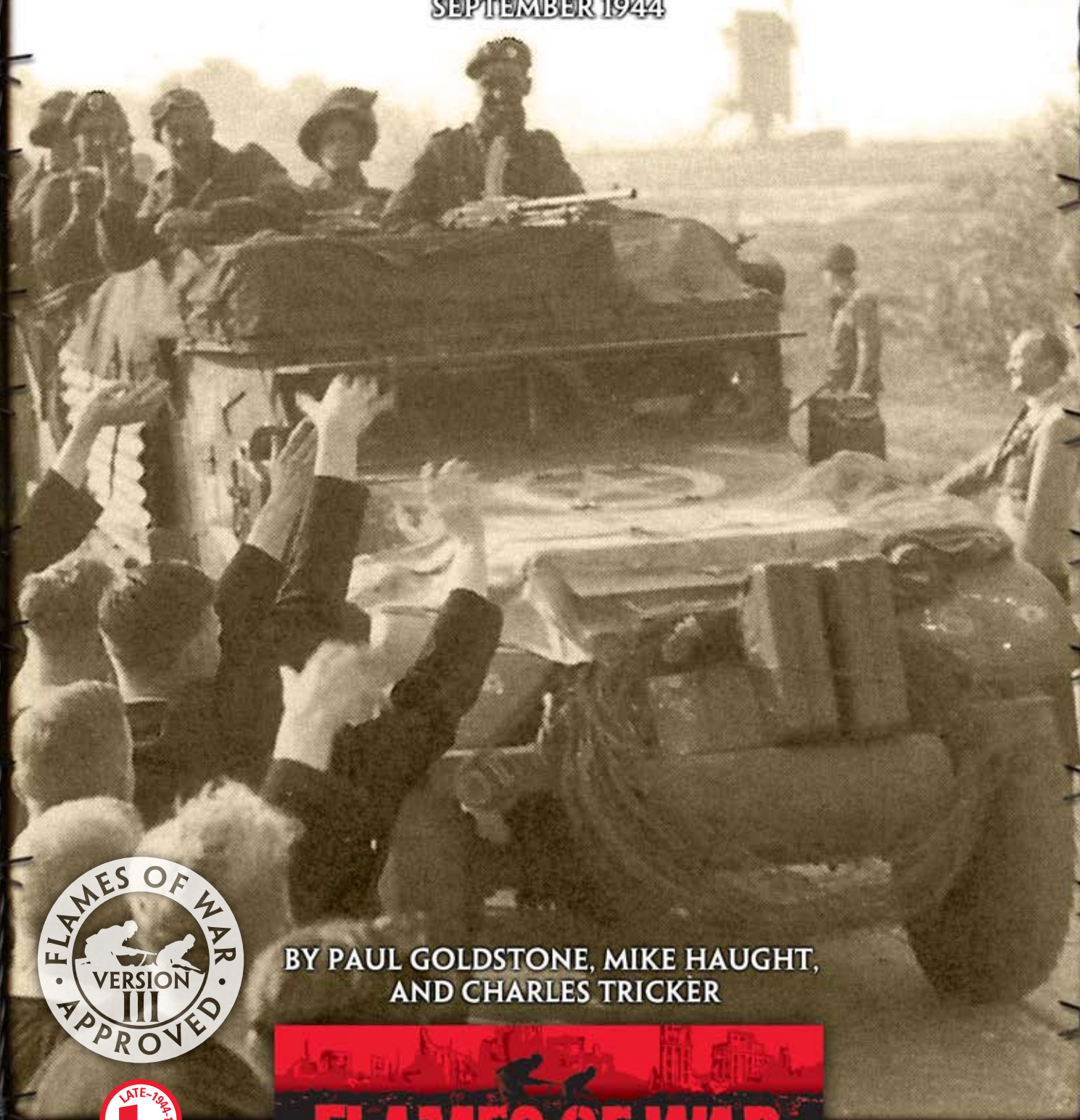


# GRENADIER GUARDS

## OFFICIAL BRIEFING

GRENADIER GUARDS DURING OPERATION MARKET GARDEN  
SEPTEMBER 1944



BY PAUL GOLDSTONE, MIKE HAUGHT,  
AND CHARLES TRICKER

**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME



# THE GRENADIER GUARDS

The Grenadier Guards were formed in 1658 as the Royal Regiment of Guards and served as the personal guard of the exiled King Charles II. The regiment was raised in Flanders from loyal troops that joined Charles in exile. The unit returned with the king to England in 1660 and was renamed the First Regiment of Foot Guards.

The First Guards participated with distinction in the War of Spanish Succession as well as the many wars fought in France up to Waterloo in 1815 where the regiment received its current name, First or Grenadier Regiment of Foot Guards.

The regiment went on to fight in the Crimean War as well as nearly every critical battle of the Great War, including the Marne, the Aisne, Ypres, Loos, the Somme, Cambrai, Arras, Hazebrouck and the Hindenburg Line.

## WORLD WAR II

When war broke out in 1939, the Grenadier Guards returned to the continent as a part of the British Expeditionary Force and fought with distinction in France. After the evacuation from Dunkirk the regiment was expanded to six battalions.

The 3<sup>rd</sup>, 5<sup>th</sup> and 6<sup>th</sup> Battalions saw action in Tunisia in 1943, before going on to fight in the Italian campaign. The 4<sup>th</sup> Battalion was formed into a tank battalion equipped with Churchill tanks, and fought in Normandy and Germany. During these campaigns, the battalions fought bravely, earning them a solid reputation among friends and foes alike.

Meanwhile, in England, the 2<sup>nd</sup> and 4<sup>th</sup> Battalions were converted to armour, and the 1<sup>st</sup> Battalion was motorised. The three battalions then joined the new Guards Armoured Division under the command of Major General Allan Adair, himself a Grenadier Guardsman. The battalions fought across Normandy, France and Belgium and by September 1944, found themselves on the Belgian-Dutch border.

## MARKET GARDEN

During Field Marshall Montgomery's ambitious plan to invade occupied Holland, the Grenadiers were assigned the stretch between Veghel and Nijmegen, relieving the Irish Guards column. The advance to Nijmegen was relatively quiet as the US 82<sup>nd</sup> Airborne had already secured a good portion of the corridor. When the two linked up, the Grenadiers were told they were needed urgently to help secure the two critical Nijmegen bridges.

On Tuesday, 19 September, a hasty assault on the Nijmegen railroad bridge commenced at 1500 hours. A small force comprising of some Guards tanks and paratroopers of the 82<sup>nd</sup> Airborne dashed through the streets of, towards the bridge. However the attack was halted within 500 yards of the rail bridge, when the Allied forces came under heavy fire and were forced to withdraw.

Meanwhile the Grenadier Guards and elements from the 505<sup>th</sup> Parachute Infantry Regiment launched a larger attack on the road bridge. The fight centred near the bridge in Hunner Park, where elements of the 9<sup>th</sup> and 10<sup>th</sup> SS-Panzer divisions

had dug in several infantry platoons with machine-guns, mortars, and self-propelled guns.

The Germans had also placed an 8.8cm FlaK36 heavy anti-aircraft gun directly in the centre of *Keizer Karel Plein*, a huge roundabout leading to the bridge. The gun commanded all approaches to the bridge and had a field day with the Grenadier tanks as they tried to overrun its position. The Grenadiers had little room to manoeuvre and four tanks were set ablaze by enemy fire.

The German gunners also kept the foot soldiers pinned down. In desperation, the US paratroopers ran along roof tops and through buildings, knocking out the connecting walls with explosives. They managed to secure good firing positions, but were unable to push any further against the bridge. Enemy fire was too heavy and was being expertly directed from an old stone observation tower, which had a commanding view of the entire park. By nightfall, the assault on the Nijmegen Bridge had petered out.

