

# Arnhem: Which Way?

## A Look at the German Reinforcements

by John Hertz

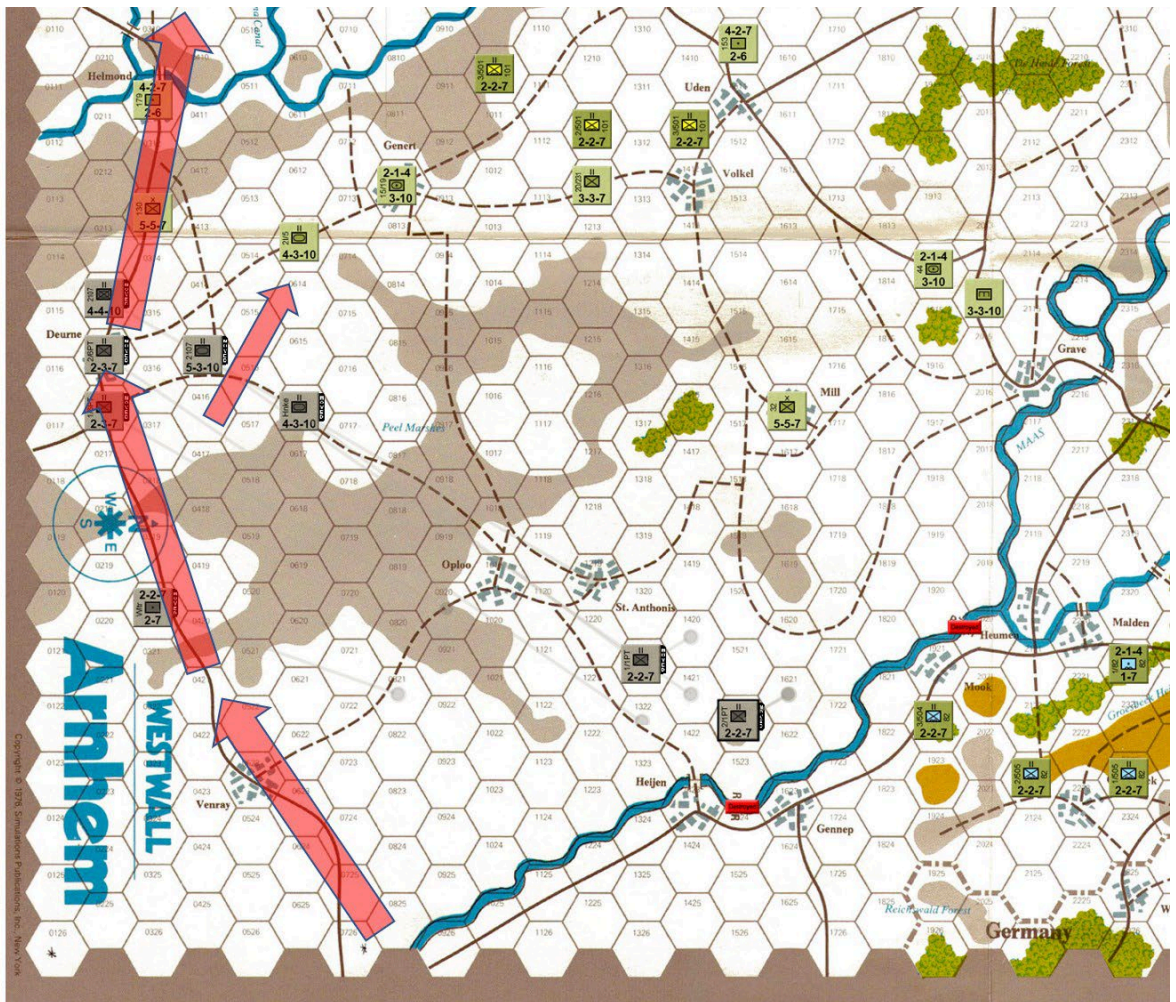
*Arnhem*, published in 1976 as part of the **Westwall Quad**, is considered one of SPI's most balanced games. Over 40 years later, it remains a favorite for high action and fast play, with many options for players to try. Below, John Hertz examines one of those options. --RHG

In my most recent game, I was in a quandary about what to do with the German reinforcements. I had already made up my mind NOT to piece-meal them into the game as they became available. Instead, I withheld the east map edge reinforcements until GT 5, when I could bring them on en masse and hopefully succeed in cutting the Allied line of communication (LOC) along Hells Highway.

