About Operation Market-Garden

Operation Market-Garden is a two-player game based on the largest airborne operation in <u>history</u>, which was hampered by bad weather and poor judgment.

One player commands the Allied forces -- British, U.S., Polish, and Dutch -- whose goal is to drop into a narrow corridor stretching 60 miles into Nazi-occupied Holland, capture the bridges across numerous rivers and canals, and advance across the Rhine River and into Germany, hastening the end of World War II. The other player commands the Axis forces -- remnants of the German SS, Wehrmacht, Landwehr, Luftwaffe, and Kriegsmarine forces defeated in France -- whose goal is to keep the Allies at bay.

Controlling territory is the key to <u>winning</u> Operation Market-Garden.

Rules

Objective

- The Allied player attempts to open a route across the Rhine River into Germany. The Axis player attempts to keep the Allied forces at bay.

Winning or losing the game

- A game of Operation Market-Garden consists of 10 turns, unless a player surrenders or the Allied player achieves one of the victory conditions.
- Surrendering ends the game and displays both players' units.
- The Allied player wins a strategic victory if an Allied armored fighting vehicle (AFV) unit enters the North (blue) off-map hexes and is connected to the seven Allied hexes in the southeast corner of the map by an unbroken line of Allied-controlled hexes.
- The Allied player wins an operational victory if an Allied unit north of the Lower Rhine/Ijssel Rivers (in the northwest corner of the map) is connected to the seven Allied hexes in the southeast corner of the map by an unbroken line of Allied-controlled hexes.
- The Allied player wins a tactical victory if an Allied unit north of the Lower Rhine/Ijssel Rivers (in the northwest corner of the map) is connected to the seven Allied hexes in the southeast corner of the map by an unbroken line of Allied-controlled hexes. The line of control can pass through enemy hexes, but it can only be traced across rivers and canals at Allied-controlled bridges.
- The Axis player wins an operational victory if no Allied units are north of the Maas River (in the middle of the map) at the end of turn 10.
- The Axis player wins a tactical victory if the Allied player does not win a strategic, operational, or tactical victory.

Beginning the game

- Both players deploy their initial forces simultaneously.
- The Allied player chooses up to three units from the British 43rd (Wessex) Infantry and the British 50th (Northumbrian) Infantry. The selected units appear with the <u>Allied initial forces</u> so the Allied player can deploy them.
- The <u>Axis initial forces</u> are located on the map. Each unit can be moved within two hexes of its original location.

Airdrops

- The Allied player can airdrop supplies and units depending on the weather.
- If the weather is good, units reliably land on the target hex. The weather is always good during the first turn of a game.
- If the weather is marginal, units may scatter (land in a hex adjacent to the target hex) or be destroyed. If all hexes adjacent to the target hex are occupied by three stacked units, the airdrop unit is destroyed.
- If the weather is marginal, the Allied player cannot airdrop supplies or units.
- The number of supplies and units the Allied player can drop is determined by the number of deployment points received during each turn and the airdrop cost of the supplies and units.
- The Allied player can reserve some deployment points for use during the second movement phase of the game turn; however, deployment points are lost if not used during the game turn they are received.

Airdropping supplies

- Supplies can be airdropped beginning in turn 2.
- Supplies must be airdropped to Allied-controlled hexes.
- Supplies are destroyed by anti-aircraft fire or if they scatter into an enemy hex due to marginal weather.
- Supplies do not count against the stacking limit.
- Supplies cannot be moved.

- Supplies do not prevent an Axis unit from moving to a hex. If an Axis unit gains control of a hex occupied by supplies, the supplies are destroyed.
- You can spend all of your deployment points to airdrop supplies, or you can reserve some to airdrop units.

Airdropping units

- All Allied airdrop units are available from the beginning of the game.
- Up to three units can be airdropped into a hex.
- Most units can airdrop into enemy hexes.
- Air landing infantry must land at repaired Allied airfields.
- Airfield repair units must land at damaged Allied-controlled airfields or enter play as Allied regular ground units. The airfield must be Allied controlled at the start of the Allied player's turn to be used for landing during that turn.
- Landing units do not scatter in marginal weather.
- A British 6-5-3 glider infantry unit simultaneously drops with a British 2-4-3 unit. These units count as one unit for stacking, but each unit takes anti-aircraft fire.
- A glider infantry unit or glider engineer unit that airdrops into a hex containing a city, polder, woods, or marsh loses one step.
- Airdropped supplies and units must survive anti-aircraft fire.
- If you airdrop a unit into an Axis-controlled hex, landing combat occurs.
- Airdrop units can move during the Allied movement phase if they were not involved in landing combat.
- You can spend all of your deployment points to airdrop supplies and units in the first movement phase, or you can reserve some deployment points to airdrop supplies and units in the second movement phase.

Anti-aircraft fire

- Allied airdropped supplies and units are subject to Axis anti-aircraft fire if the target hex contains or is adjacent to an Axis unit, city, or airfield.
- If anti-aircraft fire has no effect, the unit lands safely on the target hex.
- If anti-aircraft fire causes a loss, the unit loses one step and lands in the target hex.
- If anti-aircraft fire causes an abort & loss, the unit loses one step and does not land in the target hex. It can attempt another landing in a subsequent turn.

Moving units

- The number of hexes a unit can move depends on the movement phase (Road movement or Off-road movement), the terrain of the hex, and the unit's available movement points.
- A unit does not have to spend all of its movement points.
- A unit is gray and cannot be selected if it cannot move further during the phase.
- If a unit moves to an empty hex, the player gains control of the hex and the unit continues to move along the path.
- If a unit attempts to move to a hex occupied by the enemy, the unit stops at the hex adjacent to the hex in conflict and engages in combat at the end of the movement phase.

Road movement

- During Road movement, units can only move to road and highway hexes.
- Units stacked at the beginning of Road movement can move individually or in stacks of two.
- During Road movement, a unit or stack cannot move to or through a hex containing other friendly units.
- Units that begin Road movement in non-road hexes cannot move until the Off-road movement phase.
- The type of terrain in a hex does not increase the cost of moving to a road or highway hex.
- Rivers and canals can only be crossed at bridges and ferries.
- The following table explains how many movement points it costs to move a unit to a hex during Road movement. For example, moving a motorized unit to a highway hex costs 1/4 of a movement point.

Terrain	Movement points (motorized unit)	Movement points (non-motorized unit)
Road	1/2	1/2
Highway	1/4	1/2
Ferry	Half of maximum movement points	Half of maximum movement points

- Only Axis units can use the ferries printed on the map. The cost of using a ferry is added to the cost of moving to a hex. For example, moving a motorized unit with 6 movement points across a ferry to a highway hex costs 3.5 movement points: half the unit's maximum movement points (or 3 movement points) to use the ferry and 1/2 a movement point to move to the highway hex.

Off-road movement

- During Off-road movement, units can move to hexes with any type of terrain, regardless of whether they are road hexes.
- Airfields, hills, and bridges do not increase the cost of moving to a hex.
- Rivers and canals can only be crossed at bridges and ferries.
- During Off-road movement, units can violate the stacking limit while moving, but no more than three units can occupy a hex at the end of the movement phase.
- During Off-road movement, motorized infantry units can move as non-motorized infantry. A unit moving in this way has 3 movement points. A motorized infantry unit must move as either motorized or non-motorized for the entire movement phase.
- The following table explains how many movement points it costs to move a unit to a hex during Off-road movement. For example, moving a motorized unit to a woods hex costs 3 movement points.

Terrain	Movement points (motorized unit)	Movement points (non-motorized unit)
Clear	1	1
Woods	3	1
City	1	1
Marsh	Prohibited	3
Polder	Prohibited	2
Ferry	Half of maximum movement points	Half of maximum movement points

- Motorized units cannot move through marshes and polders during Off-road movement.
- Only Axis units can use the ferries printed on the map. The cost of using a ferry is added to the cost of moving to a hex. For example, moving a motorized unit with 6 movement points across a ferry to a woods hex costs 6 movement points: half the unit's maximum movement points (or 3 movement points) to use the ferry and 3 movement points to move to the woods hex.

Bridges

- At the beginning of the game, the Axis player controls all bridges except the one in the southeast corner of the map, which is controlled by the Allied forces.
- Units can only cross rivers and canals using friendly controlled bridges. Using a bridge does not cost additional movement points.

Destroying bridges

- When the Allied player gains control of a hex adjacent to a bridge, the Axis player can attempt to destroy the bridge to prevent its capture and use by the Allied forces. If the Axis player does not attempt to destroy the bridge (or attempts and fails), both hexes adjacent to the bridge must be Axis controlled before the Axis player can again attempt to destroy the bridge.
- There is an increased chance of destroying the bridge if an Axis engineer unit occupies a hex adjacent to the bridge.
- There is a decreased chance of destroying the bridge if an Allied engineer, parachute engineer, or glider engineer unit occupies a hex adjacent to the bridge.

