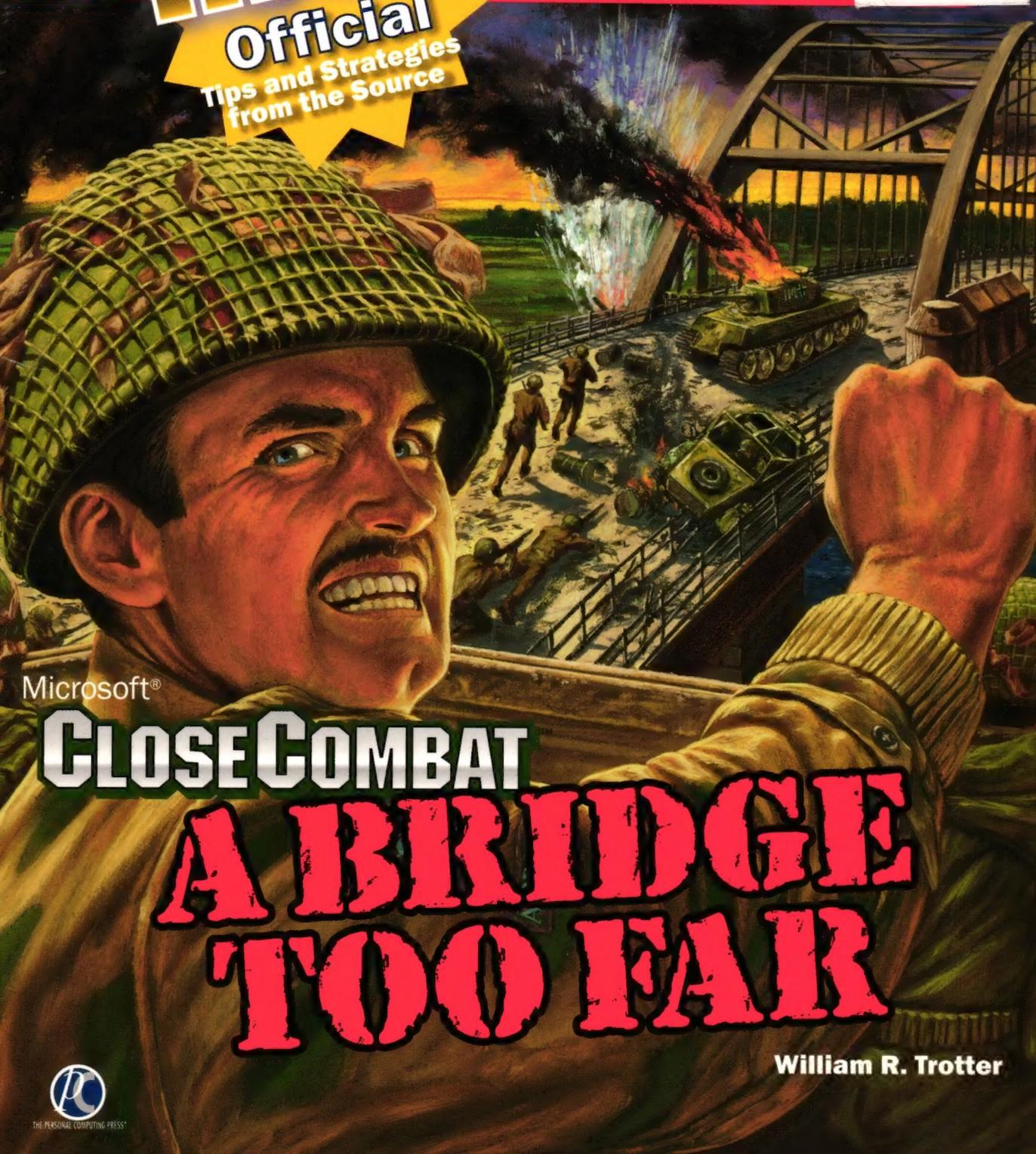


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# CLOSE COMBAT

# A BRIDGE TOO FAR

William R. Trotter



THE PERSONAL COMPUTING PRESS



**Microsoft Press**



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**CLOSE COMBAT™**  
**A BRIDGE**  
**'TOO FAR**

**William R. Trotter**

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*Robert C. Lock,  
President and Editor-in-Chief, The PC Press, Inc.*



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# *Introduction*

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## A BRIDGE TOO FAR

Microsoft's Close Combat: A Bridge Too Far is as fascinating as a game as it is a microcosm of history. Through 11 rigorous battlesets, and 34 individual battles, the Allied or German player can recreate and replay complex pieces of history in ways that mere books can never capture. The pace of Close Combat is that of the tactician: the game rewards patience and thoughtful strategy. Become impatient and rush ahead, and you'll almost always pay for it in lost men, lost equipment, and ultimately lost battles.

Playing Close Combat is a lot like solving a massive puzzle. The player-commander must be mindful of what is happening on the entire playing field, and equally aware of the ripple effect an action in the southeastern corner of a map may eventually have on some other portion of the map.

But Close Combat is a lot more than the sweeping control of head-to-head forces across a broadly defined battlefield. It is also the careful, methodical, and ultimately crafty movement of a single Allied flamethrower to leverage himself into better position in order to take on a German Jagdpanther. It is the realization that while almost certain death will follow such a move, that same sacrifice will ultimately allow the Allied forces to take the battle. The realism that Close Combat's AI creates in the gameplay itself is difficult to describe. It empowers the individual soldier to take bold actions that you, the Commander, could not hope to monitor on the individual-soldier level. It accommodates individual acts of heroism, as well as personal episodes of pain and panic and fatigue. It includes the mundane and the massive. We hope you enjoy the game, Close Combat, and we trust that you will enjoy this book as much as we enjoyed writing it.

*Robert Lock*





## HOW THE GAME IS PLAYED

Microsoft's *Close Combat: A Bridge Too Far* comes with a manual—a good one. You'll find that it does a very thorough job of explaining the way the game works. The manual is laid out in logical fashion, and goes into considerable detail about the various parts of the interface.

The manual tells you virtually all you could possibly need to know about the mechanics of gameplay. However, most of the time you're not going to need to know everything—just the essentials. So, in this chapter, we'll focus on those interface elements that proved most useful to us as we tested the game during hours of play.

Part of the challenge in *Close Combat: A Bridge Too Far* stems from learning how to manage information quickly and efficiently, even during the excitement of a firefight (which is made even more frantic by the game's real-time nature). We'll show you where to find key information on the interface, and how to train yourself to navigate the interface's information monitors. Once you become comfortable routinely checking various indicators (regardless of the current intensity of action taking place), you're well on your way to becoming a tactical master, the kind of



*Managing information is a key activity in *Close Combat: A Bridge Too Far*, just as it was in Operation Market-Garden. For soldiers like these, securing reliable information was often a matter of life or death.*

# CLOSE COMBAT A BRIDGE TOO FAR

well-informed commander who consistently gets maximum performance out of his men, vehicles, and supporting weapons.

And speaking of “supporting weapons,” this brings us to Lesson One: always think in terms of “combined arms.” Infantry and armor must always work together, while supporting weapons must truly “support.” At the time of Operation Market-Garden, the Germans had had years of experience and were masters of combined arms tactics. But the Allies had learned a lot since D-Day, and were fast becoming their equals.

## ***Enlistment Choices***

The question of whether to control Allies or Axis forces is not quite as easy to answer as it was in the original Close Combat. In the St. Lo campaign recreated in that game, the Germans were generally on the defensive and outnumbered (despite being outfitted with superior tanks, tougher machine guns, and an infantry that was, by and large, superior). For their part, the Americans were firmly in an offensive mode and *had* to press on towards St. Lo, no matter what lay ahead. The scenarios, therefore, and the various probable outcomes they offered each side, were more “locked in.”

A simulation of Operation Market-Garden presents a different set of challenges and wargaming pleasures. It is more fluid, much broader in scope (especially in the Operation and Campaign modes), and is considerably more dynamic than its predecessor, too.

If you elect to command the German war machine, you’ll begin the campaign at a distinct disadvantage. Your forces are scattered and the sheer size of the Allied airdrop is stunning. For the first day or two of game-time, you’ll have to improvise a defense, mostly from ad hoc *kampfgruppen* (“battlegroups”) composed of whatever infantry and tanks you can scrape together locally. You do have one early advantage, however—you can blow up bridges right in your attackers’ faces.

German tactical doctrine emphasized the importance of swift, localized counterattacks, and as the game progresses, you’ll be commanding stronger, more organized forces capable of delivering powerful blows. You must use them to surround and defeat the lightly armed Allied paratroopers before they can be reinforced. Do that, and the Fatherland will be safe. At least for a while.

Leading the Allied side to victory requires speed and decisiveness. You *must* move quickly to capture every bridge you can (and keep it intact). Take

## CHAPTER ONE: HOW THE GAME IS PLAYED



advantage of the Germans' initial confusion—because it won't last long.

In the Campaign mode, you have the opportunity to achieve more momentum than the real Allied commanders did. You can also make more logical and aggressive choices with regard to reinforcements and supply allocation.

As you'll see, the game's challenges are quite different depending on which side you're leading. If you like the idea of “turning the tables,” of switching from stubborn defense to aggressive offense, then play as the Germans. If you prefer to see if you can be more imaginative and decisive on the attack than the real Allied commanders, then by all means play as the British, Americans, and Poles.

But our suggestion—as it was with the first Close Combat—is to try *both* sides. Close Combat: A Bridge Too Far gives you so many options that its replay value is enormous. Start off at the easiest difficulty level (“Recruit”). Then, as your confidence and expertise increase, ratchet-up the challenge by trying out the “Veteran” level. When you're *really* ready for a challenge, play as a “Hero.”

Start out by taking on the computer until you've thoroughly honed your skills, then go online (it's easy to do; we'll show you how in a later chapter) and match your generalship against live opponents—this gives the game a vast new dimension, making for a very different experience than solo play.

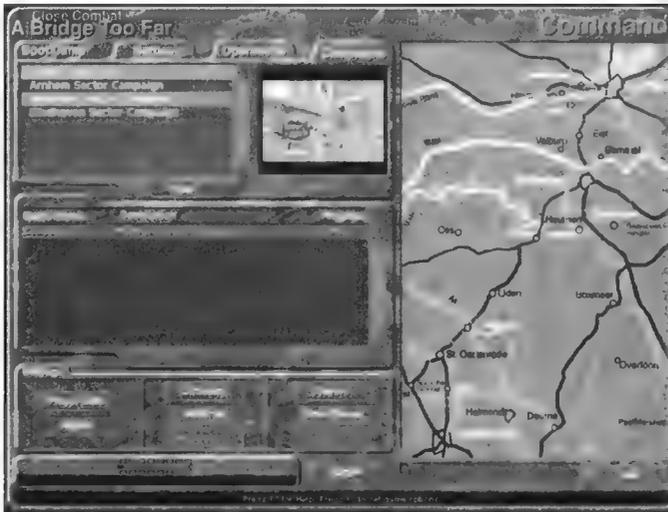
And finally, take advantage of the “Battlemaker” utility to examine the many “what-if?” possibilities in the Market-Garden campaign. Here's where you get to tweak history and try out even the wildest, most daring strategies. The variables in Close Combat: A Bridge Too Far are almost unlimited and offer a whole new realm of options that weren't present in the original game.

In short, Close Combat: A Bridge Too Far lets you have it *your* way.



*Gamers leading the Allied forces should concentrate on seizing control of as many bridges as possible, like the Rail Bridge at Arnhem.*

# CLOSE COMBAT A BRIDGE TOO FAR



*The Command Screen, the headquarters of your entire war-making operation.*



*If you want your fundamentals "to go," stop by at the Boot Camp training utility.*

## Your Screen, Commander

The Command Screen is the first real game screen you see in *Close Combat: A Bridge Too Far*. After viewing the introductory logos, title screens, and videos, the Command Screen appears, loaded with options. It's from here that you define the type of game you want to play, select an individual battle scenario, choose the features you want to use, and fine-tune the balance between the opposing sides. The Command Screen is divided into two main parts: its right side displays a map of the entire Market-Garden theater, and highlights the battle area you're currently considering; the left side contains information and settings. Across the top of the screen are several labels shaped like file-folder tabs. From left to right, these are:

**Boot Camp:** Clicking here accesses a planned program of tutorial exercises designed to familiarize you with the basic features of *Close*

## CHAPTER ONE: HOW THE GAME IS PLAYED



**Combat: A Bridge Too Far.** The various exercises teach fundamentals about the game system, its interface, and the terminology used to describe different elements of play.

**Battles:** This is the default tab displayed when you first reach the Command Screen. Here you'll find a list of all the individual battle scenarios in the game, grouped according to the sector or city where each was historically fought. To select a battle, simply scroll up or down, using either the arrows or the slider button to the right of the battle listings. When you find the battle you're looking for, just center your cursor over its name (it will then be highlighted on the map), and click.

**Operations:** Click on this tab to bring up a list of sector operations. Think of them as miniature Campaigns. These are linked sets of engagements, focusing on the major events of Market-Garden. Select a desired Operation exactly as you would an individual battle scenario.

**Campaigns:** When you're ready to test your mettle in the largest and most complex games, click here. There are individual campaigns for the Arnhem, Nijmegen, and Eindhoven sectors, as well as the Grand Campaign, which ties them all together as the ultimate test of your generalship.

**Tip:** *Play at the Operations level before attempting one of the Campaigns. The basic system is the same, but the scale of the game is smaller and more manageable. By "rehearsing" at the Operations level, you can become familiar and comfortable with the point-allocation system and its effects without being overwhelmed by the management overload of being responsible for responding to the competing demands of every sector in the theater of combat. Operations serve well as basic training for Campaigns, a kind of undergraduate course in arms management, if you will.*



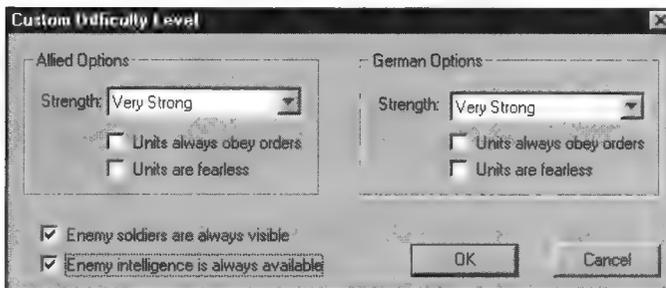
*If you've always wanted to set up your own combat scenarios, check out the Battlemaker utility.*

# CLOSE COMBAT A BRIDGE TOO FAR

**Battlemaker:** Just below the window where Battles, Operations, and Campaigns are listed, is a button labeled “Battlemaker.” Click here if you wish to design your own customized battles.

**Saved Games:** In the center-left portion of the Command Screen is a window which displays any games you are currently saving: their names, brief descriptions, and a percentage number that tells you approximately how far along you were at the time of your last save. To restore a saved game, just highlight it with your cursor and click. Below the list of saved games are two small buttons: “Edit” and “Delete.” These are pretty self-explanatory. “Edit” permits you to edit customized battles you’ve designed, while “Delete” simply erases a saved game that you have no interest in keeping.

**Settings:** The bottom-third of the Command Screen (on the left side), is where you can set up the parameters of any game you wish to play. “Player Side” lets you choose which forces to control: the Allies or Axis. “Players” refers to the number of gamers taking part in Operation Market-Garden. The default setting is one player, but should you want to link up with other players via the Internet, pushing the “Connect” button will get the ball rolling. “Difficulty,” as you might expect, allows you to select how tough and aggressive the enemy will be. The default setting is “Veteran,” which is exactly what most of the real Market-Garden soldiers were. “Hero” is the hardest level of opposition, and we do *not* recommend it for beginners (unless you’re a masochist who enjoys losing battles). “Recruit” gives you the easiest level of challenge—enemy forces will not be nearly as deadly on this setting. It’s a simple way to “get your feet wet,” although using it does not guarantee an automatic victory. Poor judgement and bad moves can result in defeat, even on this easiest setting.



*For a battle royal, jack up the strength for both fighting forces.*

Clicking on “Custom” (and then “Set Custom,” directly beneath it) brings up a screen where you can fine-tune the strength of each warring side. If you experience repeated frustration in a certain battle, you can give yourself an edge by setting your side on “Strong” and the enemy on



“Normal.” And if you want the maximum amount of “bang-bang,” you can set both sides to “Very Strong” and each will get the maximum allowable number of guns and tanks. This makes for really intense combat, and may prove to be a very popular option for online play against human opponents. It certainly proved popular with players of the first Close Combat!

Custom settings also permit you to change the rules that are normally in effect. You can eliminate the “Fog of War” by making all enemy soldiers visible at all times, and you can have access to all enemy intelligence—i.e., you can see the condition of every soldier and vehicle on the other side. You can also set things up so that the troops on either (or both) sides never disobey orders, no matter how insane, and never show any fear.

We advise caution, though, when it comes to making your troops “fearless” in the Operations and Campaigns. If you do, your men will never hesitate, never panic, and never fail to try to execute your most suicidal orders. The problem is that they’ll become so self-sacrificing that they won’t care very much about taking cover or otherwise protecting themselves. Consequently, their heroics could cost you plenty, especially when it’s time to prepare for the next battle in a Campaign and your best soldiers are permanently out of action, replaced by inexperienced recruits.

## The Game Screen

The Game Screen basically shows you the action. You get there in near-automatic fashion, by deciding which type of Close Combat: A Bridge Too Far game you’re in the mood to play, and then signifying your choice by clicking on “Begin.” The layout of the Game Screen displays consistently, regardless of the screen resolution you’ve chosen for running the game.



*The Game Screen is your window on the game’s heated action. Enemy-occupied territory is represented by the shadowed area.*

# CLOSE COMBAT A BRIDGE TOO FAR

Dominating the Game Screen is a large overhead map that shows the landscape you'll soon be fighting on in coming battles. The overhead map is called the View Area (which we'll discuss in detail later in this chapter in the section titled "The Monitors").

## Keys to Victory

There are two important Function Keys which are not labeled on the Command Screen, but which are available from any game screen at any time. Veterans of the first game will quickly ascertain that these functions take the place of the drop-down menus used in the original game.

F1 is the Help key. Pressing it will call up a new screen displaying six labeled tabs. The default screen here is the "Field Guide," where you can read the designers' overview of the game, an introduction to Boot Camp, technical suggestions for troubleshooting problems you may run into when running the game, and the production credits.

The next tab, "Gameplay," is an online manual of sorts, filled with succinct summaries of the various levels of play and instructions for using the Battlemaker utility. This section offers breakdowns for the Command Screen and Deployment Screen (among others), which show what each button or setting affects.

"Battle Tactics" offers good advice about how to deploy and maneuver your units. Two types of advice are included: "General Tactics" covers fire-and-maneuver tips that apply to the overall game, while "Unit Tactics" applies the same type of focus on specific types of units.

"Campaign Strategies" gives you tips on how to conduct successful large-scale operations. This is particularly useful for newcomers to this type of



*The Weapons section of Close Combat: A Bridge Too Far's Help utility not only shows you a piece of artillery like Germany's PaK 40, but also shows it in action.*



game, who may not be as well-versed in plotting the strategy for a chain of battles.

“Weapons” is a reference encyclopedia showing the various guns and tanks (used by both Allies and Axis forces) and listing their specifications (range, weight, armor thickness, etc.). Many of these descriptions are accompanied by sound files of that weapon firing. Some of the descriptions even contain video clips of WWII footage showing that particular weapon in action.

“Sound Gallery” stakes out similar ground, by collecting spoken audio clips of many different battle-related phrases. Most of these clips are along the order of “A soldier is panicking!” and “A team is about to secure a Victory Location.” Perhaps the neatest thing about this utility is that its phrases can be played in English (for American or British forces) or in German.

The last Help file is entitled “History: War at a Glance.” It offers background information on Operation Market-Garden (a day-by-day chronology of the campaign’s events is especially enlightening), as well as an overview of the entire war.

### ***Armed with Options***

Another key, F8, gives you access to some important game options:

**Sound:** Switches the sound on and off.

**Music:** Turns the music on and off.

**Video:** Enables video clips or prevents them from running.

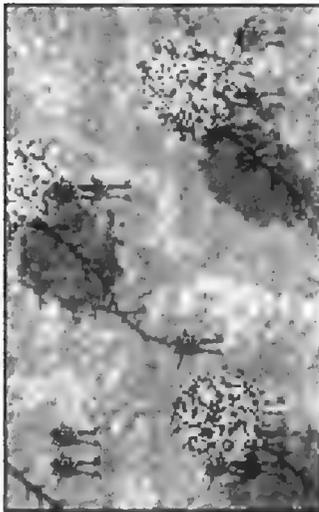
(Cutting off any of these options may improve the game’s performance on some systems.)

**Extend Game Area:** There’s a trade-off at work here. If you want to see all the battle action possible, you can choose to Extend the Game Area, which maximizes the battlefield display so that it fills the entire screen. Although this provides the largest, dramatic perspective, there’s a price—important monitor displays and information inputs are hidden from view when the Game Area goes full-screen. There are plenty of occasions when it makes perfect sense to take in the view from “the best seat in the house,” such as when you’re enjoying a replay or a commanding lead. On the other hand, if a battle’s outcome is still in doubt, don’t risk it. You’ll very much need the information displayed on the monitors, especially as it relates to the current status of soldiers and units.

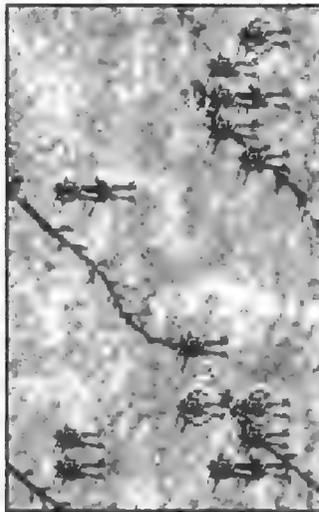
# CLOSE COMBAT A BRIDGE TOO FAR



When nothing less than the “big picture” will do, extending the game area shows more of what you’re fighting for.



If you choose to remove the trees from the game screen, your troops will still be hidden by trees...



...even if it doesn't look that way to you.

**Remove Trees:** There are two ways to get a quick fix on the position of enemy forces. By sweeping your mouse across the landscape, individual units will be outlined as your mouse travels across their positions (even if those positions are normally disguised by deep cover). The other way to detect enemy presence is to select “Remove Trees,” which will leave the forest instantly bare. If you’re debating whether to use this option, remember that your opponent—human- or computer-controlled—continues to “see” the map with all the tree cover in place. You will not, therefore, be exposing your troops to enemy detection if you clear the trees for a while.

**Remove KIAs:** Frankly, we have yet to encounter a situation where you’d have so many corpses piled in one place that you really needed to free up more space. Still, although this option poses little practical gain, there are occasions when keeping your battlefields corpse-free makes sense (when playing around small children, during



an elegant dinner party, etc.). Who knows? Eliminating the bodies might even have a slight impact on game performance, in that it means your computer is responsible for slightly less graphic data.

**Performance:** Here's where you find and select the level of graphic resolution that works best on your system, as well as the speed at which the action unfolds (with "Fast" approximating true real-time).

### *The Toolbar's Two Styles*

In the first Close Combat, the Toolbar was a vertical column on the right side of the View Screen. Not any more. It's been simplified, made more logical, and moved to the bottom of the view screen, where it's been retextured as a horizontal strip. The Toolbar is displayed both during Deployment Mode (when you set up your units and give them their initial set of orders) and during actual game play. There is more information being displayed via the Toolbar during gameplay than in deployment.

### *Deployment Mode*

The Toolbar, in its Deployment format, shows the following (from left to right):

**Options Button:** If you want to tweak the game's performance (by altering resolution, game speed, battlefield conditions, etc.), pressing the Options Button causes a menu to appear which will accommodate these preferences. (Clicking F8 triggers the same options menu.)

**Change Display Icons:** These are two buttons, stacked on top of each other to the immediate right of the Options Button. The Chat Window Button (denoted by a ">" symbol) is used for establishing communication in multiplayer games. The Chat Window Button changes the "writing space" normally used to house part of the Troop Summary (see next page). Clicking on this button when that space is being used for online chat will cause that space to revert back to its previous use as part of the Troop Summary.

The other Change Display Icon is the Minimize/Maximize Toolbar. This button shows what appears to be a dot with a line beneath it. Clicking on this bottom icon enlarges the viewing area, dropping the Toolbar to the bottom of the screen, while the map takes



*The Toolbar in its Deployment format.*

over the rest of the screen. (This causes the Monitors to drop out of sight, but not the Toolbar.)

**Troop Summary:** This is the Toolbar's main section. It displays the basic characteristics of any selected team, including (if you wish) enemy units. Note that the information about enemy teams will be very sketchy at first (lots of question marks), but will become more detailed as you acquire more "intelligence" about that team—i.e., when your troops get closer and engage the enemy team in combat, they'll be able to see the enemy team and learn what weapons they're equipped with.

The Troop Summary will be completed when you center on a friendly team, and will display the following information (L to R):

**Graphic Representation** of the selected team.

**Experience Bars:** Small horizontal tick-marks representing the team's overall level of combat expertise. One bar denotes green, totally inexperienced soldiers (don't give them the hard, dangerous duty until they've gained another bar or two). Two to four bars denotes soldiers of low to medium experience; five bars denotes a crack team of seasoned vets.

**Type of Team:** This green text-bar tells you what kind of team is currently selected—"Rifle," "Bazooka," "Mortar," etc.—followed in parentheses by the ID number assigned to that team during this game. These ID numbers have no bearing on the unit's quality or status, they just help you keep track of who's who.

**Current Order:** Below the green bar is a one-word summary of the last order you've issued to that team (think of it as a shorthand status report). If the text is white, you have not yet given any orders to this team. If the text is green, the unit is complying, to the best of its ability, with your last command. However, if the text is red, beware! A red color indicates that the selected team is willfully disobeying or acting contrary to your last order. Possible explanations for such insubordination are that the team might be pinned down, it could be cowering, or it may have become decimated by casualties.

**Unit Effectiveness:** Here you'll see the abbreviations "AP" and "AT," followed by colored dots. AT denotes a team's *current* effectiveness against armor; AP does the same with regard to enemy personnel. A green dot denotes maximum effectiveness; yellow and orange indicate moderate to low effectiveness; a red

## CHAPTER ONE: HOW THE GAME IS PLAYED

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dot means marginal or no effectiveness. To the right of the second dot, you'll see what looks like a small puff of smoke. This means that the selected team still has the capability to lay down a smoke screen. When the team uses up all of its smoke grenades/shells, this symbol will disappear.

**Row of Skulls:** Beneath the unit-effectiveness dots, you'll see a small row of skull-faced symbols, one for each man on the selected team. At the start of a battle, these will all be green, indicating that all soldiers in the team are in good health. As the fighting rages, the colors will change. Yellow indicates that man is slightly wounded or somewhat winded; orange denotes a more serious wound or state of exhaustion; red means dead.

**Troop Status:** This tells you the *overall* condition of the entire force you're commanding in this battle (in effect, it takes an average of the conditions of all individual soldiers). At the start of the fray, it's green. As men become wounded, however, the right end of the bar turns orange. As men become killed, it turns red and creeps to the left as the casualty total mounts. When this bar shows half-green and half-red, that means your force is only 50 percent effective and you may wish to consider withdrawal (in the Operations and Campaigns modes; the only point of withdrawing in a single-battle game is to make you feel like a more humane commander). On the other hand, if you're on the verge of reaching your final objectives, you may want to push your men to give that extra effort needed for victory.

**Zoom Icons:** Two magnifying glasses, one with a plus sign displayed inside the frame, the other showing a minus sign. Obviously, one zooms in and the other zooms out. In both Deployment and Gameplay modes, these icons determine the level of magnification you'll experience in the View area. There are three levels: Close-up (featuring the greatest magnification and enhancement of screen detail), Normal (the setting you'll probably use most of the time), and Zoom Out (which shows you the entire battlefield, with objectives and units displayed as red and blue dots, and labels for each type of unit).

**Begin:** Click here to leave Deployment mode behind and start the action.

### ***Gameplay Mode***

Every item listed above under "Team Status" will still be visible (with the exception of the "Begin" button, of course), but several new symbols and buttons will appear once combat has started. They are from left to right:

# CLOSE COMBAT A BRIDGE TOO FAR



The Toolbar in its Gameplay Mode.

**Tip:** Even if you're a Close Combat veteran, you should read the following section on Monitors. Although their layout and functions are basically the same as they were in the original game, there have been a number of changes made. The "scan-arc" rosettes are gone, for one thing (most players judged them to be of marginal use, or even a distraction). In short, if you jump right in and try to play according to what you remember about the first game, you might run into some confusion.

**Ceasefire Button:** The symbol is the palm of a hand held up as if its owner was saying "Okay, that's

enough." That's appropriate, since this is the button you press if you want to cool your gun barrels during a ceasefire. As soon as you press the Ceasefire Button, you'll notice that the Messages Monitor displays a notice like "Allies request ceasefire." The key word is *request*, because a ceasefire must be agreed upon by both sides. Naturally, just because you want a break in the battle doesn't mean your enemy will feel likewise. In fact, the more you want (or need) a ceasefire, the more likely that your enemy will

oppose this, because it's probably not in their best interest. Of course, if both sides don't agree to the ceasefire, the battle will rage on until its conclusion.

**Flee:** The Flee Button is symbolized by a white flag, which is commonly understood to mean "surrender." No matter; when you want to quickly get out of harm's way, this is the button you use to begin your escape. Selecting "Flee" means you've chosen to break contact with the enemy and withdraw from the map. Since an orderly retreat-from-contact is one of the trickier and most dangerous maneuvers soldiers can attempt, it's likely you'll see a message pop on the screen telling you that if you confirm this order, you will lose X number of men. As the commander, it's your call—take the additional casualties in order to save most of your men for another day, or countermand the order and fight grimly on, hoping the enemy will lose heart before your men reach the end of their endurance.

**Demolition Timer:** This works in tandem with the "Blow Bridge" button, located directly beneath it. The demolition timer counts down to zero, as you might expect. It's important to note that when the timer hits zero, your explosives don't automatically detonate and turn one of the game's bridges into Tinker Toys. When the timer hits zero, that means that the bridge in question is ready to be destroyed, by hitting the button below the timer.

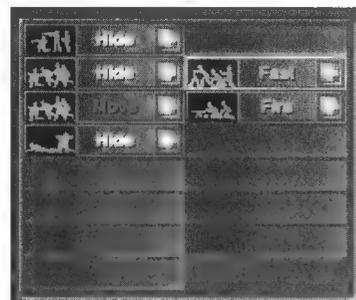


**Blow Bridge:** This option is only enabled when you play the German side. Demolishing a span or two of a bridge is the surest way of ruining Allied campaign plans, but this option only becomes available if the computer determines that; a) the bridge is indeed wired for demolition and those wires have not been cut by the enemy, and b) you have received authority from your superior officers to push the plunger. If both these provisos have been met, the only thing you're waiting on is for the demolition timer to run out of numbers. Then you can hit the "Blow Bridge" button and watch the fireworks.

**Attribute Indicator:** This unassuming little button gives you a power any real commander would envy; it gives you access to up-to-the-minute information on the mental, physical, and tactical condition of *all* soldiers on any team. Select a team, then click on Info. A drop-down menu lets you determine the type of information you want to study for those team-members (ammo, fatigue, firepower, morale, or suppression). Drag your cursor to the topic that concerns you and graphic symbols will appear beside each man in the team, giving you the feedback you're seeking. These symbols are called "attribute indicators." Underneath Info is another little button labeled "Style." This lets you choose how you want these indicators to be displayed on your monitor (as strength-bars, circles, etc.).

### ***The Monitors***

Beneath the Toolbar are four panels of information called Monitors. Think of them as part of your communications capability (if only the Allies real communications had functioned so well!). Three of these Monitors are always visible; the fourth (located on the far right) is an ultra close-up called the Spyglass, and it only appears when you're running the game at a screen resolution of 1024x768; on lower resolutions, this space is empty.



### ***The Team Monitor***

This Monitor is divided into two columns: the left column contains your basic infantry teams, listed in descending numerical order (Team 1, Team 2, etc.). Next to this column is a similar list of supporting teams

*You're likely to use several teams at once during any one battle. The easiest way to keep up with them all is through the Team Monitor.*

# CLOSE COMBAT A BRIDGE TOO FAR

**Tip:** *At the completion of certain commanded movements, a team will automatically assume a certain stance (until it receives new orders). If the command was "Move" or "Move Fast," the team will go into "Defend" mode when it's finished moving. If the command happened to be "Sneak," the team will default to a "Hide" mode when it's reached the end of its sneaking.*

attached for this battle (machine guns, bazookas, mortars, flamethrowers, tanks, etc.).

A "team," for purposes of the game, may mean a rifle squad, a machine gun and the crew that operates it, or a tank and its crew. A team may even be comprised of a single soldier (a Sniper).

The information displayed here will help you decide where to deploy

your assets, which orders you want to issue before the shooting starts, and what actions you want your teams to undertake as the battle develops.

To the left of each team's entry is a small graphic representation of that team—a group of riflemen symbolizes Infantry, crewmen dropping shells into a firing tube represents a mortar, and so forth. In the middle of the team entry is a one-word summary of its current orders (the default, "Hiding," in white text, indicates that your men are under cover and awaiting your first order). During battle, the word displayed might be "Redeploying," "Defending," "Firing," or any other of 37 adverbs. The standard color-coding used with this word informs you as to how well your orders are being followed: green text means everything's going well, while red indicates that the team either *can't* follow the current order for some reason, or that it's intentionally disobeying your command due to battlefield circumstances in its immediate vicinity. If this text reads "Waiting," then the team has completed its last assignment and needs new instructions from you.

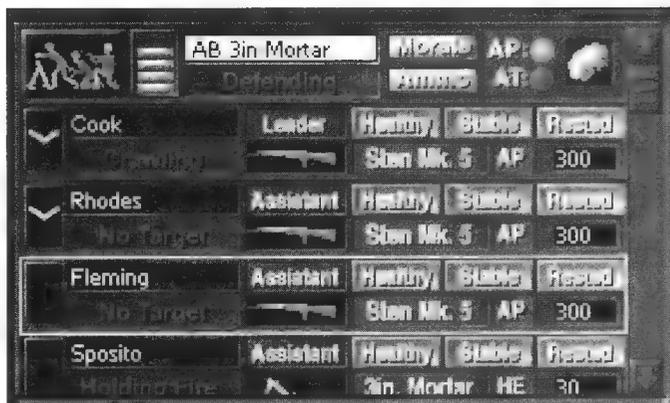
To the right of the "Order" text is a small cross (as in Red Cross, the universal symbol for medics). If it's green, the team is in good shape, regardless of the order it's following. Yellow or orange crosses indicate diminished capabilities. And red denotes...well, you probably get the general idea by now.

## ***The Soldier Monitor***

Across the top of the Soldier Monitor, you'll see a reprise of the information shown in the Toolbar. Below this header is a list of each soldier in the selected team, starting with the Team Leader. Each Soldier entry displays that soldier's insignia of rank (stripes, bars, chevrons, shoulder-pips for the Brits, etc.), and next to that, the soldier's name and the action he's currently performing (color-



coded in the standard Close Combat palette). Next is a one-word description of the soldier's function (Leader, Loader, Assistant, etc.) and an illustration of his personal weapon along with that weapon's designation (Enfield MK 4, Garand, carbine, pistol, what-have-you). Also listed is the type of ammo currently loaded and the number of rounds the soldier is carrying. The abbreviation "AB" stands, of course, for "Airborne" and will not be present in battles involving the conventional ground forces of XXX Corps.



*When it's time for battle, the Soldier Monitor shows you what each member of the team is doing and how well.*

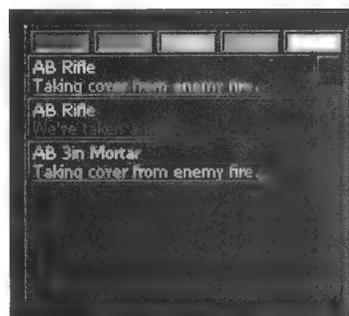
Just above the weapons/ammo data are three status report panels, displaying information about a soldier's physical condition (Healthy, Incapacitated, Dead...), his mental state (Stable, Panicked, Cowering...), and his current level of stamina (Rested, Winded, Fatigued...).

A "Winded" man can recover full stamina by resting for a brief period; a "Fatigued" man needs a longer rest and may never recover full stamina before the battle's end.

To obtain information on an individual soldier within a selected team, just place your cursor over him and click. His slot in the Soldier Monitor will be highlighted by a bright yellow outline.

### ***The Message Monitor***

Here is where you'll be constantly updated on the actions your teams are performing and the results they're getting. This information, too, is color-coded, with dark red text for the most urgent notices and green or white for the most routine. You can filter out the less important messages by clicking on the color panels to disable messages of certain colors. Selective filtering can help



*The Message Monitor displays various communiqués, and color-codes each message according to its urgency.*

# CLOSE COMBAT A BRIDGE TOO FAR



*It's not as descriptive as some other views you have, but the tiny Map Monitor shows you the entire battle scene (without any scrolling).*



*You can't enable it unless you maximize your screen resolution, but the Spyglass Monitor can definitely be a big help for studying small spaces.*

you maintain clarity in the midst of chaos—you don't *really* need to know that Rifle Team No. two is "Waiting for Orders," not if processing that information distracts you from a red-colored message conveying that Sherman Tank No. three has just taken a hit. Red messages require decisions or actions on your part; orange and yellow ones usually do, too, but not as urgently. White and green messages are just routine by-the-book reports; you can process their information at your leisure, or just dump it altogether.

## ***The Map Monitor (or Overview)***

This panel shows a scaled-down map of the entire battlefield. Victory Locations are shown as white stars or German crosses, depending on who controls them. Blue dots represent friendly teams. Red dots represent the enemy's units and will flicker on and off depending on line-of-sight considerations.

If you move your cursor over the Map Monitor, it changes into a magnifying glass. Click, and the View Monitor will center on that spot. This is a much quicker way to inspect different parts of the battlefield than by conventional scrolling.

## ***The Spyglass Monitor***

Located on the bottom-right of your screen, this panel is blacked-out unless you're running the game at a resolution of 1024x768. When active, it displays a tight close-up of the area directly under and surrounding your cursor.

The Spyglass Monitor is often useful in clarifying current situations, especially when there are a lot of infantrymen struggling for one position. Zooming in with the Spyglass can help you estimate the number of enemy casualties you've inflicted because it lets you see individual bodies and determine which ones are dead and which are just lying prone. It's also useful for examining a building or fortified gun emplacement to check just how much



damage your mortar or tank fire is really inflicting.

(For complete listings of all the possible actions and physical/mental assessments that appear in the various Monitors, along with detailed descriptions of how these “action” words decode in terms of gameplay, consult your Manual.)

### ***The Map View Area***

You can think of the Map View as the biggest “Monitor” of all. It covers the top two-thirds of your PC screen (or all of it, if you choose the “Extend Battle Area” option). This is where you see the battle action unfold and where you interact with the game by issuing orders to your troops.

By zooming out as far as possible, you can see the entire battlefield, all of your units, all of the objectives, and the location of any enemy teams that are actively firing at the moment (or the location of any enemy teams within your troops’ range of observation). Zooming in, of course, lets you examine smaller areas in greater detail. The Normal (or intermediate) zoom is probably the setting you’ll use most often.

In Deployment mode, a portion of the Map View is shaded, while another portion of it is quite dark—you’ll be able to see enemy-held Victory Locations and some major terrain features, but little else. This dark zone, then, is Enemy Territory, dangerous ground full of hidden dangers and unknown threats. The shaded zone represents No Man’s Land—

**Tip:** *Whatever zoom level you’re in, always take the time to study the lay of the land, especially if it’s a battle map that’s new to you. Where are the Victory Locations? Which are the best routes to use for approaching them? Are there woods, gullies, or dikes you can use for cover? Which areas are best traversed in a rush and which are suitable for a “Sneak” approach? No real commander would commit his men to battle without a careful study of the map...and neither should you.*



*Your maximum zoom-out view shows only the broad strokes of battle—the lay of the land and the position of Victory Locations.*

# CLOSE COMBAT A BRIDGE TOO FAR



*The intermediate zoom setting gives you some detail, without denying you an overall perspective of the action.*

both sides have it under observation, but neither side has positioned teams there yet, nor is either able to.

Obviously, the clear part of the View Area is friendly territory—your front line and the terrain immediately behind it. At the start, your units are in positions assigned to them by the computer's AI. Usually, these positions are logical

(and you can play successfully from them if you don't have the time or inclination to micro-manage your deployment), but they may not be optimal. In most games, you'll want to reposition at least some of your teams. For example, you might want one of your tanks to have either more cover or a better field-of-fire than it enjoys from its AI-assigned position. Repositioning is easy; just click on the unit and drag it to the desired location. Release the mouse button and—*voila!*—the team has redeployed.

When the Map View first appears, it defaults to the intermediate zoom level. We suggest, as the first step in your deployment, that you zoom out so you can see the entire battlefield. Once you've studied the terrain, the objectives, and the most likely locations of enemy teams, you can perform a rough deployment by using the "click-and-drag" process described above.

Now switch back to intermediate or maximum zoom in order to fine-tune your deployment. Some tweaking may be necessary: make sure that the machine gun you placed behind that dike embankment isn't exposed on top of it, for example. Or move that BAR Team inside the farmhouse, so the team members aren't grouped around in front of the building like sitting ducks.

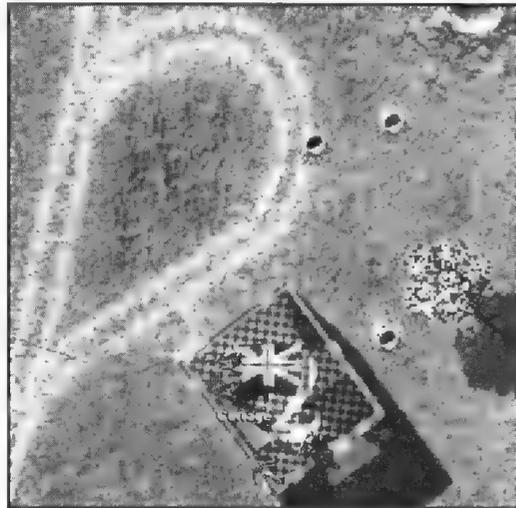
Whichever zoom level you're in, you can click on any team to either receive information about it—displayed in the Team and Soldier Monitors—or to issue orders to it. All the soldiers or vehicles in the selected team will be highlighted with colored brackets and one of them will display a circle (he's the leader). If some of your teams are in deep cover, just sweep your mouse over their general location and they'll be outlined in bright white. To give orders,



click on any team member. A team that's ready to receive orders will be outlined in light yellow brackets.

To view different areas of the map, just move your mouse in the desired direction and when the cursor reaches the edge of the screen, the map will scroll in that direction. Alternatively, you can jump quickly from one area to another by clicking on the magnifying glass in the Overview Monitor, or by repositioning the yellow rectangle that's superimposed on the map when you're at maximum zoom-out level.

Last but certainly not least, the View Area shows you Victory Locations. These may be buildings or important terrain features (like the many bridges you'll see!). Victory Locations (VLs) are designated by either a white star or a black cross, indicating which side controls that position. A "disputed" VL, one which is currently being fought over, will show a flag that's half-German and half-Allied. Capturing these locations brings you closer to victory by earning you Victory Points, as well as by giving your troops control of positions that offer advantages of cover and observation. When you capture a Victory Location, its flag changes to match the side you're commanding.



*The maximum zoom setting lets you come in close to the action, and will help clarify what's tough to discern from a distance.*

## Points to Consider

Close Combat: A Bridge Too Far uses a triple-tiered point system. The system you use is based on which style of conflict you're exploring. If you're playing an Operation, points are awarded according to which maps you control. Each map is worth ten-40 points, depending on its strategic importance. Partial points are awarded for those maps which aren't won outright, calculated by adding the strategic values of Victory Locations that the player eventually controlled within that map. Operation players are also awarded a daily score, derived by

# CLOSE COMBAT A BRIDGE TOO FAR

comparing player progress with actual historical performance. At the end of an Operation, these daily scores are compiled, resulting in a final score.

The scoring system for Campaigns, on the other hand, is rooted completely in history. You're judged by how well you push the Allies (or German) forces to victory, in direct comparison to how well those forces fared in the actual campaign. There's some variance in scoring methodology between the Campaigns, however. The Arnhem Sector Campaign, for example, lists combinations of different outcomes and grades you according to how many of these battle objectives you meet. This means that victory is rarely cut-and-dried, especially when you can have a final outcome like "Allied minor victory/German minor loss" (hardly a glowing endorsement). For the Nijmegen and Eindhoven Sector Campaigns, time is of the essence, with level of victory determined by the amount of time it takes for XXX Corps (the Allied force responsible for making the grand "push" of Market-Garden) to move through the sectors, while being actively pushed back by the Axis forces. The progress of XXX Corps is also the standard for scoring for the Grand Campaign, which collects the individual campaigns into one supreme battle-set.

The specifics of scoring are spelled out in full detail in the Help utility. (Click on the "Gameplay" tab, choose "Operations & Campaigns" from the submenu, then select "Winning" beneath that.)

## When the Guns Fall Silent...

In the original Close Combat, the computer "pulled the plug" on a battle when one side's Force Morale indicator plunged into the red zone. This feature sometimes caused frustration, especially if you were on the verge of taking your last objective and were willing to push your men hard to do it.

All that has changed in Close Combat: A Bridge Too Far. No longer does the computer arbitrarily decide when enough is enough and step in like a boxing ref to end the fight. You can, if you so choose, battle to the bitter end (and there may be extenuating circumstances in the Operation and Campaign games that make this a viable, if costly, decision), or you can decide when to withdraw and try again later.

Whether you're playing solo against the AI or against a human opponent, the battle ends when one side decides to throw in the towel. You can do this simply by hitting the Flee icon on the Battle Screen (in which case the



# CLOSE COMBAT A BRIDGE TOO FAR

showing the exact number of casualties suffered by each side, broken down into four categories: Infantry, Armor (which includes tanks, self-propelled guns, halftracks, etc.), Guns (anti-tank weapons, field artillery, etc.), and Vehicles (trucks, jeeps, cargo-carriers and other “soft” targets).

The Medals panel shows how many decorations your men won for their actions during the last battle (look at all the Purple Hearts!).

The Status and Ceasefire Options pertain only to Operations and Campaigns, and will be discussed later. Likewise, in single-player battles against the AI, you can disregard the Chat Window and Disconnect buttons—they’re active only when you’re playing a human opponent via a modem or network.

Clicking on the Command Screen button takes you back to that primary screen, where you can start a new scenario, load or save a scenario, or quit the game altogether.

## ***The Details Screen***

When you click on Details, you’ll see a grid displaying the name of each soldier who participated in the battle. Along with each soldier’s name, you’ll see their rank (except for buck privates who apparently don’t “rate” an insignia), and below the names, the weapon they carried or helped to crew.

To the right of all this information you’ll find several columns of data. Most important is the soldier’s overall Health status. If a man comes through a fight unscathed, you’ll see a green “OK” posted. A single red cross indicates a flesh wound—the soldier in question can still fight, but his physical condition (and consequently his usefulness in the next battle) has been diminished. Two red crosses denote a serious wound—this man *might* live, but he’s going to be out of action for the rest of the Operation or Campaign. A red “KIA” means exactly what you’d expect: killed in action. Finally, a small white flag means that this soldier surrendered and is now languishing in a P.O.W. camp somewhere behind enemy lines.

Note that you can view these details for each nationality that took part in the battle by clicking on the small flag tabs.

To the right of the Health column are five other columns detailing each soldier’s physical and mental condition, his current experience rating, and the state of his morale (all represented by the same kind of horizontal tick-marks used in the Soldier Monitor). Everyone who took an active part in the last battle

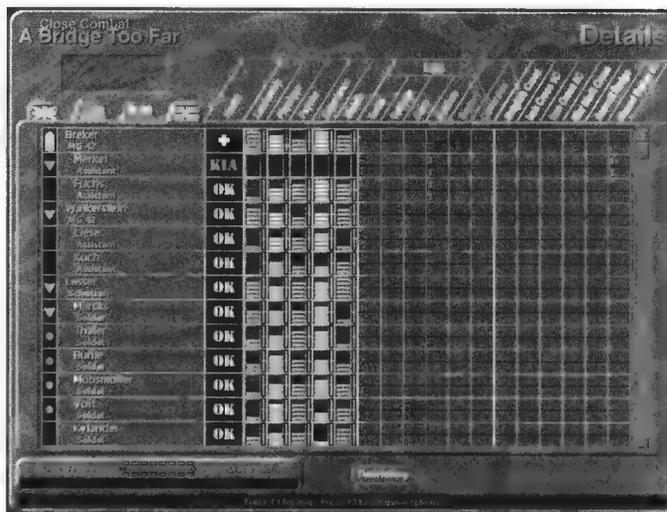


will be more experienced now than before the fight. As long as a soldier wasn't wounded in a battle, he'll be slightly more valuable to you in the next engagement, by virtue of his hard-won experience. Tiny arrows (red for negative, green for positive) next to the tick-marks show you if the number of tick-marks has gone up or down. Note that a soldier may well have gained "experience" during a battle but was traumatized enough by the combat to lose a level of morale or mental stability.

"Kills" shows how much hurt that soldier inflicted on the enemy. The next two columns record how many heroic or cowardly acts the man performed in his last engagement, and the yellow columns on the far left show which decorations, if any, were handed out as a result of his performance.

One thing you're sure to notice as you follow a sequence of Details Screens is that the mere accumulation of experience doesn't necessarily guarantee that a soldier will automatically become more battle-proficient or more heroic. It's a tribute to the game's realism that some soldiers slowly burn out—their experience level might be a glowing green, but their mental condition is weakening, symbolized by a dark, foreboding red. This adds another test of your leadership, because you need to carefully consider where to deploy such troops. Like fear, battle stress can be contagious, and can quickly ruin the execution of your strategies.

Being able to follow the fate of your men throughout the course of Market-Garden gives *Close Combat: A Bridge Too Far* an added element of drama and humanity. It's one thing to command an arbitrary set of computer-generated soldiers, when you know that by the start of the next battle, your troops will be

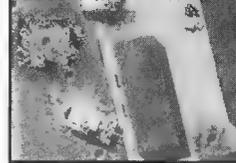


*The Details Screen fleshes out the rest of your battle profile, even chronicling which troops were cited for meritorious service.*

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replenished with fresh new computer-generated recruits. On the other hand, when you lead a set of soldiers through one round of combat after another (as you do in Close Combat: A Bridge Too Far's Operations and Campaigns), there's an emotional bond that's forged between you and your warriors. When one of these soldiers falls in battle, you definitely *feel* it.

# Chapter Two



## COMBAT COLLEGE

We've covered some of the mechanics of gameplay in Microsoft's *Close Combat: A Bridge Too Far*, but that's only one part of a very rich gaming experience. Now let's learn the basics of battle. In this chapter, we'll take a look at the Boot Camp tutorial, which walks you through the various activities of war—everything from issuing commands, relocating your troops, and conducting basic tactical procedures. Along the way we'll also cover some standard maneuvers which should be part of any commander's training repertoire.

### A G.I. Glossary

To better prepare for Boot Camp, let's brush up on some of the most commonly used military phrases pertaining to Operation Market-Garden. Many of you are no doubt already familiar with this terminology, but if this is your first war game, you might find the specialized vocabulary of military operations a bit daunting. Experts can skip over this section, although novices may find it of considerable worth.

**Assault Gun:** First developed by the Germans to provide close-up artillery support, assault guns were originally self-propelled cannons. Later in the war, to compensate for the numerical superiority of Russian tanks, the Germans designed different varieties of assault guns. These were basically tanks without turrets (which could be mass-produced much faster than real tanks). Consequently, the cannon in an assault gun could not move from side to side except in a limited arc (30 degrees or so). Engaged from the front, assault guns are just as heavily armored as tanks and just as hard to knock out. Attacked from the sides or the rear, however, they're vulnerable not only to antitank fire but to small arms fire directed against their relatively exposed crews.

# CLOSE COMBAT A BRIDGE TOO FAR

**Deployment:** The act of strategically positioning the teams you control (before a battle begins). The operating principle is that some of these positioning arrangements are likely to be much more successful than others.

“Redeployment” simply means the act of moving a unit to a new location during battle.

**Direct-Fire Weapon:** Referring to the path of a projectile-firing weapon. Any weapon that fires its projectiles in a straight line is said to be a *direct-fire* weapon. Examples in this game include rifles, machine guns, tanks and anti-tank guns. Weapons in Close Combat: A Bridge Too Far that aren't direct-fire in nature: mortars, grenades, dynamite.

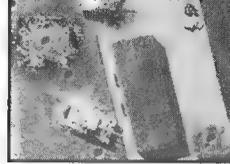
**Enfilade Fire:** When a fighting unit is attacked from the side, rather than from the front, that unit is said to have received *enfilade fire*. It's not as much of a threat to you in this game as it could be, as you'll never be fired upon by enemies positioned (hypothetically) beyond the edges of the Map View. It wouldn't really be fair to make the commanders of this game responsible for hostile fire from forces that can't be seen because they're “off the map” (although the real fighters in Market-Garden weren't similarly safeguarded).

Of course, you *can* take enfilade fire from teams that are on the map (and return it in kind, too). In some ways, enfilade fire is more of a hazard to the attacked force because the flanks often go unprotected, whereas the front of a fighting unit typically remains braced for possible attack. Should one of your teams fall prey to enfilade fire, redeploy that team immediately and have them face the source of the fire. Next issue a Defend order (alternate tactic: use the Hide option, especially if you're under extreme pressure from the enemy). Other potential solutions for countering enfilade fire: retargeting your heavy weapons against the units firing at you; moving your infantry and/or armor so you don't outflank the enfilading enemy unit; or (as a final option) having the targeted unit pull back until it can reach cover.



*You needn't worry about enfilade fire from enemy teams off the map, but it's still a threat from visible teams that might try to attack you from the side.*

**Envelopment:** Similar to a flanking maneuver but taken further. An envelopement tries to get behind a portion of the enemy's line by making a deep movement around his flank. A double



envelopment attempts the same kind of deep penetration on both enemy flanks. If successful, this can result in the enemy being surrounded and cut off.

**Field of Fire:** The area within a certain terrain that a weapon (or group of weapons) can target effectively from a given position. Generally speaking, the wider the field of fire, the better.

**Flank:** Either the left or right side of a military position or formation. Note: In Close Combat: A Bridge Too Far, when we speak of the enemy's flanks, we're basing "left" and "right" on their point-of-view. By the same token, when we describe friendly units, we're basing the left-right designation on the friendly unit's point-of-view.

**Flanking Attack:** A maneuver that sends an attacking force around the side (flank) of the opposition's defensive line. This move gives the attacking force a definite strategic edge because it opens the defender up to enfilade fire and likewise causes him to shift his strength, and his attention, from the front of the unit.

**Kampfgruppe:** German for "Battlegroup." These were temporary formations created to counter emergency situations, cobbled together from whatever units happened to be in the threatened area. Varying in size from a company to a brigade, these ad hoc groups were made up of whatever was available: tanks, replacements, supply troops, idle Luftwaffe or Navy personnel, garrison troops, headquarters' staffs, bits and pieces of artillery, and were usually named after the officer delegated with forming them and leading them into battle. The Germans were masters at this kind of improvisation, and gave dramatic proof of the fact during Market-Garden. While the Allies were occasionally forced to create similar hodge-podge forces (as in the Battle of the Bulge), the Kampfgruppe doctrine was never officially recognized, nor were Allied officers trained in its techniques.



*A well-executed flanking attack can take advantage of an enemy's unprotected sides, as well as diverting its focus from the front-line action.*

# CLOSECOMBAT A BRIDGE TOO FAR



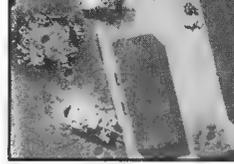
*Close Combat: A Bridge Too Far uses color-coding to let you know which shots are within your Line of Sight, and which aren't worth your ammo.*

**Line of Sight (LOS):** An invisible line connecting the eyes of a soldier and the enemy unit or vehicle he's trying to look at. Two teams standing at either end of an open field, for example, are totally within each other's LOS. Direct-fire weapons must have an unobstructed LOS to hit their targets. Due to the scale of Close Combat: A Bridge Too Far's battlefield maps, all weapons except mortars, grenades, and dynamite are direct-fire.

**Recon Teams:** To perform reconnaissance means to scout the terrain ahead of the main friendly force in order to spot enemy positions and units *before* they can open fire. Recon teams are usually small and highly mobile, armed with submachine guns and other short-range weapons. They tend to be excellent at "sneaking," but terribly vulnerable if they get into a firefight with a stronger enemy team. Utilize them carefully, where they'll do the most good. Never send them across open terrain or use them to defend a front-line position (unless it's a dire emergency).

**Strategy:** A formal definition describes strategy as the art and science of employing a nation's armed forces to secure the goals of national policy through the application of force or the threat of it. More simply put, strategy is a fighting force's overall plan of operations, the "Big Picture" that determines its actions. In Close Combat: A Bridge Too Far, the Campaigns definitely involve strategy, while the Operations can be regarded either as small-scale strategic events or "grand tactical" events, as you so choose.

**Supporting Weapons:** As the name implies, these are heavier, more potent (but less mobile) weapons intended to bolster the actions of your infantry. Tanks and other armored assets may be used in either a supporting role or as assault units. Typical support weapons are the Vickers machine gun, the German 88, and the various mortars employed by both sides.



**Suppression:** A heavy volume of fire that forces enemy troops to keep their heads down or to disperse and find cover. A suppressed team will be unable to shoot as often or as accurately as the side causing the suppression.

**Tactics:** If strategy can be described as a “Grand Plan” for ultimate victory, tactics are the building blocks of such a plan. Tactics are the techniques of deploying and directing military forces in coordinated combat actions against the enemy in order to gain the objectives designated by strategy. Tactics are battle-specific, on-the-spot methods local commanders employ to attain their immediate objectives (in concert with the larger objectives of the High Command’s overall strategic plan). A successful tactician must be quick to adapt to the fluid demands of combat and must be able to make the most of the resources at hand.



*The Vickers Mark 1 Machine Gun provided reliable support coverage for British infantry—throughout two world wars.*

## Welcome to Boot Camp!

Close Combat: A Bridge Too Far’s Boot Camp utility is the game’s equivalent of Basic Training. Even if you’re a veteran wargamer (or, for that matter, a veteran of the first Close Combat), we recommend you take at least a quick tour of Boot Camp. The Close Combat system is very different from that found in other war games, and there are significant changes and additions to the present game’s training utility. Boot Camp consists of five sections:

- The Quick Tour
- Viewing Terrain
- Monitors and the Toolbar
- Infantry Tactics
- Armor Tactics

### *The Quick Tour*

Here’s where you’ll learn how to issue commands to your teams: Move, Move Fast, Fire at a target, Sneak up on the enemy, dig in and Defend, and Hide from the enemy. This is the basic stuff for survival and mastering such commands is

# CLOSE COMBAT A BRIDGE TOO FAR

essential for victory. Boot Camp makes things as clear as possible; you'll see large gray arrows showing you where to click, and you'll find plenty of feedback commentary on the screen. This is where the computer program "tells" you what to do next, why you're doing it, and (post-battle) how well you did it. Think of the computer program as a benign drill sergeant.

