WWII COMMANDER

WWII Commander: Volume Two

Market-Garden



RULES OF PLAY

Compass Games
New Directions in Gaming

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1. INTRODUCTION

WWII Commander: Market-Garden is the second volume in the WWII Commander series of fast-playing two-player games on key campaigns of the Second World War.

Market-Garden recreates the Western Allied airborne and ground offensive to seize a bridgehead across the Nederrijn (Lower Rhine) River in September 1944. Three and a half Allied airborne divisions dropped behind German lines to hold a corridor of bridges across a series of rivers and canals in Holland until ground forces could link up to cross into the industrial heart of Germany. Although the operation pierced 60 miles into the German lines its primary objective proved to be “a bridge too far” as the Germans defeated the paratroopers holding the Nederrijn crossing at Arnhem, before ground forces could link up.

Each player controls pieces representing the opposing Allied or German forces in Operation: Market-Garden. The game covers seven days of the battle, in 13 half-day game-turns, each consisting of several alternating player impulses in which a player activates a portion of their pieces to move and attack. The Allied Player wins by achieving objectives to earn sufficient victory points; the German Player wins by preventing an Allied victory.

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2. GAME COMPONENTS

2.1 THE GAME BOARD

The playing map is divided into named ***spaces*** bounded by border lines, rivers and canals. Each space represents an area roughly 5 kilometers across and is assigned a terrain type: Clear, mixed, woods, city or polder (soft, reclaimed farmland).

- Spaces that share a border, river boundary or canal boundary are adjacent. Spaces that meet only at a vertex are not adjacent. For example, De Groote (on the south edge of the map) is adjacent to Westerhoven but not to Bergeijk.
- Some spaces also contain a town.
- Woods, cities and spaces with towns have a defender hit reduction value.
- Rivers and canals act as boundaries between spaces and affect the movement of pieces.
- Roads traverse some spaces and cross rivers and canals at bridges. The primary road of the battle, labeled ***Club Route***, runs down the center of the map's length.
- Spaces along ***Club Route*** marked with VP values are Allied Objective spaces.
- Some spaces are marked as a supply source for a specific Allied formation.

Off-Map Boxes specific to each German formation border the west, north and east edges of the game map. German units in these boxes can move to and from adjoining spaces on the map and can move to adjacent connected off-map boxes.

The board also includes:

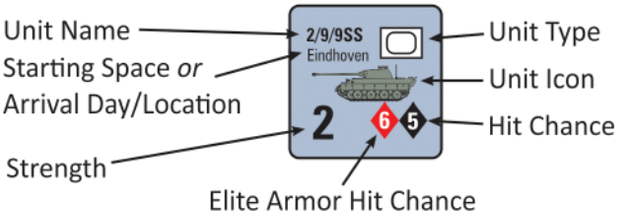
- A key explaining all map features and their effects on movement and combat
- A track for marking the passing of game-turns. Each box of the track contains information specific to that game-turn.
- A track for noting passage of time during each game-turn,
- A track and boxes for holding eliminated units and marking victory points earned for their elimination,
- A weather marker box and key.



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2.2 GAME PIECES

Military units. The forces commanded by the players are called units. Each unit consists of one to three 1- or 2-sided counters. Each counter face represents the unit at a different strength, ranging from one to six strength points. Only one counter for a unit is in play at any given time, with the side of the counter indicating the unit's current strength face-up.



● **Unit name:** The historical name of the unit, usually denoting a division, brigade, regiment or ad hoc battle group. All counters for a given unit show the same unit name.

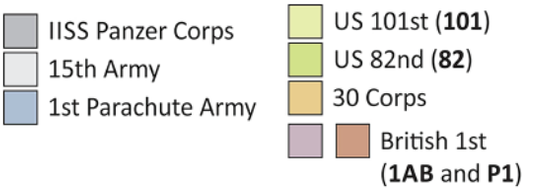
● **Unit Type:** A symbol indicating one of several unit types. Unit type affects movement and combat capabilities. Airborne and glider infantry are identical to leg infantry, and glider recon is identical to recon. All Allied airborne unis are elite (indicated by a red unit type symbol), gaining a benefit when defending in combat.

Unit Types

- Armor
- Armored Recon
- Mechanized Infantry
- Motorized Infantry
- Infantry (leg, airborne and glider types)
- Recon, Glider Recon

Red unit types indicate elite defender

● **Formation:** Each unit is part of a parent formation denoted by color. German formations are the 15th Army, 1st Parachute Army and IISS Panzer Corps. Allied Formations are 30 Corps (the ground forces) and three airborne divisions – The US 82nd the US 101st, and the British 1st with the Polish 1st Brigade attached. Allied units in or attached to any airborne formation are referred to as "airborne units." Formation affects activation, supply, combat modifiers and German off-map movement.



● **Strength:** A unit's strength determines the number of dice rolled for the unit in combat. A unit loses strength as it incurs hits in combat and may gain strength via replacements. A unit's current strength is shown on the face of the counter currently in play for that unit. A change in strength is indicated by flipping the unit's counter or replacing it with a counter for the same unit showing the adjusted strength.

● **Hit Chance:** The base chance that a combat die roll for the unit will achieve a hit against an enemy unit. For example, a unit with a hit chance of 3 will hit an enemy unit on a die result of 1, 2 or 3. Certain armor units have two hit chances, indicating that the unit is an elite armor unit. The higher chance is used when attacking, the lower chance when defending.

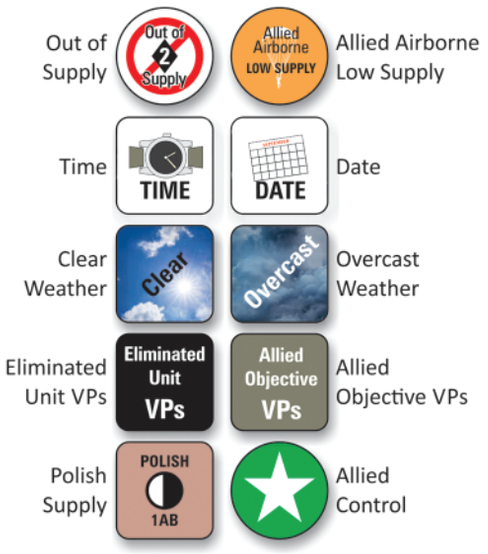
● **Starting space name.** Units with a space name on their full-strength counter face (only) start the game in that map space or off-map box, with that full strength side of the counter facing up.

● **Arrival Game-turn and Location.** Units with a Game-turn number on their full-strength counter face (only) enter play on the Game-turn indicated. German units also show the ID of the off-map box in which they are placed.

● **VP value.** A value of 1 or 2 Victory Points appears on the 1-strength counter face of some units, indicating an award to the opposing side when the unit is eliminated.

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Markers. Various markers are placed on the map, on units or on tracks to indicate status.



Activation Cubes. These are placed on units as each is activated, to show that the unit is spent and can't be activated again in the current game-turn. All activation cubes are removed from units at the start of each game-turn.



2.3 PLAY AIDS

- German Order of Battle (OB) Display
- Allied Order of Battle Display
- Key Rules Summaries (2 identical)



2.4 DICE

The game includes seven 10-sided dice, each for rolling a number from 1 to 10.

2.5 GAME INVENTORY & SUPPORT

WWII Commander: Market-Garden contains the following:

- One 22" x 34" mounted map
- Two sheets of counters
- Allied and German Order of Battle Displays
- 40 Wooden tokens
- 50 Activation cubes
- One Rules Book
- Two identical Player Aid Cards (double sided)
- Seven ten-sided dice

If any parts are damaged or missing please contact:

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3.0 Setting Up for Play



A Allied Player side

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A. Each player chooses a side. Place the board with the east and west edges facing the players. Place each Order of Battle display next to the board.

B. Place the starting 9 German and 16 Allied unit counters marked with a place name or off-map box in the corresponding locations on the board. Place the counters on their full-strength side (that is, with the side listing the place name face up). Opposing units may set up in the same space.

C. Place all remaining unit counters, including replacement counters for units starting on the map, in the spaces indicated on their respective Order of Battle display. Stack counters that represent the same unit in the box for their unit on the OB display.

D. Place seven Allied control markers in the seven spaces occupied solely by Allied units.

E. Place the Game-turn marker, the Eliminated Unit VPs marker, and Time marker in the spaces indicated on their respective tracks. Place the Weather marker in the Weather box, Clear side face-up. Place the Allied Objective VPs marker in the De Groote space (on the south edge of the game map).

F. Place all the activation cubes in reach of both players.

G. IISS Panzer Corps Unprepared. Place activation cubes on the German units in the Apeldoorn, Oosterhaut and Wolfheze spaces. These three units will start Game-turn 1 already spent.