## BOLD ASSAULT ON NIJMEGEN BRIDGE

The next day, General Gavin put together a daring plan to take the bridge. This time the plan was to cross the Waal with a battalion of paratroops led by Major Julian Cook and his 504<sup>th</sup> Parachute Infantry Regiment. They would take the northern ends of both the railway and road bridges. At the same time the Grenadiers and the 505<sup>th</sup> Parachute Infantry Regiment would renew their attack on Hunner Park and attack the road bridge from the south.

During the night, Field Marshal Model reinforced the area with elements of 10<sup>th</sup> SS-Panzer Division. However, the American paratroopers used their excellent positions to tear through the reinforcements and rained death upon the German guns, including the new 8.8cm guns that Model ordered dug in around the bridge.

When morning broke the Grenadiers prepared for battle. They would launch their opening moves against the troops in Hunner Park. The Guardsmen drove into the German defences, now significantly weakened by the US paras during the night.

Once they had broken through, the Grenadiers lead an all out charge. With three tanks abreast, closely followed by paratroopers and Guards infantry, they overwhelmed the stone observation tower as well as the area of wooded high ground nearby. The German defenders retreated toward the bridge.

The battle seemed to be going well for the Allied assault, however the German 2<sup>nd</sup> Parachute Corps launched attacks with seven battalions of troops along the eastern flank of the 82<sup>nd</sup> Airborne. Gavin was forced to pull a good amount of troops to meet this new threat, temporarily weakening the Grenadier's support.

The fight for the bridge began to get extremely bitter and fierce. The Germans were reinforced with additional anti-tank support and soon the Allied assault force was matched for numbers of troops. The attack nearly stalled, but the Grenadiers and the





remaining paratroopers slowly pushed toward the bridge.

The Grenadiers fought to the eastern side of the bridge and began firing onto the German positions. A platoon of four tanks were sent over the bridge and make a push for the north end. No sooner had the first Grenadier tank got onto the bridge than it was fired upon by a German 88 gun. It nearly hit the lead tank, but still managed to knock out its wireless radio. The second tank saw the flash from the 88 and quickly returned fire. For a few moments the crews were paralyzed with anticipation as they waited for the German gun to shoot back. Nothing came.

Then all hell broke loose. Another 88 and three more anti-tank guns opened fire on the Grenadiers. Panzerfaust anti-tank rockets smashed into nearby girders from every angle.

The tanks pressed on across the bridge, and opened up with everything they had. Machine-gun and cannon fire sprayed the bridge and found targets everywhere. German wounded and dead fell from the girders like rain.

The Shermans charged forward at full speed, crushing anything in front of them, including one of the anti-tank guns. Toward the end the Germans had set up a road block that forced the Shermans to have to turn 90 degrees and expose its flank to the anti-tank guns. As the lead tank began to negotiate the roadblock, a following Sherman spotted an anti-tank gun and quickly knocked it out before it could fire.

As they made their way through the roadblock, two of the Shermans were hit and knocked out. The remaining two pressed on, running headlong into a German self-propelled gun. Caught flat-footed, the Shermans were easy targets. The Germans missed the lucky Grenadiers, who didn't give the gun a second chance and blew it up with a few well aimed shots.

Then, German troops began pouring out of a church on the

north end of the bridge. The Grenadiers opened up with their machine-guns. The German infantry rallied and launched an assault on the Shermans. There was a pause in the Grenadiers' shooting as they waited for all of the smoke and dust to settle.

Suddenly, the crew spotted a single American paratrooper, and then another thirty paratroopers emerged through the smoke. The paratroopers of Cook's assault swarmed the tank and gave them a royal welcome. The two forces had linked up, having completed the most daring and brilliant bridge assaults in history.

The battle was long and fierce. Few Germans elected to surrender. On the railroad bridge alone, 267 German soldiers were dead, only a handful survived the ordeal. The fight on the road bridge was no less intense.

By the time the smoke cleared and the battle was won, the sun was setting over the horizon and the tanks could go no further. The following day the Grenadiers were sent south to Heesh, where they fought to protect the vulnerable corridor. However, time was not on the Allied side which were forced to cut their losses and call off Operation Market Garden.

## OCTOBER 1944 - 1945

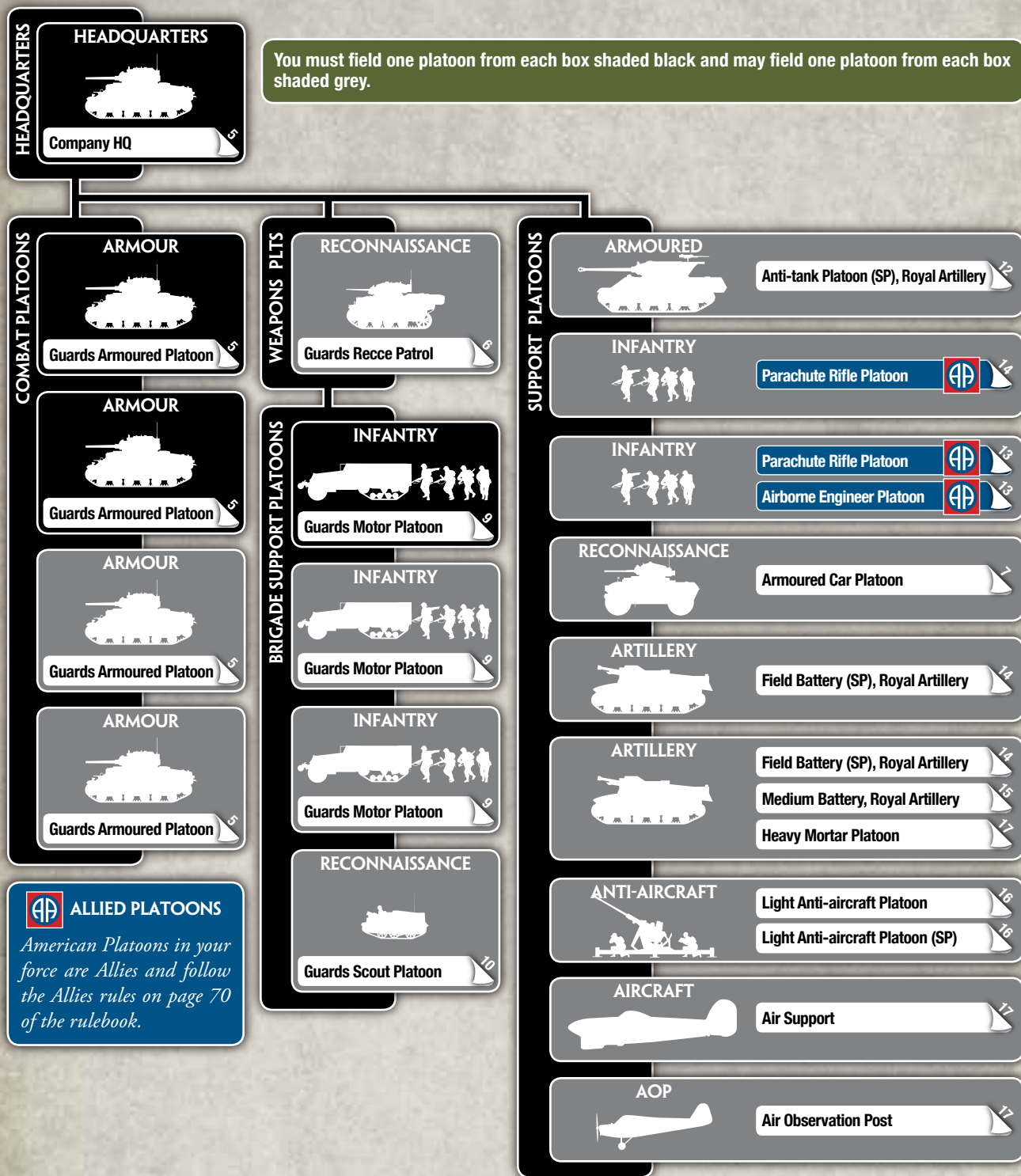
After Operation Market Garden, the Guards Armoured Division was severely depleted in strength. On 6 October 1944 the entire division was pulled back into reserve.