Building bridges

- The Allied player can build bridges using a bridging engineer unit. To build a bridge. a bridging engineer unit must begin the Road movement phase in a hex adjacent to a river or canal, both hexes adjacent to the hex to be bridged must be Allied controlled, and the bridging engineer unit must remain in the hex for the entire movement phase without moving or firing.
- A bridging engineer unit does not count against the stacking limit while the bridge is in place.

Dismantling bridges

- A bridge built by a bridging engineer unit can be dismantled at the beginning of either Allied movement phase. To dismantle a bridge, move the bridging engineer unit to one of the two hexes adjacent to the formerly bridged hex. The river or canal is no longer bridged, and the unit can move to a different location and build another bridge.
- If an enemy unit gains control of a hex adjacent to the bridged hex, the bridge is dismantled, and the unit is placed in the other Allied-controlled hex adjacent to the hex that was bridged.

Ferries

- Only Axis units can use the ferries printed on the map.
- Using a ferry costs half of a unit's maximum movement points plus the movement points to move to the hex on the other side of the river or canal.
- Bridging engineer, engineer, motorized engineer, parachute engineer, and glider engineer units can be used as ferries. The unit must be in a hex adjacent to the river or canal. It does not need to start the movement phase in the hex. The unit can ferry itself or other units across the river or canal.
- If located on the same side of the river or canal, the unit to be ferried must move to the ferrying unit's hex, crossing the river or canal hex into an adjacent hex.
- If located on the other side of the river or canal, the unit must move to a hex adjacent to the ferry and then be ferried across the river or canal in the ferrying unit's hex.
- When ferrying other units but not itself into an enemy-occupied hex, the ferrying unit cannot fire or be fired upon in combat.

Deploying reinforcements

- Each player receives reinforcements at the beginning of a turn.
- Axis reinforcements enter play during turns 1 through 7.
- Beginning in turn 2, the Allied player receives 3 deployment points per turn to spend to activate Allied reinforcements.
- Airfield repair units must be activated only if entering play overland rather than by airdrop.
- Reinforcements must enter the map in designated areas.

Repairing airfields

- The Axis player controls all four airfields at the beginning of the game.
- If the Allied player gains control of the airfield, the airfield automatically sustains damage.
- Damaged airfields must be repaired by an airfield repair unit before Allied air landing infantry can land there.

- Airfield repair units can land during Road or Off-road movement, but they can only move during Road movement.
- To repair a damaged airfield, the airfield repair unit must begin the Road movement phase on the airfield and remain there for the entire phase without moving or firing.
- An airfield repair unit has only one <u>step</u>. It is destroyed if the Axis player regains control of the airfield hex.
- Airfield repair units do not count against stacking.

Supply

- Units must be in supply to operate with full effectiveness during combat.
- A unit's supply status is determined at the beginning of each turn and remains in effect for the entire turn.
- Units that enter play during a turn are in supply for that turn.
- A unit is in supply if it lies along a supply line. A supply line is a continuous line of friendly controlled hexes connecting a unit to a supply source. Up to three hexes can be traced through non-road hexes. A supply line cannot cross rivers or canals, except at bridges.
- An unlimited number of Allied units can trace supply lines to the same supply marker.
- Units outlined in red are out of supply.
- An Allied ground unit is in supply if a supply line connects the unit to the seven Allied hexes in the southeast corner of the map.
- An Allied airdrop unit is in supply if a supply line connects the unit to a supply marker or the seven Allied hexes in the southeast corner of the map.
- An Axis unit is in supply if a supply line connects the unit to the red or blue hexes on the north, northeast, or northwest of the map.

Engaging in combat

- Combat occurs if a player attempts to move a unit into an enemy-controlled hex. Individual battles are resolved in the order in which they were initiated.
- Both players can see the units participating in combat. The center hex contains the defending unit(s), and the surrounding hexes contain the attacking unit(s).
- Defending units that have retreated to the hex in conflict from previous combat and units in violation of the stacking limit are displayed with the retreat symbol and do not participate in combat.
- A unit can fire upon a target that has survived previous fire.
- During Road movement, a defending unit's fire strength doubles.

Landing combat

- Landing combat occurs when a unit airdrops into a hex occupied by an Axis unit. Landing combat differs from ground combat in that each defender fires on each landing unit. For each attack, the attacking units consist of all units attempting to land in the attacked hex, and the defending units consist of all units occupying the attacked hex.
- Landing combat is resolved in the same way as ground combat, except that landing units cannot retreat. Instead, a landing unit loses one step for each retreat inflicted on it, and combat continues until only one player has units in the hex.
- If more than one unit lands in a hex containing Axis units, the Axis units in the hex fire on each of the airdrop units individually, with the airdrop unit firing once in return following the Axis fire.
- The Axis player selects the order in which the airdrop units will be fired upon.
- Airdrop units that were not involved in combat upon landing can move in the movement phase. Airdrop units that were involved in combat upon landing cannot move in that movement phase.
- All defenders automatically fire on the attacker. After this first round, the airdrop units have the opportunity to fire back as in regular combat. If the airdrop unit survives the defensive fire, the Allied player (attacker) then has the opportunity to fire on the defender.

Advancing

- If all defending units retreat or are destroyed, the attacking player must advance at least one unit into the center hex. Up to three units can advance.
- The stacking limit during Road movement also applies to advances.
- A unit repulsed by enemy fire cannot advance. Your opponent does not see the units you advance.

Retreating

- A unit must usually retreat two hexes from its original location, although it may retreat one hex in some cases.
- For the first hex of retreat, a retreating unit must observe the following priorities: The unit can retreat to a friendly hex not adjacent to an enemy hex. The unit can retreat to a friendly hex adjacent to an enemy hex. The unit can retreat to an enemy hex. If an enemy unit occupies the hex, the retreating unit is destroyed.
- For the second hex of retreat, the priorities are the same except that the unit can remain in the first hex of retreat instead of retreating to an enemy hex.
- Retreating units can violate the stacking limit if it is not possible to retreat to a hex occupied by less than three units.
- If a retreating unit violates the stacking limit or retreats to a hex that is attacked in the same combat phase, the retreating unit cannot fire or be fired upon.
- If all other defending units in the hex retreat or are destroyed, the unit must also retreat. A unit that retreats to an enemy-occupied hex is destroyed.
- Regardless of the movement phase, a unit cannot retreat to or through a hex prohibited during Off-road movement. Motorized infantry can retreat as non-motorized infantry. Units that cannot retreat because of this restriction are destroyed.
- A unit cannot retreat to a hex in which a friendly unit initiated combat and was forced to retreat.

Terrain effects on combat

- The game calculates the effect of terrain on combat. All terrain effects are cumulative, except that a unit's fire strength cannot more than double.
- A defending unit's defense strength is doubled if located in a woods, marsh, or city hex. An attacking unit's defense strength is never doubled.
- During Off-road movement, a defending unit's fire strength is doubled if firing on a unit that is attacking from across a bridge or ferry.
- During Road movement, a defending unit's fire strength is doubled, regardless of terrain.
- An attacking or defending unit's fire strength is doubled if firing from a hill at a unit that is not on a hill.
- A unit cannot engage in combat across a river or canal.
- Clear hexes, polders, and airfields do not have any effect on combat.

Combat ratio

- Combat odds are shown as a ratio that includes the attack and defense modifiers.
- The following table explains how the game determines the result of combat. The fire strength of the firing unit is compared to the defense strength of the defending unit, forming a ratio in the form firing strength:defense strength. For example, a unit with a firing strength of 7 firing at a unit with a defensive strength of 2 forms a ratio of 7:2. The ratio is reduced to correspond to the combat odds on the following table (rounding in favor of the defender). The higher the odds for the attacking or defending player, the better their chance for victory.

Combat odds

Die roll	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1
1	R	R	R	LR	LR	LR	D	D	D	D
2	NE	R	R	R	LR	LR	LR	D	D	D
3	NE	NE	R	R	R	LR	LR	LR	D	D
4	NE	NE	NE	R	R	R	LR	LR	LR	D
5	NE	NE	NE	NE	R	R	R	LR	LR	LR

| 6 | NE | NE | NE | NE | NE | R | R | R | LR | LR |

D = destroyed

R = retreat

LR = loss and retreat/<u>repulse</u>

NE = no effect

- The odds are fluid and may change due to a variety of factors, especially terrain. If the odds are less than 1:2, the combat fire has no effect. If the odds are greater than 8:1, the combat fire is resolved at 8:1 odds.

Anti-tank capability

- Armored fighting vehicle (AFV), mechanized, and reconnaissance units are armored units. They are less vulnerable to enemy fire than non-armored units (except fire from units specially equipped with anti-tank weapons). Mechanized and reconnaissance units are only lightly armored and are more vulnerable to fire than AFV units.
- A red dot indicates that a unit has full anti-tank capability. The unit's fire strength is not affected when firing on an armored unit.
- A black or white dot indicates that a unit has partial anti-tank capability. The unit's fire strength is decreased by half when firing on an AFV but is unaffected when firing on a mechanized or reconnaissance unit.
- No dot indicates that a unit has limited anti-tank capability. The unit has no chance of damaging an AFV unit, and its fire strength is halved when firing on mechanized and reconnaissance units.