H. Red Devils Move Out. The Allied player picks one on-map unit in the British 1st Airborne formation and moves it to an adjacent empty space, placing an Allied control marker there. The unit is not activated; don't place an activation cube.

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4. SEQUENCE OF PLAY

WWII Commander: Market-Garden is played in game-turns, each representing one half day of time, beginning September 17 and ending September 23, 1944, if neither side has achieved victory before then. Odd-numbered game-turns are PM turns; even-numbered game-turns are AM turns. Each game-turn proceeds in the following sequence:

START OF GAME-TURN ACTIVITIES

At the start of each game-turn (except Turn 1) the players conduct the following activities in order:

1. **Time reset.** Place the Time marker in the START box of the Time track.
2. **Weather Determination.** The weather is clear on Game-turn 1. On every turn thereafter, the German player rolls one die and consults the Weather Table on the game map to determine if the weather is Clear or Overcast.
3. **Activation reset.** Remove activation cubes from all units.
4. **Supply check.** All units are in supply on Game-turn 1. Beginning on Game-turn 2, the Allied Player, then the German Player, checks the supply status of their units on the map, placing or removing Out of Supply (OOS) markers or Low Supply markers as called for.
5. **Reinforcements.** Beginning on Game-turn 2, both players place their reinforcement units scheduled to enter play this game turn on the map; initiative player first.
6. **Replacements.** Beginning on Game-turn 6, both players assign available replacement strength points to their eligible units; Allied player first.

After completing the above activities, the players conduct impulses until the end of the game-turn.

IMPULSES

Initiative. The players alternate impulses, beginning with the player with the initiative. The Allied player has the initiative on Game-turns 1,2 and 3 and on every clear weather game-turn thereafter. The German Player has the initiative on every overcast weather game-turn after Game-turn 3.

Activation. In your impulse, select and activate **one or two** units that are not yet spent. A unit must be in a map space or in a German off-map box in order to be activated. Two units in different spaces may be activated only if in the same formation and able to move to the same space.

- A unit may be activated while another unit in the same space is not.
- Activated units may move. Two units activated in the same space may end movement in different spaces. Two units activated in different spaces must end movement together in the same space.
- After movement is completed, active units in an enemy-controlled space must attack the enemy units in the space. Active units in a friendly-controlled space with enemy units may attack those units, at your option.
- An unspent supplied unit in a space with a friendly active attacking unit is also activated for that attack and becomes spent.

Place activation cubes. At the end of your impulse place an activation cube on every unit activated in the impulse to show that the unit is spent and can't be activated again in the current game-turn.

Passing. The German player may pass their impulse at any time. The Allied player may pass their impulse if all Allied units are spent or if the German player passed on their last impulse. Otherwise the Allied player must activate at least one unspent unit on their impulse, even if that unit does nothing. Passing does not prevent activations on subsequent impulses. If both players pass in sequence, the game-turn ends, regardless of the time.

Passage of Time. Players receive up to twelve impulses each in the game-turn, tracked by the Time marker on the Time track. Each time the player without the initiative completes an impulse (by activation or passing) that player advances the Time marker one box along the time track. The player with the initiative does not move the Time marker.

END OF GAME-TURN

The game-turn ends in one of three ways:

- when the Time marker enters the END box of the Time track;
- when all units of both players units are spent;
- if both players pass on successive impulses.

Advance the Game-turn marker one box along its track and start the next game-turn.

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UNIT ACTIVATION

In the Allied impulse the Allied player may activate one or two Allied units within the depicted area. The Allied player has the following options:

- Activate both units in Best to attack the German unit there.
- Activate both units in Best to move out of Best, into the same space or into different spaces.
- Activate both units in Best, moving one out and leaving the other to attack the German unit in Best.
- Activate one unit in Best to move out of Best, leaving the other unit in Best unactivated.
- Activate the unit in Nederwetten to move and possibly attack.
- Activate the armor unit in Zon to move and possibly attack. This activation can't include the other unit in Zon because it is marked spent.



- Activate the 30C units in Nederwetten AND Zon and move them both to St. Oedenrode to attack the German unit there. This activation is allowed even though the units start in different spaces because they are in the same formation and will move to the same space.
- Activate the unit in Doerhoek to move and possibly attack. The Allied player can't activate the two airborne infantry units in Best and Doerhoek even though they are in the same formation, because they are unable to move to the same space.

PASSAGE OF TIME

The player ***without*** the initiative advances the Time marker one space along the Time track at the end of their impulse, whether they activate units or pass. The player with the initiative does not advance the Time marker.

When the player without the initiative advances the Time marker into the **END** space of the time track, the game-turn immediately ends. The game-turn also ends if both players pass their impulses consecutively, regardless of the location of the Time marker.

TIME TRACK Advance Time marker after non-intiative player impulse. When time marker enters **END** space, the game-turn ends.

TIME	0630	0700	0730	0800	0830	0900	0930	1000	1030	1100	TIME	1200
	1230	1300	1330	1400	1430	1500	1530	1600	1630	1700		END 1800

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5. SPACE CONTROL

Every space on the board is controlled by either the German or Allied side. A space occupied solely by units of one side is controlled by that side. An empty space is controlled by the last side to have units in that space. At the start of play, all spaces occupied solely by Allied units are Allied-controlled, and are marked with Allied control markers. All other spaces – empty, or occupied by opposing units, or solely occupied by German units -- are German controlled. The absence of an Allied control marker in a space indicates German control.

When a German-controlled space becomes Allied controlled, place an Allied control marker there. When an Allied-controlled space becomes German controlled, remove the Allied control marker. A space occupied by units of both sides is referred to as ***contested*** but remains controlled by the last player to have control of the space. If all of the controlling player's units are eliminated or move out of the contested space, the other side gains control of the space.



6. MOVEMENT

In your impulse you may move active units one at a time. Each unit moves a number of spaces per activation, depending on their type:

Leg infantry: may move one space.

Recon: may move one or two spaces, or may use strategic movement when eligible.

Armor, armored recon and mechanized infantry: may move one or two spaces. However, when moving two spaces the unit can't end its move in an enemy-occupied polder or woods space unless the moving unit enters the space via a connecting road. These units may use strategic movement when eligible.

Motorized infantry. Moves like an armor unit, with the added restriction that if moving two spaces, a motorized infantry unit can't end its move in any enemy-occupied space.

SPACE CONTROL

In the illustration, every space without a control marker is German-controlled, while every space with an Allied control marker is Allied-controlled.

- **Weebosch** is an empty German-controlled space.
- **Luyksgestel** is an empty Allied-controlled space.
- **DeGroote** is Allied-controlled and Allied-occupied. It will remain Allied controlled even if the Allied unit there moves away.
- **Reithoven** is German-controlled and German-occupied.
- **Westerhoven** is German-controlled and is contested because units of both sides occupy the space. If the German unit leaves Westerhoven while the Allied unit remains, the space will become uncontested and Allied-controlled, noted by placing an Allied control marker at that time.



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GENERAL MOVEMENT

The Allied Player activates the two airborne infantry units in Mook. The units are both infantry and so can each move one space. The units can move to two different spaces or can move together to one space, with the following options:

- One or both units can move to Groesbeek. Upon doing so an Allied control marker is placed in the space.
- The units can't move to Cuyk, because movement across an unbridged river is not allowed (except in the special circumstance explained in 6.3).
- One unit can move to Over Asselt. Only one unit can cross a given space's canal boundary into an enemy-occupied space per activation. The other unit could move elsewhere.
- The units can't move to St. Anna because there are already two Allied units in the space.
- One or both units can move to Nijmegen. Up to two units of each side can occupy a space.
- Only one unit can move to Hengstal, because there is already one Allied unit in the space.



TWO-SPACE MOVEMENT

The Allied player activates the 30 Corps armor unit and recon unit in St Anna. Both units can move two spaces, with the following options and restrictions:

- One or both units can move two spaces to Wijchen, passing through Neerbosch. Doing so will make both Neerbosch and Wijchen Allied-controlled.
- Both units can move two spaces to the enemy-occupied space of Over Asselt, passing through Neerbosch. They can't move to Over Asselt through Mook because a unit can't cross a canal to enter the second space of its move.
- The recon unit can move two spaces to Ewijk; however, the armor unit can't. Armor and mech infantry unit types can enter an enemy-occupied polder or woods space as the second space of their move only if entering that space by road.
- Both units can move to the adjacent space of Weurt but must stop there because they crossed an unbridged canal boundary.
- Both units can move to the adjacent space of Nijmegen but must then stop there because the space is enemy-occupied.
- One or both units can move two spaces to Groesbeek, passing through the Allied units in Mook.
- One unit can move two spaces to Hengstal. They can't both move to Hengstal because there is already one friendly unit in the space.



