

# ARNHEM

The 'Market Garden' Operation



35

# INDEX

	Page No.
1. INTRODUCTION	1
2. SETTING	1
3. THE MAIN MENU	1
4. SCENARIOS	2
5. THE DISPLAY	4
6. GAME STRUCTURE	5
7. UNITS	5
8. ORDERING UNITS	6
9. MOVEMENT	8
10. COMBAT	10
11. REINFORCEMENTS	10
12. REPORTS	11
13. UNIT TYPES	12
14. TERRAIN SYMBOLS	13
15. THE HISTORICAL SITUATION	14
16. THE MARKET GARDEN PLAN	15
17. THE FORCES	16
18. THE BATTLE	17

## LOADING INSTRUCTIONS

The procedure for loading a program into your computer is given in your manual. Please follow these steps for loading the program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per your manual.
3. Adjust the tone control to maximum.
4. Type LOAD "" (Spectrum) RUN "" (Amstrad) A>ARNM(PCW).
5. Start the tape recorder. The program will RUN automatically once loaded.

Note that for the Amstrad 664 you will need to key I TAPE.  
(The I symbol is obtained by keying SHIFT @ before RUN "").

## 1. INTRODUCTION

This manual has been written for the Spectrum and Amstrad versions of Arnhem. Where there are differences these are shown in the margin for the Amstrad version.

## 2. SETTING

Arnhem is a one, two or three player tactical wargame, depicting Operation "Market Garden". Three Allied Airborne Divisions have been dropped behind enemy lines to secure vital river crossings. The Paratroops must hold out until relieved by the British XXX Corps.

If the two player option is selected one player controls the Allied Forces and the other controls the opposing German units. If three people are playing then proceed as for a two player game but with separate players controlling the British and American Forces.

If the one player option is selected then the computer will control the German Forces and the human player the Allied Forces.

## 3. THE MAIN MENU

When the program has loaded the main menu will be presented. This has three options: Begin the game; Load a partially completed game from tape, or save the current game on tape. To choose an option press the requisite number key.

At the end of each turn of the game you are given the option to return to this menu, to save the current state of play, or load in a partially played scenario. When you have finished loading or saving you may continue with the game by selecting option 1.

When you begin a new game you must choose which scenario you wish to play. You will then be given the following options:- to have a one or two player game — to play in colour, or black and white.

**Colour  
only**

## **Amstrad 4. THE SCENARIOS**

When you first start the game you are asked to pick a scenario. There are five scenarios depicting different parts of the battle.

The scenarios are:-

1. Advance to Eindhoven. This is an introductory scenario that can be played in under one hour and lasts for 7 turns and to win the Allied player must clear the entire centre road of German units. If he fails to do this then the German player wins.
2. Operation Garden. This covers the advance of the British XXX Corps to Grave and lasts for 10 turns. The victory conditions are the same as above.
3. Operation Market. This covers the activities of the British 1st Airborne Division and the American 82nd and lasts for 26 turns. To win the Allies must clear the road to a point beyond the bridge at Arnhem. The Germans win if they block the road before or at the bridge at Nijmegen. Otherwise the game is a draw.
4. The Bridge Too Far. This covers the British and Polish forces at Arnhem and lasts for 15 turns. The Allies win if they clear the road to and over the bridge, otherwise victory is decided by how many Allied units survive north (ie right) of Arnhem.
5. Market Garden. This covers the whole battle and lasts for 26 turns. The victory conditions are the same as for Operation Market. This scenario requires eight to ten hours to play.