Let's take a closer look at how these basic commands work in the game.

## ***Move, Move Fast, and Sneak***

All three of these "locomotion" commands are issued in the same way:

1. Highlight the team you want to give an order to. Position your cursor over any member of that team and right-click. The Command Menu appears.
2. Click on Move, Move Fast or Sneak and drag the mouse to the place on the map where you want this team to travel. A blue line will appear between the team and its destination, along with the distance, in meters, represented by that line.
3. Click on the spot you want your team to reach. A destination dot will appear to mark that location (blue for Move, purple for Move Fast, and yellow for Sneak).
4. The Team will attempt to reach that destination, using a route that the computer deems optimal. Once the team arrives at the dot, it will vanish. You'll see "Redeploying successful" appear on the Message Monitor and hear a radio transmission confirming the fact. If enemy action prevents the team from reaching its destination, a message will be displayed explaining the situation. If the problem is urgent, the message text will appear in red.

When issued a Move command, the team will advance cautiously but steadily, taking advantage of any available cover. Move commands are suitable when long distances are involved and when you want the maneuver to be executed with a reasonable balance between stealth and speed.

Move Fast, on the other hand, is best used for short rushes, assaults, or when time is of the essence (capturing a bridge before the Germans can blow it up, for example). But it is a command best-used sparingly. Keep in mind the fact that each of your soldiers is burdened with at least 50 pounds of gear and weaponry, and if they are forced to double-time it across too long a distance,

## CHAPTER TWO: COMBAT COLLEGE



they'll arrive at their "dot" in a state of exhaustion, even if they haven't taken any enemy fire along the way. An exhausted team won't be able to fight well and is much more susceptible to suppression, loss of unit cohesion, and eventual panic. Unless there's a compelling tactical reason to push the men hard, we recommend using Move Fast only for distances of 60 meters or less.

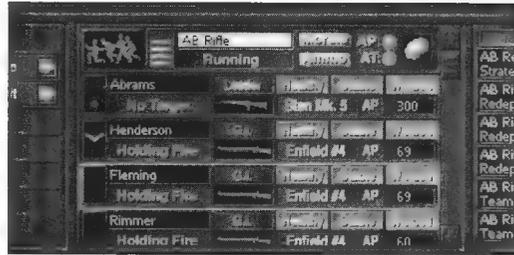
The Sneak command is new to Close Combat: A Bridge Too Far, and you'll find it especially useful in house-to-house fighting. A sneaking team will hug the ground and crawl, often seeking the long-way-round if there's better cover. Team members will watch carefully for any signs of the enemy and will alter course to avoid detection, if necessary. When a sneaking team reaches its destination, it automatically goes into Hide mode and will hold its fire unless it perceives an opportunity to ambush an enemy unit at close range.

To cancel a movement order, simply click on a team to open the Orders Menu and select Defend—in the absence of any other command, a team will always default to the Defend mode and will not fire unless provoked.

### ***The Fire Command***

You issue a Fire command just as you did a Movement command. Select the team you want to open fire, click on Fire from the Orders Menu, and drag the cursor to the intended target. Pay close attention to the color of this line; different colors signify good or not-so-good lines of sight. A bright green line indicates that your men have a good bead on their targets and an unobstructed LOS. Dark green means they have a partial or intermittent sighting—perhaps the enemy team is behind a screen of bushes or some other form of light cover. If the LOS line is red, you can't observe the target well enough to shoot. Sometimes the LOS line will start out bright green and then change color as the range increases; if your men can see multiple targets, these color-changes help you prioritize targets, according to the likelihood that you'll be able to hit them.

If you're targeting with an indirect-fire weapon (mortars, grenades) your LOS/ranging line will be orange. On comparatively rare occasions, however, a mortar team can actually see its target, instead of firing from map coordinates,



*Your troops are capable of really hustling around the battlefield, but it's up to you to see that they don't move too fast too often.*

# CLOSE COMBAT A BRIDGE TOO FAR

**Tip:** *Despite what you've just read, there are times when you might wish to concentrate your fire on a more distant target (indicated by a dark green line) rather than a closer, easier-to-hit one. Maybe the best possible target is a depleted enemy rifle team 60 meters away, while the next best target is an enemy mortar team 100 meters away. The mortar is a danger to every team under your command, so throw all the fire at it you can muster. You might not wipe out the crew, but you'll certainly hamper its performance!*



*Direct hit or not, you can still inflict heavy damage with area fire (which results from having a partially blocked LOS).*

in which case the LOS line will be green and the chance of hitting the target will increase significantly. In general, though, mortar accuracy is a function of the crew's experience rating.

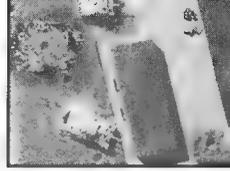
When you mark a target for direct line-of-sight fire, the cursor will turn into a crosshair—and that's when you've got 'em in your sights good and proper! If your firing team has a partially blocked LOS, or is shooting with a mortar, the cursor is shown as a circle. This means you'll be hitting the target with "area" fire (i.e., you're plastering the general piece of terrain occupied by your target). You may or may not cause casualties, but you'll certainly cause suppression. The heavier the volume of your fire, the greater the suppressive effect.

Range is also a vital determinant when it comes to fire-effectiveness. If the number of meters shown at the end of your firing line is green, you're in optimal range. If it's yellow, you're within the theoretical range of your weapon, meaning you might or might not hit anything, depending (again) on the experience and morale of the team doing the firing. Red numbers mean

you're firing at the extreme theoretical range of your weapon—you may as well save your ammo. (For example, the "official" range of a Tommy Gun was 600 yards, but nobody ever hit anything at that distance except by sheer luck.)

## ***The Smoke Command***

Smoke screens are useful additions to your arsenal: they hide your movements from the enemy and reduce the accuracy of his fire. Mortars and tanks can lay



down smoke at long ranges; infantryman (usually carrying only a couple of smoke grenades per battle) can create smoke screens only out to the limit of a hand-thrown missile, usually about 45 meters. Smoke is most effective in masking movement across open terrain, or close-assaults across streets that are under enemy observation. You issue a Smoke command just like a Fire command: click, drag, release. Smoke targets are marked by gray dots.

### ***Defend and Hide Commands***

If your teams come under direct enemy assault, issue a Defend command. Teams so ordered will seek cover, go prone, and arrange their fields of fire to meet the enemy threat. There is no “dot” for this command. It is the default command for any team that has completed an order and not yet received a new one.

Hide is the default command for any Sneak team that reaches its destination, although any team can be so ordered.

When commanded to Hide, a team immediately seeks the nearest cover and attempt to conceal itself from the enemy.

You can also use this command—often with devastating results—to set up an ambush, because any team in the Hide mode will automatically open fire on any enemy unit that comes within 30 meters of its hiding place.

### ***Viewing Terrain***

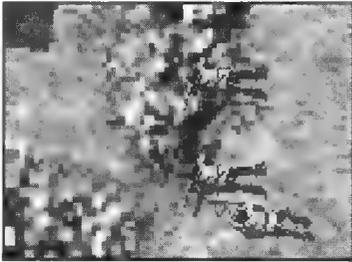
In most military operations, it's crucial to learn the lay of the land—and how the battle terrain can help or hurt your efforts. These Boot Camp exercises will familiarize you with map features and advise you on how to spot good cover.

**Tip:** *Never move your men to a location in which your own weapons are conducting area-fire. Machine gun and mortar crews are usually too far away to see what's happening on the front line with any certainty and unless you order them either to cease firing (by clicking on Defend) or retarget the attack to a new enemy-held location, they'll just keep blasting away. And nothing in the game, or in real war for that matter, demoralizes a unit faster than casualties caused by “friendly” fire.*

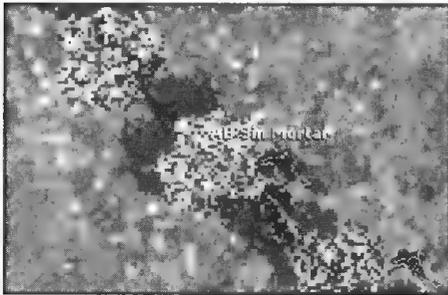


*You can cover your tracks with a well-positioned smoke screen.*

# CLOSECOMBAT A BRIDGE TOO FAR



*There were vastly more hedgerows to hide behind in the first Close Combat, but then again, this is Holland, not France.*



*Whether you're a nature lover or not, hiding out in the woods often makes a lot of sense in this game.*

Although the manual covers terrain features in considerable detail, we'd like to show you some of the most common of these features and comment on how they might affect gameplay.

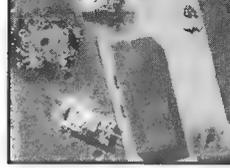
## **Natural Terrain Features**

**Dirt, Grass, Cultivated Fields:** Exposed, flat areas that are easy to cross, but which provide no protection whatsoever from enemy fire. Granted, tall grass and crops do provide some concealment, but can't help you when it comes to blocking bullets. If you must advance across such terrain, and you have reason to believe it's within enemy observation, screen the maneuver with smoke and support it with as much suppressive fire as you can muster.

**Hedgerows:** You won't see as many hedgerows as you did in the first Close Combat, but some dike embankments are lined with them. Be advised that Dutch hedgerows are not, in general, as dense and protective as those in Normandy. They may provide some protection from small arms fire, but their main value is concealment, especially from enemy positions that are perpendicular to the direction of the hedges.

**Elevations:** This is Holland, so you won't find many natural elevations except in two regions—the Groesbeek Heights (east of Nijmegen), and a similar patch of low ridges north of Arnhem. These offer the classic advantages of the "High Ground": better observation out to longer distances, greatly enhanced line-of-sight, and reasonable protection from all types of enemy fire except mortars.

**Trees:** Patches of woods provide excellent concealment and generally good protection from small arms fire. Single trees, or clumps of trees, only shield you from the front.



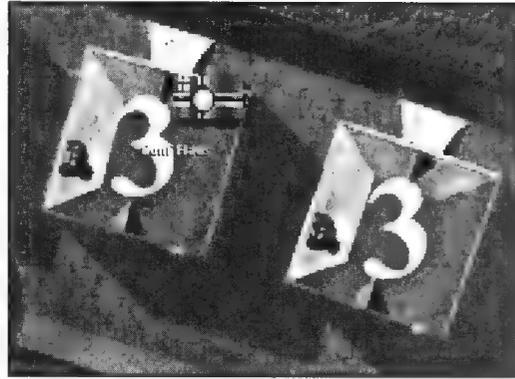
### **Man-Made Features**

**Ditches and Dikes:** Northern Holland is a patchwork quilt of dike embankments, usually found in conjunction with drainage ditches. Ditches can be used to conceal advancing troops and afford some protection from direct fire (unless the enemy occupies higher terrain in their vicinity, in which case they can become death traps!). Dike embankments are stout earthworks and offer solid protection from fire directed at them from the front. Plunging fire from mortars, however, can easily hit anyone sheltered behind an embankment.

**Stone Walls:** Often found marking property boundaries in rural locations, these provide excellent concealment against anything but mortar fire.

**Wooden Buildings:** More often found on farms than in the cities, these offer give good concealment and fair protection against small arms fire. Any weapon heavier than a .30 cal. machine gun, however, can punch through their walls with ease.

**Stone or Concrete Buildings:** Found mostly in urban areas, these structures are ready-made strongpoints that offer both protection and concealment from all sides. Many of the buildings in this game are multistoried (the number of floors is shown by the numbers superimposed over them on the map.) Note: in the first Close Combat, the buildings had no roofs—if they were occupied by the enemy, you could see the troops inside. In this game, however, every building has a roof (unless it's been smashed by heavy bombardment or destroyed by fire from a flamethrower). The only way you can learn if a building is in enemy hands is either by getting close enough to look into it, or by observing the muzzle-flashes of gunfire directed from its windows. When you seize control of a multistoried building, you gain the same advantages as you would from controlling any elevation—the higher the building, the farther you can see from it.



*Anybody home? In the first Close Combat, you could tell with a glance if buildings were enemy-occupied. This time around, though, you'll have to work harder for that information.*

# CLOSE COMBAT A BRIDGE TOO FAR

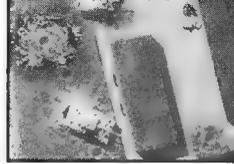
**Tip:** *Capturing taller buildings can be a great advantage in street-fighting situations. Not only does their possession give you an edge over enemy infantry, it gives you an excellent chance to attack enemy tanks from above, where their armor is weakest. Given a choice between seizing a two-story building and a four-story one, go for the latter.*

**Bridges:** These are the most crucial man-made objects in the game. The Germans must defend and/or demolish them in order to win; the Allies must capture or rebuild them. The Allies gain control of a bridge by seizing both sides of it and holding them against counterattacks. In the Operations and Campaigns, a damaged bridge will be replaced overnight by a pontoon bridge.

It's a bit trickier for the Germans. If you're playing that side, you won't want to demolish a bridge until the last possible moment (after all, you may need it to facilitate a counterattack), and if you *do* blow a bridge, the game forces you to retreat from that particular map. You can't destroy a bridge unless your engineers have wired it with demolition charges and you can't blow it up until you receive authorization from your superior. These two factors are symbolized by the Demolition Timer. If you're playing the Allied side, the Timer shows elapsed time, just like a clock. But if you're on the German side, the Timer shows a countdown. Not until it reaches "zero" does the Blow Bridge button light up. Once it's lit, you can set off the explosives at your discretion. If the first signal doesn't trigger the blast, the Demolition Timer will reset to one minute and you can try again. The explosives can fail for several reasons: bad wiring or a defective detonator (i.e., today is not your lucky day!) or Allied troops occupying one end of the bridge and presumably hacking through every wire they can find.

**Trenches and Foxholes:** You'll find these elementary field fortifications in some scenarios. Sometimes they'll be abandoned; on other occasions you'll have to fight for them. Foxholes provide excellent all-around protection from anything except a direct hit by a mortar shell. Trenches give the same benefit to the front and rear, but are dangerous places to be if the enemy opens fire from a parallel direction—i.e., down the length of the trench.

**Bunkers and Pillboxes:** These may be permanent fortifications (built with concrete) or temporary strongpoints made from sandbags, logs, and chunks of masonry. They are very tough to capture with infantry unless they've been softened up by tank and artillery fire first. Small-bore mortars (60mm for the Americans, for example) can't do more than scratch a concrete pillbox, so don't



waste your ammo on them unless you have nothing else to throw at them. Larger caliber mortars and tank weapons will do visible, cumulative damage by gradually chipping away at the concrete. When the time comes to mount a close assault on a “softened-up” pillbox, include a flamethrower or an engineer/assault team with satchel charges in the attacking force, if you’re lucky enough to have them on hand.

### **Monitors and the Toolbar**

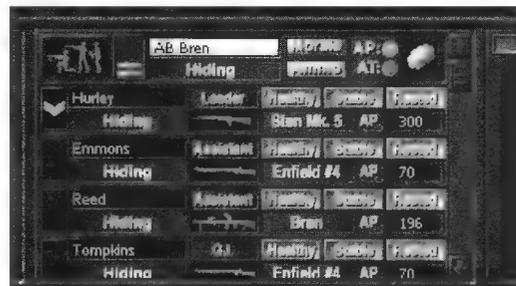
We’ve already described these features in detail in the previous chapter, but it won’t hurt to recap some of that information here. After all, it’s vital. The Monitors provide a sort of running commentary on what each soldier, and each team, is doing at various times in the battle...and how well they’re doing it.

Some of the most useful information you can glean from the Monitors:

**Team Effectiveness:** You can get a good idea of how effectively a team is likely to be by examining its Experience bars and their color. For example, if a team displays two horizontal tick-marks that are a sort of tan-orange color, this tells you that the men in this unit are green, inexperienced, and perhaps unreliable in a tight spot. You may improve their performance by stationing them close to a veteran team, but you have no guarantees that it will. In stand-alone battles, such a team is much more likely to panic, cower, or lose effectiveness after firing a few shots in the general direction of the enemy. You might do well to use them in a less-exposed support role. In an Operation or Campaign situation, however, such a unit will gain experience and become steadier and more proficient—if its men survive their first few engagements.

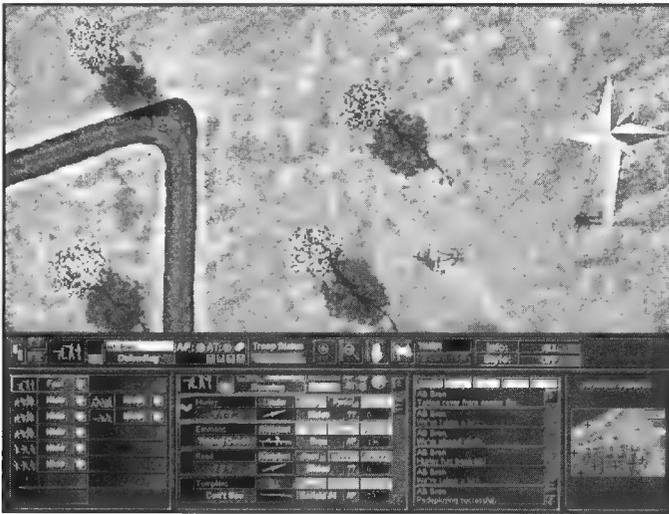
**Fatigue levels:** Teams can be pushed too hard by too many Move Fast orders issued in rapid succession. If possible, put them in Defend mode until they’re no longer “Winded.” If you try to force them into offensive action in their present condition, they’re going to be very susceptible to suppression or even panic.

**Vehicle status:** Pay especially close attention to what’s going on inside your tanks. Even an experienced crew may lose



*A young team like this one needs to be brought along slowly and carefully before being thrown into the thickest battles.*

# CLOSE COMBAT A BRIDGE TOO FAR



*These fatigued soldiers probably want to know who's really trying to kill them—the enemy or their own commander!*

effectiveness due to jamming guns, mechanical failures, or lack of ammunition. No purpose will be served by ordering such a vehicle to fire or advance, until you get a message informing you that the problem has been fixed.

## ***Listen up, Soldier!***

Although this topic is not covered in Boot Camp, it's worth including in your basic training. Close Combat: A Bridge Too Far has an elaborate, realistic, situation-specific soundtrack. Different

weapons make distinctive sounds when fired and since the sound effects are in stereo, you may get a rough fix on where that MG 42 is firing from, due to its unmistakable ripping sound. If you're suddenly taking shell fire and you can't tell where it's coming from, listen for the distinctive "Wonk!" of a mortar round leaving the tube—at least that tells you the fire isn't coming from a tank.

Radio messages are equally informative. Before a team assaults a Victory Location, it will send a transmission to that effect—a good cue for you to start watching events on that part of the map, so you can help them out if need be. And if you hear a somewhat irate voice yelling "We can't go!" it does not necessarily signify insubordination; the team in question is simply in the wrong position to carry out its last order. For example, a Bazooka team ordered to fire at a Panther tank will transmit a "We can't go!" message if you issued that order when the Bazooka team is in *front* of the Panther. Its men know that a frontal shot against that tank's thick armor will be about as effective as a spitball. Intervene and issue a Move order that places the Bazooka team *behind* the Panther, and you'll hear no more complaints—they'll start lobbing rockets as soon as they have a clear line of fire.

# Chapter Three

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## D-DAY

“Reinforce success!” has been a fundamental axiom of strategy since the creation of armies. But by early September 1944, the question facing Eisenhower and his planning staff at SHAEF (Supreme Headquarters, Allied Expeditionary Forces) was: “which success?” The choice was narrowed by the fact that Eisenhower’s only strategic reserve was composed of glider and paratroop units, the First Allied Airborne Army, commanded by General Lewis Brereton.

As early as July, Ike had requested his staff to prepare some sort of airborne operation characterized by “imagination and daring,” and they had industriously complied...not once, but eighteen times. Ike was also under gentlemanly pressure from Gen. George C. Marshall, the U.S. Chief of Staff in Washington, and somewhat grumpier pressure from the fire-breathing Gen. Henry (“Hap”) Arnold, commander of the Army Air Forces, to mount a demonstration of just what a massive airborne operation could achieve, preferably one launched deep inside German territory. The problem was that Allied ground armies were advancing so fast, in so many areas, that conventional forces overran the proposed objectives faster than the airborne operations could be mounted. Of the eighteen proposed plans, five reached the stage of advanced planning and three got as far as actually loading the planes, before circumstances on the ground in Europe rendered these plans pointless.

If the airborne reserve was to be used, it had to be soon. Summer was waning, and once the autumn weather set in, any proposed airborne operation would become a very iffy proposition. As the official U.S. Army historian of Market-Garden put it: “The paratroopers and glidermen resting and training in England had become, in effect, coins burning a hole in SHAEF’s pocket.”<sup>1</sup> By the time the first American patrols reached the German border, supply problems and stiffening enemy resistance indicated that the window of opportunity was closing fast.

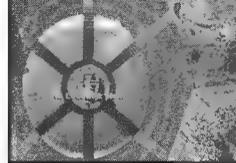
# CLOSE COMBAT A BRIDGE TOO FAR

Much of the strategic planning was devoted to finding some way of using the Airborne Army to provide an extra push across the Rhine before the Germans were able to finish regrouping and before the Allied advance ran out of steam, due to chronic and growing logistical problems (most especially with regard to gasoline supplies). One such plan was dubbed "COMET": a division-and-a-half landing near Arnhem, ahead of the British Second Army's projected axis of advance into the Netherlands. COMET was scrubbed on September 10, when it was determined that the allocated forces would not be sufficient for their assignment.

Scrubbed perhaps, but not forgotten. On the very day of COMET's cancellation, British General Bernard Montgomery sketched for Eisenhower a plan that was essentially a much stronger version of COMET. It was code-named "Operation Market" and it called for three-and-a-half airborne divisions to be dropped near the Dutch cities of Grave, Nijmegen, and Arnhem. These forces would seize bridges over the Waal (the Rhine in Dutch), the Maas, and the Neder Rijn (the Lower Rhine, which is actually higher on the map than the Rhine's southern fork, the Waal), along with several secondary bridges over several canals. The goal: open a corridor 50 miles long, leading northward from Eindhoven. As soon as a secure landing zone could be captured near Arnhem, these airborne forces would be reinforced with a much more heavily armed "air portable" division. The companion operation was named "Garden," and comprised a thrust by the British Second Army north from the Dutch-Belgian border all the way to the coast of the Zuider Zee, 99 miles distant. The main thrust would be provided by the British XXXth Corps from their bridgehead across the Meuse-Escaut canal, only a few miles below Eindhoven. It would be spearheaded by the Guards Armored Division, one of the best units in Montgomery's inventory, and its flanks would be protected by supporting advances by the VIIth and XIIth Corps.

Three major objectives would accrue from the success of Market-Garden:

1. Cutting off the land escape route of all German forces in western Holland, including the Fifteenth Army which was doggedly defending the Schelde Estuary;
2. Outflanking the West Wall;
3. Positioning British forces for a subsequent thrust into Germany, across the North German Plain, and into the Ruhr, where most of the Reich's heavy industry was concentrated.



Montgomery was fired up about the plan, so fired up that his initial presentation to Eisenhower created a memorable scene. One eyewitness described the meeting thus:

...referring to a file he had brought in which were copies of all his letters and signals to the Supreme Commander. Montgomery made a detailed analysis of the opportunities they had missed, the subsequent events which confirmed these and, in effect, the mistakes which the Supreme Commander had made. The Field Marshal's manner was didactic and, as the review expanded, it began to assume the character of a schoolmaster reproaching a pupil. Eisenhower, a man of great heart, leaned across the table to put a hand on Montgomery's knee.

"Steady, Monty," he said, "You can't talk to me like that. I'm your boss." There was a silence...then Field Marshal Montgomery, great too in his own way, accepted the rebuke. "I'm sorry, Ike." <sup>2</sup>

But as early as September 10, the day Eisenhower approved the operation, there were ominous intelligence reports reaching Montgomery's headquarters that contradicted his ebullient optimism. Signals from the secret transmitters of the Dutch underground brought news that was, or certainly should have been alarming: two Panzer divisions, the (the 9th and 10th SS Panzers) were being moved into northern Holland for rehabilitation and refitting (both units had suffered heavily in France). The Dutch Resistance also passed along rumors that the reception areas for these divisions were in the vicinity of Nijmegen and Eindhoven.

Eisenhower's Chief of Staff, Gen. Walter B. Smith, was particularly worried when he got wind of these reports. He sought and received Ike's permission to warn Montgomery and strongly suggest that two, not one, divisions should be dropped near Arnhem; either that or one of the American airborne divisions slated to drop farther south be redeployed to drop much closer to Arnhem. Montgomery laughed at Smith's Cassandra-like warnings and as Smith recalled "waved my misgivings airily aside." <sup>3</sup>

There were other disturbing signs, too, which Monty also choose to "wave away": palpably stiffening resistance in front of the British bridgehead over the Meuse-Escaut Canal, and some captured documents in possession of the 82nd Airborne's G-2 staff which indicated that the Germans were reorganizing and refitting much faster than previously estimated. This information was duly passed on to Montgomery, but nothing penetrated his mood of confidence. At worst, he assured anyone who urged caution, there would be only a "crust" of

# CLOSE COMBAT A BRIDGE TOO FAR

resistance, which the XXXth Corps could bash through quickly, and then advance 99 miles to the sea in no more than five days after the start of Market-Garden.

## Meanwhile, on the German Side...

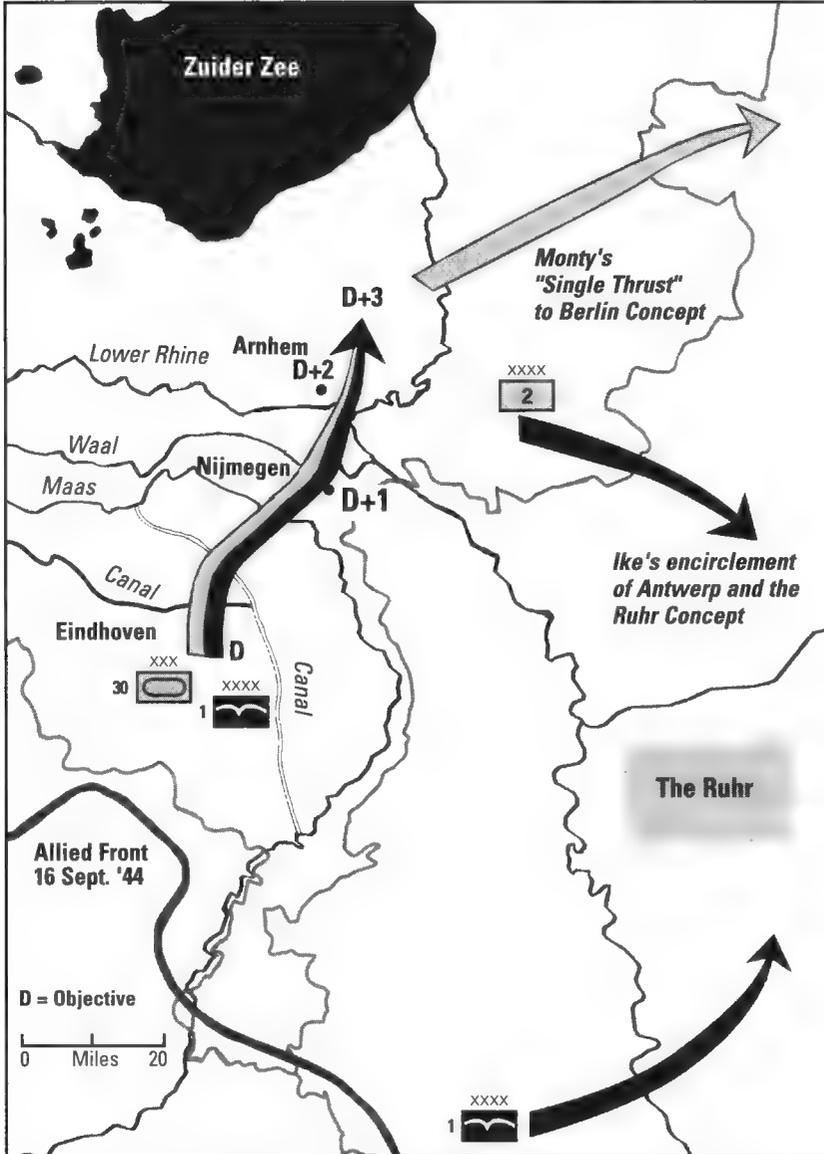
Ironically, if Market-Garden had been launched only two weeks earlier, the Germans would have been unable to stop it. Not until September 4, when news of the fall of Antwerp jolted Hitler into action, was anything done to formalize the defense of Holland. On that day, Hitler dispatched Gen. Kurt Student and his HQ staff of the German First Parachute Army (now, of course, strictly a conventional ground force) to the Belgian-Dutch border. Although Student's new command was designated a "corps," in reality he controlled only a single coherent division, the 719th Infantry, a "fortress" unit that had spent the entire war guarding the Dutch coast. It was at full strength, but its men had grown soft during their years of pleasant inactivity and they could hardly be expected to cover the whole 50-mile front to which they were now assigned. The bulk of it deployed in the west, near Antwerp, where Student expected the British to launch their next offensive. Only a fraction of the 719th was therefore in place below Eindhoven, where the real British attack was coming.

But the Germans were fortunate enough to have the services of a resourceful and prescient commander there on the spot. He was Generalleutnant Kurt Chill, who had led his own division (the 85th) and remnants of two others, out of the debacle in France. Chill was under orders to proceed to the Rhineland, in Germany, for regrouping. But Chill was on the ground in Holland, and he could see for himself how flimsy the German defenses were along the Albert Canal. Acting on his own initiative, he halted in Holland and set up straggler rallying points all along the line of the Canal. By nightfall on September 4, Chill had collected a rag-tag host of Wehrmacht stragglers, Navy and Luftwaffe units, and a crazy-quilt assortment of engineers, signalmen, medics, garrison troops, drivers without vehicles, and other military flotsam.

Thus was born "Kampfgruppe Chill," which Student gladly welcomed and put into the line opposite a recently gained British bridgehead at Beeringen, on the Albert Canal. Now the only real gap in the German line was on its extreme eastern flank, near Maastricht, and by September 7, this too was plugged by the



**The Rival Concepts**



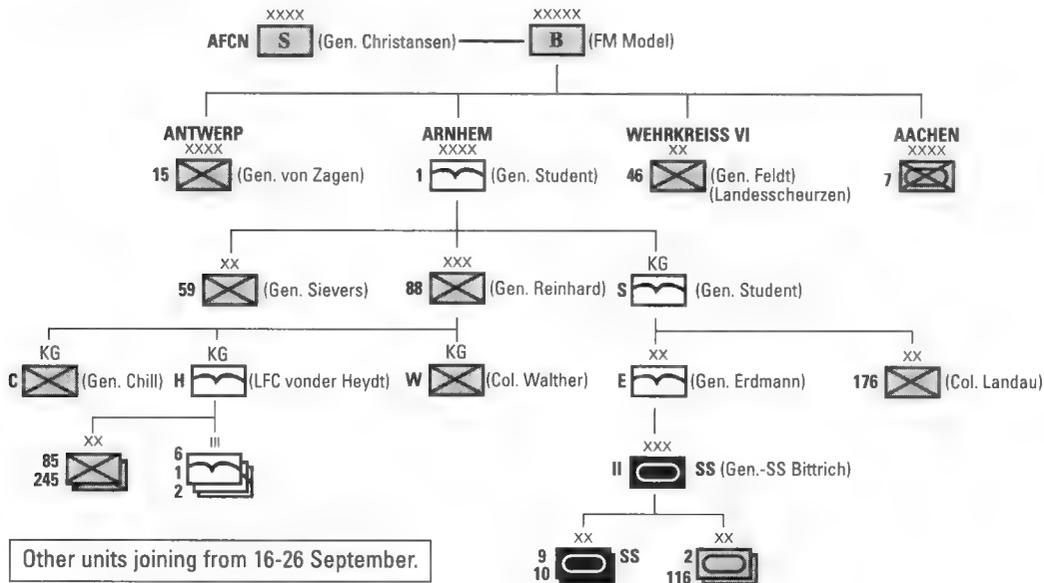
From the article *To Hell With Monty: The Failure of Operation Market Garden*; Copyright 1997, Command Magazine. Used with permission.

# CLOSE COMBAT A BRIDGE TOO FAR

arrival of the 176th Infantry Division. During the next two weeks, Student received bits and pieces of his own paratroop force, either newly reconstituted or recently rehabilitated: five parachute regiments and one parachute battalion, an antitank battalion, and the elite 6th Parachute Regiment under Lt. Col. Von der Heydte, a unit which had acquitted itself superbly in Normandy. As these reinforcements came under Student's command, they were fed into the line in front of the Beeringen bridgehead, and it was their arrival that caused the stiffening of German resistance noted in those G-2 reports.

Even so, the British threw back every piecemeal counterattack and pressed forward. By mid-September, they had advanced another 20 miles and had thrown two bridgeheads across the Meuse-Escaut Canal, the larger of the two situated on the road to Eindhoven. There, they halted and made preparations for the start of Market-Garden.

## German Order of Battle 15 September 1944



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Student now had not just a corps, but an army—however patched-together it might be. By September 14, the German line, running from west to east, was organized thus:

- Holding the Schedle Estuary, General von Zangen's Fifteenth Army, to just north of Antwerp;
- From there to the boundary with the German Seventh Army near Maastricht was Student's newly organized First Parachute Army;
- From Antwerp to the juncture of the Albert and Meuse-Escaut Canals, the 719th Division (Gen. Sievers);
- Opposing the British bridgeheads were Kampfgruppe Chill (east of the highway to Eindhoven) and Kampfgruppe Walter (east of that road), which included two battalions of the crack Sixth Parachute;
- From the left flank of Kampfgruppe Walter to the Seventh Army Boundary near Maastricht, the 176th Division and Division Erdmann.

While this defensive line was shaping up, the Germans also began withdrawing those portions of the Fifteenth Army still on Belgian soil, while leaving the strong island defenses in the Schedle Estuary fully manned. The evacuation route was tremendously vulnerable (it crossed two islands, a narrow isthmus, and two bridges, both of which could easily have been taken out by air attack). Moreover, the route passed within about 16 miles of the British main line along the Albert Canal—a lightning thrust NW to the coastal town of Woensdrecht could have bottled up substantial German forces that were later available to threaten the left flank of Market-Garden's advance. The greenest subaltern fresh from Sandhurst could have seen the enormous rewards of such an operation just by glancing at the map. Montgomery (his attention riveted on his pet project) did not, and would have short shrift for officers tactless enough to bring the matter to his attention.

As a result, sizable German formations methodically trekked from Belgium, across the Estuary islands, and into their assembly areas in the town of Breda, bringing with them 18 antitank guns and about 30 pieces of artillery (105mm and 150mm). Both Student's First Parachute Army, and the newly arrived Fifteenth Army units came under command of Field Marshal Model's Army Group B. Model also exercised control over a motley assortment of garrison and support troops of Armed Forces Command Netherlands. In turn, the commander of that diffuse collection of odds and ends was Commander of Armed Forces Netherlands. This was another one of those confusing Nazi ranks and was applied to the man who represented the highest military authority in an

# CLOSE COMBAT A BRIDGE TOO FAR

occupied country, who in his turn was subordinate to the civilian Reichs Commissioner. The duties of such a rear area command were to guard communications and military installations, to liaison with the civilian population, and to render assistance as needed to any regular Wehrmacht units stationed in the country or in transit through it. Since 1940 this somewhat amorphous responsibility had fallen on a Luftwaffe officer, General der Flieger Freidrich Christansen.

Christansen and his scattered detachments were responsible for defending the rear areas of occupied Holland, specifically all the territory north of the Maas and Waal Rivers. Since Market-Garden involved deep penetration of those areas, Christansen's men would be deeply involved from the start. Before the Allied invasion of Europe, there had been three regular divisions on hand, guarding against any attempted landings on the Dutch coast, but these had long since been sent south to the fighting in France. His best troops were those in some SS and Luftwaffe training centers; otherwise, all he had left were "housekeeping" troops from the three regular services and the SS, as well as an unknown number of "ear and stomach" cases whose fighting abilities were limited at best.

Despite Student's organizational expertise and Chill's improvisational brilliance, the Allies could have overwhelmed most of these troops without much trouble—if they had pressed their advance vigorously in late August and early September. But the equation changed dramatically on September 3, when Model ordered the remnants of the ninth and tenth Panzer divisions from their reorganization areas deep inside Germany and instructed them to finish their rehabilitation near Arnhem. Once the advance elements of the two divisions crossed into Holland, they were formed into the II<sup>nd</sup> SS Panzer Corps and placed under operational control of the highly able Lt. General Wilhelm Bittrich, who had established his headquarters in the town of Doetinchem, about ten miles due east of Arnhem.

## **The Allies Make Their Plans— In Seven Days!**

Lt. General Lewis Brereton was an experienced and capable officer, but neither he nor any other Allied commander had ever led an airborne operation on the scale of Market-Garden. His assets were:

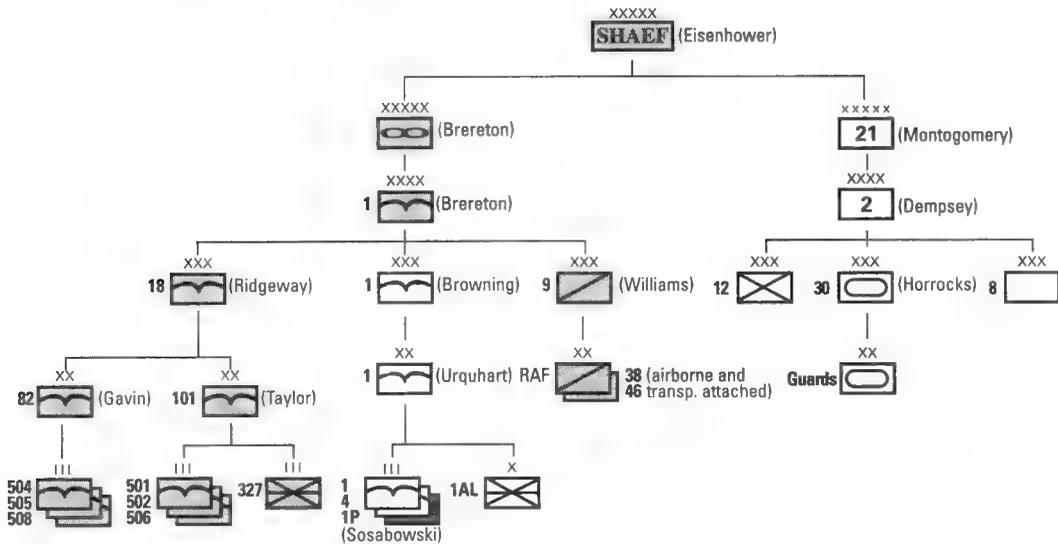


- British First Airborne Division
- 52 Lowland Division (Air Portable)
- U.S. 101st Airborne Division
- U.S. 82nd Airborne Division
- Polish Independent Parachute Brigade
- Numerous units of troop-carrying aircraft and gliders

The first planning conference took place on September 10, just hours after Ike had given Monty the green light. There was only seven days' time to work out the planning for an airborne operation of more complexity than any ever before attempted. First on the planners' agenda was a fundamental question: should it be a day drop or a night drop? The C-47s and glider tugs that would carry the invasion troops were slow, unarmored, and not equipped with self-sealing gas tanks. Although the Luftwaffe was rarely seen in daylight, its night fighters were still very active. On the other hand, no one at the conference wanted to repeat the dispersion and chaos of the night drops in Normandy. Brereton decided the benefits outweighed the risks: daylight it would be.

## Allied Order of Battle

Operation Market-Garden—17 September 1944



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# CLOSE COMBAT A BRIDGE TOO FAR

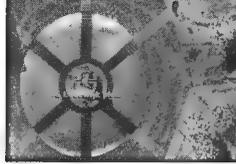
Selecting drop zones for the paras and landing zones for the gliders was a tricky business, too. Flak, wind direction, terrain, proximity to objectives—all these and many other factors had to be taken into consideration. Inevitably, the result was a compromise. Generals Browning and Urquhart wanted the British First Airborne's DZs to be as close to Arnhem as possible. But because of the heavy flak concentrations near the city, and because the terrain south of the Rhine was so boggy and compartmented by dikes, they settled for drop zones on the north side of the river, six to eight miles from their objectives.

According to the plan, the corridor to be opened crossed three major rivers, each 200 to 400 feet wide: the Mass (Meuse), the Waal (Rhine) and the Neder Rijn (Lower Rhine), as well as three major canals: the Wilhelmina, the Willems, and the Maas-Waal. Because of these waterways, the boggy polderland, and the innumerable dikes and drainage ditches, the main thrust from Eindhoven to Arnhem would be confined to a single paved highway, slightly elevated above the surrounding countryside, which was mostly flat. Over the fifty-mile distance, terrain elevations varied no more than 30 feet, except for two hill masses whose summits rose, in some places, to 300 feet. These were located north and northwest of Arnhem and southeast of Nijmegen, a region known locally as the Oosterbeek Heights. All the main objectives, therefore, were either bridges or terrain features that would have to be taken in order to seize and retain the bridges.

There was a network of unpaved paths (to call them "roads" would be a great exaggeration) criss-crossing the dike system, but these were traversable only by infantry or, at best, armored cars. Moreover, these paths were lined with trees and most of the dike-embankments topped with dense hedgerows. Except in mid-winter, observation was severely restricted; in terms of infantry combat, the off-road terrain was depressingly reminiscent of the hedgerow country in Normandy.

## The Plan is Finalized

- The 101st Airborne would secure 15 miles of the corridor, including Eindhoven and the bridges at Son (*Zon* on some maps), St. Oedenrode, and Veghel;
- The 82nd Airborne would drop in the middle of the corridor. Its objectives: bridges over the Maas at Grave, over the Waal at Nijmegen, and over the Maas-Waal Canal in between. It was also tasked with capturing and defending the Oosterbeek Heights southeast of Nijmegen;



- The British First Airborne would land at the farthest distance, to capture the railroad and highway bridges in Arnhem, expand the landing zone to accommodate the later arrival of the 52nd Lowland Division (Air Portable). Once a suitable bridgehead had been established north of the Rhine, the division had to hold it long enough for XXXth Corps to pass through on the last leg of its drive to the coast;
- The Polish Brigade would drop on D+2, to reinforce the British.

If all went according to plan—a very big “if”—the combined British and Polish force would stake out a landing zone sufficiently large to accommodate the Air Portable 52nd Division’s gliders on D+3.

“Market” would be the largest airborne operation of the war, but its scale was somewhat fragmented because the size of the initial drops was limited by the availability of troop-carrying aircraft. Only about half of the total Allied force could be transported in the first wave. The paratroop commanders urgently requested that those planes fly more than one mission on D-Day, but the troop-carrier commanders refused. Doing so, they averred, would wear out the crews, increase maintenance problems, and result in much higher losses. If the weather remained good, they argued, the rest of the Allied force could be landed on D+2. After pondering the matter, and not wishing to anger the troop-carrier commanders, Brereton agreed. Only after D-Day itself would his airborne troops receive their heavier glider-borne artillery and infantry reinforcements.

Nevertheless, the transport armada was impressively big: 1,049 parachute aircraft, 836 gliders and tugs, and hundreds of fighter-bombers which would escort the unarmed planes and carry out last-minute flak suppression over the landing zones.

Planning for “Garden” proceeded simultaneously, of course. The primary attack was to be launched by XXXth Corps (commanded by the able and popular Lt. Gen. Brian G. Horrocks) an hour after the paratroopers jumped. As soon as “logistics permitted” (a dangerously vague phrase), the British 8th and 12th Corps were to advance methodically on the flanks of XXXth Corps. Horrock’s attack would be launched from a point 13 miles south of Eindhoven, spearheaded by the Guards Armored Division (supported in turn by two infantry divisions), behind a massive rolling barrage of artillery fire and considerable air support. Privately, Horrocks hoped XXXth Corps could advance as far as Eindhoven on D-Day, but “officially” assigned the objective

# CLOSE COMBAT A BRIDGE TOO FAR

of Walkenswaard, a hamlet six miles south of Eindhoven. He expressed a belief (really more of a wishful hope, but he kept his doubts to himself in the interests of morale) that 30th Corps could move 20,000 vehicles along the single paved road to Arnhem in approximately 60 hours.

This estimate was to prove very optimistic indeed.

## D-Day, September 17, 1944

D-Day was set for September 17; H-Hour was 1300. That night, Allied bombers and fighters (Lancasters, Mosquitos, B-17s, P-51 Mustangs, and rocket-firing Typhoons, a total of 1,518 aircraft) attacked German flak positions, suspected supply depots, and airfields, reporting good to excellent results. Only seven planes were lost to German ground fire (and none to the Luftwaffe, which was conspicuously absent that night).

On the morning of D-Day, an armada of 4,676 transports, gliders, and tugs rose into the skies above England, escorted by 1,131 fighters and fighter-bombers. The weather was on their side. Fog cleared over the English fields by 0900 and over Holland the conditions were fair with a slight haze, visibility four to six miles. After converging at rendezvous points near the English coast, the armada split into two great streams. Average flight time to the targets was two and a half hours, 30 to 50 minutes of which were spent over enemy territory. German flak was light—the bombers had done a good job the night before—and the Luftwaffe put in only a token appearance. Fifteen Focke-Wulfs rose to contest the invasion and they were promptly overwhelmed by the escorts, losing seven planes in exchange for a single Mustang.

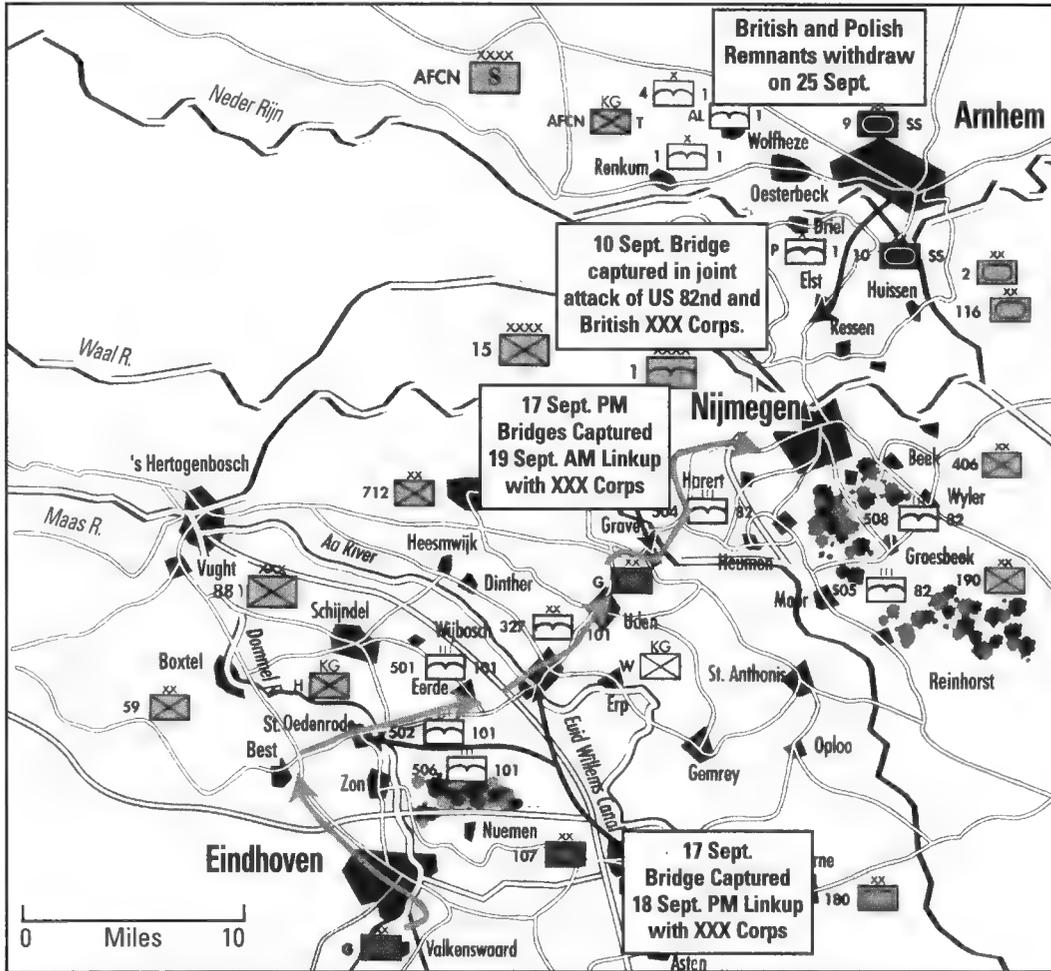
In their planning, the Allied air staffs had expected losses of up to 30 percent. In reality, the casualties were startlingly low: 2.3 percent. Out of the total of 4,676 gliders and troop carriers, only 75 failed to reach their targets and some of those were lost due to mechanical failure, not enemy action. The airdrops themselves went remarkably well. Of the British First Airborne contingents, almost 100 percent landed within the correct LZs. The 82nd's landings went almost as well, and the 101st dropped as cleanly as though it were on a training mission. Within 90 minutes, 20,000 Allied troops were on the ground safely, just where they were supposed to be.

So far, so good.



## Market-Garden

Route for 30 Corps Advance



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## The View From the Ground

For the Dutch and their occupiers, September 17 began as just another pleasant Sunday. Dutch civilians were strolling about, enjoying the mild and sunny weather, sitting down to their after-church dinners, and German soldiers strolled

# CLOSE COMBAT A BRIDGE TOO FAR

leisurely through the streets of the cities and villages they were stationed near, flirting with any pretty Dutch girls who would deign to return their smiles (many who did were working for the Underground!).

The Armed Forces Commander of the Netherlands, General Christansen, was relishing a delicious lunch in a restaurant far from his headquarters. General Student was attending to routine paperwork in his office, located only nine miles from one of the American drop zones. The commander of an SS training battalion was lounging in bed with his mistress.

Field Marshal Model, however, was vouchsafed a ringside seat: his HQ was located in a hotel in Oosterbeek, and when he got up to take a break and looked out his window, he was stupefied to see the British First Airborne coming to earth only two miles away—totally unaware that they were within capturing distance of Model and the entire staff of Army Group B. Once he saw what was happening, Model fired off a quick report to Hitler, packed his bags, and bugged-out.

A Dutch lad named Willem Haart was pedaling his bicycle back from Sunday school, along a path beside the Maas River. Suddenly the air filled with an all-consuming roar. Shading his eyes, Willem looked up and saw hundreds of airplanes roaring overhead at a low altitude. “I wish I could fly,” he thought, as he gave up trying to count the aerial fleet whose passage shook the very ground. Then he remounted his bike and pedaled home furiously. He found his grandfather standing on the front steps, his gaze also riveted on the Allied air fleet.

“Where are they going, grandfather?” asked the breathless lad.

“I don’t know,” the old man drawled slowly, “but it looks like the end of the war.”<sup>4</sup> General Kurt Student, who was one of the leading airborne warfare theorists in the world, recorded his experiences in these irony-tinged words:

At about noon I was disturbed at my desk by a roaring in the air which increased in intensity so that finally I left my desk and went out on the balcony. Wherever I looked, I could see fighter aircraft, troop-transports and large aircraft towing gliders...it was an immense stream which passed quite low over the house. I was greatly impressed by the spectacle and I must confess that during these minutes the danger of the situation never occurred to me. I merely recalled with some regret my own earlier airborne operations and when my Chief of Staff joined me on the balcony, I could only remark, “Oh, how I wish that, just once, I had ever had such a powerful force at my disposal!”<sup>5</sup>

## CHAPTER THREE: D-DAY

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Hitler was thrown into gibbering agitation when he heard what was happening, and seemed obsessed with the (extremely remote) possibility that the Allies might actually be preparing an airborne attack on his command post in East Prussia. “I wouldn’t hesitate to risk two airborne divisions if I could get my hands on the whole German command!” No one present was tactless enough to remind the Fuehrer that *he* no longer *had* any airborne capability worth mentioning, or that he had squandered his best paratroops at Crete, early in the war.

As panicky reports streamed in, the state of confusion increased (there was even a fantastic report of an Allied division landing near Warsaw, Poland!). Unfortunately, this epidemic of chaos did not last long. Someone in a glider that was shot down near Student’s headquarters had been foolish enough to bring along a copy of the complete operational plan for Market-Garden, and within two hours, that priceless document was on Student’s desk. That enterprising and unflappable commander immediately began shuffling his available units into groupings that corresponded with the three Allied drop zones, ordering them, first, to contain the invaders and then to counterattack vigorously. The scattered and initially stunned German defenders recovered with their customary alacrity and by the end of D-Day, the Allies had lost their advantage of surprise: the Germans knew what they were up against, and where, and what the Allies’ objectives were.

*To Hell With Monty: The Failure of Operation Market Garden*, by Paul Burdett, Jr., appeared in *Command Magazine*, (*Military History, Strategy, & Analysis*), Issue 44 (August, 1997). The charts and maps used in this chapter were derived, with permission, from that article. *Command Magazine* may be reached at P.O. Box 4017, San Luis Obispo, CA 93403. (805-546-9596).



# Chapter Four

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## ARNHEM

“Urquhart jokingly said that our brigade, going in on the second day, would probably be just in time to see...the Guards Armored Division rolling through Arnhem. But after General Urquhart had gone, ‘Shan’ Hackett said he didn’t wish to disagree with the general, but in his opinion, if 50 percent of us were alive and on our feet within two or three days of this operation commencing, we should consider ourselves lucky. As it turned out, he was exactly correct...”

—Captain Nick Hammer, 10th Battalion,  
First Airborne Division <sup>6</sup>

### An Important Dispatch from the Front...

All the battles described in this chapter were fought against the computer, using the “Normal” setting and “Veteran” difficulty level. The tactics suggested for each side are based on many, many replays of each scenario and are, we feel confident in saying, reasonably sound recipes for victory. However, if you’re playing against a human opponent, all bets are off. Don’t blame us if you encounter the online equivalent of Rommel or Patton!

Although the tactics described are based on stand-alone battles, they are *generally* sound when applied to the same battles fought in the Campaign or Operation modes, although the number of men and vehicles, along with ammo supplies, may differ considerably if you are doing particularly well or especially badly at those levels of play.

All directions refer to your monitor's screen: i.e., if we say “south of the road,” we mean “toward the bottom of your screen,” and if we say “move east along the river,” we mean “toward the right side of your screen.” If you want to correlate these instructions with the actual geography of Europe, there’s a small

# CLOSE COMBAT A BRIDGE TOO FAR

compass icon on the maps that tells you where true north is, as opposed to top-of-your-screen “north.”

There are also a couple of things you should keep in mind about the Orders of Battle within Microsoft’s Close Combat: A Bridge Too Far. In the name of play-balance, the AI-controlled side is given one extra team, chosen at random from the pool of teams available for a particular battle. Meanwhile, the human player gets one less team (which is also randomly chosen). Well, in our treatment of the stand-alone battles, we’ve decided to show you *all* of the possible teams available to each side—you just have to remember that the computer will have one more randomly chosen team, and you will have one less. Remember, we’re just showing you every team you *might* be assigned for a battle.

Quite often this assignment of teams plays a pivotal role in determining your chances of success within a battle. For this reason, you’ll notice that we occasionally admonish you to re-start a scenario until you’re supplied with a Mortar team (for example). Is this cheating? Some purists may disagree, but we don’t think so, especially since certain scenarios are damn near unbeatable without having the particular team in question.

There’s another way to tweak your chances of victory—and this one’s quicker (and quite possibly sneakier) than simply “tossing in your hand” and drawing new units. You can easily level the playing field by selecting “Custom” among the difficulty options and jacking your side’s strength up to “Strong” (plus one unit) and the AI strength to “Weak” (minus one unit). This will offset the default strength adjustment and will make you tougher to beat.

## Arnhem Battle Set

After assembling in their drop and landing zones, the British First Airborne embarks on a march into Arnhem and almost immediately encounters unexpectedly stiff resistance from Krafft’s SS Battalion (drawn up in a slightly curved defensive line between the suburb of Wolfheze and the highway running from Arnhem to Utrecht), and, closer to Arnhem, advance elements of the 9th SS Panzer Division (led by Gen. Harzer), which at this time occupy a line roughly parallel to the east-west railroad line connecting the same two cities.

The initial airdrop has caught the Germans by surprise and the Red Devils are, at the start, well organized and full of determination. Their main objectives are the two bridges across the Lower Rhine. The highway bridge in Arnhem



itself is the more important of the two—it lies on the main route of the Allied armored column advancing from Eindhoven and, because it's a road bridge, no additional work will be necessary to make it suitable for tanks. It's also the farthest objective from the Red Devils' assembly areas and drop zones.

The railroad bridge, about a mile and a half downstream from the highway bridge, is not quite as suitable—some work by engineers would be needed before tanks could cross it in any numbers—but it's also a valuable prize (after all, two bridges are better than one...).

At the same time the First Airborne's 2nd and 3rd Battalions are driving toward the bridges, the 1st Battalion must advance to the northeast and clear German defenders from two supply drop zones that lie outside the H-Hour assembly areas. After securing those supply zones, 1st Battalion must attempt to link up with the 3rd and 2nd inside Arnhem and dig in there to await relief from XXX Corps to the south.

As the British commander, you have to maintain momentum and above all else, prevent the Germans from blowing up the two bridges before you can capture them. You also have to make substantial progress into the built-up areas of Oosterbeek suburb before the crust of German defenses becomes too thick (and too well-equipped with armor) for your lightly-armed paratroops to make a dent.

### Arnhem Battle 1: Arnhem Rail Bridge

**Allied Objectives:** Your mission is to use whatever means available to take the Arnhem Rail Bridge before German forces can destroy it—or you.