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6.1 SPACE CONTROL AND MOVEMENT

Movement is affected by control status and enemy units in the moving unit's space and the space it is moving to.

- A unit in a **friendly-controlled uncontested space** can move into any adjacent space, regardless of enemy presence and control. If the space entered contains enemy units, the moving unit must stop. If the space entered is empty and enemy-controlled, it immediately becomes friendly-controlled, and the unit may continue moving, if otherwise able.
- A unit in a **friendly-controlled contested space** can move into any friendly-controlled adjacent space. If the space entered is contested, the moving unit must stop. The unit can't move directly into a space that is enemy-controlled, even if contested.
- A unit in an **enemy-controlled contested space** can move only to a friendly-controlled uncontested space (exception: road bridges, below). The unit can't move directly to a contested space, even if friendly-controlled.
- Two units that move into the same space in the same impulse are considered to enter that space simultaneously.

6.2 MULTIPLE UNITS IN A SPACE

No more than two friendly units may occupy a given space; thus, a total of four units could occupy a contested space, two friendly and two enemy. Units may move through a space already containing two friendly units (unless conducting strategic movement) but may not end their movement there.

MOVEMENT FROM DIFFERENT SPACES

The Allied player wants to move two units into Wijchen to attack the German unit there. If he activates the two units in Appeltern, the Recon unit can move two spaces to Wijchen but the armor unit can't. An armor unit can't enter an enemy-occupied polder or woods space as the second space of its move unless entering via road.

If he activates the two units in St Anna the Armor unit there could move two spaces by road to Wijchen but the motorized infantry unit can't because it is not allowed to move two spaces into a space containing an enemy unit.

A valid option would be to activate two units from the 30 Corps formation in different spaces, and move them to the same space. He could move the Recon unit from Appeltern into Wijchen and the Armor unit from St Anna there as well.

The mech infantry unit in Zeeland can't be one of the two units activated to move to Wijchen, because a unit can't enter a second space by crossing a bridge into an enemy-occupied space. The Airborne unit in Over Asselt can't be one of the two units activated to move to Wijchen because it is in a different formation.



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EFFECTS OF CONTESTED AND ENEMY-CONTROLLED SPACES ON MOVEMENT

The Allied unit in Westerhoven, a friendly controlled uncontested space, can move to any adjacent space, even a contested space and regardless of control.

The Allied unit in Reithoven, a friendly controlled contested space, can move to any adjacent Allied-controlled space, even if contested. The unit can't move to a German-controlled space. The Allied units in Dommelen, a German-controlled contested space, can move to any adjacent uncontested Allied-controlled space. The units can't move to a contested space or a German-controlled space.



6.3 CANALS, RIVERS AND BRIDGES

Canals. A unit can move across an unbridged canal boundary. However, a unit that does so can move only one space in its activation. Furthermore, no more than one unit can cross a given space's canal boundary into an enemy-occupied space in a given activation.

Rivers. A unit can't move across an unbridged river boundary. Exception: See Allied infantry special river crossing and German Pannerden Ferry, below.

Road Bridges. Roads cross river and canal boundaries at road bridges. Units can move across road bridges without restriction except in the following situations:

- a unit moving two spaces can't cross a bridge into an enemy-occupied space;
- no more than one unit can cross a given bridge into an enemy-occupied space in a given activation;
- a unit in an enemy-controlled contested space can't move out of that space by crossing a bridged river boundary unless the space across the river is **friendly controlled and friendly-occupied**.

Oosterbeek Foot Crossing. This bridge across the Nederrijn between Oosterbeek and Driel exists only for movement and retreat of leg infantry units, and these restrictions apply:

- no more than one unit can move or retreat across the bridge per game-turn;
- a unit can't cross the bridge into a space containing enemy units.

Allied Infantry Special River Crossing. An Allied leg infantry unit can move one space across an unbridged river boundary if the move starts or ends in a space occupied by a unit of 30 Corps. The 30 Corps unit enabling the move must be unspent and able to trace supply, and becomes spent upon completion of the airborne unit's move. Only one unit can conduct this special move per game-turn. A unit making this special move is automatically in supply for the game-turn following the move.

German Pannerden Ferry. An active German leg or motorized infantry unit of strength 2 or less can use the Pannerden Ferry to cross the Neder Rijn River over the course of two game-turns. As its move for an activation the unit can:

- Move from the uncontested Doornenburg or Duiven space into the empty Pannerden Ferry box; or
- Move from the Pannerden Ferry box to the Doornenburg or Duiven space, if that space is German-controlled and uncontested.

Only one unit meeting the above requirements can occupy the ferry box at a time.

GERMAN MOVEMENT BY FERRY

On Game-turn 3, two German motorized infantry units are in Duiven, a space bordered by the Pannerden ferry box. Both units are eligible to move by ferry but only one unit at a time can occupy the ferry box. The German player activates one unit and moves it into the ferry box. The unit's move ends there and the unit is marked spent. On Game-turn 4, the German player activates the unit in the ferry box and moves it to Doornenberg, where its move ends. If the other unit in Duiven is activated later in Game-turn 4, it may be moved into the now-empty ferry box.



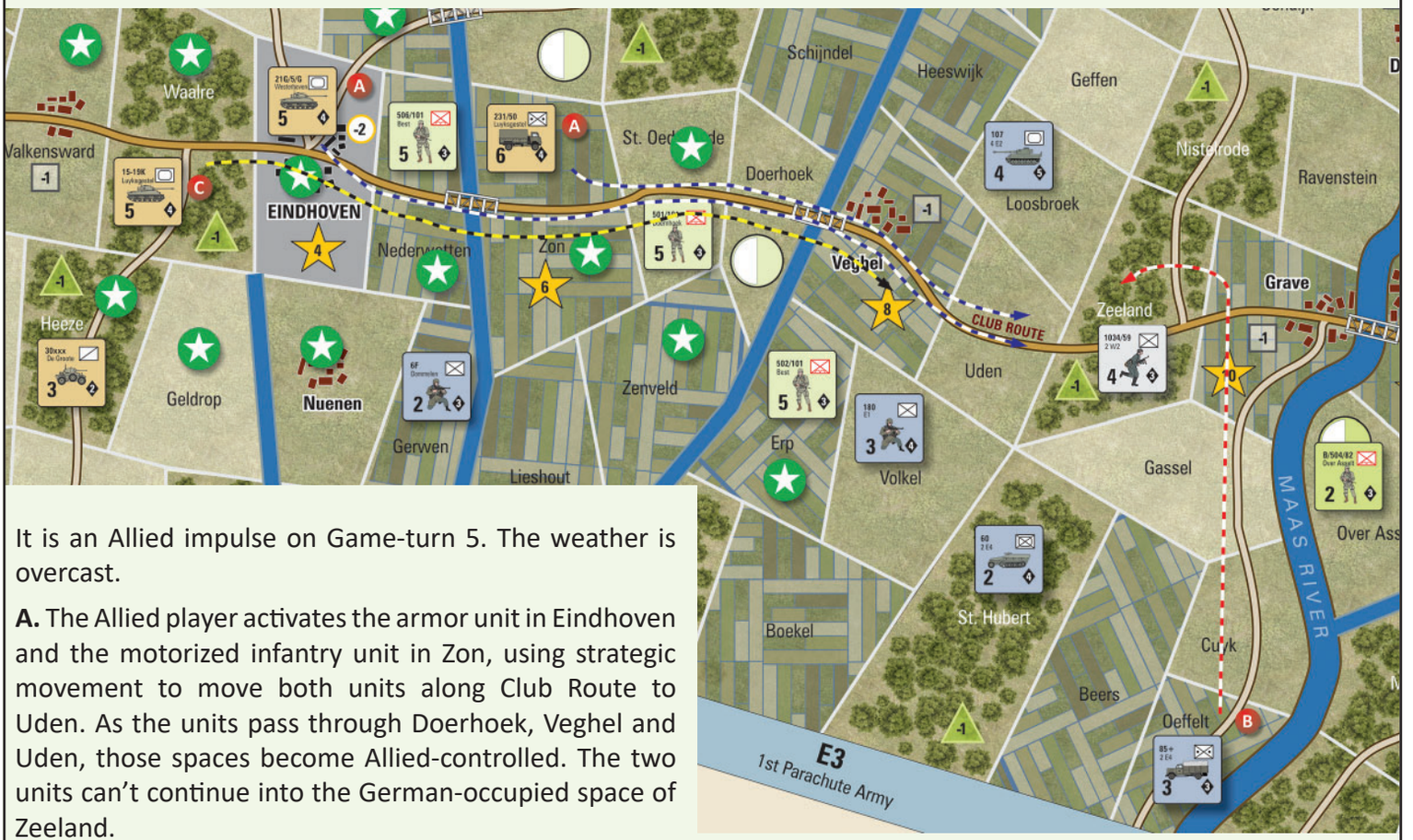
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ALLIED INFANTRY SPECIAL RIVER CROSSING

An Allied airborne infantry unit and a unit of 30 Corps are together in a space with a river boundary. The Allied Player activates the airborne unit in Weurt to conduct the special infantry river crossing. He may move the infantry unit across the river to Slijk-Ewijk, placing an Allied control marker there; or to Oosterhaut, creating a contested space there and a mandatory attack against the German unit. At the conclusion of the activation both Allied units are spent.