**6 hours**

# THE PLAYING AREA

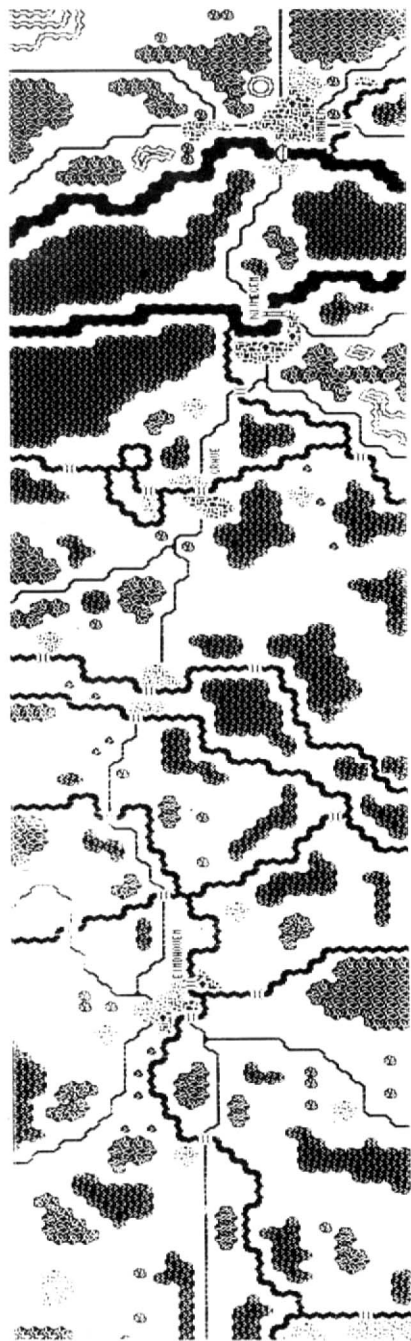
SCENARIO 1

SCENARIO 2

SCENARIO 3

SCENARIO 4

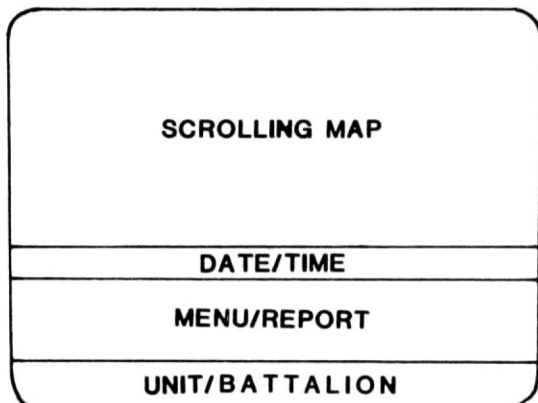
SCENARIO 5



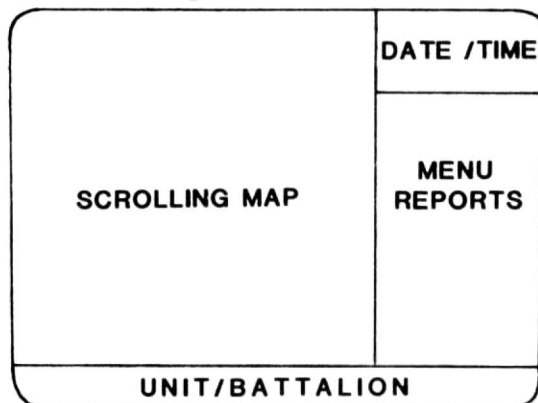
## 5. THE DISPLAY

The area in the top of the screen shows the map on which the game is played. (The total battle area is reproduced on page 5). The border is set out to the colour of the player whose turn it is. The area at the foot of the screen gives the identification of the unit being ordered, its type and which division, corps, or army it belongs to. See below for the layouts of the display.

### Amstrad



### Spectrum



## 6. GAME STRUCTURE

Amstrad

Each game consists of a series of turns (the number depending on the scenario), with three turns per day (morning, afternoon and night). Victory is assessed at the end of this period. At the end of each turn you are given the option to return to the main menu to save the game.

Each turn is subdivided into three phases, 1st mechanical phase, non mechanical phase and 2nd mechanical phase. The procedure for each is identical. The players take it in turns to move their units within each phase. The Allies always go first.

During the two mechanical phases motorised units may move and conduct combat. During the non mechanical phase other units may move and enter combat.

German forces are not allowed to move or attack during the first turn of the game.

See sections 9 and 13 for a description of unit types.

## 7. UNITS

The playing pieces are referred to as units and each represent a specific military formation.

The symbols for each type of unit are shown in section 9 Movement. Units are displayed with the unidentified unit symbol, unless they are adjacent to an enemy unit, or have not moved since being so.

British units are yellow (unless playing in black and white), American units are blue and German units are black. Allied units face right and are shown as solid.

Orange

## Amstrad 8. ORDERING UNITS

At the beginning of each phase the player whose turn it is, gives orders to all of his units which may be moved during that phase. When all of the players units have been ordered, they move and then conduct combat.

The program prompts for a unit to be given orders by putting a flashing square at the units position and by printing its identification at the bottom of the screen. The player should then give his orders and if necessary press ENTER to go on to the next unit.

lower

Order options vary according to unit type and position and are shown in the area on the right of the screen. The various orders allowed are shown below.

**R Report** gives a report on the unit's status. This does not count as an order. The unit may still be ordered after the report has been viewed. See below for more details of the information that is presented.

**D Dig in** instructs the unit to take up a defensive position so reducing the effect of attacks upon it. Being dug in does not effect a unit's own offensive capability. The dug in state is automatically cancelled whenever the unit moves. Digging in takes the whole phase and the program proceeds to the next unit upon the issue of such an order.

**B Bombard** This is only allowed for artillery units. The player must position the cursor over the square he wishes to bombard and then press ENTER to go on to the next unit. Bombarding inflicts some damage on attacked units and also increases the effect of subsequent attacks upon the same unit(s) during the remainder of the turn. The maximum range for bombardment is 6 squares for airlanding artillery, 8 for self propelled artillery and 12 for others. The program does not allow the cursor to be moved out of range.



**5-8 (Cursor keys for Spectrum +)** Allows a unit to be moved to a specific square and is selected by pressing an arrow key (which will also move the cursor). Move the cursor to the desired square and press ENTER. The unit will attempt to follow the path of the cursor to the chosen square. A unit may be moved up to four squares with this order but difficult terrain squares may count as more than one (see below).

When a unit has been ordered to go as far as it can (four squares in clear terrain), the program proceeds to the next unit and ENTER need not be pressed. The program also goes on to the next unit when the current unit is ordered into an enemy occupied square. The unit will attack the enemy in that square in preference to others.

