of the Night Turn of the 24th, the game is ended and victory is determined.

The Allied Player gains Victory Points by:

Advancing the Club Route Marker off the map:

> on the 9/18 turn: 30 Victory Points
>
> on the 9/19 turn: 20 Victory Points
>
> on the 9/20 turn: 10 Victory Points
>
> on the 9/21 turn: 0 Victory Points

If the Club Route Marker is still on the *Where Eagles Dare* map after the 9/21 turn, the Germans win an immediate victory.

> Each non-Auto Formation released (not including Sea Tails that missed their hex): 5 Victory Points
>
> Each 1900 turn that the status of Club Route is not cut: 8 Victory Points
>
> Each Command Point on the Guards Division Display when the the last Guards Unit exits the map: 3 Victory Points
>
> Each Dispatch Point on the Guards Division Display when the last Guards Unit exits the map: 4 Victory Points

The German Player gains Victory Points by:

For each step of Guards Armored Division that is currently not on Club Route or a Potential Club Route hex when the Guards Division Activation is picked from the cup (not including any HHC Units or any Units of the 231st Brigade - or any Units that have come on by the emergency reinforcement call): 1 Victory Point.

For each step of Guards Armored Division that is currently anywhere on the *Where Eagles Dare* map when the Guards Armored Division Activation is picked from the cup after the Club Route Marker has advanced off the map (except when emergency reinforcements have been called): 1 Victory Point.

For each 1900 turn the status of Club Route is cut: 10 Victory Points. For each Club Route Attacked Marker: 1 Victory Point. For each Club Route Closed Marker: 2 Victory Points. If the Allied Player has called for emergency reinforcements: 10 Victory Points.

Subtract the German total from the Allied total for a Victory Point number and consult the table below. If neither side achieves their total, the game ends in a draw.

Night, September 18: 71 Points or more, the Allies win. -11 or less, the Germans win

Night, September 19: 61 Points or more, the Allies win. -8 or less, the Germans win.

Night, September 20: 51 Points or more, the Allies win. 15 or less, the Germans win.

Night, September 21: 51 Points or more, the Allies win. 25 or less, the Germans win.

Night September 22: 51 Points or more, the Allies win. 30 or less, the Germans win.

Night September 23: 51 Points or more, the Allies win. 45 or less, the Germans win.

Night September 24: 51 Points or more, the Allies win. 50 or less, the Germans win.

Operation Market-Garden
The Devil's Cauldron
&
Where Eagles Dare
1500 9/17/44 — Night 9/24/44

The following is the combined *Where Eagles Dare* and *The Devil's Cauldron* game.

Set-up

The game is played on all 9 maps and all map extensions.

Play the "Drive in the Country" introductory scenario and if the Allies win the scenario, the bridge in hex 55.202 is considered stable. If the Allies lose it, the bridge is considered unstable.

The first turn is 1500, on September 17. On the first day

steps 1 and 3 of the sequence of play are ignored. For the remaining turns all the steps in the game are used in this scenario.

The weather is clear for September 17. It will be rolled for on the 0700 turn of the other days.

The cup contents are the added total contents from both games. All values remain the same as in each game. Additionally, add the 43rd Infantry Division Activation to the cup. Also add 4 Command Points and 0 Dispatch Points to the 43rd Division Division Display. Subtract 3 Command Points from the Guards Armored Divisional Display to account for the addition of the 43rd Infantry Division Command Points.

The 1st Para Formation is not placed in the cup and is the first activation for the turn. Additionally, after the 231st or Group Hot has been chosen per the *Where Eagles Dare* chit selection rule, it too isn't placed in the cup and will be the second activation of the turn. Players wanting a bit more wide open game can disregard this and place the 231st and Group Hot in the cup and see what happens. However, 1st Para is always the first chit in play.

The last chit in the cup is not played and will be the first chit in play for the next turn. Follow the entire set-up for *The Devil's Cauldron* and then for *Where Eagles Dare*.

Place Club Route Markers on the following hexes: 13.87, 36.86, 34.82, 30.76, 28.70, 28.71, 41.64, 38.63, 38.43, 49.30, 38.31, 47.29. These are treated just as if they were printed on the map (as they are in *Where Eagles Dare*).