Unit rating

- A unit's rating is indicated by the three numbers below the unit symbol. The first number indicates the unit's fire strength, the second number indicates the unit's defense strength, and the third number indicates the unit's movement points.

Steps and losses

- A unit has one or two possible strengths (steps). A two-step unit that takes a loss during combat is weakened and reduced to its one-step strength. A one-step unit that takes a loss during combat is destroyed.

Stacking

- You can stack up to three units in a hex. The upper-right corner of the top unit in a stack is yellow.

Sequence of play

A game of Operation Market-Garden consists of 10 turns. Each turn corresponds to one day of the <u>historic battle</u>. The game can end sooner if a player <u>surrenders</u> or if the Allied player achieves the victory conditions to <u>win</u>.

Each game turn includes the following phases:

- At the beginning of a new game (turn 1), both players simultaneously <u>deploy initial forces</u>.

  At the beginning of subsequent turns, the Allied player <u>airdrops</u> supplies and/or units, and then the game determines the <u>supply</u> status for each player's units. The Allied player then <u>deploys reinforcements</u>.
- The Allied player selects whether to use <u>Road movement</u> or <u>Off-road movement</u> for the first movement phase. The other type of movement is used in the second movement phase.
- The Allied player airdrops units, and then <u>anti-aircraft fire</u> and <u>combat</u> resulting from the airdrop occur.
- The Allied player <u>moves</u> units using the type of movement (Road or Off-road) selected for the first movement phase, and then combat resulting from the movement occurs.
- If deployment points remain from the first airdrop, the Allied player can airdrop units, and then anti-aircraft fire and combat resulting from the airdrop occur.
- The Allied player moves units using the type of movement (Road or Off-road) not taken in the first movement phase, and then combat resulting from the movement occurs.
- The Axis player deploys reinforcements.
- The Axis player selects whether to use Road or Off-road movement for the first movement phase. The other type of movement is used in the second movement phase.
- The Axis player moves units using the type of movement (Road or Off-road) selected for the first movement phase, and then combat resulting from the movement occurs.
- The Axis player moves units using the type of movement (Road of Off-road) not taken in the first movement phase, and then combat resulting from the movement occurs.
- A new turn begins.

Deploying initial forces

At the beginning of a new game, both players simultaneously deploy their initial forces.

To deploy Allied initial forces

1 Click up to three units from each division (the British 43rd (Wessex) Infantry and the British 50th (Northumbrian) Infantry) and then click OK.

  The selected units and the <u>Allied initial forces</u> appear in the <u>Unit window</u>.

2 Click a unit in the Unit window. The hexes in which you can deploy the unit are highlighted on the tactical map.

3 Click a highlighted hex. You can stack up to three units in a hex.

To deploy Axis initial forces

The <u>Axis initial forces</u> are located on the map. Each unit can be moved within two hexes of its original location.

1 Click a unit on the map. The hexes in which you can deploy the unit are highlighted on the tactical map.

2 Click a highlighted hex. You can <u>stack</u> up to three units in a hex.

3 When you have deployed your units, click Done.

Allied initial forces

The initial Allied forces include the following units.

Units	Description	Rating
4	British AFV	15-5-6 Full
1	British mechanized infantry	9-5-6 Full
1	British motorized bridging	4-5-6 Full
3	British motorized infantry	7-5-6 Full

Axis initial forces

The initial Axis forces include the following units.

Units	Description	Rating
1	Kriegsmarine infantry	2-3-3 Partial
1	Landwehr infantry	1-3-3 Limited
1	Landwehr infantry	2-3-3 Limited
2	Landwehr infantry	3-3-3 Limited
2	Luftwaffe infantry	3-3-3 Limited
3	Luftwaffe infantry	5-4-3 Partial
2	Luftwaffe parachute infantry	4-4-3 Partial
1	Luftwaffe parachute infantry	5-4-3 Partial
1	SS AFV	15-8-6 Full
1	SS infantry	3-5-3 Partial
2	SS infantry	4-5-3 Partial
1	SS motorized infantry	3-4-6 Partial
1	SS motorized infantry	4-5-6 Partial
1	SS motorized infantry	4-5-6 Full
1	SS motorized infantry	5-5-6 Partial
1	SS motorized infantry	6-5-6 Full
1	SS reconnaissance	8-5-8 Full
1	Wehrmacht infantry	2-3-3 Limited
4	Wehrmacht infantry	2-4-3 Partial
1	Wehrmacht infantry	4-3-3 Partial
1	Wehrmacht security	2-3-3 Partial

Airdropping units and supplies

Depending on the <u>weather</u>, the Allied player can airdrop supplies and units. How many supplies or units you can

airdrop is determined by the number of <u>deployment points</u> you receive each turn and the <u>airdrop cost</u> of the supplies or units.

Airdropped supplies and units must survive <u>anti-aircraft fire</u> and may become involved in <u>landing combat</u>.

Airdropping supplies

The Allied player can airdrop supplies beginning in turn 2. Supplies must be airdropped to Allied-controlled hexes.

To airdrop supplies

1 Click an Allied-controlled hex. The airdrop cost for the supplies is subtracted from the available deployment points, and a supply marker parachute appears in the hex.

   You can spend all of your deployment points to airdrop supplies, or you can reserve some to airdrop units.

2 When you do not want to airdrop more supplies, click Done.

A supply drop is destroyed if it takes a loss due to anti-aircraft fire or scatters into an enemy hex due to marginal weather. Supplies do not count against the <u>stacking</u> limit, cannot be moved, and do not prevent Axis units from moving to a hex. If the Axis player gains control of a hex occupied by a <u>supply marker</u>, the marker is destroyed.

Airdropping and landing units

Most units can airdrop into enemy hexes, except air landing infantry (which must land at repaired Allied airfields) and airfield repair units (which must land at damaged Allied-controlled airfields or enter play as Allied regular ground units). The airfield must be Allied controlled at the start of the Allied player's turn to be used for landing that turn. Landing units do not scatter in marginal weather. A glider infantry unit or glider engineer unit that airdrops into a hex containing a city, polder, woods, or marsh loses one <u>step</u>.

To airdrop or land a unit

1 Click an airdrop unit in the <u>Unit window</u>.

2 Click a hex on the map. The unit's airdrop cost is deducted from the available deployment points, and a parachute appears in the hex.

   You can airdrop up to three units in any hex. Terrain may cause losses.

   Note   A British 6-5-3 glider infantry unit simultaneously drops with a British 2-4-3 unit. These units count as one unit for stacking, but each unit takes anti-aircraft fire.

   You can airdrop all of your units in the first airdrop phase or reserve some units for the second airdrop phase.

3 Click Done when you are finished airdropping or landing units.

The game calculates the scatter effects of marginal weather and terrain on landing, and the airdropped units appear on the map. If you airdrop a unit into an Axis-controlled hex, air combat occurs. Surviving airdrop units can move during the Allied movement phase if they were not involved in landing combat.

Allied airdrop units

The Allied airdrop units include the following.

Units	Description	Rating
3	British parachute infantry	4-5-3 Partial
3	British parachute infantry	3-4-3 Partial
3	British glider infantry*	6-5-3 Full
3	British glider infantry	2-4-3 Partial
1	British glider engineer	3-4-3 Partial
9	U.S. parachute infantry	5-5-3 Partial
3	U.S. glider infantry	6-5-3 Partial
1	U.S. parachute infantry	4-5-3 Partial
9	U.S. parachute infantry	5-5-3 Partial
3	U.S. glider infantry	6-5-3 Partial
1	U.S. parachute engineer	4-5-3 Partial
3	Polish parachute infantry	5-5-3 Partial
2	British airfield repair	1-4-3 Limited

*Dropped with British glider infantry 2-4-3 Partial.

Weather

The weather affects the success of Allied airdrops. The game randomly generates the weather conditions for each game turn. The weather conditions remain in effect for the entire turn. You can display the weather report at any time.

The weather conditions include the following.

- **Good weather**

  The Allied player can make airdrops and reliably land on the target hex. The weather is always good during the first turn of a new game.

- **Marginal weather**

  The Allied player can make airdrops but units may scatter or be destroyed. When a unit scatters, it lands in one of the hexes adjacent to the target hex. If all hexes surrounding the target hex are occupied by the maximum number of stacked units, the airdrop unit is destroyed.

- **Poor weather**

  The Allied player cannot make airdrops.

Deployment points

During each turn, the Allied player receives a number of deployment points to airdrop supplies and units. The Allied player can reserve some deployment points for use during the second movement phase of the game turn. Deployment points are lost if not used during the game turn they are received.

Turn	Deployment points
1	33
2	30
3	29
4	20
5	20
6	14
7	10
8	6
9	2
10	2

Airdrop cost

The following table indicates how many deployment points it costs to airdrop and land Allied supplies and units. For example, it costs 1 deployment point to airdrop a parachute infantry unit and 5 deployment points to airdrop supplies.