The Guards Armoured Division eventually crossed the Rhine in the early hours of the 30<sup>th</sup> of March, 1945.

In late April 1945 the Grenadier Group liberated the concentration camp at Sandbostel. They fought fanatical German rearguards in front of wildly cheering inmates before they could free the camp. A few days later Germany surrendered and they celebrated the end of hostilities on 5 May 1945.



# GRENADIER GUARDS ARMoured SQUADRON (TANK COMPANY)



## GUARDS SPECIAL RULE

### UNFLAPPABLE

The Guards are the most prestigious regiments in the British Army. They are well known as being 'unflappable', retaining their discipline when things go wrong. Under circumstances where other units might get themselves in a 'flap' and become unsettled.

*Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.*



## MOTIVATION AND SKILL

The Grenadier Guards have been fighting in Normandy since July. Therefore they are an experienced, elite armoured regiment. A Grenadier Guards Armoured Squadron is rated **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

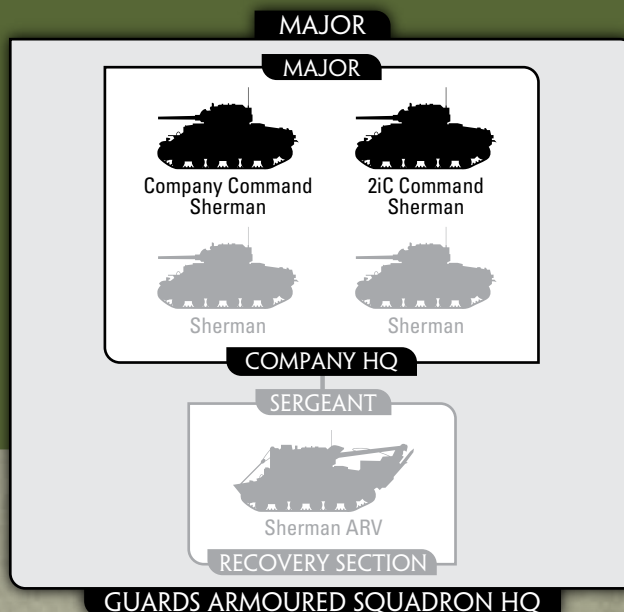
2 Sherman V

185 points

#### OPTIONS

- Add up to two additional Sherman V tanks for +85 points per tank.
- Add Sherman ARV recovery vehicle for +10 points.
- Arm any or all Company Command, 2iC Command Sherman tanks, or Sherman ARV recovery vehicle with a .50 cal AA MG for +5 points per tank.
- Equip the 2iC Command Sherman with a dozer blade for +5 points.

The Grenadier Guards have been training in armoured warfare since 1941. As a result, they are well versed in tactics required to make a rapid advance such as the one they were required to make in Operation Market Garden. The Guards used turretless Sherman tanks as armoured recovery vehicles and sometimes armed them with a .50 cal AA MG.



GUARDS ARMoured SQUADRON HQ

## COMBAT PLATOONS

### GUARDS ARMoured PLATOON

#### PLATOON

2 Sherman V and 2 Firefly VC

390 points

3 Sherman V and 1 Firefly VC

375 points

2 Sherman V and 1 Firefly VC

285 points

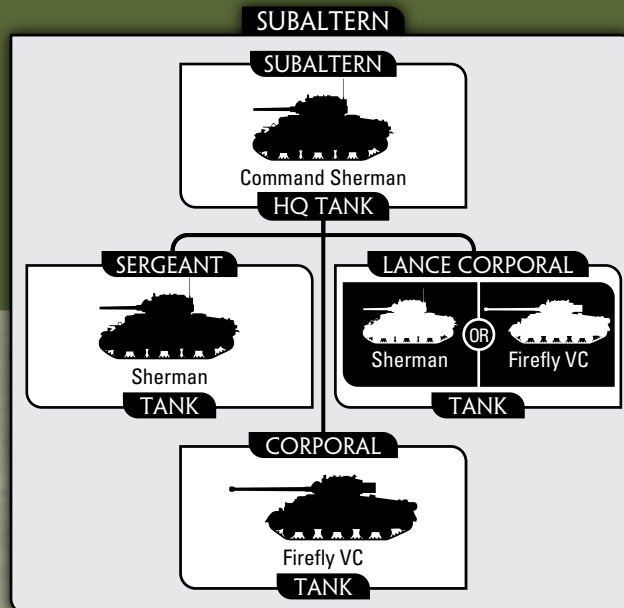
#### OPTION

- Arm up to one Sherman tank with a .50 cal AA MG for +5 points.

The Grenadiers have been chosen to lead the way through Veghel and Grave, all the way to Nijmegen.

Take advantage of the increased production of the Firefly tanks and use them to quickly remove any German armoured threat between you and your objective.

However, don't forget the Sherman's superior high-explosive ammunition. Use them to destroy any infantry that pokes its head out of the foxholes they are cowering in!



GUARDS ARMoured PLATOON

GUARDS ARMoured  
SQUADRON  
(TANK COMPANY)





## WEAPONS PLATOONS

### GUARDS RECCE PATROL

#### PLATOON

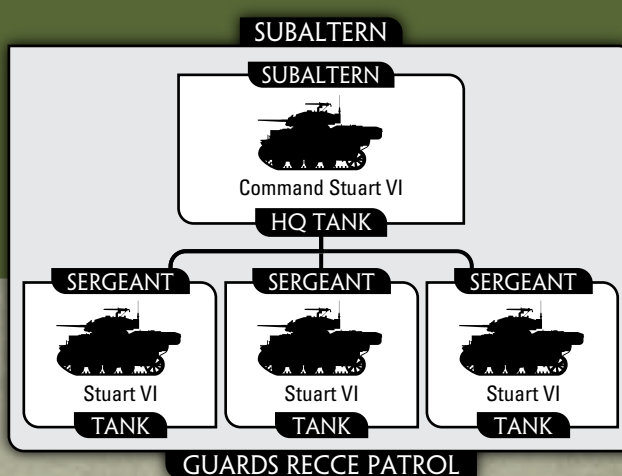
4 Stuart VI	210 points
3 Stuart VI	165 points

#### OPTION

- Arm any or all Stuart tanks with an AA MG for +5 points per tank.

*Guards Recce Patrols are Reconnaissance Platoons*

The light Stuart tank is an excellent recce tool for your squadron. Put them ahead of your force to scout for ambushes or send them around the enemy flanks to secure alternate routes to victory.





## WEAPONS PLATOONS

### ARMoured CAR PLATOON

#### PLATOON

HQ Section with:

2 Daimler I and 2 Dingo	160 points
2 Daimler I and 1 Dingo	125 points

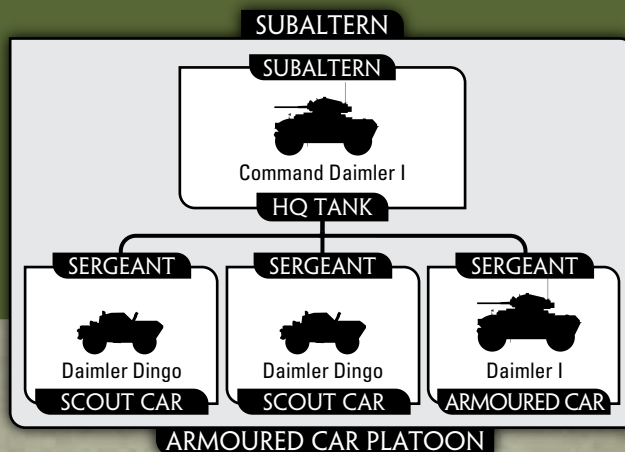
#### OPTION

- Fit Littlejohn adaptor to one Daimler I armoured car at no cost.