Special Rules

All special rules from *Where Eagles Dare* and all the special rules from *The Devil's Cauldron* still apply to those games unless specifically mentioned and altered in the following section.

MG 1.0 Events

The placed Events for *The Devil's Cauldron* are still placed per the setup but the Events rule from *Where Eagles Dare* is also added. There are new Event chits included for use in *The Devil's Cauldron* and they work the same way with the following exceptions:

MG 1.1 The Germans now have an "Air Strike" counter. When this is drawn, the German Player may place three Air Strike markers on any Allied Units. More than one may be placed on a unit and all Air Strike markers must be placed before any are resolved. These attack with a strength of 3 (red) Fire Power. If it is currently Night or the Weather is currently Fog, treat as a no Event. No modifiers apply to this attack.

MG 1.2 The Allies now have an Ambush Event. When this is drawn, the Allied Player may attack any German Unit within 3 hexes of any Allied Unit. This attack is performed as a 6 (white) Fire Power attack. Terrain modifiers do apply to this attack.

MG 1.3 Rout:

Rout: When this Event is picked, the enemy player picks

a Formation and declares that formation has routed. This Formation must have at least one Unit in an Enemy Fire Zone and at least one Step Lost must be lost from the entire formation to be chosen. He may choose either a friendly or an enemy formation. All units belonging to that Formation are considered routed. Consult the table below to determine what action to take. Any Independent Units that are stacked with the affected Formation are treated as Units of that Formation for this rule. Additionally, if a Unit must retreat by the rules below but cannot (i.e., it is in an enemy Fire Zone and can move one hex to a hex that isn't in an enemy Fire Zone), it is eliminated (a gun with no movement or * movement for example).

If a 1st Airborne Division, 82nd Airborne Division, Guards Armored Division, 43rd Infantry Division, Hohenstaufen Division or Frundsberg Division is routed:

If the Friendly Unit is not in an enemy Fire Zone, it is not moved and does nothing and nothing is placed on it. All affected units that are in an enemy Fire Zone must move one hex so that they are not in a Fire Zone. The enemy may not Opportunity Fire at the Units during this one hex move. If a Unit cannot leave a Fire Zone by moving one hex, the unit must stay in the hex it currently occupies. Place an "Entrenched" marker on it. The enemy may not Opportunity Fire on this unit when the marker is placed. Play continues normally after this is performed and the Rout Event is placed back in the Event Cup.

If any German Formation that isn't part of any of the above is routed:

Count up the current number of Step Losses that Formation has currently lost and roll a die. Should this modified roll be less than the current number of Step Losses, that Formation routs as listed below. The German Player may spend up to two Dispatch Points to add either one or two to his Die Roll number for each Dispatch Point spent.

All German units that are routed are moved one hex so that they are not in an enemy Fire Zone. All of these units (including any losses but remove any Cohesion or Suppression markers) are then taken off the map and placed on on their Divisional Chart. These units may reenter play in any applicable off map Reinforcement Hex of the owning player's choosing on the following 0700 turn. Note that if a unit routs on the 1700, 1900 or Night turn, it will be the following two days (the second 0700 turn to come) before it may return to play. Any German Units remaining of the routed Formation on the map (those that couldn't retreat one hex and not be in an enemy Fire Zone) are now eliminated permanently from the game.

After the effects of the Rout have been completed, return the Rout Chit to the Event Cup.

1.4 Reinforcements

If the "Reinf" random event is drawn in the TDC half of the combined game, either an 82AB formation can be selected (and up to 2 steps of "Lost 82AB" arrive") or a 1st AB formation can be selected (and up to 2 steps of "Lost 1AB" can arrive).

MG 2.0 Club Route

MG 2.1 The Club Route rule from *Where Eagles Dare* is now in full force in *The Devil's Cauldron*. Ignore all Club Route movement restrictions and reinforcement arrival times in *The Devil's Cauldron*. The Guards Armored Division enters play as per the Club Route Release rule and The 43rd Infantry Division may now enter play on *The Devil's Cauldron* map (although still may never enter play on the *Where Eagles Dare* map - except for the 231st Infantry Brigade) using the Club Route entry procedure. No 43rd Infantry Formation may enter play until the Club Route marker is on *The Devils Cauldron* map. Note that in *The Devil's Cauldron*, there are far more spurs and potential directions Club Route may go. Once the Allied Player has determined Club Route's current path, he may not change it later and all possible Club Route paths that have been bypassed are now disregarded.