Unit	Deployment points
Parachute infantry	1
Parachute engineer	1
Glider infantry*	3
Glider engineer	3
Air landing infantry	5
Airfield repair	5
Supplies	5

*British glider infantry units cost only 1 deployment point each.

Anti-aircraft fire

Allied airdrop and landing units are subject to Axis anti-aircraft fire if the target hex contains or is adjacent to an Axis unit, city, or airfield. Anti-aircraft fire can have one of the following results:

- **No effect**

  The anti-aircraft fire has no effect on the unit.

- **Loss**

  The unit loses one <u>step</u> and lands in the target hex.

- **Abort & loss**

  The unit loses one step and does not land in the target hex. It can attempt another landing in a subsequent turn.

The following tables explain how the game calculates the result of anti-aircraft fire when a unit attempts to airdrop into or adjacent to a hex that contains an Axis unit, city, or airfield. For example, if an Allied unit attempts to airdrop to a hex that contains an Axis unit and the game rolls a 3 (no effect) as the anti-aircraft fire result, the unit lands safely in the hex.

Airdropping into an Axis hex

Die	Axis unit	Axis city	Axis airfield
1	Loss	Abort & loss	Abort & loss
2	Loss	Abort & loss	Abort & loss
3	No effect	Loss	Abort & loss
4	No effect	No effect	Loss
5	No effect	No effect	No effect
6	No effect	No effect	No effect

Airdropping or landing adjacent to an Axis hex

Die	Axis unit	Axis city	Axis airfield
1	Loss	Abort & loss	Abort & loss
2	No effect	Loss	Abort & loss
3	No effect	No effect	Loss
4	No effect	No effect	No effect
5	No effect	No effect	No effect
6	No effect	No effect	No effect

Repairing airfields

The Axis player controls all four airfields at the beginning of the game. If the Allied player gains control of the airfield, the airfield automatically sustains damage. Damaged airfields must be repaired by an airfield repair unit before Allied air landing infantry can land there.
Airfield repair units can land during Road or Off-road movement, but they can only move during Road movement. To repair a damaged airfield, the airfield repair unit must begin the Road movement phase on the airfield and remain

there for the entire phase without moving or firing. An airfield repair unit has only one <u>step</u>. It is destroyed if the Axis player regains control of the airfield hex. Airfield repair units do not count against stacking.

Repulse

An attacking unit is repulsed when it is driven back by a defending unit. Repulsed units cannot fire or advance during the current combat.

Supply

Units must be in supply to operate with full effectiveness during combat. A unit's supply status is determined at the beginning of each turn and remains in effect for the entire turn. Units that enter play during a turn are in supply for that turn.

A unit is in supply if it lies along a supply line. A supply line is a continuous line of friendly controlled hexes connecting a unit to a supply source. Up to three hexes can be traced through non-road hexes. A supply line cannot cross rivers or canals, except at bridges.

Units outlined in red are out of supply. A unit is in supply under the following conditions.

- An Allied ground unit is in supply if a supply line connects the unit to the seven Allied hexes in the southeast corner of the map.
- An Allied airdrop unit is in supply if a supply line connects the unit to a <u>supply marker</u> or the seven Allied hexes in the southeast corner of the map.
- An Axis unit is in supply if a supply line connects the unit to the red or blue hexes on the north, northeast, or northwest of the map.

Supply marker

A supply marker provides supply to Allied airborne units. An unlimited number of Allied units can trace supply lines to the same supply marker.

Moving units

The number of hexes a unit can move depends on the movement phase (Road movement or Off-road movement), the terrain of the hex, and the unit's available movement points.

To move a unit

1 Click a unit on the tactical map. If the units are stacked in the hex, click the unit to move in the Unit window.

   The unit's remaining movement points appear in the Movement Points window, and the hexes the unit can move to are highlighted. If a unit cannot move, you cannot select it.

2 Click each hex, or drag a path to the destination hex. Arrows appear along the path.

3 To move the unit to the destination, click the hex outlined in yellow or click Move.

   To clear the path without moving the unit, click the unit in its original location.

If a unit moves to an empty hex, the player gains control of the hex and the unit continues to move along the path. If a unit attempts to move to a hex occupied by the enemy, the unit stops at the hex adjacent to the hex in conflict and engages in combat at the end of the movement phase. A unit does not have to spend all of its movement points. A unit is gray and cannot be selected if it cannot move further during the phase.

Note Units stacked at the beginning of Road movement can move individually or in stacks of two.

Road movement

During Road movement, units can only move to road and highway hexes. Units stacked at the beginning of Road movement can move individually or in stacks of two. During Road movement, a unit or stack cannot move to or through a hex containing other friendly units.

Units that begin Road movement in non-road hexes cannot move until the Off-road movement phase. The type of terrain in a hex does not increase the cost of moving to a road or highway hex. Rivers and canals can only be crossed at bridges and ferries.

The following table explains how many movement points it costs to move a unit during Road movement. For example, moving a motorized unit to a highway hex costs 1/4 of a movement point.

Terrain	Movement points (motorized unit)	Movement points (non-motorized unit)
Road	1/2	1/2
Highway	1/4	1/2
Ferry	Half of maximum movement points	Half of maximum movement points

Note   Only Axis units can use the ferries printed on the map. The cost of using a ferry is added to the cost of moving to a hex. For example, moving a motorized unit with 6 movement points across a ferry to a highway hex costs 3.5 movement points: half the unit's maximum movement points (or 3 movement points) to use the ferry and 1/2 a movement point to move to the highway hex.

Off-road movement

During Off-road movement, units can move to hexes with any type of terrain, regardless of whether they are road hexes. Airfields, hills, and bridges do not increase the cost of moving to a hex. Rivers and canals can only be crossed at bridges and ferries.

During Off-road movement, units can violate the <u>stacking</u> limit while moving, but no more than three units can occupy a hex at the end of the movement phase. During Off-road movement, motorized infantry units can move as non-motorized infantry. A unit moving in this way has 3 movement points. A motorized infantry unit must move as either motorized or non-motorized for the entire movement phase.

The following table explains how many movement points it costs to move a unit to a hex during Off-road movement. For example, moving a motorized unit to a woods hex costs 3 movement points.

Terrain	Movement points (motorized unit)	Movement points (non-motorized unit)
Clear	1	1
Woods	3	1
City	1	1
Marsh	Prohibited	3
Polder	Prohibited	2
Ferry	Half of maximum movement points	Half of maximum movement points

Notes

- Motorized units cannot move through marshes and polders during Off-road movement.
- Only Axis units can use the ferries printed on the map. The cost of using a ferry is added to the cost of moving to a hex. For example, moving a motorized unit with 6 movement points across a ferry to a woods hex costs 6 movement points: half the unit's maximum movement points (or 3 movement points) to use the ferry and 3 movement points to move to the woods hex.

Bridges

At the beginning of the game, the Axis player controls all bridges except the one in the southeast corner of the map, which is controlled by the Allied forces. Units can only cross rivers and canals using friendly controlled bridges. Using a bridge does not cost additional movement points.

Destroying bridges

When the Allied player gains control of a hex adjacent to a bridge, the Axis player can attempt to destroy the bridge to prevent its capture and use by the Allied forces. If the Axis player does not attempt to destroy the bridge (or attempts and fails), both hexes adjacent to the bridge must be Axis controlled before the Axis player can again attempt to destroy the bridge.

The attempt to destroy the bridge succeeds or fails, depending on chance. There is an increased chance of destroying the bridge if an Axis engineer unit occupies a hex adjacent to the bridge. There is a decreased chance of destroying the bridge if an Allied engineer, parachute engineer, or glider engineer unit occupies a hex adjacent to the bridge.

Building bridges

The Allied player can build bridges using a bridging engineer unit. To build a bridge, a bridging engineer unit must begin the Road movement phase in a hex adjacent to a river or canal, both hexes adjacent to the hex to be bridged must be Allied controlled, and the bridging engineer unit must remain in the hex for the entire movement phase without moving or firing.

Note   A bridging unit does not count against the stacking limit while the bridge is in place.

Dismantling bridges

A bridge built with a bridging engineer unit can be dismantled at the beginning of either Allied movement phase. To dismantle a bridge, move the bridging engineer unit to one of the two hexes adjacent to the formerly bridged hex. The river or canal is no longer bridged, and the unit can move to a different location and build another bridge. If an enemy unit gains control of a hex adjacent to the bridged hex, the bridge is dismantled, and the unit is placed in the other Allied-controlled hex adjacent to the hex that was bridged.

Ferries

Only Axis units can use the ferries printed on the map. Using a ferry costs half of a unit's maximum movement points plus the movement points to move to the hex on the other side of the river or canal.