STRATEGIC MOVEMENT



It is an Allied impulse on Game-turn 5. The weather is overcast.

A. The Allied player activates the armor unit in Eindhoven and the motorized infantry unit in Zon, using strategic movement to move both units along Club Route to Uden. As the units pass through Doerhoek, Veghel and Uden, those spaces become Allied-controlled. The two units can't continue into the German-occupied space of Zeeland.

B. On the next German impulse, the German player activates the motorized infantry unit in Oeffelt, using strategic movement to move through German-controlled road spaces to Zeeland. The unit must stop there because the space is German-occupied. No other German units in the depicted area are eligible for strategic movement.

C. In the next Allied impulse, the Allied player activates the Armor unit in Waalre, using strategic movement to move it along Club Route as far as Veghel. The 30 Corps unit in Heeze can't use strategic movement because it is not on Club Route. Allied airborne units can't use strategic movement at all.

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6.4 STRATEGIC MOVEMENT

Eligible units may conduct a strategic movement of **any number of spaces connected by road**, if:

- The unit starts in a space with a road or an off-map box; and
- The unit enters every space by moving along a connecting road; and
- The unit does not start in or enter an enemy-occupied space; and
- The unit does not enter or move through a space occupied by two friendly units (it may start in such a space).

Additional rules for ***Allied*** strategic movement:

- The unit must be in 30 Corps
- The unit must start in and enter only *Club Route* spaces.
- The unit must stop upon entering a space occupied by any Allied 30 Corps unit. The unit may move through a space occupied solely by one Allied airborne unit.
- The unit is allowed to enter empty German-controlled spaces during Strategic Movement. Doing so makes the space Allied-controlled.

Additional rules for **German** strategic movement:

- German leg infantry can't conduct strategic movement.
- The weather must be overcast. German strategic movement is not permitted in clear weather.
- The unit can't enter an empty Allied-controlled space.
- The unit must stop upon entering a space occupied by any German unit.
- A unit moving from an off-map box into a space via a connecting road can use strategic movement, if otherwise eligible.

6.5 GERMAN OFF-MAP BOXES

German units (only) are placed in off-map boxes when they enter play. German units can move into and out of off-map boxes for their formation, and can remain there. Each box can hold any number of German units, but only units of the box's assigned formation.

- An active unit in an off-map box can move into an adjoining space on the map using regular movement or, if eligible, can move into an adjoining space connected by a road using strategic movement. The unit can continue its move from the entry space if normally allowed.
- An active unit in an off-map box can, as its entire move, move to an off-map box directly linked by a connecting line.
- An active unit starting its move in a map space sharing a border with an off-map box of the unit's formation can, as its entire move, move into that off-map box.

Closed Off-Map Boxes. At the start of Game-turn 7, off-map boxes W1, E1 and E2 become permanently closed. Units can't enter closed off-map boxes. Any units in a closed off-map box at the start of Game-turn 7 are immediately placed in adjoining off-map box W2 or E3, and an activation cube is placed on each such unit. That unit is considered spent for Game-Turn 7.

At the start of Game-turn 13, all off map boxes are closed. All German units in off map boxes at that time are eliminated.

GERMAN OFF-MAP BOXES

The German leg infantry unit in Off-Map box E4 can move to Off-Map box E3, Groesbeek, Zijfflich or Wyler (causing Wyler to become German-controlled).

The German mechanized infantry unit in E4 can move to E3, Groesbeek, Wyler or Zijfflich. It can also move two spaces to Hengstal or Leuth.

The German mechanized infantry unit in Groesbeek can move to E4 only. It can't move to any space on the map.

The German motorized infantry unit in Hengstal can't move to E4 becaue it did not start its move adjacent.



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7. COMBAT

After all movement in an impulse is complete, combat may occur in each space containing active supplied units and enemy units. Combat is at the active player's option in a space controlled by the active player's side. Combat is mandatory if the opposing side controls the space. If combats are occurring in more than one space the active player decides the order in which they are resolved. The active player is considered the ***Attacker*** in the combat and the non-active player the ***Defender***.

In a given combat, all enemy units in the space are attacked and defend regardless of activation status. All active supplied units participate in the attack, **as well as any other friendly supplied unit in the space that has not yet been activated**. Such a unit is considered activated upon participating in the attack – place an activation cube on that unit. Units activated previously in the game-turn do not attack.

7.1 COMBAT DIE ROLLS

To conduct a combat, each player rolls a number of dice (d10) equal to the strength of each of his units participating in the combat as attacker or defender. Each unit is rolled for separately. For example, if a 4-strength armor unit and a 3-strength infantry unit are attacking, the active player rolls four dice for the armor unit, then rolls three dice for the infantry unit. Although dice are rolled for each unit in sequence, the dice results are considered simultaneous for all units on both sides. That is, rolls for all attacking and defending units are completed before applying any results.

Armor die roll limit in Polder and Woods

Roll no more than two dice for an armor unit attacking or defending in a space with polder or woods terrain. That is, in polder and woods, roll one die for an armor unit with a strength of 1, and roll two dice for an armor unit with a strength of 2 or more.

7.2 HIT CHANCES

Each die rolled by an attacking or defending unit has a chance to inflict a hit on the enemy. The base chance for each unit to hit is shown on the unit.

- An **elite armor** unit has two base hit chances. Use the higher chance when the unit is attacking and the lower when defending.
- An **out of supply** unit of any type has a base hit chance of 2 when defending, and can't attack.

The base hit chance for each die roll is increased or decreased by any modifiers that apply to the combat situation. Modify each unit's base hit chance before rolling dice for that unit. A modified hit chance of less than 1 is treated as 1.

Attacker Hit Chance Modifiers

- The attacking unit is an Allied 30 Corps unit and the weather is clear: +1
- The defender includes an armor, armored recon, or Allied elite unit: -1
- The combat is in a clear terrain space: +1
- All defending units are out of supply: +2
- The attacking unit entered the space this impulse by crossing a river or canal boundary: -2

Defender Hit Chance Modifiers

- The attacker includes an armor unit: -1
- The combat is in a clear terrain space: +1
- All attacking units entered the space this impulse by crossing a river or canal boundary: +2

7.3 HIT RESOLUTION

As a player rolls dice for their units in the combat, the players keep track of hits scored against their units. After all combat die rolls are completed, the defending player, then the attacking player, applies all hits against their side by removing strength points from their units, or by retreating if defending.

7.4 DEFENDER HIT REDUCTION FOR TERRAIN

Spaces containing woods terrain, city terrain or a town symbol include a defender hit reduction value of "-1", or "-2" for a city. In a combat in the space, reduce the total hits incurred by the defender by this value before applying hits and retreats. *For example, if three hits are incurred by units defending in Valkenswaard (a space with a town), the number of hits would be reduced from three to two*. Terrain does not reduce hits to attacking units.

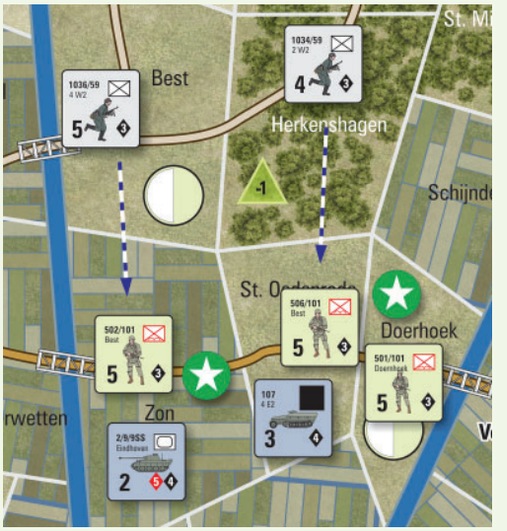
City hit reduction limit: When a force with a total strength of "1" is defending in a city space, treat the hit reduction value as a "-1" instead of a "-2".