Pressing 'SPACE' counts as moving one square and causes the unit to do nothing for a while. This may be used to allow another unit to pass in front of the current one.

The move order may not be combined with any other except "change size".

**C Change size** This alters the size of unit from 4 squares to one, or vice versa. When a unit occupies only one square it is said to be condensed. This allows a unit to move along roads and over bridges. Condensed units may not attack and any damage inflicted on it causes double effect. This order counts as moving one square and may be combined with other movement.

When changing from four squares to one, the one is always that one which was at the top left of the four. When changing back the other way, the same convention is followed. However, if there is no room for the unit to expand in this manner, then it will, if possible, expand with the one square in some other position relative to the four.

**Amstrad T** **Travel** This order is only allowed to units that are on a road and not adjacent to enemy units. The order allows the unit to move along roads at the rate of ten squares per phase. When the T order has been given, the player should move the cursor to any other square that is on a road and press ENTER. The unit will then move along the road until it arrives. If necessary the unit will continue with the order for more than one turn, although the player may countermand it before the unit arrives. The unit will stop if an enemy unit blocks the way and change back to 4 squares size, as it will do when it arrives at its destination. Otherwise all travelling is carried out with the unit in one square size. A unit may not attack immediately after a travel order.

**DELETE Ø** Cancels the move, travel and bombard orders  
**key**

If the message, "Unit already has orders", appears, then pressing 'ENTER' will result in the unit continuing with its last set of orders. This occurs when a unit has been ordered to travel to a location that takes more than one turn to reach.

If you press 'S' at this point, then the program will skip over all the units that already have orders until it gets to one that does not. All the units that are skipped over (including the current one), will continue with their orders.

## 9. MOVEMENT

If a unit does not move as ordered then this is due to attempting to have too many units in one square. Up to two units on the same side are allowed in one square. However two units of brigade size are not allowed in the same square, nor are two units that are both of one square size. No unit may share a square with an enemy unit.

Movement also ceases when a unit moves adjacent to an enemy unit, but after combat has taken place, the unit may advance one more square. A unit may also do this if ordered into a square occupied by an enemy unit which retreats after combat.

If a unit suffers heavily in combat then it will retreat one square. During its next movement phase it will not be allowed to move in the direction from which it has retreated.

Below is a table giving the number of squares of movement that the various units may travel over the terrain. Note that only Parachute and Glider units may cross major rivers other than by bridge.

UNIT TYPE	TERRAIN			
	Stream	Hill	Wood	Marsh
<b>Mechanised Units</b>				
 Tanks	X	2	2	4
 Self-propelled Artillery	X	2	2	4
 Tank destroyer	X	2	2	4
 Motorised Infantry	3	2	1	2
 Motorised Artillery	X	2	2	4
<b>Non-Mechanised Units</b>				
 Flak	X	2	2	4
 Artillery	X	2	2	4
 Airlanding Artillery	X	2	2	4
 Anti-Tank	3	1	1	2
 Infantry	3	1	1	2
 Parachute	3	1	1	2
 Glider	3	1	1	2
 Recce	4	2	2	4

X = not possible

## 10. **COMBAT**

Combat occurs in each phase after movement. Attacking units never suffer any damage when they attack. Each unit may only attack once during a turn so that if a unit attacks during the first mechanical phase, it may not attack during the second. Whether or not a unit has attacked in the current turn is indicated when a report is given.

Combat happens automatically and requires no action by the players to initiate it.

Each unit attacks some or all of the enemy units that are adjacent to it. The units that are attacked are flashed in red and yellow and sound is made for a period corresponding to the most damage inflicted on any of the attacked units. If a unit is flashed more than once, then it must have been attacked by more than one unit.

The effectiveness of an attack is determined by the strength, effective strength and attack modifier of the attacking unit. It also depends on the unit type of both the defender (ie attacked unit) and the attacker and the terrain occupied by the defender. If two units are defending in the same square, then the effect of the attack is split between them (unless bombarded by artillery), in proportions determined by the defending units' vulnerability to the attacker. e.g. If an anti-tank unit is in the same square as an infantry unit, then it will defend it against the tanks and the infantry will protect the anti tank unit against other infantry.

## 11. **REINFORCEMENTS**

Reinforcements arrive automatically at the beginning of a phase. Units that arrive by parachute must be positioned by the player. This is done by moving the cursor to the square where you wish to drop the unit and pressing ENTER. Units may only be dropped onto clear terrain. A unit will suffer losses during the drop if it lands adjacent to an enemy unit.

## 12. REPORTS

When a report is given the following information is provided:-

**STR** is strength and is a measure of how strong the unit is and of how much damage it can take. Battalion size units have a strength of around 50 and brigade sized units one of around 100. Strength is lost as a unit accumulates damage.

**EFF** is effectiveness. This is the percentage of a units strength that will be used when it attacks. Effectiveness is reduced during the turn by enemy action. Strength is only reduced at the end of a turn by an amount which depends on the unit's effectiveness. This is then reset to 100%.