Bridging engineer, engineer, motorized engineer, parachute engineer, and glider engineer units can be used as ferries. The unit must be in a hex adjacent to the river or canal. It does not need to start the movement phase in the hex. The unit can ferry itself or other units across the river or canal. If located on the same side of the river or canal, the unit to be ferried must move to the ferrying unit's hex, crossing the river or canal hex into an adjacent hex. If located on the other side of the river or canal, the unit must move to a hex adjacent to the ferry and then be ferried across the river or canal in the ferrying unit's hex. When ferrying other units but not itself into an enemy-occupied hex, the ferrying unit cannot fire or be fired upon in combat.

Deploying reinforcements

Each player receives reinforcements at the beginning of a turn. Reinforcements must enter the map in designated areas.

Axis reinforcements

Axis reinforcements enter play during turns 1 through 7.

Allied reinforcements

Beginning in turn 2, the Allied player receives 3 deployment points per turn to spend to activate Allied reinforcements. The Allied Reinforcements window appears so you can select the reinforcements to activate. Deployment points are spent as follows.

Cost	Units activated
2	Remaining British 43rd (Wessex) Infantry units
2	Remaining British 50th (Northumbrian) Infantry units
1	All 52nd (Lowland) Infantry units
1	All Princess Irene Dutch units
2	Any four 8th Armoured Division units
1	Any two airfield repair and bridging units

Note Airfield repair units must be activated only if entering play overland rather than by airdrop.

To deploy reinforcements

1 Click a unit in the Unit window. The hexes in which you can deploy the unit are highlighted on the map.

 Allied reinforcements must be deployed in the seven Allied hexes in the southeast corner of the map. Axis reinforcements must be deployed in the red and blue hexes on the north, west, and east sides of the map.

2 Click a highlighted hex. You can stack up to three units in a hex.

3 When you have deployed your units, click Done.

Allied reinforcements

The Allied reinforcements include the following units.

Units	Description	Rating
5	British motorized infantry	7-4-6 Full
14	British motorized infantry	6-4-6 Full
2	British reconnaissance	8-4-8 Full
3	British motorized engineer	4-4-6 Full
6	British airlanding infantry	7-4-3 Full
1	British reconnaissance	7-4-8 Full
1	British mechanized infantry	8-4-6 Full
5	British AFV	15-5-6 Full
2	Dutch motorized infantry	5-4-6 Full
1	Dutch reconnaissance	7-4-8 Full
1	British reconnaissance	9-5-8 Full
1	British reconnaissance	4-4-8 Full
4	British motorized bridging	1-4-6 Limited
2	British motorized bridging	1-5-6 Limited

Axis reinforcements

The Axis reinforcements include the following units.

Units	Description	Rating
Turn 1		
1	Wehrmacht motorized infantry	2-4-6 Partial
1	SS reconnaissance	9-5-8 Full
1	Wehrmacht security	2-3-3 Partial
1	SS motorized infantry	4-5-6 Partial
1	SS motorized infantry	3-5-6 Partial
1	SS motorized infantry	3-4-6 Partial
1	SS AFV	8-6-6 Full
1	SS motorized infantry	1-2-6 Limited
1	Kriegsmarine infantry	2-3-3 Partial
1	Wehrmacht infantry	6-4-3 Partial
1	Wehrmacht motorized infantry	4-5-6 Partial
1	Wehrmacht motorized	3-3-6

	infantry	Limited

Turn 2

1	Wehrmacht infantry	3-4-3 Partial
2	Wehrmacht infantry	4-5-3 Partial
1	Wehrmacht infantry	2-3-3 Limited
1	Wehrmacht infantry	4-5-3 Limited
1	Wehrmacht security	2-3-3 Limited
1	Wehrmacht infantry	4-3-3 Limited
1	Wehrmacht infantry	1-3-3 Limited
1	Luftwaffe motorized infantry	4-4-6 Partial
1	SS motorized infantry	6-5-6 Full
1	SS motorized infantry	4-5-6 Full
1	Wehrmacht labor	2-2-3 Limited
1	Wehrmacht security	2-3-3 Partial
1	Wehrmacht infantry	4-4-3 Full
2	Wehrmacht infantry	6-4-3 Partial
1	Wehrmacht infantry	4-4-3 Partial
1	Wehrmacht engineer	4-4-3 Partial

Turn 3

1	Wehrmacht mechanized infantry	7-4-6 Full
1	Wehrmacht AFV	20-8-6 Full
1	Luftwaffe fortress	3-4-3 Limited
1	Kriegsmarine infantry	2-3-3 Partial
1	Luftwaffe infantry	2-3-3 Limited
1	Luftwaffe motorized infantry	4-4-6 Partial
1	Luftwaffe infantry	4-4-3 Full
1	Luftwaffe infantry	5-4-3 Full

Turn 4

2	Wehrmacht machine gun	2-3-3 Partial
1	Wehrmacht mechanized infantry	7-4-6 Partial
1	Wehrmacht AFV	8-7-5 Full
1	SS infantry	3-4-3 Partial
1	Luftwaffe parachute infantry	3-4-3 Partial
1	Wehrmacht infantry	5-4-3 Full

Turn 5

| 1 | Wehrmacht assault engineer | 7-5-3 Full |
| 1 | Luftwaffe infantry | 2-3-3 Limited |

Turn 6

| 1 | Wehrmacht AFV | 24-10-5 Full |
| 2 | Wehrmacht machine gun | 3-3-3 Partial |

Turn 7

1	Wehrmacht engineer	2-3-3 Partial
2	Wehrmacht motorized infantry	3-3-6 Partial
3	Wehrmacht infantry	3-3-3 Partial
2	Wehrmacht infantry	4-3-3 Partial
1	Wehrmacht infantry	5-3-3 Partial

Engaging in combat

Combat occurs if a player attempts to move a unit into an enemy-controlled hex. Individual battles are resolved in the order in which they were initiated.

The combat window appears over the tactical map, but you can toggle between them. Both players can see the units participating in combat. The center hex contains the defending unit(s), and the surrounding hexes contain the attacking unit(s).

Defending units that have retreated to the hex in conflict from previous combat and units in violation of the stacking limit are displayed with the retreat symbol and do not participate in combat. A unit can fire upon a target that has survived previous fire.

Note   During Road movement, a defending unit's fire strength doubles.

To engage in combat

1 Click the unit to attack with.

    A lightning bolt appears on the unit.

2 Click the unit to fire upon.

    A target appears on the unit, and the combat ratio and attack and defense modifiers are displayed.

3 If you have multiple units, you can click another unit to fire against the selected target.

4 Click Attack.

    All defending units fire before attacking units fire. Therefore, the defender's fire may destroy, repulse, or cause loss to the attacking unit.

Landing combat

Landing combat occurs when a unit airdrops into a hex occupied by an Axis unit. Landing combat differs from ground combat in that each defender fires on each landing unit. For each attack, the attacking units consist of all units attempting to land in the attacked hex, and the defending units consist of all units occupying the attacked hex.

Landing combat is resolved in the same way as ground combat, except that landing units cannot retreat. Instead, a landing unit loses one <u>step</u> for each retreat inflicted on it and combat continues until only one player has units in the hex.

If more than one unit lands in a hex containing Axis units, the Axis units in the hex fire on each of the airdrop units individually, with the airdrop unit firing once in return following the Axis fire. The Axis player selects the order in which the airdrop units will be fired upon. For example, if three airdrop units land in a hex occupied by two Axis units, in the first round both Axis units fire at one of the airdrop units, which (if it survives) fires on one of the Axis units. The surviving Axis units then fire on the second airdrop unit, which (if it survives) then fires on one of the Axis units. Finally, the surviving Axis units fire on the third airdrop unit, which (if it survives) fires on one of the Axis units.

Airdrop units that were not involved in combat upon landing can move in the movement phase. Airdrop units that were involved in combat upon landing cannot move in that movement phase.

All defenders automatically fire on the attacker. After this first round, the airdrop units have the opportunity to fire back as in regular combat. If the airdrop unit survives the defensive fire, the Allied player (attacker) then has the opportunity to fire on the defender.

Advancing

If all defending units retreat or are destroyed, the attacking player must advance at least one unit into the center hex. Up to three units can advance. The stacking limit during Road movement also applies to advances. A unit that has been <u>repulsed</u> by enemy fire cannot advance. Your opponent does not see the units you advance.

To advance a unit

▶   Click the unit (or units) to advance, and then click Advance.

Retreating

When a unit is forced to retreat in combat, the hex (or hexes) the unit can retreat to are outlined in yellow. A unit must usually retreat two hexes from its original location, although it may retreat one hex in some cases.

For the first hex of retreat, a retreating unit must observe the following priorities:

- The unit can retreat to a friendly hex not adjacent to an enemy hex.
- The unit can retreat to a friendy hex adjacent to an enemy hex.
- The unit can retreat to an enemy hex. If an enemy unit occupies the hex, the retreating unit is destroyed.

For the second hex of retreat, the priorities are the same except that the unit can remain in the first hex of retreat instead of retreating to an enemy hex.

To retreat a unit

▸ Click a hex outlined in yellow.