I saw three viable force-flow options:

(1) End run toward Eindhoven,

**Option 1:  
End Run  
Toward  
Eindhoven  
To Cut LOC**





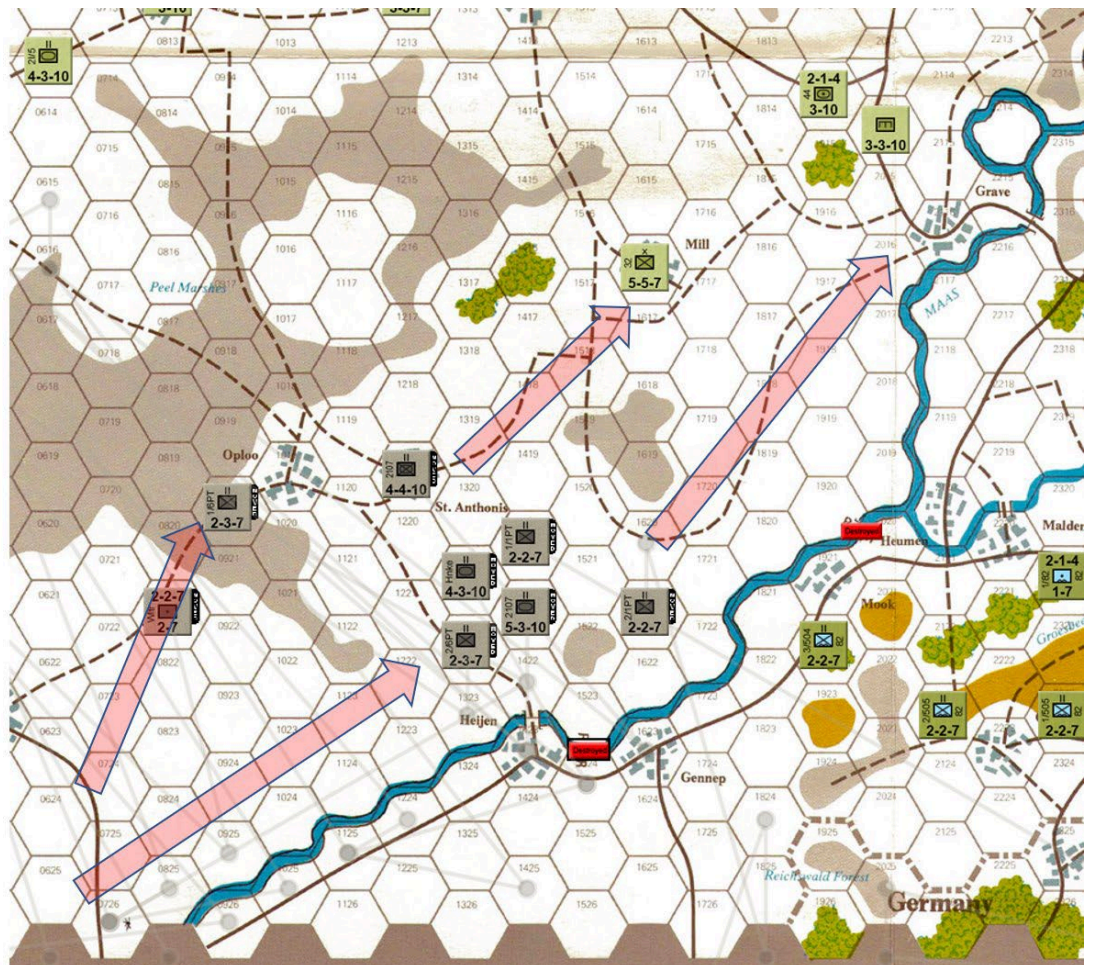
(2) Advance toward Nijmegen,

## Option 2: Advance to Cut the LOC Near Nijmegen



or (3) Advance toward Grave.