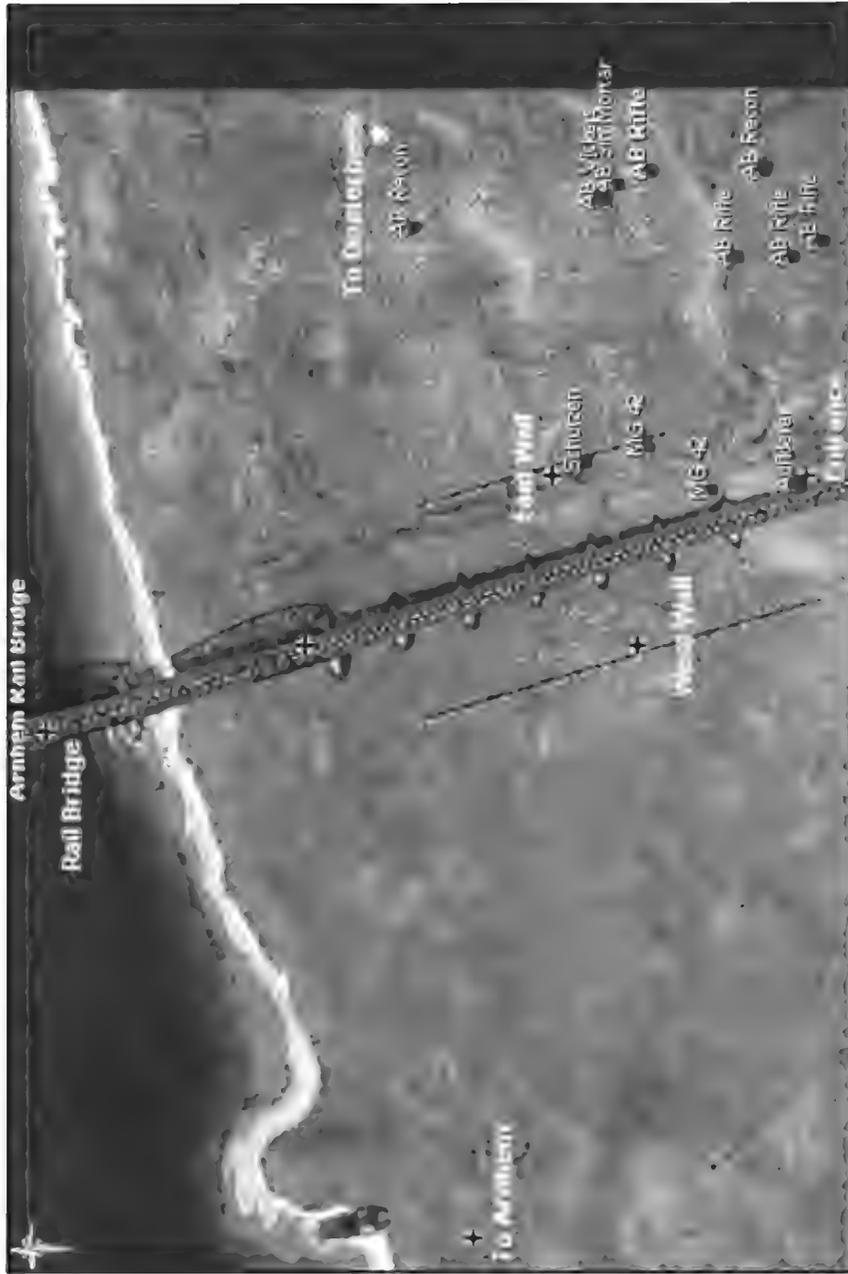
**German Objectives:** Hold off the British paras until you receive authorization to blow up the railroad bridge. If you have to sacrifice most of your men to do that, don't hesitate. According to the cold, brutal, logic of war, your men are expendable as long as they perform their primary mission of blowing up the bridge.

**Allied Tactics:** While a lucky player (a *very* lucky player) might manage to sneak a Recon team up the bridge, the rest of us have to fall back on that old standby—brute force. Arrange your men so that as many of them as

#### Victory Locations

Sites	Point Values
Rail Bridge	40
Approach	20
Entrance	20
West Wall	20
East Wall	20
To Oosterbeek	20
To Arnhem	20

# CLOSE COMBAT A BRIDGE TOO FAR



Arnhem Rail Bridge. Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



possible can move on the Entrance VL from sheltered positions in the terrain and trees to the SE. Keep a Recon team slightly behind these berserkers, sneaking into the trees until most of the melee has been cleared up. The northernmost portion of your strike force should be directed to Sneak towards, and hopefully distract, the Germans lurking behind the East Wall. Keep your mortar near the To Oosterbeek VL, and use it to pound any MG teams near the Entrance VL or just east of that location. If you have sufficient rounds remaining, you should then target whoever is hiding behind the East Wall VL. When they do, change your mortar's trajectory to the West Wall, where even more gray-clad killers await. A Bren team should also be kept in the trees toward the SE to help soften the Entrance VLs defenses.

Timing is critical here, and you may find you don't have time to allow your Mortar team to practice their targeting. You only have mere minutes, and ultimately, regardless of whether the Entrance VL is cleared, you'll have to launch a charge. If you make it, Move your Recon team Fast up the bridge. If you have a second team available, keep it in reserve near the Entrance. Meanwhile, send your surviving troops to clear out the West and East Walls, worrying more about the

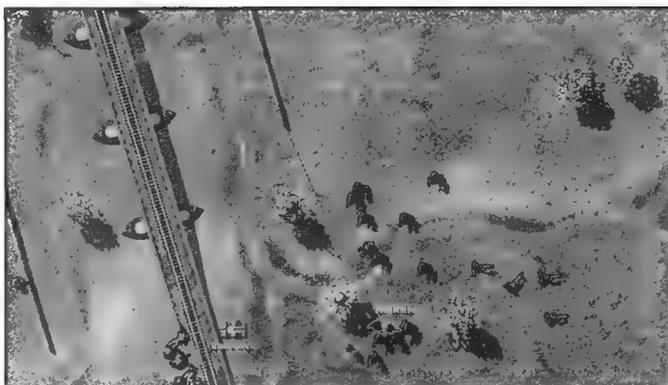
### **Orders of Battle for Arnhem Rail Bridge**

#### **Allied:**

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in Mortar	Sergeant
AB Recon	Sergeant
AB Recon	Corporal

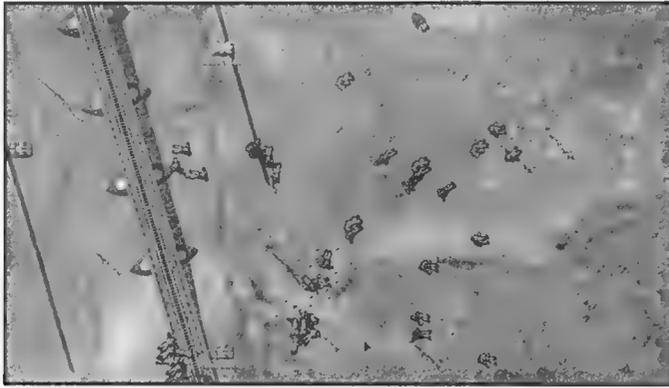
#### **German:**

MG 42	Master Sergeant
SS Schutzen	Sergeant
MG 42	Corporal
SS Schutzen	Master Sergeant
SS Aufklarer	Sergeant

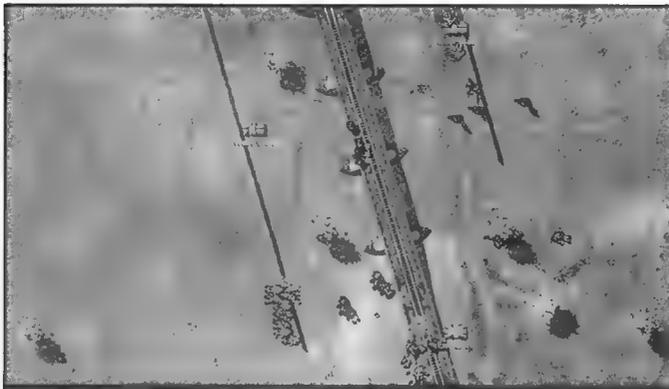


*You'll need plenty of support troops to guard your trek to the Entrance VL.*

# CLOSE COMBAT A BRIDGE TOO FAR



*If you're playing as the Germans, amass your forces at the Entrance VL. Then you can litter the map with Allied casualties.*



*It took a lot of fallen comrades to get 'em here, but the Allied forces have made it onto the Rail Bridge.*

West Wall. (Your Bren team and mortar can now combine their efforts and focus on the East Wall.)

As your Recon team runs up the bridge, look for an ambush—a team of Schutzen may be lying in wait just to the west of the northern section of the bridge. If so, put all your available resources on them and begin using your second Recon team (provided, of course, you have another).

One or two enemy MGs may be situated in the far western woods. Once the rest of the Germans are cleared out, take your time targeting these—you won't have many troops left.

**German Tactics:** You'll probably get only four units, so use them well. Remember—if the Allies can't get *on* the bridge, they can't capture it in time to prevent you from denotating

it. Make sure, therefore, that the Entrance VL is heavily defended. In addition, it's often useful to deploy one of your two MGs in the shallow cover provided by the rolling terrain just east of the Entrance VL. Between this spot, and the southern portion of the East Wall VL, you'll have good coverage of the adjacent terrain. The Allied mortar will target your teams early on, so it won't hurt to place them on Hide initially—at least until they begin to Move on you. Hold the Entrance VL at all costs, and as soon as that excruciatingly slow timer counts down to zero, blow the bridge. You'll hear a very satisfying roar in the



distance. As long as you've covered the Entrance VL and the long run up the bridge toward the Approach VL, you should have no trouble achieving your objective, although your sadly outnumbered men may not be fighting for you again.

## Arnhem Battle 2: Arnhem Suburbs

**Allied Objectives:** This scenario represents the march of Col. Frost's battalion around the German left, along the coastal road and into Arnhem itself.

Momentum must be maintained, especially in the face of evidence showing a rapid recovery by the enemy. For this reason, you must sweep through, or around, any German delaying positions as quickly as possible. This map shows part of the western suburbs of Arnhem (corresponding to the streets and city blocks north of a riverside facility called the Pavilion, for those of you following along in your history books).

The Allied troops are an advance element, armed only with that they can carry, and are not equipped for prolonged house-to-house combat.

Flexibility is the key here; despite the numerous urban VL buildings, it's quite possible to out-think and out-manuever the defenders.

**German Objectives:** It's obvious to the most obtuse man in the ranks that the invaders are driving for the bridges. Word has trickled down that reinforcements, including potent elements of two Panzer divisions, are on the way. Your assignment, as the German commander, is to delay the Allies and (if possible) give them a bloody nose. You must give the impression that you have more numerous troops than, in fact, you do.

### Victory Locations

Sites	Point Values
River Front	40
To Arnhem	40
Emergency Room	10
St. Elizabeth	20
Public Baths	10
Prison	10
To Oosterbeek	20

### Orders of Battle for Arnhem Suburbs

#### Allies:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in Mortar	Sergeant
AB Recon	Sergeant
AB Recon	Corporal

#### German:

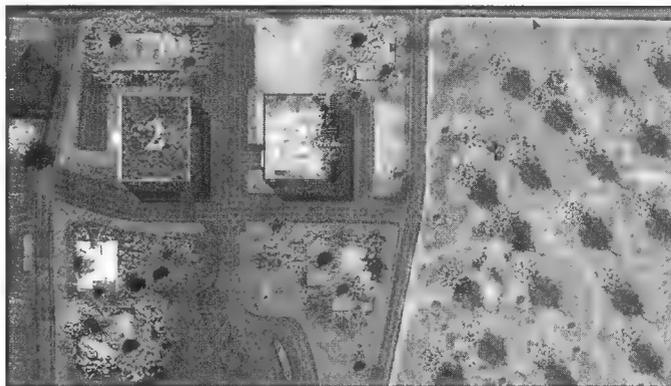
MG 42	Master Sergeant
SS Schutzen	Sergeant
MG 42	Corporal
SS Schutzen	Master Sergeant
SS Aufklarar	Sergeant





A rigid defense is not likely to succeed, since the numerical superiority of the enemy will enable him to outflank you almost at will.

**Allied Tactics:** The AI makes a real botch of things here—you'll need to manually redeploy almost everybody. The computer places at least 3/4ths of your teams in the woods on the SE corner of the map, close to your first VL, the Prison.



*In one playthrough, the German forces carved a bloody furrow into the Allied ranks.*

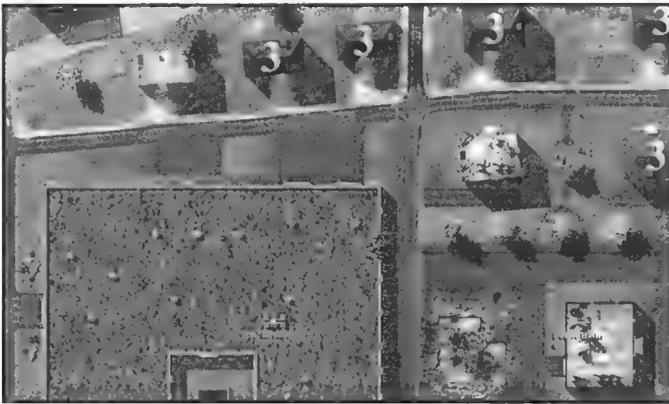
You can rest assured that there's either an MG 42 or a Rifle team inside (in Hide mode), just waiting for your men to rush the building.

Just look at the map: there are two heavily wooded roads leading from Oosterbeek and joining, to form a triangle, right beside the River Front VL. Put three Rifle teams by the woods in the north, and have them Sneak down to the three-story house that's near the ruins (it's the first one on the north side of the main east-west road through the middle of town). This house, or the adjacent ruin, is certain to contain either a Machine Gun or a Rifle (Schutzen) team. You can carefully Sneak close, throw smoke, and assault it, thus driving a wedge into the enemy's defensive set-up.

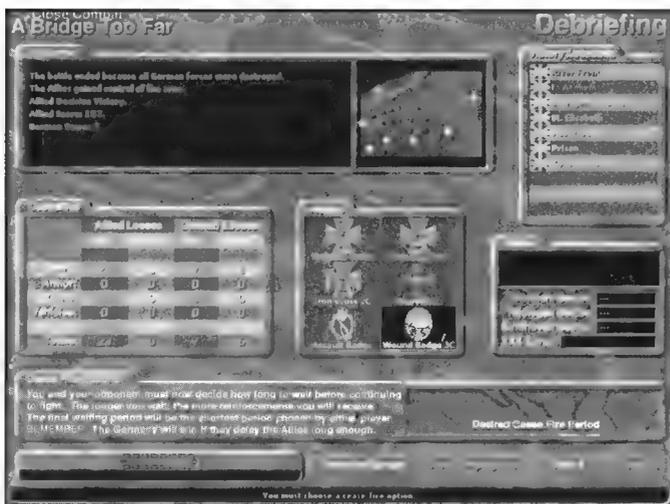
Place your mortar in the SE woods and position any remaining troops there, too. Have the mortar start shelling the Prison, and the MG team that is likely to be in the ruins below the Prison—it's not far and the gunners have a pretty good LOS to these spots, so their shells should land on target. The shelling may even cause the enemy teams to withdraw, and if you see that, go ahead and charge the building with the teams you left inside the woods near the mortar.

Now you've driven two wedges into the town, from two different directions. Advance your northern teams through the buildings into the center of town (towards the buildings above the Public Baths and St. Elizabeth VLs., and gradually clear them out. By now, the Germans won't know where to look, and some of their men will start panicking. From the Prison, you should be able to head for the Public Baths without incurring more than light casualties. This

# CLOSECOMBAT A BRIDGE TOO FAR



Another playthrough found the Allies preparing for a final push to victory.



The “post-game wrap-up” bespeaks a decisive Allied win.

the Prison and will have deployed its German units accordingly. It's a death-trap; don't fall for it. You've got plenty of room to maneuver in the northern half of the map, and good cover right up to the houses—use these opportunities to your advantage.

VL may or may not be defended, but the momentum of your attack is now such that the surviving German defenders can only respond to each new threat, which means they'll have to abandon their prepared positions and run into the open. By now, your Bren should be inside the three-story house opposite the Public Baths VL where it can cut down anyone who tries to move through the streets. Remember that your Mortar team is also armed with rifles. When they've run out of shells, bring them in to support your regular units.

From this point on, you should be able to mop things up fairly quickly. By using these tactics, we typically secured every VL within 30 minutes, and usually wiped out the defenders, while suffering only six to seven casualties ourselves.

Just remember one important thing: the AI will anticipate a frontal assault on



**German Tactics:** You are hopelessly outnumbered: You have only a handful of units to play with, and can count on a heavy Allied offensive, because they have plenty of troops to throw at you. Needless to say, things are looking kind of shaky for your chances in this battle. Still, since you are trying to put on a show of force, go out in a blaze of glory—taking as many Allied soldiers down with you as you can. Structure your defense around the Prison. A Schutzen team and an MG inside the building, or in the ruins to the south, should be supported by another team in the ruins across the street and just to the north. Hide until the Allies charge, and make ‘em pay for their victory with blood—lots of it.

### Arnhem Tree Road

**Allied Objectives:** Speed is the key here. You must quickly pass through the area, keeping the road clear. This is but a stepping stone on your way to Arnhem Highway Bridge, but it’s important that you don’t stumble...or waste time.

**German Objectives:** Although you’re in a tight spot, hold on. Panzer units are expected in the near future, and with their support you should be able to hold your ground. Your armored reinforcements aren’t here yet, though, so mow down the Allies as best you can and pray for the tanks’ speedy arrival.

**Allied Tactics:** You’re well-equipped for this scenario, but unfortunately have an expansive piece of “killing ground” to cross before you can close ranks around your foe. Keep your mortar well out of harm’s way and massively shell the German strongholds. Place two Rifle teams and a Recon unit up against the edge

#### Victory Locations

Sites	Point Values
To Arnhem	40
Museum	20
Train Station	40
To Oosterbeek	20
Utrechtweg	20
Onderlangs	20

#### Orders of Battle for Arnhem Tree Road

**Allies:**

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in Mortar	Sergeant
AB Recon	Sergeant
AB Recon	Corporal

**German:**

MG 42	Master Sergeant
SS Schutzen	Sergeant
MG 42	Corporal
SS Schutzen	Master Sergeant
SS Aufklarler	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR



*Arnhem Tree Road: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*

## CHAPTER FOUR: ARNHEM

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of your deployment zone, ready to tumble out upon the hapless Germans in the Train Station. A small group kept to the south (made up of a Vickers and two Rifle teams) should have no trouble taking control of the southern cluster of buildings and opening up on anything that wears gray and moves. All this leaves you with a spare Recon team, shown near the eastern edge of the map. This team can either be used to protect your mortar from any attacks or supplement the assault on the Train Station.



*The pile of enemy corpses in the central building attests to the efficacy of our plan.*

The AI doesn't always defend this primary VL, but even if your blood-thirsty troops arrive without a fight, don't fear; this is an ideal location for an assault on the town. Better still, notice which buildings are spouting flashes of gunfire. Shell these structures, then follow up with an old-fashioned frontal assault to knock loose any survivors.

**German Tactics:** Here, again, you're hopelessly outdone by the violent wave of green uniforms closing in on you. Your sole break in this is that the Allies must (for the most part) cross a lot of open terrain to get to you, and this puts you in a favorable position to pick them off, sniper-style.

Put one of your MGs and one of your two Schutzen units in the Train Station. The MG should be in the easternmost corner, with the Schutzen in the northernmost. From there, they'll have great fields of fire, and should be able to pick off the Allied mortar, which usually appears in the far northeast of the map. This mortar is an especially great threat because your men are, for the most part, stuck in their buildings, once they've been placed in them. The other MG team and the Aufklärer should take up positions in the southern cluster of buildings, thus setting up a cross-fire on the larger portion of the advancing Allied force. Unfortunately, your southern troops will probably die a quick death, but the Allied casualties they inflict will at least temper the ultimate sacrifice they're making.





You should be able to mow down huge numbers of Allied troops. Offer a ceasefire as soon as you are in an advantageous position, but continue the fight—the AI won't accept the ceasefire right away, but if you hold your positions long enough, it will likely concede. Consequently, you should achieve at least a minor victory.

### Arnhem West Approach

**Allied Objectives:** You're still on the move, headed for the Arnhem Bridge. This is potentially one of the most important strategic locations of the entire war. This is another "transitional" battle—your main objective is to move through the West Approach with as much of your troop strength intact as possible. In other words, seizing individual Victory Locations is secondary to achieving safe and quick passage to the Arnhem Bridge. Hopefully, that will be your next stop.

**German Objectives:** The Allies have shown their determination to reach the south end of Arnhem in order to try to wrest control of the Arnhem Bridge from German hands. The West Approach probably won't be your last chance to keep the Allies away from the bridge—but if the enemy is able to barrel through the West Approach, they will have amassed significant momentum, making them especially difficult to contain at the bridge itself.

**Allied Tactics:** Place a combination of Rifle and Recon teams in the buildings located in the east-northeast portion of the map. Also situate a Bren team and a Rifle team in the Rail Station VL—putting a support Recon team between them. The AI will place the Mortar in a good position, so you don't need to relocate it.

### Victory Locations

Sites	Point Values
To Oosterbeek	20
Rail Station	10
Rail Depot	20
To Arnhem	40
van Sant's House	10
Hotel Keizerskroon	40
Roermonds Plein	20
Orphanage	10

### Orders of Battle for Arnhem West Approach

**Allied:**

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in Mortar	Sergeant
AB Recon	Sergeant
AB Recon	Corporal

**Axis:**

MG 42	Master Sergeant
Schutzen	Sergeant
MG 42	Corporal
Schutzen	Master Sergeant
Aufklärer	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR



*If you're playing as the Allies, use your Vickers Machine Gun to cover your "exploratory" team.*

Start moving your east-northeast teams in a west-southwestern direction, stopping at each house along the way. By using the Mortar team to provide support fire, the Rifle and Recon teams will be able to take out plenty of Germans by leap-frogging from house to house. When your teams approach the road, change their path of travel so they're moving south to southeast. This will allow you to work teams through the buildings north of the Germans positioned in the Rail Depot.

If your Mortar team has been providing ample back-up, they should be out of ammo by this point. No problem—they can still make themselves useful by laying down a smoke screen for the Bren and Rifle teams that have been biding their time in the Rail Station VL. Unleash the mortar smoke, and then have the teams in the Rail Station VL charge the Rail Depot VL. If you flush the enemy out of the Rail Depot, as well as the various houses to the north of it, you'll have wiped out the lion's share of German forces on this map. Then, continue your "house cleaning," going door-to-door to catch any stragglers you missed, but all that really remains for you to do is claim the Victory Locations.

**German Tactics:** The key to German success in this battle is fortifying your defenses. You can reasonably expect the brunt of the Allied attack to come from the houses in the eastern and south-eastern sections of the map. The trick is stopping the enemy early on, while your troop strength hasn't been depleted by casualties. Place your teams in the houses heading in a northerly line from the Rail Station VL. Make sure your placement creates areas of overlapping fire. You're heavily outnumbered here, and the Allies will swarm your positions early on. Watch the terrain carefully, and as they move forward, pull back as necessary. Using this tactic we were successful in achieving a German Overwhelming Victory, with a score of 183 to two.



## Arnhem Bridge

**Allied Objectives:** The anticipation is building, the tension is nearly unbearable—you've progressed so close to the Arnhem Bridge that you can imagine the view of the Rhine that it provides. If you can liberate the Arnhem Bridge, you'll not only win a key battle; you'll be able to restructure the course of the war. The Allies will have gained an open route that feeds straight into the Ruhr Valley, the base of Germany's Military-Industrial complex. From there, Allied victory in Europe will be an almost foregone conclusion. All that's stopping you now is the combined might of the German Army, which will try anything and sacrifice everything to keep you off the bridge and its approaches.

**German Objectives:** There's no way to over-emphasize the importance of this battle. Without doubt, the Arnhem Bridge is the most valuable strategic asset of the entire Allied invasion of this area. The primary Allied motive is crystal-clear: take the bridge. If you're able to retain control of the bridge, German re-supply efforts will be greatly strengthened. On the other hand, if the Allies do seize the bridge, they'll have found a way to penetrate the Fatherland's defenses. If that happens, all bets will be off. Considering that the bridge isn't rigged to be destroyed with explosives, you must ask yourself one simple question: are you willing to die to keep

### Victory Locations

Sites	Point Values
Bridge Access	20
Rijn Bridge	40
Public Works Dept.	20
Prov. Govt. Office	20
State Archive	20
Dairy	10
To Oosterbeek	20
Public Works	20
Power Station	20

### Orders of Battle for Arnhem Bridge

#### Allies:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Bren	Sergeant
AB PIAT	Sergeant
AB PIAT	Sergeant
AB Recon	Sergeant
AB Vickers	Sergeant
AB 6pdr	Sergeant
AB 6pdr	Sergeant
AB 3in Mortar	Sergeant
AB Flamethrower	Sergeant

#### German:

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS Schutzen	Corporal
SS Schutzen	Master Sergeant
SS Sturmgnadr	Sergeant
SS Aufklarar	Sergeant
SS Schweres MG	Sergeant
SS Panther	Sergeant
SS Jagdpanther	Sergeant
SS Mark IV	Sergeant
SS Granatwerfer	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR



*Arnhem Bridge: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*



this bridge out of Allied hands? For the sake of Germany's cause, you'd *better* be.

**Allied Tactics:** The crucial thing you must realize is that the German tanks should be your primary targets. If you don't target them early and effectively, they will seize the initiative and destroy your 6pdr guns, leaving you with little chance of victory. The tanks usually appear in the lower-left portion of the map, tucked away behind two houses; position your 6pdrs accordingly. As for the rest of your men, their role in this battle is to keep a steady barrage of fire going, keeping the enemy suppressed enough so they can't take out your big guns. Position these other teams around the center of the field—we found it worked best to put the Rifle teams toward the top of this assemblage, while locating the PIAT and those groups with fewer men per team on the sides. If you succeed in shutting down the enemy tanks, you can then use your teams to keep the enemy troops back while you rain shells down on them. Emergency contingency plan: if you cannot blow the tanks before they destroy your big guns, take a few of



*Although nicely hidden by trees, the Allies 6pdr gun suffers from having blocked LOS.*



*Use your second 6pdr gun to cover what its twin can't.*

## CLOSE COMBAT A BRIDGE TOO FAR



*German victory is imminent; the 6pdrs just weren't quick enough for the Jagdpanzer they faced.*

your teams and attempt to maneuver close to the tanks and take them out from short range. You'll have at least one and possibly two PIAT teams, as well as a flamethrower. You'll probably be facing a Panther, a Jagdpanther, and a Mark IV (we never said it would be easy). A rear facing shot from a PIAT team in ambush, or a frontal blast from your flamethrower can exorcise one of these German beasts for you. It's still better to succeed with a 6pdr but you must be fast to do it.

**German Tactics:** This battle is really a classic artillery shoot-out between two powerhouse guns—the formidable Allied 6pdr guns versus the massive barrels found on your tanks. Speed is of the essence here; you have to take their main weapons out before the Allies hit yours. Depending on which tank(s) you draw, you're apt to have some advantages over the Allies. For example, if you have one of the newly created Jagdpanthers, you'll be sporting a PaK 43 gun whose barrel can deliver super-deadly 8.8cm shells. Your chances will be even better if you should draw a standard Panther. In places, the Panther's armor is over four inches thick, and although a 6pdr can penetrate that thickness, the British gun must be within about 100 yards to do so. The Panther, on the other hand, can effectively lay waste to targets from distances approaching 1,000 yards—meaning their job should be tougher than yours.

However, even if you do turn their 6pdr guns into scrap metal, you shouldn't become complacent. With the right combination of non-armor teams, the Allies can still ruin your tanks (and your chances of keeping the bridge)—especially if they happen to have a flamethrower or a PIAT team they're able to Sneak close to your tanks.

# Chapter Five

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## OOSTERBEEK

Once it became clear that there was no hope of capturing Arnhem, there remained only one useful military function that the First Airborne Division could perform: to maintain a bridgehead on the northern bank of the Rhine long enough for XXX Corps forces to safely arrive in bulk. There were no longer any bridges the relief force could use, but a river crossing was still perfectly feasible, as long as Urquhart's men maintained their hold on the western edge of Oosterbeek.

By nightfall on Tuesday the 19th, the eastern perimeter of the pocket began to take shape as exhausted remnants of the units fighting in Arnhem began straggling in. On Wednesday, it had firmed up considerably, with deep slit trenches, a few 6pdr guns (and one of the division's all-too-few 17pdrs.), and what was left of Hackett's 4th Brigade. The western side had already been organized in an orderly manner, to protect the landing zones and divisional headquarters.

Upon being firmed up, the division's perimeter came to resemble an upside-down "U." The north side was anchored on the deep railway cut where the Driejenseweg entered town and turned into "Station Street." The front line here was a row of houses overlooking the draw. On both the east and west sides, the terrain was more open, although dotted with houses and heavily wooded in some places. The bottom of the western flank was anchored on a bluff overlooking the Rhine, called the Westerbouwing; the bottom of the eastern flank was anchored on a church but was basically undefended for the last quarter-mile down to the river—it was open polderland that provided no cover for the Germans and was therefore unlikely to be used by them. The total length of the perimeter was about three miles.

Divisional HQ was set up in the elegant Hartenstein Hotel, just south of the highway to Utrecht, which bisected the perimeter. The main medical facility was a large house, owned by a heroic woman named Kate ter Horst, only a few hundred yards behind the front lines on the division's extreme right (this was

## CLOSE COMBAT A BRIDGE TOO FAR

one of the few battles in recorded history during which the wounded had to be sent *forward* for treatment), and by the end of the siege, it would become a reeking abattoir.

Manning the defenses were approximately 3,600 men, about one-third of the number that landed on D-Day. Of this total, 1,200 were regular infantry, 900 were glider pilots now pressed into service as foot-soldiers, and the rest were a conglomeration of artillerymen and other support arms, together with assorted headquarters' personnel. There were plenty of weapons to go around, but ammunition resupply was wholly dependant on air-drops, which were not only inaccurate, but increasingly deadly for the pilots who made them.

German attacks, mostly tank/infantry thrusts that were heavily supported by artillery, smote all sides of the perimeter on Thursday, September 21. Their only permanent success was the seizure of the Westerbouwing, the high bluff overlooking the Rhine. It cost them at least three tanks, all destroyed by a PIAT gunner named George Everington, who ambushed one of the vehicles by hiding beneath a dead cow.

All other attacks were repulsed, but only after fierce fighting that cost the division 262 casualties. A midday resupply drop was even costlier—28 of the 107 aircraft taking part were shot down.

Aside from mere survival, the only bright spot of the day for the Red Devils was the establishment of intermittent radio contact with some medium artillery batteries near Nijmegen. Close support from these weapons was probably the only thing that kept the Oosterbeek pocket from being overrun.

General Bittrich now changed his tactics; his forces, too, had incurred heavy losses in Thursday's attacks. He now decided that he would simply batter the British with firepower and keep them off-balance with short, sharp probes, until their will to resist collapsed. He certainly had the weaponry on hand to do it: 110 pieces of artillery, including several of the dreaded "Nebelwerfer" rocket launchers, and perhaps twice that number of mortars. Battalion Krafft (now at full strength, and, therefore, no longer designated a Kampfgruppe) alone received eight extra mortars (which, curiously enough, were French weapons that had been captured in 1940) and 50 shells for each of them.

When historians speak of the "Oosterbeek Cauldron," they refer to the period between Friday and Monday, when the haggard remnants of the division finally withdrew across the Rhine. At times it seemed the entire position was actually boiling, seething with explosions. To the defenders, huddled in their slit trenches, existing within the Cauldron meant getting no sleep, no respite from



terror, and no let-up from the steady drain of casualties.

At the aid stations (no one could dignify them as “hospitals” any more), the plight of the wounded was dreadful, even medieval:

“...with hundreds of men wounded earlier being added to daily, and medical supplies running ever shorter...the wounded had to lie in the various medical stations day after day, close to all the sounds of battle, amidst shelling and enduring hunger, thirst, cold through a shortage of blankets, amidst the stink of putrefaction, antiseptic, and bodily wastes, and the quiet removal from their side of comrades who had died—all without any knowledge of when the agony would be over.”<sup>7</sup>

On Sunday morning, Generals Horrocks, Browning, and Sosabowski held a conference to decide how best to address the plight of Urquhart’s men. Horrocks and the fiery Sosabowski made an impassioned plea for a final all-out effort to smash through and turn the battle into a last-minute victory. There was now an entire infantry division (the 43rd Wessex) in place and available. However, Browning, presumably with Montgomery’s blessing, overruled the idea. There were only enough boats to make a relatively small crossing, and it was felt that the best plan was to ferry a battalion of the 43rd (the 4th Dorsets) across at a point downstream from the Westerbouwing heights, while a smaller force of Poles would cross directly across from the southern end of the Oosterbeek pocket.

Sosabowski was outraged. He questioned the competence of anyone who could plan an operation requiring major river crossings, and then position a thoroughly inadequate supply of boats so far back in the main column that only a handful of them were now available...when they were needed most. He also raged against the self-evident idiocy of dividing the relief force into two weak parts instead of one strong one, and then sending the Dorsets across to a landing site that was known to be in enemy hands.

Browning admonished the angry Pole and coldly repeated his orders. For a time, the conference looked and felt, to staff officers who looked on in astonishment, more like a court martial of Sosabowski than a planning session. In his post-war memoirs, the Polish general did not mince words:

“Browning was wrong. In every action there comes a crisis. At that moment, the battle can be swayed one way or the other, dependent on the luck or superior planning of either side. Victory or defeat lie along a very thin razor edge. It is incredible to me that Browning...despite the shortage of river-crossing equipment, did not use all his powers to persuade...Montgomery to

## CLOSE COMBAT A BRIDGE TOO FAR

have a final go. We were so near victory at that time. At long last, troops and heavy equipment were up to the Rhine; it needed only one final effort by the units south of the river, and I am sure they would have streamed across to the relief of 1st Airborne.”<sup>8</sup>

It didn't happen, of course. (Furthermore, Sosabowski's outburst eventually meant the end of his military career—neither Browning nor Monty enjoyed having their flaws pointed out by a subordinate officer.) The Dorsets went across as planned, landed without much opposition, and then were engulfed by a German counterattack that drove them pell-mell back to the river. Of the approximately 350 men who made the crossing, 13 died and 200 were taken prisoner—an utterly pointless sacrifice. Only a relative handful of Poles crossed that night, and they were too few to make any difference. They arrived just in time to be evacuated back across the river on the night of Monday, September 25.

Urquhart planned to stage his miniature Dunkirk in a “collapsing bag” manner—the northernmost units would fall back first, followed by those occupying more southerly parts of the perimeter. The walking wounded would go along; the critically injured were to be left (along with volunteer medical personnel) to the mercies of the Germans. The entire operation would be covered by a most elaborate artillery bombardment, consisting of alternating barrages against the whole German line with saturation strikes against random portions of it. The intent was both to pin down the enemy and to confuse him as to British intentions. It worked.

By the time the evacuation was underway (about 10:00 P.M.), there was a long queue of utterly silent men, standing in the rain, waiting patiently and with astonishing discipline for their turn to be ferried across. Officers neither received nor sought any preferential treatment—they took their turn when it came. Despite heroic efforts by the boat crews, there were still about 300 First Airborne men on the north bank when dawn began to break. For the first time, German gunners could see what was going on. At about 0530 hours, the last boat to cross was raked by machine gun fire and every man aboard wounded.

An unknown number of men tried to swim across. Most made it (the river was only 200 yards wide at that point and the water was remarkably warm); some—weakened by nine days of combat and inadequate food—did not.

No one knows how many men were left stranded to be rounded up by the Germans—estimates run as high as 300. A small number of intrepid individuals evaded capture and eventually returned to friendly lines, but not many.



Thus did Operation Market-Garden end, nine days after it began so promisingly.

In his official press release concerning the campaign, Montgomery claimed it was “ninety percent successful.” On his shoulders rests the responsibility for why that critical, final ten percent was not accomplished. It could have been. It *should* have been. And if it had—if that “final push” advocated by Sosabowski had been made—the Second World War would have ended before Christmas 1944, the Iron Curtain would never have descended over eastern Europe, and tens of thousands of lives would have been saved in the bargain.

In the end, it was not really a matter of “a bridge too far”...as much as “a commander too cautious.”

### Oosterbeek Rail Bridge

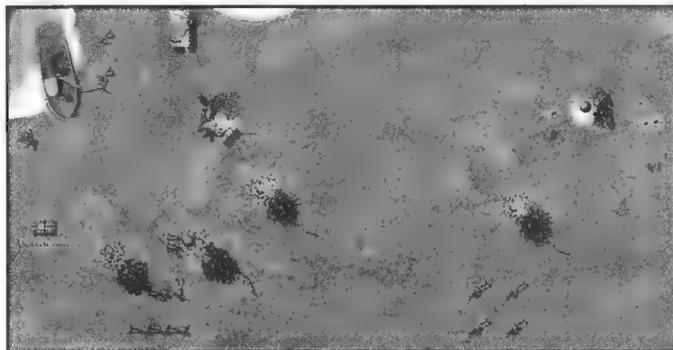
**Allied Objectives:** Familiar territory, this. You’re on the same map where you fought to keep the Germans from blowing the Arnhem Rail Bridge. But now you control the territory on most of the map. And the Germans are coming to take it back. The good news is that this battle has tanks. The bad news is that they all belong to the Germans. Good luck. You’ll need it.

**German Objectives:** Now’s your chance for some payback. You’re well-equipped and here’s your chance to push the Allies off the map. You’ll draw at least a couple of Mark IVs to the Allies measly 6pdr.

**Allied Tactics:** Well, you’ve got eighty percent of this map, but you’re facing literally swarms of very aggressive German troops.

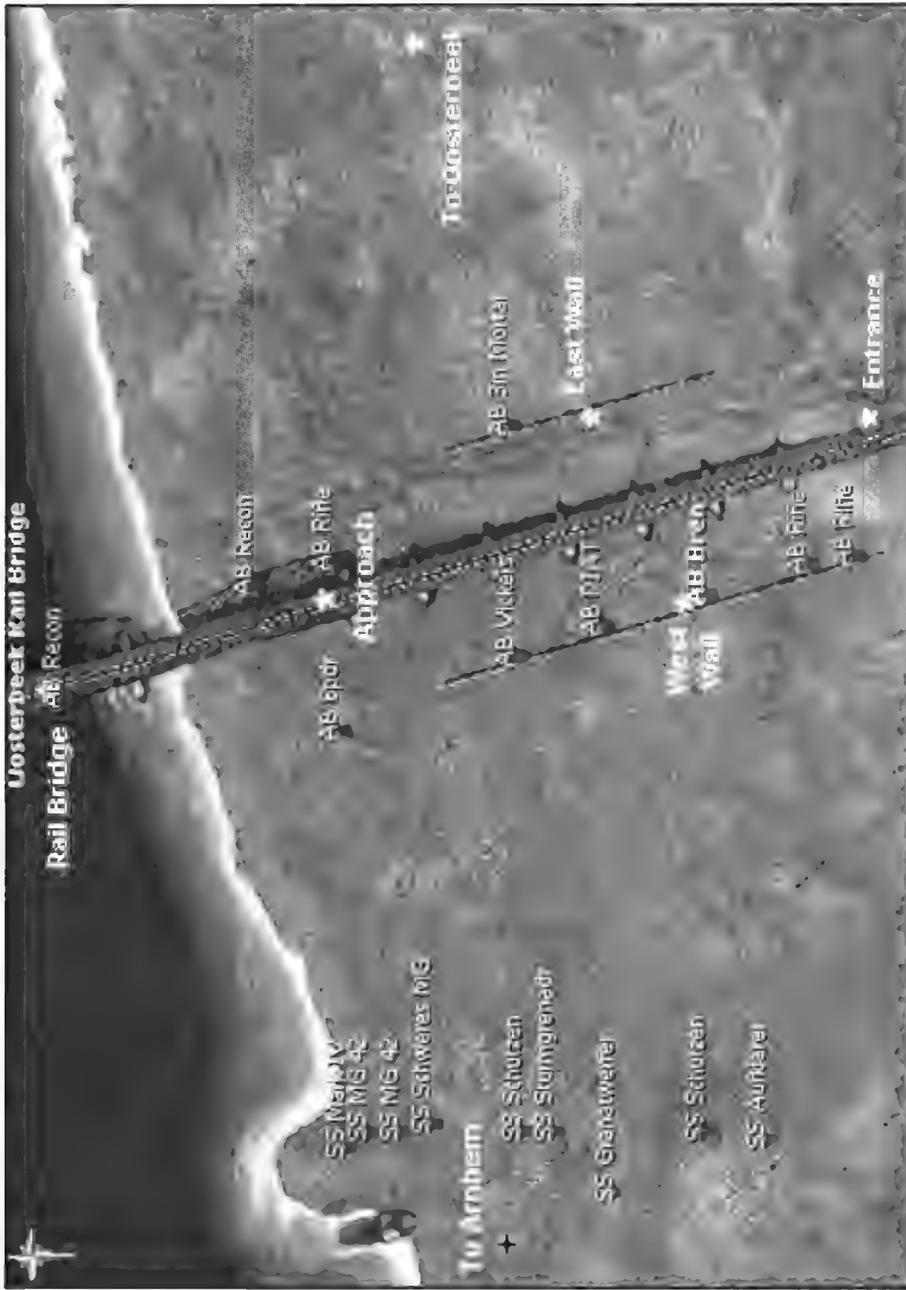
#### Victory Locations

Sites	Point Values
Rail Bridge	40
Approach	20
Entrance	20
West Wall	20
East Wall	20
To Oosterbeek	20
To Arnhem	20

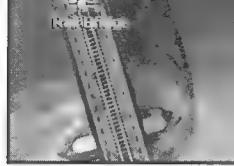


*You must take the Mark IVs early, even if it means an equally early loss of your 6pdr.*

# CLOSE COMBAT A BRIDGE TOO FAR



Oosterbeek Rail Bridge. Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



They come at you with everything they've got, and that's a lot, soldier. The Germans will draw at least two Mark IVs. Place your 6pdr gun near the northern shore, west of the bridge, and go after the Mark IVs as soon as the battle begins.

It's a good idea to keep your PIAT within range so it can target a nearby Mark IV (just in case your 6pdr doesn't make it). As the battle begins, and your big gun is fighting for survival with the Mark IVs, the Schutzen and MGs will try a massive sweep across the open field that runs north to south on the western side of the screen. Be especially sensitive to the terrain. It can be deceptive: there are numerous depressions where the Germans can hide to avoid all but mortar fire.

We had our best successes when we were able to focus mortar fire on individual MG teams, and pick off one or two of them. When we were able to blast the Mark IV with our 6pdr, we then turned the 6pdr fire on any German teams it could reach. It eventually ran out of ammo, and was promptly abandoned by the crew.

We started out Hiding our infantry teams, while we focused the mortar on the MGs. When the Mortar team depleted their ammunition,

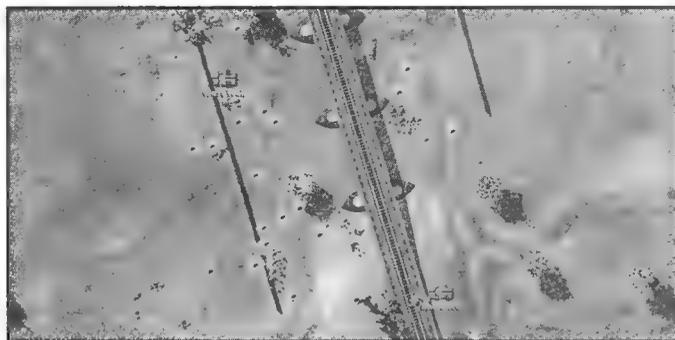
### **Orders of Battle for Oosterbeek Rail Bridge**

#### **Allied:**

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Bren	Sergeant
AB Recon	Sergeant
AB Recon	Corporal
AB PIAT	Corporal
AB Vickers	Sergeant
AB 3in Mortar	Sergeant
AB 6pdr	Sergeant

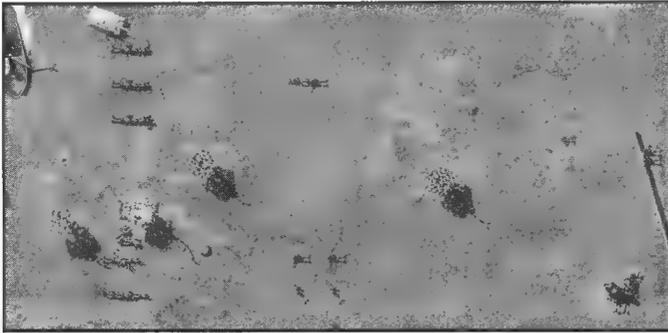
#### **German:**

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS Schutzen	Corporal
SS Schutzen	Master Sergeant
SS Sturmgnenadr	Sergeant
SS Aufklarar	Sergeant
SS Schweres MG	Sergeant
SS Mark IV	Sergeant
SS Mark IV	Sergeant
SS Granatwerfer	Sergeant

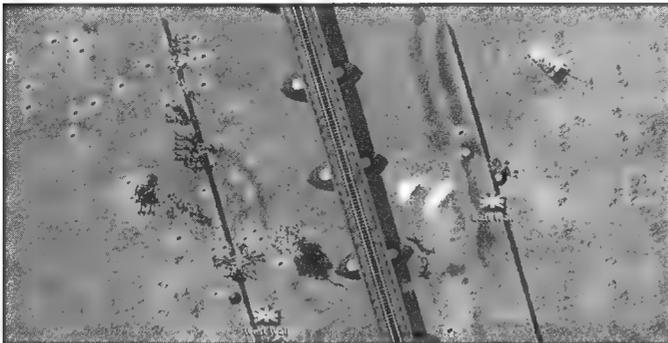


*Even if you're fortified behind the West Wall VL, German mortar fire will pick off key teams.*

# CLOSECOMBAT A BRIDGE TOO FAR



*The AI tends to place Allied teams west of the West Wall VL. We heaved up our MG teams in the NE quadrant to clear the field quickly.*



*Bring your Mark IV around to the east to help erase isolated pockets of Allies.*

we moved them up to help fortify the West Wall VL. By the way, if you have a shot at the German Granatwerfer crew, take it. The cumulative damage they wreak across a battle on your forces can be significant.

**German Tactics:** Your armor, versus the 6pdr, is critical here. Place both of your Mark IVs in the upper NW corner, and as soon as the battle begins start looking for and targeting the 6pdr. Spread your other teams along the whole line, and place your mortar near the center (the AI usually prefers placing it near the NW corner.) If you advance your MGs, Sneak them.

Even with all of the undulations in the terrain, the Allies can achieve good lines of fire from their various positions. We found that the

AI consistently placed several Allied teams west of the West Wall VL. We weren't sure why, but get those teams out of the way first. We eventually drove the Allies back toward the To Oosterbeek VL, and brought our remaining Mark IV around under the northern edge of the bridge to help with final mop-up. A very satisfying German Overwhelming Victory: 181 to three.



## Oosterbeek Cauldron

**Allied Objectives:** "Cauldron" is an understatement here. It's tough not to get cooked as the Allies, but your job is to at least hold fast, and even better, to decimate these German forces.

**German Objectives:** Throw 'em out, and take the village.

**Allied Tactics:** Against a heavy concentration of MGs and heavy infantry, this would be a hard battle to win even if the Germans didn't have two Mark IVs. But they do. And, even when we were able to get one Mark IV in the opening moments, the other wreaked havoc nicely all by itself. Plus the fact that we kept drawing one of those Mortar teams that can't hit the side of a barn. Using our tried and true theory that if all else fails, we executed a counterclockwise sweep around the northern edge of the map, and were promptly crushed by the German forces. We might also mention that if you place your 6pdr in that little open field in the center of the screen, it can't even see over the hedgerows. Not that it would have helped anyway; the Germans do an excellent job in this scenario of shielding their early Mark IV deployments with buildings. (An important reminder: if you place a 6pdr anywhere in the open, remember to put a team of something nearby to provide covering fire.

In this case, German teams literally show up all along the map (why not, they're so *many* of them), and can merely shoot your gun crew without even bothering the Mark IVs. We learned that lesson the hard way. After many, many

### Victory Locations

Sites	Point Values
To LZ	40
To Rail Bridge	40
Hooserweg	20
Christ Ger. Kerk	10
Overzicht	20
To Arnhem	10

### Orders of Battle for Oosterbeek Cauldron

#### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Bren	Sergeant
AB Recon	Corporal
AB PIAT	Corporal
AB Vickers	Sergeant
AB 3in Mortar	Sergeant
AB 6pdr	Sergeant

#### German:

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS Schutzen	Corporal
SS Schutzen	Master Sergeant
SS Sturmgnadr	Sergeant
SS Aufklarar	Sergeant
SS Schweres MG	Sergeant
SS Mark IV	Sergeant
SS Mark IV	Sergeant
SS Granatwerfer	Sergeant





battles, here's what we figured out. The AI has a tendency to "heavy up" the Germans to the SW. By working our PIAT team in close, we were able, between the 6pdr and the PIAT, to smoke two Mark IVs in the opening moments of the game. We had deployed our forces in a rather thin line, not knowing where the Germans would deploy, but as soon as we got the Mark IVs, we smelled blood and began relocating teams to take advantage of that deployment. We immediately realized we were a bit "undertrooped" in the SW, so with our Bren already in place, and our Vickers moved up for additional firepower, we stopped the German advance cold. At the bitter end, we had a hold-out German building with two pretty healthy MG 42 teams inside. For some reason, our guys didn't want to advance much further, so we requested a Ceasefire, something we rarely allow ourselves to do. We're pleased to say the German forces took excessive losses. This resulted in a Minor Allied Victory with a score of Allies: 139, Germans: 29 (and we were glad to get it).



*We hid our 6pdr inside a building (it fit) and blasted a Mark IV.*

**German Tactics:** This one was fun. We massed our forces in the NW sector of the map, and blasted the 6pdr as soon as the battle started. We then moved, in force, into the village, patiently cleaning out strongholds of resistance. We moved one of our two Mark IVs to the SW to keep the Allies restrained there while the other provided support for our infantry on the building-to-building sweep through the village. This strategy worked so well, we ended up with 36 Allied KIAs to eight German, and a 158 to three German Overwhelming Victory.

# CLOSE COMBAT A BRIDGE TOO FAR



Oosterbeek North: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



## Oosterbeek North

**Allied Objectives:** You need to head west to the LZ, and the Germans don't want you to. Furthermore, they think they can take this town away from you. Naturally, you can guess who has the tank, right?

**German Objectives:** You've got the tank but also some pretty unfavorable terrain, and you've got to cross over and through a wrecked train to get there. Casualties may be high, but you need to throw the Allies off schedule.

**Allied Tactics:** Other than the now ubiquitous Mark IV (at least there's only one of them), this scenario looks pretty good. You have a 6pdr, some heavy weaponry, and enough teams to be presentable. The Germans control the ground west of the railroad tracks, and all they have to hide behind (other than a couple of buildings to the north, near the bridge) are a few scrawny trees and a wrecked train. You have deployment access to a portion of the bank, and we suggest you use it. You also control the row of three story buildings facing their advance line, and you have excellent sweeping firing positions across their whole position. The AI will place many of the Germans hiding in and around the train, and in the woods just west of the tracks.

It is very important to place your PIAT where it will have a chance at the Mark IV. Place your 6pdr up in the area east of the bridge. You now must hope it will last long enough for your PIAT team, who you're placing up against the western side of the railroad track bank, to get off a clean shot at the Mark IV that's so quickly destroying your 6pdr.

### Victory Locations

Sites	Point Values
To LZ	40
Oosterbeek Houg	20
Parallelweg	20
Stationsweg	20
Dennenkamp	20
To Cauldron	40
Wjkgeboun Gr. Kruis	20

### Orders of Battle for Oosterbeek North

#### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Bren	Sergeant
AB Recon	Sergeant
AB Recon	Corporal
AB PIAT	Corporal
AB Vickers	Sergeant
AB 3in Mortar	Sergeant
AB 6pdr	Sergeant

#### German:

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS Schutzen	Corporal
SS Sturmgnenadr	Sergeant
SS Aufklarar	Sergeant
SS Schweres MG	Sergeant
SS Mark IV	Sergeant
SS Granatwerfer	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR



*The Mark IV got the Allies 6pdr, but in the meantime our PIAT was able to line up a successful shot.*



*Be prepared for a rush in force by the German attackers.*

Place your heaviest firepower (your Vickers and your Bren) where they can sweep the wooded banks and the train tracks. Make sure you have your forces weighted evenly, in terms of firepower, along the row of buildings, because you can never be sure where the Germans will come from.

When the battle begins, start Sneaking the PIAT team up toward the Mark IV. If there's time, try to get off a shot with the 6pdr, although this is rarely the case. Now's also a good time to have your mortar team systematically focus on selected German teams. Turn your teams in the buildings loose on the Germans advancing from the woods and up from the tracks. If you take your time, and set

your crossfires correctly, you can do a lot of damage in only a few minutes. This is where an accurate Mortar team can be very helpful in wiping out that lingering MG 42 that always seems to be in a good spot.

We moved out, and began Sneaking our teams over the train tracks and up along the western bank. As we worked our way through the woods, we forced the last Germans in the SW to surrender. We then moved teams from the south along the tracks, and from the east into the buildings north of the holdouts in the Oosterbeek Houg VL. From there, final clean-up was quick work. An Allied Overwhelming Victory at 200 to six.



**German Tactics:** After the tactics above, you can see how important it is for the Germans to keep their Mark IV—if they can. We saw that the AI frequently placed the 6pdr up in the northern section of the eastern bank, so we put our Mark IV up there with two fortified MG 42 teams. This tactic worked even better than we had hoped. Before the Mark IV



*Once we suppressed many of the German teams across the bank, we moved out of our facing buildings and began pursuit.*

even had a chance to line up on the 6pdr, the two MG teams had completely wiped out the 6's crew. That's goal number one. Goal number two is to take the building at the bottom of the row of buildings facing the tracks, so heavy up your forces when you do your initial deployment. Use your Mark IV to help distract the team or teams in this building, and when the moment is right, charge. You want to take this building with as few casualties as possible, but take it you must. After this, your task is back to a methodical building by building elimination of Allied forces. We even had to chase down the Mortar team out in the NE section of the map.

German Overwhelming Victory 200 to four, with 38 Allied KIAs to 12 German.

## Oosterbeek LZ

**Allied Objectives:** You control much of the map here, but need to take the LZ VLs away from some very determined Germans. This is one of those battles where they are attacking in force from moment one. Be ready.

**German Objectives:** There are several terrain features here that will promote your efforts to take back the road to Oosterbeek from the Allied forces. Use them to your advantage.

### Victory Locations

Sites	Point Values
Farm House	20
Cottage	20
LZ 1	40
LZ 2	40
Woods	20
To Oosterbeek	20

# CLOSE COMBAT A BRIDGE TOO FAR



Oosterbeek LZ Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



**Allied Tactics:** You'll probably draw a Bren, a Vickers, and a PIAT team.

Fortunately, the Germans, for once, have no armor. They will come crawling through the canal area in the SW in force, and the hedgerows will block your view of them until they're almost clear. With three or four MG teams, and a couple of Sturmgnadr, the Germans are tough and aggressive in this battle. After numerous play-throughs, the devastation caused by the German mortar crew (Granatwerfer) was constant, so we decided to try and take that team out early on. Initially we tried hiding everyone and having our Mortar team focus on the German

Mortar team. The AI almost always puts the German mortar behind the hedgerows in the NW field, and their aim is almost always very accurate. When we tried targeting them with our own mortar rounds, we invariably ended up with one of those teams that never hits the target. We fired off, wastefully it turned out, over twenty rounds and never damaged the Granatwerfer crew.

Our Mortar team was more effective however, in targeting and eliminating some of the German troops swarming up the road in the SE. You'll be tempted to move teams into the area around the canal, especially since the AI always seems to put a large force of Germans there. Several prior battles resulted in blood baths for both sides, when we heaved up our defense perimeter closer to the canal. A lot of hand-to-hand fighting, knee deep in the mud, was interesting, but not, we found, an effective way to win.

We heavily fortified the Farm House VL and the Cottage VL, and emplaced our mortar in the large bomb crater behind the Cottage VL. Then we waited and let the Germans move in close. This was very effective. Once we destroyed the German teams to the SE, we moved our Mortar team and the remaining Cottage VL defenders on a clockwise sweep back up through the Woods VL and on to the Farm House VL. The result? 13 Allied KIAs to 29 Germans, and an Allied Overwhelming Victory, 163 to five.

### **Orders of Battle for Oosterbeek LZ**

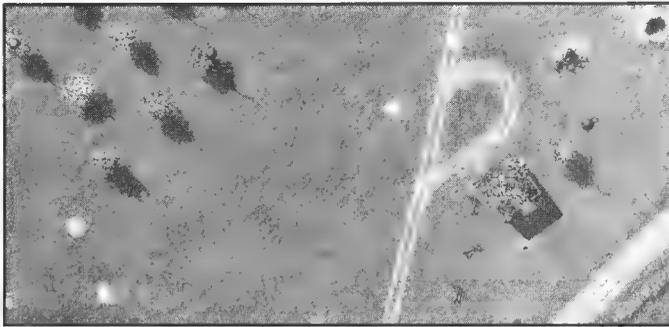
#### **Allied:**

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Bren	Sergeant
AB Recon	Sergeant
AB PIAT	Corporal
AB Vickers	Sergeant
AB 3in Mortar	Sergeant

#### **German:**

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS Schutzen	Corporal
SS Sturmgnadr	Sergeant
SS Aufklarer	Sergeant
SS Schweres MG	Sergeant
SS Granatwerfer	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR



*The SE emplaced German teams take the Cottage, and then split. The MG moves north to get the Allied Mortar team while the Schutzen Sneak west to help clean up the Woods VL.*

**German Tactics:** Since a successful Allied tactic involved taking out our Mortar, we protected it from the outset with an MG 42 strategically placed at the corner of the hedgerows. This also allowed a field of fire down the road in front of the Farm House VL, which turned out to be important. The AI will place some Allied troops in and around the Woods VL. Early in the battle, we simply tried to

ignore them as much as possible. If you're patient, you can take the Vickers location in the SE with minimal damage to your teams. Between our Mortar, Schutzen, and MG teams, we managed to eliminate the entire Vickers crew with only one injury to our teams.

We found a double envelopment to be highly successful here, sneaking several teams as far around the extreme northern edge of the map as we could. On our way, we eliminated the Recon team hiding in the rubble of the field. It was to our decided advantage that the Allies failed to protect the Cottage VL, and we snuck up and took it, as the PIAT team in the Woods to our west beat a hasty retreat to the Farm House VL.

From here, it was just your basic clean-up. We rushed the Farm House (from the rear, thanks to our Sneak around the top) and the defenders surrendered. We then moved teams in from both sides and cleaned up the Woods.

At this point, it's important to use the terrain features in the area NE of the Farm House VL, and north of the Cottage VL, to your advantage. We Snuck in from all directions, eliminated the Mortar team and then closed in on the Allied remnants hiding in the field and hedgerows to the NE. Another very satisfying Overwhelming Victory: Germans 161, Allies three.

# Chapter Six

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## THE RELIEF ATTEMPT

*“We must remember that British soldiers do not act on their own initiative when they are fighting in a town and when it consequently becomes difficult for officers to exercise control. They are amazing in defense, but we need not be afraid of their capabilities in attack.”*

*—Gen. Wilhem Bittrich, Commander II SS Panzer Korps, to his staff; September 17, 1944*<sup>9</sup>

**Monday, September 18:** The first attempt to pierce the German lines and relieve Col. Frost’s men at the bridge was mounted by the 1st and 3rd Battalions of the 1st Parachute Brigade, both of which began their advance before dawn. Most of these young men had never been in battle; the veterans had not seen action since the invasion of Sicily, more than a year earlier. For nearly all of them, street-fighting was a new and decidedly unnerving experience: “Only the least imaginative felt unafraid as they advanced at the head of their columns between the neat rows of silent watchful houses. No one who has experienced street-fighting and knows the feeling of naked insecurity and fearful apprehension which it evokes, can be surprised that the advance was slow.”<sup>10</sup>

At first, the only German response to this parade of shadows was an occasional sniper round—even this brought the advance of many Allied platoons to a halt. Unit cohesion was crumbling even before the sun came up. Companies straggled; officer control was sporadic.