Retreating units can violate the stacking limit if it is not possible to retreat to a hex occupied by less than three units. If a retreating unit violates the stacking limit or retreats to a hex that is attacked in the same combat phase, the retreating unit cannot fire or be fired upon. If all other defending units in the hex retreat or are destroyed, the unit must also retreat. A unit that retreats to an enemy-occupied hex is destroyed.

Regardless of the movement phase, a unit cannot retreat to or through a hex prohibited during Off-road movement. Motorized infantry can retreat as non-motorized infantry. Units that cannot retreat because of this restriction are destroyed. A unit cannot retreat to a hex in which a friendly unit initiated combat and was forced to retreat.

Terrain effects on combat

The game calculates the effect of terrain on combat. All terrain effects are cumulative, except that a unit's fire strength cannot more than double.

- A defending unit's defense strength is doubled if located in a woods, marsh, or city hex. An attacking unit's defense strength is never doubled.
- During Off-road movement, a defending unit's fire strength is doubled if firing on a unit that is attacking across a bridge or ferry.
- During Road movement, a defending unit's fire strength is doubled, regardless of terrain.
- An attacking or defending unit's fire strength is doubled if firing from a hill at a unit that is not on a hill.
- A unit cannot engage in combat across a river or canal.
- Clear hexes, polders, and airfields do not have any effect on combat.

Combat odds

Combat odds are shown as a ratio that includes the <u>attack and defense modifiers</u>.

The following table explains how the game determines the result of combat. The fire strength of the firing unit is compared to the defense strength of the defending unit, forming a ratio in the form firing strength:defense strength. For example, a unit with a firing strength of 7 firing at a unit with a defensive strength of 2 forms a ratio of 7:2. The ratio is reduced to correspond to the combat odds on the following table (rounding in favor of the defender). The higher the odds for the attacking or defending player, the better their chance for victory.

The odds are fluid and may change due to a variety of factors, especially terrain. If the odds are less than 1:2, the combat fire has no effect. If the odds are greater than 8:1, the combat fire is resolved at 8:1 odds.

Combat odds

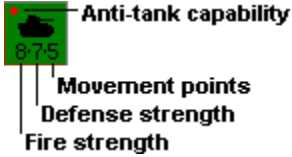| Die roll	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1
1	R	R	R	LR	LR	LR	D	D	D	D
2	NE	R	R	R	LR	LR	LR	D	D	D
3	NE	NE	R	R	R	LR	LR	LR	D	D
4	NE	NE	NE	R	R	R	LR	LR	LR	D
5	NE	NE	NE	NE	R	R	R	LR	LR	LR
6	NE	NE	NE	NE	NE	R	R	R	LR	LR

D = destroyed

R = retreat

LR = loss and retreat/<u>repulse</u>

NE = no effect

Unit rating

Anti-tank capability

Armored fighting vehicle (AFV), mechanized, and reconnaissance units are armored units. They are less vulnerable to enemy fire than non-armored units (except fire from units specially equipped with anti-tank weapons). Mechanized and reconnaissance units are only lightly armored and are more vulnerable to fire than AFV units.

Each unit has one of the following anti-tank capabilities:

- Full anti-tank capability (red dot). The unit's fire strength is not affected when firing on an armored unit.
- Partial anti-tank capability (black or white dot, depending on text color). The unit's fire strength is decreased by half when firing on an AFV but is unaffected when firing on a mechanized or reconnaissance unit.
- Limited anti-tank capability (no dot). The unit has no chance of damaging an AFV unit, and its fire strength is halved when firing on mechanized and reconnaissance units.

Movement points

A unit's movement points are deducted as a unit moves from hex to hex during a movement phase. If a unit cannot afford the full movement point cost of moving into a hex, it cannot move into the hex.

Defense strength

A unit's defense strength indicates its defensive strength during combat.

Fire strength

A unit's fire strength indicates its offensive strength during combat.

Steps and losses

A unit has one or two possible strengths (steps). A two-step unit that takes a loss during combat is weakened and reduced to its one-step strength. A one-step unit that takes a loss during combat is destroyed.

Stacking

You can stack up to three units in a hex. The upper-right corner of the top unit in a stack is yellow.

To display stacked units

▶ Click a unit with yellow in the upper-right corner. The units stacked in the hex appear in the <u>Unit window</u>.

Getting Help

You can get Help with Operation Market-Garden in the following ways:

- Use the Operation Market-Garden online Help.

  To use the online Help offline, go to C:\Program Files\MPG-Net\Games\Garden (or where you installed the MPG-Net software), and then click Omg.hlp.

- To display context-sensitive Help, click the Question Mark button on the strategic map (or click the What Is? option on the Help menu), and then click any area of the game screen.

- To display the description of a unit, click the Question Mark button on the strategic map (or click the What Is? option on the Help menu), and then click any unit in a dialog box or the Unit window.

- To display a description of a hex on the tactical or strategic map, click the hex using the right mouse button. The description includes the hex number, city name (if the hex contains a city), location in relationship to rivers cited as victory conditions, and the type of terrain.

- Ask other players about the game in the Operation Market-Garden conference room.

- Visit the MPG-Net Forum on MSN (The Microsoft Network) for additional information and technical support. To visit the MPG-Net Forum, connect to MSN, and then type the Go word **mpgnet**

Winning the game

A game of Operation Market-Garden consists of 10 turns, unless a player <u>surrenders</u> or the Allied player achieves one of the victory conditions.

- **Allied strategic victory**

  The Allied player wins a strategic victory if an Allied armored fighting vehicle (AFV) unit exits the map from the North off-map entry area and is connected to the seven Allied hexes in the southeast corner of the map by an unbroken line of Allied-controlled hexes.

- **Allied operational victory**

  The Allied player wins an operational victory if an Allied unit north of the Lower Rhine/Ijssel Rivers (in the northwest corner of the map) is connected to the seven Allied hexes in the southeast corner of the map by an unbroken line of Allied-controlled hexes.

- **Allied tactical victory**

  The Allied player wins a tactical victory if an Allied unit north of the Lower Rhine/Ijssel Rivers (in the northwest corner of the map) is connected to the seven Allied hexes in the southeast corner of the map by an unbroken line of Allied-controlled hexes. The line of control can pass through enemy hexes, but it can only be traced across rivers and canals at Allied-controlled bridges.

- **Axis operational victory**

  The Axis player wins an operational victory if no Allied units are north of the Maas River (in the middle of the map) at the end of turn 10.

- **Axis tactical victory**

  The Axis player wins a tactical victory if the Allied player does not win a strategic, operational, or tactical victory.

Using the tactical map

The tactical map provides a close-range view of the terrain of the Rhine Valley. The map legend in the lower-right corner lists the types of terrain. The terrain has an effect on movement and combat.

The other player cannot see the location of your units. At the beginning of a new game, the Axis forces control all hexes on the map except the seven in the southeast corner, which are controlled by the Allies. Axis-controlled hexes are unshaded. Allied-controlled hexes are shaded. A hex remains under a player's control until an enemy unit moves into the hex.

In addition to the terrain listed in the map legend, the following symbols are used on the tactical map.

Symbol	Description
Parachute with man	Allied unit airdrop
Parachute with box	Allied supply airdrop
Black and white box	Allied supply marker
Lightning bolt	Anti-aircraft fire/combat
Red hex	Current combat
Yellow-outlined hex	Movement/retreat

Using the strategic map

The strategic map provides an overview of the Rhine Valley. Click a location on the strategic map to display the corresponding area on the tactical map.

The following symbols are used on the strategic map.

Symbol	Description
Purple dot	Allied-controlled hex
Purple dot with blue center	Allied unit (Allied map only)
White dot with red center	Axis unit (Axis map only)
White dot	Allied movement (Axis map only)
Black dot with letter "P"	Allied supply or unit airdrop
Red lightning bolt	Anti-aircraft fire or combat
Double red lightning bolts	Current combat hex

Using the Phase window

The Phase window indicates the current game phase and which player takes the turn.

Initial deployment   **Airdrop**

Road movement   **Off-road movement**

Advance

Retreat

Air combat

Ground combat

Destroy bridge

Build or unbuild bridge

Reinforcements

Repair airfield

Using the Unit window

The Unit window displays the units to be deployed as reinforcements or airdrop units. It also displays <u>stacked</u> units.

Displaying the unit guide

The unit guide explains what each unit's color and symbol represent.

To display the unit guide

1 Move your pointer to the top of the game screen to reveal the menu bar.
2 On the Windows menu, click Unit Guide.

Displaying a player's persona or shield

Each player's persona is the MPG-Net Theater persona used to create or join a game. The Axis player appears in the red window on the left, and the Allied player appears in the green window on the right.

Note   If you change your persona in the Theater, you can still play existing games of Operation Market-Garden, but the window displays the persona with which you originally started the game.

You can display the face or shield of each player's persona.

To display a player's persona or shield
▶   Click the picture of the persona or shield and the other appears.

Chatting with the other player

You can chat with the other player during a game.

To chat with the other player

1 Type a message.

   A message window appears as soon as you begin typing.