**MOR** is morale. This is a measure of how much damage a unit can take before being forced to retreat. A unit is forced to retreat when the total of its morale and effectiveness is less than 100%.

**ATT MODE** is attack modifier. This is a measure of a units quality and is multiplied by a units strength when calculating how much damage it causes during attack.

**UNIT SIZE** This is how much room a unit takes up (see movement). A unit may be of either brigade, or battalion size. These do not necessarily tally with the unit's identification, although normally they do.

The report also notifies the player if the unit has already attacked during that turn.

### 13. UNIT TYPES

Below is a brief resume of the pros and cons of each unit type.

#### **Mechanised units**

Tanks are powerful in attack but may only cross rivers by bridges.

Motorised infantry act like other infantry.

Motorised artillery units may bombard.

Self-propelled artillery units have a shorter range than other types but are less vulnerable in normal combat.

Tank destroyers are effective against tanks but otherwise vulnerable to attack.

#### **Non-Mechanical units**

Infantry units are the standard type having no particular advantages or disadvantages.

Anti-tank units are effective against tanks but vulnerable to infantry.

Parachute units are the same as infantry but may cross major rivers.

Flak units are generally weak.

Glider units are the same as infantry and may cross major rivers.









Artillery units may bombard but are vulnerable in normal combat.

Airlanding artillery units are the same as other artillery units but have a shorter range.

Recce units are the only type of unit that may move in all three phases.

Infantry units (infantry including motorised infantry, glider and parachute units) are more effective in difficult terrain, particularly marshes and cities.

Artillery is quite effective against tanks in normal combat but less so when bombarding. Artillery units are also much less effective when bombarding units in the marshes.

	HILLS	(MAGENTA)	<b>Red</b>
	WOODS	(RED)	<b>Dark Green</b>
	MARSH/POLDER	(CYAN)	<b>Cyan</b>
	TOWN	(BLACK)	<b>Red</b>
	CITY	(MAGENTA)	<b>Black</b>
	MAJOR RIVER	(BLUE)	<b>Blue</b>
	MINOR RIVER/CANAL	(BLUE)	<b>Blue</b>
	ROAD	(BLACK)	<b>Black</b>

## 15. THE HISTORICAL SITUATION

The turning point of the Second World War in Europe came at the beginning of 1944. The Battle of the Atlantic had almost been won with German U Boats becoming increasingly less effective each month. Allied Forces were advancing through Italy and about to attack at Anzio. Soviet Forces were advancing steadily each day towards Leningrad and the Polish border and achieved a decisive victory at Korsun in February 1944. Nevertheless, Nazi Germany occupied most of Europe and were still far from beaten.

On 6th June 1944 the Allies launched 'Operation Overlord' - D-Day. Four Army Corps landed by sea on the beaches of Normandy and three Parachute Divisions were dropped inland shortly after midnight. The beachhead was quickly established and the breakout achieved. The U.S. Forces pushed East to take Paris on 26th August while the Canadian and British Forces struck North to take the strategic port of Antwerp on 4th September. Meanwhile the second Allied invasion 'Operation Anvil' was launched on 15th August by landing forces from the U.S. Seventh Army and the French Corps in the South of France. The Seventh Army quickly advanced North and within six weeks had joined up with the Allied Forces in North East France.

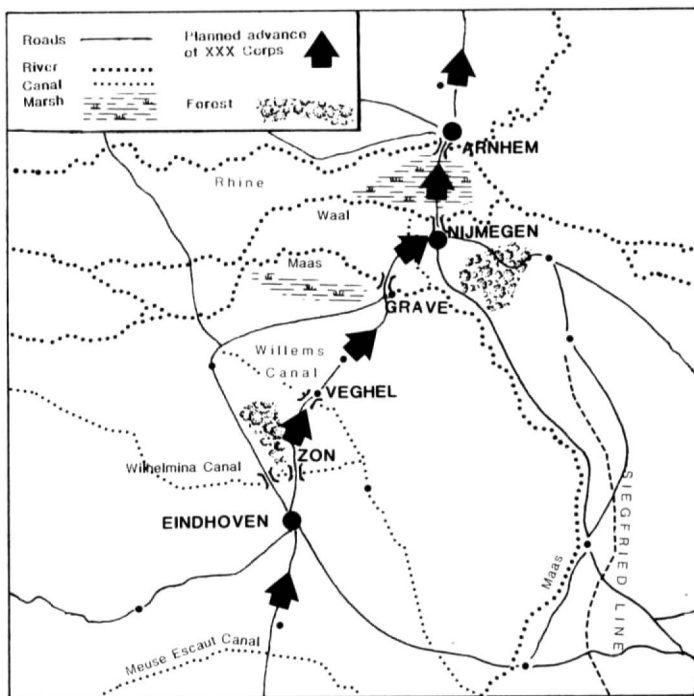
Thus General Montgomery conceived 'Operation Market Garden' as the coup de grace on Nazi Germany. Had the plan been successful the War in Europe would have been over by Christmas. If Arnhem had been taken the Allies would have outflanked the Siegfried Line and Germany's industrial heart, the Ruhr, would have been at the mercy of the Allies.