## Option 3: Advance to Cut the LOC Near Grave

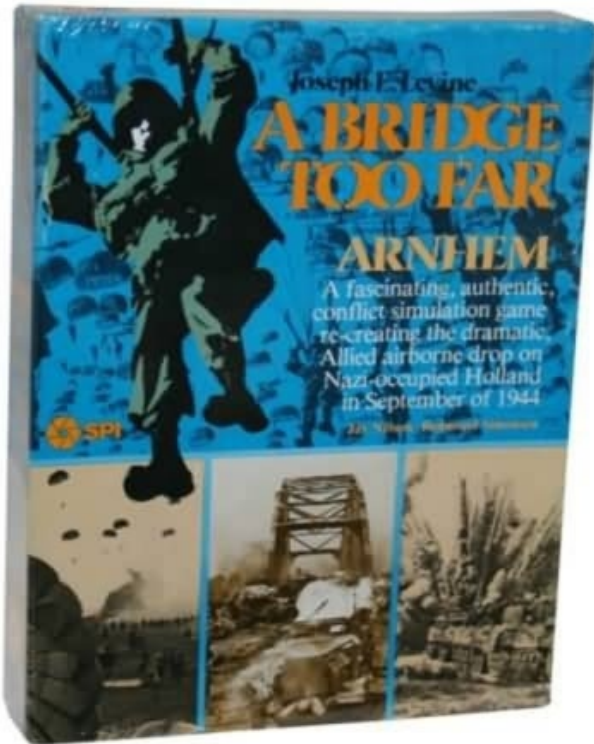




The screen shots (above, from Vassal) show each option after the German units complete their GT 5 move.

Which would you choose? There are advantages/disadvantages in each strategy. I'll tell you which one I chose and show the outcome, later.

I went with Option 3 (pictured above): advance toward the middle of the map toward the town of Grave. The goal: cut the road and score VPs for Allied units unable to trace a LOC.



[15.35] Airborne Supply Drop Zone (DZ) Counters

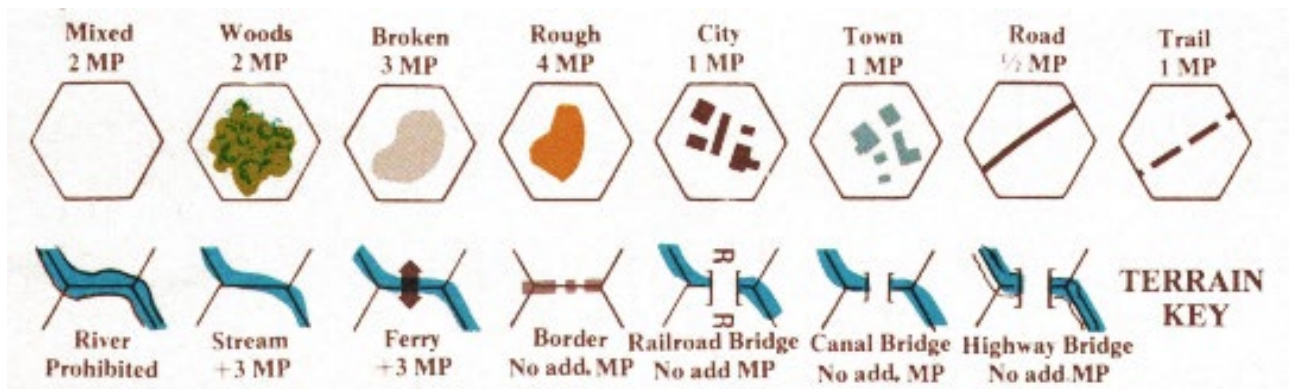
[17.3] LINE OF COMMUNICATION

[17.32] Airborne units (all the units, except Polish units, which enter the game as Airborne Reinforcements) must trace a Line of Communication to the Airborne Supply Drop Zone counter which matches their divisional designation. The Line of Communication may be traced through any type of hexes, but may be no more than **seven** hexes in length.

[17.33] Lines of Communication may never be traced into or through Enemy units or Enemy Zones of Control. Friendly units, however, **do** negate Enemy Zones of Control for purposes of tracing a Line of Communication.

