



1944 Market Garden RBv01

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TOAW Version: TOAW IV 4.0.1.40

***** SCENARIO ANALYTICS *****

:: Hotseat::PBEM::Allied & Axis PO

Map scale: 2.5km

Turn Scale: 1/2 Day

Unit Scale: Regiment/Battalion

Formation Scale: Brigade/Regiment/Battalion/Kampf Group

Length: 20 turns

Dates: September 17 – 26th, 1944

Complexity:

Allied (British, American, Polish)

Initial deployment, 15 formations, 101 units

Maximum deployment, 106 units

Theater Options, 0

Axis (German)

Initial deployment, 17 formations, 122 units

Maximum deployment, 20 formations, 148 units

Theater Options, 0

1944 Market Garden RBv01 Changes:

1. Advanced Rules: Disengagement OFF, No Borders ON, New Density Rules OFF, High Supply OFF
2. Max Rounds per Battle = 4
3. Hex Conversion, Readiness and Supply Cost = 50
4. Allied Supply = 70, Axis Supply = 50
5. ZOC Cost = 150
6. Supply Radius Allied = 10, Axis = 5
7. Unit colors revised with custom "col" file
8. Day 1 Allied airlift increased from 1800 to 2400
9. Added "Set Distance" to all airfields (prevents artillery bombardment)
10. German formation Orders Emphasis set for new Objective Tracks
11. Programmed German PO for three random Objective Tracks
12. If either the German St. Hertogenbosch or Roermond supply point is destroyed by the Allies, a replacement supply point may appear. There is a 10 turn range built into the events which deploy new supply points, so it is not certain that the new supply points will appear during regulation play.

***** ORIGINAL BRIEFING *****

OPERATION MARKET GARDEN

Montgomery's Great Gamble

Date: September 17, 1944

Location: Holland

Map Scale: 2.5km per hex

Time Scale: Half-day turns

Unit Scale: Regiment/Battalion

Length: 20 Turns

UNIT COLORS:

German

SS Units - Black on Gray

German Army - Lt Gray On Gray

Parachute Army - Gray on White

Independent/Naval - Blue

Luftwaffe - White on Blue

Allied

XXX Corps - Lt Brown

British Airborne - Burgundy

US Airborne - Green

SCENARIO NOTES:

1) Terrain: The bocage and marsh terrain types have been used here to simulate the polder and peel marshes, and dike bordered tracks that kept most units road bound during this battle. The Rhine, Mass and Waal are Major rivers in places devoid of suitable crossings. Ferry and crossing sites are drawn as standard river hexes, and marked with a][symbol. Some difficult canal areas have been drawn as "major" canals to inhibit motorized crossing, except at bridges. In short, I did everything I could to toughen up the terrain effects and require use of the roads, bridges and historical crossing points.

2) Order of Battle: As the German forces were a collection of many independent units and rear area troops, I have deployed units into Kampfgruppen actually formed by the Germans during the Battle-most notably, KG Von Tettau, with the assorted

battalions from Christiansen's area and KG Knaust in the north; and KGs Walter, Erdmann and Chill in the south. The division based units and the cohesive Flak Brigade were left alone, but units of the 107th Panzer & 189th were grouped together.

3) The Airlift: The Allies have complete freedom to choose their initial drop zones in this scenario, but may wish to consider the wisdom of their historical counterparts when making this important decision. (Historical Drop Zones have been labeled on the map for easy player reference.) You may choose some alternative DZs, or get imaginative and try for the Rhine bridges at Emmerich, Rees or Xanten, but keep in mind that I have programmed the arrival of additional German forces that would have most likely intervened in this event.

The Allied plan for Operation Market Garden was primarily an effort by Montgomery to seize strategic initiative in the West and convince Eisenhower that one single "full blooded thrust" could carry Allied forces across the Rhine and into the heart of Germany.

Montgomery's plan is by now well known to any student of WWII. He would use the last Allied Strategic reserve to lay a carpet of airborne troops along the best available route to a bridge over the Rhine. This single paved road began near Neerpelt, where Joe Vandeleur's Irish Guards had seized an important bridge over the Meuse Escut Canal for a jumping off point. XXX Corps, consisting of the Guards, 50th and 43rd Infantry and supporting brigades, would mass behind "Joe's Bridge" and batter its way up the road to link up with Allied para and glider units tasked with seizing all the vital bridges across numerous canals and rivers that bisected the route. Expected to do the first leg of the journey to Eindhoven in little more than 6 hours, it took XXX Corps a day and a half to reach that city. (It will be equally frustrating in the game as well, and requires unrelenting effort and some real skill to break out and make good time north.)

The 101st was assigned bridges near Eindhoven, Son, Best, St. Oedenrode and Veghel and captured all of its objectives intact-except for the Son Bridge, which went up in smoke as the Paras advanced on the position. The resulting delay spelled doom for the British at Arnhem, as XXX corps had to construct a new bridge to cross the canal. The secondary bridge near the village of Best suddenly became an important alternative, but soon came under intense pressure from elements of the 15th Army moving east from their withdrawal from Beveland. The resulting battle drew in more

and more resources from the over stretched 101st, and they had little left to prevent attacks cutting the road north of Veghel.

The 82nd landed to seize the 1500 foot span at Grave and all the bridges near Nijmegen. They were able to grab all but one--the key bridge at Nijmegen, which was taken by the SS and required a gallant cross-river assault to eventually bring it under Allied control. If this were not enough, the 82nd was under constant pressure from German forces emerging from the Reichswald forest area to pressure the drop zones and supply head east of Grossbeek heights, and threaten the bridge/ferry crossing at Mook. (Expect all these attacks from the Programmed Opponent--and perhaps a few other surprises for the 82nd as well.)

The British 1st Para Division would go for the prize-Arnhem bridge over the Neder Rhine. The ensuing battle here was choreographed by cruel twists of fate, and mischance that eventually led to Allied failure. The presence of elements of the 9th and 10th SS Panzer Divisions near Arnhem was perhaps the most significant reason for the disaster. These battered units were ordered north to a quiet sector to refit, and thus found themselves perfectly positioned to frustrate the British Paras struggling to capture Arnhem bridge. Only One battalion under Colonel John Frost actually made it to the bridge, and even this could have been prevented if Harzer, commander of the 9SS, had garrisoned the bridge as ordered. As it was, he sent his one available armored unit (Grabner's Recon Battalion) south after it raced to refit tracks and guns on its SPWs. Grabner had orders to see what was going on at Arnhem and south to Nijmegen, and he passed over the Arnhem bridge and headed south with 40 some vehicles just before Frost's troops arrived. If he had left a detachment at the bridge, the Allied plan would have failed much sooner than it actually did. Once Frost arrived and found the northern end of the bridge unguarded, he settled in to his much heralded holding action, and had to be literally shelled, blitzed and burned out of the city. His courage, and the dogged heroism of his troops, gave the Allies the one slim chance they had for this operation. (In the game it will be hard to beat Grabner to the bridge, so you will most likely have to fight for it.)

With Arnhem lost, and XXX Corps well behind schedule on the narrow road, Monty's plan was doomed. Perhaps Cornelius Ryan said it best in his highly regarded book...The Allies simply tried to go "a bridge too far."

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