On the outskirts of Arnhem, where the southern and middle roads joined near the big gothic structure of St. Elizabeth’s Hospital, 3rd Battalion ran into much more than sniper fire: a torrent of German bullet and shell fire from dozens of well-hidden machine guns and several self-propelled guns. These

## CLOSE COMBAT A BRIDGE TOO FAR

roamed the streets seemingly at will, suddenly appearing on the flanks and even to the rear of the paratroopers.

To make matters worse, both the brigade commander, Brig. Gen. Lathbury, and Urquhart himself, found themselves trapped in a Dutch house with Germans all around them. Lathbury threw a smoke grenade and the two generals ran through some back alleys, searching for friendly troops and for someone who could tell them what the hell was happening. As they were diving into the open door of another Dutch residence, Lathbury took an MG 42 bullet in the spine. As Urquhart dragged him inside, a German soldier appeared at a window and tried to peer inside. Urquhart drew his Webley revolver, fired through the glass, and hit the German in the mouth, killing him instantly. Leaving Lathbury in the care of some civilians, Urquhart (and some other men who joined him as soon as they spotted him) made it through several more streets before finding himself surrounded by German troops, including two self-propelled guns idling just underneath the bedroom window. The general settled down for the night.

Meanwhile, 1st Battalion angled toward the river, trying to find a way around the German flank—but it, too, was stopped cold. One company fought its way as far as the site of the now-demolished pontoon bridge (about a mile and a half from Frost's position), but could do no more. Only 20 men were still on their feet and they were down to their last five to ten bullets. The rest of the battalion was locked in fierce combat with Germans who had fortified a large factory building near the railroad tracks.

By late afternoon, 3rd Battalion, still locked in vicious street-fighting near St. Elizabeth's, was almost surrounded. It was decided to send reinforcements into Arnhem—even if that meant weakening the defensive perimeter around the landing zone.

Things were also dicey there at the LZ. Radio communications were terrible (about the only hard information reaching the British was from friendly civilians utilizing the telephone system, which was working fine). The final contingent of the Red Devils (4th Parachute Brigade, Brig. Gen. J. W. Hackett) dropped in the early afternoon (a day late, due to weather problems). The Germans knew they were coming, of course, and had by now ringed the LZ with dozens of anti-aircraft guns, including a number of murderous four-barreled "Whirlwind" 20mm batteries. Ten aircraft were shot down; among the casualties was an R.A.F. team which was supposed to coordinate close air support. Therefore, in the coming days, and despite the many Allied fighter-



bombers based in nearby Belgium, it was the Luftwaffe which would be doing the supporting.

Friction immediately developed between Hackett and Brigadier P. H. Hicks, whom the now-missing Urquhart had left in command. Hackett was a temperamental man who treated his 4th Brigade like a corps of primma donnas, and there was little good will between him and Urquhart, who had once described Hackett as “a broken-down old cavalry officer.” There was an unseemly row between the two brigadiers (Hackett enjoyed seniority over Hicks); in the end, both men backed off and Hicks allowed Hackett to develop a plan for another attack on Tuesday, hoping to bring order into what both men agreed was “an untidy mess.”

Hackett’s 11th Battalion, along with 420 men of the South Staffordshires fought their way into Arnhem during the early evening and made tenuous contact with the survivors of the 1st and 3rd Battalions about midnight. There were now two fresh battalions and the bloodied—but still game—remnants of two others in place. Come Tuesday, they would make the last and most desperate attempt to reach Frost’s perimeter.

Ironically, the only major British success of Monday was when Frost’s men bushwhacked an SS armored recon column that attempted to storm the north end of Arnhem Bridge. 12 German vehicles were destroyed and at least 70 men killed, including their commander, Hauptsturmführer Viktor Graebner, who had been awarded the Knight’s Cross only one day earlier.

**Tuesday, September 19:** Daybreak brought one bit of good news—General Urquhart’s hiding spot was taken under control by some men from the “South Staffs.” The general promptly commandeered a jeep and drove back to divisional headquarters.

At four o’clock in the morning, each British battalion began its own attack. Chaos ruled almost from the very start. During the night, the Germans had pulled back several hundred yards from their positions around St. Elizabeth and had formed a U-shaped line based on excellent terrain (a steep railway embankment to the north, and another embankment, running south from the railway line’s steep draw almost to the river). On the south side of the Rhine, they had heavily fortified a brick factory and could enfilade from its windows and roof, any British units attempting to advance along the riverbank.

It was a perfect set-up: the Germans on each embankment could maintain a crossfire without endangering their own men—the different elevations gave perfect protection.

## CLOSE COMBAT A BRIDGE TOO FAR

Into this fire-trap marched the British. Again, the fighting was close, savage, and hopelessly one-sided. Only a handful of British 6pdr antitank guns were available, and by mid-morning, most of them had been knocked out. By mid-afternoon, projectiles for the PIAT launchers were also running out. Following the riverbank road, one company of the 1st Battalion got as far as a half-mile from the bridge (after fighting several engagements that included bayonet attacks by both sides). By six o'clock in the afternoon, only 40 men—out of the entire battalion—remained on their feet and the buildings they occupied were being shelled, at point-blank range, by tanks firing phosphorous shells. At that point, the surviving senior officer issued an “every-man-for-himself” order.

Essentially the same thing was happening to every other British unit committed to the Arnhem meat-grinder: companies were reduced to the size of platoons. German armored forces roamed back and forth at will and mortar shelling was incessant. The pack howitzers at the landing zone fired steadily and accurately, but their lightweight projectiles made little impact on any German armor they were lucky enough to hit.

Fourth Brigade's 10th Battalion, supported by the 156th, made an equally determined effort to break through along the Amsterdam Highway north of Oosterbeek. This area was heavily forested and the resulting engagement became known to the British as “The Battle in the Woods.” Their objective was a bit of high ground known as Koepel. However, between them and it, ran a secondary road connecting the railroad yards at Oosterbeek with the Amsterdam Highway. Called the Dreijenseweg, it ran along the top of a ten-foot embankment, backed by additional steep and wooded slopes. Any attacking force would have to expose the top parts of their bodies in order to get at the Germans who were dug in along this line.

These soldiers happened to be elite veterans of the 9th Panzer Division, liberally supported by armored cars, half-tracks, self-propelled guns, and plenty of mortars. Strong infantry outposts, machine gun nests, and sniper pits had been thrown out into the woods to cover the main line.

At first, the British advanced through the trees in eerie silence. Then the first shots rang out, and German fire seemed to come from everywhere. As was the case with the railway embankment in Arnhem, the Germans on the road could fire over the heads of their own forward units without endangering them. The deadliest fire came from several twin-barreled 20mm flak guns on half-



tracks, which rained thousands of high-explosive shells into the woods. Detonating in the trees, these rounds in turn produced thousands of splinters in addition to their own shrapnel.

By twilight, one of the British battalions was down to 50 percent strength, and the other (although it had gained a bit more ground and lost less men) was hopelessly pinned down. Neither had advanced more than 500 yards closer to Arnhem.

Equally tragic was the massive aerial resupply operation mounted that afternoon. Although desperate attempts had been made to contact either England or XXX Corps, the Allied air commanders had no idea that the resupply zone was already in German hands. As the pilots of the lumbering Dakotas passed low over the Oosterbeek area, the paratroopers made feverish attempts to signal them—but the pilots were under strict orders to ignore any ground signals on the assumption that they might be German tricks. With great courage, they flew into a wall of flak and unloaded 390 tons of food, ammunition, and medical supplies—right into the waiting hands of the Germans. A few supply containers either drifted into British lines or were recovered by patrols after dark. And the massive flak barrage shot down 13 planes and damaged another 97.

At dusk, a dismal rain began to fall. Urquhart had not only had his best battalions chewed to pieces in just two days, there were now ominous signs that German pressure on the landing zone was beginning to build to the north and west. Ad hoc forces of glider pilots and other specialists who had nothing to do (since their equipment had not survived the landings), were given rifles and began to dig slit trenches. They would soon need them.

**Wednesday, September 20:** During the night, Hackett had reorganized his entire brigade and was planning to resume the push into Arnhem, despite Tuesday's heavy losses. Messages from Frost described increasingly hellish conditions at the bridge—his men were now holding a perimeter about the size of a football field and during the night the first Tiger tanks had arrived. One shell from their 88s could destroy an entire floor of a building, and Frost's men were running out of buildings as well as ammunition.

By 7:30 that morning, however, every one of Hackett's battalions was heavily engaged. Most were hard-pressed to defend the ground they held; to advance beyond it was clearly no longer a possibility. Several German tanks had broken through and begun shooting up buildings and gun positions near divisional headquarters. Some were destroyed by the heavy 17pdr guns

# CLOSE COMBAT A BRIDGE TOO FAR



*Relief Suburbs Suggested German and Allied deployments with Victory Locations Note that deployments, while sharing the map, reflect independent strategies.*



deployed at strategic locations around the division's perimeter; the others withdrew. But their mere appearance signaled that the Battle of Arnhem had now definitely swung in the Germans' favor.

Hackett's withdrawal of the remnants of the 4th Brigade was a tactical masterpiece. Although each unit was either heavily engaged or actually surrounded by superior enemy forces, each force managed to extricate itself, by skillful timing and changes of direction, and in several cases by launching ferocious bayonet charges that broke through the German lines. The men who staggered out of Arnhem looked like scarecrows: gaunt, hollow-eyed, most of them without ammunition, some of them still clutching captured German weapons they had used when their own weapons ran out of bullets. They had given their all, but they could not fight tanks with Enfields and Bren guns.

Frost's men held on through Thursday. They had fought for four days, mostly without sleep. Their food had run out two days earlier, and their last supplies of water (stored in Dutch bathtubs when the siege began) ran dry soon thereafter. The wounded were in terrible shape; there were not even any more field bandages, much less morphine supplies. Still, these soldiers resisted the enemy as long as they could, with a desperate, hopeless courage that impressed their foes.

One of the first fragments of Frost's unit to surrender (a handful of men clinging to the last house east of the bridge still in British hands) witnessed this respect in a dramatic fashion. As they climbed out of the rubble to face their SS captors, one German soldier fired at them. His own officer turned around and unhesitatingly killed the man with his Luger. All the survivors of this legendary siege would later agree that the SS men, on the whole, treated them chivalrously and gave prompt care to the wounded.

With the capitulation of Frost's heroic men, the Battle of Arnhem was over.

The Siege of Oosterbeek, on the other hand, was just beginning.

### Relief Suburbs

**Allied Objectives:** Lt-Col. Frost is in danger of losing his supply lines. If this position is lost before the morning of the 19th, the operation will be canceled.

**German Objectives:** Prevent the reinforcement of Arnhem.

### Victory Locations

Sites	Point Values
River Front to Arnhem	40
Emergency Room	40
St. Elisabeth	10
Public Baths	20
Prison	10
To Oosterbeek	20

# CLOSE COMBAT A BRIDGE TOO FAR

## Orders of Battle for Relief Suburbs

### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in Mortar	Sergeant
AB Recon	Corporal

### Axis:

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS Schutzen	Corporal
SS Sturmgnadr	Sergeant
SS Aufklarar	Sergeant
SS Schweres MG	Sergeant
SS Mark IV	Sergeant
SS Granatwerfer	Sergeant

**Allied Tactics:** If God is on the side of the heaviest artillery, consider yourself excommunicated. The Germans have you out-gunned, out-manned, and out-matched. Your only hope is to inflict some damage as you go down fighting. The best hope for this is positioning your mortar in an out-of-the-way location—perhaps in the northernmost cultivated area. With only one or two units to guarding it, the mortar team might just be able to hit the German tank before being destroyed.

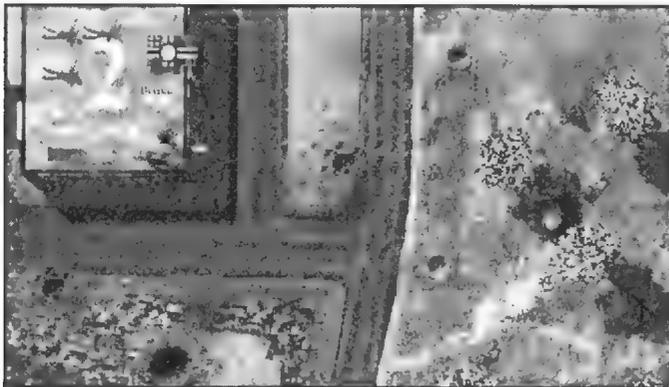
Use the remainder of your units in the woods to the south. Try to draw the Germans' attention away from your mortar. Observe the German deployment; if given the chance, go

for the glory. This battle isn't going to be won without divine intervention. Instead, concentrate on collecting medals.

**German Tactics:** On this map, you've won before you started. Place a machine gun in the northeastern-most ruin, stringing Heavy Infantry (your *Sturmgnadr*) along the ruins to the south.

Position another machine gun and Recon team (your

*Aufklarar*) in the Prison, the first VL the Allies will try for, and you're almost done. Put your mortar (*Granatwerfer*) behind the two-story building just west of the Prison. If you're lucky enough to get a tank, place it where you will.



Allied soldiers Sneak through the woods to the ruins below the Prison.



Your strategy should be simple—lob a few mortar shells into the trees to spook the Allies, then watch the carnage. Don't worry too much about their mortar, which is probably placed as described above. When you've sufficiently slaughtered the southern forces, send a few troops out on mop-up detail, and you should be fine.

### Relief Tree Road

**Allied Objectives:** Secure your locations and keep open the road to Arnhem.

**German Objectives:** Stop the relief attempt. Accept a ceasefire, but do not retreat.

**Allied Tactics:** Pray. The Arnhem Relief Operation has not been kind to you, and isn't about to start getting any easier. You can buy some time by clustering your troops to the southeast of the map. Keep out of sight of the northern half as much as possible, using the buildings in the north of your territory as a shield. By keeping a unit or two in the far south (below the railroad tracks) you will be able to harass the Germans (unfortunately, they'll be able to *slaughter* you).

Only two things can save your hide here, and we encountered each of them only once. First, your mortar might manage to take out the German tank. Second, and much less probable, the AI might set its troops up entirely to the north of the river.

**German Tactics:** If you're careful, this battle might go almost as well as the previous one. Put one or two MGs or support units to the north of the river. Check their angles of fire to maximize the number of buildings they'll be able

### Victory Locations

Sites	Point Values
to Arnhem	40
Museum	20
Train Station	40
to Oosterbeek	20
Utrechtweg	20
Onderlangs	20

### Orders of Battle for Relief Tree Road

#### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in Mortar	Sergeant
AB Recon	Corporal

#### Axis:

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS Schutzen	Corporal
SS Sturmgnadr	Sergeant
SS Aufklarar	Sergeant
SS Schweres MG	Sergeant
SS Mark IV	Sergeant
SS Granatwerfer	Sergeant



## CHAPTER SIX: THE RELIEF ATTEMPT



to hit. This will serve you well as you're advancing through the town.

Divide the rest of your troops into two columns, with one column moving along each row of trees. Set your tank up along the road. (If the luck of the draw starts you without a tank, I'd recommend restarting the battle—you'll find it will be much more difficult without one.) Use your tank and support weapons to soften up the Museum, meanwhile moving your troops along the tree-line toward it. After gaining the Museum, use this same technique on each subsequent building, working your way slowly but surely toward the Train Station. Should you happen to spot an Allied mortar team, make it a targeting priority.

Also consider, if you have three or more support units, placing one to the south of the river to serve in the fight that takes you from building to building. This technique will prove useful if the Allies hole up, as is their norm, in the far southern buildings.



*If the German's Mark IV ends up on the "wrong" side of the river, you have a chance. It can't cross over.*



*Unless the Allies can take out the German Mark IV with a well-placed mortar hit, they're in big trouble.*





# Relief West Approach

**Allied Objectives:** Hold this position to keep open the supply corridor to Lt-Col. Frost in Arnhem.

**German Objectives:** Take back the bridge and surrounding area, thereby isolating the British from their Oosterbeek force and cutting their supply lines.

**Allied Tactics:** You finally have something to smile about—enough troops to wage a decent battle. Put as many of your troops as possible against the front, favoring the multistoried buildings. Distribute your heavy weapons well—be sure to keep one near the northernmost cluster of buildings and one in the southernmost. The AI usually chooses these two spots to fortify—you'll be glad you have the heavy guns.

Try leaving a Recon team in the northernmost building and use it to check out buildings once you've begun to close in on the Germans.

The rest of your setup is fairly negotiable. Keep your mortar back in the vicinity of Roermonds Plein—the Germans might try to push into your territory, and the extra space you make will save lives.

The Germans' northern outpost is usually the first to fall. Help it along with some well-placed mortar shots: start with the buildings nearest your men and work west. When these buildings seem to have fallen, keep bombarding the far buildings and send in your Recon team. Work west, then south. As the buildings are confirmed clear, send in your other troops, thus pinning in the remaining southern stronghold. As soon as you

### Victory Locations

Sites	Point Values
To Oosterbeek	20
Rail Station	10
Rail Depot	20
To Arnhem	40
Van Sant's House	10
Hotel Keizerskroon	40
Roermonds Plein	20
Orphanage	10

### Orders of Battle for Relief West Approach

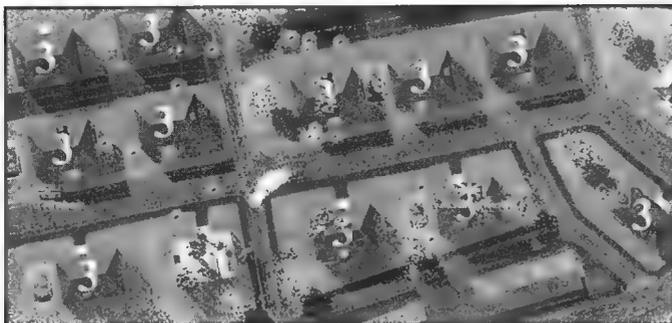
#### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in Mortar	Sergeant
AB Recon	Sergeant
AB Recon	Corporal

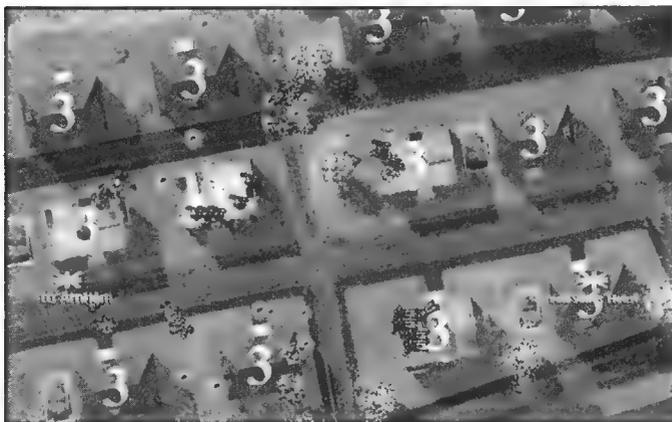
#### Axis:

SS MG 42	Master Sergeant
SS Schutzen	Corporal
SS Sturmgnadr	Sergeant
SS Aufklarar	Sergeant
SS Schweres MG	Sergeant
SS Granatwerfer	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR



*Patiently work your way west, then south.*



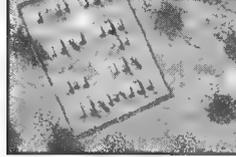
*It's time to close in...for the coup de grace.*

feel comfortable with it, move the focus of your mortar's ire to the south, again choosing the occupied building closest to your own men.

This southern outpost may hold out a while, but be patient. Victory *will* be yours.

**German Tactics:** You've lost your edge in this battle and are hopelessly out-gunned. Your best bet is to fill the four buildings on and south of the VL marked "To Arnhem," in your Deployment Zone. Then settle in and wait. Eventually the Allied forces should attack. If not, try luring them out with mortar or heavy machine gun fire. You are *not* strong enough to mount an attack here and are basically fighting a battle of attrition.

One shot for success (maybe your only one) will occur if the Allies fail to adequately defend their northern border, and you're able to push as far as Roermonds Plein, running one building at a time, forming a line against the remaining Allies (all to the south of you), and running troops behind this line to enable its advance. If these conditions are met, once you reach Roermonds Plein, you may be able to offer a ceasefire, and even manage to squeak out a minor victory.



## POLISH DROP

For the Polish men and women who fought—both in exile and in the heroic (but tragically doomed) “Home Army” in Warsaw—the month of September 1944 held special significance: World War II had begun in their country, five years previously.

No group of Polish patriots felt this more keenly than the men of the 1st Polish Independent Parachute Brigade Group (a militarily-prolix moniker that was usually shortened, as it will be here, to “The Polish Parachute Brigade”). It was formed in Scotland in 1941, and augmented gradually by trickles of volunteers who either escaped Poland after the Nazi conquest, or who found their way to England from remote corners of the world. This was a unique formation: the only Allied airborne unit made up completely of men from a Nazi-occupied country. Some of these men had been waiting to see action for three bitterly frustrating years.

Its troops and officers wore standard British Army-issue uniforms, trained with British weapons, but had their own prickly identity and were fierce in their pride. They had a distinctive beret: steel gray in color, and decorated with the Polish eagle. The Brigade’s motto reflected its patriotism and its desire to participate in the liberation of its homeland: “By the Shortest Way!”

Its commander was the legendary Major-General Stanislaw Sosabowski, a wiry, extremely fit man of 52 who sported a thin Errol Flynn-style moustache that offset his craggy nose, powerful forehead, and piercing eyes. Sosabowski had fought as a common soldier (in the Austrian Army, in World War I) before becoming a professional officer in the fledgling armed forces of newly independent Poland. He had commanded, with great courage and determination, an infantry brigade during the siege of Warsaw, and he had never doubted for a moment that, if the Polish Army had been better prepared and better led from the start, Hitler’s career as a conqueror would have been over almost as quickly as it began.

# CLOSE COMBAT A BRIDGE TOO FAR

Since assuming command of the Polish Brigade in 1941, Sosabowski had become a fervent student of airborne tactics and theory. He had studied the German operations against the Lowlands and against Crete, the Allied drops in Sicily and Normandy, and even the pioneering pre-war experiments of the Red Air Force. Consequently, during his three years of administrative and training duties, he had become an expert—more of one, it might plausibly be argued, than some of his Allied counterparts.

Although admired for his energy, patriotic zeal, and unquestionable personal courage, some Allied colleagues found Sosabowski a bit too outspoken for comfort. He did not suffer fools gladly. Nor did he hesitate to speak his mind when confronted with operational plans he considered hare-brained. British Brigadier John Hackett, whose 4th Parachute Brigade was attached to Urquhart's First Airborne, vividly recalled an incident that occurred during the planning for "COMET" (the understrength airdrop that was the forerunner of Market-Garden). After listening with growing impatience to Montgomery's staff's lecture on the COMET scheme, Hackett concluded:

The airborne movement was very naive. It was very good on getting airborne troops into battle, but [the staff planners] were innocents when it came to fighting the Germans after we had landed. They made a beautiful airborne plan and then added the fighting-the-Germans bit as an afterthought... after this lovely plan had been presented, the Polish commander, Sosabowski, said in his lovely deep voice, "But the Germans, General, what about the Germans?"<sup>11</sup>

And after the full-scale plan for Market-Garden had been unveiled, Sosabowski was heard to mutter: "An airborne victory cannot be purchased by installments!"

Nevertheless, Sosabowski knew his men were as ready as troops could possibly be to give their all; whatever his personal doubts (including a long-held opinion that Montgomery was an egomaniacal little twit), he was ready to lead them into battle, hoping against all military logic that their long pent-up zeal would compensate for the shortcomings of the plan they were being committed to.

Originally, the Polish Brigade (which had its own integral artillery, engineer, and signaling elements) was scheduled to drop in support of Urquhart on D+2. However, inclement weather over its English airfields caused a day's postponement. When Sosabowski learned that the weather over Holland was actually quite acceptable—so fair, in fact, that the Luftwaffe was dangerously



active—he became livid with impotent rage. His remarks about Montgomery—provocatively vented in English, not Polish, for the benefit of any “Monty Men” who happened to be within earshot—went far beyond intemperance to pure insubordination.

On the morning of D+3 (September 19), weather conditions reversed themselves. Over England, the skies were fair; over Northern Holland, alas, they remained inclement. Half the troop-carriers had to abort. The Polish drop zone was east of the town of Driel and about a mile south of the Heveadorp ferry-crossing (thought to still be operational, although no one on the Allied side knew for certain). Only 750 men, and a fraction of their heavy equipment, managed to drop successfully, including Sosabowski, who (according to legend) was heard to yell bitterly “God bless General Montgomery!” as he hurled himself through the open hatch.

Worse luck awaited the gallant Pole. The Germans, too, had finally noticed the Heveadorp ferry and had sunk the ferryboat with artillery; they were also, on D+3, making a determined effort to pinch-off the base of Urquhart’s Oosterbeek bridgehead, from both east and west, along the riverbank. The Germans realized that the ferry crossing could still be used to reinforce the Red Devils, if sufficient engineers and equipment were rushed to the spot.

After establishing radio contact with Sosabowski, Urquhart promised that his men would recapture the north end of the ferry crossing and push back the Germans (now close enough to hit the area with heavy artillery fire, at least). If the Poles had landed one day earlier, the Red Devils might still have had the strength and firepower to accomplish this.

But by D+3, no matter how heroic their exertions, such an action was now beyond their powers.

## Polish Drop-Zone Battle 1: The Landing Zone

**Allied Objectives:** Aside from clearing and securing the immediate vicinity of the drop zone, the Poles’ main objective is to secure the road to Driel. Not only does that town provide the most direct route to the ferry crossing, but it also connects to Hell’s Highway via secondary roads which can (at last) give the advancing XXX Corps some elbow-room on either side of the

### *Victory Locations*

Sites	Point Values
To Driel	20
Baltussen Factory	20
Urbanski’s HQ	20
Honingveldsestraat	20
To LZ	20

# CLOSE COMBAT A BRIDGE TOO FAR



Polish Drop LZ Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



narrow corridor it's been forced to fight on until now. But remember, it's now D+3, and the Germans on this side of the Rhine have had time to reinforce their position—you won't be meeting scattered, disorganized delaying parties, but determined and well-situated defenders.

**German Objectives:** The Polish landing opens a new and potentially serious threat to the defense of Arnhem. A link-up between the Polish Brigade and the encircled First Airborne must be prevented; therefore, the approaches to Driel must be defended resolutely.

**Allied Tactics:** Your starting area—a big, empty, green pasture covering the left-quarter of the screen—places you in the center of the bullseye right from the start. Once past that killing-ground, however, dense woods can provide cover that can screen your approach to the numerous buildings that line the road west from the drop-zone. At first glance, a double-envelopment looks tempting, but there's one obstacle that makes it very risky: that house south of the road and just to the west of your starting zone. The Germans will surely garrison it with at least one MG and probably a Schutzen team as well. They'll have some surprises in the adjacent woods, too. We found that the AI frequently loaded the southern woods with German

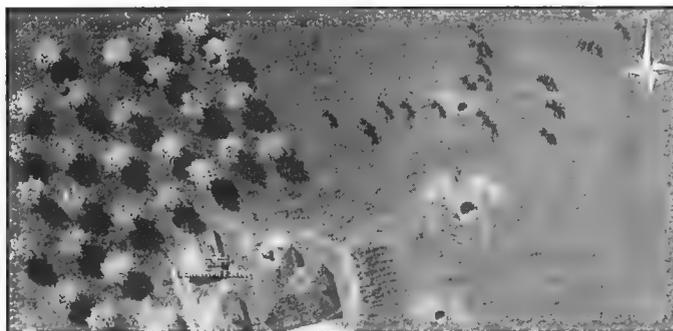
### Orders of Battle for Polish Drop Landing Zone

#### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Bren	Sergeant
AB Recon	Sergeant
AB Recon	Corporal
AB Vickers	Sergeant
AB Vickers	Sergeant
AB 3in mortar	Sergeant

#### Axis:

SS MG 42	Master Sergeant
SS Schutzen	Master Sergeant
SS Schutzen	Master Sergeant
SS Aufklarler	Sergeant
SS Reserve	Corporal
SS Schweres MG	Sergeant



*We loaded the NE corner of the map with Allied troops, and then Moved Fast into the woods. We didn't lose a single man.*

# CLOSE COMBAT A BRIDGE TOO FAR



*Although wounded, our Bren team cuts down the German attempt to send reinforcements across the road.*



*After capturing the Baltussen Factory VL, and surrounding buildings, we charged "The House of Death." Victory!*

teams. If you try our northern through-the-woods attack (which we'll get to shortly), you'll discover that the corner-placed Bren gun can effectively wipe out numerous reinforcement attempts.

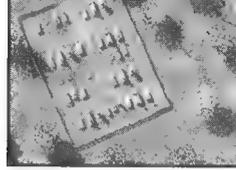
Every time we tried any sort of attack from the open ground SE of that house, we lost so many men that all subsequent maneuvers were pointless. No matter how much smoke you put out, the distance from that open field to the woods is just too great—a few well-aimed bursts from an MG 42 in that house or the woods or both, and half your force will be lying in bloody heaps.

An alternate plan: mass almost everything you've got in the field *north* of the road. There's still a lot of distance to cover until you're in the woods, but at least the angle of the land keeps you safe from that lone house.

Place your Bren gun near the road, where it can fire on "The House of Death" and suppress any German teams who try to cross the road to reinforce the Baltussen Factory VL. Keep your mortar well back, near the NE corner of the map and have it shell the house vigorously. No point in putting the Rifle and Recon teams on Sneak—have them run for the woods as fast as they can. Once there, you can slow the pace and proceed methodically. Recon teams

## CHAPTER SEVEN: POLISH DROP

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should lead the way, on Sneak. When you've got two or three teams close enough, assault the Baltussen Factory. It may be weakly defended and once you've taken it, you've driven a wedge into the German's interlocking defenses.

Next move your Bren team, if they're still in one piece, closer to the dirt road to continue fire on the House of Death (which by now should be pretty well mangled by mortar hits). Put fire across the road from the Factory and the buildings next to it. Sometimes, the Schutzen team inside the house will break into the open and you can cut them down. Even if they don't, they're in shaky condition by now. Attack vigorously across the road with at least three teams and the "House of Death" should be yours.

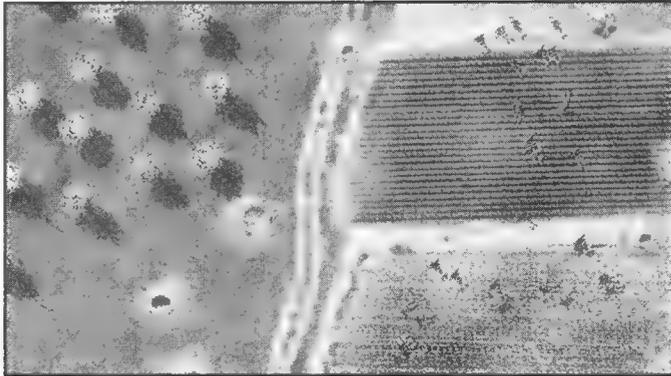
Now you have maneuvering room. Sneak east, cleaning up any German teams remaining in the southern woods, and then surround Urbanski's HQ, throw smoke, and rush it. Once you've captured it, your only remaining opposition will most likely be from any teams remaining inside any of the houses near the intersection of the road from the LZ VL and the road to the Driel VL.

Unfortunately, there's a *lot* of open ground between the tree-line and that house. Concentrate as many guns on it as you can (and bring up your mortar crew as infantry, since they're sure to be out of shells by now). Keep firing, but rotate teams to Defend if your ammo's running low. In every run-through we played, the Schutzen team inside the crossroads house eventually began withdrawing, first down the row of houses toward the Driel VL, and after losing a few men in the process, finally to a long, low building due east of the road (just below the VL marker). That's where, apparently, they wanted to make their stand.

Meanwhile, as soon as that last German unit begins to waver, and while you're pouring maximum suppressive fire into their area, sneak your strongest remaining Recon team along the lower edge of the road, toward the intersection (there appear to be some minor depressions in the ground, and besides, the enemy's attention is held elsewhere by all the lead flying at them from the trees). Once the Recon team gets to the intersection, have them abandon Sneak mode and rush into the formerly occupied house closest to the intersection.

From then on, it's just a matter of moving the Recon team up the row, from one house to the next (giving them some time to recover from being winded), until they're behind the shed where the last Germans are holding out. Launch an attack, in the open, with all your units hidden in the trees to the east of that

# CLOSE COMBAT A BRIDGE TOO FAR



*If the AI loads the SE field with Allies, they're like fish in a bucket!*

building, while sending the Recon team across the street to kick in the back door. That should do the trick. The Poles will suffer moderate-to-heavy casualties due to all the house-to-house fighting and assaults across open streets, etc. But once we'd perfected this massive right-hook approach (bypassing and then overwhelming the "House of Death" is the key that unlocks the whole

defensive scheme), we won every time. A typical score: 14 Polish casualties to 21 German, but all VLs were taken and the road to Driel was opened.

**German Tactics:** The AI shows a curious predilection for massing the Polish teams in the open field on the SE corner of the screen, with perhaps one or two teams north of the road. Never mind defense in depth: once the invaders reach the woods, they have cover and space to maneuver. You'll likely draw at least one, and possibly two MG teams, a couple of Schutzen teams and a Aufklärer team. Put one Schutzen team in one of the building north of the road, and one in the "House of Death" that dominates the SE field. Put the team south of the road on Defend, to draw the enemy's attention; set the others on Hide.

With any luck, you'll catch the Poles in a murderous cross-fire and wipe out one-third to one-half of them in the first few moments of firing. If enough of them survive to make it to the woods (on whichever side of the road), you should stage a fighting withdrawal...house to house, grove to grove.

Leaving a team in the row of houses along the road to Driel can be desirable, especially if you are fighting a human opponent and you've both agreed on a "Strong" or "Very Strong" level of play. Otherwise, try to cut down the attackers in the open with whatever resources the AI gives you—you'll never get a better chance to inflict damage, even though their superior numbers and firepower will soon overwhelm you.



# Polish Drop-Zone Battle 2: Driel

**Allied Objectives:** This scenario assumes that the Poles have cleared their landing zone successfully and are now spreading out both to the north (toward the Rhine itself) and west, toward the town of Driel. Driel was important not only as an anchor for the whole Polish position, but because possession of it gave control of secondary roads that led, along rather twisty paths, to Nijmegen. While the heaviest elements of XXX Corps were still confined to the main Nijmegen-Arnhem highway, lighter armor and infantry units of the 43rd Wessex Division (covering the western flank of Hell's Highway), could make good use of those road connections. To clear Driel, the Poles must capture a T-shaped intersection (where the road to Nijmegen intersects the road leading west from the Landing Zone), then turn north and capture the Catholic Church, the highest building in the area.

### German Objectives:

Although his resources are relatively thin in this sector, the German player must attempt to deny Driel to the Poles. Failing that, he should make its capture as costly as possible for them.

**Allied Tactics:** The AI will more or less dump most of your force in an open meadow called Grietenkamp. You do not want to keep your teams there, since any attempt to advance will mean a dangerously long exposure to German fire without much cover. Redeploy everybody except the mortar team to the NE

### Victory Locations

Sites	Point Values
To LZ	40
Company HQ	20
Catholic Church	20
Parrish House	20
Catholic School	20
Grietenkamp	20

### Orders of Battle for Polish Drop Driel

#### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in mortar	Sergeant
AB Recon	Sergeant

#### Axis:

SS MG 42	Master Sergeant
SS Schutzen	Master Sergeant
SS Schutzen	Master Sergeant
SS Aufklarar	Sergeant
SS Aufklarar	Sergeant
SS Reserve	Corporal
SS Schweres MG	Sergeant



## CHAPTER SEVEN: POLISH DROP



corner. Although the three-story house, just above the curve in the road, offers a very restricted field of fire, we found it to be a good alternate place for our Recon team (sometimes the SE corner works well if you place the mortar in the same area, but as often as not, the Germans in the woods quickly took them out). We placed the mortar crew near the NE edge of the field behind that same house. If you have a Vickers or a Bren (you might have both), position them as close to the upper buildings as possible, but within the trees near the bend in the road below the house.



*The Germans' focus strength in this area. If the Allies do the same, it's a battle of attrition.*

Deploy your infantry teams in the woods above the house and have them sneak into the row of houses that leads toward the Company HQ VL. If you have a Bren, move it into a house where it can fire on the Company HQ and as much adjacent territory as possible. Only rarely does the AI deploy any German units north of the Landing Zone Road, so (by careful approaches) you should now be within rushing distance of the Company HQ. You should also be taking fire, so have your mortar do some suppression, along with your Vickers and Bren teams.

When you've got a good fix on the enemy's location, throw smoke and charge across the road. You'll lose some men, but not as many as you would have by attacking directly from the Grietenkamp meadow.

Once you've taken a building or two south of the



*We lost several of our Allied teams to the east, but the Rifle teams made it to the last German stronghold.*

# CLOSE COMBAT A BRIDGE TOO FAR



*After our sweep from the NE, we trapped the sole remaining German in the cemetery. How appropriate.*

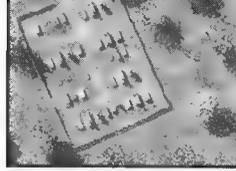
LZ Road, the rest of the operation should be a matter of repeating the same tactics until you've driven out or killed the rest of the defenders. (Take a breather before pushing on toward the T-shaped intersection, because the AI shows a marked inclination to either advance in your direction, or to shift the remaining Germans from house to house, and then, sometimes,

toward the cemetery near the Catholic Church VL. This gives you a chance to shoot down a few more men in the open before resuming the attack.)

Driel is usually defended by at least six German teams; in most battles, the computer gives the Poles roughly the same number, in addition to their mortar. Use methodical tactics, keep away from the open ground in the SE corner, and you'll eventually win this battle.

One note of caution: The Germans can be extremely aggressive here, especially working their way up through the trees to the south. Have your mortar begin systematically targeting German squads, moving from one to the next as you hit them. Any you can take out there will be helpful. An interesting variant we came up with—had we been patient, it would have saved many lives—involves an identical initial Allied deployment, with the Bren and the Vickers taking up stations in houses approximate to their starting locations. The variant was, rather than attempting to work rapidly down the line of houses, to have these two teams set up with complimentary lines of fire and pick off the Germans as they charged in. Meanwhile, we put our two Rifle teams on Sneak, and moved them around the extreme northern corner of the map. Once into the woods, we had them Move Fast all the way to the Catholic Church VL, which was completely undefended. Once there, they worked their way down the parallel rows of houses until they met up with the now remnant remains of the teams we left behind. A wonderful Victory: 153 to two.

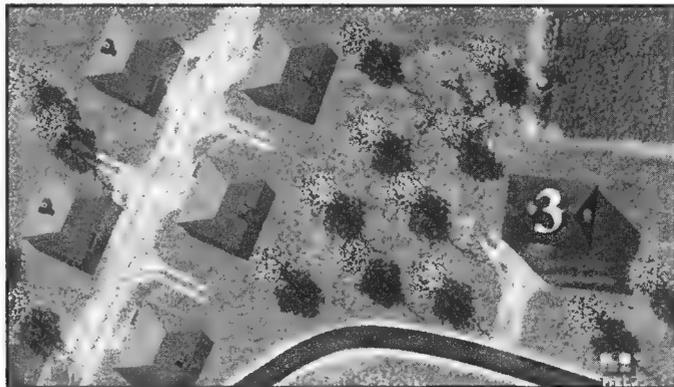
## CHAPTER SEVEN: POLISH DROP



**German Tactics:** Basically, there are two German options here: try to inflict as many casualties as you can while the Poles are advancing over the open ground west and NW of the Grietenkamp, or try to ambush them deeper in the town. There are plenty of good buildings—but you have a lot of area to defend. Since the AI likes to charge in from the meadow, ring several teams around that area. If the Allies don't deploy as you expect, you should immediately Move those teams (carefully working their way up through buildings) to support your northern flank. For the same reasons, you should initially deploy a team or two in the buildings closest to the house near the To LZ victory location. We suggest putting at least two of your teams in the Company HQ building and one other building near it. Another team can be placed to good effect in the three-story house that's third in line below the T-shaped intersection, on the right-hand side of the road, or in one of the houses adjacent to it (on the right). When enemy mortar shells and/or infantry get too close for comfort, withdraw the team to another house, fire a few bursts, and repeat as needed.



*As the Allies come crawling through the woods, pick them off.*



*A rare treat: we immediately took out the exposed mortar team.*

# CLOSE COMBAT A BRIDGE TOO FAR



*Polish Drop Farmland: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*



## Polish Drop-Zone Battle 3: Farmland

**Allied Objectives:** Now the Polish Brigade is actually nearing the Rhine. The pier that dominates the SW quarter of the map represents the south side of the Heveadorp Ferry, and the road that runs NW-SE, parallel to the river, leads to Arnhem (in reality, the demolished railroad bridge would be located slightly more than a mile north of the pier).

Capturing this stretch of the south shore is essential either to giving support to Urquhart's men on the far shore, or to covering their withdrawal, depending on how the Campaign is going at this point.

**German Objectives:** If you can retain control of this part of the south shore, the German "noose" around the Red Devils at Oosterbeek will be complete, and the secondary approaches to Arnhem will remain blocked to the Allies advancing from Nijmegen. The High Command is also worried about the Allies making some attempt to repair the Heveadorp Ferry, so the longer this sector of the river remains in German hands, the better the chances that the British First Airborne's defenses can be overcome before reinforcements reach it. If the Germans hold this side of the Ferry, the task of withdrawing the British paratroopers becomes much riskier and more complicated for the enemy.

**Allied Tactics:** Above the East-West road leading from Driel to the Ferry is a cluster of buildings of different heights; south of that road lies a ruined building surrounded by craters. To the north of this spot, you'll see three one-story

### Victory Locations

Sites	Point Values
to the Ferry	40
Public School	20
Drielse dijk	10
To Rail Bridge	40
Reformed Church	20
Junction	10
To Driel	20

### Orders of Battle for Polish Drop-Zone, Battle 3: Farmlands

#### Allied:

AB Rifle	2nd Lieutenant
AB Rifle	Master Sergeant
AB Vickers	Sergeant
AB Bren	Sergeant
AB 3in mortar	Sergeant
AB Recon	Sergeant

#### Axis:

SS MG 42	1st Sergeant
SS MG 42	Sergeant
SS Schutzen	Master Sergeant
SS Schutzen	Master Sergeant
SS Aufklarler	Sergeant
SS Aufklarler	Sergeant
SS Reserve	Corporal
SS Schweres MG	Sergeant

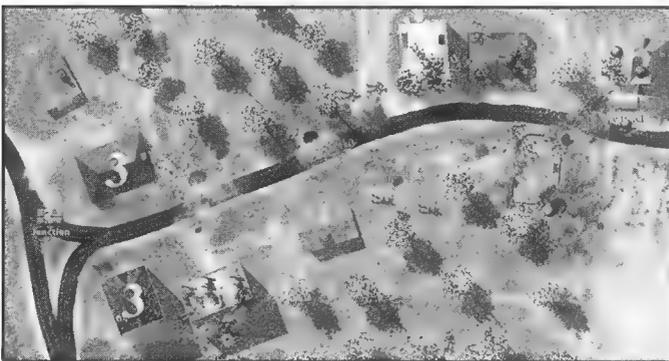
# CLOSE COMBAT A BRIDGE TOO FAR



*This one's tough. The best Allied bet for success is to seize the Public School VL early.*

be advancing on this team's location. Meanwhile, the Recon and Mortar teams you've placed in and behind, respectively, the building in the extreme NE, will begin firing. It is critical that the Mortar team systematically target the German teams that will be spread around in the woods to the west of this setup.

The two teams in the field should be Sneaking due west to the ruins behind the Public School VL (if you have another team to spare, place it with the Rifle team in the top-left building of the five-building cluster and have it provide suppressive fire into the adjacent woods). With highly accurate Mortar fire, we inflicted many German casualties, before they were close enough to do us great



*Try to seize the three-story building early. Its strategic importance is absolutely vital.*

buildings, and then north of those, the Public School VL, a single building and a field. Place two teams, preferably a Bren and a Vickers, into the extreme northern corner of the field. Place another team behind the building on the left end of the row of three. As soon as the game begins, Move this team into the building and have them begin firing at the large number of Germans who will

damage. In several attempts, we discovered that the one or two teams inside the School VL and adjacent building, came out to either attack our Rifle team's building, or to move into the woods across from that building. If and when one or two teams leave the School, have the two teams now Hiding in the ruins move into the School. Your only hope of winning here is to capture the School

## CHAPTER SEVEN: POLISH DROP

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VL, and to hold onto it while you wage a battle of attrition with the Germans. We found this to be one of the toughest battles for the Allied forces.

**German Tactics:** The AI will load you up with MGs and a couple of Schutzen teams and more. It's hard to lose this one. Set up a couple of teams, including one MG, in the two buildings closest to the southeastern forest. Put several more into the woods immediately in front of the three-story house south of the Public School VL. Finally, place two more in the Public School. You now have excellent fields of fire for most approaches the Allied AI might throw at you. It is very important that your three teams facing the three-story house charge into it as soon as you begin the game. After playing around with numerous skirmishes in the forest, we decided we liked starting out from a more centralized position than that usually offered by the AI. And if, and more likely when, the Poles recklessly charge down the road, you could slay enough of them to bog down their whole attack, although even the AI-controlled Polish teams don't often adopt such wasteful tactics.

Be aggressive, and counterattack whenever you see an opportunity. This is one battle it is tough for the Allies to win.



# Chapter Eight

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## GROESBEEK

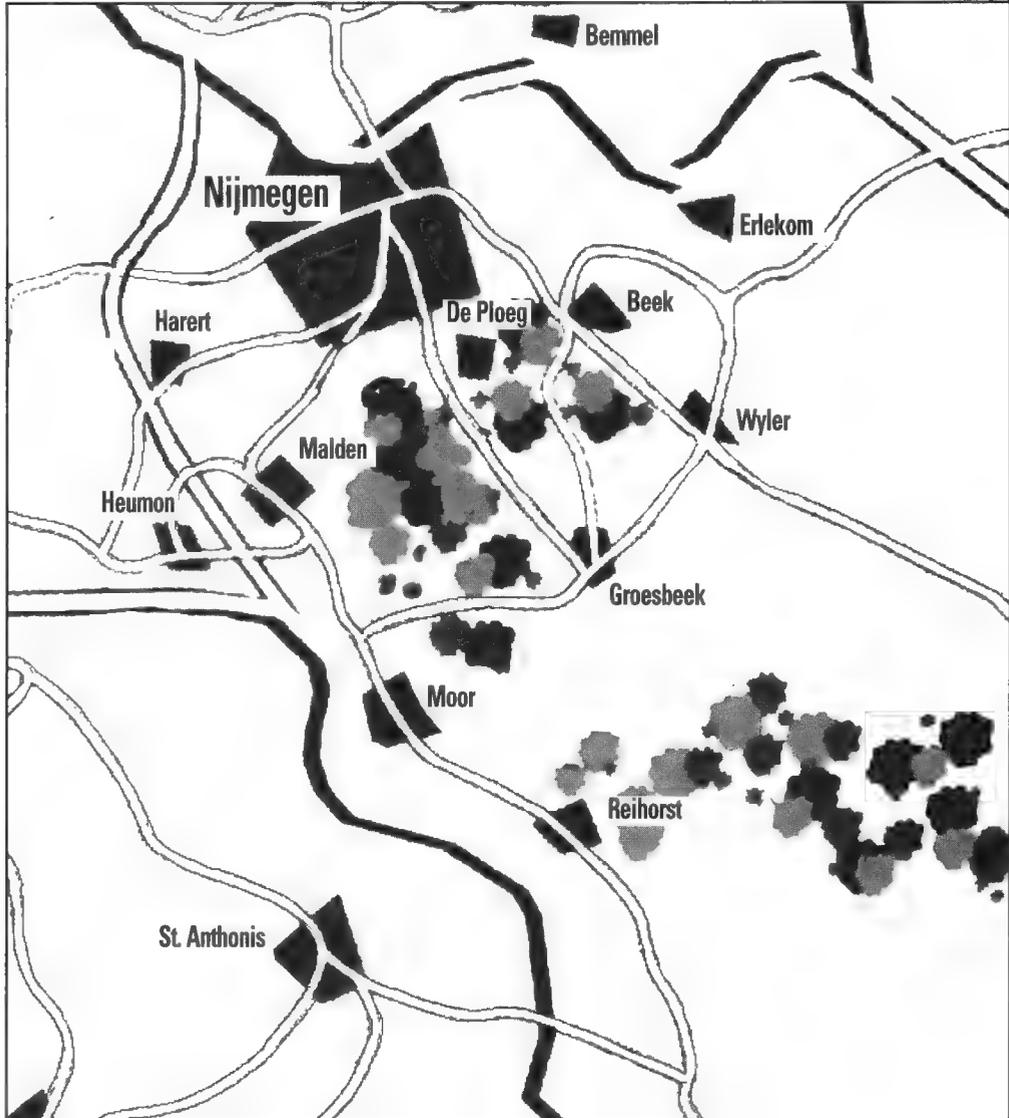
In war, the importance of terrain is often relative. The Groesbeek “Heights,” for example, was no range of alpine summits, but rather a rolling, roughly triangular cluster of wooded hills, none rising higher than 300 feet. In peacetime, they were a favorite hiking and picnicking destination for the local populace, a pleasant place for moderate physical exercise. Groesbeek village lay on the eastern fringe of the Heights, only five or six kilometers from the German border. A triangle of roads connected the village with the small, picturesque hamlets of Beek (on the north end of the hills) and Mook (on the south end), and with Nijmegen (whose outskirts began where the Heights tapered off into the more typical flatness of Northern Holland). Halfway between Mook and Nijmegen was the hamlet of Malden. The road from Mook to Nijmegen roughly paralleled the course of the Maas-Wall Canal, over which stood three small bridges. By D+1, all three bridges were under at least tenuous Allied control.

So the importance of the Groesbeek Heights lay not in their elevation, which was nothing to send postcards home about, but in their strategic location—they were directly athwart all the roads that led from the Reichswald to Nijmegen. Whoever controlled them, therefore, controlled the entire region; observers on the highest hills could call down accurate fire on a ten-mile stretch of Hell’s Highway, and if Germans wrested them from the over-stretched paratroops of the 82nd Airborne before XXX Corps’ tanks could arrive from Eindhoven, they would gain an enormous strategic and tactical advantage.

All this goes by way of explaining why General Gavin, the 82nd’s commander, was so concerned about the Groesbeek area that he made its seizure and defense the first priority of business for his division, even before the capture of the big bridges at Nijmegen. (For details of the 82nd’s early moves into the Heights, see the historical summary that prefaces the Nijmegen Battle Set in Chapter Nine.)

# CLOSE COMBAT A BRIDGE TOO FAR

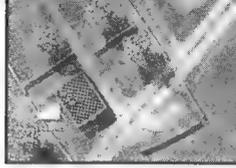
## Market-Garden



*From the article To Hell With Monty: The Failure of Operation Market Garden; Copyright 1997, Command Magazine. Used with permission.*

## CHAPTER EIGHT: GROESBEEK

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All during D+1, the Germans rushed troops and small packets of armor (mostly halftracks and lightly armored flak wagons) into the Reichswald. By the morning of D+2, there lurked in the dense groves of that historic forest four greatly understrength German “battalions,” whose combined strength of 500 men barely equaled one American battalion. They first struck near Beek, vigorously assaulting Company A/508th Parachute Infantry, who were dug-in to defend a 76-meter elevation called “Devil’s Hill,” from whose top one could gain a clear view of Hell’s Highway as it passed through Nijmegen. The Germans’ attack was fierce; A Company was not prepared for such ferocity, in fact, and was initially swept off the hill. Its men rallied quickly, however, ashamed of being pushed around so easily, and mounted a gallant 200-yard uphill charge that knocked the Germans reeling. Determined to hang on to their piece of the Heights, A Company deepened its foxholes, threw up more sandbags, and held out all afternoon, despite repeated German attacks supported by at least eight machine guns.

Bad weather continued to plague the Allies. Gavin was supposed to receive a fresh glider-borne regiment (the 325th Glider Infantry) on D+2; with them, he planned to bolster his attack on the Nijmegen highway bridge. Unfortunately, heavy clouds and a low ceiling over Holland forced postponement of the glider landing. Meanwhile, there were about 450 glider pilots from the first landings, standing around without much to do. In desperation, Gavin had them rounded up, deputized as infantry, and plugged them into the more vulnerable positions of his line along the Heights.

During the night, Gavin assembled the tanks, infantry, and guns needed for his daring river-crossing of the Waal. That assault was scheduled to start at 1400 hours on D+3 (September 20). However, even as these preparations were underway, a serious threat from the Reichswald finally materialized, and if not for the stubborn defense waged by the paratroops in the Groesbeek Heights, the river-crossing might never have happened at all.

While D+2 turned into D+3, six fresh battalions of infantry, along with a smattering of tanks, joined up with the weak German detachments already licking their wounds in the Reichswald. Field Marshal Model ambitiously christened this hodge-podge of units the IInd Parachute Corps, and it far outnumbered Gavin’s over-extended defenders, even though its soldiers, compared man-to-man, were of inferior quality.

The German plan called for two concentric attacks focused on Groesbeek, one from the North/Northeast, and one from the South/Southeast. This

## CLOSE COMBAT A BRIDGE TOO FAR

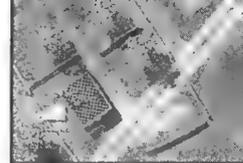
offensive commenced at 1100 hours, on September 20, with a blistering barrage from mortars, 88s, and the dreaded Nebelwerfers (making their debut on this front). First to be hit were the villages of Reithorst and Mook, on the southern flank of Gavin's line. Neither village was defended by more than two platoons.

At Reithorst, the Americans repelled the first attack by bold and vigorous use of their two 75mm pack howitzers, sometimes firing over open sights at Civil War-style ranges. A second attack, in mid-afternoon, proved too strong to resist—the defenders pulled back to higher ground just north of Reithorst and made their stand. When the Germans followed, they were met with a wave of hand grenades that had been rolled downhill into their midst, as well as some highly accurate mortar fire. Their attack stalled where it was.

In Mook, the situation was even graver, right from the start: the hamlet was perilously close to the Maas-Waal Canal bridge at Heumen, where elements of the British main armored column were (even now) starting to cross. The Germans succeeded in capturing the village, but that afternoon a counterattack supported by six British tanks drove them out; the Heuman bridge was safe again. The American defenders, at both Mook and Reithorst, had suffered 20 KIA, 54 wounded, and 7 missing—but the Germans had suffered about 200 casualties, and for the time being, they withdrew back into the Reichswald.

On the northern hook of the German counterattack, the focus of action was at Beek, where a battalion-sized force thrust hard at the two defending American platoons. General Gavin himself arrived near twilight and took charge, organizing a mobile, shifting defense. The American platoons engaged the enemy at one point, withdrew and shifted positions, and then engaged them again. By repeating this pattern several times, they were able to convince the Germans that they were facing a much stronger force than was actually the case. Ironically, this fluid American movement opened a sizable gap on the left bank of the lines around Beek. Had the Germans shifted their axis of advance, wrote Gavin after the war, "They could have walked into the outskirts of Nijmegen almost unmolested."<sup>12</sup>

This stubborn defense of the Groesbeek Heights made possible one of the war's most daring and heroic actions: the river-crossing of the Waal.



## Groesbeek Battle 1: Groesbeek Heights

**Allied Objectives:** The context of this skirmish is the 82nd Airborne's initial fan-out deployment to secure good defensive ground on the Groesbeek Heights, in order to protect the right flank of the main Allied objectives at Nijmegen. The few German troops you will encounter are still stunned by the airdrop, but are under orders to delay you and inflict as many casualties as possible. Use cautious tactics and you should have no trouble clearing the map of such token enemy opposition

**German Objectives:** In a nutshell, this battle heavily favors whoever takes out the other sides armor most quickly. Your SDKs are no match for the Cromwell and, from the outset, it would seem the high command regards you as expendable, only needing you alive long enough to delay the Americans, inflict some serious casualties on them, and buy time for stronger forces to assemble across the German border in the Reichswald. Play this battle carefully, and it is possible to accomplish much more.

**Allied Tactics:** You will probably draw three BAR teams, two Rifle teams, and either a 60mm mortar or a .30 cal. Machine Gun. You'll also draw a Cromwell, a Daumler, and an AT gun or two—ample resources to do the job. Moreover, the terrain you'll be advancing over is quite heavily wooded and strewn with both craters

### Victory Locations

Sites	Point Values
Trenchline	20
Hill 123	40
Hill 131	40
to Nijmegen	20
to Groesbeek	10

### Orders of Battle for Groesbeek Heights

#### Allied:

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB Bazooka	Corporal
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant
17pdr AT Gun	Sergeant
Cromwell	Master Sergeant
Daimler IV	Corporal

#### Axis:

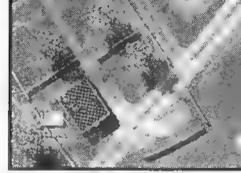
MG 42	1st Sergeant
MG 42	Sergeant
Schutzen	Sergeant
Schutzen	Sergeant
Reserve	Corporal
Scharfschutze	Master Sergeant
Aufklarler	Sergeant
Granatwerfer	Corporal
SDKfz 251/2	Master Sergeant
SDKfz 234/1	Sergeant
SDKfz 250/10	Corporal
StuG IIIG	Corporal

# CLOSE COMBAT A BRIDGE TOO FAR



*Groesbeek Heights: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*

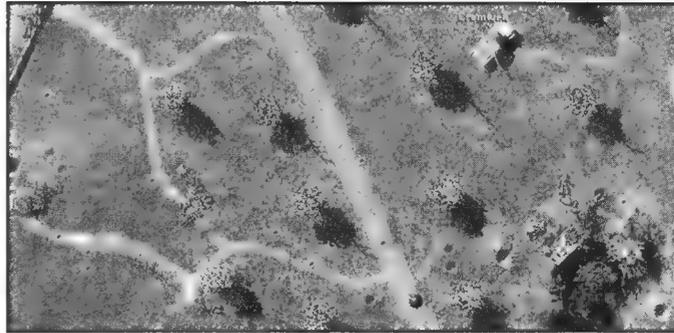
## CHAPTER EIGHT: GROESBEEK



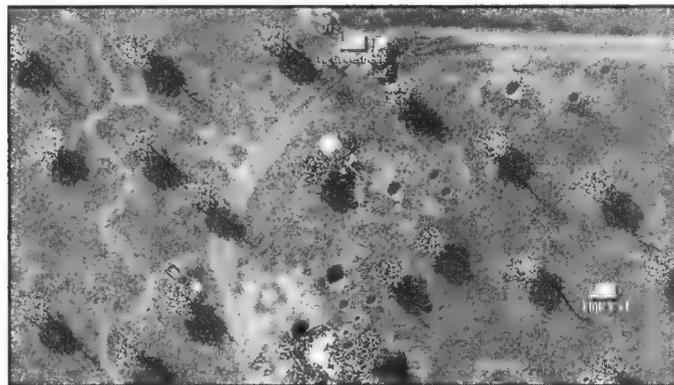
and the rubble of destroyed houses, so there's plenty of cover.