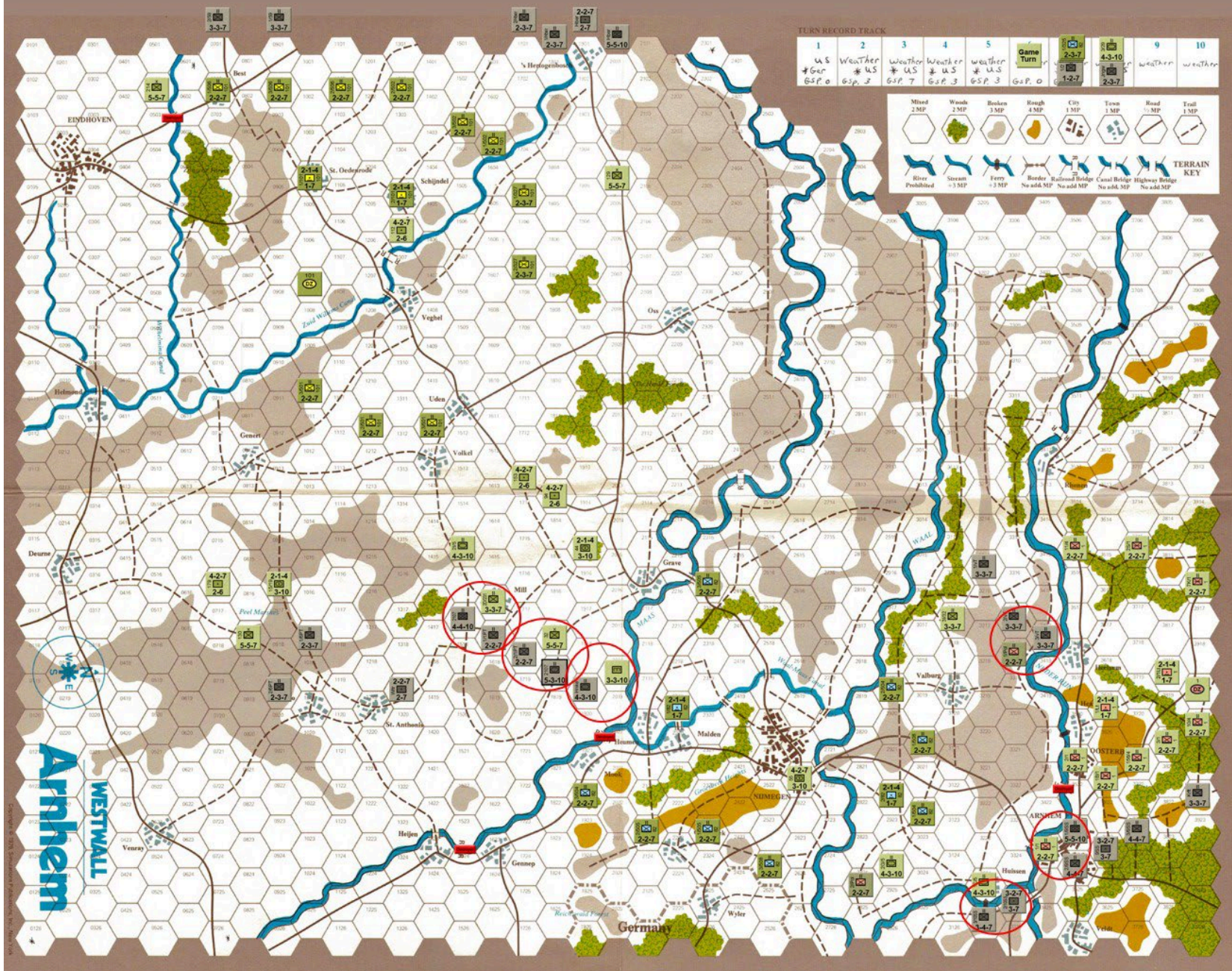
[17.34] Lines of Communication may never be traced through unbridged River or Stream hexsides.