## 16. THE MARKET GARDEN PLAN

The Operation provided for the 'Market Forces' comprising of three Airborne Divisions, to seize a series of bridges over rivers and canals in Holland thus enabling the 'Garden Forces' to continue their advance into Germany through Holland, unimpeded by these natural barriers. At the start of September the German Forces had retreated North in such disarray that the Allied Commanders believed that their forces would meet with little resistance in Holland. In fact the German Forces in Holland, particularly around the Arnhem area, were quite formidable and included two SS Panzer Divisions.

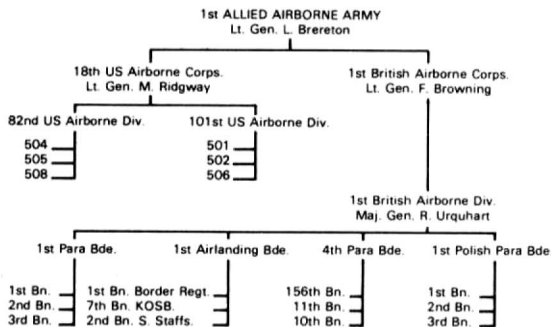
The plan was for the three Airborne Divisions to capture five main bridges intact, while the British XXX Corps struck North and linked up with each of these Divisions in turn. The US 101st Airborne Division was to take the bridge at Veghel and Zon and the US 82nd Airborne Division would take the bridge at Grave and Nijmegen. The furthest bridge Arnhem, was the objective of the British 1st Airborne Division.



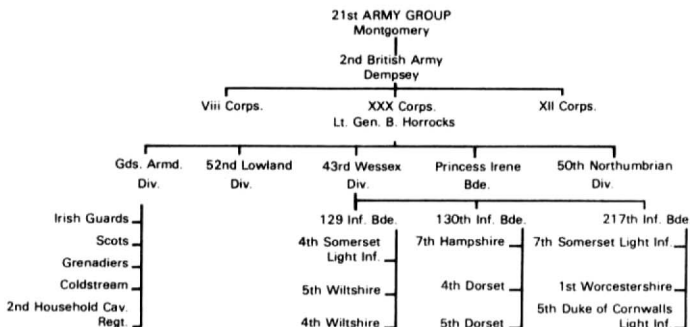
# 17. THE FORCES

## ALLIED FORCES

### MARKET FORCES (AIRBORNE)

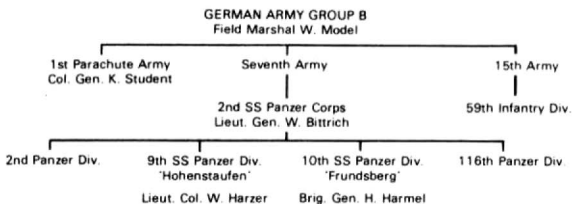


### GARDEN FORCES (GROUND)



### GERMAN FORCES

#### (Main Divisions which were engaged)



## 18. THE BATTLE SUNDAY 17th SEPTEMBER 1944

'Operation Market Garden' was launched with 4,900 aircraft. This was the largest number of aircraft used on any single airborne mission and comprised of 1,400 bombers, 1,500 fighters and fighter bombers and over 2,000 troop carrying planes and gliders. The aircraft flew in two routes North and South forming up at two points - March in Norfolk and Hatfield in Hertfordshire. Each armada was 10 miles wide and almost 100 miles long. At 1240 hrs. the first Airborne Troops landed at Arnhem.

The British Paratroops were dropped deliberately in open country to the West of Arnhem so that they could reorganize before going into battle. This proved to be bad strategy as it gave the Germans additional time to react and resulted in the advance on the town being blocked. Unfortunately both the 9th and 10th SS Panzer Divisions were stationed near Arnhem.

The British XXX Corps attack commenced at precisely 1415 hrs. with the thunderous roar of 350 guns opening fire! At 1435 hrs. the lead tanks advanced. The curtain of covering fire lifted and crept ahead at the same speed as the tanks - approximately 8 mph. Strong resistance was met and by nightfall only seven miles had been covered. The XXX Corps were still six miles short of Eindhoven.

In Arnhem only the Second Battalion commanded by Lieutenant-Colonel John Frost, reached the bridge but they were cut off from the rest of the British 1st Airborne Division as they had been held up by Kaft's SS Panzer Grenadier Training & Reserve Battalion. The Southern end of the bridge was also in the hands of the Germans. Later that evening Harzer's 9th Panzer Division entered Arnhem and moved West.

The US 82nd Airborne Division established themselves quickly and by 1930 hrs. had taken the bridge over the Maas-Waal Canal at Grave and the 508 and 504 Regiments advanced on Nijmegen.

Further South General Taylor's 501 Regiment captured Veghel with its four bridges over the River Aa and the Willems Canal. The 506 Regiment was not so successful. Their objective was the bridge over the Wilhelmina Canal at Zon about five miles North of Eindhoven. The Americans were only 50 yards from the bridge when it was blown but by 2000 hrs. they had crossed to the Southern bank and set up a bridgehead so that their engineers could construct a temporary crossing until the Garden Forces brought up the required bridging equipment.