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COMBAT REQUIREMENTS AND ELIGIBILITY

If the German infantry unit in Best moves to Zon, combat must be initiated because an Allied unit is in Zon and the space is Allied-controlled. The German armor unit in Zon must also participate in the combat, since it has not been activated this game-turn.

If the German infantry unit in Herkenshagen moves to St. Oedenrode, combat may be initiated against the Allied unit there at the German player's option, because the space is German-controlled. Note that the German unit in St. Oedenrode would not participate in the combat since it is spent.



CALCULATING COMBAT DICE ROLLS AND HIT CHANCES

EXAMPLE 1:

It is Game-turn 3 (18 September PM). The weather is clear. Each combat is during a different Allied impulse.

An Allied armor unit and infantry unit in Eindhoven attack a German armor unit there.

The Allied player (the attacker) will roll ...

- 4 dice for the Allied armor unit, each roll with a modified hit chance of **5** (a base hit chance of 5, +1 for 30 Corps unit attacking in clear weather, -1 for a defending armor unit);
- 5 dice for the Allied infantry unit with a modified hit chance of **2** (a base hit chance of 3, -1 for a defending armor unit).

The German player (the defender) will roll...

- 2 dice for the German armor unit with a modified hit chance of **3** (a base hit chance of 4 -- using the lower of its two base hit chances when defending, -1 for an attacking armor unit).



EXAMPLE 2:

An Allied motorized infantry unit in Geldorp attacks an out of-supply German infantry unit.

The Allied player will roll ...

- 6 dice for the motorized infantry unit with a modified hit chance of **8** (a base hit chance of 4, +1 for clear terrain, +1 for 30 Corps unit attacking in clear weather, +2 for all defenders out-of-supply);

The German player will roll ...

- 3 dice for the German infantry unit, with a modified hit chance of **3** (a base hit chance of 2 for being Out of Supply, +1 for clear terrain).



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EXAMPLE 3:

An Allied motorized infantry unit and armor unit move from different spaces across canal boundaries into Zon and attack a German infantry unit there.

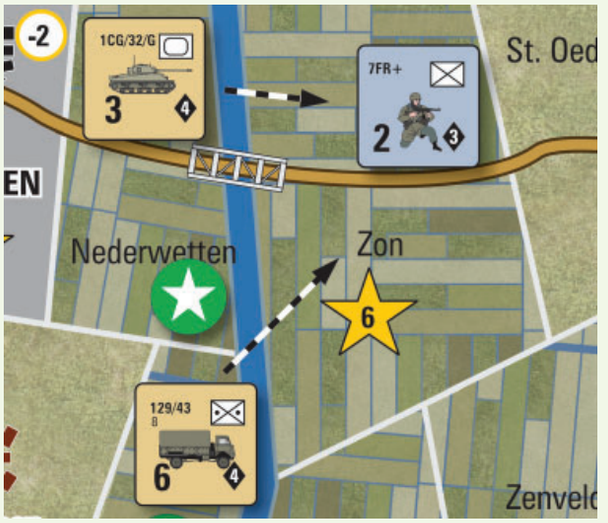
The Allied player will roll ...

• 6 dice for the motorized infantry unit, with a modified hit chance of 3 (a base hit chance of 4, +1 for 30 Corps unit attacking in clear weather, -2 for crossing a canal boundary);

• 2 dice for the armor unit (instead of 3) because the combat is in polder terrain. The modified hit chance is 3 (base hit chance of 4, +1 for 30 Corps unit attacking in fair weather, -2 for crossing a canal boundary).

The German player will roll ...

• 2 dice for the German infantry unit, with a modified hit chance of 4 (a base hit chance of 3, -1 for an attacking armor unit, +2 for all attacking units crossing a canal).



7.5 APPLYING HITS

To apply a hit, the player removes one strength point from one of his units involved in the combat. If the player has more than one unit in the combat, assign losses to units as evenly as possible. No unit should receive a second hit in a given combat until all friendly units in the combat have received a first hit, regardless of size or type.

To remove a unit's strength point, flip the unit counter or replace it with a counter of matching unit name and type, as appropriate, to show one less strength point. A unit with a strength of 1 that loses a strength point is eliminated. If an eliminated unit has a VP value on its 1-strength side, place it into the Eliminated VP Units box (see Victory, 11.2). An eliminated unit without a VP value is removed from play entirely.

A unit on the attacking side not participating in the combat (for example, because it was activated in an earlier impulse or is out of supply), is not assigned hits from combat.

7.6 DEFENDER RETREATS

When applying hits, the defender (only) may choose to retreat all his units in a combat, by moving them from the combat space to an eligible adjacent space. If he chooses to do so, the total number of hits incurred by his units in the combat are reduced by one. A unit that retreats becomes spent if not already spent; place an activation cube on the unit.

A space is eligible as a retreat destination if it is friendly-controlled, uncontested, adjacent to the space being retreated from, not across an unbridged river boundary and the retreat would not result in more than two friendly units in the space. If there is no eligible retreat space, retreat is not allowed. If there is more than one eligible retreat space the retreating player may retreat his units to different eligible spaces. All units in the defending force must retreat if any retreat. Retreat is not allowed into an off-map or the Pannerden Ferry box.

7.7 BREAKTHROUGH BONUS MOVE

If an attack eliminates all defending units, surviving attacking armor, armored recon and recon units may move into any adjacent space, regardless of control. If two units are eligible for breakthrough they may advance into different spaces.

• Only one unit may breakthrough across a given canal or bridged river boundary.

• Breakthrough into an enemy occupied space is allowed, and does not trigger combat.

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GERMAN COMBAT EXAMPLE 1

During a German impulse on Turn 3, the German player activates an elite armor unit and a mechanized infantry unit in the city space of Arnhem to attack an Allied airborne infantry unit there. In an earlier impulse in Turn 3 the Germans took control of Oosterbeek, which will affect the Allied unit's supply status at the start of Turn 4, but not yet.

In the Arnhem attack, dice will be rolled for all three units, then results will be applied.

- The German armor unit has a modified hit chance of 5 (base hit chance of 6 for elite armor, -1 for elite defender). The armor unit has a strength of 2 so the German Player rolls two dice, getting results of 5 and 1, achieving two hits against the Allied unit.
- The German mech infantry unit's modified hit chance is 3 (base hit chance of 4, -1 for elite defender). The German Player rolls 5 dice and gets 4,6,8,9,10 for zero hits.
- The Allied airborne unit has a modified hit chance of 2 (base hit chance of 3, -1 for firing at armor). The Allied Player rolls five dice with results of 1,2,3,6,7 for two hits against the German units.

Hits are applied against defending units first, then attacking units. The city space has a defender hit reduction value of 2. This reduces the two hits against the defending Allied units to 0, so no hits are applied. Hits against attackers are not reduced by terrain, so the two attacker hits are then applied by removing strength from the attacking units as evenly as possible. Each German unit loses one strength point; the German player flips the armor unit to its "1" side and the mechanized infantry unit to its "4" side.



GERMAN COMBAT EXAMPLE 2

It is Turn 4. The Allied airborne unit in Arnhem can't trace a supply path and so is marked with an Allied Airborne Low Supply marker. This has no immediate affect on the unit, but more on that later.

On their first impulse of Turn 4 the German Player activates their two units in Arnhem and moves them out, in preparation for moving stronger units in. On the next German Impulse, the two German units in Schaarsbergen move into Arnhem and must attack the Allied unit there. As it happens the strengths and hit chances are the same as in Example 1.

- The German armor unit has a modified hit chance of 5 and rolls 2 dice with results of 5,5 for 2 hits.
- The German motorized infantry unit has a modified hit chance of 3 and rolls 5 dice with results of 2,3,4,7,8 for 2 more hits.
- The Allied airborne unit has a modified hit chance of 2 and rolls 5 dice with results of 1,4,6,8,8 for 1 hit.

The Allied unit's total of 4 hits is reduced to 2 by the city hit reduction value. The Allied unit can't retreat so both hits must be applied by reducing its strength from 5 to 3. The German Player may assign the 1 German hit to either unit; they choose to reduce the strength of the motorized infantry unit from 5 to 4.

Then, because the Allied airborne unit participated in a combat while in Low Supply, the marker is flipped to its Out of Supply side.



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COMBAT OUTCOME SCENARIOS

The Allied Player activates two Allied units in Eindhoven to attack the German armor unit there.

- If the Allies achieve only 1 hit against the German unit, the hit will be reduced to 0 by the city's hit reduction value of -2.
- If the Allies get 2 hits against the German unit, those hits will be reduced by only 1 for the city, per the city hit reduction limit for 1-step units. The remaining hit must be applied to the German unit. The German player chooses to satisfy the hit by retreating the unit to the German-controlled space of Nuenen, the only space available for retreat of the unit.
- If the Allies achieve 3 or more hits, the German unit will be eliminated. This will also give the Allies a VP, as noted on the unit. Furthermore, the Allied armor unit (only) would be eligible to conduct an immediate breakthrough move to any adjacent space.