NOTE: At the end of GT 5, the Germans actually had more VPs than the Allies: 41 - 23. Mostly because a few of the 82nd airborne units had crossed the Waal beyond their 7 hex limit to their drop zone. That was intentional because there was an opportunity to trap and destroy a few German units between the Waal and the Neder





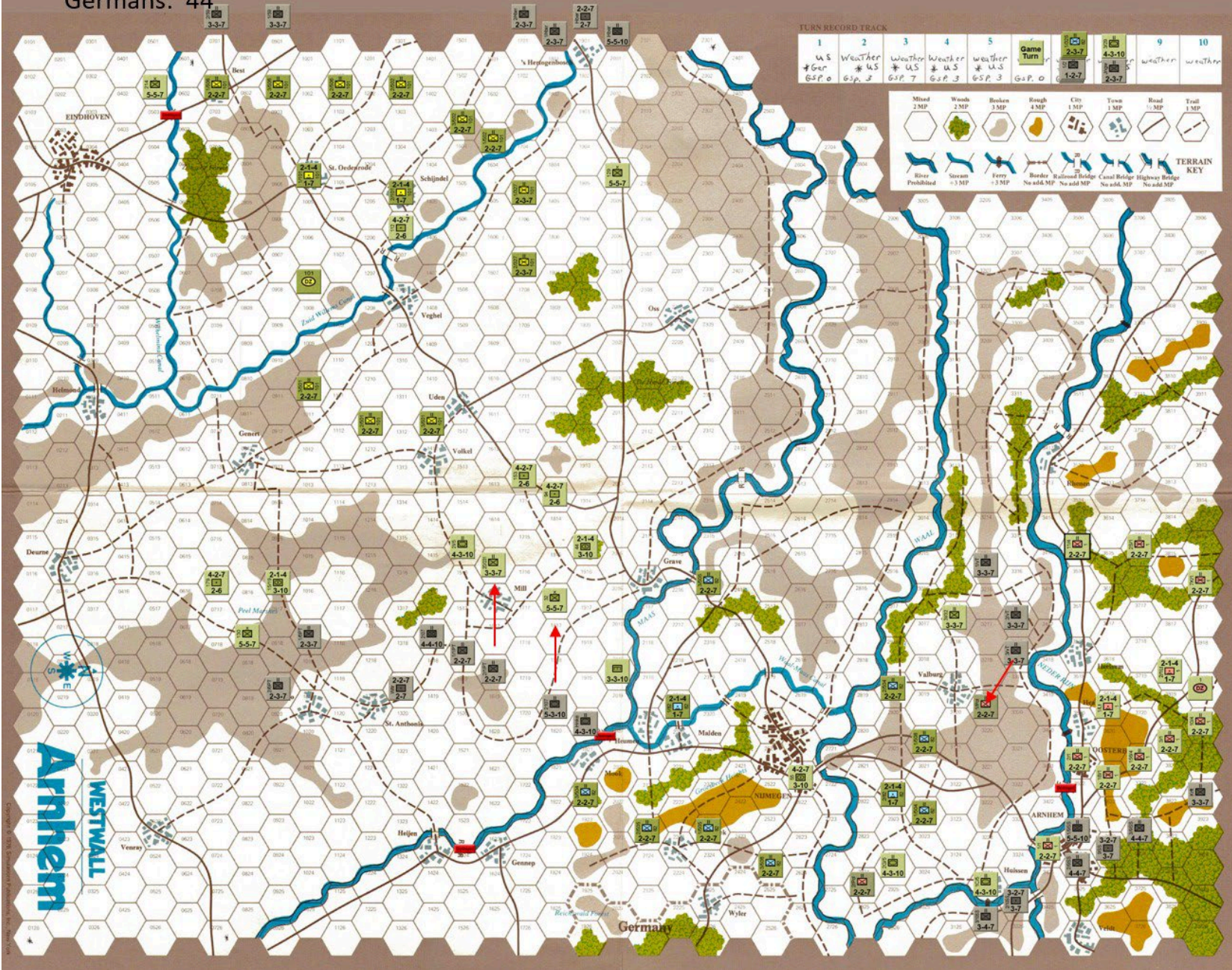
# German Moves – GT 6





VP Totals  
 Allies: 39  
 Germans: 44

## After German Attacks – GT 6

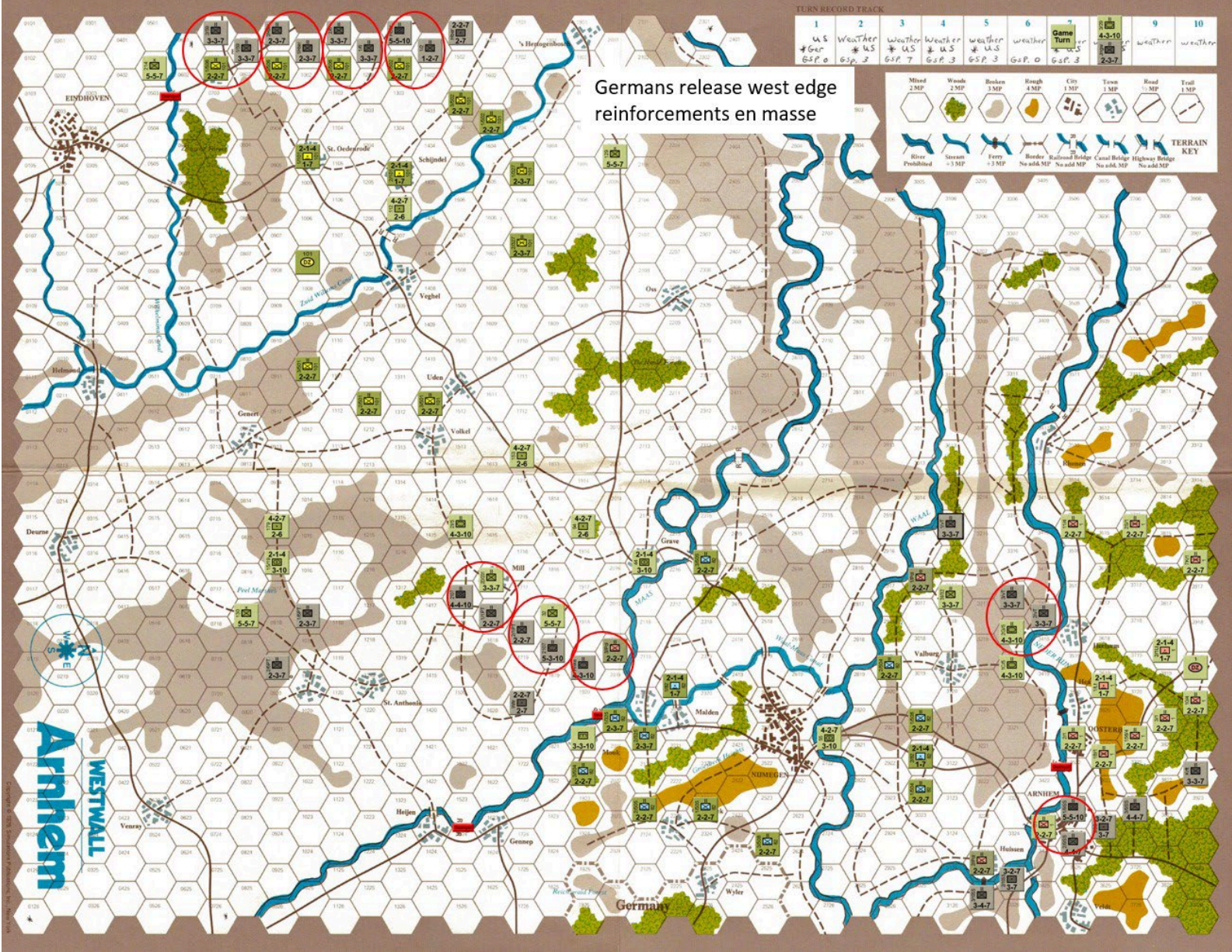


After German attacks GT6. Some success pushing the British units back, but they simply return during their movement phase (not shown).

German Moves GT 7. Try Again.