*Armoured Car Platoons are Reconnaissance Platoons.*

The armoured car platoon is a very versatile unit. The light scout cars are useful to run ahead of the armoured cars and spot the enemy. Use their high jeep mobility to keep them moving, scouting, moving, and scouting.

The Daimler I armoured cars are your backbone. Engage the enemy with them and cover your Dingos as they constantly probe the enemy's defences.



The squeeze-bore Littlejohn adaptor can be attached to the 2-pdr gun to give it extra penetration capability so your armoured cars can stand up to Jerry's tanks.

If you encounter heavy resistance call on the tanks and infantry from the Guards column to secure your objectives.

## 2<sup>ND</sup> HOUSEHOLD CAVALRY SPECIAL RULES

### SANGFROID

Described as having 'sangfroid' (literally, cold blood), the 2<sup>nd</sup> Household Cavalry operated quite aggressively, but with complete calmness under difficult circumstances.

*An Armoured Car Platoon of the 2<sup>nd</sup> Household Cavalry may attempt to Disengage even if it shot in its previous turn (see page 194 of the rulebook).*

### UNFLAPPABLE

An Armoured Car Platoon of the 2<sup>nd</sup> Household Cavalry are members of a Guards regiment.

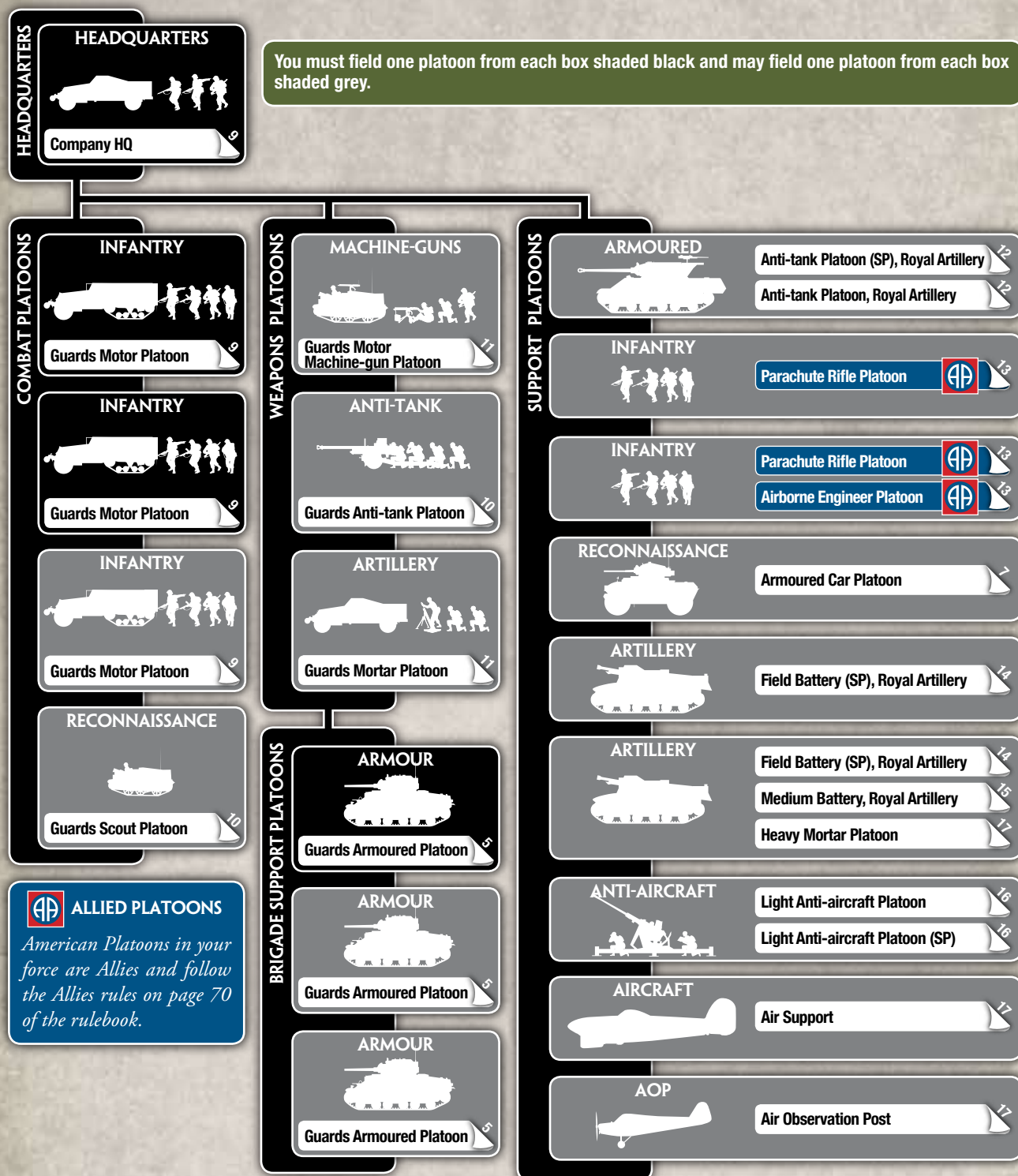
*Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.*





# GRENADIER GUARDS MOTOR COMPANY

## (MECHANISED COMPANY)



## GUARDS SPECIAL RULE

### UNFLAPPABLE

The Guards are the most prestigious regiments in the British Army. They are well known as being 'unflappable', retaining their discipline when things go wrong. Under circumstances where other units might get themselves in a 'flap' and become unsettled.

*Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.*





## MOTIVATION AND SKILL

The Guards are the elite of the British army. The Grenadier Guardsmen of a motor company are well armed and prepared to push the Germans off of the Nijmegen Bridge using a bit of dash and determination.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### HEADQUARTERS

Company HQ

35 points

The 1<sup>st</sup> Battalion (Motorised) Grenadier Guards was formed to give the regiment motorised infantry support. The armoured transports quickly delivered the six-foot tall Guardsmen to where they were needed most.

Keep your commanders close to the action to make sure they are there when needed.

#### MAJOR

#### MAJOR

  
Company Command  
Rifle team

  
White scout car

  
2iC Command  
Rifle team

  
White scout car

#### COMPANY HQ

GUARDS MOTOR COMPANY HQ

## COMBAT PLATOONS

### GUARDS MOTOR PLATOON

#### PLATOON

HQ Section with:

3 Motor Squads	150 points
2 Motor Squads	125 points

#### OPTION

- Arm up to one M5 half-track with a .50 cal AA MG for +5 points.
- Add an additional MG team for +25 points.

The Guards Motor Platoon packs a lot of firepower, with a Bren Light Machine-gun for each team, a PIAT anti-tank projector, and a 2" light mortar. This makes them as well-equipped as its infantry brethren on foot.

In preparation for Market Garden, the Grenadier motor platoons have been brought to full strength with just over 30 men per platoon to give it the best chance at succeeding in their critical mission to secure Hell's Highway.

In addition to all of this firepower, the motorised infantry also have to have excellent mobility to get to where it's needed quickly using their Lend-lease M5 half-tracks. These vehicles provide good armour protection for the Guardsmen inside against small arms fire.

Use your motor platoons to exploit gaps in the enemy line. Be patient and keep them out of harm's way until just the right moment to strike.