MG 2.2 The 82nd Division and the 1st Airborne Division Sea Tail:

MG 2.2.1 When these are successfully entered into play, check the current location of the XXX Corps Marker. If it is in Hex 41.64 or 38.63 or farther north, the 82nd Airborne Division Sea Tail enters play. If it is in Hex 49.30, 47.29 or 38.21 or farther north, the 1st Airborne Sea Tail enters play. Should these conditions not exist when the Sea Tail is released, it is disregarded and move to the next Formation to enter play. Unlike other Formations in which no other formations may be released until the conditions apply, you may release them and put them to the side, and then move to the next Formation. It may never enter play in the game if the Allied player can't meet the conditions for entry but he may move to the next Formation and attempt to release additional forces.

MG 2.2.2 If successfully released, up to 6 steps of combat loses for the applicable Formation may be returned to the game. If replacing an eliminated Unit for 2 Steps, just place the Unit with its Leader. Losses may be replaced only if not in an enemy Fire Zone. In addition, the respective Airborne Division is now always in supply and the Supply Drop zone rule no longer applies.

MG 2.3 The 231st Brigade and the 43rd Infantry Division:

The 43rd Infantry Division still gets the automatic -4 modifier for all release rolls from Club Route. They may pay additional Dispatch Points to get an additional benefit as well. The 43rd Infantry Division Display is set up at the start of play. Until the First 43rd Infantry Division Formation enters the game, the 43rd has a Command Rating of 3 and a Dispatch Rating of 0. After the first 43rd Formation enters the game, revert to the stated values in *The Devil's Cauldron* for value.

MG 2.3.1 The 43rd now pays for all 231st Brigade Command and Dispatch costs and it is treated as a 43rd Infantry Formation. It still may not move above the 231st Brigade line drawn on the map.

MG 2.4 The Royal Dragoons and the Sherwood Foresters when released are placed on hex 14.86 as long as the Club Route Marker has reached 14.86 or beyond. If it hasn't, no Formations are released until the Club Route marker has reached 14.86.

MG 2.5 For players of just *The Devil's Cauldron* that would like to use the new Club Route rule, the Club Route Marker may advance onto the map on the 1900 turn of September 19th. Groups Hot, Cold and Guards Ind. have been released. All four Units of HHC enters the game at the XXX Corps Reinforcement Hex on the 1100 turn of September 19th. Group Cold enters at the XXX Corps Reinforcement Hex on the 1300 turn of September 19th. Group Hot enters the at the XXX Corps Reinforcement Hex on the 1500 turn of September 19th. The remainder of XXX Corps enters via the Club Route release rule.

MG 3.0 Household Cavalry

S5.17 now completely applies to the Household Cavalry. A/2 HHC, B/2 HHC, C/2 HHC and D/HHC are always considered in Command regardless of the proximity of a leader for both games. S5.18 no longer applies.

MG 4.0 German Air Strikes

German Airpower (S4.3) is now covered through the Random Events rule and should be disregarded.

MG 5.0 Rout

Rout (S4.4) is now covered through the Random Events and this rule should be disregarded. It is still used in the scenarios.

MG 6.0 Guards Armored

Disregard Special Rule S7.2.0. The German Player still receives Victory Points for lingering Guards Division Units but play continues normally for the Guards Division after the Club Route Marker is on *The Devil's Cauldron* map. The Division Display is not removed from the game and all Command and Dispatch Points remain with the Display. Note the values when the last Guards Unit leaves the *Where Eagles Dare* map and count those as Victory Points for the *Where Eagles Dare* game. Use the *The Devil's Cauldron Guards* Divisional Display Command and Dispatch values for the game.

MG 7.0 Heroes

There are several Heroes that are now available for use in *The Devil's Cauldron*. These are one use markers and must be used with their respective Formations. The Allied Player just declares that he is using a Hero and the effect is immediately performed. You may play after any die or dice roll. After use, put the Hero to the side and it may not be used again.