## MONDAY 18th SEPTEMBER

During the night at the North end of Arnhem bridge, Frost made two attempts to rush the Germans at the Southern end but he was beaten back. Later on the same night the Germans counter attacked but were repelled with concentrated fire and flame-throwers from Frost's gallant 2nd Battalion. Dawn broke and revealed the devastation of the night and the low mist over the Rhine mingled with the smoke of the burning vehicles on the bridge.

At 0930 hrs. the German Grenadiers made a concentrated assault from the Southern end of the bridge with armoured cars, half-tracks and personnel carriers. Frost's anti-tank guns found their range and the attack was stopped midway across the bridge. After two hours the Germans were repelled.

Further West the 1st and 3rd Parachute Battalions were held in fierce fighting at Saint Elizabeth Hospital by the 9th Ranger Division. The Germans continued to re-enforce Arnhem with troops and later that day the 4th Parachute Brigade dropped into an open area North West of Arnhem near Wolfhezen.

Meanwhile, General Gavin deployed his 508 Regiment to capture the bridge at Nijmegen but the attack failed and they were driven back.

Further South however there was more success. The 506 Regiment entered Eindhoven from the North and by 1230 hrs. had linked up with a Reconnaissance Unit from the 2nd Household Cavalry (part of the British XXX Corps). This group was closely followed by the tanks of the Irish Guards Group. The narrow corridor to Arnhem had been opened as far as Nijmegen. Later on in the afternoon two Glider Battalions arrived near Veghel.

## **TUESDAY 19th SEPTEMBER**

Frost continued to hold the Northern approaches to Arnhem bridge but was running low on rations and ammunition. The Germans suffered heavy losses in an attempt at digging the gallant 2nd Battalion out, but they slowly closed the perimeter and systematically destroyed one building after another with tanks and flame-throwers. Meanwhile West of Arnhem the struggle around Saint Elizabeth Hospital continued. Neither the 1st Battalion nor the 1st Airlanding Brigade could break the German line and without armour the Paratroops were helpless against the German tanks. The 4th Parachute Brigade was also pinned down further West near Wolfhezen.

To counter the airborne landings the Germans re-deployed part of the 10th Panzer Division to the North of Nijmegen and brought further reinforcements into Arnhem.

Forty-five miles South of Arnhem near Eindhoven there was another race against time. Engineers repaired the bridge over the Wilhelmina Canal at Zon for the advance columns of the XXX Corps and the Grenadier Guards. The road between Zon and Nijmegen was constantly under attack. However it was essential that they covered the 37 miles as quickly as possible in order to join up with the 82nd US Airborne Division. Additional Glider Battalions landed near Groesbeek Heights bringing with them the much needed artillery to support the attack on Nijmegen.

## **WEDNESDAY 20th SEPTEMBER**

The perimeter of the 1st Airborne Division at Arnhem bridge was further reduced. The Germans used the railway to transport units to Wolfhezen to attack Hackett's 4th Parachute Brigade. During his withdrawal to the main perimeter Hackett suffered heavy casualties. In addition the four battalions that had attempted to fight their way through to Frost's battalion at Arnhem bridge were virtually wiped out.

Strong German resistance in Nijmegen stopped any attempts by the Grenadier Guards to take the bridge until the US 504 Regiment had established a bridgehead on the Northern banks of the Waal. The attack on the bridge was delayed until 1500 hrs. as the boats for the 504's crossing were held up due to enemy action along the 'corridor'. While the 504 was making the crossing under intense fire, the Grenadier Guards and the 505 Regiment mounted their attack on the Southern approaches to the bridge. By 1900 hrs. the bridge had been taken intact! (Field Marshal Model

had ordered that it was not to be destroyed). The relieving forces at Nijmegen however were already too late. At the time that Nijmegen bridge was captured, Frost's gallant men were finally driven from their position at the North of Arnhem bridge. They were reduced to about 100 men and had over 200 casualties lying in the cellar of the house they were holding.

A short truce was negotiated in order to evacuate the casualties after which the battle resumed. The British kept up their resistance until first light at which point they ran out of ammunition and surrendered one by one. The final message sent to Urquhart's Headquarters was 'Out of ammunition God save the King'.