The AI invariably scatters your teams all over the place, and much too far from your objective. Let's assume you draw the AT gun and the Cromwell (your tactics will be the same, only *easier* if you have both to suppress or kill the German teams waiting for you around that stone wall). Before you can get to them however, you must take out as much of the German armor as you can—and as quickly as possible. Put your Bazooka under good cover in the ruins in the middle of the field—later, when the enemy begins to fire, you can use it to blast one or two of the German vehicles. Put your BAR and Rifle teams at the bottom of the map in the woods in front of the ruined building, and have them Sneak west to get in position on the right flank of the stone wall. Put all of them right up to the edge of the grayed-out area, despite the computer's inclination to make them march three times that distance.

Put your AT gun to the north, and your Cromwell and Daimler IV under cover near the ruins at the bottom. A methodical, sneaking advance on all sides will get your troops into position to see the enemy. Your ability to win this battle will depend on how quickly, and ultimately whether, you're able to eliminate the German armor. Field of fire is a pain with the AT in terrain like this, but in the field you may



*The Cromwell is critically important to the Allies success or failure in this battle. You must protect it early on.*



*Since the Allies AT gun frequently ends up with limited line of sight, the Germans should focus on quickly destroying it and then finding and going after the Cromwell.*

# CLOSE COMBAT A BRIDGE TOO FAR

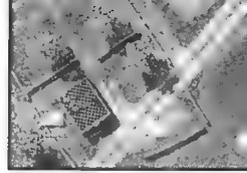
be able to get off one or two quick shots before you're blasted. Protect your Cromwell, and carefully use it to pick off the SDKs. There will probably be a large number of German teams massed inside the stone walls along the SW corner of the screen. You can attack them with a more traditional methodology once you've eradicated the German armor. Stay under cover and throw a sheet of fire at them until you see either a half-dozen bodies or a noticeable slackening of fire. Then throw smoke, and rush the stone wall from all directions. The fight will be brief. Typically, we wiped out the entire German delaying force with a loss of only a portion of our men.

**German Tactics:** The area of focus for your troops is the bottom SW corner of the screen. Put one of the MG's in the deep craters just beyond the breach in the NW side of the wall and, of course, go into Hide mode.

Put the other MG, and the rest of your troops around and along the stone walls running west to east and south to north. Put them in Hide mode, too. When the game opens, focus on finding and destroying as much of the American armor, and the AT gun, as you can. The AT gun will likely be a sitting duck in the middle of the field. Keep moving until you locate it.

Let the American troops conduct their methodical, well-covered advance—they *still* have some open ground to cover before they reach the wall and that's where you can hurt them...bad. You'll only get a brief window of opportunity when they come into the open, but your MGs can spit out a lot of slugs in ten seconds and the Schutzen teams will certainly account for more.

Don't kid yourself, *Uberman*, you WILL lose if you don't get the Cromwell. However, if you maintain fire discipline and then cut loose at close range, you can inflict some serious hurt before you're overwhelmed. As a stand-alone battle, this is close to luck-of-the-draw on whose armor survives; your greatest success will come from blasting the Cromwell early, while you still have your full compliment of SDKs, plus, of course, seeing how many charge out of the woods. And in the Campaign mode, you can take satisfaction from having completed your mission in the finest traditions of the Wehrmacht. Some medals will be forthcoming...too bad some will be posthumous.



## Groesbeek Battle 2: Groesbeek Farmland

**Allied Objectives:** The terrain is more favorable to you this time, but settling in in the many buildings around the Schtule’s Farm VL can lead to some unpleasant surprises—especially if the Germans are successful in leading an attack with their Hetzer Flammpanzr.

**German Objectives:** This battle gives you more of a fighting chance, but still ends up being determined by whose armor does what to whom and when.

**Allied Tactics:** Even the greenest “One-Bar Wonder” fresh out of Officer Candidate School couldn’t foul up this one—but only if you keep your Cromwell under cover early, and then aggressively—and we mean aggressively—pursue and destroy the German flamethrower, otherwise known as the Hetzer Rammpanzr. On those occasions when the Germans were able to sneak it up the dirt road to the south of the Schtule’s Farm location, they were devastating, at least until we blew it away. Your best strategy is to deploy the bulk of your troops in and around the Farm. Place your mortar well back in the cratered area to the SE, and finally, place a Bazooka and supporting team near the Trenchline VL, just in case the AI heavies the Germans up in the fields to the NE. Place your Cromwell in good cover, but with a view of the fields, somewhere slightly east of the Farm. Drop mortar shells on the area around

### Victory Locations

Sites	Point Values
To LZ	40
Schtule’s Farm	20
Battalion HQ	20
Trenchline	20
To Heights	40
To Groesbeek	20

### Orders of Battle for Groesbeek Farmland

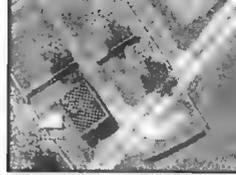
#### Allied:

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB Bazooka	Corporal
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant
Cromwell	Master Sergeant
Daimler IV	Corporal

#### Axis:

MG 42	1st Sergeant
MG 42	Sergeant
Schutzen	Sergeant
Schutzen	Sergeant
Reserve	Corporal
Scharfschutze	Master Sergeant
Aufklärer	Sergeant
Granatwerfer	Corporal
SDKfz 251/2	Master Sergeant
SDKfz 234/1	Sergeant
SDKfz 250/10	Corporal
Hetzer Flammpanzr	Sergeant





the SE wall (which is really the only part of the map that gives the Germans any cover), and avoid Hollywood-style charges across open ground. The enemy will open fire soon enough, and when they do, just keep your cover and shoot it out. It's a firepower battle, with no need for fancy maneuvers, and as long as you fight it in that fashion, victory is assured—but only if you've been able to protect the Cromwell while destroying the SDKs and the flamethrower.

**German Tactics:** We obtained our best results when we arrayed our SDKs slightly to the western side of the field about the Schtule's Farm VL. This allowed for greater flexibility and kept them out of direct sight if the Allies Cromwell was hidden to the right of the farmhouse. In the worst case, where we ended up facing the thing, our SDKs provided a distraction brief enough to allow our Hetzer Flammpanzer to lead a charge up the back dirt road to the farm. When we were at our best, we cooked team after team, and building after building, including the Battalion HQ VL and the house to the south of it.

Although you may feel tempted to do so, don't situate a team south of the stone wall that runs west from the Farm House. Sure, there a lot of GIs standing in the open there, and you might figure that if you deploy an MG



*The German's Hetzer Flammpanzer is an awesome weapon. If protected, it can lead the way to victory. If lost, it's a difficult win for the Germans.*



*The Allies should place the Cromwell under cover early on, and then have it immediately begin picking off the German armor.*

# CLOSECOMBAT A BRIDGE TOO FAR



Groesbeek LZ: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



south of the wall (with a clear line of fire right at them), you can mow down at least six or seven guys before they cream you. Well...we tried it. The tactical AI isn't stupid; every team we put there disregarded its order to fire and immediately began running for cover as soon as the battle started—nobody ever got more than a few feet.

If your flamethrower goes early, as is so frequently the case, you'll be forced to work your way up the stone wall to storm the farm house. Even with the Cromwell gone, this is a difficult position.

### Groesbeek Battle 3: Groesbeek Landing Zone

**Allied Objectives:** It is imperative to retain control of this map—Allied reinforcements will need it if the Campaign is to retain its momentum. You must, if possible, clear all German forces from this map. A split-decision, in a Campaign game at least, leaves them in a position to maintain threatening pressure and (if they should draw stronger forces in the next engagement fought on this map) at least a fair-to-middling chance of overrunning it. The consequences of such a German victory will reverberate throughout the entire set of battles waged in Nijmegen and could even result in their retaining control of the city and its vital bridges.

**German Objectives:** Keep control of at least the corner of the map in which you make your initial deployment. Capturing the Landing Zone itself, of course, would constitute a major victory, but if you can't do that, you should make every effort to at least maintain a threatening presence on some portion of the map.

**Allied Tactics:** If you draw an AT gun, a smart location for it is the field east of the Gun Pit VL, where it will have favorable fields of fire both west and south. Spread your infantry teams amongst the Stables VL and the ruins south of the Stables. Put another team behind the wall north of the Stables, and your mortar out near the Landing Zone VL. For the patient Allies, a reasonable strategy to win this battle might be to simply wait

#### Victory Locations

Sites	Point Values
2nd Company HQ	40
Stables	20
Tree Line	10
Landing Zone	40
Gun Pit	10

# CLOSE COMBAT A BRIDGE TOO FAR

## Orders of Battle for Goesbeek Landing Zone

### Allied:

AB BAR  
AB BAR  
AB BAR  
AB Rifle  
AB Rifle  
AB Rifle  
AB 60mm mortar  
AB .30 cal MG  
AB AT gun

2nd Lieutenant  
Master Sergeant  
Master Sergeant  
Master Sergeant  
Sergeant  
Sergeant  
Corporal  
Sergeant  
Corporal

### Axis:

MG 42  
MG 42  
Schutzen  
Schutzen  
Reserve  
Scharfschutze  
Aufklärer  
Granatwerfer  
SDKfz 251/2  
SDKfz 234/1  
SDKfz 250/10

1st Sergeant  
Sergeant  
Sergeant  
Sergeant  
Corporal  
Master Sergeant  
Sergeant  
Corporal  
Master Sergeant  
Sergeant  
Corporal

on the Germans. (This presumes you have some success with your mortar and AT gun against the SDKs.) To extend their control over the map, the Germans will sooner or later *have* to advance. First, though, the AI will prompt them to shoot in your general direction—sometimes a *lot*, enough to burn-up a significant part of their total ammo supply. When the Germans decide to attack, they'll most likely do so from around the 2nd Co. HQ VL; the open ground there is not wide, but you can sweep it with your Vickers and probably take the steam out of their assault. If the Germans persist in their attack, they will surely sustain additional casualties trying to storm the buildings in the SW corner.

Once they've shot their bolt, you can switch over to the offensive by launching simultaneous attacks from the wall beside the hay field and from the previously mentioned buildings. If they've shot-off most of their ammunition, and sustained sufficiently heavy losses, you stand a good chance of capturing the Company HQ building and maybe even outflanking the Gun Pit at the top of the map. Now the Landing Zone is yours and prospects for the Nijmegen operation are considerably improved.



The Allied forces will have a much better chance of winning if they can take this house early in the battle.



For the less patient, we suggest the following: go after and attempt to destroy the SDKs from the moment the game begins, and try to seize control of the three story house to the SE of the 2nd Company HQ VL. Taking this house immediately allows you superior spotting and destruction of the Germans.



*The German SAKs are invaluable in the quick overrunning of the Allies.*

**German Tactics:** Mass your entire force near the Company HQ. If you only have one MG, position it in the adjacent building, since it does have a clear shot over the low wall. Basically, your tactics should be a mirror-image of those described above: let the enemy burn up their ammo, then deliver a massive assault on the buildings in the SW corner. Depending on how many casualties that costs you, you might also be able to take control of the Stables. Pushing on to the LZ itself could prove risky, but if you're playing a stand-alone game, it's worth a lot of points.



# Chapter Nine

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## NIJMEGEN

Looking at Operation Market-Garden as a whole, it seems that the difficulty and sheer risk of the tasks assigned to the Allied airborne units increase as you examine the maps from bottom (south) to top (north). If the 101st Airborne's objectives included the seizure of numerous bridges and the subsequent protection of a 15-mile stretch of highway, the job given to the 82nd Airborne (All-American) Division was even more daunting. This division, too, had to seize bridges, towns, and roadways, but it also had to cope with a dominating clump of high ground known as the Groesbeek Heights. This triangular clump of ridges, about eight miles in length and rising to 300 feet in some places, was tucked closely against the German border, a kind of appendage to the Reichswald forest. Given how uniformly flat most of the Dutch countryside was, the Heights were nothing if not a "dominating" terrain feature. Indeed, Maj. Gen. James M. Gavin, commander of the 82nd, later wrote: "With the Heights in German hands, physical possession of the bridges would be absolutely worthless."<sup>13</sup>

There was another compelling reason to seize the Heights: they formed a bulwark against any German attacks from the depths of the Reichswald. Allied intelligence did not know what enemy units might be lurking there, but since that forest was an historically-important part of Germany, it was reasonable to assume that some kind of serious threat would materialize from that direction. Because of that threat, and because his division would have to defend its gains for at least a day longer than the 101st to the south, Gavin allocated a big part of his first-drop resources to artillery and antitank weapons; his fourth regiment of infantry would not be able to land (by glider) until D+1. It was a calculated risk—take only the bridges, and he might not have enough strength to stop an attack from the Reichswald. On the other hand, if he chose to take the ridges, he might not have enough troops to claim the bridges in Nijmegen.

But Gavin had that "Can do!" airborne attitude, and he thought it might be possible to both secure the Heights and grab the single most important bridge:

## CLOSE COMBAT A BRIDGE TOO FAR

the beautiful 2,000-foot span across the Waal just north of the eastern part of Nijmegen. He decided to risk one battalion for the job—the First Battalion of the 508th Parachute Regiment (led by Col. Roy E. Lundquist). The 505th Regiment was to drop south of Groesbeek, seize the town and the surrounding high ground, and then send small detachments to assist in (hopefully) capturing two secondary bridges across the Waal at the villages of Malden and Heuman.

The remaining D-Day regiment, the 504th (under the command of Col. Reuben H. Tucker) was tasked with capturing the 1,800-foot, nine-span bridge over the Maas at Grave. Operating on the theory that this bridge would be more easily taken from both sides at once, one company of the 504th was to drop on the south side of the river, while the remainder of the regiment would come to earth between the Maas and the Mass-Waal Canal, a major water obstacle in itself (200 feet wide).

If anything, the 82nd's initial drop went even more smoothly than that of the 101st. Casualties were amazingly light (about two percent), eight 75mm howitzers landed safely, and German opposition was negligible.

Sheer luck made the capture of the large highway bridge at Grave a much easier task than anticipated. One American platoon dropped a bit later than originally scheduled and landed only 700 yards from the south end of the bridge. Led boldly by Lt. John S. Thompson, this platoon made a stealthy approach using drainage ditches for cover. What enemy fire there was flew by overhead and did no damage. For a time, the advance was held up by a 20mm flak gun in a tower near the bridge, but Thompson's bazooka gunners silenced it with two direct hits. After that, the platoon rushed the bridge itself and frantically began cutting every wire in sight to prevent the Germans from blowing it up.

While Thompson's men "held the fort," the rest of the 504th assembled at its drop zone and advanced toward Grave from the north. On the outskirts of town, they were held in check by German fire bursting from buildings and were forced to halt with the coming of darkness. Upon hearing "a lot of strange noises" emanating from the village, an American patrol infiltrated its streets to investigate, only to discover that the source of the racket was a town hall full of soused civilians who were lustily singing a Dutch version of "It's a Long Way to Tipperary."

Lundquist's 508th and Ekman's 505th dropped right where they were supposed to, quickly assembled, and swung into action—both units aided considerably by members of the Dutch Underground who materialized within



30 minutes of the landings. One battalion of the 505th combed Groesbeek village for German stragglers, then set up a defensive position on a ridgetop west of the village, where it assumed the role of divisional reserve. Elements of another battalion of the 505th occupied an important elevation south of Groesbeek, which commanded one of the roads that led from the Reichswald toward Nijmegen. Patrols from this battalion attempted to seize a small railroad bridge over the Maas (near the hamlet of Mook) only to have the Germans blow it up in their faces at the last moment. Ekman's remaining battalion dug in on high ground north of Groesbeek and sent a company-strength patrol east to the fringes of the Reichswald, seeking hard information as to what German forces might be gathering there. Gen. Gavin was particularly worried because his latest intelligence reports from the Dutch indicated that there might be "hundreds" of German armored vehicles assembling there. In fact, the patrol found no sign of armor. Gavin breathed a sigh of relief.

To Col. Lundquist's 508th Regiment fell the most important task of D-Day. While two of his battalions fanned out across the countryside, securing small bridges and solid defensive ground on the northern prong of the Heights, his Third Battalion (Lt. Col. Shields Warren, commanding) was selected to take the vital highway bridge at Nijmegen. Lundquist's orders, however, were somewhat contradictory: one order specified movement toward the bridge as the battalion's first priority, but another order required the unit to consolidate defenses around its drop zone *before* moving on to the bridge. Lundquist compromised; while the majority of his men followed the second order, a reinforced rifle platoon headed off for Nijmegen under orders to conduct "an aggressive reconnaissance," gather intelligence from the local citizens and, if possible, capture the southern end of the bridge. Quite a set of orders for a single platoon with no armored support! After the platoon shoved off at 1830 hours (extensive orders in hand), Col. Warren heard nothing from it for the next 18 hours, due to radio failure.

As darkness fell, Gen. Gavin decided to wait no longer. He ordered Col. Warren's battalion to follow the earlier patrol and "get the bridge as soon as possible." Warren dispatched two companies—A and B. B Company got lost en route, but A Company, guided by Dutch informants, reached the outskirts of Nijmegen at about 2000 hours. No Germans were encountered until the company approached a circular park in the center of town, about two hours before midnight. Automatic weapons fire suddenly blazed from the park, and while A company made preparations for an assault, its men heard the sounds of

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a motorized column coming down a side street on the far side of the traffic circle that surrounded the park.

These noisy German reinforcements were probably an advance guard from the 9th SS Panzer Division, in the form of a reconnaissance battalion. Model had ordered the 9th to assemble everything it could at Nijmegen and to defend the bridge at all costs. From the moment A Company heard those armored vehicles, the Americans lost their chance for a quick and relatively bloodless capture of the bridge (which had been guarded all afternoon by only a handful of demoralized rear-echelon troops).

Not exactly sure what they were up against, A Company attacked the park/traffic circle and made some initial progress. Then the newly arrived SS units counterattacked and would have broken through had not the long-lost A Company suddenly arrived to join the fray. A stalemate resulted; neither side could make a dent in the other. While Col. Warren radioed for reinforcements, the commander of A Company, Capt. Jonathan E. Adams, learned from a Dutch informant that the control mechanisms for the bridge were located in a building just a few blocks north of the traffic circle—surely a logical place for the Germans to store their detonators for any charges wired to the bridge. Adams led a patrol in that direction, successfully escaped German attention, assaulted the building, and slew its handful of defenders. Then Adams and his men smashed anything that looked remotely like a detonator or any other sort of control mechanism. This accomplished, they learned (from friendly Dutch locals) that the Germans had caught their scent and closed in behind them. The same friendly civilians guided Adams and his men to the nearby post office, where they hid out until relief could arrive.

Col. Warren was still trying to organize a concerted attack toward the bridge, but constant, sharp German counterattacks kept his companies so off-balance that General Gavin ordered a halt and told Warren to pull his men back and reorganize—a continued nighttime attack, under such confused and violent circumstances was just too risky, even for such a prize as the bridge.

Gavin still had one arrow left in his D-Day quiver: Company G (led by Lt. Frank J. Novak) of the 508th's Third Battalion. This unit was in position to make a quick thrust through the southeastern fringe of Nijmegen, where the urban terrain was not as built-up as it was in the center of town. With luck, Novak's men might be able to slip past the SS detachments locked in house-to-house fighting with Warren's men, and rush the south end of the bridge. G Company's maneuver was slated to begin at 0745 hours on September 18 (D+1).



At first, all went well. The only thing that slowed Novak's advance was the enthusiasm of the Dutch townsfolk, who pelted his men with flowers and fresh fruit, and crowded in upon them so densely—brandishing many a tempting bottle of wine or champagne—that the paratroopers had to physically and sometimes roughly shove their way through. Ominously, the civilian crowds melted away as G Company neared the bridge. Novak's advance element soon discovered why: the Germans were dug in, en masse, in and around another traffic-circle commons named Hunner Park. The German line was anchored in a stout stone-walled observation tower called the Belvedere, which in turn was embedded in a complex of stone walls that dated back to medieval times. Hunner Park, in short, was a choke-point blocking access to the open ground near the bridge, and the Germans had fortified this already-formidable position with 20mm flak cannon and several 88s.

But Company G was fired-up. They attacked the enemy head-on, displaying great courage. They gained some ground but were halted, just a block from the traffic circle, by heavy artillery and machine gun fire. Col. Lundquist's first impulse was to reinforce Novak's men and try to bash through to the bridge by sheer weight of numbers. But his available resources were already committed to defending the Groesbeek Heights and to clearing a landing zone for the glider troops that were scheduled to arrive later in the day. At 1400 hours, therefore, G Company was ordered to withdraw.

That night, the Germans in Nijmegen loaded a train with documents, equipment, wounded men, and some guards and succeeded in sneaking it through American lines, rolling right through the middle of Groesbeek village and thence across the border into the Reichswald. They tried the same trick again at daybreak, but this time the paratroopers were waiting for them and the locomotive was peppered with bazooka rounds. Gushing steam from a dozen punctures, the locomotive rolled to a halt and the passengers in the cars behind it scattered like ants into the nearby woods. The wounded on the train were taken prisoner, and the able-bodied passengers were rounded up during the day, although not without a few heated skirmishes.

The 82nd's glider LZs were situated in a rather narrow corridor of flat land between the eastern edge of the Heights and the western fringes of the Reichswald, close to the German border. The perimeter around the landing zones was thick with German units, ranging in size from platoons to companies, and heavily supported by at least 16 20mm flak guns, some of them mounted on halftracks.

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Col. Warren's battalion fought desperately to clear the landing zones and they overran the last German positions just as the gliders began touching down. It was, thought one observer, "a movie-thriller sight—gliders swooping into the LZ even as our paratroopers chased the last Germans from their 20mm guns." <sup>14</sup> Warren's men attacked with such elan that they suffered only a dozen casualties, while 50 German bodies were counted and another 150 Germans surrendered.

Twenty minutes after the gliders landed, importing two fresh infantry battalions and the remainder of Gavin's artillery, 135 B-24 Liberators made a massive supply drop south of Groesbeek. Eighty percent of the supplies landed just where they were supposed to—making it a very good drop indeed.

In the mid-afternoon of September 18, General Gavin held a radio conference with General Browning, commander of the British Airborne Corps. At Browning's urging, Gavin drew up a plan for a night attack on the Nijmegen Bridge. He would use a battalion of the 504th and as many men of the 508th as could be spared from their defensive duties. These troops would converge on the bridge from east and west simultaneously—a classic envelopment maneuver. It might have worked, but Gavin was so worried about German counterattacks that he later cancelled the operation. The bridge could wait, he decided; he thought it highly doubtful that the Germans would blow it up with so many of their men still south of the river.

Gavin seems to have been fixated on conjectural enemy threats from the Reichswald and still considered the defense of the high ground to be his division's primary duty. Reports continued to reach him of German armor massing in that forest, but in reality, those "tanks" were nothing more than halftracks and flak-wagons.

If either Gavin or Browning had known how desperate the situation was becoming in Arnhem, they surely would have realized that leaving the bridge alone for another day was unacceptable. But neither commander had any contact with the British First Airborne and, assuming that no news was good news and things at Arnhem were going according to plan, their decisions on D+2 lacked urgency and dash.

Not until later on the night of September 18 did the 82nd Airborne receive concrete information about the Arnhem battle, in the form of a coded message from the Dutch underground, sent over civilian telephone lines. When the decrypted message was handed to Gavin, he experienced a lurch of alarm, for it read: "Dutch report Germans winning over British at Arnhem."

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On the morning of D+2, reconnaissance units of the Guards Armored Division linked up with outposts of the 82nd Airborne near Grave. More powerful concentrations of British armor were not far behind. Now, almost at the same time Gen. Gavin was learning how bad things were at Arnhem, he found himself with enough firepower to reorganize his forces and turn his main focus to capturing at least one of the bridges over the Waal.

As Sherman 76s, Cromwells, and both towed and self-propelled artillery trickled into the 82nd's perimeter, some of the division's infantry were freed from their defensive duties on the high ground facing the German border. By early afternoon of September 19, Gavin had an entire battalion (2nd/504th Regiment, Lt. Col. B. H. Vandervoort commanding) redeployed and poised for a major thrust at the Nijmegen highway bridge. Gavin's plan called for a ground assault on the south end of the bridge and a simultaneous river crossing west of the bridge, his intent being to distract the defenders by coming at them from two directions, and (if possible) outflanking them. He conferred with the commander of the British column, Gen. Horrocks, and learned that the British were carrying about 30 collapsible canvas assault boats "somewhere" down the road, with one of the engineer units. Getting those boats forward, through the densely packed road-bound mass of vehicles, would take some time—the one thing the Allies did not have. Horrocks told Gavin not to expect the boats to be available until the morning of D+3 (September 20).

Rather than wait, the two generals decided to launch a south-end attack right away. To assault the highway bridge, Gavin had the 2nd Battalion/504th, an attached company of British infantry, a battalion of tanks from the Guards Armored Division, and moderately strong artillery support. A smaller attack would be launched against the railroad bridge, comprised of a company from the 505th Regiment, five British tanks, and five halftracks.

At 1500 hours, this force got under way. It fought to within 500 yards of the bridge, where it was stopped cold by intense machine gun and 20mm fire, most of it coming from a commons on the right flank, between the bridge and a small railway station. After a stalemated firefight lasting several hours, fire from a hidden 88 knocked out one of the British tanks and the attackers pulled back.

Also at 1500 hours, the larger attack on the highway bridge began. The traffic circle south of Hunner Park forced the attacking force to split. The Germans had fortified not only the area around the park, but numerous houses on nearby side-streets as well. Some of the streets radiating out from the traffic circle in the direction of the bridge had also been blocked by barricades made

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from logs, paving stones, and sandbags. Manning this defensive hedgehog was a force of about 500 SS troops, supported by an 88 in the traffic circle and at least five smaller antitank guns, some of them actually inside houses. These defenses, in turn, were supported by numerous machine gun nests and several batteries of 105mm artillery on the north shore of the Waal.

Once again, the Allied attack was pushed back. The bridge seemed tantalizingly close, but it was shielded not only by fanatically brave infantry, but by a veritable curtain of shellfire. Gavin called off the action before casualties mounted—he saw no point in throwing more men into the meat-grinder around Hunner Park until the assault boats arrived and the Germans' attention could be diverted and their artillery support divided between two targets.

Almost predictably, the assault boats were late. The American paratroopers who saw them being off-loaded from their transports were unimpressed. The very term “assault boat” had conjured in their minds the image of some swift, armored, landing craft armed with its own heavy machine guns. Instead, they beheld flimsy canvas and plywood devices, folded like accordions, that were propelled by oars and offered not the slightest protection to their occupants.

Even the unloading and unfolding took more time than expected. H-Hour was pushed back to 1500 hours, while the assault forces assembled. These comprised the 3rd Battalion of the 504th (which would make the initial crossing) and the 1st Battalion of the same regiment (which would form the second wave). Covering fire was to be provided by two squadrons of British tanks and about 100 pieces of artillery.

Alternating between high explosive and smoke shells, those guns were to lay down a 15-minute preparatory barrage; the tanks would shell the north bank with white phosphorous—a terrifying anti-personnel weapon which also produces dense white smoke. Allied aircraft would pound the German shore for 30 minutes, right up to H-Hour.

Everyone knew that the assault would be highly risky under ideal conditions, doubly so because it had been cobbled together with such haste. At the crossing point, the Waal was both wide (400 feet) and deep, and the current flowed *away* from the bridge. Before embarking on its little boat trip, an attacking force would have to assemble on flat beaches that were clearly visible not only from the church steeples in Nijmegen, but also from the lofty girders of the bridge. Meanwhile, there was no firm intelligence about German strength



on the far shore, but it was reasonable to assume that their numbers were increasing by the hour.

Twenty minutes before H-Hour, the boats finally arrived at their launching area. It was five minutes before the start of the artillery bombardment, and rocket-firing Typhoons were slamming salvo after salvo into the opposite shore. When the assault force gathered around the boats, they discovered that only 26 of the craft had been delivered, instead of the 33 promised. In practical terms, this meant that the boats carrying the first wave of troops would be perilously overcrowded, very low in the water, and would be moving even more slowly than expected. It also meant that the boats would each have to take three extra men, whose job would be to paddle them back to the south shore as soon as they had unloaded their passengers.

H-Hour minus 15 minutes: hundreds of shells smash into the north shore of the Waal, probing for German positions whose locations were not precisely known. The Allied gunners—not to mention the soldiers in the assault force—pray for good luck with each firing.

H-Hour minus five minutes: along with the tanks, the artillery now switches to white phosphorous, but the wind blows erratically and briskly, sweeping away the clouds of smoke as fast as they form. Gavin's men stand nakedly exposed to enemy eyes.

H-Hour: the British tanks advance as close to the water as they can and begin lobbing shells right over the paratroopers' heads. Dozens of American and British mortars begin to cough. Observing the futility of their smoke screen, the gunners shift back to HE rounds as the assault troops stagger forward with their heavy, cumbersome boats and desperately man-handle them into the water.

Unfortunately, the water on the south side of the Waal is maddeningly shallow. As men pile into them, the overloaded boats sink into the mud bottom. Cursing savagely, the paratroopers tumble back *out* of the boats and push them toward deeper water. One soldier is swept off his feet by the current and nearly drowns, rescued at the last moment by H Company's commander, Lt. Carl W. Kappel.

Now the assault boats reach deeper water and the current claws at them, some of them spinning crazily as their occupants try to at least get them pointed in the right general direction. Whatever organization the assault has had up to this point is utterly gone. It becomes "every boat for itself."

Delighted to have such helpless targets, the Germans open up with everything they have—105mm howitzers, mortars, 20mm flak cannons, and

## CLOSE COMBAT A BRIDGE TOO FAR

dozens of machine guns. Around the boats, the river boils with water-fountains and spikes of foam, making a sound like “a school of mackerel on the feed.”<sup>15</sup> Bullets and shrapnel slash the flimsy canvas sides of the boats...and thirteen of them sink.

Pressing on, the paratroopers paddle furiously with oars, rifle butts, and bare hands. Miraculously, half the boats reach the muddy shores of the north side. Their occupants are now so dizzy and shaken that many of them double-over vomiting.

The struggle for the Nijmegen bridges now becomes “an infantryman’s battle,” each man instinctively doing what he is trained to do. Many of them have been cut off from their own platoons, so they join up with whoever’s close to them and drive forward, impelled by the certain knowledge that the only way to stop this galling German fire is to kill the Germans responsible for it.

And kill them they do. Surging forward, they close with every German trench and foxhole they can see, offing more than 50 men in the first minutes of the landing, mostly with grenades but sometimes with cold steel. Amazingly, the attackers soon clear a beachhead almost 800 yards deep, anchored on a path that runs along a dike embankment. Here, they dig in and get their wind back, while their engineers row the surviving boats back to the south bank to fetch reinforcements.

Displaying incredible heroism, those engineers made six crossings of the Waal, under diminished but constant fire. They brought over the rest of the 3rd Battalion, 504th, and most of the First Battalion, losing—astonishingly—only two more boats to enemy fire.

Gavin’s men now had a working bridgehead and according to the plan, each company had specific objectives it was now supposed to achieve. But there *were* no more organized companies, just groups of frightened men haphazardly intermingled, fighting under whatever officer happened to end up with them. But the soldiers of the 82nd were veterans; they had made the night-jumps into Normandy, so chaos was nothing new to them. They looked around, assessed the tactical situation, and did whatever needed to be done. Some detachments set up defensive positions to protect the bridgehead’s western side, while others advanced toward the bridge itself, by leaps and bounds. An old Dutch fort, bristling with machine guns and flak cannons and surrounded by a moat, barred the way. Sergeant Leroy Richmond swam the moat underwater, located a narrow causeway, and signaled for others to follow him. The fort was overwhelmed in savage, point-blank fighting.

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Other ad hoc groups of paratroopers bypassed the contested fort and dug in around the north end of the bridge, sighting their BARs to sweep both the bridge itself and the road leading to it from the north.

And to the amazement of every man who saw it, the bridge was still intact.

While the 3rd Battalion was making its legendary assault across the Waal, a battalion of Col. Vandervoort's 505th Parachute Infantry, strongly augmented now by British tanks and infantry, brought overwhelming fire against the Germans still holding out around Hunner Park and the traffic circle and began to gradually wear them down. A tank/infantry assault, beginning at 1620 hours, broke through the defenders of the traffic circle. Other infantry teams worked forward on both sides of that landmark, some of them charging down fire-swept streets, others working methodically through and on top of buildings, storming any pockets of SS defenders in hand-to-hand combat.

Now the Allied pressure was just too great; the Germans broke for good and began retreating en masse, first across the railroad bridge, where they were raked by fire from the paratroopers on the north shore. Taking cover inside the bridges utility sheds, and behind its steel rails and abutments, the Germans fought back hard. Not until the following morning were the last of them killed or captured. Moving amongst the corpses and the wounded, the Americans took possession of an 88, two 20mm flak guns, and no less than 34 machine guns.

Having broken the back of the defenses in Nijmegen itself, British tankers drove headlong for the highway bridge, spraying machine gun fire at any place a German might be lurking. Three tanks reached the north end of the bridge at 1910 hours and made joyful contact with scouts from the 504th. Both of the Nijmegen bridges had fallen.

But the cost had been high: over 300 killed and wounded among the Allied units taking part. German losses could not be counted accurately; some men had fallen into the river and been swept toward the distant sea, and many more lay buried in the rubble of the town. But on the railroad bridge alone (once it had finally been cleared on the morning after the river-crossing) Gavin's men counted 267 German dead.

It remains a matter of conjecture why the bridges were not blown up—both were heavily mined with explosive charges. Because possession of the bridges was deemed critical to any German counterattacks in this sector, Field Marshal Model himself had forbade their demolition except by his direct order. Of course, the local German commander, faced with obvious signs that the bridges were about to fall, could have blown them on his own initiative. General Gavin

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Nijmegen City: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



himself thought that the Germans' failure to blow the bridges was attributable to three factors: 1) the speed and violence of the many-pronged assault and the confusion engendered thereby; 2) the earlier destruction of those control mechanisms in the utility building near the post office; and 3) determined efforts by armed members of the Dutch underground (supplied with Sten guns air-dropped months or even years earlier), who peppered the bridges with fire until Allied regulars arrived, and thus may have prevented the Germans from setting off their charges manually.

Whatever the reasons, the Germans' failure to demolish the Nijmegen bridges gave the Allies their finest victory of the Market-Garden campaign. Too bad that, by the time those three British tanks reached the north bank, such a victory was already too late to save Market-Garden as a whole.

### Nijmegen Battle 1: Nijmegen City

**Allied Objectives:** You're in command of that reinforced platoon from Col. Warren's 508th Parachute Regiment, and you've been handed quite an assignment—probe as deeply into the city as you can and capture enough of it to form a springboard for the full-scale assault on the bridge, which will be launched later. Find out how strong the German defenses are (pretty damned strong, as it happens!), take whatever objectives you possibly can, and try not to be annihilated.

**German Objectives:** Nijmegen is the “castle” that defends the big bridge. Orders have come down from no less a personage than Field Marshal Model: the bridge is not to be destroyed without his direct authorization, since it will be essential to the big German counterattack. Model is presently trying to organize.

To this end, you've been given modest support and must face Allied forces with a couple of Shermans and a fire-breathing Crocodile. The American paratroopers have landed and assembled with impressive speed; they can be expected to launch a probe into the city before the end of the day. Your objective is to stop them or at least slow them down. This is just as well, considering how strong the Allies are. Do as

#### Victory Locations

Sites	Point Values
To Groesbeek	20
Terwindstraat	20
Hod Factory	20
Fünf Haus	20
die Niedermeyer	20
Apothecary	20
Neeter Haus	20
To Grave	20

# CLOSE COMBAT A BRIDGE TOO FAR

## Orders of Battle for Nijmegen City

### Allied:

AB Assault	2nd Lieutenant
AB BAR	Master Sergeant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB Rifle	Sergeant
AB Bazooka	Sergeant
AB .30 cal. MG	Sergeant
AB 81mm mortar	Corporal
Sherman	Corporal
Sherman 105	Corporal
Crocodile	Sergeant

### German:

SS MG 42	Master Sergeant
SS MG 42	Sergeant
SS MG 42	Corporal
SS Schutzen	Master Sergeant
SS Schutzen	Sergeant
SS Schutzen	Corporal
SS Scharfschutze	Master Sergeant
SS Aufklärer	Sergeant
SS Sturmgnadr	Master Sergeant
SS Granatwerfer	Corporal

much damage as you can, of course, but there will probably come a point of diminishing returns, and when you sense that moment, begin an orderly, phased withdrawal to your west—that is if you have anything left to withdraw.

**Allied Tactics:** Since your mission is primarily one of reconnaissance and probing enemy defenses, you needn't feel obliged to attempt to capture the whole city. On the other hand, given the impressive close-quarters debilitation your Crocodile can create, taking the whole city is a very real possibility. Observe the main thoroughfare curving along the north of the map (the Terwindtstraat); it connects with several smaller roads through the residential blocks, all of them leading toward the intersection of Terwindtstraat and the Groesbeek road—which happens to be your

right flank. It's likely the Germans will fortify themselves along the road facing east. To minimize early exposure of our armor, we positioned a few teams along the SE front and the main force to the north of the To Groesbeek VL. Our lack of a mortar in this particular draw was more than outweighed by the presence of the Crocodile.



*The Allies most fearsome weapon is the Crocodile—next to the infantry, of course.*



We backed it up with our Shermans and our heavy Assault teams. We then began a methodical approach, building to building, with the Croc working its way with several accompanying teams down the rows of houses to the east of the park, and the Shermans coming down the parallel road on the other side of the houses. We also sent a couple of teams toward the west, working their way down Terwindtstraat. Finally, through the fortuitous placement of our two teams in the SE, we were able to pick off the German teams who made the mistake of attempting to withdraw to the south.

**German Tactics:** It's pretty simple, really. You have to destroy the Crocodile in the first minute or so, and then work on eliminating the Shermans. After that, it's the same old hand-to-hand stuff you're used to.

Let the Americans come and don't fire on them until they're within ambush range. If they're dropping mortar fire on you at the same time, ignore it—at most, it'll be a nuisance, as your men will be protected by stout buildings. Fall back slowly if you must, but turn and offer resistance every step of the way. Place your own mortar well back in the park area



*Using our suggested Allied deployment, we moved slowly south, then west, moping up as we went. By the time we reached the Funf Haus VL, and met our teams coming down from the die Niedermeyer VL, there was only token German resistance left.*



*The German side should focus on finding and destroying the Crocodile as early as possible in the game. Otherwise, you're toast.*

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*Even in close quarters, the Crocodile can be devastating.*

below Terwindtstraat, and have them focus on the advancing Allies as well.

Eventually, if you're able to take out the Allied armor, you can then begin an advance on the houses they've previously occupied on their way in a southern sweep, or, if placed by the AI, more likely in a western sweep.

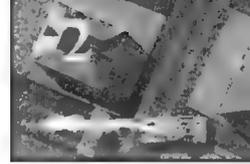
## Nijmegen Battle 2: Nijmegen Bridge

**Allied Objectives:** This battle represents the 82nd Airborne's first attempt to "bash through" to the highway bridge. Well, actually, it was more of a "sneak" than a "bash," and it was attempted without much hope of success, by a single company. Your objective here is not so much to capture the bridge itself, but to secure the approaches to the bridge entrance ramp. To that end, your most important objective is the medieval stone-walled complex due west of the bridge entrance (called "The Belvedere" in reality, but labeled "Kapel" and "Euling's HQ" in the game). Failing that, try to gain control of Hunner Park and some of the houses around it.

**German Objectives:** Again, your goals are fairly simple here: prevent the Americans from gaining control of the approaches to the bridge. You will have sufficient forces to mount a defense in depth, and at least one tank with which to spearhead localized counterattacks. Note: be careful with that tank—its maneuverability is hampered by the narrow streets and the Americans will have bazookas. Field of fire location becomes even more important if you draw an AT gun.

### Victory Locations

Sites	Point Values
Bridge Ramp	40
Kapel	10
Unitas Gem. Werken	10
Terwindtstraat	20
Ruine	40
K. Lodewijk plein	20
Euling's HQ	20
Hunner Park	20



**American Tactics:** Some might suggest restarting the game until you get *two* bazookas (even though that probably means the Germans will get a third tank and you'll lose your flamethrower.) We discovered, rather gleefully, that we could and did destroy the dreaded Jagdpanzer IV with a flamethrower, and far more directly than a bazooka attack allows.

Ultimately, your primary worry will be that tank, and if you don't knock it out, you'll almost certainly fail in your mission. And, the longer it takes, the worse shape your forces will be in.

The computer tends to alternate between two deployments for the tank. One places it in the street at or near a point SE of the Ruine VL. Another places it further south, near the K. Lodewijk plein VL. If you're faced with the former arrangement (you may be able to see the tank during the Deployment phase if you look carefully), you can set up an ambush that usually works. Hide the bulk of your forces just east of the bridge itself. If you draw an AT gun, center it on the road and face west. Put a couple of teams in one of the three-story houses east of the road leading to the bridge; and emplace your heavy mortar to the north a bit, behind that same row of houses. When

### Orders of Battle for Nijmegen Bridge

#### Allied:

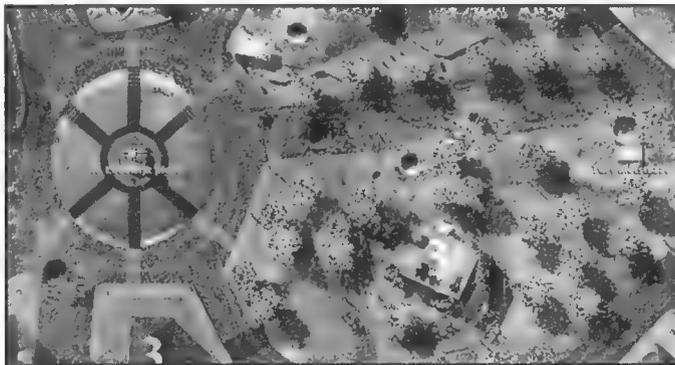
AB Assault  
 AB BAR  
 AB BAR  
 AB Rifle  
 AB Rifle  
 AB Rifle  
 AB Bazooka  
 AB Bazooka  
 AB 60mm mortar  
 AB .30 cal. MG  
 AB 81mm mortar  
 AB Flamethrower  
 57mm AT gun

2nd Lieutenant  
 Master Sergeant  
 Master Sergeant  
 Master Sergeant  
 Sergeant  
 Sergeant  
 Sergeant  
 Sergeant  
 Corporal  
 Sergeant  
 Corporal  
 Corporal  
 Corporal

#### Axis:

SS MG 42  
 SS MG 42  
 SS Schutzen  
 SS Schutzen  
 SS Schutzen  
 SS Aufklärer  
 SS Panzerschreck  
 SS Granatwerfer  
 Jagdpanzer IV  
 8.8cm PaK 43

Master Sergeant  
 Sergeant  
 Master Sergeant  
 Sergeant  
 Corporal  
 Sergeant  
 Corporal  
 Sergeant  
 Sergeant  
 Sergeant  
 Corporal



*Early control of the three-story building in the center of this park is extremely helpful in navigating a win.*

# CLOSE COMBAT A BRIDGE TOO FAR



*Nijmegen Bridge: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*

## CHAPTER NINE: NIJMEGEN



the battle begins, open fire on the German PaK gun with your AT (it's frequently located just across from you on the west side of the bridge). Concurrently rush the two teams you placed near the three-story building at Terwindtstraat forward to try to keep the Germans from getting it. Now, take the massed forces who are still near the bridge and, assuming no German forces



*In one opening duel between the PaK and the AT gun, the end result is a tie.*

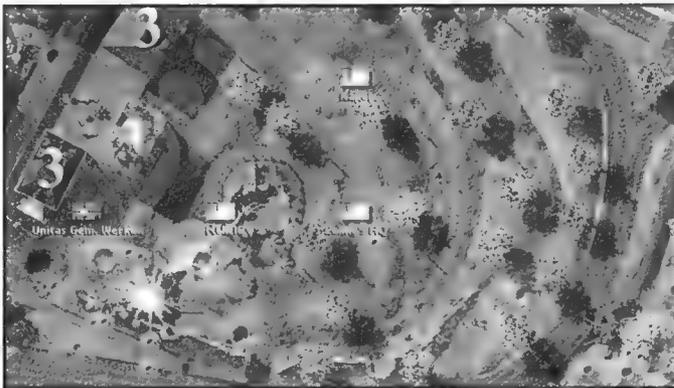
remain in your path, rush them forward toward the Ruine and other northern VLs. Try to get your flamethrower hidden within the Ruine in anticipation of the pending arrival of the Jagdpanzer. The tank will rumble forward to blast at your other teams, at which point your flamethrower should be able to sneak close enough to target the tank. It may take several hits to completely destroy it, but unlike the normal bazooka attack, you can hit it head-on.

Leaving some teams in the Ruine area (in case other Germans come your way), methodically advance toward the Hunner Park VL area with your Assault team in the vanguard. This area may be lightly defended, especially if your teams to the south have distracted the Germans. Then, if your troops are still in good shape, you can try a sneaky house-to-house advance into the buildings surrounding Hunner Park. By focusing our mortars on the German teams clustered in the buildings in and around Hunner Park, we were able to inflict heavy damage. Eventually, we wiped out the stragglers and captured all German VLs.

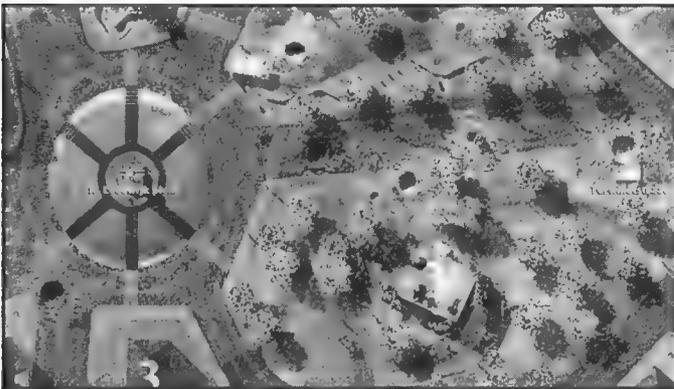


*On the other hand, this "duel" was no contest. The German tank wins hands-down.*

# CLOSE COMBAT A BRIDGE TOO FAR



*After getting racked many times, we finally figured out that the Allies flamethrower could carefully take on the German Jagdpanzer IV—and win.*



*Early control, for either side, is extremely helpful in navigating a win.*

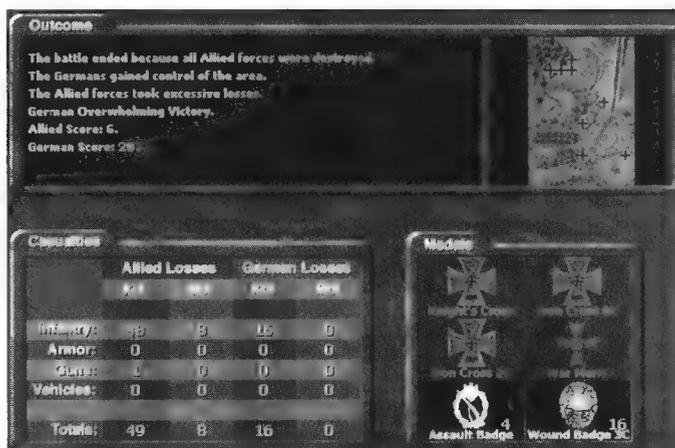
Frankly, it's very difficult, and largely dependent on blasting the German's tank, to score a major victory in this scenario as a stand-alone battle. But as a Campaign segment, just gaining control of the region surrounding the bridge entrance counts as a major achievement.

**German Tactics:** We found this to be a particularly satisfying battle, made better, we suppose, by the presence of our wonderful Jagdpanzer. We were careful to try to save it from those tedious Allied Bazooka teams and it certainly worked. The real key to this battle, from the German side, is early control of the three-story building in the park just east of the K. Lodewijk plein VL. Place one MG team in the three-story building near the bottom, eastern most edge of the map, and place a couple more teams in the buildings

north and west of that spot. Focus your strength on gaining control of the park's three-story building, and between that location and the MG emplacement just south of you, you can really wipe up the Allied troops. Place your Jagdpanzer in a sheltered location just northwest of the Kapel VL, and as soon as the game begins have it begin firing under the bridge, just in case the Allies AT gun is there. Once you can estimate the location of the majority of Allied forces, head



your tank, carefully, in that direction. Try to avoid opportunities for Allied bazooka ambushes. In our best win (Germans 207-Allies six), we placed our PaK on the hill in the K. Lodewijk plein VL, and let the ground forces battle it out for a while. Then, we rolled the Jagdpanzer under the bridge and down the eastern-most road, taking out first the Mortar team, and then the AT gun.



*We were so pleased with this outcome that, we saved it!*

## Nijmegen Battle 3: The River Crossing

**Allied Objectives:** This brisk and bloody little scenario represents the climax of the 82nd Airborne's gallant river crossing. Despite the nakedly open terrain (once you get past the shallow beach, which offers good protection), the Americans must seize the two objectives rapidly, before the Germans as a whole have a chance to organize their defenses on the north shore.

**German Objectives:** It's a brutally simple situation: slaughter as many charging Americans as you can, and hope you can kill enough of them to repel their landing before they can get into your trenches.

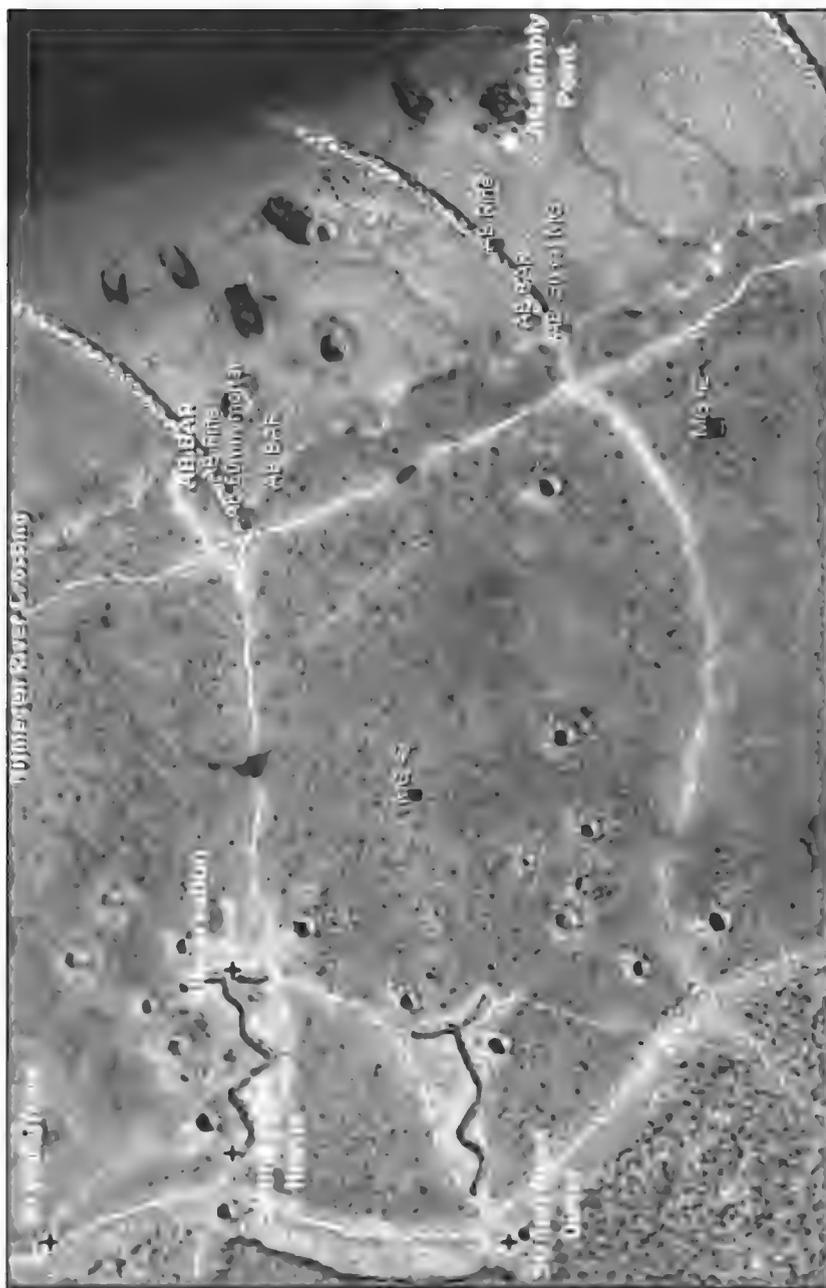
**American Tactics:** Never mind that your men are winded and shaken from crossing the river under fire; you can't afford to lose momentum. Success of the entire bridge-seizure depends on wiping out the isolated German strongpoints on the shoreline and getting to the bridge before the rest of the enemy knows what's hit them.

But whatever you do, don't just charge across that open field! The enemy defenders may be few in number, but those MG 42s can spit out 1300 rounds *per minute*. While your men are catching

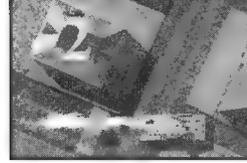
### Victory Locations

Sites	Point Values
Strong Point Heime	40
Strong Point Dieter to Waterfront	20
Observation Post	40
Assembly Point	20

# CLOSE COMBAT A BRIDGE TOO FAR



*Nijmegen River Crossing: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies*



their breath, have your mortar (restart the battle until you get one!) work over their two strong points. You can protect the mortar crew by firing from the beach, but if you put them on the edge of the grass, where they can see to adjust their fire, you'll notice a remarkable improvement in accuracy. Since the computer tends to put all German units in Hide mode until your troops actually start to charge, there's a pretty good chance your mortarmen will not be killed by being in the open.

If you have a machine gun, have it lay down suppressive fire. Keep blazing away at the MG 42 positions until you either incapacitate the crews or suppress them. Don't start advancing until at least one of those MGs has stopped firing, for whatever reason. When one German position is silenced, switch your mortar to the next.

You'll have to judge for yourself when the right moment arrives to make the charge, but charge you must. Throw smoke grenades if it'll make you feel better, but in Move Fast mode your men will outrun the smoke in a matter of seconds. Once your troops get close to the enemy trenches, we suggest zooming in to watch some terrific melee action (you may even see men fighting with knives and fists!). Once one German trench has fallen, the other will follow quickly—the surviving infantry will probably surrender rather than instigate a melee.

Do watch out, however, for an MG 42 hidden in the brush near the lower VL! If you spot one there, or start taking fire from that direction, put down

### **Orders of Battle: Nijmegen River Crossing**

#### **Allied:**

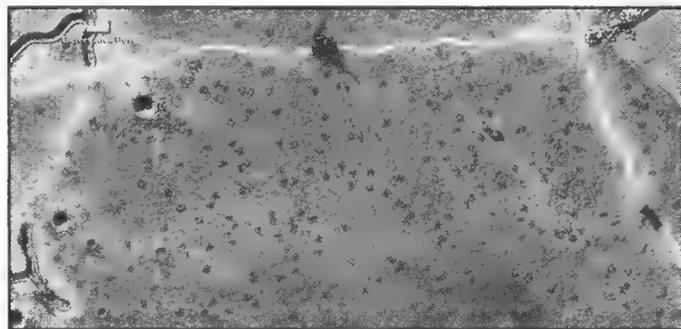
AB BAR  
AB BAR  
AB BAR  
AB Rifle  
AB Rifle  
AB Rifle  
AB 60mm mortar  
AB .30 cal. MG

2nd Lieutenant  
Master Sergeant  
Master Sergeant  
Master Sergeant  
Sergeant  
Sergeant  
Corporal  
Sergeant

#### **Axis:**

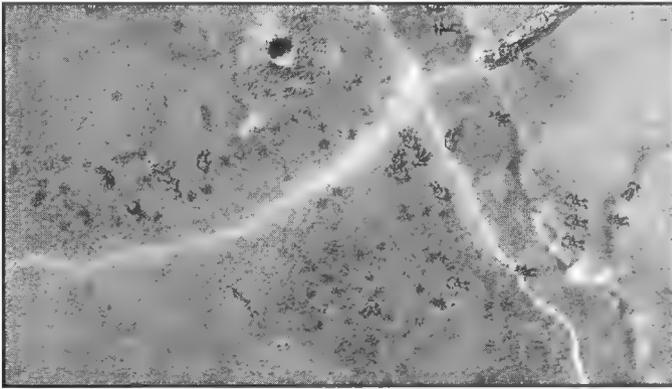
MG 42  
MG 42  
Reserve

Master Sergeant  
Sergeant  
Corporal

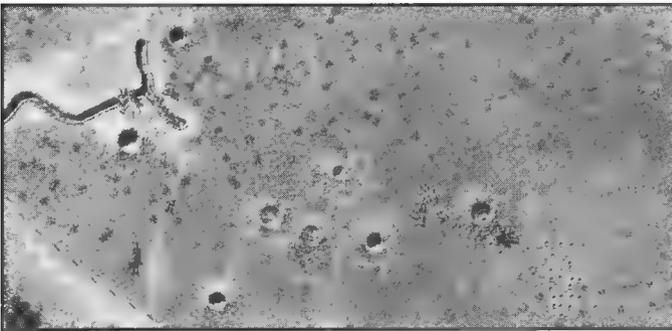


*As the Allies, once you take the VLs, you'll be left with chasing down and eliminating the last few Germans.*

# CLOSE COMBAT A BRIDGE TOO FAR



*As the Allies, once you take the VLs, you'll be left with chasing down and eliminating the last few Germans.*



*An MG 42, even if down to its last surviving crew member, can still inflict a lot of damage.*

suppressive fire from a BAR team or your machine gun. Sometimes the computer gives the Germans two machine guns, while at other times it doesn't. Based on our experience, the odds are better than 50-50.

**German Tactics:** If you draw two machine guns, put one in the southern zigzag trench and the other in the foliage near the Strong Point Dieter VL. Situate your Reserve team in the northern trench. The computer will default to Hide mode, so remember to put everybody on "defend" as soon as the battle starts. If your opponent, computer or human, doesn't prepare for his charge by softening up your defenses, you can mow down the Americans in sufficient numbers to win. But a human opponent won't be that stupid more than once...



## Nijmegen Battle 4: Nijmegen Riverfront

**Allied Objectives:** In this battle, you're attempting to clear the approaches to the railroad bridge across the Waal. The terrain is mostly rural, but the railroad tracks leading to the bridge are dominated by a cluster of warehouse buildings, while the open ground below the tracks (the field and its surroundings) are dominated by a building three stories high. In order to set up the anticipated Allied attack on the RR bridge, it's necessary for you to clear this sector of any German defenders and gain control of the building, which will come in handy during any attack on the bridge, as well as the remaining VLs.