PVT John Towle

When played, immediately reduce any enemy armored unit (has a black box around its Defense Strength) by one step. The enemy armored unit must be adjacent to a 504 PIR Infantry Unit.

LSgt Baskeyfield

When played, immediately reduce any enemy armored unit (has a black box around its Defense Strength) by one step. If there is an enemy Step remaining, it is immediately Suppressed. The enemy armored unit must be in a Fire Zone of one of the S(AT) Units of the 1st Air Landing Brigade.

Major Robert Cain

When played, any just completed enemy fire combat (either opportunity, direct or assault) against a 2nd South Staffordshire Unit is immediately converted to a no effect (miss). Also, remove any Cohesion Hits and/or Suppressions that are in the hex that was just fired upon.

Cpt John Grayburn

When played, any just completed enemy fire combat (either opportunity, direct or assault) against a 1st Parachute Brigade Unit is immediately converted to a no effect (miss). Also, remove any Cohesion Hits and/or Suppressions that are in the hex that was just fired upon.

Cpt Lionel Queripel

When played, the Allied Player may immediately convert any failed Troop Quality check to a pass. You are allowed to know it has failed before you decide if you wish to use Queripel.

MG 8.0 Additional Deployment Restrictions:

No Unit of the 101st Airborne Division may enter *The Devil's Cauldron* map

No Unit of the 43rd Infantry, 82nd Airborne or 1st Airborne may enter the *Where Eagles Dare* map (regardless of Restriction Level of play chosen).

No German Unit from *Where Eagles Dare* may enter *The Devil's Cauldron* map or vice versa.

The Emergency Reinforcement Call rule in *Where Eagles Dare* now is actually performed. You may move Group Cold off the map and onto the *Where Eagles Dare* map on the 0700 turn of September 21 or later. This is now performed by choice and not by rule as in *The Devil's Cauldron*.

Piggyback rule is now available to all in the game.

MG 9.0 Counter Limits

The counter limits for the combined game are 3 Lost 82AB for the WED half of the game, and 2 Lost 82AB and 1AB (each) for the TDC half of the game.

MG 10.0 Errata

There are some counter errata replacements included in the game. Just swap out the misprinted counter for the new one and use it. For D/10/4, this Unit replaces C/10/4 completely. Just swap company D and all mention of company C now applies to company D.

MG 11.0 Victory Conditions

There were only two playtests of the combined version so I'm going to go with this for the Victory Conditions. I would like to combine the two games but need more data to do that. I hope that this section can evolve and become that with post-publication play. Let me know what happens and I'll start compiling data so that eventually, we have a more comprehensive way of tabulating victory. Until then, anyone that finishes a game of this size should consider themselves a victor in the game.

Use the Standard Victory Conditions for both games and compare the two. If the Allies achieve Victory in *Where Eagles Dare* and a Major or Minor Victory in *The Devil's Cauldron*, the Allies win. If not, the Germans win.

Historical Notes

It's not Slicky Wicky

A Guide to Pronouncing Market-Garden Locations

By *Dick Vohlers*

I've been playing games about the Market-Garden operation for over 30 years now. During that time I had developed ways of pronouncing the names of the cities, towns, and rivers that formed the battlefield. The way I pronounced these names seemed consistent with their spellings and with the way I heard other (non-Dutch) players pronounce them.

However, I learned when I made my trip there in 2008 that Dutch orthography and pronunciation rules are not the same as they are in English. Both languages have the concepts of long and short vowel sounds, but the rules used for Dutch are different than those used for English. For instance, in Dutch a double-lettered vowel indicates a long vowel, but a single-letter letter vowel can be long, too, depending on its location on the word. In addition, other vowel diphthongs are pronounced differently than in English and there are several sounds that produce a guttural "kh" sound, including not only "ch" but "g" as well. There are many good pronunciation guides on the Internet if you're interested in learning more.

Below is a table to help English speakers more accurately pronounce those location names found in *The Devil's Cauldron* and *Where Eagles Dare* that differ the most from standard English pronunciations. These are not absolutely accurate in all regards, but they will get you much closer to the way the Dutch pronounce each one.

My thanks to Rian van Meeteren for assisting with this.