RETREAT OPTIONS

A German attack results in three hits against the Allied units in Mook, which is reduced to two hits by the hit reduction for woods terrain.

- The Allied player assigns one hit by removing a strength point from unit 505/82.
- The Allied player decides to assign the remaining hit by retreating retreating both units and marking them spent; instead of removing a strength point from unit B/504/82 (which would eliminate the unit).

The Allied player can --

- retreat both units to the Allied-controlled space of Groesbeek or the Allied-controlled space of Over Asselt, or
- Retreat one unit to Groesbeek and the other to Over Asselt.

The units can't retreat into --

- Cyuk, because it is across an unbridged river;
- Hengestal or Nijmegen, because they are German-occupied;
- St. Anna, because it is already occupied by two Allied units.



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A unit must be in supply to operate at full effectiveness. Supply state of all units is determined at the start of each game-turn, beginning Game-turn 2. A unit is in supply if in a space from which a supply path of friendly-controlled spaces can be traced to a valid friendly-controlled supply source space. Friendly controlled spaces making up the supply path can be contested and the unit's own space can be enemy-controlled.

Supply paths can be traced through any type of terrain and boundary, except the path can cross a river boundary only at a road bridge or (if German) at the Pannerden Ferry. Supply can't be traced across the Oosterbeek foot crossing.

German supply path. The supply path for a German unit can be of any length and must terminate at a German-controlled space adjoining a German off-map box for the unit's formation. *For example, the supply path for a German unit in the IISS Panzer Corps formation can be traced to any German-controlled space adjoining off-map box N1, N2, N3 or N4*.

Allied general supply path. The supply path for any Allied unit can be up to three overland spaces long to a road space (counting the road space but not the unit's space). After three spaces the path may be of any length but all spaces must be continuously connected by road and terminate at the 30 Corps supply source space of De Groote.

Allied airborne supply sources and paths. Alternatively, a supply path for an Allied unit in an airborne formation can be up to four overland spaces long and terminate in a space containing a supply source for the unit's airborne formation (counting the supply source space but not the unit's space). Each airborne formation has two supply source spaces marked on the map. The 1st Airborne formation may gain a third supply source space on Turn 7 with the arrival of the Polish 1/P1 unit (see Reinforcement rules).

Allied airborne cross-river supply. An Allied airborne unit that conducts the special river crossing (6.3) is automatically in supply for the following game-turn only.

8.1 MARKING SUPPLY

- If a unit other than an Allied Airborne unit can't trace a valid supply path at the start of the game-turn, place an Out of Supply (OOS) marker on the unit's counter, if it doesn't already have one.
- If an Allied unit in an airborne formation can't trace a valid supply path at the start of the game-turn, and does not already have an OOS marker, place a Low Supply marker on the unit's counter.
- If a unit with a Low Supply or OOS marker can trace supply at the start of the game-turn, remove the marker.

8.2 OUT OF SUPPLY EFFECTS

A unit that receives or retains an OOS marker at the start of the game-turn is out of supply for the entire game-turn, with the following effects:

- The unit can move only one space.
- The unit can't move into an enemy-controlled space containing an enemy unit.
- The unit can't attack.
- If attacked, dice are rolled for the OOS unit's defense with a base hit chance of 2, as noted on the OOS marker.
- In a combat in which all the defending units are OOS, the hit chance of all attacker die rolls is increased by 2.
- The unit can't receive replacements.

8.3 LOW SUPPLY EFFECTS (Allied airborne units only)

An Allied unit in an airborne formation with a Low Supply marker does not suffer any OOS effects. However, at the conclusion of a combat in which the unit attacks or defends, replace its low supply marker with an OOS marker. From that point forward the unit is out of supply and suffers all effects thereof.

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TRACING SUPPLY

It is the start of Game-turn 4 and both players are checking supply for all their units, starting with the Allied player.

- The Allied airborne units in Heelsum are in supply because Heelsum is a friendly-controlled supply source space for the British 1st Airborne formation.
- The Allied unit in Doorwerth is in supply because it is adjacent to Heelsum.
- The Allied unit in Wolfheze is in supply even though in an enemy-controlled space, because it is adjacent to Heelsum (and to Heide, also a valid supply source space for the formation).
- The Allied unit in Oosterbeek is in supply. It can trace a supply path from its space, through the friendly-controlled space of Doorwerth to Heelsum. It does not matter that Doorwerth is contested.
- The Allied unit in Arnhem is not in supply. It can't trace a supply path through Elden or Oosterbeek because those spaces are enemy-controlled. The Allied player must place a Low Supply marker on the unit.

Next the German player checks supply. All the German units depicted are in supply because they can trace a supply path to a friendly-controlled map edge hex bordering an Off-Map box for the IISS Panzer Corps formation. This includes the German units in Allied-controlled Doorwerth, which can trace through the German-controlled space of Renkum, Wolfheze or Oosterbeek.



ALLIED SUPPLY

This example assumes that all Club Route spaces from Nederwetten to the 30 Corps supply source space of De Groote are Allied controlled.

A. Units 501/101, 502/101 and 21G/5G can all trace supply through any number of connected road hexes to the 30 Corps supply source. These two 101 units can also trace supply directly to their formations' supply sources in their hex.

B. The 30xxx Recon unit can trace supply through three friendly overland spaces -- Beek, Lieshout and Zon; and then from there by road to the 30 Corps supply source.

C. Unit 506/101 can trace supply through three friendly overland spaces to its formation's supply source in Best, or to St. Odenrode and from there by road to the 30 Corps supply source.

D. Unit A/504/82 can trace supply overland to Over Asselt, a supply source for its formation.

E. Unit B/504/82 cannot trace supply. All spaces adjacent to it are German-controlled.



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9. REINFORCEMENTS

At the start of each game-turn, both players place their reinforcement units scheduled to enter play this game-turn on the map as follows:

- Each German unit in the off-map box listed on its counter.
- Each Allied 30 Corps unit in DeGroote.
- Each Allied airborne unit in either of the two supply source spaces for the unit's formation; Allied player's choice if more than one space is available.
- The Polish P/1P airborne unit (only) can be placed in either supply source space for the British 1st Airborne formation, or in one of three spaces defined on the map as the Polish Drop area. If the unit is placed in a space in the Polish drop area, also place the Polish supply source marker in that space. The marker can't be moved once placed.

An Allied reinforcement unit can't be placed in a space that:

- already contains two Allied units, or
- is both enemy-controlled and enemy-occupied.

Delayed Allied Reinforcements. If an Allied reinforcement unit can't be placed for any reason, its arrival is delayed by one game-turn. Delay may continue indefinitely. When placing a delayed Allied airborne reinforcement unit, the Allied player may choose to place the unit in the DeGroote space.

REINFORCEMENTS

At the start of Turn 3, the Allied player is placing the 4P/1AB reinforcement unit in a space marked as a supply source for the 1AB formation.

- The unit can be placed in Heelsum, even though occupied by a German unit, because the space is Allied-controlled; or
- The unit can be placed in Heide, even though German-controlled, because the space is empty.



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10. REPLACEMENTS

At the start of even-numbered game-turns beginning with Game-turn 6, both sides receive replacement strength points to build up units that have lost strength.

- First, the Allies receives two replacement points, which the Allied player assigns to two different **30 Corps** units not at initial strength. Units in airborne formations can't receive replacements.
- Then, the Germans receive one replacement point which the German Player assigns to any **non-armor** unit not at initial strength.

To assign a replacement point, flip the unit's counter or replace it with a counter of the matching unit name and type, showing a one-strength increase.

Replacements can't be assigned to a unit that is at full strength, in a contested space, eliminated, or out of supply. Replacement points not assigned when received are forfeit.

ASSIGNING REPLACEMENTS



At the start of Turn 6 the Allied player may assign two replacement strength points, each to a different unit of 30 Corps. They assign one point to unit 21G/5/G in Zeeland by flipping the unit's counter to its full side; and assign the other point to the unit 32G in Uden by replacing the unit's counter with its 3-strength counter.

The German player may assign one replacement strength point to a non-armor unit. They replace the 16/7F unit counter in Gassel with the unit's 2- strength counter.

No other units among those depicted are eligible to receive replacements. Ineligible units include:

- German armor units and Allied airborne units;
- Units in contested spaces;
- Full-strength units.



11. VICTORY

The Allied Player (only) gains victory points (VP's), for controlling objective spaces and eliminating certain German units; and loses VPs when Allied units are eliminated. Two VP markers, one for objectives and one for eliminated units, are used to track current Allied VPs.