#### SUBALTERN

#### SUBALTERN

  
Command  
MG team

  
PIAT team


  
Light Mortar  
team

  
M5 half-track

#### HQ SECTION

#### CORPORAL


  
MG team

  
M5 half-track

#### MOTOR SQUAD

#### CORPORAL

  
MG team

  
M5 half-track

#### MOTOR SQUAD

#### SUBALTERN

  
MG team

  
MG team

  
M5 half-track

#### MOTOR SQUAD

GUARDS MOTOR PLATOON



# WEAPONS PLATOONS

## GUARDS SCOUT PLATOON

### PLATOON

HQ Section with:

3 Scout Patrols	290 points
2 Scout Patrols	195 points
1 Scout Patrol	100 points

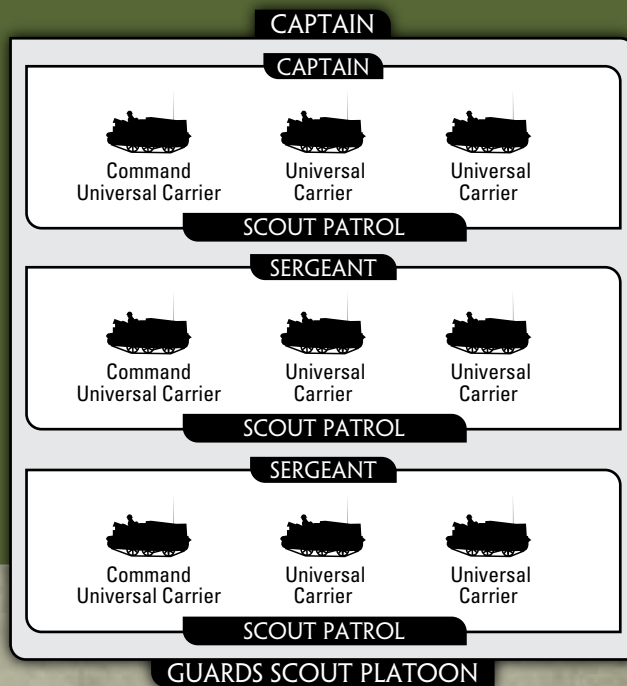
### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG with a hull-mounted .50 cal MG per Scout Patrol for +5 points.
- Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Scout Patrol at no cost.

*Scout Patrols are Reconnaissance Platoons.*

Your battalion's universal carriers have been dispersed across the march column, but they remain close at hand to scout ahead of your infantry and tanks, constantly probing enemy positions and keeping them pinned in place.

Use them to find cracks in the enemy positions. Send them to flank the enemy, get into their rear area and cause general havoc among their artillery and reserves.



*Scout Patrols operate as separate platoons, each with their own command team.*

## GUARDS ANTI-TANK PLATOON

### PLATOON

HQ Section with:

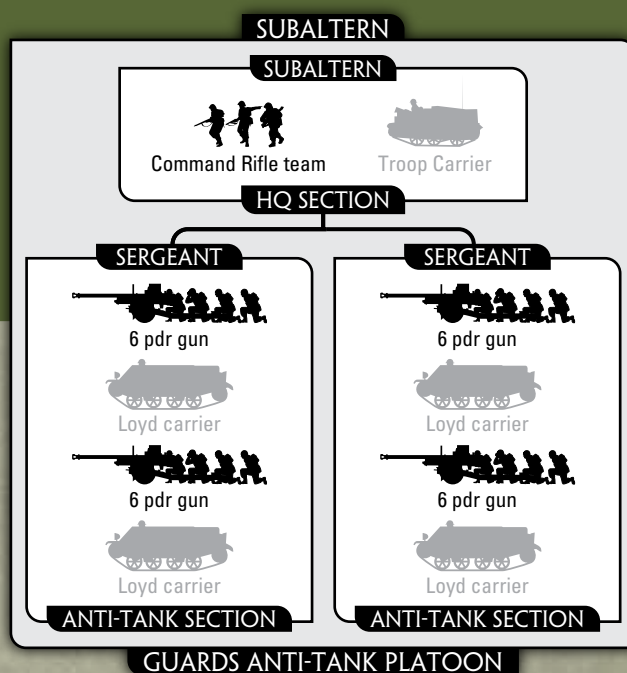
2 Gun Sections	145 points
1 Gun Sections	80 points

### OPTION

- Add Troop and Loyd Carriers to the platoon for +5 points.

Your company has access to four of the battalion's 6-pdr anti-tank guns. They are excellent weapons to set up a deadly ambush with their high rate of fire and low silhouette.

While attacking, place them wisely to halt an enemy armoured counterattack, keeping your combat platoons focused on securing their objectives. You can also move them forward and shell enemy foxholes and gun teams.





## GUARDS MACHINE-GUN PLATOON

### PLATOON

HQ Section with:

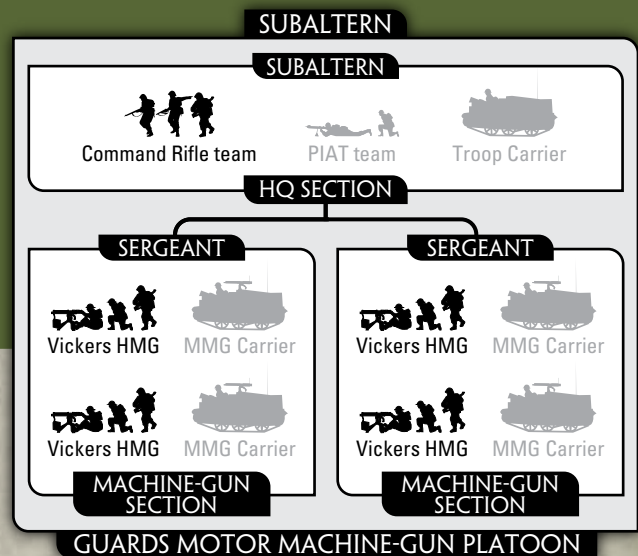
2 Machine-gun Sections	155 points
1 Machine-gun Section	85 points

### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carrier and MMG Carriers to the platoon for +15 points per Machine-gun Section.

The machine-guns of the machine-gun platoon adds significant firepower to your Guards motor company. They can keep up with the motorised infantry and armoured platoons with MMG (Medium Machine-gun) Carriers.

The platoon's machine-guns can be mounted on top of the carriers' engine decks, allowing their crews to fire from relative safety and support the company on the move.



*A Guards Motor Machine-gun Platoon is not equipped to conduct indirect fire and may not conduct Artillery Bombardments.*

## GUARDS MORTAR PLATOON

### PLATOON

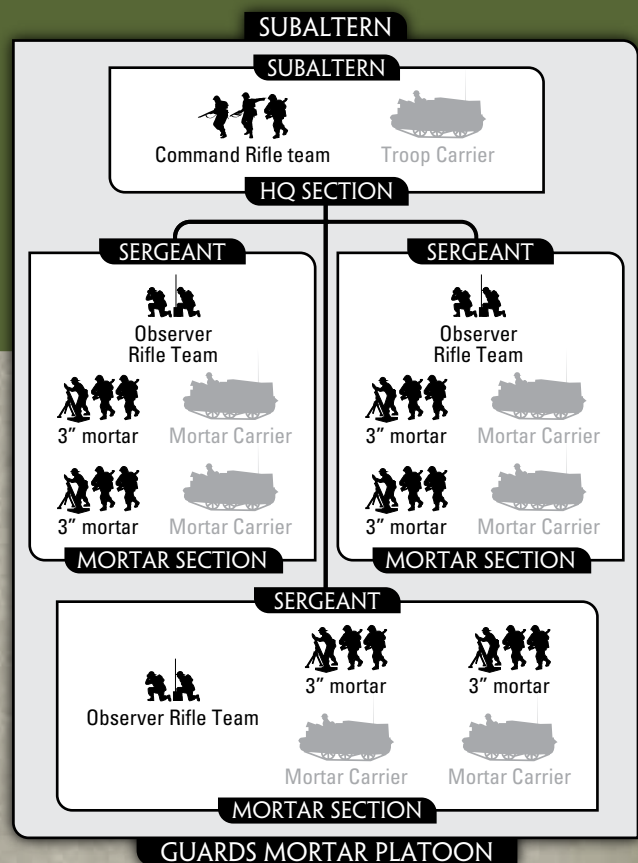
HQ Section with:

3 Mortar Sections	185 points
2 Mortar Sections	140 points
1 Mortar Section	75 points

### OPTION

- Add Troop Carrier and Mortar Carriers to the platoon for +5 points.