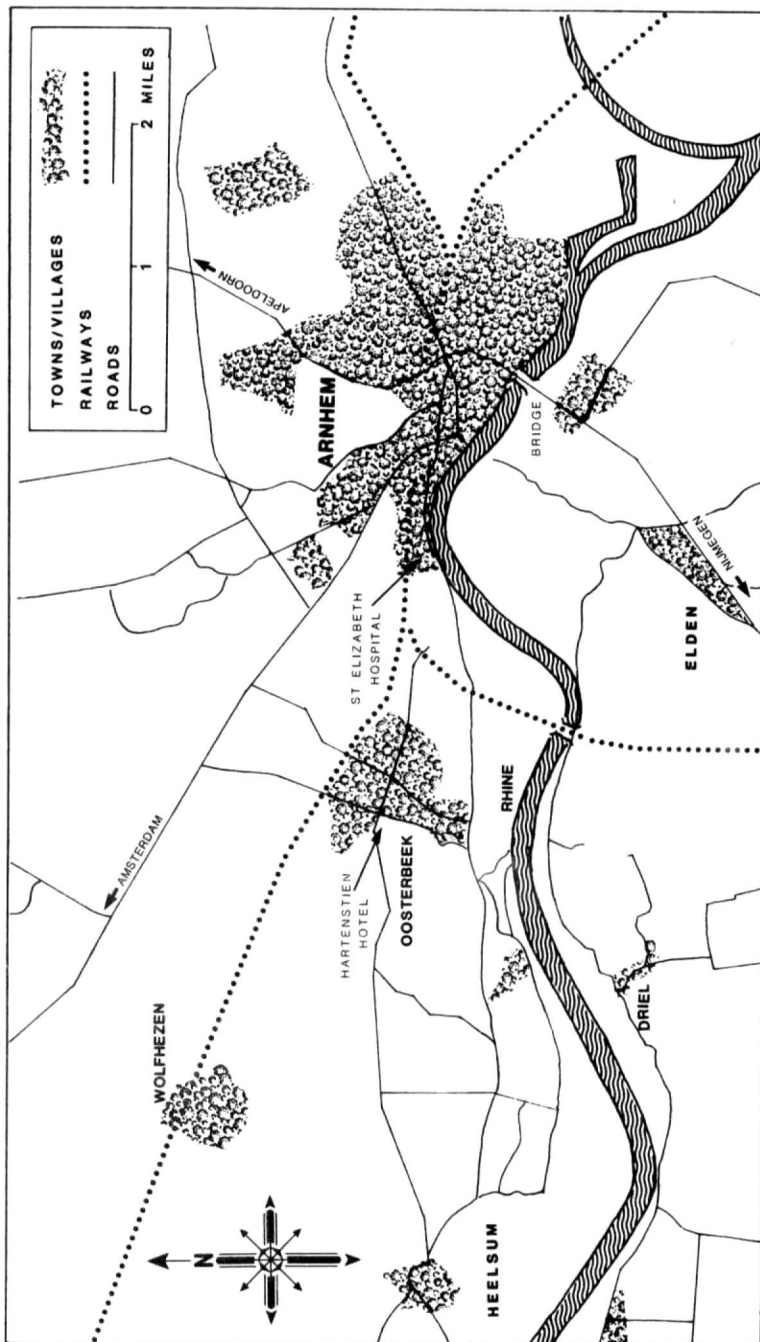
## **THURSDAY 21st SEPTEMBER**

The remnants of the 1st British Airborne Division were contained within a tight horseshoe-shaped bridgehead around Hartenstein. The Paras were encouraged by the support of the very accurate shelling on enemy positions from the XXX Corps Medium Regiment situated 11 miles South near Nijmegen. In addition the Division's H.Q. was in radio contact with the XXX Corps. It was hoped that the Grenadier Guards' tanks would be in Arnhem by the afternoon! The start of the push North was however delayed until the following day while the Infantry which was to support the tanks, was brought up from the South. A Reconnaissance Unit from the XXX Corps did get through. Throughout the day the Germans used harrowing tactics in their attack on the perimeter.

After a two day delay due to bad weather, the Polish 1st Parachute Brigade was airlifted from England and dropped near Driel at 1800 hrs. Almost half the aircraft failed to find the dropping zone. After forming up they made for the ferry opposite Hartenstein but never found it as it had been destroyed.

The British XXX Corps continued to attack Northward from Nijmegen but very slow progress was made because the advance had to keep to the road and rail lines which were raised above the surrounding ground and they were therefore extremely exposed. During the night the Germans brought three additional Battalions across Arnhem bridge to defend the road leading from Nijmegen, soon to be renamed 'Hell's Highway'. They also sent another Battalion to dig in around the area in which the Poles had landed.

# MAP OF ARNHEM





## **FRIDAY 22nd SEPTEMBER**

Using the early morning mist as cover, a Squadron of the Household Cavalry infiltrated the German lines to meet up with the Poles near Driel. In the morning rain the shattered remnants of the 1st British Airborne Division continued to fight against the unequal odds. Self-propelled guns systematically flattened and set fire to one defended house after another. Later that day the advanced columns of the 5th Duke of Cornwall's Light Infantry arrived in Driel with tanks and DUKW's (amphibious trucks). The DUKW's could not however be used to ferry the troops as they were unable to negotiate the steep banks of the Rhine.

Further South the XXX Corps continued to meet heavy resistance along 'Hell's Highway', but they did manage to capture Elst five miles North of Nijmegen. During the night attempts were made to get detachments of Poles across the Rhine to the North bank in rubber dingies but the dingies foundered and were holed by snipers. By morning only 50 Poles and a ton of ammunition and supplies had got across.