# German Moves – GT 7

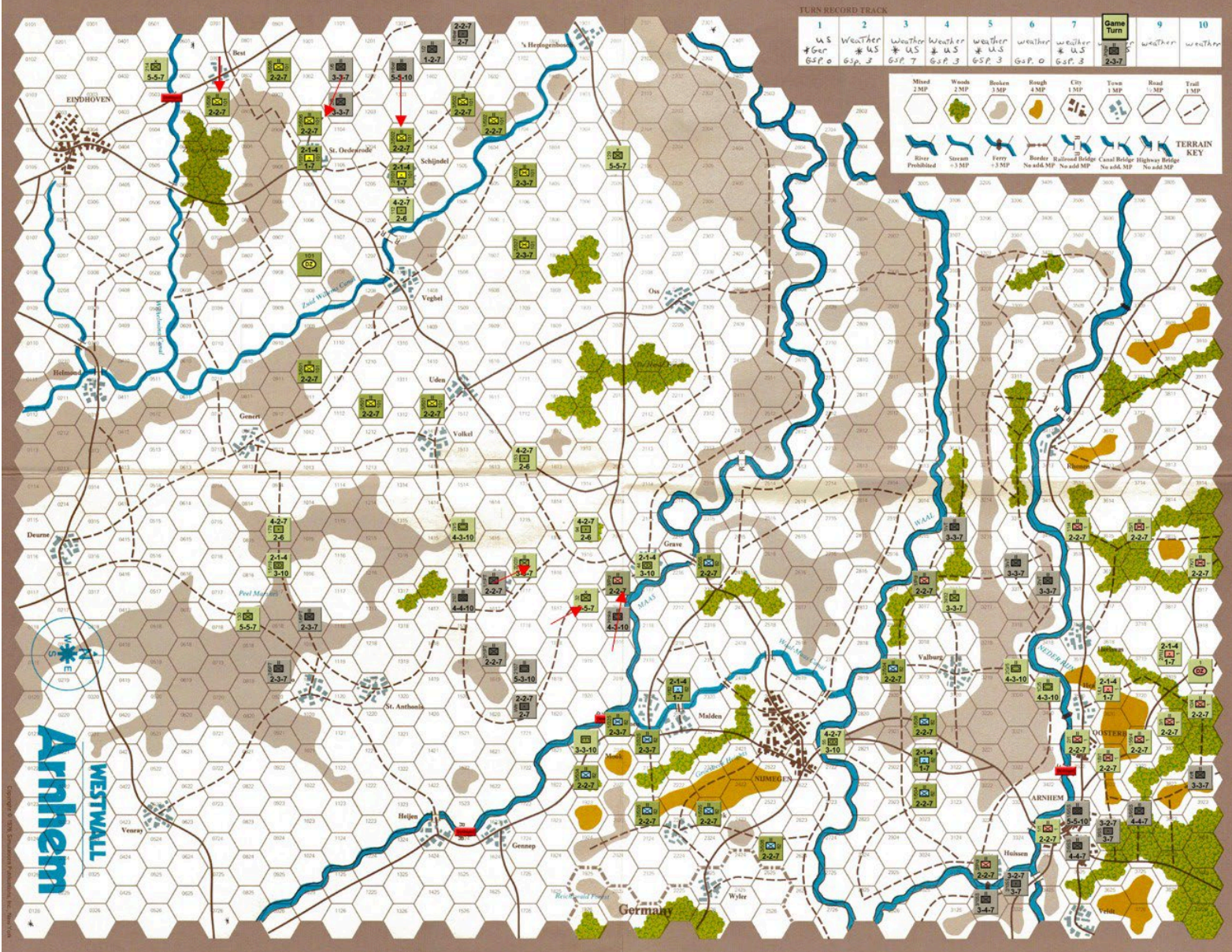


After German attacks GT 7. Pushed the Brits and a Polish unit back. Able to advance after combat this time.