Unlike many other motor companies in the British army, the Grenadier Guards grouped all of its mortars into a single platoon under the command of Lieutenant L.R. Westmacott. This allows them to respond to any requests from their fellow Guardsmen with a full barrage of mortar shells.





# SUPPORT PLATOONS

## MOTIVATION AND SKILL

30<sup>th</sup> Corps is composed of many veteran units that have been fighting since North Africa. It now leads the British advance and is quite motivated to assault up the narrow roads and dash to the rescue of the paras in Arnhem.

*Support platoon are not Guards platoons and do not use the Unflappable special rule.*

American paratroopers will assist your Guards tanks to push its spearhead towards Arnhem.

*American Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.*



MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## ANTI-TANK PLATOON, ROYAL ARTILLERY (SELF-PROPELLED)

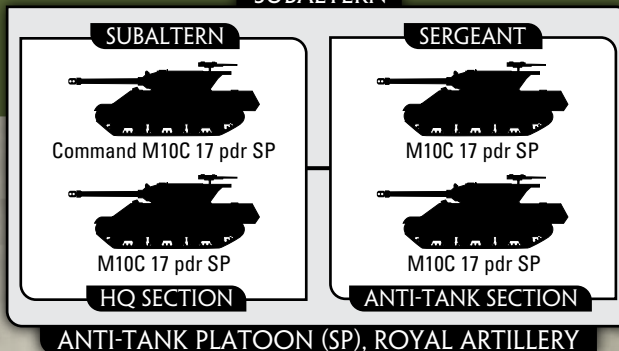
### PLATOON

4 M10C 17 pdr	340 points
2 M10C 17 pdr	170 points

The self-propelled guns of the 21<sup>st</sup> Anti-tank Regiment, Royal Artillery will provide heavy anti-tank support to your march column. They will protect your advance using the effective M10C 17-pdr SP gun.

These self-propelled guns are ideal for setting up ambushes or holding off an enemy armoured counter-attack to free up your tanks and infantry to keep pressing towards Arnhem.

### SUBALTERN



## ANTI-TANK PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

1 Anti-tank Section	110 points
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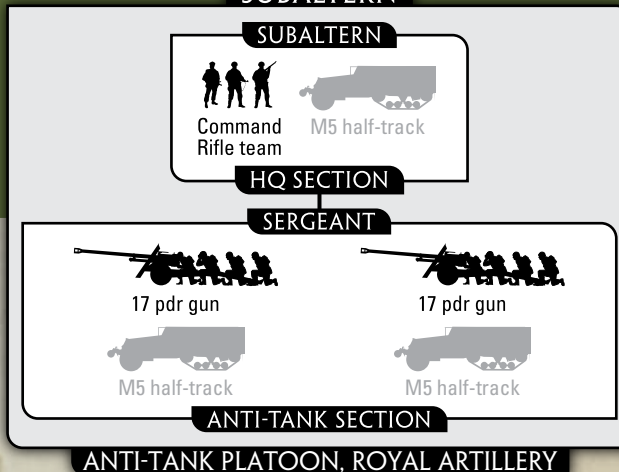
### OPTION

- Add M5 half-tracks to the platoon for +5 points.

The towed 17-pdr guns are towards the end of the column, but not out of reach. When placed well, these heavy guns are more than capable of seeing off even the heaviest German tank.

They have been assigned M5 half-track transports to keep them moving forward with the column. Use them to secure an objective once you have captured it to keep the enemy away.

### SUBALTERN





## PARACHUTE RIFLE PLATOON

### PLATOON

HQ Section and Mortar Squad with:

3 Rifle Squads	265 points
2 Rifle Squads	205 points

### OPTIONS

- Replace Command Rifle/MG team with Command SMG teams for +5 points.
- Add an extra Rifle/MG team to all Rifle Squads for +30 points per squad.

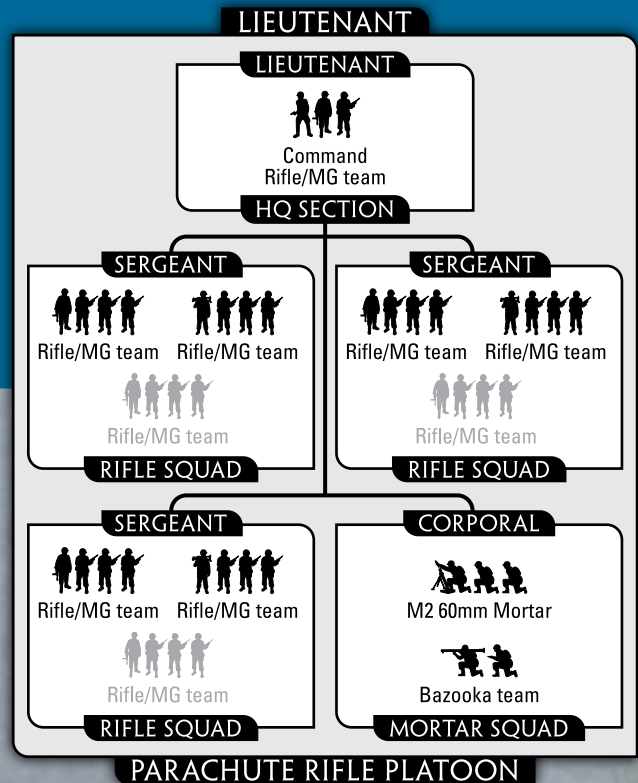
### MASTER SERGEANT

*Parachute Rifle and Airborne Engineer Platoons use the German Mission Tactics special rules (see page 242 of the rulebook).*

### GAMMON BOMBS

*All Rifle/MG and SMG teams in the Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3.*

When the Grenadiers arrived in Nijmegen on 19 September, the US 82<sup>nd</sup> Airborne Division was stalled trying to secure the southern end of the pivotal Nijmegen Bridge. Together with the paratroopers, the Grenadiers made a daring all-out assault on Nijmegen Bridge. The Grenadiers joined up with the 505<sup>th</sup> Parachute Infantry Regiment and assaulted the bridge from the south through Hunner Park. The bold assault worked and the bridge was secured just as the sun was setting.



*Parachute Rifle and Airborne Engineer Platoons are rated Fearless Veteran and are Allies to your British company.*

US AIRBORNE	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

## AIRBORNE ENGINEER PLATOON

### PLATOON

HQ Section and Weapons Squad with:

2 Operating Squads	220 points
1 Operating Squad	160 points
No Operating Squads	100 points

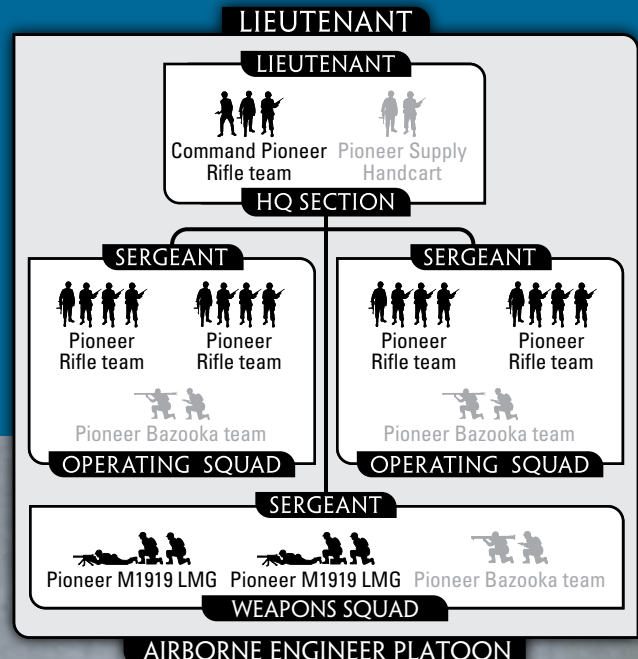
### OPTIONS

- Replace the Command Pioneer Rifle team with a Pioneer SMG team for +10 points.
- Add Bazooka teams for +20 points per team.
- Add a Pioneer Supply Handcart for +20 points.