## **SATURDAY 23rd SEPTEMBER**

Saturday commenced with a morning drizzle in Arnhem while the Red Devils hung on grimly to the perimeter. The Germans made numerous Infantry attacks supported by self-propelled guns, tanks and flame-throwers. The RAF made a supply drop most of which fell into enemy hands. During the day the Germans switched their main attack from around the perimeter to its junction with the North side of the river in an attempt to cut off the bridgehead from the Allied Troops on the South bank of the river. At 1300 hrs. a temporary truce was made for the evacuation of 500 wounded Allies who were taken by British jeeps and German ambulances from the Tafelberg Hotel to outside the battlezone.

Further South on 'Hell's Highway' the XXX Corps were under attack from both sides of the road. With great difficulty they kept the road open for their supplies from Nijmegen.

Another attempt was made on Saturday night to ferry the Poles across in dingies again. It was a fine night with a clear sky and the Poles again came under intense artillery fire and only 200 out of 250 who crossed the river managed to reach the Allied perimeter.

## **SUNDAY 24th SEPTEMBER**

Throughout the day the German artillery hammered the perimeter. The RAF tried yet again to drop supplies but most of them landed behind the German lines. To the South of the river the remaining Polish Paratroops came under increasing attack. Although three Battalions of the 43rd Wessex Division reached the South bank of the Rhine, the supplies of bridging equipment and assault craft were held up on 'Hell's Highway' after General Student's attack had successfully closed it.

At 2000 hrs. the XXX Corps launched a massive bombardment on the German positions around the perimeter in preparation for a last desperate attempt at ferrying troops and supplies across the Rhine. However it was not until 2400 hrs. that the assault boats arrived and it then took until 0100 hrs. to launch them. At 0300 hrs. six amphibious trucks arrived but only three could get down to the river. Unfortunately when they arrived at the other side they got stuck in the mud and at first light were destroyed by enemy fire. At 0400 hrs. no more than 100 men of the 5th Dorsets had managed to cross.

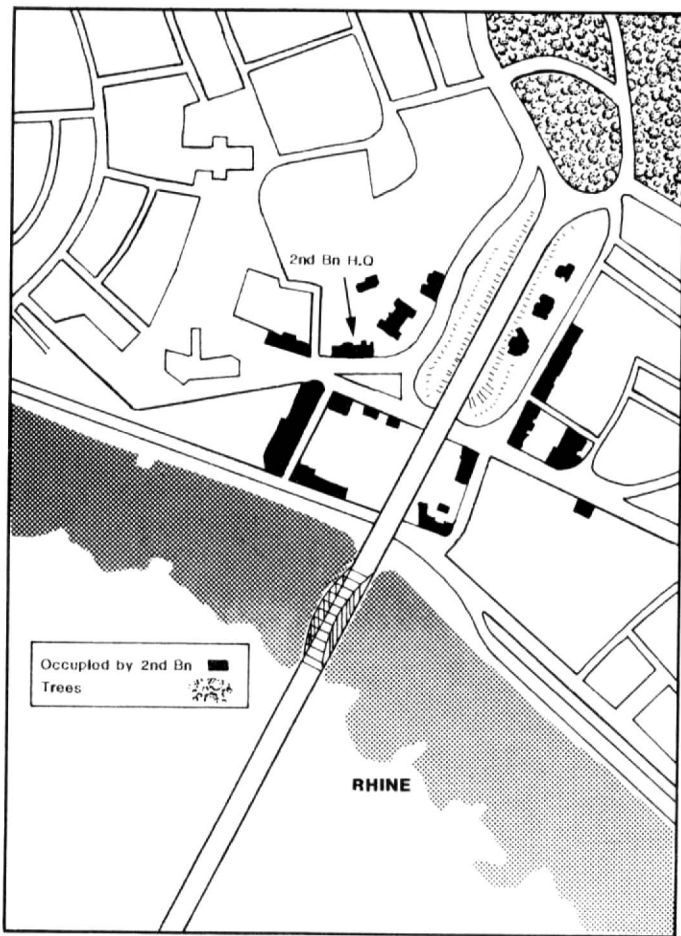
## **MONDAY 25th SEPTEMBER**

At 0600 hrs. Urquhart, having heard that the night's operation was a failure, gave the order for the forces in the perimeter to withdraw from the bridgehead and evacuate across the Rhine to the South bank. Code name for the operation was 'Operation Berlin'.

At 2100 hrs. the artillery of the 43rd Wessex Division fired on the German positions around the perimeter to give the retreating forces cover. At 2140 the evacuation commenced and Operation Market Garden had ended.

The 1st British Paratroop Division dropped over 10,000 troops, 2,400 were evacuated, 1,100 were killed in action and 6,400 were taken prisoner. A few escaped and stayed with Dutch families until the Allies repatriated them.

## THE BATTLE FOR ARNHEN BRIDGE



### THE AUTHOR

Bob Smith has had a long standing interest in wargames and his program Arnhem is a challenging and historically accurate representation of that famous battle.

Copies of this recording may only be made for the sole use of the purchaser unless written permission is obtained from the publisher.

CASES COMPUTER SIMULATIONS LTD.

14 Langton Way, London, SE3 7TL

Tel: 01-985 7232