11.1 VPs FOR OBJECTIVES

Allied objective spaces along Club Route are marked with progressively increasing VP values, from 0 VPs in De Groote to 24 VPs in Arnhem. The Allied Objective VPs marker starts in De Groote, showing that the Allied Player begins with 0 Objective VPs. The Objective VPs Marker advances as Allied 30 Corps units gain control of Objective spaces. The Allied VP total for objectives equals the value printed in the space currently occupied by the Objective VPs marker.

The Objective VPs marker is relocated from its current objective space to an objective space with a higher VP value the moment that higher-value space is occupied by an Allied 30 Corps unit and is uncontested, and all Club Route spaces from there back to De Groote are simultaneously Allied-controlled and uncontested. *For example, the first time the Grave space is uncontested and occupied by a 30 Corps unit and all Club Route spaces from Grave back to De Groote are Allied controlled and uncontested, the Allied Objectives Marker is advanced to Grave to show that the Allied Player has a total of 10 Objective VPs*.

Once advanced to a given objective space, the marker can't be moved back to a lower-valued objective, even if German units subsequently occupy an intervening Club Route space.

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11.2 VPs FOR ELIMINATED UNITS

All Allied units and certain German units are worth Victory Points when eliminated, noted by a VP value of 1 or 2 on the unit's 1-strength counter face. When such a unit is eliminated by any means, the Allied player gains the indicated VPs if German, and loses the indicated VPs if Allied. Place the unit in the Eliminated VP Units box and mark the gain or loss by moving the Eliminated Unit VPs marker along its track.

11.3 VICTORY DETERMINATION

Early Allied Victory. The Allied player wins the game if …

- the Eliminated Units VP marker enters the "+7" box of its track; or
- at the beginning of any game-turn, the Allied Objective VP marker is located in Arnhem

Early German Victory. The German Player wins the game if

- the Eliminated Units VP marker enters the "-7" box of its track; or
- at the end of Game-turn 8, 10 or 12 the VP value of the space occupied by the Allied Objective VP marker is less than the German Victory threshold listed for the game-turn. **This victory condition does not apply if both Nijmegen and Arnhem are Allied-controlled**.

Victory at Game End. If neither player wins early, the winner is determined at the end of Game-turn 13, based on the final Allied VP total, calculated as the sum of the values indicated by the two VP markers at that time. *For example, if the Objective VP marker is in Nijmegen and the Eliminated Units VP marker is in the "+5" space, the Allies would have 21 VPs*.

Allied final VP Total

22 or more	Allied victory
21	Draw
20 or less	German victory

KEY CHANGES FROM WWII COMMANDER: BATTLE OF THE BULGE

Market Garden is the second game in the WWIIC series. For players familiar with the first game, Battle of the Bulge, notable rules differences in Market-Garden are here summarized.

• The terms Day and Turn are replaced with Game-turn and Impulse respectively.

• There are no Surprise Turns.

• A space can be occupied by up to two units of each side (not three).

• Activation is by unit, not space. Players select one or two units to activate.

• A player may activate two units in different spaces, but only if both units are in the same formation and then move to the same space in that activation.

• A unit can move from a friendly-controlled contested space directly to another friendly-controlled contested space.

• A unit in an enemy-controlled space can't move across a river bridge into an adjacent space unless that space is friendly-controlled and friendly-occupied. (For example, this limits German units in Allied-controlled Arnhem from crossing Arnhem bridge when Elden is unoccupied.)

• The move of a unit to a friendly-controlled contested space, does not trigger a required combat. The owning player may attack at their option.

• Allied units in 30 Corps and German non-leg infantry units can conduct strategic movement along roads of potentially unlimited distance within certain conditions.

• An Out of supply unit can be activated, but its movement is limited to one space. Out of supply units do not suffer attrition.

• An Allied airborne unit that can't trace supply at the start of a game-turn enters a state of Low Supply. This state has no effect except that if the unit attacks or defends in combat, it becomes Out of Supply immediately after resolving the combat.

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WWII COMMANDER: MARKET-GARDEN DESIGN NOTES

In 2014, I designed an early version of ***Market-Garden*** as a paper prototype for use by Shenandoah Studios in producing an iOS game, to follow up their successful iOS version of my ***Battle of the Bulge*** board game design. When Shenandoah halted operations, I put ***M-G*** aside.

In 2018, Compass Games published the board game version of ***Battle of the Bulge*** as Volume I of the ***WWII Commander*** series. This prompted me to return to ***M-G*** and refine its design, applying learnings from ***BotB*** and introducing new mechanics specific to the battle. Here, I would like to acknowledge Bob Heinzmann, the game's developer. Many refinements to the rules and to play balance are thanks to Bob and his tireless work with the playtesters.

Market-Garden uses the ***Battle of the Bulge*** game system with several adjustments, most of which are summarized elsewhere in this rules book. Here are notes on a few other features specific to the Market-Garden campaign:

The combat effectiveness of armor is limited in polder and woods. Fighting vehicles in these terrain types are considered bound to narrow minor roads, allowing only a few to maneuver and fire. Because of this, the strength of an armor unit firing in Polder or Woods can't exceed "2" regardless of its printed strength.

Strategic Movement is limited AND limitless. Only the most major roads are shown on the map and motorized strategic movement is allowed only along those roads. This keeps the players focused on control of the central "Club Route" highway running the length of the map. On the other hand, an Allied unit conducting strategic movement can move *an unlimited distance*, if no other 30 Corps units are on the road.

Weather in the game is determined by die roll, with different chances of clear or overcast weather occurring in AM and PM turns. Clear weather prevents German strategic movement and increases the hit chance of Allied 30 Corps units when attacking, to reflect the dominance of Allied airpower. Starting on Game-turn 4, overcast weather gives the German Player the initiative, meaning they get the first impulse. Going first can be a big advantage.

Artillery support is represented in the printed hit chance of some units, especially in 30 Corps. When a unit loses strength, it sometimes also suffers a reduction in its hit chance, representing the loss of artillery support.

Unlike some other games on the subject, there is no bridge blowing function in ***M-G***. Historically only one bridge depicted on the map (bordering Zon) was destroyed. Given this game's time and unit scales, the event was not significant and not worth special rules for bridge blowing and repair. And a random bridge blowing system that could result in multiple bridges blown would doom the Allies.

John Butterfield
January 2023

UNIT ABBREVIATIONS

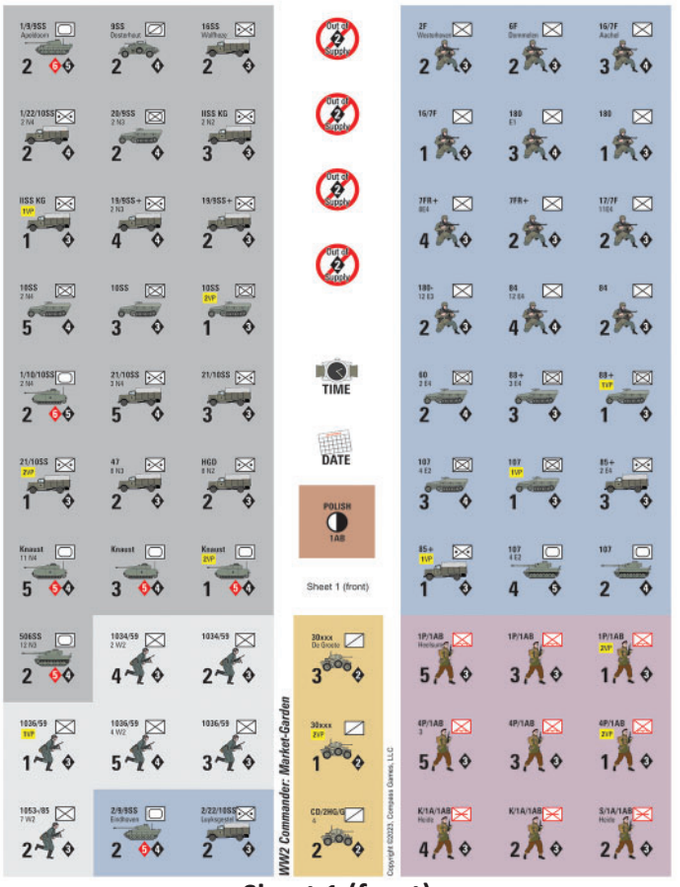
For historical interest, the following abbreviations are used in unit names:

Allied Airborne
A: Airlanding
P: Parachute or Polish
GP: Glider Pilots
K: King's Own Scottish Borderers
S: South Staffordshires