**German Objectives:** In simplest terms, the German player is trying to keep this southern approach to the railroad bridge in German hands. After all, the bridge runs in two directions, and can be used to bring forward armor and other reinforcements.

**American Tactics:** The AI will usually start off on "the wrong side of the tracks" (pardon the pun), in a rather vulnerable location: the big open field in the SE corner of the map. Fortunately, you're also in control of part of the warehouse district—a long, low, shed just above the railroad tracks. Your ultimate goal in this battle is to take control of the area to your west, but if you head right for it, you'll be in trouble. Why? Well, because, the enemy can observe you from there and your men make excellent targets as they cross that field.

As is often the case in tactical problems, the indirect approach works best. On this particular map (designed, as were all the maps in the game, from detailed Dutch survey maps and aerial photos) you'll notice an unusual amount of terrain elevation: the RR embankment, dike walls, gullies, elevated roadbeds, and considerable

### Victory Locations

Sites	Point Values
to Lent	40
Crossing	20
Warehouse District to Nijmegen	40
to River Crossing	20

### Orders of Battle for Nijmegen Riverfront

**Allied:**

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant

**Axis:**

MG 42	Master Sergeant
MG 42	Sergeant
Reserve	Corporal
Reserve	Corporal

# CLOSE COMBAT A BRIDGE TOO FAR



*Nijmegen Riverfront: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*

## CHAPTER NINE: NIJMEGEN



vegetation. Study these features carefully. By sneaking troops along the north side of the tracks, for example, you can maneuver them to both sides of the warehouse already in your possession.

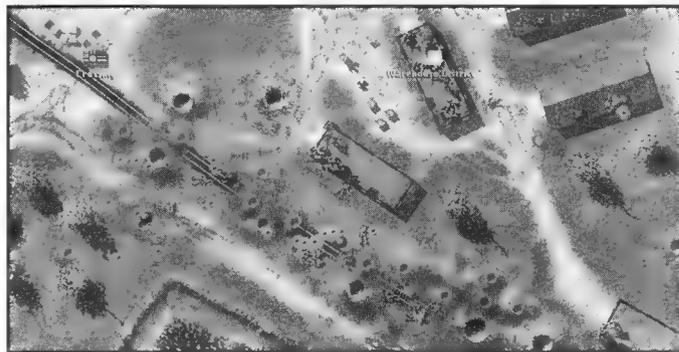
Inside the other warehouses are probably two MG 42s and a team or two of infantry. In any case, you need to clear all those buildings before making an extended “right hook”

toward the remaining German territory. Have your mortar throw out some smoke, then rush a team from the RR gully into the building to the left of your warehouse. Now, while your men in that warehouse lay down covering fire, Sneak teams out to both sides of the two buildings east of the VL marker. Throw smoke grenades, then launch a two-pronged attack, while your mortar drops HE on the next building in the sequence. You’ll take some casualties, usually in wild melees inside the buildings, but if you systematically repeat these steps—always taking advantage of trees and small elevations for cover—you should be able to take control of the whole Warehouse District and still have about two-thirds of your fighting force intact.

Now make that right hook, sneaking teams on converging routes toward the three-story building, while your mortar distracts whoever’s inside with its remaining HE rounds. When the mortar crew runs out of shells, use them as a half-

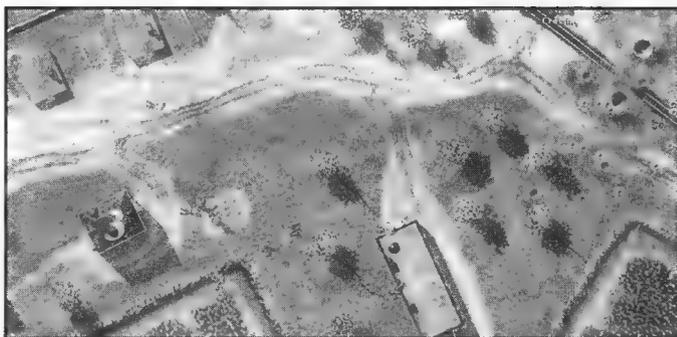


*Hide teams near the tracks and then, after your mortar fire softens the exposed Germans, work your way into the buildings.*



*Cleaning out the warehouse district is the first order of the day.*

## CLOSE COMBAT A BRIDGE TOO FAR



*An MG 42 has an excellent field of fire from this three-story house.*

team of infantry and send them running for the hedges just north of the field. There's excellent cover that your men can find shelter behind until they're only a few meters from the building just below the three-story house. When you've got teams in place on two or three sides, just rush the place. Usually, the computer puts a Reserve team inside

and they won't put up much of a fight—on the other hand, when the occasional MG 42 team is housed there, your best bet is to try to distract them into coming out. In one of our games, in fact, the whole garrison fled in the direction of the southern fields, where the mortar crew wiped them out with their carbines—a most satisfying little action!

**German Tactics:** There's really no need to defend the Warehouse district, so when the computer deploys teams there—as it almost always does—redeploy them manually in as strong a defensive perimeter as you can around the 3-story house. Put an MG 42 inside; it will have terrific fields of fire in all directions. It can even pick off Allied teams attempting to cross over the Crossing VL. Turn the place into a fortress and don't neglect to put a team inside one of the buildings south of you. If the enemy is crazy enough to come at you across the open expanse of the field to the south, you can win this battle handily. Even if he uses a more devious approach—as we so cleverly did—you can still exact a high price in casualties simply by concentrating everything you've got close to the centrally located three-story building.



## Nijmegen Battle 5: The North Bridge

**Allied Objectives:** This scenario deals with a sideshow that took place while the 82nd Airborne made its first attempt to capture the highway bridge, late in the afternoon of D-Day. As it turned out, however, this sideshow was critical in its importance. While two companies of the 508th were locked in furious street-fighting with the SS men dug in around Hunner Park, the commander of A Company (Capt. Jonathan E. Adams) heard from local Dutch inhabitants of a utility building, sitting on a small peninsula just east of the bridge, which contained—in addition to the machinery associated with operating the bridge—some mechanisms that looked suspiciously like detonator controls. This sounded to Adams like a prize worth going after, so he pulled some men out of the fighting around Hunner Park (which was stalemated at that point) and organized them into a strong patrol. Their objective: fight their way to the Bridge Entrance and secure the whole area.

**German Objectives:** Even though the defenders could spare few men from the street battles around Hunner Park, they, too, understood the importance of the utility building. Once American activity was sensed in that direction, they moved a handful of teams to counter Adams and his men. In this scenario, it is vital for the German player to keep the Americans out of the Bridge Entrance.

While orders from Field Marshal Model forbade destruction of the bridge at this stage of the battle for Nijmegen, the situation was subject to change as British armor arrived to strengthen the 82nd. The local German commanders wanted to preserve the *option* of being able to blow the bridge, and to do that, they had to stop the men of A Company from seizing the Bridge Entrance.

**Allied Tactics:** Start and re-start the scenario until you draw a mortar. The

### Victory Locations

Sites	Point Values
Bridge Entrance	20
Command Center	40
Dredging House	20
to River Crossing	20
to Nijmegen	40

### Orders of Battle for Nijmegen North Bridge

Allied:	
AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant
Axis:	
MG 42	Master Sergeant
MG 42	Sergeant
Reserve	Corporal
Reserve	Corporal



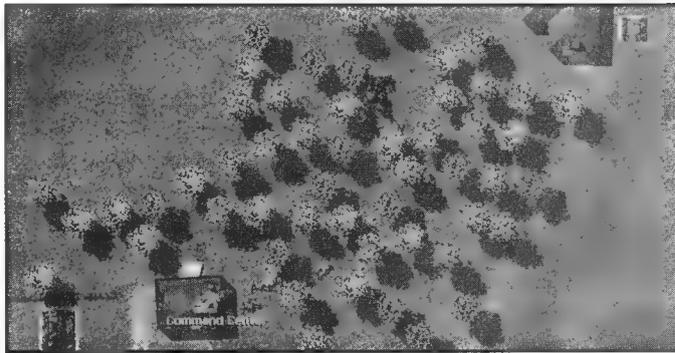


AI shows a strange choice of tactics in this battle: sometimes the Command Center is defended (by either an MG 42 or a Reserve team), and sometimes it's not (although in real life it was manned by a small guard detachment). Even if the building is empty, however, there will almost always be one or two MG 42s positioned within the woods to the northeast that lead to it, so a direct assault brings heavy losses.

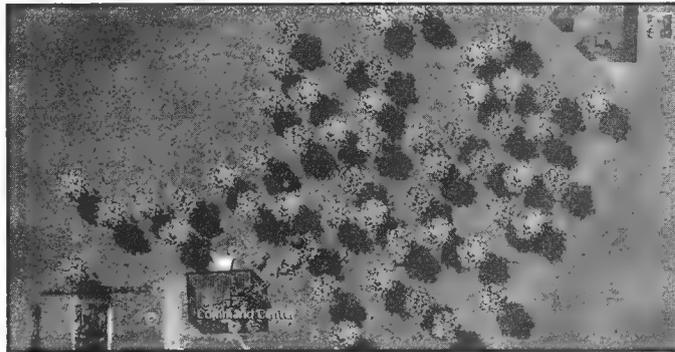
Once again, the indirect approach yields a better chance of victory. Your infantry teams are deployed in and around the to River Crossing VL, in the eastern portion of the map. Leave one team there to guard your rear. Place your mortar in the field east of the one-story buildings near the Dredging House VL. Your best tactical option, although it is also the slowest maneuver you can make, is to knock out German strong points in a clockwise sweep, THEN go for the Dredging House.

Usually, there is a German MG 42 hidden in a row of trees on the eastern side of the bridge. It is not hard to spot—sometimes it's clearly visible when the battle begins; if not, it will soon reveal its location by firing. Target it with your mortar as soon as you know where it is.

There's good cover—lots of trees—on the ground between the buildings nearest the to River Crossing VL and the VL labeled Command Center, where the AI almost always positions one or two German teams. After leaving one

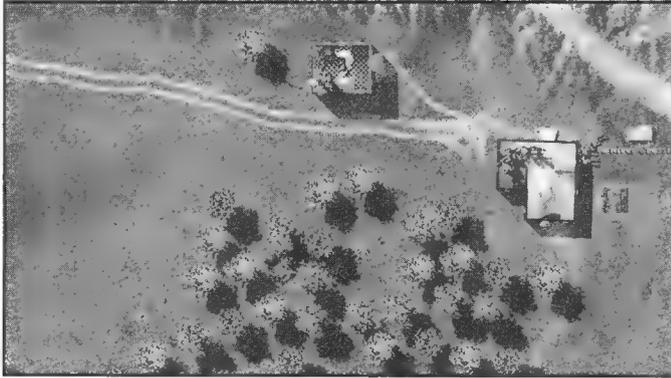


*Use your mortar to help soften any German teams in the forest, and then move on to the Command Center.*



*You'll take some losses, but you can overpower the German-held Command Center.*

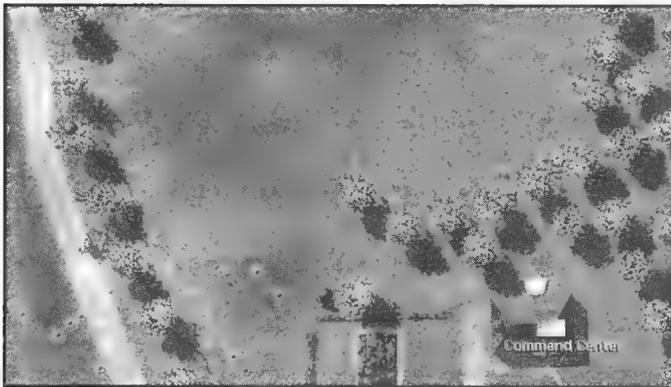
# CLOSE COMBAT A BRIDGE TOO FAR



*We caught the Allied forces who were hiding in the woods, in a deadly crossfire.*

without incurring heavy losses; if there's an MG team hiding there, losses will be much higher, but your numerical superiority should allow you to overwhelm them.

Continue in Sneak mode through the woods between the Command Center and the row of trees where the MG 42 is located. Keep the crew suppressed with mortar fire, and you should be able to sneak a team into place behind the



*Down to our last German MG team, we held the high ground near the Bridge Entrance.*

team in the two-story building to cover your rear, sneak the remaining teams into the woods, slowly taking on any remaining Germans hiding there and then converging on the Command Center. When the range is down to 50 meters or so, throw smoke grenades and rush the place. Chances are, the Reserve garrison won't put up much of a fight and you should gain control of the Command Center

without incurring heavy losses; if there's an MG team hiding there, losses will be much higher, but your numerical superiority should allow you to overwhelm them. Continue in Sneak mode through the woods between the Command Center and the row of trees where the MG 42 is located. Keep the crew suppressed with mortar fire, and you should be able to sneak a team into place behind the stone walls at the rear of the Command Center, and another team in the tree-line north of it. Again, when the range is down, throw smoke (if you've still got any grenades) and charge the gun from two sides.

At this point, you may or may not have many Germans left. The AI always seemed to defend the woods NE of the Command Center pretty heavily, so if you've come

## CHAPTER NINE: NIJMEGEN

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this far you've inflicted a lot of German casualties. If there are isolated pockets left, track them down and eliminate them.

**German Tactics:** The AI's deployment is probably not ideal. Hurry one of your MGs inside the two-story house NW of the to Rover Crossing VL, put another in the tree line on the west side of the field, and place your Reserve team further south. This is a very tough scenario for the Germans, especially given the usual size of the opposing draw, but by carefully setting up crossfires, we were able to achieve minor victory (87 to 62)—not bad in this case.



# Chapter Ten

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## FROM FIELDS TO ISLANDS

*“It’s a ridiculous place to try to operate tanks!”*

*—Major General J.O.E. Vandeleur, CO of the Irish Guards Regiment  
Guards Armored Division <sup>16</sup>*

There is an emotional bond between members of elite military units that is stronger than the usual identification between “brothers-in-arms” who belong to conventional units. Just as there is today an extraordinary closeness between the men of Delta Force and the men of the British S.A.S. (even if those men have never met face-to-face), so, too, was there a sense of blood-deep kinship between the American paratroopers of the 82nd Airborne and their besieged British comrades in Arnhem and Oosterbeek.

To Gavin and his exhausted but triumphant men, the situation on the night of September 20 seemed diamond-clear. The Nijmegen bridges had been captured, XXX Corps armor was coming up, the Germans were temporarily reeling, and Arnhem was only a scant eleven miles away. The soldiers fighting under Frost and Urquhart were more than comrades—they were brother-paratroopers. And they were in desperate straits.

Yet, when one American company commander walked over to the token force of British tanks on the north end of the highway bridge and inquired why the relief push was not already forming up, his British counterpart replied: “I want to go; my men want to go, but my orders are to halt here and defend this end of the bridge at all costs.”

Colonel Reuben Tucker (CO of the American 504th Regiment) was appalled to find that the British tankers in Nijmegen were settling in for the night as though on a peacetime training exercise, draping tents over their tanks and brewing tea. Tucker had assumed, as many in the 82nd had, that XXX Corps would have a task force formed up and chafing at the bit to strike out for Arnhem the minute the Nijmegen bridges were safe to cross. “Your boys at

## CLOSE COMBAT A BRIDGE TOO FAR

Arnhem are hurting!” he said to the highest-ranking British officer he could find, a major with the Irish Guard Regiment; “It’s only eleven miles, for God’s sake!” The British major replied, with what Tucker considered incredible equanimity, that it was standard procedure to wait for infantry support, and that an armored advance could not proceed until the lads from the 43rd Wessex had caught up. That was simply the way things were done, old boy.

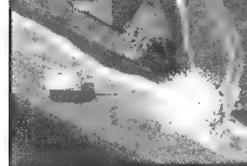
Tucker stalked away fuming. During the early evening hours, he and several other equally non-plussed officers of the 82nd even considered forming their own task force—there were plenty of volunteers, despite how worn-out everyone was after the day’s fighting—and just striking off north on their own, with or without British tanks. Even Gavin found the idea appealing on a gut level, but considering the dispersion of his men and the ordeal they had just endured, he squelched any such Quixotic notions. Writing after the war, Col. Tucker was still indignant:

We had killed ourselves crossing the Waal to grab the north end of the bridge. We just stood there, seething, as the British settled in for the night, failing to take advantage of the situation. We simply couldn’t understand it...especially if it had been our boys hanging on by their fingernails eleven miles away. We’d have kept going, rolling without stop. That’s what George Patton would have done, whether it was daylight or dark.

—Col. Reuben Tucker, CO 504th Regiment <sup>17</sup>

However, it should be noted that the British had legitimate reasons for delaying. The Guards Armored’s primary source of infantry support, the 43rd Wessex Division, still hadn’t reached the bridge at Grave, eight miles to the south. Admittedly, its commander, Major-General G.I. Thomas, was no Patton—he always did things methodically and by the book—but his division had been fending off energetic German counterattacks all day, reopening the road whenever it was cut, and many of its companies were struggling to advance not only through sporadic German fire, but through the stupendous traffic jam that clogged Hell’s Highway. Up at the cutting edge, where Gavin’s fire-breathing paras were impotently raging, only minimal amounts of petrol and ammunition had squeezed through the narrow end of the funnel, and only a handful of British infantry were yet available to assist in any further advance.

But more than any other factor, the British commanders responsible for XXX Corps operations were stymied by the terrain that lay between Nijmegen and Arnhem. It was the worst land along the entire Market-Garden corridor: an



arrow-straight road paved along the surface of a massive earthen embankment that rose an average of six feet above the dead-flat surrounding countryside. For this stretch of the highway was not only a road, it was a dam against the floods that plague this part of Holland during the rainy months of winter and spring. In most places, tanks simply could not move except in two directions: straight back or straight ahead, and only rarely was there enough room for two tanks to move abreast.

On either side of this “final lap” to Arnhem lay boggy polderland, intersected by countless drainage ditches and streams. Infantry could negotiate the terrain, although with considerable difficulty and numerous detours; tanks could not. Once committed to the road, they had nowhere else to go.

By nightfall of D+4, SS battalions had moved south and thrown a massive roadblock across the highway just south of the village of Elbst. This was a powerful force comprising (in addition to about 600 infantrymen) two batteries of 88s, numerous flak cannons and machine guns, and 11 tanks, several of them King Tigers. Once those weapons were in place, of course, they could not maneuver very far or very fast, but they didn’t need to. Starkly naked on top of the main highway, the advancing Allied vehicles were targets in a shooting gallery. The only hope for those tanks was heavy, aggressive infantry support on both sides of the main highway.

And so, despite the urgency of the situation at Arnhem, almost eighteen hours passed before the Anglo-American column could mount an organized tank attack. The Irish Guards, leading the way, had rounded up whatever infantry they could carry on the backs of their tanks.

Up to this point on Hell’s Highway, there had always been *some* elbow room on the shoulders of the road, but not now. An entire corps was advancing in a column exactly one-tank wide.

At 1100 hours in the morning, (on Thursday, September 21) the advance toward Arnhem finally got underway. At first, there seemed reason for optimism: overhead, dozens of Typhoon fighter-bombers wheeled and circled, hungry to be fed target-coordinates from observers accompanying the tanks. Miraculously—or so it seemed to the men in the tanks—the column covered half the distance to Arnhem, to the outskirts of the hamlet of Elst. Maybe the Germans had pulled back. Maybe the way was open to relieve the besieged men at Oosterbeek (Frost’s battered garrison had already been overwhelmed, although the men in the relief column didn’t know it yet).

## CLOSE COMBAT A BRIDGE TOO FAR

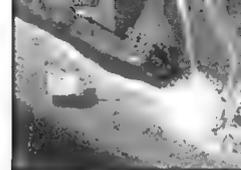
And then the Germans opened up with 88s and self-propelled guns hidden in some woods on the left side of the highway. In a matter of seconds, the first four Shermans in the column were set ablaze. The infantry dropped off the tanks and took what cover it could in the polderland beside the highway. Inside an armored car, the column's R.A.F. forward observer team frantically tried to call for help from the Typhoons wheeling overhead. The radio wouldn't work and—almost unbelievably—the Typhoon pilots were under strict orders not to attack anything “on speculation,” i.e., without being fed coordinates by the R.A.F. observers, who at this point were kicking and screaming curses at their inert radio set.

The artillery observers had no better luck, being able to raise only a single battery on its radio sets, and those gunners, unfortunately, were both slow and inaccurate.

Six miles from Arnhem, the relief force sat helplessly, returning fire when it could. As it turned out, though, because of the steepness of the sides of the dike supporting the highway, the relief force found itself unable to move around that tangle of burning Shermans at the front.

Microsoft's *Close Combat: A Bridge Too Far* breaks this part of Market-Garden into two scenarios. “The Tulip Fields” covers the first part of the advance, when there was a certain amount of maneuvering room for the armored column, and it takes a small historical liberty by assuming that the Germans had organized defenses south of their historical location. “The Island” presents the Allied predicament at its worst and accurately recreates the frustration and horrified impotence of the men committed to this hopeless operation.

What was needed here really *was* George Patton. He would have undoubtedly driven north as soon as the Nijmegen bridges were safe to cross, with whatever forces he had available. Considering that the Germans got a day and a half to organize their defenses, a night-time attack on the 20th might well have succeeded. It could certainly have fared no worse than the plans the Allies did attempt.



### The Tulip Fields

**Allied Objectives:** Advance toward Arnhem as quickly as possible.

**German Objectives:** Block the road and inflict the maximum possible casualties on the Allied column.

**Allied Tactics:** The key here seems to be using a two-pronged attack. Put most of your strength, and two of your three tanks, south of the road. Put a recon team as far into the woods as you can (sneaking after their initial deployment) to get sightings of the Germans. Have your two southern tanks poised to rush the enemy, belching flames as you go. Cluster your forces around and in the building to the south of the road, and position your mortar behind the building—provided, of course, that you draw a mortar.

Put your third tank and a disposable unit—a rifle team should fit the bill nicely—to the north of this building, which is your headquarters. The tank seems most useful if positioned directly on the road. The rifle team fares best in the brown building just north of the road (in fact, if you have an ad hoc rifle team to spare, you should place two teams here).

You have to pay attention to both fronts until you've discovered how the Germans are going to deploy their teams. When they get a PaK 40 gun, they usually choose to place it in the northern fields. Unless you have a good shot at it with a fairly stationary tank, set your mortar to work on it.

#### Victory Locations

Sites	Point Values
To Nijmegen	20
Machine Shed	10
Petal Press	20
Santhese	10
To Arnhem	40

#### Orders of Battle for The Tulip Fields

##### Allied:

AB Bren	2nd Lieutenant
AB Bren	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
Ad Hoc Rifle	Corporal
AB Recon	Master Sergeant
Sherman 76	Master Sergeant
Sherman 76	Sergeant
Sherman	Sergeant
Achilles	Sergeant
3in Mortar	Corporal

##### German:

MG 42	1st Sergeant
MG 42	Sergeant
SS Schutzen	Corporal
SS Schutzen	Corporal
Reserve	Corporal
Reserve	Corporal
StuG III G	Master Sergeant
Mark III	Sergeant
7.55cm PaK 40	Sergeant



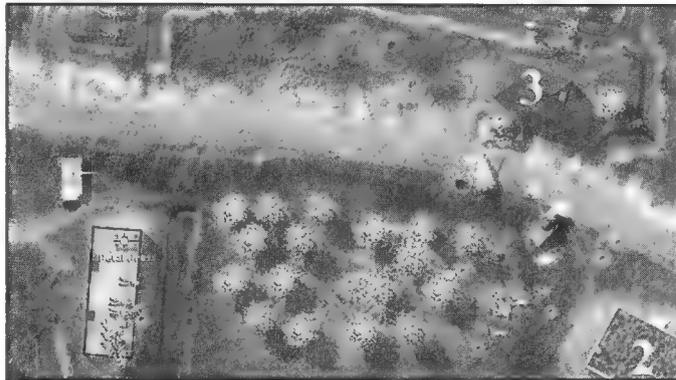
However, you shouldn't let your attention waver from the southern battlefield—this is the key to your assault. As soon as you've spotted enemy tanks (two are usually placed here), instruct your tanks to fire on them—don't trust them to do it themselves—and bring in the mortar if the other tanks are stationary.

Your road-bound tank can be drawn either north (to stave off an offensive) or south (to help out its brethren).

As soon as the path is reasonably clear, send your swarm of foot-soldiers toward the Petal Press. Once you've taken this VL, you're in good shape. If you have even one tank left, you should be able to expand westward to claim the other nearby Victory Locations. Then, depending on the strength of your survivors, either try to bargain for a favorable ceasefire (read: minor victory) or turn your efforts northward to finish off the survivors.

**German Tactics:** Don't worry about the Machine Shed. If you're given the PaK 40 gun, try putting it in the same vicinity as the Machine Shed, but don't worry too much if you can't get as close as you'd like. Place an MG in the single-story brown building to the north of the road to convince the Allies they need to worry about that flank, but concentrate your forces around the Petal Press VL. Position one tank behind and slightly north of the Petal Press, so it can dodge onto the road to pick off oncoming tanks while still lending support to the troops embattled within. Your second tank should start south of the Petal Press. The Allies have the numeric edge in the tank war, so be especially careful with what you're given. On the other hand, you've got the Mark III.

One or two Schutzen teams can be placed in the woods to bumrush the Allies, or to take out their Recon team. Either way, be sure to cause as much discord as possible among the Allied ranks. Keep your attention focused on coordinating a defensive, sniping tank battle, and you'll soon be ready to roll off the eastern edge of the screen, victory in hand.



*From its more distant position, in the fields to the north, the German PaK 40 can usually pick off several Allied tanks.*





### The Island

**Allied Objectives:** There's nothing to do except simply bash on through. The infantry elements that are supposed to be rolling forward on the flanks of the main column are dragging and way behind schedule. If you were the local German commander, you would certainly pick this ground as the ideal site for defense, so you can expect tough resistance.

**German Objectives:** This is the "last lap" in the race to relieve the First Airborne. Fortunately for the Germans, it's also ideal defensive terrain. Basically, you already know everything you need to know in order to control the conflict (you know where the enemy is coming from, you know he's got to lead with his armor, and you also know those tanks can't use evasive maneuvers once they're committed to the Nijmegen-Arnhem highway). Tactically speaking, this scenario is a no-brainer for the Germans, which also makes it a rather unbalanced choice for a stand-alone game.

**Allied Tactics:** It's time to wake up and smell the coffee—you're cursed with horribly limited opportunities here. You've got plenty of tanks; the problem is that there's nowhere to maneuver them. The steep slopes of the embankment (the reason it's called "The Island," in the first place) are

### Victory Locations

Sites	Point Values
To Nijmegen	20
Mill	10
Trappeheze	40
To Arnhem	40
Secondary Bridge	10

### Orders of Battle for The Island

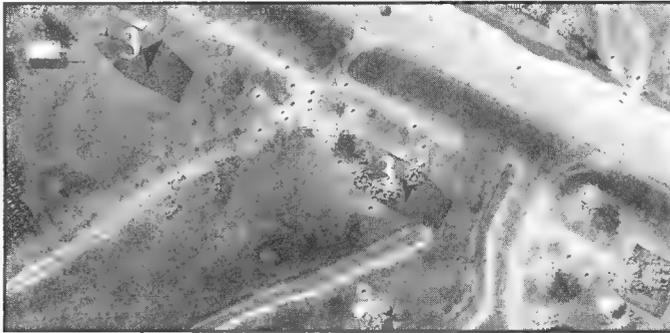
#### Allied:

AB Bren	2nd Lieutenant
AB Bren	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Master Sergeant
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Sherman 76	Master Sergeant
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#### German:

MG 42	1st Sergeant
MG 42	Sergeant
SS Schutzen	Corporal
SS Schutzen	Corporal
Reserve	Corporal
Reserve	Corporal
SS Scharfschutze	Master Sergeant
SS Scharfschutze	Sergeant
StuG IIIG	Master Sergeant
Mark III	Sergeant
7.5cm PaK 40	Sergeant
Jagdpanzer IV	Sergeant
Granatwerfer	Corporal

# CLOSE COMBAT A BRIDGE TOO FAR



*Even if your mortar manages to take out a German tank, there are probably enough left to toast you.*

treacherous—a tank can roll down them, but will only get stuck at the bottom of them, its gun barrel pointing at nothing more than a patch of fertile, loamy, Dutch farmland.

Given the situation, there is only one thing to do: keep your tanks as far back as you can and hope at least some of them will survive—at least you can minimize the

chances of they're being whacked by a Panzerfaust. It does help to study the map beforehand and have your tanks begin shooting immediately at the more obvious places where the Germans might emplace a PaK 40. For example, the Mill is almost certain to be occupied, so is the Trappeheze, and a smart German commander might have something dangerous nestled among those trees near the Secondary Bridge VL. If your tanks open up the moment battle begins, there's at least a chance they'll hit something before the Germans start picking them off.

If the road embankment is a trap for armor, it's just another huff-and-puff piece for your infantry. If you want the slightest chance of winning even a partial victory in this scenario, you must deploy your infantry teams on both sides of the highway and use them to attack aggressively. If you overrun the Germans in the Mill, for example, you'll at least keep them from firing Panzerfaust rockets at the tanks. And there's a chance—admittedly not *much* of one—of overrunning whatever's lurking in the Trappeheze. That will clear *one* side of the embankment at least.

Should you accomplish this much, consider yourself both brilliant and incredibly lucky. By this time, your tanks have probably been potted like so many ducks in a shooting gallery. Nonetheless, you can still (even if it's by the slimmest margin imaginable) eke out a costly victory by setting up your heaviest automatic weapons under the cover of the embankment, and then assaulting whatever German gun positions you've spotted on the SW side of the highway. At the very least, you might distract an armored crew long enough to save one of your tanks and, if your men are really fighting aggressively, they

## CHAPTER TEN: FROM FIELDS TO ISLANDS



might be able to kill a gun crew at close quarters. (Well—don't bet on it, but it *can* happen....even though we only saw it happen once in ten games.)

As for any German self-propelled guns that might be hiding on the SW side of the highway, engage them with your surviving tank (provided you still have one), and try to land a lucky shot with your mortar.

If, by a miraculous set of good breaks, your foot-soldiers manage to avoid the wrath of heavy German weapons, and if (by an equally miraculous bit of luck), you still have a Sherman capable of firing, it's conceivable that you *could* win.

We never could, but perhaps you might. Good luck, G.I.—you'll need it as much as your weapons.

**German Tactics:** If you have Schutzen, by all means place one in the building across the road, and south from the Mill, along with an MG and some close-at-hand armor. They're packing several Panzerfausts and should be able to rattle off some good shots before the American infantry captures that VL. Place a reserve infantry team in the small building north of the Mill, to prevent the Americans from pulling off the maneuver described above. The Trappeheze is a smart spot for a machine gun team, and a mortar emplaced behind it will enjoy dependable cover and excellent fields of fire. If you draw enough other armor, put one of them in the field to the north, and the balance in the fields south of the road.

Another good location is the dirt road NE of the Trappeheze, especially for a PaK 40. A very risky position is the To Arnhem VL. Yes, it gives you a straight-on shot “down the throats” of the Shermans coming up the road, but it also gives them a similarly clean shot at you. Who wins such a duel depends on the skill and accuracy of the gun crew and who fires first.

While realistically there's no way the Germans can lose this scenario, there is one factor to take into consideration when deploying your forces: the height of the embankment. This poses such a frustrating obstacle to the Yanks, and it also serves to split your forces in two. Teams deployed north of the highway can neither see nor support teams deployed on the other side. It is therefore



*In one of these lucky AI moments, our Sherman opened the battle, literally facing the PaK 40. The PaK 40 went away fast.*

# CLOSE COMBAT A BRIDGE TOO FAR

very important to check lines-of-sight before initiating battle, since the action is likely to develop in the form of two separate engagements, neatly divided by “The Island” itself.

But, everything considered, it would take a total *dumkopf* to blow this one for the Germans.

## VEGHEL AND SON (ZON) BATTLE SETS

Southernmost of the three Allied air drops was that carried out by the U.S. 101st Airborne (“The Screaming Eagles”), commanded by General Maxwell Taylor. The 101st would be fighting not only to capture bridges, but to control a 15-mile stretch of road, running from Veghel in the north to Eindhoven in the south—the first lap of the route which would come to be known, in the ensuing days and forever after, as “Hell’s Highway.”

Because the division’s objectives were widely scattered along that distance, a tight drop pattern was out of the question; the 101st would have to come down, and then fight, in widely dispersed segments. This violated one of the cardinal rules of airborne warfare, of course, but Gen. Taylor felt it was justified in view of the expected arrival of British armor within 24 hours. Therefore, he chose to leave behind his artillery in order to load more mortars and infantry.

Two of the division’s three regiments would land west of the highway, inside a triangle bounded by the towns of Son (usually spelled “Zon” by the Dutch), St. Oedenrode, and Best. The 506th Regiment (led by Col. Robert E. Smith), drew the job of securing a highway bridge over the Wilhelmina Canal about two-thirds of a mile south of Son, and, once that objective was secure, march south toward Eindhoven. Col. John H. Michaels’ 502nd Regiment was ordered to capture another highway bridge over the Dommel River (more like a large creek, really) at St. Oedenrode, as well as a secondary bridge SE of Brest (the latter assignment to be carried out by only a single company). After securing the bridges, the 502nd was charged with organizing a defense of the drop zone’s left flank.

The division’s remaining regiment, the 501st (Col. Howard R. Johnson, commanding), would drop north of Veghel and attempt to seize crossings of both the Willems Canal and the narrow Aa River, which ran parallel to the Canal and slightly north of it.

Starting at 1303 hours, just three minutes after H-Hour, the drops commenced. Casualties were exceptionally light: two percent of the personnel

## CLOSE COMBAT A BRIDGE TOO FAR

and five percent of the equipment. Among those slain was one man killed when a flak shell burst in his face as he stood in the doorway of his C-47, preparing to jump; another two men were slashed to pieces, in their parachutes, by the propellers of a shot-down C-47.

First Battalion/501st missed its assigned drop zone and landed, albeit in a compact and disciplined mass, three miles NW of Veghel. Less than an hour later, the battalion moved out smartly and captured the railroad bridge over the Aa without opposition. Only when the advance reached the outskirts of Veghel itself did the Germans begin to resist, but without much spirit.

The other two battalions of the 501st landed more or less where they were supposed to, SW of Veghel on the south side of the Willems Canal. Unopposed so far, the battalions left a small roadblock across the highway, then marched toward Veghel, secured the bridge over the Willems Canal, and linked up with elements of the First Battalion, who were probing the town from the opposite direction.

All told, it was a remarkable performance: in three hours, the 501st had taken all of its objectives. Its men were welcomed enthusiastically by the Dutch population—so enthusiastically that the civilians hindered its final task of the day, which was setting up a defense against the expected German counterattacks.

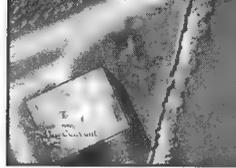
The 502nd pushed one battalion NE into St. Oedenrode, capturing a main highway bridge and a secondary bridge over the Dommel. Another battalion deployed to protect the area chosen for the division's glider landings. The third battalion assembled near Son, where it could assist the 506th in its proposed advance on the northern approaches to Eindhoven, detaching one company to secure a small bridge over the Wilhelmina Canal near Best.

General Taylor had, in fact, captured several more bridges than he was supposed to capture, but he deemed the extra work essential in order to guard his main positions from German attacks and to maintain control of alternate bridges, in case the enemy demolished the main bridge at Son.

Progress was slowed by a large patch of woods (the Zonsche Forest) between Best and Son, where resistance was encountered in the form of advance units from a newly arrived German division, the 59th Infantry (commanded by Gen. Poppe), which had recently evacuated from the Schelde Estuary and had been diverted to meet the airborne threat by orders from Student. As darkness was falling, a reinforced American platoon, led by

## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS

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Lt. Edward Wierzbowski, crept to within a few hundred yards of the bridge SE of Best and found it well-guarded by these Germans.

The third regiment of the 101st, the 506th Parachute Infantry, executed a near-perfect drop NW of Son. General Taylor attached himself to one of its battalions and directed the men to bypass Son and make a flanking attack on the bridge itself, while the other two battalions struck at the town itself, along the axis of Hell's Highway. All three battalions encountered deadly fire from entrenched German 88s, both inside the town and near the bridge. One of the guns was destroyed, at a range of 50 yards, by a bazooka round, and after a two-hour fight inside the village, the three American battalions had all moved to within 50 yards of the bridge.

The bridge then proceeded to blow up in their faces. Undaunted, one American squad commandeered a rowboat and reached the south bank of the canal, where it cleaned out several German defenders sheltered in a house. When the shooting died down sufficiently, Taylor's engineers rigged a footbridge (while the rowboat continued to make numerous trips back and forth), and by midnight, the entire 506th Regiment was across the canal, only four miles from Eindhoven. Not wanting to risk moving into the city by night, Taylor called a halt until daybreak. He assumed the British had already reached the southern approaches to the city and did not want to risk any "friendly fire" incidents. The British had not, but Taylor had no way of knowing that—as luck would have it, one of the gliders that failed to land that afternoon contained a contingent of British signalmen, and without them, Taylor could not make radio contact with XXX Corps.

While the paratroopers of the 101st Division were executing these maneuvers, the division's glider lift came to earth, bringing in jeeps, cargo trailers, and another 205 men, including Gen. Taylor's headquarters staff. By 1500 hours, a field hospital was up and running, treating the wounded, and decent radio communications had been established among all three regiments, if not yet with the British.

For the 101st, D-Day had been virtually a textbook operation.

Meanwhile, to the south of Eindhoven, XXX Corps waited one hour after the first troop carriers flew over its lines, then unleashed a massive rolling barrage. Behind it, the Guards Armored Division made slow but steady progress, despite the fact that the terrain made this "spearhead" totally roadbound and only about one-and-a-half tanks wide.

## CLOSE COMBAT A BRIDGE TOO FAR

On D+1, the 506th Regiment attacked Eindhoven bright and early. Intelligence estimated a regiment of Germans in the city, but the men of the 506th found only a company or so (although they did encounter some rough moments from a couple of 88s), and by noon had reached the center of town. Even while the Americans were mopping up, the town's civilian population turned the day into a festival. They showered the arriving paratroops with flowers, thrust bottles of wine into their hands, and the local girls bestowed much-appreciated hugs and kisses.

The appearance at 1230 hours of two British armored cars made it seem only a matter of minutes before the mass of the Guards Armored drove into view, but those two vehicles were only an advance patrol that had sneaked around the German's flank. Stiff resistance south of town kept the main British column at bay until sunset.

Radio contact was now firmly established between the Americans and their Allies. Forewarned that the Son bridge was demolished, British engineers worked through the night to throw a Bailey Bridge across the Wilhelmina Canal, and at 0645 hours, the first Shermans trundled across. Gen. Horrocks was maintaining his drive with admirable energy, but unfortunately for the Allied cause, his armored column was already some 33 hours behind schedule.

There was bitter fighting in and around Best until the afternoon of D+2, but when British armor and artillery began adding their weight to the battle, the remnants of the German 59th began surrendering in droves. More than 500 had been killed and the rest were almost out of ammunition.

Throughout D+1 and D+2, the 101st held defensive positions at Eindhoven, Son, St. Oedenrode, and Veghel. It was smart that they did so, because late in the day on September 19 (D+2), the Germans finally mounted a serious counterattack, using the 107th Panzer Brigade (led by Major von Maltzahn). A crisis quickly developed when the attack drove close to the new Bailey bridge. At the point of contact, the Germans outnumbered the defenders. One of their tank shells had set a British vehicle on fire in the middle of the bridge, casting a lurid light over the scene. A Panther, impervious to small arms fire, began to shell the 101st's divisional command post. Taylor himself came to the rescue, with half a battalion of glider infantry and a single 57mm antitank gun. It's not clear whether this gun—or a lucky shot from a more distant British tank—knocked out the Panther (if it was the gun crew, they were either very good or very lucky, considering how nearly worthless a 57mm was against a Panther!), but it is certain that the gun, along with several of Taylor's bazooka



## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS

teams, also knocked out several half-tracks and the attackers, believing that a great host of British tanks was undoubtedly rumbling toward them, melted back into the darkness.

Also on D+2, a nighttime raid by 100 Luftwaffe bombers (the most significant Luftwaffe action of the entire campaign) struck a devastating blow to the center of Eindhoven, causing a thousand civilian casualties and wreaking havoc among the British vehicles parked there.

Taylor hoped to receive his artillery by the end of D+2, but foul weather caused many of the gliders carrying it to turn back (taking with them all of the division's 105mm howitzers). 66 cannon and anti-tank guns started out from England, but only 36 made it to the division, none larger than the reliable but not-terribly-intimidating 75mm pack howitzer.

Taylor's men would stay busy, and largely unsupported by artillery, until the end of the campaign, moving hither and thither to counter numerous reported threats to the highway. However, by the time the 101st had linked up with the main British column, the focus of the battle as a whole had shifted north, toward Grave and Nijmegen.

### Veghel Battle 1: Veghel Bridge

**Allied Objectives:** This map represents the 501st Regiment's attack on the Willems Canal Bridge from the south. In order for it to be worthwhile to capture Veghel, both this bridge, and the one over the Aa River (located slightly to the north) must be taken before the enemy can demolish them.

**German Objectives:** The longer the Germans hold out here, at the Willems Canal bridge, the longer their comrades in Veghel have to organize a defense and the less pressure they'll be under while doing so. If this canal bridge falls too quickly, the American 501st will be able to attack Veghel from two directions at once. If you cannot repel this attack, at least try to hold it long enough to blow the bridge—whether all the Americans are across the bridge or not really doesn't matter. Just hold there until you can set off those charges, and you'll increase the Allies' difficulties in their drive north from Eindhoven.

#### Victory Locations

Sites	Point Values
Veghel Bridge	40
North Approach	20
South Approach	20
Kylander's Farm	20
To Veghel	40
To St. Oedenrode	20

# CLOSE COMBAT A BRIDGE TOO FAR



*Veghel Bridge: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*



**American Tactics:** You have strong forces and excellent cover on the south side of the river (displayed at the SE quarter of the Map). Generally, you'll draw two BAR teams, 3 Rifle teams, a .30 cal. MG, and a Flamethrower. The latter weapon will probably not come into play at all in this scenario, if played as a stand-alone battle. If you're playing this battle as part of a Campaign or Operation, however, we suggest keeping it well behind the line of fire—it will come in very handy later on.

While your approaches to the bridge are well-screened by windows or trees, you still have to get through a narrow and potentially dangerous “funnel”—the bridge itself. In most games, the computer doles out only a token German force (usually two MG 42s and an ersatz Schutzen Rifle team. At least one of those teams will be inside the trio of farm buildings north of the bridge; sometimes the farm houses contain one MG and the Rifle team, sometimes just the Rifle team—in which case the MG teams will be arranged in depth in the polderland beyond the farm. One MG may be in Ambush mode in a line of trees running NW to SE, diagonally, across the bottom-left corner of the map. The other MG (if it's not in the farmhouse), will be snuggled-up behind a dike embankment somewhere near the Road-to-Veghel VL.

The thing to remember is this: if one of the MG 42s is not in a farm building, then *both* of them are almost certainly set on Hide mode and are too far away for your initial crossing of the bridge to trigger a response from them.

There's no need to use Sneak mode here, just carefully Move your BAR teams and machine gun up to the trees on the shoreline opposite the farm. Doing so will draw fire from that location, enabling you to pinpoint which building(s) are defended. When your automatic weapons are in position, have them fire across the canal and shred the defended buildings. Your teams will throw about three times as much lead as the Germans, and those buildings are made of wood—within a minute or two, fire from the farmhouse should slacken or dwindle to nothing.

### **Orders of Battle for Veghel Battle 1: Veghel Bridge**

#### **Allied:**

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB Rifle	Sergeant
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant
AB Flamethrower	Sergeant

#### **Axis:**

MG 42	Master Sergeant
Schutzen	Sergeant
Reserve	Corporal

# CLOSE COMBAT A BRIDGE TOO FAR



*The Allied teams close in on the last Germans.*

Now order your Rifle teams to Move Fast across the bridge and take cover in the bushes lining the Veghel road. If you haven't wiped out the garrison(s) in the farm buildings, you've surely suppressed or killed most of their men at this point. The distance from the road to the buildings is short. Throw smoke and charge (don't forget to order your automatic teams on the

other side of the Canal to Defend or they might hit your assault force before they ceasefire under AI control.

So far so good: you can now bring all your teams across the bridge (if there is a German detonator for the bridge, it's inside one of the farm buildings, so you should have no worry about having the bridge blow while your BAR teams are crossing it), and have them assume a "checkerboard" position along both sides of the road, one team covering one side, the next team in line covering the other direction.

At this point, one of two things will happen: the surviving German teams will advance so they can get a good shot at your men, or they'll stay put, in Ambush mode. This means you have to go dig them out. By carefully advancing along the road, one team covers the next in leap-frog manner, and by moving your teams from the farm buildings in a generally NW direction, you should be able to methodically spot, and deal with, each surviving German team.

About half the time, however, those same teams will advance rapidly, looking for new positions from which they can get a clear shot at your men. Once they're in the open, you can converge teams on them from two, sometimes three directions, and either shoot them down in mid-field, or overwhelm them if they take cover.

Essentially, once you capture that cluster of farm buildings, it's just a matter of mopping up without suffering excessive casualties. As long as we suppressed or destroyed the defenders in the farm buildings—by massing the BARs and MG on the opposite shore, amongst the trees—the rest of the battle

## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS

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was a piece of cake. Typically, we wiped out all the defenders and suffered a half-dozen casualties in return.

**German Tactics:** Assume the worst: you only have one Rifle team and one MG 42. Not only that, but the Demolition Timer indicates you have to hold out for a few agonizingly long minutes before you can blow the bloody bridge!

Tough assignment? You bet.

But we did it—not once, but several times.

Here's how: put your Rifle team in the farm building with the best field of fire (the AI never bothered to lay down that crucial base of automatic weapons fire from across the river, so it was safe to do this). Put the MG team in the hedgerow corner SW of the farm buildings, where it can sweep the open ground leading to them, or (with a slight movement adjustment) hose-down the road itself.

The AI assumed that speed was the only consideration and launched a mass assault straight across the bridge and toward the farm buildings. Our MG opened up and simply chopped down soldier after soldier. Yes, there were so many Americans that they did overwhelm the ersatz Schutzen team in the farmhouse, but that team sold their lives dearly, and by the time their position was overrun, the farmyard was covered with bloody corpses.

Often, the Americans had a mortar, but it was firing from so far away on the opposite shore, that its shooting was wildly erratic (although one member of our gun crew was wounded). In the lull following the massacre in the farmyard, we shifted the MG's position several times so that we always outran the probing mortar shells. Those Americans who survived the initial ambush were so demoralized, so stunned, that three or four men simply ran off the field, or cowered under cover and did nothing for the remainder of the battle.

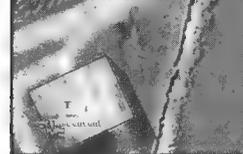
We just kept shifting the MG's location until the mortar ran out of shells. A few hardy paratroopers crawled or fired in our general direction, but they could not see us. We simply waited until the clock ticked down to zero, then blew the bridge.

Final score: four Germans killed and two captured, as opposed to 25 American casualties (not to mention the loss of the bridge). Don't expect a human opponent to launch such a reckless "Banzai!" charge, straight into your cross-fire. However, if you're playing this battle as part of a campaign, you can deal the Allies a serious bloody nose in this one little skirmish. And even as a stand-alone battle, the victory we claimed was deeply gratifying.

# CLOSE COMBAT A BRIDGE TOO FAR



*Veghel Town: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.*



## Veghel Battle 2: The Town

**Allied Objectives:** Having secured the Willems Canal crossing, the First Battalion/501st Regiment now moves to attack Veghel from the south. Its objectives are three small bridges across the Aa River. Once these are secure, the battalion can reunite with the rest of its parent regiment and complete the northern link of the 15-mile corridor that is the 101st Airborne's responsibility.

**German Objectives:** The player taking the German side must seek to prevent that linkage and thus delay, or thwart, the Allied plan for controlling Hell's Highway between the Willems Canal and Nijmegen to the north.

**Allied Tactics:** All the roads approaching the three bridges run East to West across the Map; most of the buildings in Veghel are arranged in rows on either side of these routes, but with some key buildings aligned N-S closer to the river.

A typical American OOB for this battle includes several infantry teams and a 60mm mortar. (Remember that Flamethrower operator you had at the Willems Canal crossing? If you were playing the Campaign, and you had protected him during that battle, you'd probably still have him around for this one—and you could really use him now!). German defensive teams will usually include two or three MG 42s and two Rifle teams. Likely positions for the machine guns: the two-story house on the extreme left of the row of buildings below the northern road, or perhaps one of the buildings between the Main and West Bridges. The Rifle teams will probably be in locations where they can support the machine guns.

As is often the case, the AI's default deployment is, well, less than

### Victory Locations

Sites	Point Values
East Bridge	10
Main Bridge	40
West Bridge	10
to Zuid-Willams Canal	20
Doktor's Office	20
Kompanie HQ	40

### Orders of Battle for Veghel Battle 2: Veghel Town

#### Allied:

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant

#### Axis:

MG 42	Master Sergeant
MG 42	Sergeant
Reserve	Corporal
MG 42	Corporal
Reserve	Corporal

## CLOSE COMBAT A BRIDGE TOO FAR



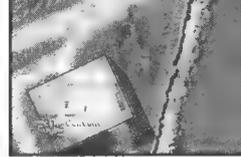
*The last German-held building disappears in a massive explosion.*

ideal; it usually dumps your teams in the SE corner of the map. A close study of the terrain reveals no easy way to penetrate the interlocking fields of fire provided by the houses. And as you've probably learned by now, the key to overcoming such a defense is to find at least one place where you can drive a wedge into the whole system and obtain some maneuvering room.

The map does provide such a place—the small lit sector in the extreme upper-right corner. After leaving a BAR team SE of the intersection between the upper and lower rows of houses, and a Rifle team in the three-story building on the west end of those houses, we redeployed *all* other infantry teams into that NE corner, where at least their first series of movements can be screened by the dense row of trees on the northern side of the road. Leave the mortar in Hide mode until you can bring it forward to achieve better LOS on its targets—otherwise, it'll fire blindly during the whole battle.

Using short, controlled movements, work your attacking teams through the trees in the direction of the Doktor's Office VL. Somewhere across the south side of the road are at least one (and probably two) German teams, but by the time they open fire, you should be close enough to throw smoke and assault across the short distance separating you from them. Once you've captured any of the houses on the south side of the road, you're on your way to unlocking the defenses, because now you can move in short rushes, from house to house, with one team covering another.

Once the Germans have revealed their forward positions, move your mortar up and start hammering at them. After softening up their positions, and following the HE with some smoke shells, rush those two teams on your left flank into the houses along the street and begin methodically clearing them. By the time your northern prong has reached the end of the group of buildings above the Doktor's Office, and your secondary thrust has cleared the facing row



of any German pockets, the surviving German defenders will be off-balance and some of them will retreat toward buildings closer to the bridges, taking casualties when they cross open ground. Whichever one of your teams takes the northern-most buildings should now be able to seize the East Bridge without much difficulty, thereby partly encircling any defenders who are still resisting.

American casualties will probably be about 20-30 percent in this battle, but considering the value of the bridges, that's acceptable.

**German Tactics:** Suppose the computer decides to short-change you again with a paltry group of teams: three MG 42s and one Reserve, for example. You can still win, if you consider fields of fire carefully. We obtained excellent results by placing one MG in the easternmost two-story house south of the road to the East Bridge, another MG team in the three-story building SE of the three-way intersection just east of the Main Bridge, and the third MG team in the one story building between those two.

Almost always, the AI deploys all the American units in the SE corner of the map and sends them house-to-house down the roads toward the bridges. Once your MG south of the road to the East Bridge opens up, you'll probably be hit by a massed attack, and even if you lose that position, your gunners will exact a heavy price. There's no way the enemy can close with your second MG (the one closer to the bridge) without incurring similar losses (unless their mortar scores an incredibly lucky hit, which it isn't likely to happen since it's firing blind).

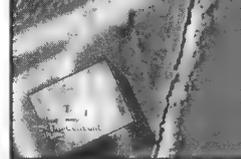
After these initial contacts, the battlefield may grow fairly quiet. If you hid your Rifle team by the West Bridge, they can either be used to defend that flank, or, if you can count more than twenty enemy bodies lying in the open, you can even Sneak them out of hiding and use them to outflank over-extended and weakened enemy positions.

Results were mixed when we did this: sometimes the counterattacking team got stopped cold by an American BAR team we hadn't spotted—but at other times, it enjoyed remarkable success. Our best game was one in which the Reserve displayed incredible valor and continued to attack even when reduced to only a trio of men—but those three men alone recaptured the whole upper block of buildings and killed or captured six Americans. Final score for this incredible game: 39 American casualties to eight German, and *all* of the bridges remained in our hands.

# CLOSE COMBAT A BRIDGE TOO FAR



Veghel North Suggested German and Allied deployments with Victory Locations Note that deployments, while sharing the map, reflect independent strategies.



## Veghel Battle 3: North

**Allied Objectives:** The 1st Battalion/501st Regiment has assembled in its drop zone, about four miles west of Veghel, and must clean out the northern side of town in order to link up with the rest of the regiment, which is closing in from the south side of town.

**German Objectives:** If you can keep control of half the town, you control, in effect, *all* of it, and can therefore frustrate the whole 101st Airborne's mission by denying the Americans control of the northern end of their 15-mile corridor.

**Allied Tactics:** You're facing heavy German armor in this battle and it's tough going. We had our best success by carefully setting up an ambush. If you get a mortar, use it to help go after German tanks. More often than not, we'd end up with a couple of Bazooka teams and no mortar.

There's some attractive open ground in the NE part of the map; too bad you don't have any armor to put there! Still, you can gain some advantage by working a team or two around that side of town and getting them into an unoccupied building.

We spaced our teams around the Town Square VL and spread them through most of the adjacent VLs. Place a Rifle team, as bait, in the Church VL. The AI usually heavies up the German armor in and around that location. In the buildings along the side, we placed our two bazooka

### Victory Locations

Sites	Point Values
Town Square	20
White House	20
Trolley Station	40
Church	20
To Zuid-Williams Canal	20
To Grave	40
Town Hall	20

### Orders of Battle for Veghel Battle 3: Veghel North

#### Allied:

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB Rifle	Sergeant
Bazooka	Corporal
Bazooka	PFC
81mm mortar	Corporal
.50 cal. MG	Sergeant
.30 cal. MG	Sergeant

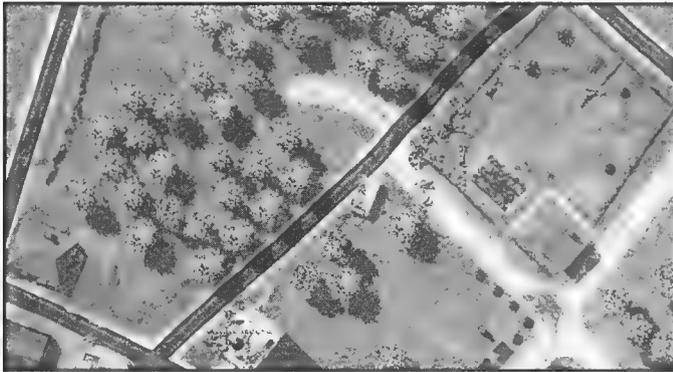
#### Axis:

MG 42	Master Sergeant
MG 42	Sergeant
Reserve	Corporal
MG 42	Corporal
Reserve	Corporal
Sturmgranadiere	Sergeant
Granatwerfer	Sergeant
Puma	Sergeant
Panther	Master Sergeant
Mark IV	Corporal

# CLOSE COMBAT A BRIDGE TOO FAR



*The Allies' only hope is to ambush the German armor. We set up a crossfire, hid our Bazooka teams, and managed to take out three tanks.*



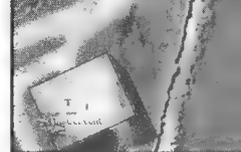
*Watch for the Allies to attempt to Sneak in from the north. A single German tank, mindful of Bazooka teams, can clean house.*

teams, and immediately put them into Hide mode. Odds are good that the armor will focus on the Church, and as they pass by your Bazooka teams for a close-in assault on the Church, you may get the opportunity to blast them from behind. We managed to take out three of four vehicles that way, and were fortunate that the remaining Panther then obligingly got itself trapped—stuck between two buildings. If you don't take the German armor out early and fast, it will cause you lots of trouble as your teams get bogged-down—and eventually wiped out—fighting in the center of town.

If you're successful in taking out the tanks, turn the focus of your teams to defensive fire down onto the large number of Germans likely massed southwest of the Church. While defending from these locations, we were quite successful in

sneaking other teams in past the northern-most group of buildings. Once in town, we gradually took it, building-by-building. After this happens, just proceed carefully and mop up any remaining pockets of resistance.

There is no easy or tactically brilliant way to win this battle: at best, it's a house-to-house slog of the kind infantrymen loathe. Be methodical; be *careful*; don't advance any team unless it's covered by fire from another (unless you



sense a sudden opportunity), and you'll gradually grind down the defenders. You may well suffer as many casualties as they do, but again, that's acceptable within the context of the Campaign or an Operation, and not too shabby in a stand-alone battle, either.

**German Tactics:** Place your teams along a rough front-line just to the west of the Allied locations. Put most of your armor in the open field to the north.

Be ready to pull back from house-to-house, or to counterattack if local circumstances permit. Victory or defeat depends on how aggressive, experienced, or methodical your opponent is. Through aggressive use of our armor, and watching our backs, we were able to take control of the entire town. We also caused twice as many losses as we suffered. Again, that's an acceptable, even good, result in a Campaign, and about as much as you can hope for in a stand-alone battle (unless you tinker with the balances and make the Germans "Very Strong," but that's beyond the default parameters we used in describing these scenarios).

### Son Battle 1: The Town

**Allied Objectives:** The town of Son serves one strategic purpose—it's the gateway to the Son Bridge, which XXX Corps needs badly. Taking control of the bridge will be easier said than done, because it's heavily fortified by its current German occupants. Before you fight that battle, however, you've got to navigate your way through the town of Son, which is also being defended by the enemy. There aren't many ways into town, and the Germans are staking them all out with machine gun teams. Worse still, intelligence reports assert that the enemy has some big guns in Son, all the better for repelling your attack. British back-up support is expected, but it's difficult to know if it will arrive in time—because if your move to take the bridge isn't executed smoothly and quickly, there's a strong chance that the Germans will go ahead and blow up the bridge, an eventuality you wish to avoid if at all possible.

**German Objectives:** You have a golden opportunity to stall Allied momentum by keeping XXX Corps from gaining access to the Son

#### **Victory Locations**

<b>Sites</b>	<b>Point Values</b>
Broom Factory	20
Town Hall	20
School	20
Mayor's House	20
Depot	40
The Convent	20
To Koevering	10
To Son Bridge	10



## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS



Bridge, which you control. The key thing here is to deny them the bridge at all costs, even if that means destroying it. You know the American forces are on their way into Son, and you've positioned your various MG teams on the few roads into town, ready to give them a welcoming party they'll never forget. Obviously, if you can stop any Allied teams in town, it can only make your job of defending the bridge that much easier.