2 To send the message, press ENTER.

   Your message appears on the other player's screen next to your persona.

Turning music on or off

You can listen to the Operation Market-Garden music while you play, or you can turn it off.

To turn music on or off

1 Move your pointer to the top of the game screen to reveal the menu bar.

2 On the Options menu, select the Music check box. If there is a check mark in the box, music is on; if the check box is clear, music is off.

Turning sound effects on or off

You can turn the Operation Market-Garden sound effects on or off.

To turn sound effects on or off

1 Move your pointer to the top of the game screen to reveal the menu bar.

2 On the Options menu, select the Sounds check box. If there is a check mark in the box, sound is on; if the check box is clear, sound is off.

Displaying or hiding units

You can display units or hide units to reveal the terrain of occupied hexes.

To display or hide units

1 Move your pointer to the top of the game screen to reveal the menu bar.

2 On the Options menu, select the Display Units check box. If there is a check mark in the box, units are displayed; if the check box is clear, units are not displayed.

Displaying the weather report

A weather report momentarily appears at the beginning of each turn. The stated weather conditions remain in effect for the entire turn. You can display the current weather report at any time.

To display the weather report

1 Move your pointer to the top of the game screen to reveal the menu bar.
2 On the Windows menu, click Latest Weather Report.

Displaying the turn number

The turn number momentarily appears at the beginning of each turn. You can display the turn number at any time.

To display the turn number

1 Move your pointer to the top of the game screen to reveal the menu bar.

2 On the Windows menu, click Display Current Turn Number.

Toggling the combat window and map

When you engage in combat, you can toggle between the combat window and tactical map.

To display the map from the combat window

▸ Using the right mouse button, click the combat window.

To display the combat window from the map

▸ Click the red-shaded hex in conflict.

Surrendering the game

Surrendering ends the game and displays both players' units.

To surrender the game

1 Move your pointer to the top of the game screen to reveal the menu bar.
2 On the Game menu, click Surrender.

Exiting the game

When you exit a game of Operation Market-Garden, your game is saved and you return to the Operation Market-Garden conference room in the MPG-Net Theater. When a player is offline, his or her persona is dimmed.

Note   If you are disconnected from MPG-Net while you are playing Operation Market-Garden, you resume play from the same point in the game after you reconnect.

To exit the game

1 Move your pointer to the top of the game screen to reveal the menu bar.

2 On the Game menu, click Exit.

History of Operation Market-Garden

Operation Market-Garden is based on the historic 10-day battle in September 1944. Each day of the battle corresponds to one game turn.

September 17, 1944 (turn 1)

The initial landing of airborne troops went smoothly. The U.S. 101st Airborne Division's parachute infantry secured the area from Zon to Veghel. The Veghel bridge was seized intact, but the bridge at Zon was destroyed by Axis engineers. A battalion of militarized police based at Tilburg attacked during the afternoon, but the paratroopers pushed them back with little difficulty. Of more concern was the arrival of the lead elements of the Axis 59th Division in the Boxtel area.

The U.S. 82nd Airborne Division achieved complete surprise and by nightfall had seized the bridge across the Maas at Grave and across the Maas-Waal Canal. The remaining elements of the division occupied the wooded heights southeast of Nijmegen. The British 1st Airborne Division dropped two divisions north of the Rhine. The 1st Parachute Brigade landed in the outskirts of Arnhem, and the 1st Air Landing Brigade landed in the vicinity of Oosterbeek, discovering that the bridge there was demolished.

The overland advance of the Guards Armoured Division immediately faced stiff resistance by Kampfgruppe Walter, which consisted of roughly three regiment-sized groups. In the center was the Luftwaffe Replacement Regiment Hoffmann (without its 2nd Battalion, which secured the rear), backed up by the heavy tank destroyers and anti-tank guns of the 10th SS Panzer Division's panzerjaeger (anti-tank) battalion. On the left (east) was a provisional unit designated "Sperrverband Heinke," made up of two battalions of SS infantry from the 9th and 10th SS Panzer Divisions. The right (west) was held by the 6th Parachute Regiment, along with the 6th Luftwaffe Penal Battalion. Against such opposition, the Guards Armoured Division gained only about 6 miles by nightfall.

September 18, 1944 (turn 2)

Additional airborne reinforcements -- the remainder of the 1st Airborne Division and one glider battalion of the 101st -- flew in during the day.

The 101st Airborne held its two bridges throughout the day against weak attacks by elements of the still-arriving Axis 59th Division. However, attempts to push the Axis out of Best were unsuccessful. In the afternoon, a parachute regiment was dispatched southeast against Eindhoven and by evening had cleared the town of Axis resistance.

Elements of the 82nd Airborne attacked northeast along the Maas-Waal Canal and seized the bridge, which was heavily damaged in the fight. The attack continued into the outskirts of Nijmegen and then halted due to strong enemy resistance. Farther east, divisional troops fought off repeated attacks by the arriving elements of the Axis 406th Reserve Division.

The 1st Airborne Division's luck was beginning to sour. Elements of the 1st Parachute Brigade (consisting primarily of the 2nd Parachute Battalion) seized the northern end of the Arnhem road bridge but were cut off by Axis reserves, primarily elements of the 9th and 10th SS Panzer Divisions, reinforced by a few miscellaneous units. The division's main body attempted unsuccessfully to join the troops on the bridge.

In the south, the Guards Armoured Division resumed its attack in the face of continued resistance, making little progress until Eindhoven was captured from behind by the 101st. By nightfall the lead tanks of the division contacted the American paratroopers.

September 19, 1944 (turn 3)

Poor weather hampered air reinforcement, stranding the glider regiment of the 82nd in Britain. The remaining two glider battalions of the 101st arrived north of Zon in time to help turn back an Axis attack on the bridge. The 101st fought all day to keep the highway open and capture Best and the highway bridge, but the tanks and mechanized infantry of the 107th Panzer Brigade pushed against the lines of the 101st from the east.

The 82nd also engaged in hard fighting as the Axis forces increased their pressure from the east and southeast. The Nijmegen bridge was held by the reconnaissance battalion of 9th SS Panzer, which crossed the Arnhem bridge before British paratroopers seized it. Attempts to reclaim the bridge were futile.

The 1st Airborne Division was in a critical situation. The 2nd Parachute Battalion still held on in Arnhem, sorely in

need of relief. The rest of the 1st Parachute Brigade and one battalion of each of the other two brigades in the division mounted an attack, but they were surrounded and largely destroyed. The rest of the division -- two battalions of paratroopers, two glider battalions, and the glider pilots -- held a wide perimeter around Oosterbeek despite increasing Axis pressure from the main body of the 9th SS Panzer Division from the east and Kampfgruppe von Tettau from the west.

Meanwhile, the Guards Armoured Division finally reached open road and sped up the highway to Grave. However, the highway bridge was too damaged to use, so they were forced to turn right and cross the Maas-Waal Canal. The lead elements of the division -- the Grenadier Guards Group, consisting of the 1st and 2nd Grenadier Guards -- then joined a battalion of the 82nd Airborne and attacked Nijmegen. Again, the attack was unsuccessful. At the same time, the Coldstream Guards Group was detached to the 82nd to assist its defense in the east. The 82nd glider regiment failed to arrive, putting a severe strain on the operations around Nijmegen.

Much of the overland force south of the Guards Armoured Division was busy pushing back Axis counterattacks and mopping up pockets of resistance near Eindhoven. The 43rd Infantry Division, however, began moving north.

September 20, 1944 (turn 4)

The weather worsened and additional troops were not flown in.

Pressure was easing on the 101st Division. An Axis tank attack against Zon was pushed back with the assistance of the Shermans of the 15th Hussars and the 44th Royal Tanks, but the 107th Panzer Brigade took a beating in the process. The remnants of the 85th Division moved into the area between Oss and Boxtel. Although the strength of the division was reduced to that of a battalion, the division commander, Generalleutnant Chill, began operations against the highway using an assortment of units, including the 6th Parachute Regiment.

The 82nd Airborne was still without its glider regiment and, thus, extremely short of infantry. While the 508th Regiment -- reinforced by the Coldstream Guards -- continued to fend off Axis attacks from the 406th Division, elements of the 505th and the Grenadier Guards fought for Nijmegen, and the 504th prepared to make an assault crossing of the Waal. The defense of Nijmegen was in the hands of a battalion of the 10th SS. The 9th SS reconnaissance was moved north as a backstop. While elements of the 504th crossed just northwest of Nijmegen, the Grenadier Guards again renewed their attack, and the last Axis resistance in Nijmegen finally fell.

In the area of the 1st Airborne Division, the 2nd Parachute Battalion held throughout the day on the north end of the bridge, but at greatly reduced strength. The main elements attacking the troops in Arnhem consisted of the 10th SS Reconnaissance Battalion, Kampfgruppe Knaust, and several Tiger tanks of the 502nd and 504th Tiger Battalions, with a combined strength of no more than 20 Panzer VIs. The main body of the division consolidated the Oosterbeek position, including the ferry crossing.