*You may replace any or all Pioneer M1919 LMG teams with Pioneer Rifle Teams at the start of the game before deployment.*

*A Pioneer Supply Handcart operates as a Pioneer Supply Vehicle (see pages 51, 225 and 263 of the rulebook).*

Airborne engineers also helped the Grenadier Guards to secure the Nijmegen Bridge. They were on hand to defuse any explosives the Germans might have rigged up.





## FIELD BATTERY (SP), ROYAL ARTILLERY

### PLATOON

HQ Troop with:

Two Gun Troops with a total of:

8 Sexton 485 points

One Gun Troop with:

4 Sexton 250 points

2 Sexton 140 points

### OPTIONS

- Add Jeep and 15 cwt trucks for +5 points for the battery.
- Replace the HQ Troop jeep with a White scout car or a captured Sd Kfz 251/1 half-track for +5 points.
- Arm any or all Sexton self-propelled guns with a .50 cal AA MG for +5 points per gun.



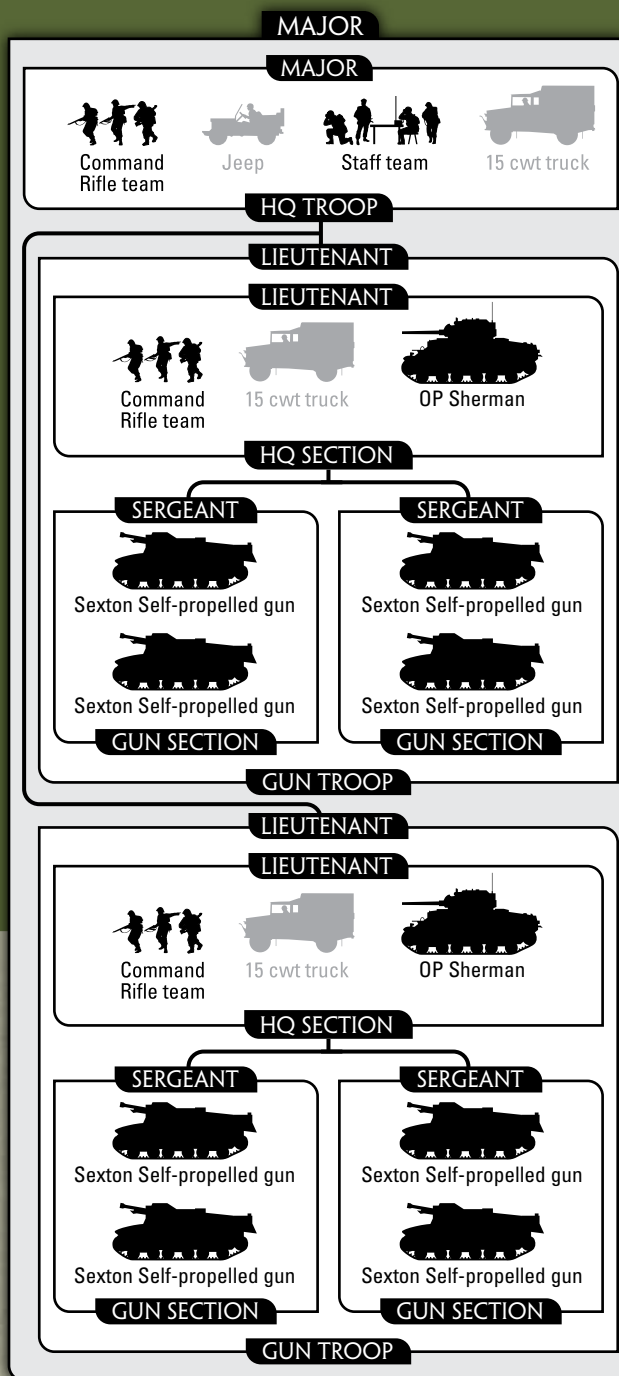
^ Sexton Self-propelled Gun

*Observer Sherman OP tanks cannot launch assaults.*

*Although a Field Battery (SP), Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

The 153<sup>rd</sup> Field Regiment, Royal Artillery is equipped with the mobile Sexton self-propelled gun. These, along with the rest of 30<sup>th</sup> Corps' artillery will wreak a terrible bombardment on the enemy just before you jump off.

Self-propelled guns can keep up with the fast-paced tanks on the road and offer quick and immediate artillery support to your troops.



### FIELD BATTERY (SP), ROYAL ARTILLERY

Ever resourceful, the 153<sup>rd</sup> Field Regiment acquired a captured Sd Kfz 251/1 half-track while in Belgium, armed it with a machine-gun and used it as a command vehicle.



## MEDIUM BATTERY, ROYAL ARTILLERY

### PLATOON

HQ Troop with:

Two Gun Troops with a total of:

8 OQF 5.5"

545 points

One Gun Troop with:

4 OQF 5.5"

315 points

2 OQF 5.5"

170 points

### OPTION

- Add jeep and 15 cwt trucks and Matador trucks for +5 points per Gun Troop.

*You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery (SP), Royal Artillery with at least as many guns.*



^ 5.5" Gun team



^ Matador truck

*Although a Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

*Medium Batteries, Royal Artillery may not be placed from Ambush within 16"/40cm of enemy teams.*

The army has attached the 5.5" guns of the 84<sup>th</sup> Medium Regiment, Royal Artillery to the Guards Armoured Division for this operation. Their heavy guns will blast enemy strong-points and help your troops breakthrough to the objective.

Though they are placed towards the end of the Guards march column, their incredible range of 9 miles (15 km) means they can make their presence known at the front of the advance within minutes.

### MAJOR

#### MAJOR



Command Rifle team



Jeep



Staff team



15 cwt truck

#### HQ TROOP

#### LIEUTENANT

#### LIEUTENANT



Command Rifle team



15 cwt truck



Observer Rifle team



OP Carrier

#### HQ SECTION

#### SERGEANT



5.5" gun



Matador truck



5.5" gun



Matador truck

#### GUN SECTION

#### SERGEANT



5.5" gun



Matador truck



5.5" gun



Matador truck

#### GUN SECTION

#### GUN TROOP

#### LIEUTENANT

#### LIEUTENANT



Command Rifle team



15 cwt truck



Observer Rifle team



OP Carrier

#### HQ SECTION

#### SERGEANT



5.5" gun



Matador truck



5.5" gun



Matador truck

#### GUN SECTION

#### SERGEANT



5.5" gun



Matador truck



5.5" gun



Matador truck

#### GUN SECTION

#### GUN TROOP

### FIELD BATTERY, ROYAL ARTILLERY



## LIGHT ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with:

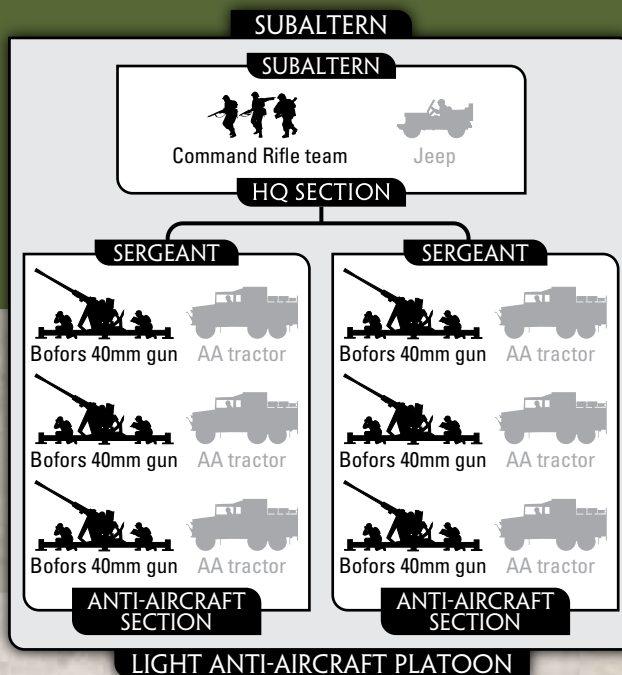
6 Bofors 40mm	175 points
3 Bofors 40mm	90 points

### OPTION

- Add a Jeep and AA tractors to the platoon for +5 points per Anti-Aircraft section.