**Allied Tactics:** No matter how you choose to deploy your teams, the first time you click on "Begin," you're going to find yourself exclaiming "Uh-oh!" It seems the Germans are *really* serious about defending Son: they've emplaced one of their precious 88mm cannons right in the middle of town, where it can cover every road.

Not only that, but all your teams are lined up on the eastern side of a small drainage creek, and except for a dirt path up in the NE corner, every avenue of approach to the town leads across open fields that are certain to be registered by the crews of those nasty MG 42s. ("What to do...what to do?")

One thing we quickly learned not to do is to try and Sneak our infantry into town, either through the stubbly dark green fields north of the main road, or the meadow south of it. We tried it several times, and the teams always managed to cover about half their distance before being spotted...and then immediately slaughtered. We did have greater success with Sneaking one team across the extreme north, and eventually down into the town center, while another team tried to Sneak in from the center of the field to the northeast. Sadly, they didn't make it.

No, the best way to capture Son is to come straight across the small bridge and sneak into the nearest houses. You'll take fire, but you'll probably make it to cover before losing more than a man or two.

Dispensing with the northernmost VL first (the Broom Factory) is easy—in at least nine games out of ten, the Germans won't defend it, and why should they? It's too isolated to contribute anything to the town's

### Orders of Battle for Son Battle 1: Son Town

#### Allied:

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB Rifle	Sergeant
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant

#### Axis:

MG 42	Master Sergeant
MG 42	Sergeant
Reserve	Corporal
8.8cm FlaK	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR

defense, and too easy for the paratroopers to capture. Use a single team to do it—the one based in the Convent. Order them to Sneak to the first window of trees (there is a small gap here where you can be seen and fired on from the town), then have them move (by stages) behind the trees and into the VL. As soon as you take it, turn that team about-face and send them about half-way down the tree-line that screens the dirt road into Son from the NE. Once they're at that point, put them in Hide mode and wait for developments.

Move your mortar west of the creek, so it can fire more accurately. There is almost certain to be either a Schutzen team or an MG in a house south of the road. A few mortar rounds should soften it up, along with concentrated small-arms fire from those first couple of houses you captured in your initial charge across the bridge. Leap-frog a couple of teams through the trees east of this position, then storm it. There's a 50-50 chance the Germans inside will resist to the death; otherwise, they may make a break for it across the road, seeking shelter in the house just east of the Mayor's House.

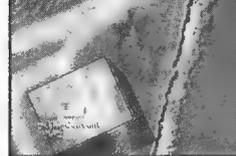
And what about that fearsome 88? Well, in their wisdom, the local German commanders emplaced it so it could shoot *tanks* coming into town on the roads that converge at this intersection. You, of course, have no tanks, and the gun crew can risk only a few shots into the nearby houses, because some of them are occupied by German troops, too.

Advance your mortar a bit more to the west, then start shelling the 88. The mortar rounds should start impacting its position (or nearby it) after the first two or three "ranging" shots, and will do good job of suppressing or injuring the crew. In several games, the American mortar fire was so effective that the gun crew abandoned their piece.

Remember that isolated team that captured the Broom Factory? Now's the time to move it forward, keeping it screened by the trees along that dirt road, and then rush it into one of the houses across from the 88's position. If the gun's still manned, your guys can shoot the gunners at close range; if the gun's been abandoned, you're now in a good position to attack and capture the Depot VL.

Expect a stiff fight for control of the Mayor's House, but if you've softened it up with sufficient fire before attacking, you should wrest control of it with only moderate losses. Now, with the eastern half of Son in your hands and that pesky 88 silenced, all you need to worry about is the last MG, which should be located either in the School VL or in the nest building west of it. You have plenty of maneuvering room, and probably still have a few rounds of mortar

## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS



ammo, so work close, suppress your enemies with fire, then charge.

Son is yours; it's entire garrison has either died, fled, or surrendered.

**German Tactics:** The most obvious thing you could do is to redeploy that 88 so it can make mincemeat of all the paratroopers hiding in the ditch at their start-line—in effect, stopping the attack cold before it ever gets going.

Sorry...you can't. There were a fair number of 88s in the Son-Veghel sector, but they were primarily used as anti-aircraft weapons (until tanks got within range, of course). That's the case with your gun—you can't move it (not that you have enough troops to man-handle it any distance, anyhow).

But observe—you don't have to wait until the enemy is right on top of you to employ it. Check those lines-of-fire: you have a narrow arc between the Mayor's House and the house next to it, and a narrow lane of fire straight down the main road. Whenever you see American troops enter those arcs, open up. You'll only have time to land three or four shells before the targets run out of sight, but the effect can be devastating, not only because of the bursting-radius of an 88mm shell, but because of the shock effect on those subjected to it.

In addition to your 88, you'll probably receive two MG teams and perhaps a Reserve team. Deploy them so they have the longest, widest fields of fire: if you can inflict enough casualties, you can probably hold Son without serious difficulties. When we placed one MG in the three-story building closest to the main bridge, and the other in the building across the street, we wreaked havoc on the advancing Allied forces. Place your Reserve team, if you get one, in the three-story house just NE of the 88, at the intersection.

Order all units to Defend, so they'll begin shooting as soon as the Americans come into range.

The AI will usually attack on a broad front. With the dispositions we suggested above, you can inflict maximum damage on the attackers at long range.



*If the Allies' mortar can't take out the German 88, send in the infantry.*

# CLOSE COMBAT A BRIDGE TOO FAR



*Playing as Germans, we placed our two MGs far forward in these two buildings—then, while slowly pulling back, we netted 33 Allied casualties.*

And don't forget to take shots with your 88 whenever anyone moves into those narrow arcs of fire—the effect can be quite dramatic and, when coupled with the murderous rate-of-fire of the MG 42, absolutely decisive. In the best of our test-battles, we killed 36 attackers on the defensive, then advanced our Reserve team all the way to the American side of the bridge and captured their mortar crew, all at a cost of just four German casualties.

## Son Battle 2: Son Bridge

**Allied Objectives:** The 506th Airborne Regiment has fought its way through the woods west of Son and now approaches the Wilhelmina Canal bridge from the north and NW. General Taylor himself is close by, monitoring the operation (so don't screw up, soldier). You have one overriding objective: get in there and capture the bridge before the Germans blow it up in your face. It's all well and good to capture other VLs (if you can), but the important thing is to get your men over that bridge as quickly as possible.

### Victory Locations

Sites	Point Values
Son Bridge	40
North Approach	20
South Approach	20
Garrison HQ	10
Gun Pit	10
Toll House	20
Manor House	20
Road to Son	20
Warehouses	10

**German Objectives:** This is the most important bridge in the area. Headquarters knows there aren't enough German forces in the region to need it for a counterattack, so you have standing orders to blow it. In order to do that, however, you must keep the American "Screaming Eagles" pinned down long enough for the engineers to finish rigging the charges and for the order to be authorized. Fortunately, you've been given ample resources for that job.

## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS



**Allied Tactics:** No doubt about it, this is one of the hairiest battles in the entire game! You'll need all the firepower you can get, so keep "rolling the dice" until you draw a bazooka and a mortar. A machine gun is nice, too, but you'll find that the bazooka comes in handier.

Typically, though, you only get a bazooka about half the time, so we'll describe how to win without one, using only a Mortar and the light machine gun in support (along with three BAR teams and two Rifle teams).

The Germans in Son have 88s—two of them, in fact. One is positioned right in the open, near the Gun Pit VL in the upper edge of the map. Unless you're executing an extreme NW

sweep, ignore it. It has a pretty minimal line-of-fire. If you take the bridge, you can also get this crew on mop-up. The other 88, emplaced just to the west of the bridge, is far tougher to deal with. It can shoot a ways down the road to Son, as well as fire on the Warehouse VL area—if you make it that far. Immediately target that 88 with your mortar (you can see it before the battle begins). Sometimes you'll kill or rout the crew very quickly, othertimes you'll never take them completely out with mortar fire alone.

There *is* no easy way to capture the bridge before it blows, but we obtained reasonably good results by

### Orders of Battle for Son Battle 2: Son Bridge

#### Allied:

AB BAR	2nd Lieutenant
AB BAR	Master Sergeant
AB BAR	Master Sergeant
AB Rifle	Master Sergeant
AB Rifle	Sergeant
AB Rifle	Sergeant
AB 60mm mortar	Corporal
AB .30 cal. MG	Sergeant
AB Bazooka	Sergeant

#### Axis:

MG 42	Master Sergeant
MG 42	Sergeant
MG 42	Corporal
Reserve	Corporal
8.8cm FlaK	Sergeant
8.8cm FlaK	Sergeant



*Although not a pretty win (we lost 25 men to the Germans' 16), we achieved an Allied Minor Victory at 138 to 50—and we were pleased to get it!*

# CLOSE COMBAT A BRIDGE TOO FAR



Son Bridge: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.

## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS



employing a double envelopment with three teams attacking west from the hedgerows, and three more moving through the trees in the NE part of the map. Do *not* move those latter three teams in Sneak mode or move them on the route too far north. The 88 positioned at the top-center of the map can shoot the teams to pieces if it spots them. Have them move fast, through the trees, and into the nearest building. If you do have a bazooka, deploy it with this wing of your attack.



*If you're lucky, you can get your Allied teams into the buildings at the eastern edge of the woods without serious resistance.*

Have the southern prong Sneak or Move Fast (depending on where that MG 42 fire is coming from) into the ruins and then on into the buildings east of the river to overcome the one or two MG 42 that are almost certain to be there. If one MG 42 is particularly damaging, re-target your mortar to suppress it, and use the .30 cal MG to do the same. German infantry in the buildings (firing it at the northern 88 is largely a waste of ammo, and you don't have time to move the mortar forward to inflict as much damage as you'd really like to on the one across the river). Bring up your .30 cal. MG as soon as it seems safe—you'll need *it* for suppressing the 88 across the river.

House-to-house fighting follows, both north and south of the highway. Try to maneuver at least two teams close to the bridge, especially into the taller buildings just south of the North Approach VL, and try very hard to put your bazooka or your MG where it can fire at the 88. Once the 88's crew seems suppressed, throw up a smoke screen and charge across the bridge.

Once you've secured the bridge, the two Approach VLs and the Toll House, you've essentially done your job. You start this mission with only a little over three minutes of time. If, by the end of those three minutes, you're embroiled in a heated battle at the Son Bridge and North Approach VLs, you'll keep getting additional minutes until something conclusive happens. Given the usual tenacity of German resistance in this scenario, you probably should opt

# CLOSE COMBAT A BRIDGE TOO FAR



*Life is easier as the German side—if you're careful. Using our deployment, and cautiously covering each team as we pulled back earned us a Victory with 38 dead Allies and 0 KIA's on ours.*

for a Ceasefire, once you take the bridge and Approach VLs in order to save what's left of your command.

As a stand-alone battle, this is a tough scenario, weighted in favor of the Germans because of those mighty 88s. As a Campaign battle, it is crucial for the Allies to win (and in the campaign, you may have more assets than you do in the stand-alone battle).

**German Tactics:** As a German player, you'll start

this battle with almost five minutes you have to fill before you can blow the bridge. And those minutes can creep by with excruciating slowness. Group your MG teams in a rough line along the eastern-most buildings. Positioned as shown in our setup, we had excellent crossfire capability, or at worst small areas where if one MG lost the target another could pick it up. If the Allies begin to threaten some success with a sweep from the north or south, gradually move your teams back into the buildings around the North Approach and Toll House. The 88 just on the western edge of the river can also be used to target teams moving up through the Warehouse VL.

Keep in mind that that exposed 88 may not last long. Order it to Defend anyway—it might get off a few good shots before the crew is wiped out. Check LOS for the 88 across the river—you'll discover that it does have a narrow arc of fire down the main street and into some of the buildings. Have it open fire in that direction as soon as it has targets. Nothing takes the steam out of the American assault quicker than a few 88 shells bursting nearby.

Be especially wary of bazooka or machine gun teams sneaking into waterfront buildings where they can fire on the 88 across the bridge. If you interlock your MG defenses as you pull back to the North Approach VL, you should have no trouble holding out for that length of time.



## Son Battle 3: Son South

**Allied Objectives:** Finally, the 101st Airborne has linked up with elements of XXX Corps. Now, supported for the first time by armor, General Taylor's men move south from Son and begin the process of securing the Allied flanks from any remaining German pockets of resistance. What they encounter in this scenario, however, is a very nasty surprise: a powerful counterattack that materializes out of nowhere. If you can't somehow repel this thrust, those panzers will surely cut the main Allied route of advance, and may even knife through and recapture the Son crossings. And you thought the Son Bridge scenario was tough!

**German Objectives:** Here's your chance to launch a mini-blitzkrieg, sweep aside the startled and outnumbered forces guarding the Allied flank, and (just maybe) reverse the whole course of the campaign by recapturing Son. The High Command looked long and hard for this small handful of Panther tanks, so don't squander them.

**Allied Tactics:** Frankly, we found this one almost impossible to win from the Allied side...almost. Look at the map: open polderland, cut by numerous streams and drainage ditches, bounded at the bottom by the Wilhelmina Canal. There's little cover, you only have two or three Shermans, and the enemy is coming at you with at least three Panthers—a decidedly superior tank in every respect.

We tried everything we could think of and always got clobbered—even though the enemy tanks always appeared in about the same places (the fields above and below Farmer Van

### Victory Locations

Sites	Point Values
van Zant's Farm	20
North Bridge	20
Holstra's Farm	20
Tow Path	40
To Son Bridge	20
East Bridge	40

### Orders of Battle for Son Battle 3: Son South

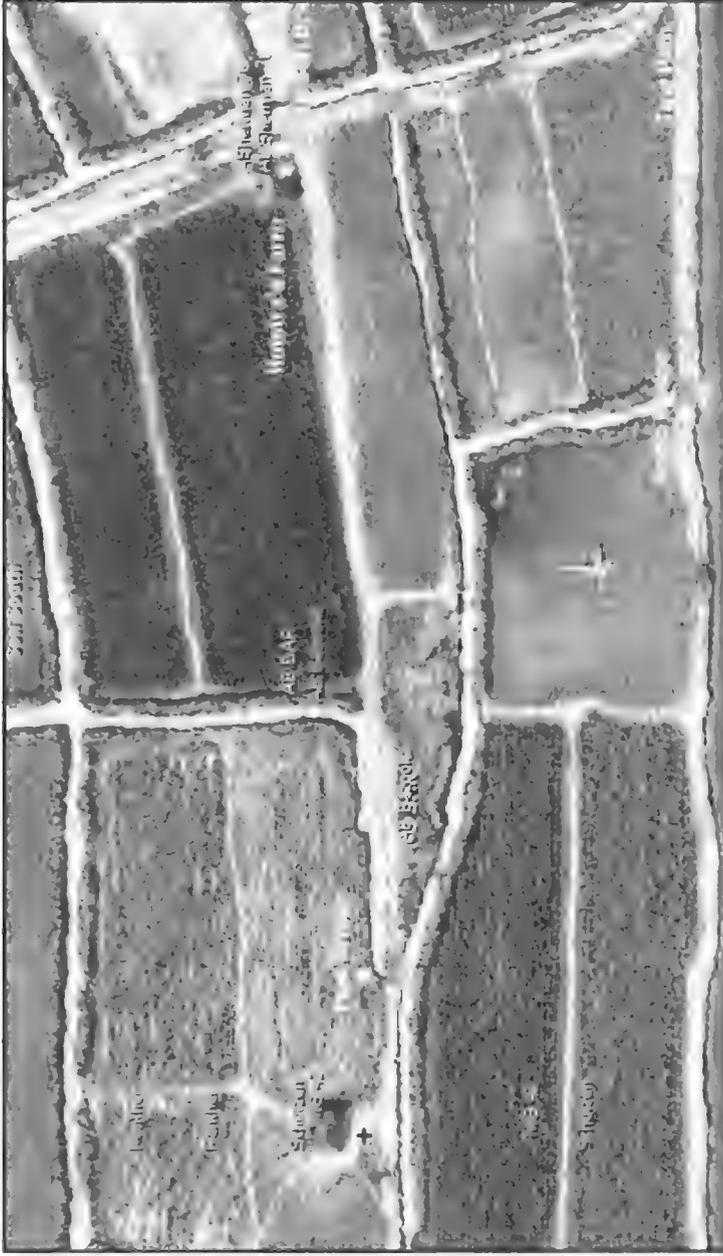
#### Allied:

AB BAR	1st Sergeant
AB BAR	Sergeant
AB Rifle	Corporal
AB Rifle	Corporal
AB Bazooka	Corporal
AB Bazooka	Corporal
Sherman 76	Master Sergeant
Sherman 76	Sergeant
Sherman 76	Corporal

#### Axis:

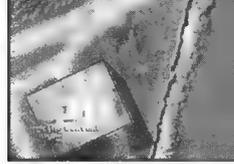
MG 42	Master Sergeant
Schutzen	Corporal
MG 42	Sergeant
Schutzen	Corporal
Panther	Master Sergeant
Panther	Sergeant
Panther	Corporal

# CLOSECOMBAT A BRIDGE TOO FAR



Son South: Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.

## CHAPTER ELEVEN: VEGHEL AND SON (ZON) BATTLE SETS



Zant's house). If you leave your Shermans out in the open on "Defend," you'll lose them all in seconds. If you order them to "Move Fast," you might be able to get around one or two Panthers in time for a flank or rear shot, but the remaining Panther will make quick work of them and then roll on to leisurely slaughter your infantry.

Line of Sight is everything in this battle.

Keep fine-tuning the placement of your teams by testing their lines of fire (press Alt while holding the Mouse Button down) to find the best compromise between cover and arcs of fire. Your bazookas are worthless against a Panther's frontal armor (and if you order your teams to fire from that angle, they'll refuse in blunt, insubordinate terms). We found the best of strategies was to hide our Bazooka teams in the ditches until the Panthers rolled past their positions, and then to pop them up for a shot at the Panther's vulnerable backsides. Of course, when the Bazooka teams do pop up, the accompanying German infantry will probably spot them, so it's a good idea to keep your bazookas covered with BAR teams.

If your rocket-launchers destroy or immobilize two Panthers, and your Shermans take out one before they're toasted, you'll have a fighting chance, since your infantry strength is equal to the Germans. It depends on how good your gunners are and where, exactly, the Panthers appear.

But that rarely happens. Most of the time, the German attack simply rolls over you like a juggernaut.

Here's one strategy for a victory, but you have to be cold-blooded enough to sacrifice most (and perhaps all) of your ground troops:

Put the bazookas in ambush and hope they can slow down, confuse, or weaken the Germans by suddenly firing rockets at the sides and rear of the Panthers. Hide your Shermans behind Holstra's farm. Wait until both tanks and ground troops are closely engaged, wiping out your infantry. Scoot the



*Our Bazooka ambushes were partially effective: 3 out of 4 German tanks were eliminated in the early minutes of battle.*

# CLOSE COMBAT A BRIDGE TOO FAR

Shermans out suddenly. Send one north around the barn and down the nearest dirt path. When you get a good shot at a Panther, take it, but then move again. If nothing else, this Sherman will claim the enemy's attention while your second tank moves as fast as it can to the dirt road at the bottom of the map, parallel to the Canal. It may not be able to cross the small bridge and work its way deep into the back end of the German attack (one of our tanks succeeded, several did not; go figure!), but it should be able to get off several shots at the sides and rear of the Panthers whose attention is focused elsewhere.

By taking constant LOS readings (this polderland undulates more than you think and the difference between a clear shot and a blocked shot may only be a short movement of several feet), we were able to nail the surviving Panther (our bazookas got the other ones, earlier). Then we retraced our path to Holstra's house and sent the sole surviving Sherman forward to mop up the German infantry—carefully, of course, and staying out of Panzerfaust range if possible. None were ever fired at us, but that doesn't mean the German infantry isn't packing—we just stayed outside their effective range (beyond 100 meters).

Never was a victory more costly. Our infantry was pretty much wiped out, and our only surviving unit was that one Sherman. Still, the counterattack was stopped and Son was safe.

As we said, a lot of things depend on luck—where your tanks are with respect to the German tanks when the game begins, whether or not your Bazooka teams get spotted before they can do any good, so you may find a less complicated path to victory (it took a half-hour to maneuver the Sherman back to where it could fire on the enemy infantry). We concluded that hiding behind Holstra's farm, waiting until the enemy is closely engaged, and then suddenly lumbering forward on his flanks *does* seem to offer a higher probability of success.

**German Tactics:** You hold all the cards here. The AI will surely put those Shermans forward and in the open and, unless you have the worst gunners in the Reich, you should blast the enemy tanks quickly. Keep infantry on your flanks to watch for Bazooka teams hiding in the ditches, and if by some chance you don't see those Shermans at the start of the action, it probably means you're fighting against somebody who's read this book...and you should keep an eye on Holstra's farm.

Once the Shermans are chewed up and the Bazooka teams accounted for, this battle becomes a walk in the sun, for, unlike the Germans, the American infantry teams have no integral anti-tank capability whatever.

# Chapter Twelve

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## SCHIJNDEL

By the dawn of D+5 (September 22), hope still burned that a way could be found to break through to the men trapped at Oosterbeek. XXX Corps' commander, General Horrocks, planned to send one of his infantry divisions NE, hopefully around the left flank of the German roadblock at Elst, to capture the village of Ressen and secure at least the right flank of the main column stalled on Hell's Highway. He ordered that division's commander "to take all risks necessary."

Even as Horrocks gave the order, another (and potentially more serious) threat was developing to the south, along the 15-mile stretch of highway controlled by Taylor's 101st Airborne. By all rights, Taylor's thinly spread and lightly supported men should have been relieved by now, by regular infantry units of the British VIIIth and XIIth Corps, who were responsible for clearing the flanks of the corridor. However, neither division had yet advanced far enough to do that. True, they had faced staunch German resistance, and, also true, the marshy polderland they had to cross made for slow going, but their divisions (in contrast to the almost feverishly active airborne units), seemed to have a bad case of momentum loss. Their tactics were unimaginative head-on attacks, with little use made of the numerous dirt paths that criss-crossed the marshes. Why their commanders did not act more aggressively, and why Montgomery didn't light a fire under them with a few blistering cables from headquarters, remains one of the unexplained aspects of Market-Garden, as well as one more reason for its ultimate failure.

In any case, Taylor's men (along with whatever British guns and tanks were stuck on the road in his sector) were very much on their own when the general began receiving alarming reports of German build-ups on both the east and west sides of his lines. He'd had a foretaste of the dangers on D+3, when the 107th Panzer Brigade made a determined attempt to recapture the bridge at Son (See the Son South battle for a recreation of that engagement). The Panzers might well have succeeded but for the timely arrival of a squadron of British

# CLOSE COMBAT A BRIDGE TOO FAR

Shermans and Cromwells, which destroyed four German tanks and broke the momentum of the attack.

This episode convinced Taylor that he simply did not have the resources to maintain a static defense everywhere along the 15 miles of highway for which he was responsible. He therefore chose a bolder strategy: his men would launch quick, sharp, attacks of their own to keep the Germans off-balance.

The first such operation, mounted on D+3 by Col. Kinnard's battalion of the 501st Regiment, executed a classic hammer-and-anvil attack on a German concentration between Heeswijk and Veghel, along the Willems Canal. Caught by surprise, the Germans folded quickly, having 82 men killed in action and another 500 captured, while Kinnard's losses were very light (almost negligible).

A similar strike was planned for D+4. Reports from civilians indicated that a sizable German force was concentrating south of Schijndel, preparing for an attack on St. Oedenrode.

Taylor ordered two battalions of his 502nd Regiment, acting in consort with two battalions from the 501st, to attack the Schijndel concentration simultaneously from north and south. In a daring night attack on D+4, the 501st's battalions swept into Schijndel and seized it, then dug in and repulsed a German counterattack at dawn. The southern prong of the American attack, somewhat delayed by that German action, jumped off with great elan at noon on D+5. The hammer-and-anvil tactic again worked beautifully, and by early afternoon it seemed like a major victory was in the making.

Then came an urgent message from General Taylor, halting the Schijndel operation just as it was about to bear ultimate fruit.

Report after report was reaching Taylor that the Germans were massing for a convergent attack on Veghel. Moreover, the fragmented enemy formations encountered on D+1 and D+2 were no more: the Germans had gotten *organized*, and that always made them more dangerous. Student's First Parachute Army was given the task of severing Hell's Highway. This army was now organized into two corps: to the west of Veghel loomed the LXXXVIIIth Corps, commanded by Student's deputy, General Reinhard; German forces east of Veghel had also been organized into a new corps, the LXXVIth, under General der Infanterie Hans von Obstfelder.

For his part of the Veghel attack, von Obstfelder selected Kampfgruppe Walther, now beefed up to include the 107th Panzer Brigade, a small contingent of the 10th SS Panzer Division that had become detached from its parent unit in Arnhem, three batteries of artillery (including one battery of 150mm heavies),



and an infantry battalion from the 180th Division—a second-rate replacement still being fleshed out inside Germany.

For the western arm of the big Veghel counterattack, General Reinhard's LXXXVIIIth Corps deployed Kampfgruppe Huber: three infantry battalions, two batteries of 105mm howitzers, a battery of 20mm flak guns, seven antitank cannon, and four Panthers. Huber's axis of attack started at Schijndel, passed through the hamlets of Wijbosch and Eerde, then proceeded on to Veghel, his main objective.

Taylor had already figured out Student's likely objective and now he scrambled to prepare for it. He was most concerned about Veghel (defended by a single battalion of the 501st Regiment) and Uden (currently undefended). Taylor ordered Col. Sink's 506th Parachute Infantry to hustle towards Uden as fast as possible. Sink rounded up 150 men, including most of his headquarters personnel, and rushed them by truck to Uden. They beat the Germans by a matter of minutes and for the remainder of D+5 and the morning of D+6, they conducted a bitter house-to-house defense that gave the enemy an exaggerated impression of their numbers.

Kampfgruppe Walther hit Veghel just before noon. The lone defending American battalion, commanded by Lt. Col. Robert A. Ballard, was deployed in fortified houses and in foxholes along the main road into town. Fighting desperately, Ballard's men were able to stop the first German attack cold, but were not able to observe a cunning side-slip movement led by the tanks of the 107th Panzer Brigade. This force soon cut Hell's Highway between Veghel and Uden. After establishing a roadblock with their attached infantry, the panzers turned and headed back toward Veghel.

Once again acting on reports from the local populace, Taylor ordered another battalion of glider infantry to abandon its defense of the landing zone and march to Veghel with all possible haste, bringing with it every antitank weapon it could lay hands on, motorized or not. One of the first American officers to arrive in the besieged town was Brigadier General Anthony C. McAuliffe (later to gain immortality during the Battle of the Bulge, when he responded to a German surrender demand with one word: "Nuts!"). McAuliffe was now senior commander on the spot and he organized a hasty defense against the oncoming German tanks. The very first round fired by one of his 57mm guns scored an incredibly lucky hit on a Mark IV and set it ablaze.

Surprised by this setback (intelligence had reported the Americans in Veghel armed with no antitank weapons other than bazookas), Kampfgruppe

# CLOSE COMBAT A BRIDGE TOO FAR

Walther hesitated, giving McAuliffe time to organize a stronger defense. He placed the battalion of the 501st astride Hell's Highway to the NE, and deployed the newly arrived battalion of glider infantry (the 327th) to protect the bridge over the Aa River.

But if KG Walther was stalled for the moment, the other prong of the German attack, Kampfgruppe Huber, was energetically thrusting toward Veghel from the west. Since the Americans had captured Schijndel the night before, Huber was compelled to detach one infantry battalion to screen his flank from any American moves in that direction. The rest of his force, skillfully making use of back roads the Allies hadn't paid much attention to, converged on Veghel at about 1400 hours, September 22. Huber immediately ordered his tanks and artillery to concentrate their fire on the Willems Canal bridge at Veghel.

Once again, Taylor's prompt and skillful reading of Student's intentions paid off. Just as Huber's shells began crashing into Veghel, a fresh battalion from the 506th Regiment, accompanied by a squadron of British Shermans, arrived on the scene. As they took up positions facing Huber's task force, they threw out such a volume of fire that Huber recalled his forward units and reconsidered his next move. For the time being, Veghel remained in American hands.

Frustrated at the town, Huber side-slipped to the south and struck for the highway itself. His advance elements were actually standing on the pavement when two battalions of the 327th Glider Infantry, advancing with parade-ground discipline and firing from the hip as they marched, came straight at Huber's reconnaissance platoons. Unnerved, the Germans fired a few wild shots at the approaching Americans, then fled back into the countryside from whence they had come.

Upon receiving news of Huber's attack at 1400 hours, Col. Johnson, whose men were still engaged in mopping up Germans south of Schijndel, decided (on his own initiative) that his men were needed more at Veghel. He withdrew his troops from Schijndel and turned both battalions in Veghel's direction. Fighting through the rear elements of KG Huber, Johnson's men learned from radio transmissions that McAuliffe had the situation under control in Veghel. Johnson therefore placed one of his battalions in the village of Wijbosch and the other in Eerde, thereby creating a western extension of the defensive arc around Veghel. These maneuvers also had the bonus effect of cutting off most of KG Huber, which suffered heavy losses while trying to extricate itself.



All during the afternoon of September 22, KG Walther hammered Veghel with artillery and launched numerous attacks. But by now, McAuliffe had turned the town into a fortress, ringed with eight infantry battalions, at least a dozen cannons, and two squadrons of British tanks. Walther's men never got closer than the outskirts of town before being thrown back by all that Allied firepower.

Still, the day hadn't been a total bust for the Germans—their roadblock at Uden (about five miles north of Veghel) was holding fast, and for nearly ten miles south of it, Hell's Highway was in total gridlock. Tanks, jeeps, supply trucks, self-propelled guns, ambulances, prime movers and armored cars stood motionless, bumper-to-bumper and under accurate, though sporadic, shellfire from every German gun and mortar that had sufficient range. All the men in that column could do was take shelter in hastily dug foxholes alongside the road, agonizingly conscious of the fact that every vehicle destroyed by a German shell became, in effect, another miniature roadblock that would have to be bulldozed out of the way before the column as a whole could resume its advance.

Things remained so throughout the afternoon of September 22, while the situation at Arnhem and Oosterbeek went from dire to desperate. Late that day, however, the hitherto sluggish British VIIIth Corps, which had been inching forward on the right flank of the corridor, finally accomplished something useful by forcing two crossings of the Willems Canal to the east of Eindhoven. Now the commander of Kampfgruppe Walther had to worry about his own situation—a sudden thrust by the British VIIIth Corps from the SE might sever his own line of communications back to Germany.

But Walther had been ordered to take Veghel, and take it he would, if humanly possible. He renewed his attacks on the town on the morning of D+6 (September 23), in coordination with Reinhard's LXXXVIIIth Corps on the western side of the corridor. Reinhard was in better shape than Walther: his roadblocks had been very effective in slowing the British XIIth Corps to a crawl, and during the night he brought forward Col. Von der Heydte's elite 6th Parachute Regiment (the backbone of the original Kampfgruppe Chill) to replace KG Huber, which had been too mauled in the previous day's fighting to be effective. But Von der Heydte's men were worn out from a two-day march from their former positions along the Meuse-Escaut Canal and arrived under Huber's command minus one of their regiments. In its place, he was given a regiment battalion of the 2nd Parachute Regiment, a palpably inferior unit,

## CLOSE COMBAT A BRIDGE TOO FAR

badly led and wretchedly disciplined, which Von der Heydte candidly described as “a rotten apple.” His problems were compounded by a chain of command which was unusually cumbersome by Wehrmacht standards: his own units were still officially under command of KG Chill, but his supplies were handled by another unit entirely and for this engagement, he was temporarily under the command of the dispirited Huber and burdened by the attachment of a battalion from a regiment he and his men regarded with open contempt. The good colonel was not sanguine about his prospects.

Sure enough, the confusion was such that the 6th Parachute did not reach its start-line until ninety minutes after the scheduled jump time of 0700 hours. Under orders to follow the same route Huber’s men had taken earlier, Von der Heydte ran head-on into Col. Johnson’s well-dug-in paratroopers at Eerde and Wijbosch and could not make the slightest headway. Just after noon, Von der Heydte called off the attack and told his men to dig in where they were.

At about the same time, Kampfgruppe Walther abandoned its attacks on Veghel from the east. Reports had reached its commander that the British VIIIth Corps was advancing once more, slowly but steadily increasing the threat to Walther’s exposed line of communications. Walther felt he had no choice but to begin a general withdrawal.

With enemy pressure suddenly gone, McAuliffe judged it was time to regain the initiative and sent two battalions north to break the German stranglehold at Uden. Once there, the Americans found only a few German delaying detachments—which were more interested in getting away than in putting up resistance—and by 1500 hours, Hell’s Highway was open once again. Even as bulldozers shoved the wrecked and still-burning vehicles from the road, the main armored column began moving north again.

Good weather prevailed that afternoon, and General Taylor received (by glider) his long-delayed battalion of 105mm howitzers. He also received, finally, the 325th Glider Infantry, bringing his division to peak strength. This large-scale glider landing did not go unobserved by the Germans—how could it not, since the sky was filled with aircraft?—and it was interpreted by them as signaling the arrival of one or more fresh airborne regiments. This explained the failure of KG Walther to maintain its roadblock at Uden, rather than McAuliffe’s inspired leadership and the remarkable fighting spirit of his troops.

Now it was the Germans’ turn to worry. They had enjoyed considerable success on D+3, capturing the villages of Mook, Reihorst, Wyler, and Beek, but



since then they had been unable to make more than small, temporary lodgments against the fluid, fired-up defense of Gavin's units.

Gavin lost no time putting his reinforced regiments into action. Between D+4 and D+6, the Germans were driven back all along the Groesbeek front, to distances of three to five miles from the town. They were now beyond direct observation of Hell's Highway, and Gavin's men had wrested from them all the best pieces of high ground, enabling them to strengthen their defenses even more.

There would be other German attacks on Hell's Highway, and Gavin's men would be in more or less constant combat for days to come. Still, these attacks had no effect on the finale of Market-Garden, which was already playing out just a few miles to the north.

### Schijndel Road

**Allied Objectives:** Schijndel Road is strategically important because two vital resources travel along it: soldiers and supplies. That's why it's crucial that as quickly as possible, you seize control of the first area on the map. Taking a bold stand and gaining immediate control here should ensure that you're able to protect the road for Allied interests. That's good news for the Allied troops in the Eindhoven sector (whose supplies are transported via the Schijndel Road), as well as for XXX Corps (which should be barreling along after fighting their way through Son). Your ultimate objective here is to just to "hold the door open" for XXX Corps, and, by securing the Schijndel Road, make sure their progress isn't impeded.

**German Objectives:** You can deal the Allies a strategic blow by retaining possession of Schijndel Road. This will be a major route for enemy supplies and reinforcements...and a major headache for you potentially. Tactically, the problem is that the area surrounding the road contains lots of wooded areas with much natural cover, which affords many opportunities for attackers to lie in wait. Defending your control of the area will be difficult, although using counterattacks will make it more difficult for the Allies to take the road away from you.

#### Victory Locations

Sites	Point Values
North Bridge	10
To Main Road	40
Barn	10
To Schijndel	40
Granary	20
Lentheze	20

# CLOSE COMBAT A BRIDGE TOO FAR



Schindler Road. Suggested German and Allied deployments with Victory Locations. Note that deployments, while sharing the map, reflect independent strategies.



**Allied Tactics:** The key to your deployment is preparing for an attack from either the north or south—in general, the AI chooses to attack from one side or the other, because the Germans aren't strong enough to pull off a full-fledged two-pronged assault. You'll normally receive an AT gun among your support units; its placement will, to a large extent, determine the success of your defense. Since this gun can't fire over hedges, place it in the cultivated land south of the road. From its location there, it can command a wide field of fire and offer a very favorable range (if you had positioned the gun in the northern half of the map, an errant hedge would hamper its usefulness.)

So, given the AT is located in the southern portion of the map, prepare to devastate the Germans should they appear there, while placing enough forces to stall them if they happen to attack from the north.

Placing a Bazooka team in the three-story building to the east of Lentheze should prove useful against tanks coming from either direction. A Rifle or BAR team put in the northern single-floor brown building (under the supervision of a Sherman or FireFly tank) should be able to hold off two tanks long enough for support coverage to arrive. A Rifle team should be kept in reserve inside the three-story building located at the eastern edge of the town-like cluster of buildings that sits on the border between the deployment zones.

Your smallest tank should be positioned on the road between the Bazooka and Rifle teams, while the rest of your forces (probably two tanks and two Rifle teams) should be placed to the south. The tanks should be positioned as if they were just emerging from the woods. The hedge to their south will allow the tanks to jockey for position before enemy tanks located in the far south begin shooting at them. The hedge should allow your tanks to concentrate their fire

### *Orders of Battle for Schijndel Road*

**Allied:**

AB BAR Team	1st Sergeant
AB BAR Team	Sergeant
AB Rifle Team	Corporal
AB Rifle Team	Corporal
AB Bazooka Team	Corporal
AB Bazooka Team	Corporal
Sherman	Master Sergeant
Sherman 76	Sergeant
Stuart M5	Corporal
17pdr AT Gun	Sergeant
FireFly	Sergeant

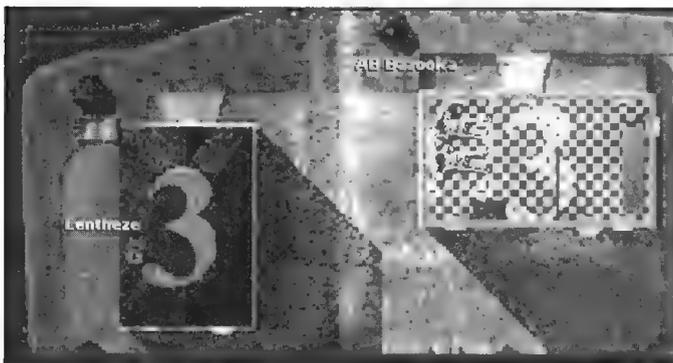
**German:**

MG 42	Master Sergeant
SS Schutzen	Corporal
MG 42	Sergeant
SS Schutzen	Corporal
SS Sturmgnadier	Sergeant
SS Aufklarler	Sergeant
Panther	Master Sergeant
Panther	Sergeant
StuH 42	Corporal

# CLOSE COMBAT A BRIDGE TOO FAR



*The Allies have the Germans scattered and defeated at the end of the tank skirmish along Schijndel Road.*



*If you're playing as the Allies, the AI will probably locate your Bazooka team exactly where it needs to be—to the immediate right of the Lentheze VL.*

(with the help of the AT gun) on any tank or tanks unlucky enough to find themselves within range of yours. Your two remaining units (which will probably be Rifle teams) should be made ready to storm the small brown building south of the stream. The Germans seem to love to attack this building, and conflict there will keep them out of the way of your Bazooka team, allowing it to do its bit in the tank battle, which is the most important part of the entire scenario.

Having deployed your troops, your strategy from here on should be reactive. Don't be afraid to micromanage your tanks—they need it. Coach their shots, and direct their attention between available targets. This will make the difference between who gets slaughtered—you or the enemy.

**German Tactics:** Don't fall into the same mistake the German AI does when it

fights this battle: you have no need for the shed situated in the south of the map. Instead, concentrate your efforts on the cluster of buildings around the road. Place most of your forces along the road. Two Schutzen units can be crowded into the two-story building next to the Lentheze VL, ready to make a



strategic push on it. Put an MG just to the south of that building—this team can either be withdrawn into the structure or used to pick off troops to the south—perhaps even destroy the Allied AT gun. A third unit of Schutzen-types can be kept in reserve in the shed nearest the To Schijndel VL, and used either to support the push on the Lentheze VL by occupying the soon-to-be vacated building to their east, or used (in a pinch) to defend the Granary, which should be defended by an MG and a group of Aufklarers (if available).



*If you're playing Schijndel Road as the Germans, don't rule out the possibility of waging a counterattack (provided an Allied rout doesn't leave your forces too badly weakened).*

Your tanks are best placed to the west of the buildings, with one slightly to the north of the other. In this fashion, the tanks can either be used for a straight run down the road, or can venture to the north to pick off stray Allied tanks.

Your forces should be committed to the push on the Lentheze VL: use the buildings to shield you from the brunt of the Allied armor, which is usually positioned on either side of the road. As the Allied tanks wind their way through the buildings and into the fray, pick them off as fast as you can, but be prepared to lose your tanks before their supply runs out. They outgun you here, but you are fighting for a Minor Victory, which can be easily achieved, provided you're not shy about losing some men. (In the Schijndel operation, you will want to avoid heavy losses, although in a stand-alone battle you should definitely go for the gusto.)





## Schijndel Dunes

**Allied Objectives:** Your goal here at Schijndel Dunes is the same as it was at Schijndel Road—take over the place, and hold it safely for XXX Corps. Start with the town of Schijndel—flush out all the Germans you can—then work your way out to the dunes. The dunes can be tricky; although they offer great strategic cover, numbers of Germans are rumored to already be operating around them (making the dunes a serious threat to your safety).

**German Objectives:** Here you want to build up all the attack strength you can muster. Whether you're able to blow away the Americans outright or not, you've got to hit 'em with everything you've got. Any dent you can make in the progress of XXX Corps will ultimately be beneficial. Reinforcements are scheduled to come and help bolster your efforts to hold this area, although the Allies' designs on Schijndel are fairly obvious.

**Allied Tactics:** Set up your men in the easternmost crescent of buildings. If you get two Bazooka teams, go ahead and post one in the easternmost building of the Company HQ VL. Put all your ground troops in Hide mode, barring your eastern bazooka, which should be ordered to Defend. All of your armor (you should have a Sherman, a Sherman 76, and a Stuart M5) should be deployed among the crescent of buildings inhabited by your soldiers, and should be ordered to Defend.

### Victory Locations

Sites	Point Values
Canal Bridge	10
Company HQ	40
Sand Dunes	40
To Highway	40
To Veghel	20
To Hertogenbosch	20

### Orders of Battle for Schijndel Dunes

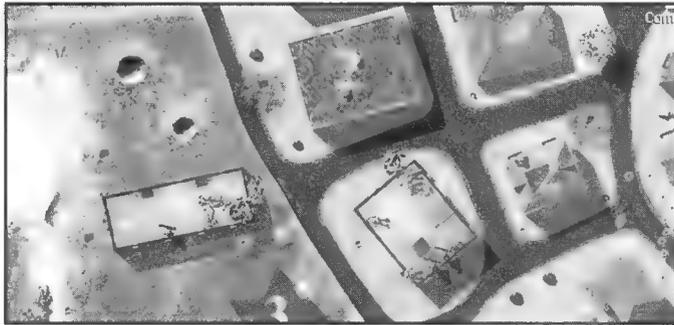
#### Allied:

AB BAR Team	1st Sergeant
AB BAR Team	Sergeant
AB Rifle Team	Corporal
AB Rifle Team	Corporal
AB Bazooka Team	Corporal
AB Bazooka Team	Corporal
Sherman	Master Sergeant
Sherman 76	Sergeant
Stuart M5	Corporal

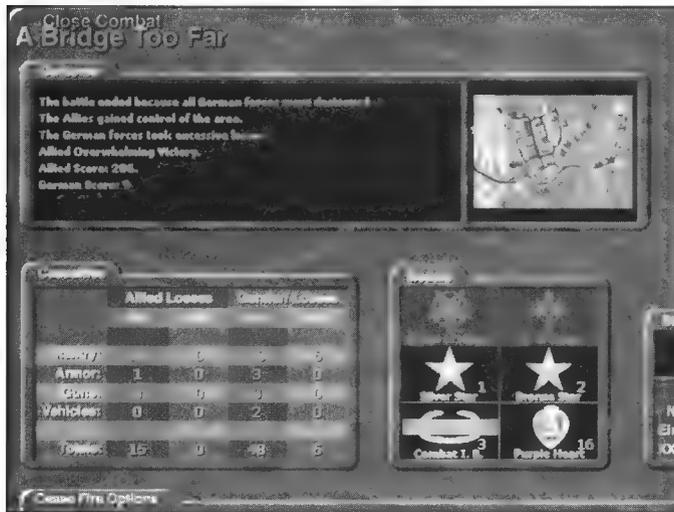
#### German:

MG 42	Master Sergeant
SS Schutzen	Corporal
MG 42	Sergeant
SS Schutzen	Corporal
SS Sturmgnadier	Sergeant
SS Aufklarler	Sergeant
Granatwerfer	Corporal
Panther	Master Sergeant
Panther	Sergeant
StuH 42	Corporal
SDKfz 232	Sergeant

# CLOSE COMBAT A BRIDGE TOO FAR



*The action is fast and furious at Schijndel Dunes, where tanks battle for control of the map.*



*The Debriefing Screen tells of the Allies' decisive tank-powered triumph at Schijndel Dunes.*

Wait for the Germans to push through the town. They may find and kill your western Bazooka team, but you do have another Bazooka team at your disposal. As soon as the German tanks appear (you only need to worry about the two Panthers; the rest aren't nearly as fierce), set your Hiding troops to Defend. At this point you should be initiating a campaign of micro-management, jockeying your tanks and Bazooka team(s) to give them a better firing position on the Panthers. This tank war is the meat of the battle. Remember that Panthers are more vulnerable from the rear, but even this Achilles' Heel is stronger than you'd expect: prepare to unload several shells and rockets into them before the crew members bail out of the tanks' burning remains.

The Germans may attempt to approach your

positions from the south; the Panthers almost always come from the southeast. As long as you're prepared for this eventuality, it's nothing to worry about—simply be ready to move a Sherman south along the eastern edge of the battlefield to deal with the Panther approach.

## CHAPTER TWELVE: SCHIJNDEL

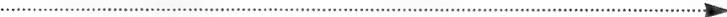
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**German Tactics:** Deployment isn't so easy here—looking at the map for Schijndel Dunes doesn't cause a strategic setup to leap to mind. For one thing, you have a lot of fronts to cover without having much support weaponry to cover them with. Basically, you want to put two Machine Gun teams to the north, and locate the rest of your ground troops to the south. Keep your Granatwerfer (mortar) safely back, because you're going to depend on your mortar. Your tanks should be kept fairly balanced between the southern and western fronts, although most of your trouble will come from the south. Look for the bazooka teams and BAR teams to offer the most trouble; destroy these teams first. Since you decidedly outgun the Allies here, you should be fine.



# Chapter Thirteen



## OPERATIONS AND CAMPAIGNS

*“As a private soldier, you get to know that,  
if it goes on for too long, it’s gone wrong.*

*If it goes on even longer,  
then you know it’s going really wrong.”*

*—Corporal Alan Sharman, First Airborne Division* <sup>18</sup>

Yes, to be sure, there *was* a “Campaign” mode in the first Close Combat, but it was basically only a linear, linked progression of individual battles. Its only real strategic element was a time-line that ran at the bottom of each debriefing screen. This was updated after each component battle, showing you how much better or worse your side was doing compared to the chronology of the real St. Lo campaign.

Microsoft’s Close Combat: A Bridge Too Far goes *way* beyond this by offering the player true strategic gaming, with two levels of complexity and challenge.

### Operations

These are, in effect, mini-campaigns. Each vital sector in Market-Garden has its own Operational level of play, in which the battles fought in that sector are grouped together in a logical and dynamically interrelated manner.

The Arnhem Bridge Operation, for example, groups together five individual battle scenarios. In the Operations mode, these are fought not just as discreet, win/lose events, but as influential components of a larger event. Your achievements in one battle have a direct impact on the starting conditions of the next one you fight.

Both Operations and Campaigns are designed to convey the dynamic ebb and flow of battles, the cumulative physical harm wreaked on the landscape

# CLOSE COMBAT A BRIDGE TOO FAR

being fought over, and the effects—mental and physical—of prolonged combat upon your troops.

This dynamic concept can be most vividly seen on the map screens. You will sometimes have to attack or defend the same ground more than once. Realistically, each time you fight over that particular piece of Holland, you'll see more and more destruction: shell craters, demolished buildings, burned and abandoned tanks, etc. Battlefields are very untidy places, and the designers of Close Combat: A Bridge Too Far have made every effort to show what a real battlefield looks like after it's hosted intense combat a few times.

## ***Combat Fatigue and Your Troops***

One of the most important considerations to keep in mind when playing Operations and Campaigns is the cumulative effect of prolonged battle stress. As you peruse the debriefing screens at the end of each battle, you'll accumulate more and more information about the troops. If you're a good commander, you can use that data to help shape your decisions.

Some soldiers will become more hardened, more battle-wise, and (as they gain experience) more deadly to the enemy. Other soldiers will become more physically and mentally stressed as the Operation or Campaign progresses. While some men will perform reliably throughout the whole affair, others will eventually reach a breaking point. It may happen gradually, as the result of cumulative stress, exhaustion and the psychological effects of seeing comrades killed or wounded. But there's also a chance that it will happen quite suddenly; a hitherto reliable soldier becomes seized with panic and flees from the fight, or becomes paralyzed with fear and refuses to advance or respond to new orders for the duration of the battle.

In addition to the progressive effect of wear and tear on the men who survive each battle in a Campaign or an Operation, the replacements you receive may be green and untested (although this is more likely to happen on the Allied side than on the German), and their addition to your fighting teams might offset (to a certain extent) the increased effectiveness of men who've survived several engagements. In other words, the cohesion factor of your teams is likely to undergo some subtle changes as campaigns progress. Keep an eye on those experience bars in the Monitors to see how well the teams are holding up.



Of course, to learn how each individual soldier is performing, you can check his status on the Details Screen that appears during the debriefing phase of each battle. If a soldier has not been wounded, but shows a marked decrease in overall effectiveness, you'd best keep an eye on him; he may be en route to his breaking point.

As a general rule, you'll want to adopt slightly more cautious tactics during Campaign play than you would if you were simply playing a sequence of stand-alone battles. Your job as Commander is to achieve your strategic goals while preserving, as much as possible, the lives of your men. If those sound like mutually exclusive goals, especially given the high-pressure circumstances of Market-Garden, that's because to a certain extent they *are*. But that is what real commanders have to deal with in war, and the most successful leaders are those who can balance losses against accomplishments without wantonly throwing away the lives of their troops.

### **Victory Points**

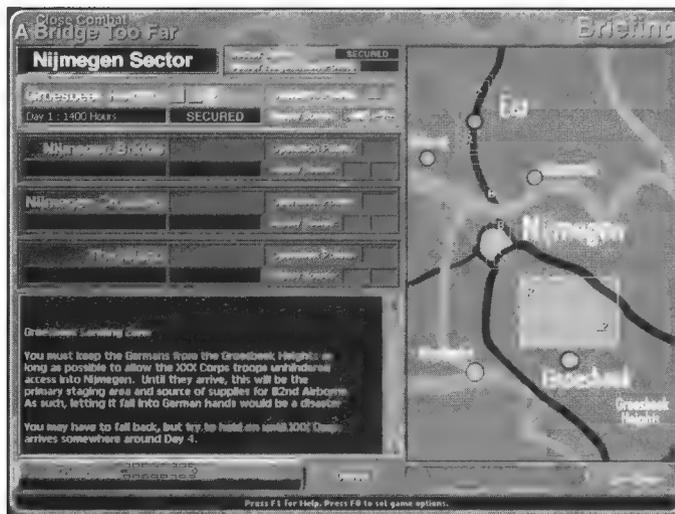
In Operations, you achieve victory partly as you did in individual battles—by killing or capturing enemy troops and by occupying Victory Locations. However, in Operations, there's an even more important layer of scoring that's tallied by the computer at the end of each day's fighting—the number of points you get from controlling a sector map.

How many points, of course, depends on how strategically important that map happens to be. A map showing a few farmhouses, polder fields, and some cowpaths may present an attractive bucolic landscape, but its only probable importance is that owning it helps you advance to someplace more important—such a mundane map is worth only a nominal ten points.

If you end a battle in control of a map more vital to the Operation, the points awarded grow considerably: 20 for a Landing Zone, 30 for a strategically vital road (any stretch of Hell's Highway, for example), and a whopping 40 points for a bridge (provided, of course, that it's *intact*). If, by the battle's end, you don't control all of a map, you still get a percentage based on the VLS you do control.

Example: You've just fought for control of a Road map which contains 100 points' worth of VLS. At the end of the battle, you retain control of one Primary VL (worth 40 points) and one Tertiary (ten points). The computer does the math:  $(40 + 10)/100 \times 30$ . Consequently, you'd receive 15 points for the two VLS.

# CLOSE COMBAT A BRIDGE TOO FAR



The large rectangle shows you the entire Operation; the smaller boxes show you which battles are involved in winning the Operation.

## The Operations Command Screen

The Command Screen for an Operation looks exactly as it does when you're choosing a stand-alone battle, except that the list of scenarios comprises a list of available Operations, not single engagements; and the highlighted rectangle on the big map shows you the sector of Market-Garden in which your chosen Operation will take place. The smaller rectangles show where the component battles of the Operation will be fought.

Otherwise, all the buttons and functions of the Operations Command Screen are identical to those you're already familiar with on the battles Command Screen.

## The Briefing Screen

This screen shows the situation at the start of your selected Operation. The right side of the screen contains a more detailed map of the Operation's sector than you saw on the Command Screen. Observe that there is now a prominent green line advancing from the bottom of the map—this represents the approximate progress of XXX Corps advance, and as long as your debriefing screens tell you that XXX Corps is on schedule, things are well.

The left side of the Operations Briefing Screen contains the following information (from left to right, and top to bottom):

**Sector Name:** The name of the sector in which this Operation is being fought.

**Sector Status:** This gives you a simple overview of the current situation. A

## CHAPTER THIRTEEN: OPERATIONS AND CAMPAIGNS



green line of text reading “Secured” means that for the time being at least, this sector is in friendly hands. A red line of text reading “Danger” indicates that this sector is under threat and is likely to be heavily contested by the enemy.

**Sector Requisition Points:** This indicates the finite amount of resources available to you in any sector, displayed in the “currency” of requisition points.

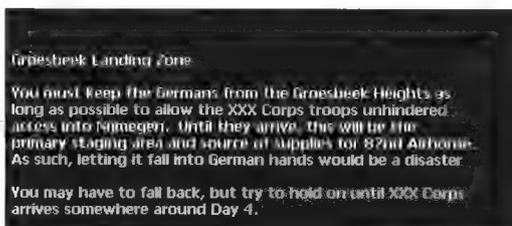
**List of Sectors in the Operation:** You’ll have to fight these battles according to their historical chronology. The first battle in the series is highlighted and named. Next to that name is a row of small boxes. These represent the individual skirmishes or sub-battles that will decide the outcome in this sector. Green boxes indicate maps under your control; red ones are under enemy control. Sometimes these boxes will be labeled to show their respective values: “L” for landing zone, “R” for strategic road, and “B” for bridge.

**Day and Time:** Keep an eye on the clock; we’ll explain why when we come to the Debriefing Screen.

**Operation Points:** This box shows how many requisition points you can spend over the course of an entire Operation. This score is continuously updated to reflect your progress.

**Supply Source:** Here you see two icons: a truck and a plane. At the end of each day, you will be assigned a number of resupply points (exactly how many depends on factors too numerous to list here—weather and enemy interference are two obvious ones). You can allocate them to whatever sector you want (that kind of decision is part of being a good general), but only to one sector a day. Obviously, if you’re playing the German side, the aircraft icon will be blacked out, as the Germans had to rely totally on roads for their logistics.

**Tip:** *If you’re playing Operations or Campaigns as the Allies, always make a maximum effort to capture boxes marked with a “K.” Otherwise, you won’t be able to receive aerial resupply. Conversely, the German player should also strive to grab those “K” boxes, in order to worsen the Allied supply situation.*



*Before you charge into battle, take a few minutes to study the summary presented on the Briefing Screen—it could save an Operation, and many of your soldiers’ lives.*

# CLOSE COMBAT A BRIDGE TOO FAR

**Battle Briefing:** Highlighted here is a brief summary of the battle you're about to fight.

## *The Requisition Screens*

This might be a good place to lead you through a sample Operation's first battle. We could start anywhere, really: the principles, concepts, and steps involved would be the same. But the Nijmegen Operation is an especially critical one during the early hours of Market-Garden, so let's begin with that one (more specifically, in the Groesbeek Heights sector). These rather modest elevations are the dominant terrain feature in the Nijmegen region, and whoever controls them can observe a long stretch of Hell's Highway. The Heights are also close to the German border, beyond which lies the dense, gloomy, woods of the Reichswald Forest—and who knows what the Germans might be up to in *there*?

You're now in command of portions of the 82nd Airborne. Notice first the part of the screen that's displayed on the middle-right of the Briefing Screen. The top figure (which is your sector) currently shows a "zero"—that's because the airdrop in this sector has taken place only an hour before and all your troops

are presently committed to assembling into their assigned platoons, collecting supplies, etc.

General Gavin, however, has collected a small reserve of teams which he can allocate to any sector—a calculated risk in case there's a sudden crisis elsewhere. However, in this case, Gavin agrees with you (the Sector commander) that the first priority is protecting the landing zones by seizing the high ground around Groesbeek and clearing out any Germans lurking there.



*It's not just how you use it: The Infantry tab on the Requisition Screen shows what you've got in the way of available units.*

## CHAPTER THIRTEEN: OPERATIONS AND CAMPAIGNS



Therefore, you have his permission to use all 11 Operation points to strengthen your resources.

On the left side of the screen, under “Active Teams” are listed your “core” teams—these will remain with you throughout the coming Operation. On the right side of the screen are the support teams available to you, along with the number of points it costs to “buy” them. Toggle back and forth to view the available infantry teams or the available support teams



*When the going gets tough, the tough go shopping...for support weapons, that is.*

and weapons. Naturally (and frustratingly), the more potent a support team or weapon is, the more it costs. Your first command decision, then, is to spend those 11 points wisely, creating the best mix of assets for the coming battle.

When you highlight a support team, a description of its capabilities appears in the window in the bottom-right portion of the screen. For the moment, you don't need to pay much attention to the “Desired Ceasefire Period” indicators. Seven hours have passed since H-Hour, so both you and the Germans have had an equal amount of time to get organized.

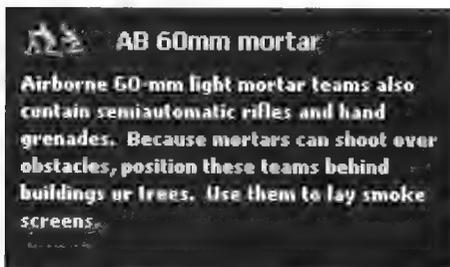
Okay, now, let's spend those requisition points. You expect the coming battle to be an infantry-only affair, but just in case the Germans have any armor hiding in the woods, you wisely allocate four points for a bazooka team, one with high morale and experience.

Since you're fanning out in unfamiliar territory, a team of scouts would surely come in handy, so your next investment is five points for a Recon team. Now you only have two requisition points left, so you really have no choice but to buy a Sniper with it. (Alternatively, you *could* save those points and have them added to the requisition points available in the next battle, but that would be akin to writing a bank deposit slip for a single penny!)