Location	Approximate Pronunciation	Rhymes With / Sounds Like
Heelsum	Hail-sum	
Wolfheze	Volf-he-zay	

Heveadorp	Hay-fay-a-dorp	

Location	Approximate Pronunciation	Rhymes With / Sounds Like
Oosterbeek	Ohs-ter-bake	Toaster -bake
Deelen	Daylayn	
Westervoort	Vestervort	
Driel	Dreel	Reel
Huissen	How-sen	House-in
Oosterhout	Ohs-ter-howt	Toaster-route
Slijk-Ewijk	Slike-a-vike	Strike-a-bike
Ewijk	A-vike	A-bike
Weurt	Vuert	Viewer-t

Heuman	Hoe-man	Hoeman combined with Herman
Nijmegen	Neye-mekh-en	I-Megan

Ooijpolder	Oh-eye-pol-der	Oy-polder
Groesbeek	Khroos-bake	Gross-bake
Mook	Mohk	Poke

Grave	Khrah-fay	
Cuijk	Koo-eyek	Quake combined with Quite
Veghel	Fekh-hel	Fickle combined with Fake
Schijndel	Skhine-dul	Scandal combined with Kind

Eerde	Air-duh

Sint Oeden-rode	Sint Oo-den-rod-uh	Sint Who-den Rhoda
Eindhoven	Eyend-hohv-in	Mind-hoe-bin

Aalst	Ahlst	
Valkenswaard	Fal-kens-vahrd	Falcons-bard
Neder Rijn	Nader-Rhine	

Maas	Mahs	M-Oz
Waal	Vahl	Wall
Zuid Willems-vaart	Saut Vil-lems-fahrt	

http://www.dutchtrav.com/pg/pron.html

http://www.dutchgrammar.com/en/?n=SpellingAndPronunciation.01

Hell's Highway Today

By *Dick Vohlers*

In March of 2008, just a few days after I received my copy of *The Devil's Cauldron*, I was asked to go to the Nether-

lands on business. I took the opportunity to take an extra few days of personal vacation and I reserved a room in a bed and breakfast in Arnhem. Because I had helped edit the

rules and notes for TDC, Adam asked if I would take some pictures while I was there and write up an article for *Where Eagles Dare*, similar to the one Hans Korting wrote for TDC. I told him I would do so, though I also told him that I doubted I could match the passion that Hans showed when writing about a battle that helped free his homeland.

I tried to prepare as much as possible before I left. One book

that I brought with me was Major and Mrs. Holt's Battlefield Guide to Arnhem (ISBN 0 85052 785-6). That book provides descriptions of and directions to all of the major locations involved in the fighting as well as to memorials erected after the war. It was invaluable in helping me understand what was important to see and what was more minor. However,

the road net in the area, especially around Eindhoven and between there and Uden, has changed quite a bit in the last

8 years since the book was written. For that reason, many of the directions provided in the book no longer work, so some places were more difficult to find than others.

In addition, I was not able to visit all the places I would have liked, especially those off the main highways, for two reasons. First of all, I had only one day to view the whole corri-

dor between Joe's Bridge and the Grave Bridge, so I wanted to be sure to visit the major locations first. Also, it was raining the whole day I was there, sometimes quite heavily, and I didn't want to have any problems with a rental car on a mud-

dy path in some woods somewhere.

I started the day by driving from Arnhem all the way into Belgium, and then I worked my way north along the corridor. This provided me a good feel for the progress of the campaign and allowed me to view the locations in more or less the order that XXX Corps encountered them.

My first stop was at the main highway bridge over the Meuse-Escaut (Maas-Scheldt) Canal. The Dutch had destroyed the original bridge in 1940, but the Germans had built a wooden pontoon bridge at the site before 1944. As you can see, the canal at this point would have posed a substantial obstacle to the British troops. (This picture is looking towards the west in hex 42.228.)

However, the British had captured this bridge on September

10, 1944, and the Allied front line was slightly north of it when the Garden offensive started a week later. But while there was some infantry holding the bridgehead north of the bridge at the start of the offensive, the tanks of the Guards Armored and their accompanying infantry formed up south of

the bridge.