You never know when Jerry might strike your column with dive bombers so the 94<sup>th</sup> Light AA Regiment, Royal Artillery has been assigned to keep the skies clear for your attack.

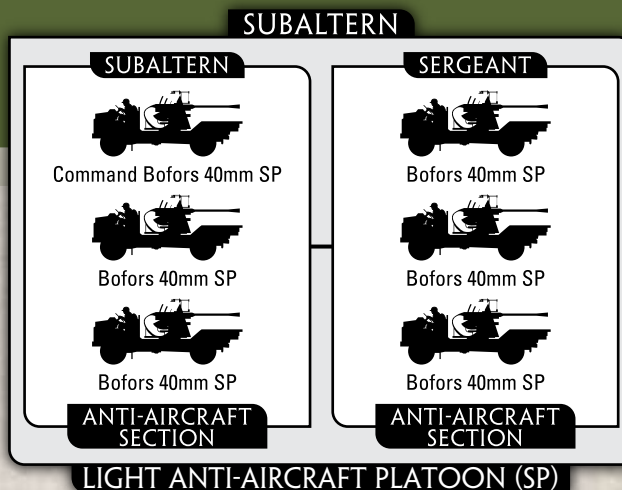
The platoon is well armed with Bofors 40mm guns. Deploy them along with your support troops such as artillery to keep them safe and free to support the advance.



## LIGHT ANTI-AIRCRAFT PLATOON (SP)

### PLATOON

6 Bofor 40mm SP	250 points
3 Bofor 40mm SP	130 points





## HEAVY MORTAR PLATOON

### PLATOON

HQ Section with:

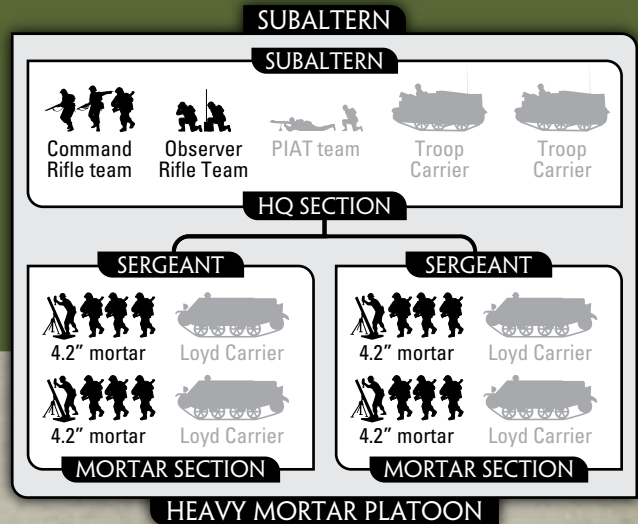
2 Mortar Sections	155 points
1 Mortar Section	80 points

### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carriers and Loyd Carriers to the platoon for +5 points.

The 4.2" mortar will devastate enemy positions. They are readily available to your column and will offer excellent support for your troops as they manoeuvre to assault.

The heavy mortar offers more firepower than the average mortar at a fraction of the cost of a full artillery piece. They are also very portable so they can get into action quickly.

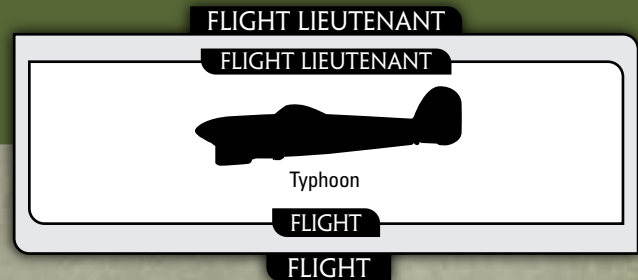


## AIR SUPPORT

### AIR SUPPORT

Priority Air Support	220 points
Limited Air Support	170 points

Number 83 Group from the Royal Air Force has been assigned to support the advance to Arnhem. They have already shattered the German defenders in the opening torrent, firing 224 rockets into the German line.



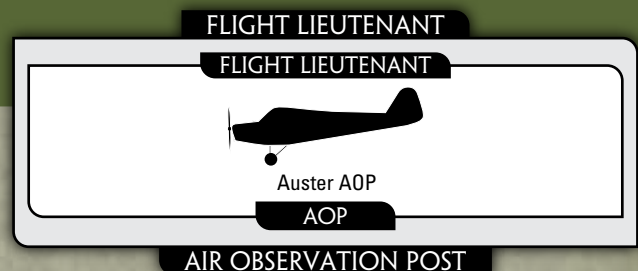
## AIR OBSERVATION POST

### AOP

AOP	25 points
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*Air Observation Posts follow all the rules for Air Observation posts on page 139 of the rulebook.*

The Auster AOP was the British equivalent of the American L4 'Grasshopper' liaison aircraft. They flew low to the ground and radioed any enemy movement and bombardment requests back to the Royal Artillery.





# ALLIED ARSENAL

## BRITISH TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
LIGHT TANKS					
Stuart VI	Light Tank	4	2	1	Co-ax MG, Hull MG.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
MEDIUM TANKS					
Sherman V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly VC	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
SELF-PROPELLED ANTI-AIRCRAFT GUNS					
Bofors 40mm SP	Wheeled	-	-	-	Awkward layout, Gun shield.
<i>Bofors 40mm gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>
SELF-PROPELLED ANTI-TANK GUNS					
M10C 17 pdr SP	Standard Tank	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>
SELF-PROPELLED GUNS					
Sexton	Standard Tank	1	0	0	AA MG.
<i>OQF 25 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Sherman OP	Standard Tank	6	4	1	Hull MG.
RECONNAISSANCE					
Universal Carrier	Half-tracked	0	0	0	Hull MG.
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted</i>
Daimler Dingo	Jeep	1	0	0	AA MG.
ARMoured CARS					
Daimler I	Wheeled	1	0	0	Co-ax MG.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
<i>With Littlejohn adaptor</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>5+</i>	<i>No HE.</i>
VEHICLE MACHINE-GUNS					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

## BRITISH AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	



## BRITISH GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
ML 3" Mk II mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
<i>Firing bombardments</i>		40"/100cm	-	2	6	<i>Smoke bombardment.</i>
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
<i>Firing bombardments</i>		80"/200cm	-	4	5+	<i>Smoke bombardment.</i>
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
<i>Firing bombardments</i>		88"/220cm	-	5	2+	

## BRITISH INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

## BRITISH TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15cwt or Bedford QLT 3-ton truck	Wheeled	-	-	-	
Matador, Quad, or Morris AA tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.
Captured Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Passenger-fired .50 cal AA MG.
Sherman ARV	Standard Tank	6	4	1	Recovery vehicle.





## US GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M1919 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum ranged 8"/20cm.
<i>Firing bombardments</i>		32"/80cm	-	1	6	

## US INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	Automatic rifles.
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka team	8"/20cm	1	10	5+	Tank Assault 4.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3. Teams with Gammon Bombs are rated as Tank Assault 3.

## US TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Pioneer Supply Handcart	Wagon	-	-	-	