# CLOSE COMBAT A BRIDGE TOO FAR



If you "purchased" the Bazooka team and the Recon team, you'd still have enough to retain a Sniper's services (at 2 requisition points).



If you're going to be facing tanks, you'll fare a lot better if you have a mortar. The only question is, can you afford it?

team and the Recon scouts, although you're still able to afford the Sniper (with a single requisition point left "on account").

Now you're finished with the Requisition Screen. All right, the shopping trip's over...so let's move 'em out!

Here's how your entire force looks now; notice on your screen that the newly purchased and attached teams are distinguished by a bright green vertical bar located in front of their listing.

But, hey, wait a minute. Some of your men want a word with you. Sure, you're not likely to encounter a large German force in the upcoming engagement, but what if they're packing a couple of those deadly MG 42 machine guns? You're far more likely, these men insist, to encounter machine guns than German

armor, so maybe you should re-think your purchases. You ponder the matter for a moment, then decide they're right. Undoing your first set of purchases is as simple as right-clicking on the appropriate teams you've already "bought," and presto!, you've got your 11 points back again.

Certainly, the best support weapon to neutralize those dreaded MG 42s is a mortar, but even a little 60mm popgun costs 8 points. You decide, on balance, that the mortar is worth trading for. Back into reserve go the Bazooka

## CHAPTER THIRTEEN: OPERATIONS AND CAMPAIGNS

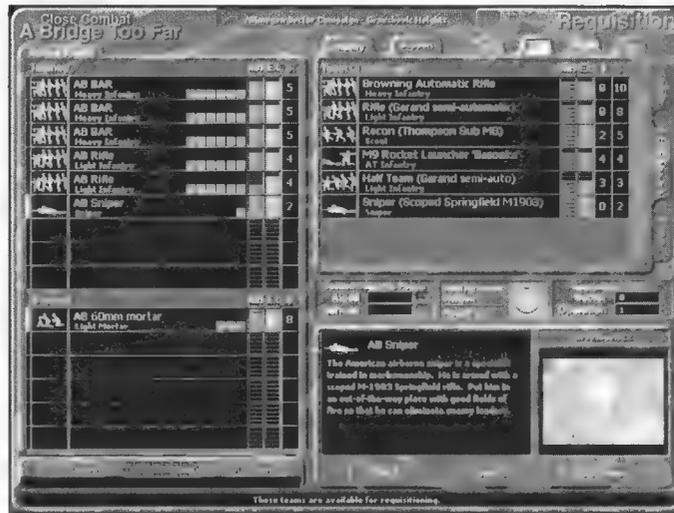


### The First Battle

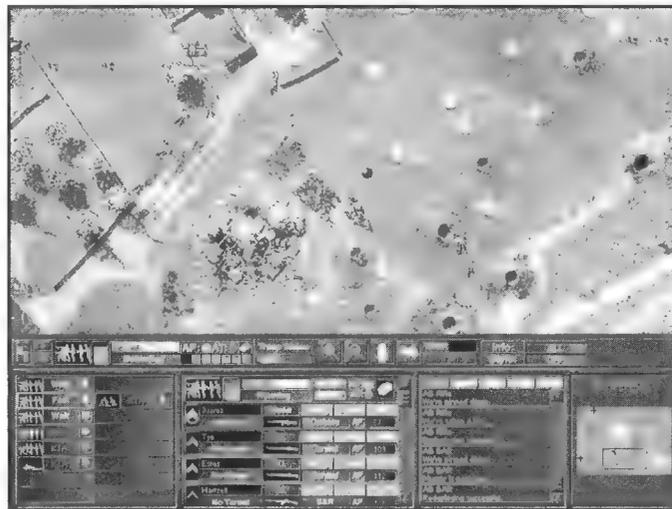
Never take counsel of your fears. Yes, there *were* some MG 42s out there in the fields, tucked away here and there, but it turns out that the mortar team you “imported” couldn’t hit the broad side of a barn. Furthermore, from the position in which you deployed them, they were firing blind (from map coordinates and radioed fall-of-shot corrections). True, you were able to mess up some enemy teams pretty badly, but others caught several of your units in the open and slaughtered them outright. From a strategic coordination standpoint, the attack was a bloody shambles, and by the time you finally asked for (and were given) a ceasefire, losses on both sides were pitifully high.

### The Debriefing Screen

A summary of the battle just ended appears on the Debriefing Screen. Scanning the screen, you learn that things *could* have been

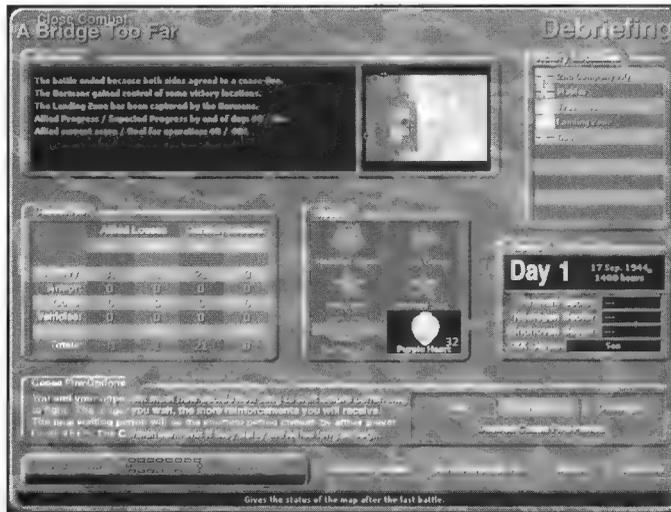


A simple click of your left mouse button “purchases” a support team. Clicking the right mouse button erases the transaction just as easily.



A bloodbath as seen from above; let’s hope the rest of the Operation is more of a success.

# CLOSE COMBAT A BRIDGE TOO FAR



*Read 'em and weep—the Debriefing screen shows you where you went wrong (in detail).*

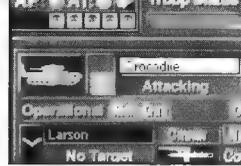
worse—after all, your troops were able to kill 21 Germans. Of course, those casualties exacted a heavy cost: 31 of your men either paid with their lives or suffered such injuries that they'll be sidelined for the rest of the war. You also learn from the Debriefing Screen that the Germans control the map, especially after capturing the Landing Zone, which means you'll have to fight for the same ground tomorrow. If you had requested a ceasefire earlier (probably a good idea,

considering the losses you suffered), you could have been credited with a “retreat” instead of a “draw” and the computer would have rewarded your good sense with a ten percent bonus of requisition points for your next battle.

On the positive side, the outcome of your little bloodbath did not affect the overall situation: XXX Corps is still on schedule (but if you don't do better in the next engagement, it might not be!). The scores in the Casualty window are grim: 31 American paratroopers either killed or so grievously wounded they're out of the war for good. In return, you did away with 21 Germans.

The Medals window shows nothing but a lot of Purple Hearts—a few of your men distinguished themselves by bravery today, although most were concerned simply with survival.

Scoring in an Operation works this way: you don't get points for casualties inflicted, but if you have completed your mission, you do get points from any unused requisition points. You also get points on the 10, 20, 30, 40 scale for each VL in the map you control at a battle's end. Remember, if you don't control the whole map, you get a percentage of that map's total value based on the percentage of VL values you control. Thus you might see a score such as: “American score: 0+72,” which would mean you wouldn't have any requisition points to carry over, but you would gain control of 72 percent of the map.



### Choosing the Length of the Ceasefire

Ceasefires come in three durations: one hour, four hours, and seven hours. You and your opponent (human or computer) decide how long you want to regroup before going back into battle. If you wait seven hours, you get the maximum amount of replacements, reinforcements, and supplies (if the waiting period coincides with a supply effort). Unfortunately, you also delay the forward progress of the Operation or Campaign by that same amount of time. It's a tricky choice and will often be forced upon you by circumstances beyond your control. For an Allied player, seven hours is a long time to wait, since speed is of the essence. But for the German player, seven hours means an improved chance of getting more tanks and artillery support.

Note that if you're playing against a human opponent, the rules change a little bit. If you choose a four-hour ceasefire and he chooses a seven-hour period, the computer automatically imposes the shorter waiting period. Come what may, your human foe will have to be ready for renewed action in four hours!

Here's a table that shows the effects of various lengths of ceasefires (percent of supplies lost indicates ordinary attrition, i.e., food consumed, toilet paper used, ammo fired during minor actions, etc.).

#### Effects of Ceasefires by Length

Length of Ceasefire	Points Gained	Percentage of Supplies Used Up
1 hour	0	10%
4 hours	15% of daily	5%
7 hours	30% of daily	5%
Overnight	Remainder of daily	5%

### Campaigns

The Campaigns offer the richest level of challenge and reward in Close Combat: A Bridge Too Far. Each of the major regions involved in Operation Market-Garden—Eindhoven, Nijmegen, and Arnhem—has its own particular level of campaign play.

In each sector, multiple combat operations are underway simultaneously. In effect, you become the commanding general of the British First Airborne, or the

# CLOSE COMBAT A BRIDGE TOO FAR

American 101st and 82nd Airborne Divisions. You know your own sector objectives and you know the grand strategic goal—to seize and hold a corridor 50 miles long through which the British XXX Corps can advance to Arnhem, use the city's bridges to cross the Rhine, and from there strike at the industrial heart of the Third Reich.

And just like Generals Gavin, Taylor, and Urquhart (or, on the German side, Field Marshal Model, General Student, and their subordinates), you will have only a finite amount of resources, with your reinforcement and resupply subject to both the vagaries of the weather and the actions of the enemy.

How you distribute your resources is a function of how accurately you can predict the enemy's moves, and how precisely you can gauge the capabilities of your own regiments and battalions. You'll face multiple and often simultaneous threats which must be countered, and observe sudden opportunities which must be seized before the window of opportunity closes.

You'll fight the Campaign battles one at a time, of course, but some of them will be occurring at the same time, so as one battle ends, you must jump straight into the next. To be victorious, you must also be able to do this while still maintaining a firm grip on the *total* situation within your division's area of responsibility.

Generals are paid to make harrowing decisions, as you will. In battle, situations are seldom win/lose choices; quite often a commander's options boil down to "lose/lose less" or "lose today so you might win bigger tomorrow." The same map may change hands several times, and each time it will look progressively more devastated, more moonscaped with craters.

Since you will surely have to fight on some maps more than once, keep in mind that a single battle in a long campaign is just that: *one* encounter out of many. You cannot expect to win every battle (the only general who ever did that was Alexander the Great!). Sometimes it's wisest not to go into battle with an all-or-nothing attitude. This is especially true early in the campaigns, before you can requisition much supporting firepower. Examine the map, and if it seems unlikely that you can capture (or defend) all the VLs, then concentrate your forces to gain and hold control of just one or two of them—this gives you a presence on that map and the next time you have to fight on it, you'll hopefully be stronger and the task facing you won't be nearly as daunting.

As your men wage battle, you'll observe their ammunition supply diminish, and so you will quickly learn the importance of seizing certain road junctions or defending a landing zone—without them, there may be *no* resupply at all and



you could conceivably find yourself leading men into battle who are armed with nothing more than rocks, entrenching tools, and bayonets...not an attractive proposition.

### ***The Importance of Reserves***

Every requisition point you receive, or manage to save from a previous battle, adds to your pool of reserves. Without reserve teams to plug holes in your line caused by enemy breakthroughs, or that handful of fresh teams to bolster an all-out attack on a primary objective, your strategic options can dwindle to nothing. In Campaigns, the key to victory is often knowing where and when to commit your reserves. Saving requisition points, therefore, can be important. Unfortunately, it's often very tempting to use them all as soon as you get them—like spending money that's burning a hole in your pocket.

### ***Rotating Your Tired***

After each battle, note carefully (via the Debriefing Screen) which units seem to be “at the end of their rope.” Within the limits of your overall pool of reserves, you can rotate burned-out teams into reserve status (where, hopefully, they can get enough rest and replenishment to recover much of their original effectiveness) and replace them in the lines with fresher teams.

On the Briefing Screen, you can exchange teams from the Active column to the reserve pool (labeled “Team Classifications” on the screen) as often as you wish—the organization of your forces does not become permanent until you click on Continue.

In addition, units taken out of the line and placed in the reserve pool provide you with additional requisition points for the coming fight. Trouble is, the new teams you activate in their place *always* cost more. For example, you receive three requisition points by placing a worn-out Rifle team in reserve, but it'll cost you seven points to insert a fresh Rifle team in the old one's slot.

Inherent in this rotation process is a particularly cold-blooded kind of choice: a veteran Rifle team may be down to just three men, but they still look like a crack unit, probably worth more in the coming battle than a full-strength team that's less experienced. On the other hand, these grizzled vets have been through three or four consecutive battles and have seen most of their comrades die or be carried away on stretchers. So, General, do you keep them in the line

# CLOSE COMBAT A BRIDGE TOO FAR



*The Churchill AVRE--part of "the tip of the spear" and far too heavy to be air-delivered.*

for one more push for a vital objective, or do you put them in reserve? This trio of vets might perform prodigies of valor in the next battles, or their seemingly intact morale might in reality be very brittle and you could lose them utterly if you ask too much of them, one-too-many times.

So the nut of your decision is this: do you order them into the fire one more time in order to squeeze that last ounce of tactical value from them, or do you rotate them out and replace them with

a new, full-strength Rifle team whose potential is just one big question mark?

Welcome to "the loneliness of command!"

## The Grand Campaign

For the ultimate test of your generalship, play the Grand Campaign. This puts you (metaphorically) in the shoes of General Montgomery. In the Grand Campaign, the unfolding events in all three sector campaigns interact in a fluid, dynamic way, just as they did in the real Operation Market-Garden. On the Grand Campaign setting, you control the actions of all three airborne divisions as well as elements of XXX Corps—most importantly the Shermans, Cromwells, armored cars, and AVREs of the Guards Armored Division (truly "the tip of the spear").

Every action—won or lost—along the corridor from Eindhoven to Arnhem has an impact for good or ill on the progress of XXX Corps' march northward. If the airborne divisions can take and hold their assigned bridges and highway segments, then XXX Corps will be able to drive northward with the speed and momentum needed to relieve the First Airborne's bridgehead over the Rhine.

But if the airborne divisions fail in their assignments, XXX Corps will have to slug its own way through the German defenses and waste precious time constructing pontoon bridges.



### **Logistics (or “Where are Those \$#@! Supplies?”)**

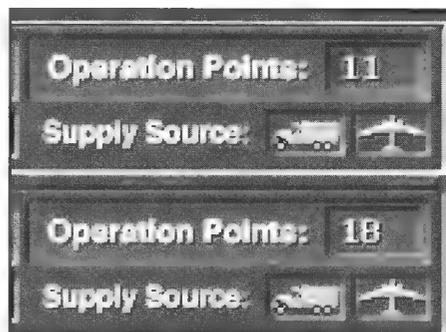
At the end of each day’s fighting, both sides have a chance to allocate supplies and strategic reinforcements to a given sector. Imagine there are huge supply and replacement depots back in Belgium; these nightly airdrops and road convoys represent the men and material that manage to get through “the small end of the funnel.” The more you receive during these nightly missions, the more men and greater range of weapons that you’ll be able to requisition for tomorrow’s battles.

If you’re commanding the Allies, you can specify an airdrop in only one sector per night (and its effectiveness will depend on weather and enemy interference). If all the Landing Zones in a given sector are under German control, that Sector cannot be resupplied by airdrop.

Once the “Big Green Line” (on the Briefing and Debriefing screens) representing XXX Corps’ progress reaches one of the sectors controlled by an Allied airborne division, then the way is open for truck convoys and reinforcements of armor.

One major difference between the Grand Campaign screens and those designated for the Sector Campaigns are the new areas that deal with logistics. On the right side of the Sector columns, you’ll see two supply-source icons. If you see nothing but a truck, that means your troops in that Sector can only be resupplied by road (and only if you have contact, somewhere in the Sector, with an element of XXX Corps). Should you see only an aircraft icon, the troops in that Sector can be supplied by airdrop alone. However, if you see both a truck and an aircraft icon, you can order two resupply runs, one by air and one by road (which will *really* beef up your forces in that Sector, but will also deprive your other Sectors of a possible airdrop).

Of course, if you don’t control a drop zone in a Sector and you have no road link (however tenuous and inefficient) with those big supply dumps in Belgium, the units in that Sector will receive *no* supplies at all and their combat effectiveness will start to drop significantly.



*War isn’t just about bravery and bullets—healthy supply lines are often the determining factor in battles.*

# CLOSE COMBAT A BRIDGE TOO FAR

Even if you *do* control a drop zone, you cannot count on receiving the maximum possible quantities of supplies. If the weather over your part of Holland is bad, a certain percentage of the total drop will fall behind enemy lines or in open terrain too far away for you to try retrieving it. The computer interprets weather conditions and uses them to determine what percentage of the full load you actually receive. You may get nothing at all (due to extreme fog or the sudden appearance of some Luftwaffe night fighters), or you might be luckier and retrieve anywhere from one to 50 percent of the tonnage allotted to that Sector.

## ***Other Logistic Considerations***

- Remember that only one Campaign Sector can receive an airdrop on any given night.
- Road-bound supply convoys can service any Sector that is connected by a traceable land route to XXX Corps.
- If a German counterattack (a roadblock, a minefield, or a retaken bridge) has cut the Big Green Line of XXX Corps' corridor behind its farthest point of advance, no road convoys can proceed beyond that choke-point, although your nightly airdrop is still available. (Naturally, your top priority for the next day is to break through that roadblock!)
- No tanks, self-propelled guns, or heavy artillery can be delivered by airdrop.

## ***German Logistics***

Like the Allies, the Germans can allocate resupply/reinforcement points from their supply pool at the end of each day's fighting. Since the Germans have no aerial supply capability, all their supplies and reinforcements must be distributed by roads.

If you are the German commander, you can specify resupply of *all* Sectors under your control, or only a few that you deem critical to the current Campaign situation. Whatever the number of Sector operations you choose to resupply on a given night, the computer will distribute the available supply points equally among them. This feature represents the German's high degree of efficiency in rounding up supplies from stockpiles, large or small, scattered



all over northern Holland. Moreover, they can use *any* road in the country that is not under direct Allied control.

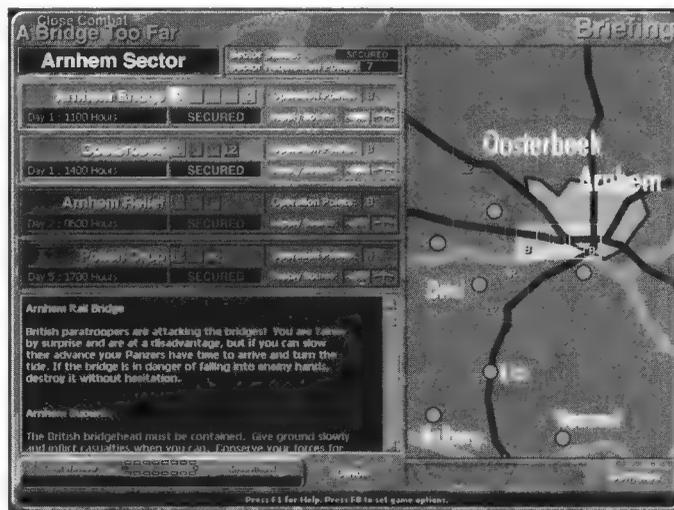
### Fighting a Sector Campaign

Let's fight a typical Campaign now, from start to finish, so you can see how all the elements of gameplay mesh together at this level. We've chosen as our example, the German side of the Arnhem Campaign, because it starts off on a rather small scale and gradually expands to include armor and sizable reinforcements.

#### D-Day—1400 Hours

How suddenly fortunes change! There was I, Gruppenfuhrer Helmut von Kriegspiel, drinking a cold Heineken and enjoying a light Sunday repast of aged gouda and soda crackers, when the sky suddenly filled with thunder and shadows passed across the sun. I looked up and saw a sky dark with Allied aircraft (and, as usual, not a Luftwaffe plane in sight to challenge the bastards!).

Naturally, I rushed to Headquarters, where I was informed that a large airborne force had landed west of Arnhem. Elements of the 9th and 10th SS Panzer Divisions are, fortuitously, encamped in this area, refitting and resting. Still, it will take time for their tanks to arrive, and I have been given the task of organizing something called "Kampfgruppe Weltschmerz." With whatever odds and ends I can scrape up, I am directed to defend the railroad bridge, wipe out the nearest Allied landing zone, and defend the approaches to Arnhem.



*Remember, before jumping into any campaign, get briefed in full. That's what a real commander would do...*

# CLOSE COMBAT A BRIDGE TOO FAR

After accepting my new command (as though I had a choice in the matter), I went to the depot where our troops were assembling, to find out just what my fledgling Kampfgruppe would consist of.

I must first see to the defense of the bridge. My core forces are small: two Rifle teams and two MG 42 crews. But all are experienced men and can be expected to give a good account of themselves. For the bridge defense operation, I have eight points with which to requisition support troops. I pass up the Panzerschreck—it's not likely this first lift of paratroopers has any armor. I choose a sniper named Bach (who boasted of having made 22 confirmed kills in Russia), and a team of light infantry ("ear and stomach" troops from the look of them). This leaves two points in reserve for later.

Nineteen men to protect what has suddenly become one of the most important bridges in the Third Reich! It seems an impossible task.

Obviously, the Approach VL is the most vital place to protect at the Railroad Bridge, so I covered that ramp with two-thirds of my forces, then stationed one of my machine guns on a slight, rolling elevation near the Rhine, hoping they could catch the British in the flank as they advanced. Bach, our boastful sniper, stationed himself on the bridge, where he had a marvelous view of the entire map. My orders to this force: defend the bridge if you can—blow it up if the enemy presses you too hard.

It must be said, on the basis of this first encounter, that the "Red Devils" are indeed an elite outfit! They attacked with elan and courage and fought tenaciously, even after the bridge was blown. On the whole, my men did well. Oberschutze Ubl, leader of the MG team that defended the bridge approach, caused 16 casualties to the British and was decorated with the Iron Cross, 2nd class. Sniper Bach, it seems, hit *nobody*, but did help suppress the enemy. We fought until all ammunition was gone and the bodycount was 21 to 2 when a four-hour ceasefire went into effect. Despite the one-sided losses, all VLs were in British hands. The score was 40/100—a mediocre showing at best.

## **Day 1—1400 Hours**

I must now organize a force to retake the Oosterbeek Landing Zones. My core units are strong, including two teams of Sturmgrenadiers—the cream of the SS! I spent every point available to me, both Sector and Operational, because of the importance of this objective, obtaining an 8cm mortar.

## CHAPTER THIRTEEN: OPERATIONS AND CAMPAIGNS



Naturally, the landing zone was open terrain, with only a few trees and buildings, but there was cover for our men both in the SE and the NW. I divided my troops equally between these locations, and decided to let the enemy come to us. If we could weaken him sufficiently, there would be a chance to seize at least one VL. If we could do that, we would not be kicked off the map, we could interfere with his resupply drops, and later, when the panzers from the 9th Division start arriving, we can move against the rest of the landing zone in greater strength. Surely, I have enough men to accomplish *that* much!

My plan succeeded beyond my wildest hopes, although the cost was high. I deployed one Sturmgranadier team in the stream to the SE, hoping it would prevent any flanking attacks from that direction, then set up everything else to defend the one landing zone in our possession—in the NW corner of the map.

That mortar was certainly a sound investment! When the battle started, it suppressed or injured every British team in the woods close to us. When fire from that VL slackened, we assaulted it and captured it, at which time I ordered everyone to “defend” and waited for the enemy to come to us.

And come they did, bravely, but we repulsed all attacks. My men hunkered down and let the enemy exhaust his ammunition. When that seemed to be the case—after an hour of silence—I sent my Scout team sneaking down to capture LZ2. When they did so without drawing fire, I pressed our luck and sneaked them into the Oosterbeek farmhouse VL, from which position they were able to engage and eliminate several British soldiers cowering in a big crater (Ha!).

Another hour of silence. Only one VL remained, but only one-quarter of my force remained uninjured and in good spirits. I sneaked a Sturmgranadier team closer to the farm to see if they would draw fire. When the occupants responded by throwing grenades, I realized they were out of rifle ammunition and ordered a general assault. The defenders of the farmhouse surrendered and the few remaining British soldiers crawled off the map.

An important victory: now the invaders will have a harder time reinforcing and resupplying! Our score is now 50/206. Even though we sustained 70 percent casualties, the objective was vital enough to warrant the losses.

### **Day 1—1900 Hours, Arnhem Suburbs**

The next action for my Kampfgruppe took place in the outskirts of Arnhem. With 13 Operation points, I requisitioned an experienced Scout team and two snipers. There were only two ways the British could enter our territory: across

# CLOSE COMBAT A BRIDGE TOO FAR

the open fields from Oosterbeek or through the woodlands at the SE corner of the map. I set up my teams in depth, but with the scouts forward (in the Prison), where their submachine guns could deliver (I hoped) a stunning ambush. The other teams were set up with interlocking fields of fire, so that there was no covered approach the enemy could use.

When the Red Devils appeared, the engagement was brief. The first two teams that came out of the woods were annihilated at close range—those that tried to probe our left lasted a bit longer, but not much. They could make no headway at all and were soon routed from the map, leaving 16 casualties and one POW. Our own losses were just one killed and one wounded.

## ***Day 1—1900 Hours, Oosterbeek North***

Having seized the enemy's landing zone, I am now ordered to capture part of Oosterbeek itself in order to secure our hold. With 16 points, I chose a scout troop and another MG.

Our deployment zone was absurdly narrow, along a heavily bombed railroad line, and the British had a surprise waiting for us: a 6pdr cannon hidden 50 meters away on our left flank! Fortunately, one of my Scout troops destroyed it with a Panzerfaust before it could do much damage. Nonetheless, my men were shaken.

This time, it was our turn to attack a well-fortified urban zone. Displaying the utmost courage, my men managed to overrun half the VLs, but the others were so deep in the enemy rear that they simply could not reach them. Our losses were so heavy that I ordered the survivors to flee. We did kill 16 Brits, and we knocked out their cannon, but we sustained 26 casualties and our score was a disappointing 50/26.

I hope we get some armor tomorrow! Then we'll show the enemy a thing or two about how the SS fights!

## ***Day 2—0700 Hours, Arnhem Bridge***

At last! Tanks from the 9th Division have arrived. Morale is sky-high, requisition points are slowly rising. Our early-morning task is to recapture the Arnhem Bridge, and the men are anxious to reclaim that sector (they feel cheated about the results of their first battle there). I drew a MK IV tank and an 8cm mortar, and seven assorted teams of infantry.

## CHAPTER THIRTEEN: OPERATIONS AND CAMPAIGNS

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Once again, we encountered a 6pdr, but one of our MGs was deployed in a spot where it could fire upon the crew—they got off one rather wild shot, then fled. We then cautiously advanced on the bridge ramp, remaining behind the tank with our mortar doing useful work as the enemy revealed his positions. The MK IV systematically blasted its way toward the bridge and wiped out at least two British teams before it was ambushed by one of those *verdammt* PIAT launchers. By then, however, my troops had advanced too far and killed too many of the enemy for that to make a difference. The enemy was routed and all VLs were once again in German hands.

Our score: 160/100. Our losses: seven men and one tank. Enemy losses: 35, plus two prisoners.

An auspicious beginning for the second day of this campaign!



# Chapter Fourteen

Edit Forces

Edit Points

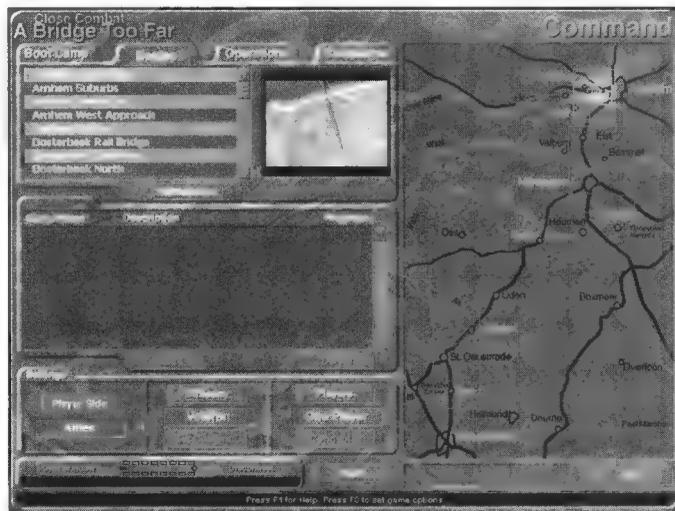
Select Map

## BATTLEMAKER

If there was one new feature which players of the original Microsoft's Close Combat desired more than any other, it was a utility that allowed the construction of custom-made battles or the modification of those already programmed into the game.

So here it is: the Battlemaker. It's a logical, intuitive, easy-to-use scenario editor that allows you to modify any stand-alone battle in the game. Even more enticing to many players is the Battlemaker's ability to let them custom-design battles that can be fought on any map, with any assortment of forces, under any victory conditions (logical or surreal) that strike their fancy.

You can change Victory Locations, mix-and-match opposing forces, alter deployment zones; you are limited only by your imagination and the number of slots available for combat teams. And when you've designed a battle you find exceptionally satisfying, you can save it permanently, swap it with friends, or go online and challenge other desktop generals to take you on.



Click the Battlemaker button to launch the scenario editor.

# CLOSECOMBAT A BRIDGE TOO FAR



This main Battlemaker screen uses a system of grids to divide maps.

## Modifying an Existing Battle

When you're at the Command Screen, click on the Battlemaker button to go to the main Battlemaker screen. The largest portion displays the map for your chosen battle. It is divided into a number of grid-squares, each one representing a single graphic building block (or "tile" in programmers' terminology) of the whole map.

Deployment tiles available to the Germans display a red

dot; those available to the Allies, a blue dot. The "no man's land" separating the two armies is represented by tiles with no dot at all.

In the upper right corner is a list of existing Victory Locations in the *unmodified* battle, which are represented on the map by tiles outlined in red. Just below the VL list are four buttons that allow you to alter the starting conditions of this battle. "Allied Deployment" is highlighted as the default. Therefore, when you click on any tile, you place a blue dot there, incorporating that piece of terrain into the allowable Allied deployment zone.

Similarly, if you highlight German Deployment, you can put a red dot on any tile you like. Clicking on Neutral Deployment allows you to expand, alter, or even do away altogether with the no-man's-land area—a sure and certain way to guarantee immediate close-range action, if that's the kind of battle scenario you desire.

Clicking Victory Locations allows you to add or delete VLS, or move them to any tile on the map. Click on a red VL tile when this function is active and its outline changes to yellow, signifying that you're in control of its fate.

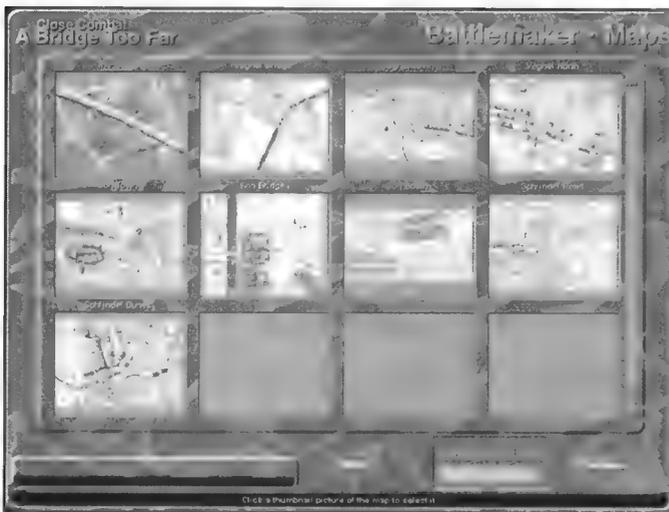
When you define a new VL, a box pops open on the screen so you can name it ("My Headquarters," for example, or "Regimental Latrine," or



# CLOSECOMBAT A BRIDGE TOO FAR



The button below Edit Forces is Edit Points. This brings up a small dialog box entitled Edit Requisition Points. Here, you can give to either side anywhere from 0 to 999 requisition points. These points are used to choose additional forces prior to the deployment phase of the battle.



The Select Map button gives you the opportunity to start over on a new map without leaving Battlemaker.

Suppose, however, that you and your opponent want to wage a tighter, smaller-scale battle in which each of you, as an ingredient of the game, strive to get the best possible force within a mutually-agreed-upon number of requisition points. In that case, hit the Edit Points button before you go to the Requisition Screen.

Clicking on the Select Map button brings up a graphical menu of the available maps. The name of the battle associated with this map will appear in small print above its picture. Arnhem Rail Bridge and Oosterbeek Rail Bridge share the same map, but appear as two different options because their setups (Orders of Battle and deployment zones) differ. Below the table of maps is a button labeled Select by Battle. Clicking this will bring up a new screen where the battles are listed by name. Selecting the highlighted battle will bring up a thumbnail image of its map to the left of the list.

Once you've edited the map and force-structure to

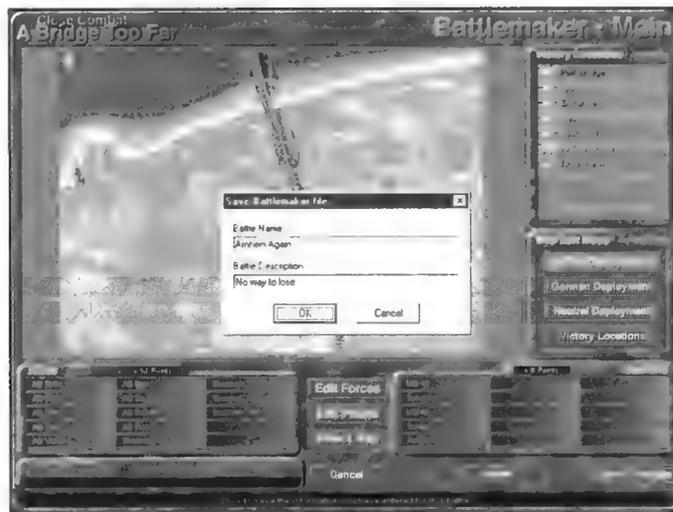
your liking, click on Continue. The main Battlemaker screen will reappear. Cancel will quit out of Battlemaker. Reset will restore the scenario to its last saved position—if you are altering a scenario for the first time, this will restore the defaults, if you are altering a previously saved Battlemaker scenario, this will restore it to its condition at the beginning of this Battlemaker session. The Save Changes button will bring up a dialog box; you can give your battle a name and a description.

## Creating a Customized Battle

Part of the fun of the Battlemaker is that it allows you to try out numerous “what-if?” variations on the battles that come with the game. What if the 9th Panzer Division had not been close to Arnhem? Could the Germans have retaken Oosterbeek without tanks? Could they repulse the Nijmegen river crossing if



Click the Select by Battle button to call up any map thumbnail.



When you click on Save Changes, a dialog box appears where you can name your battle and enter a brief description of it. Then click on Okay and, voila!, your newly modified version of this scenario is saved and can be played (or re-edited, if it doesn't turn out quite the way you anticipated) whenever you like.

# CLOSE COMBAT A BRIDGE TOO FAR

they had mortar support? Go ahead and tinker with history—the more you become familiar with the real battles of Market-Garden, the more possibilities will suggest themselves.

As for fantasy-battles created from scratch, here are a few we've designed and enjoyed playing. We present them here just to give you an idea of some of the possibilities.

**The “Stalingrad” scenario:** A fierce house-to-house struggle in densely built-up urban terrain. No neutral zone. Lots of heavy infantry for the Allies and Sturmgenadiers for the Germans. Add a couple of flamethrowers. Maybe a self-propelled gun or two. No heavy armor allowed (a King Tiger may be a potent weapon out in an open field, but it's a sitting duck if it tries to go down a street that's too narrow for it!) VL locations should be high buildings that dominate the view or intersections that offer good fields of fire. A map well-suited for this one is Nijmegen City.

**“Defend the Fort” scenario:** Create one big VL and defend it with all you've got, then dare your opponent to come take it. Large neutral zone. Lots of defensive firepower for the defender (17pdrs or 88s, along with lots of automatic weapons). Lots of heavy infantry and armor for the attackers. Oosterbeek North is a good map for this.

**The “Crazy Quilt” scenario:** Edit deployment tiles so that you have a splatter of red and blue dots all over the place, interspersed with some neutral tiles, just to make things more interesting. You and your opponent then set up your teams as you might set up chess pieces (if there were no restrictions in chess). This guarantees a quick, violent battle full of surprises. It's best fought on a predominantly rural landscape with a smattering of buildings for Victory Locations. Polish DZ Driel works OK, so do the Groesbeek Farmyard and Nijmegen Riverfront maps.



## THE TWO-PLAYER GAME

Few areas of gaming have sparked as much interest in recent years as multiplayer gaming, particularly as it relates to playing opponents over the Internet. It's an exciting way to play games, although it's still very much an activity "under construction."

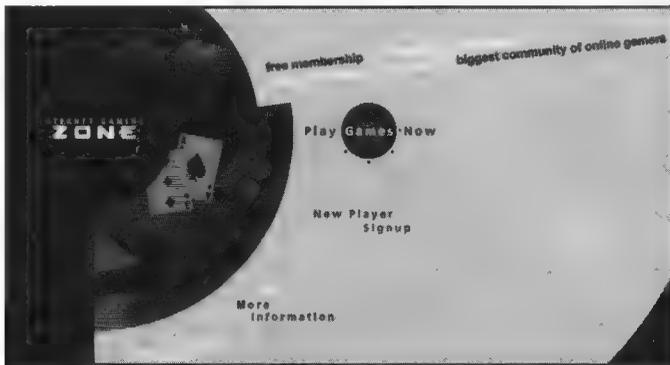
Microsoft's *Close Combat: A Bridge Too Far* doesn't suffer from the technical limitations Net play imposes on some games. Because this game is driven more by strategic thought than lightning reflexes, the pace is more leisurely than you'd find in a "twitch" game (a first-person shooter, for example). That means the problems of latency and lag (the slowing-down or interruption of gameplay due to data transmission problems, as caused by over-loaded telephone lines, slow modems, and poor connections) aren't likely to plague your online game experience like they often do to purely action-based games.

### The Human Element

Given the obvious intellectual superiority of computers, you might wonder why anyone having the choice would *want* to play another person. Simple: unpredictability and personality. Although philosophical debate on this matter won't be ending anytime soon, it's hard to imagine a computer's AI ever being as wily, arbitrary, or downright illogical as a human being. And in warfare, these traits aren't always handicaps; battles are often turned due to a critical moment of surprise introduced by a commander. Such a tactical "about face" might not make sense on a map, and yet, in the fury of the moment, it might be the perfect move to make (if only because it so disorients an enemy who expected their opponent to act sensibly).

The social element is the other part of the equation. Because gamers can carry on conversations (albeit typed ones, as described in the "Battle Chat" section of this appendix), online games offer the same instant camaraderie

# CLOSECOMBAT A BRIDGE TOO FAR



Microsoft's Internet Gaming Zone is the place to pick a fight with a stranger—Close Combat style.

matters of *how* you do it, there's the question of *who* you do it with.

Perhaps it's a question you've already answered. You might have a friend or acquaintance who's also into wargaming and has the requisite computer setup to go head-to-head with you. Barring that, there are now places where you can find other players who share your tastes in gaming and are also anxious to discover potential competitors.

One of these "matchmaking" services is part of Microsoft's Internet Gaming Zone (IGZ, or "the Zone"). The Zone (located at <http://www.zone.com>) is an online gaming service that Microsoft established as a place for gamers to

meet and play games (in addition to Microsoft games, many Zone games are created by other publishers, like LucasArts). At the Zone, gamers can find other like-minded players, as well as compare those players' skills to their own.

Where the Zone differs from some of the other online gaming services is in its cost to the player, which is to say, none at all. Like some other publishers, Microsoft's rationale in offering a free service is that it helps promote and enhance the enjoyment of the Microsoft games that the player has already purchased.



It's a push-button war: this box on the Command Screen will initiate your online war experience.

people have always sought and found in diversions as different from one another as pinball and poker.

## Getting into the Zone

Okay, so you've decided to try your luck at playing Close Combat: A Bridge Too Far online. Before tackling the technical



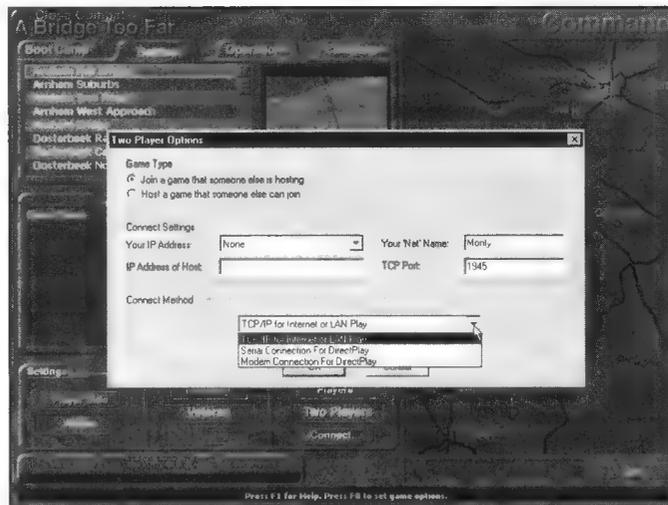
### Hooking Up

The next order of business is deciding which method of connection you want to use to link your computer with that of your opponent. The three methods open to you to connect the computers are: TCP/IP, for playing over a LAN or the Internet; Serial Connection, for direct play; and Modem Connection, for direct play.

Once you've decided who you're going to play and how your going to connect to them, the two of you should decide which of you will host the game, and which will join it, and the IP address of the host, if you plan on playing over the internet or a LAN. Also, if you're using TCP/IP to play over the internet, make sure to connect into your ISP(Internet Service Provider) now if you haven't already done so.

Next, start *Close Combat: A Bridge Too Far* and wait for the Command Screen to appear. Here you'll notice a button marked **Players** in the lower portion of your screen towards the center. Using your mouse or other pointing device, click on the **Players** button until the caption below it reads **Two Players**. Now select the button labeled **Connect**.

This will prompt a **Two-Player Options** window to pop up. It's divided into three parts: **Game Type**, **Connect Settings**, and **Connect Method**. Go to the **Game Type** area and click either **Host** or **Join**, depending on what you agreed upon with your opponent, then choose the **Connect method** you're going to use to link up with the other player. From here on, however, the next steps depend on which method you're using to connect the two computers.



*It's easy to get hooked up with another *Close Combat* player; the **Two Player Options** window walks you through the process.*

# CLOSE COMBAT A BRIDGE TOO FAR

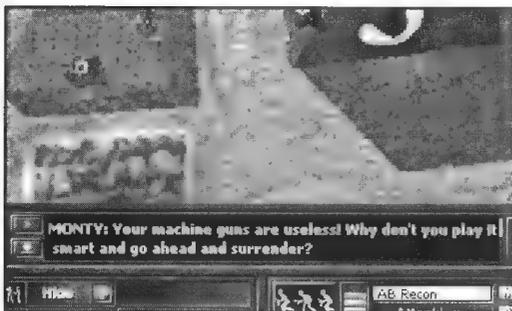
If you're using TCP/IP to connect the computers, whether via LAN or over the Internet, the next step is to go to the area marked "Connect Settings" and make sure that everything there checks out. Check to make sure that your IP address is displayed—if not, make sure you're hooked into your ISP. If you're joining a game, enter the IP address of the host into the box labeled IP Address of Host. You'll notice that if you happen to be hosting the game, that box will not allow for input. Lastly, enter your Net Name, press OK and then wait until you're connected to the other person.

If using a Serial Connection to link the two computers, you needn't worry about IP addresses at all. Just enter a Net Name and then hit OK. This should bring up a window which will allow you to adjust your serial port settings to whatever you feel they need to be. Once you have the serial port settings adjusted appropriately, press OK and wait until you've connected to the other person.

If you're using a Modem to connect the two computers, simply fill in a Net Name and press OK. From here, a window should pop up entitled Modem Connection. Depending on whether you're joining or hosting the game, the window will be different. If you're hosting the game, you should have the name of your modem in the text box and a button marked Answer. Hit the Answer button to have your modem answer the phone. If you are joining the game, you should have a text box to enter a telephone number in, and a button marked

Connect. Simply enter the telephone number of the person you are playing and hit the Connect button.

For any of these connection methods, once you've begun linking to the other computer, you're shown the Options Menu. Once the computers are actually connected, the host is allowed to choose which options he or she likes and the joiner is asked to accept these options. Once the options have been agreed upon, the host hits the Begin button and the game gets underway.



*Online chat opens up a whole new psychological dimension of wargaming.*



### Battle Chat

One of the coolest aspects of playing online is that most games allow you to not only challenge an opponent in another location, but also to converse with that person via some type of “chat” function. Chat (the exchange of typed messages between players) takes many forms, usually depending on the relative intensity of the game and the personalities of the players. Sometimes the nature of this communication is limited strictly to matters of gameplay (i.e., “Do you want to play another battle?” or “I need to sign-off now.”) but quite often it extends far beyond such scheduling matters, launching everything from good-natured taunts to in-depth conversations that might lead players into subjects far afield from the game itself.

This notion of chatting with an opponent puts an entirely new spin on war simulations. Granted, enemies in real wars can and do communicate with each other, but this is usually limited by language barriers and the driving need for secrecy. (Can you imagine opposing Generals Montgomery and von Rhunsted each sitting at a computer in his tent, furiously typing goading messages to the other?)

If you choose to play *Close Combat: A Bridge Too Far* online, the odds are good that you’ll be playing someone who shares both your language and your enthusiasm for wargaming. Along the way you might discover that chatting with an opponent opens up whole new areas of strategy, especially as it relates to informational espionage. Who knows? Your opponent could engage you in a “friendly” chat, which might prompt you to lower your defenses, so to speak. During the course of your conversation, that opponent could be picking your brain, or trying to feed you erroneous information about their usual strategies. To paraphrase an old maxim, all’s fair in chat and war.

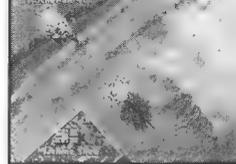
One thing’s for certain: the mechanics of chat in *Close Combat: A Bridge Too Far* couldn’t be simpler. Once you’re connected to another gamer, you merely need to click the Chat Window button that’s inside the net status bar on the Command Screen. Pressing the button, which is signified by a > symbol, prompts a thin horizontal window to appear. This is where you type your message, which is then easily transmitted by pressing the Send button. You needn’t do anything to receive a message—it will simply appear in the Chat Window.

# CLOSECOMBAT A BRIDGE TOO FAR

## It's a Big Net, After All

Microsoft's Internet Gaming Zone isn't the only place on the Net to find information about Close Combat: A Bridge Too Far. There is an ever-burgeoning collection of web sites run by software developers and publishers (not to mention individual gamers, who are establishing their own game-devoted sites in increasing numbers). You're apt to discover much additional information about the game by making a simple search of the topic "Close Combat," or Atomic Games.

# Appendix Two



## The Teams and Weapons of A Bridge Too Far

Team Name	Type Name	Full Name	Nationality
Schutzen	Light Infantry	Schutzen (Mauser Kar 98k)	GE
MG 42	Light Machine Gun	Machinegewehr 1942	GE
BAR	Medium Infantry	Browning automatic rifle	US
Rifle	Light Infantry	Rifle (Garand semi-automatic)	US
60mm mortar	Light Mortar	M2-60mm mortar	US
.30 cal MG	Medium Machine Gun	M1919A5 Browning (.30 caliber)	US
Sherman	Medium Tank	Mark IIA 'Sherman'	BR
Panzerschreck	AT Infantry	Raketen Pz Buchse 'Panzerschreck'	GE
Mark IV	Medium Tank	Panzerkampfwagen IVH 'Mark IV'	GE
Bazooka	AT Infantry	M9 Rocket Launcher 'Bazooka'	US
StuG IIIG	Medium Tank Destroyer	Sturmgeschutz 40G 'StuG IIIG'	GE
81mm mortar	Medium Mortar	M1-81mm mortar	US
8.8cm FlaK	Heavy AT Gun	8.8cm FlaK 36 '88'	GE
Granatwerfer	Medium Mortar	8cm Granatwerfer	GE
Mark III	Light Tank	Panzerkampfwagen IIIM 'Mark III'	GE
Marder III	Tank Destroyer	Panzerjager 38(T) 'Marder III'	GE
7.5cm IG	Light Infantry Gun	7.5cm Infanterie Geschutz	GE
Sherman 76	Medium Tank	Mark IVA 'Sherman 76'	BR
Stuart M5	Light Tank	Mark V 'Stuart'	BR
Panther	Medium Tank	Panzerkampfwagen VG 'Panther'	GE
Tiger	Heavy Tank	Panzerkampfwagen VIE 'Tiger I'	GE
Sherman 105	Assault Gun	Mark IVB 'Sherman 105'	BR
7.5cm PaK 40	Medium AT Gun	7.5cm PaK 40	GE
5cm PaK 35/36	Light AT Gun	5cm PaK 35/36	GE
57mm AT gun	Medium AT Gun	M1A3 57mm Gun	US
Sturmgranadiere	Heavy Infantry	Sturmgranadiere	GE
6pdr AT Gun	Medium AT Gun	6 pounder AT gun	BR
.50 cal MG	Heavy Machine Gun	M2HB Browning (.50 caliber)	US
AB Assault	Heavy Infantry	Assault	US
StuH 42	Assault Gun	Sturmhaubitze 42 'StuH 42'	GE
Achilles	Tank Destroyer	'Achilles I' (3 inch gun)	BR
Achilles II	Tank Destroyer	'Achilles II' (17 pounder gun)	BR
SS Reserve	Light Infantry	Reserve Infanterie (Mauser Kar 98k)	GE
SDKfz 232	Armored Car	PzSpWg 8-RAD 'SDKfz 232'	GE
SS Jagdpanther	Heavy Tank Destroyer	Jagdpanther 'Panzerjager Panther'	GE

# CLOSE COMBAT A BRIDGE TOO FAR

## The Teams and Weapons of A Bridge Too Far, continued

Team Name	Type Name	Full Name	Nationality
SDKfz 250/1	Lt. Half Track (MG)	leSPW 'SDKfz 250/1'	GE
FJ Reserve	Light Infantry	Reserve Infanterie (Mauser Kar 98k)	GE
SS Panther	Medium Tank	Panzerkampfwagen VG 'Panther'	GE
M3 HT	Lt. Half Track (MG)	M3A1 (Personnel Carrier)	BR
Sniper	Sniper	Sniper (Scoped Springfield M1903)	US
Scharfschutze	Sniper	Scharfschutze (Scoped Gewehr 43)	GE
Aufklärer	Scout	Aufklärer (MP 40 Sub MG)	GE
Recon	Scout	Recon (Thompson Sub MG)	US
Assault	Heavy Infantry	Assault (Glider)	US
Reserve	Light Infantry	Reserve Infanterie (Mauser Kar 98k)	GE
Ad Hoc Rifle	Light Infantry	Half Team (Garand semi-auto)	US
AB Rifle	Light Infantry	Rifle (Garand semi-automatic)	US
AB .30 cal MG	Light Machine Gun	M1919A6 Browning (.30 caliber)	US
AB 60mm mortar	Light Mortar	60mm Mortar	US
AB BAR	Heavy Infantry	Browning Automatic Rifle	US
AB Bazooka	AT Infantry	M9 Rocket Launcher 'Bazooka'	US
AB 81mm mortar	Medium Mortar	M1-81mm mortar	US
AB Recon	Scout	Recon (Thompson Sub MG)	US
AB Sniper	Sniper	Sniper (Scoped Springfield M1903)	US
AB Ad Hoc Rifle	Light Infantry	Half Team (Garand semi-auto)	US
AB AT gun	Medium AT Gun	M1A3 57mm Gun	US
17pdr AT Gun	Heavy AT Gun	17 pounder anti-tank gun	BR
SDKfz 250/1 HMG	Lt. Halftrack (HMG)	leSPW (s MG) 'SDKfz 250/1'	GE
SDKfz 250/8	Lt. Halftrack (AT)	leSPW (7.5cm) 'SDKfz 250/8'	GE
SDKfz 250/7	Lt. Halftrack (Mortar)	leSPW (Morser) 'SDKfz 250/7'	GE
FireFly	Medium Tank	Mark IVC 'FireFly'	BR
FJ Flammenwerfer	Flamethrower	Flammenwerfer	GE
Cromwell	Medium Tank	Mark VIII 'Cromwell'	BR
Daimler IV	Armored Car	Daimler IV	BR
M3 HT HMG	Lt. Halftrack (HMG)	M3A2 (Heavy Machine Gun Carrier)	BR
M3 HT Mortar	Lt. Halftrack (Mortar)	M21 (81 mm Mortar Carrier)	BR
Churchill AVRE	Assault Gun	Churchill Mark IV 'AVRE'	BR
Crocodile	Flamethrower Tank	Churchill Mark VII 'Crocodile'	BR
SDKfz 250/10	Lt. Half Track (AT)	leSPW (3.7cm PaK) 'SDKfz 250/10'	GE

## APPENDIX TWO: TEAMS AND WEAPONS CHART



### The Teams and Weapons of A Bridge Too Far, continued

Team Name	Type Name	Full Name	Nationality
SDKfz 251/1 HMG	Med. Half Track (HMG)	mSPW (s MG) 'SDKfz 251/1'	GE
SDKfz 251/9	Med. Halftrack (AT)	mSPW (7.5cm) 'SDKfz 251/9'	GE
SDKfz 251/2	Med. Halftrack (Mortar)	mSPW (Morser) 'SDKfz 251/2'	GE
SDKfz 251/16	Med. Half Track (Flame)	mSPW (Flammen) 'SDKfz 251/16'	GE
Konigstiger	Heavy Tank	Pz Kfw VIB 'Konigstiger'	GE
SS Jagdtiger	Tank Destroyer	Jagdtiger 'Panzerjager Tiger'	GE
Jagdpanzer IV	Tank Destroyer	StuG Neur Art 'Jagdpanzer IV'	GE
Hetzer	Tank Destroyer	Jagdpanzer 38(T) 'Hetzer'	GE
Hetzer Flammpanzr	Flamethrower Tank	Flammpanzer 38(T) 'Hetzer'	GE
8.8cm PaK 43	Heavy AT Gun	8.8cm PaK 43 '88'	GE
SDKfz 251/10	Med. Half Track (AT)	mSPW (3.7cm PaK) 'SDKfz 251/10'	GE
SDKfz 234/1	Armored Car	sPzSpWg (2 cm) 'SDKfz 234/1'	GE
Puma	Armored Car	sPanzerspahwagen (5 cm) 'Puma'	GE
AB Rifle	Light Infantry	Rifle (Lee Enfield)	BR
AB Vickers	Heavy Machine Gun	1912 Vickers (.303 caliber)	BR
AB Bren	Medium Infantry	Brno Enfield machine gun 'Bren'	BR
AB PIAT	AT Infantry	Projector Infantry Anti-Tank 'PIAT'	BR
AB 3in Mortar	Medium Mortar	3 inch mortar	BR
AB Recon	Scout	Recon (Thompson Sub MG)	BR
AB Sniper	Sniper	Sniper (Scoped Lee Enfield)	BR
AB Ad Hoc Rifle	Light Infantry	Half Team (Lee Enfield)	BR
AB 6pdr	Medium AT Gun	6 pounder AT gun	BR
AB 17pdr	Heavy AT Gun	17 pounder anti-tank gun	BR
AB Rifle	Light Infantry	Rifle Infantry (Lee Enfield)	PO
AB Vickers	Heavy Machine Gun	1912 Vickers (.303 caliber)	PO
AB Bren	Heavy Infantry	Brno Enfield machine gun 'Bren'	PO
AB PIAT	AT Infantry	Projector Infantry Anti-Tank 'PIAT'	PO
AB 3in mortar	Medium Mortar	3 inch mortar	PO
AB Recon	Scout	Recon (Thompson Sub MG)	PO
AB Sniper	Sniper	Sniper (Scoped Lee Enfield)	PO
AB Ad Hoc Rifle	Light Infantry	Half Team (Lee Enfield)	PO
AB 6pdr gun	Medium AT Gun	6 pounder AT gun	PO
Rifle	Light Infantry	Rifle (Lee Enfield)	BR
Vickers	Heavy Machine Gun	1912 Vickers (.303 caliber)	BR

# CLOSE COMBAT A BRIDGE TOO FAR

## The Teams and Weapons of A Bridge Too Far, continued

Team Name	Type Name	Full Name	Nationality
Bren	Heavy Infantry	Bmo Enfield machine gun 'Bren'	BR
PIAT	AT Infantry	Projector Infantry Anti-Tank 'PIAT'	BR
3in Mortar	Medium Mortar	3 inch mortar	BR
Recon	Scout	Recon (Thompson Sub MG)	BR
Sniper	Sniper	Sniper (Scoped Lee Enfield)	BR
Ad Hoc Rifle	Light Infantry	Half Team (Lee Enfield)	BR
SS Scharfschutze	Sniper	Scharfschutze (Scoped Gewehr 43)	GE
SS Aufklärer	Scout	Aufklärer (MP 40 Sub MG)	GE
SS 7.5cm PaK 40	Medium AT Gun	7.5cm PaK 40	GE
SS Sturmgnadr	Heavy Infantry	Sturmgnadiere	GE
SS Granatwerfer	Medium Mortar	8cm Granatwerfer	GE
SS Panzerschreck	AT Infantry	Raketen Pz Buchse 'Panzerschreck'	GE
SS Schutzen	Light Infantry	Schutzen (Mauser Kar 98k)	GE
SS MG 42	Light Machine Gun	Machinegewehr 1942	GE
SS Schweres MG	Heavy Machine Gun	Schweres MG 42	GE
Schweres MG	Heavy Machine Gun	Schweres MG 42	GE
SS Flammenwerfer	Flamethrower	Flammenwerfer	GE
Flammenwerfer	Flamethrower	Flammenwerfer	GE
FJ Scharfschutze	Sniper	Scharfschutze (Scoped Gewehr 43)	GE
FJ Aufklärer	Scout	Aufklärer (MP 40 Sub MG)	GE
FJ Sturmgnadr	Heavy Infantry	Sturmgnadiere	GE
FJ Granatwerfer	Medium Mortar	8cm Granatwerfer	GE
FJ Panzerschreck	AT Infantry	Raketen Pz Buchse 'Panzerschreck'	GE
FJ Schutzen	Light Infantry	Schutzen (Mauser Kar 98k)	GE
FJ MG 42	Light Machine Gun	Machinegewehr 1942	GE
FJ Schweres MG	Heavy Machine Gun	Schweres MG 42	GE
Flamethrower	Flamethrower	Flamethrower	BR
AB Flamethrower	Flamethrower	Flamethrower	BR
AB Flamethrower	Flamethrower	Flamethrower	US
SS Mark IV	Medium Tank	Panzerkampfwagen IVH 'Mark IV'	GE

Source: Game Data Files, Close Combat

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