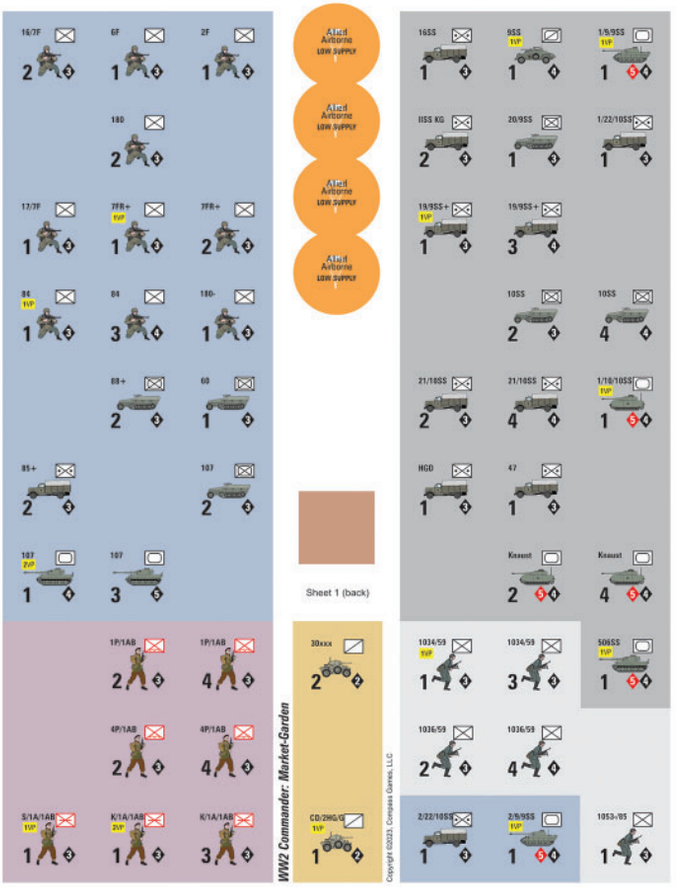
Allied 30 Corps
K: King's Royal Hussars
CG: Coldstream Guards
G: Guards or Guards Armoured
GG: Grenadier Guards
HC: Household Cavalry
IG: Irish Guards
RT: Royal Tank
W: Welsh Guards

German
F or FR: Fallschirmjaeger Regiment
HGD: Herman Goering Depot
KG: Kampfgruppe

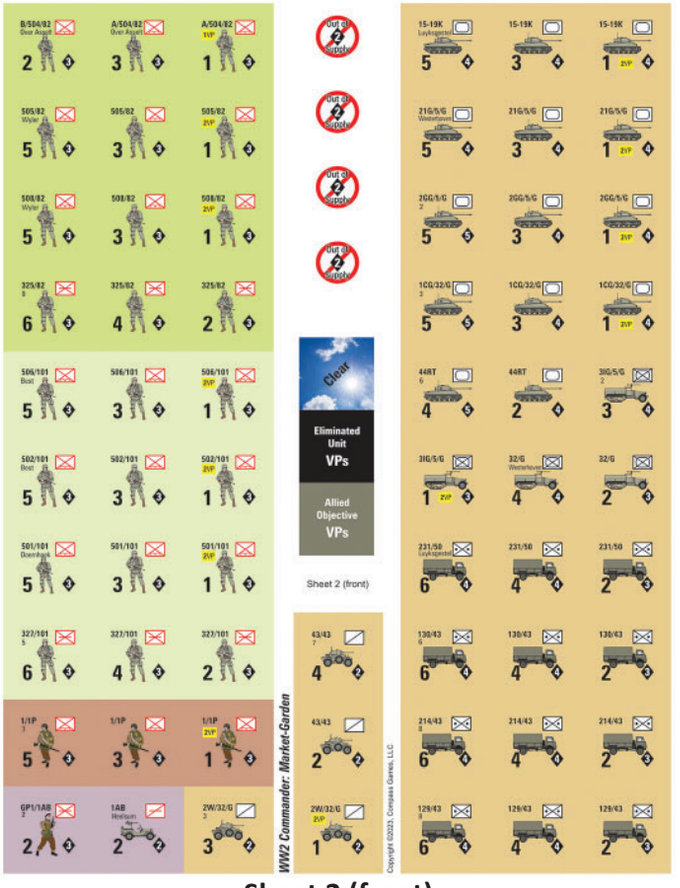
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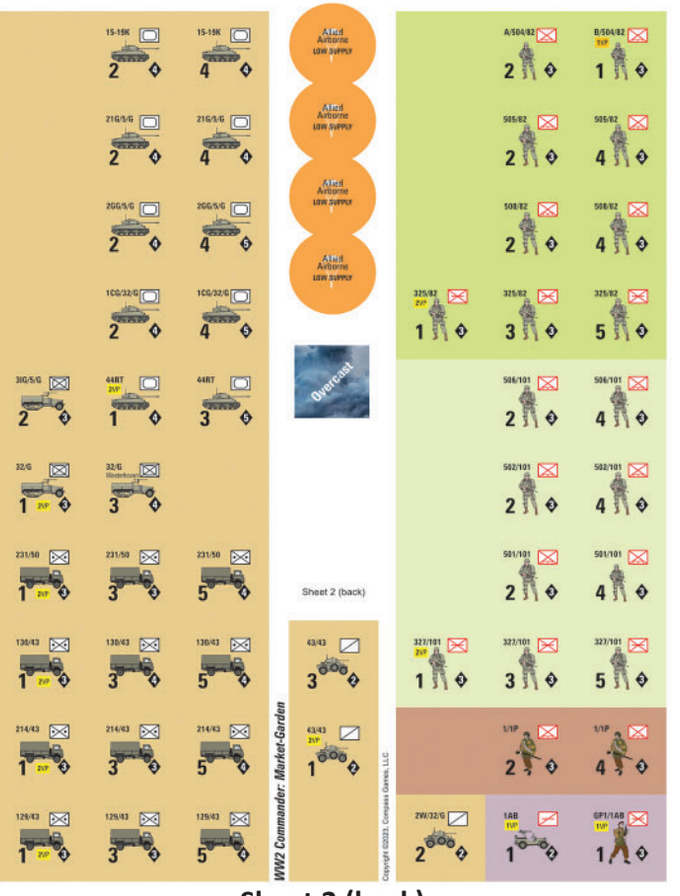
Sheet 1 (front)



Sheet 1 (back)



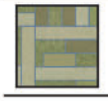
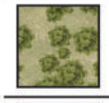
Sheet 2 (front)



Sheet 2 (back)

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	Map Feature	Movement Effects	Combat Effects
SPACE TERRAIN	 **CLEAR**		Increase all Attacker and Defender hit chances by +1.
	 **MIXED**		
	 **POLDER**	Two-space move by armor, armored recon and mechanized infantry can't end in an enemy occupied polder or woods space unless space entered via a connecting road.	Armor unit with strength >2 rolls just two dice in attack or defense.
	 **WOODS**		 Armor unit with strength >2 rolls just two dice in attack or defense. Reduce hits vs. Defender by 1.
	 **CITY**		 Reduce hits vs. Defender by 2 (By 1 if Defender strength is 1).
SPACE FEATURES	 **TOWN**		 Reduce hits vs. Defender by 1.
	 **ROAD**	A unit disregards effects of terrain and boundaries while moving along a road. Allows strategic movement, 6.4.	
	 **ALLIED SUPPLY SOURCES**		See Supply, 8.0.
	 **ALLIED OBJECTIVE VICTORY POINTS**		See Victory, 11.1.
MAP FEATURES	 **BOUNDARY LINE**	Spaces are bounded by boundary lines, canals or rivers.	
	 **CANAL**	A unit crossing an unbridged canal boundary can move only 1 space. Only 1 unit can cross a canal boundary into an enemy-occupied space per activation.	-2 to hit chance of attacking unit that crossed canal this activation. +2 to defender hit chance if all attacking units crossed a water boundary this activation.
	 **RIVER**	Movement or retreat across an unbridged river boundary is prohibited. **Exception:** Allied infantry special crossing, 6.3.	-2 to hit chance of attacking unit that entered combat space via road or special crossing this activation. +2 to defender hit chance if all attacking units crossed a water boundary this activation.
	ROAD BRIDGE	Only 1 unit can enter an enemy occupied space via bridge per activation; and can't do so as 2nd space move.	
	FOOT BRIDGE	Foot crossing for infantry only; may be crossed by 1 unit per GT.	
	PANNERDEN FERRY	One German infantry or motorized infantry unit of strength 1 or 2 can move into or out of ferry box per GT, 6.3.	
	 **GERMAN OFF-MAP BOX**	**German units only.** Unit in box can move onto map by standard or strategic movement, or to a directly connected box. Unit in map space bordering box for the unit's formation can move into that box.	