This bridge is now called Joe's Bridge. This apparently comes from the name of the commander, Lt. Col. J.O.E. Vandeleur, of the Irish Guards who captured the bridge, though some credit the name to the name of the Royal Engineer Squadron that repaired the bridge, who were called "Joe's Troops." There is a monument to the Irish Guards at the base

of the bridge. This monument is the start of a 200 km walking and bike path along the corridor all the way to Arnhem

called the "Airborne Trail." The flowers the day I was there were fresh even though there had been no recent events and it was still winter.

About three kilometers north of the bridge is the border be-

tween Belgium and the Netherlands. There is a monument here called the Liberation Gate that commemorates the beginning of the Allied liberation of the Netherlands. This was the approximate front line along the road at the start of the battle (hex 45.224).

When the offensive started, the Germans were well emplaced in the woods just north of the border (hex 45.223). This is where the Typhoons launched airstrikes to root them out. As you can see, these woods are dense even when

there are no leaves on the trees. (In the picture, the pavement on the left is the Airborne Trail while the road is on the right.)

Though the roads in this area are not as raised as they are closer to Nijmegen and Arnhem, there are still quite a few drainage ditches along the road. While these have undoubtedly changed in recent years due to the Airborne Trail and general development, there were likely similar ditches in the area at the time of the battle. It doesn't appear that these ditches (here, in approximately hex 46.220) would have

posed too big a problem to tracked vehicles trying to cross them laterally, but it would have been more difficult for such a vehicle to cross them when moving north parallel to them.

This would have been the view a German unit would have had when looking out of the woods at the road (at about hex 47.219). As you can tell by comparing this picture with the last one, there are both pine and deciduous trees in the area.

Just a bit further north, next to a café (in hex 52.210), is a

memorial marking the entrance of the "British Liberators" into the Netherlands in 1944. (Note that this café has changed names since the Holt book was published. When I was there it bore the name "Suykerbuyck.) Inscribed on the small cross was simply the word "Remembrance."

The German main line of resistance was in this area on September 17, 1944, and getting through it was not easy for the British. Many of those that fell that day are buried in the Valkenswaard Cemetery (hex 52.209), just north of the café. This cemetery contains over 200 graves and is part of the Commonwealth War Grave Commission, which manages over two dozen cemeteries in the Market-Garden area. While they are responsible for them, it is often the local Dutch population that maintains them, always in pristine shape.

As anyone who has studied this battle knows, "It's all a matter of bridges." In the area depicted in *Where Eagles Dare*, there are three major canals and several rivers. One river, the Dommel, roughly parallels XXX Corps' route between the Dutch-Belgian border north up to St. Oedenrode. The British had to cross this river three times, and in the area between Eindhoven and St. Oedenrode both the British and the American paratroopers used it to protect their eastern flank.

The first crossing of the Dommel is just south of Valkenswaard (hexside 55.202/56.201). The bridge that is there today is called the Victory Bridge. While the Dommel at this point is not extremely wide, vehicular units would still have required a bridge to cross it. (This picture is looking towards the northwest.)

As the XXX Corps progressed north, they passed through Valkenswaard and Eindhoven. In recent years this area has changed (and is changing) quite a bit, and is now very built up. On my trip, I passed through Eindhoven and continued north on the highway towards Son. In some areas, this is now a four-lane divided highway, which XXX Corps undoubt-

Uden Map

Veghel Map

Son Map

Eindhoven Map

Valkenswaard Map

How do all of the maps connect?

Veghel Map

Eindhoven Map

Son Map

Valkenswaard Map

Ede Map

Deelen Map

Uden Map

Grave Map

Arnhem Map

Groesbeek map

Pannerden Map

Cuijk Map

GRAND TACTICAL SERIES

Terrain Legend

Clear Hex	Polder Hex	Orchard Hex	Woods Hex	Impassable Hex
Village Hex	Town Hex	City Hex	Fortified Hex	River
Road	Railroad	Raised Railroad	Raised Road	Stream
Crest	Culvert	Bridge	Strongpoint	Observation Post
City Limit	Swamp	Sand Dunes	Netherlands/Belgium Border	Club Route
Front Line				

Symbols

German Reinforcement Hex   Club Route Stop Hex

American DZ/LZ