September 21, 1944 (turn 5)

Bad weather continued with the 82nd's glider regiment still in England. However, two battalions of the Polish Parachute Brigade landed at Driel to secure the south bank of the Rhine and ferry reinforcements to the 1st Airborne Division.

The 101st Airborne had a light day (compared to the previous four). Axis resistance in the Eindhoven area was sufficiently mopped up to allow the 506th Regiment to move north of the Wilhelmina Canal and push the Axis forces back from each flank of the road.

The 82nd Airborne again spent the day fending off strong attacks from the 406th Division. However, the 130th Brigade of the 43rd Division assumed the defense of Nijmegen, which allowed the 504th parachutes to move south of the Waal and stiffen the division's defenses to the east.

The 1st Airborne Division was under increasingly strong attack, shrinking its perimeter around Oosterbeek. Some additional troops arrived to reinforce the assault forces, the most significant being the 9th Lehr, a battalion of assault engineers. In the afternoon the last paratroopers in Arnhem were finally wiped out.

The Guards Armoured Division attempted a quick breakthrough to Arnhem along the highway but was stopped by the 9th SS Panzer Division's reconnaissance battalion. The division lacked the strength to push farther because the Coldstream Guards were fighting with the 82nd Airborne and the Welsh Guards were defending the bridge at Grave. By nightfall, however, the rest of 43rd Division was at Nijmegen and prepared to resume the attack in the morning.

September 22, 1944 (turn 6)

More bad weather. England was completely socked in and troop transports were not able to take off.

As more infantry filled the corridor, elements of the 101st were able to move north and improve the road security between Veghel and Uden. However, the Axis 107th Panzer Brigade cut the road and attacked. The 501st Parachute -- assisted by the 44th Royal Tanks and elements of the 506th -- managed to hold the bridgehead.

The 82nd Airborne, reinforced by the Shermans of the Nottinghampshire Yeomanry, began clearing the southern banks of the Waal to increase the security of the Nijmegen bridgehead. The 1st Airborne Division was attacked again and lost some ground.

The main drive north of Nijmegen was spearheaded by the 43rd Division. While the 129th Brigade attacked up the highway toward Arnhem, the 214th Brigade attacked northwest, but they were slowed by stiff Axis resistance. By nightfall the 5th Duke of Cornwall's Light Infantry had joined the Poles, as well as armored cars from the 2nd Household Cavalry. The rest of the 214th remained to hold open the route. Axis resistance halted continued attacks directly toward Arnhem and attempts by Guards Armoured to widen the bridgehead to the east. Kampfgruppe Knaust with its attached Tigers and 10th SS Reconnaissance Battalion held with the rest of the 10th SS Panzer Division.

September 23, 1944 (turn 7)

The weather finally cleared, allowing the 325th Glider Regiment of the 82nd Airborne to drop north of Grave, while the remaining battalion of the Polish Parachute Brigade dropped just to the east.

The 101st continued to hold the highway bridge at Veghel and stood off attacks from both the east and west. In the afternoon, the 506th attacked north along the highway and met the Welsh Guards Group attacking south to clear the highway of Axis units.

The 82nd continued active patrol, and the newly arrived glider regiment went into division reserve. Axis pressure was again building, due to the arrival of the 190th Reserve Division.

In the area between Nijmegen and Arnhem, known as "the island," the Guards Armoured Division continued to hold the right flank open while the 43rd Division renewed its attack. The 130th Brigade shifted north to the area of the ferry, intending to reinforce the 1st Airborne. However, Axis activity along the road farther south delayed the arrival of engineering equipment and transfers were not possible. Meanwhile, the 129th and 214th Brigades continued to hammer the tough Axis defenders without success. The King Tigers of the 506th Tiger Battalion reinforced the 10th SS and Kampfgruppe Knaust.

The 1st Airborne Division's situation continued to deteriorate.

September 24, 1944 (turn 8)

Poor flying weather again.

The 101st finally consolidated the highway. But the road was cut again south of Veghel in a late afternoon attack by the 107th Panzer Brigade.

The 82nd continued its close-in fight with Axis troops in the Reichswald, and the 325th Glider Infantry entered the fighting line, as did the majority of the Axis 190th Division.

North of the Waal, the Guard Armoured Division -- fewer detachments, but with the 69th Brigade of the 50th Division under command -- protected the right flank of the bridgehead and attempted to drive east. However, stiff resistance by the 10th SS Panzer Division frustrated the drive. The 43rd Division improved its hold on the corridor to Driel by passing the 130th Brigade north. Bridging engineers were still tied up in the road traffic to the south, and the intended transfer of the Polish brigade and one battalion of the 130th Brigade could not be carried out. To the south, other troops of the 43rd Division, supported by the Shermans of the 4th Dragoon Guards, finally cleared the Axis from Elst.

The 1st Airborne Division continued to take punishment and slowly lose ground. By nightfall, only 2,000 combat troops remained in the division position.

September 25, 1944 (turn 9)

The weather began to clear but, because of the deteriorating situation with the 1st Airborne Division, the plan to

fly in the 52nd Division was scrapped in favor of an attempt to evacuate the British paratroopers at night.

The 101st again attacked in an attempt to clear the road near Veghel. While the 506th Parachute attacked from the north, arriving elements of the British 50th Division attacked up the road from the south. By dark they had again cleared the road.

The 82nd continued to hold and patrol its front aggressively, but Axis pressure from the Reichswald continued to mount. It was apparent that additional troops would be required to deal with this threat.

North of the Waal on "the island," the Guards Armoured and the 43rd Divisions continued with the same objectives as on the previous day. However, the continued delay in the arrival of engineer equipment, the near-continuous interruption of road traffic in the Veghel area, and the rapid deterioration of the 1st Airborne Division's situation turned the objective into a rescue mission rather than an attempt to reinforce and consolidate a bridgehead.

The survivors of the 1st Airborne Division held out through the day and that night were ferried across the Lower Rhine.

September 26, 1944 (turn 10)

The 101st Airborne and 50th Divisions again succeeded in clearing and securing the highway and held it open against minor enemy attacks for the rest of the day.

Farther north, the Welsh Guards launched a very successful attack west from Grave, capturing Oss and widening the flank to the left. Meanwhile, elements of the 50th Division drove wide to the east from the Grave area.

The 82nd Airborne continued to hold its positions, with the 43rd Division planning to relieve it.

North of the Waal, the Guards Armoured and 43rd Division finally began making headway against the 10th SS Panzer Division and significantly increased the size of the bridgehead. The remnants of the 1st Airborne Division and the Polish Brigade withdrew to south of the Waal.

Tactical map

The tactical map provides a close-range view of the terrain of the Rhine Valley. The map legend in the lower-right corner lists the types of terrain.

Strategic map

The strategic map provides an overview of the Rhine Valley. Click a location on the strategic map to display the corresponding area on the tactical map.

Player's persona

A player's persona is the MPG-Net Theater persona used to create or join a game. The Axis player appears in the red window on the left, and the Allied player appears in the green window on the right.

Phase window

The Phase window indicates the current phase of the game and which player takes the turn.

Done button

Click the Done button to end a phase of your turn.

Move button

Click the Move button to move a unit to the hex outlined in yellow.

Movement Points window

The Movement Points window indicates how many points remain to move a unit.

Deployment Points window

The Deployment Points window indicates how many points remain to deploy airdrop units.

Attack button

After you select a unit (or units) to attack with and a unit to target, click the Attack button to engage in combat.

Advance button

Click the Advance button to move a unit (or units) into a hex after combat.

Road button

Click the Road button to use Road movement during the first movement phase. You will use Off-road movement during the second movement phase.

Off-road button

Click the Off-road button to use Off-road movement during the first movement phase. You will use Road movement during the second movement phase.

Unit window

The Unit window displays the units to be deployed as reinforcements or airdrop units.

British armored fighting vehicle (AFV)

British mechanized infantry

British motorized infantry

British motorized bridging

British motorized engineer

British air landing

British parachute infantry

British glider infantry

A British glider infantry unit with the rating 2-4-3 and partial anti-tank capability airdrops simultaneously with each British glider infantry unit with the rating 6-5-3 and full anti-tank capability.

British glider engineer

British reconnaissance

British airfield repair

U.S. parachute infantry

U.S. glider infantry

U.S. parachute engineer

Polish parachute infantry

Dutch motorized infantry

Dutch reconnaissance

SS armored fighting vehicle (AFV)

SS infantry

SS reconnaissance

SS motorized infantry

Luftwaffe motorized infantry

Luftwaffe infantry

Luftwaffe fortress

Luftwaffe parachute infantry

Wehrmacht machine gun

Wehrmacht labor

Wehrmacht armored fighting vehicle (AFV)

Wehrmacht engineer

Wehrmacht security

Wehrmacht assault engineer

Wehrmacht infantry

Wehrmacht mechanized infantry

Wehrmacht motorized infantry

Kriegsmarine infantry

Landwehr infantry