VP Totals  
 Allies: 63  
 Germans: 47

## After German Attacks – GT 7



TURN RECORD TRACK

1	2	3	4	5	6	7	Game Turn	9	10
US +Ger GSP 0	Weather *US GSP 3	Weather *US GSP 7	Weather *US GSP 3	Weather *US GSP 3	weather *US GSP 0	weather *US GSP 3	Game Turn 2-3-7	weather	weather

TERRAIN KEY

Mixed 2MP	Woods 2MP	Rough 3MP	City 1MP	Town 1MP	Road 1MP	Trail 1MP

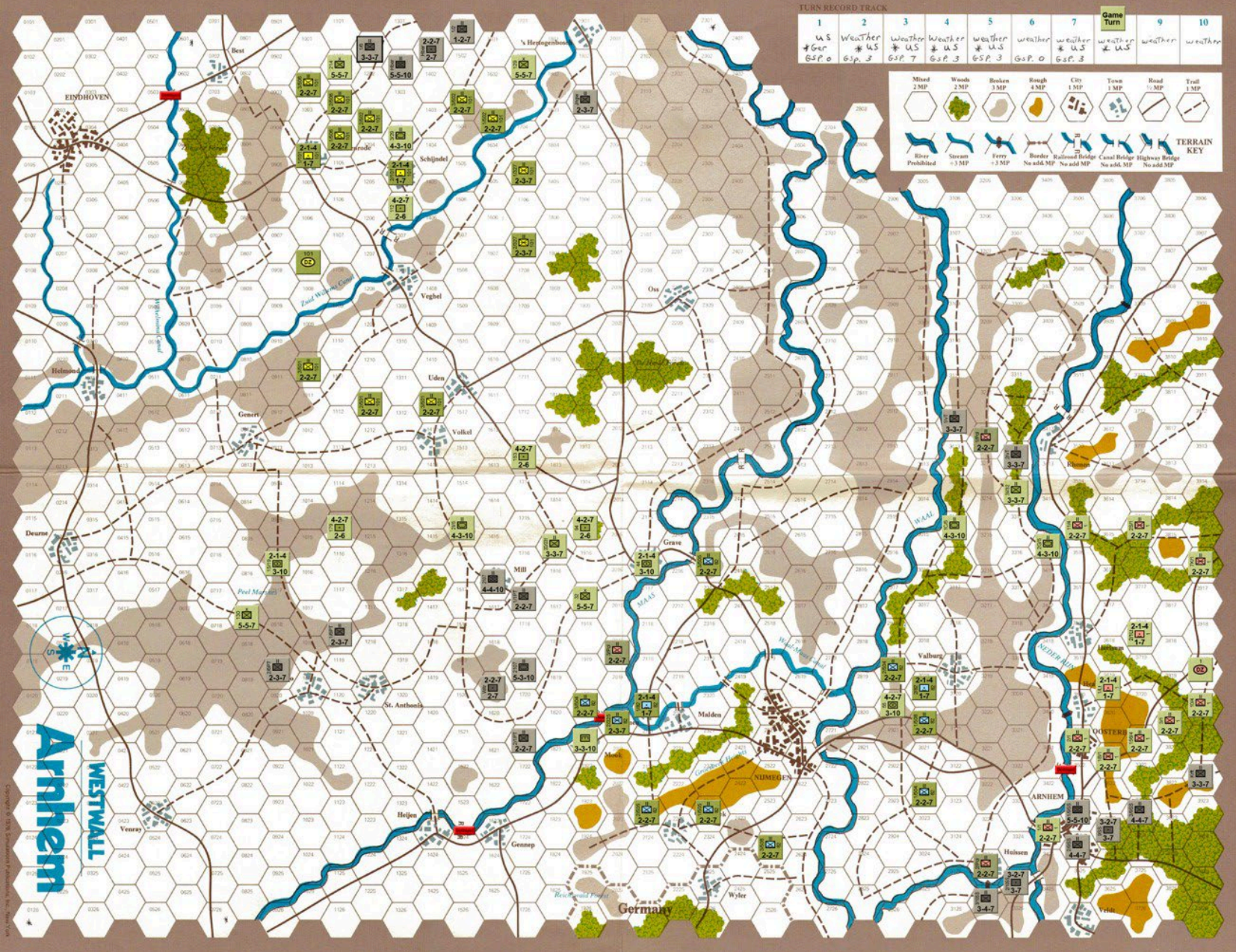
River Prohibited  
 Stream +3 MP  
 Ferry +3 MP  
 Border No add MP  
 Railroad Bridge No add MP  
 Canal Bridge No add MP  
 Highway Bridge No add MP

Arnhem  
 WESTWALL



VP Totals  
Allies: 86  
Germans: 61

## After German Attacks – GT 8



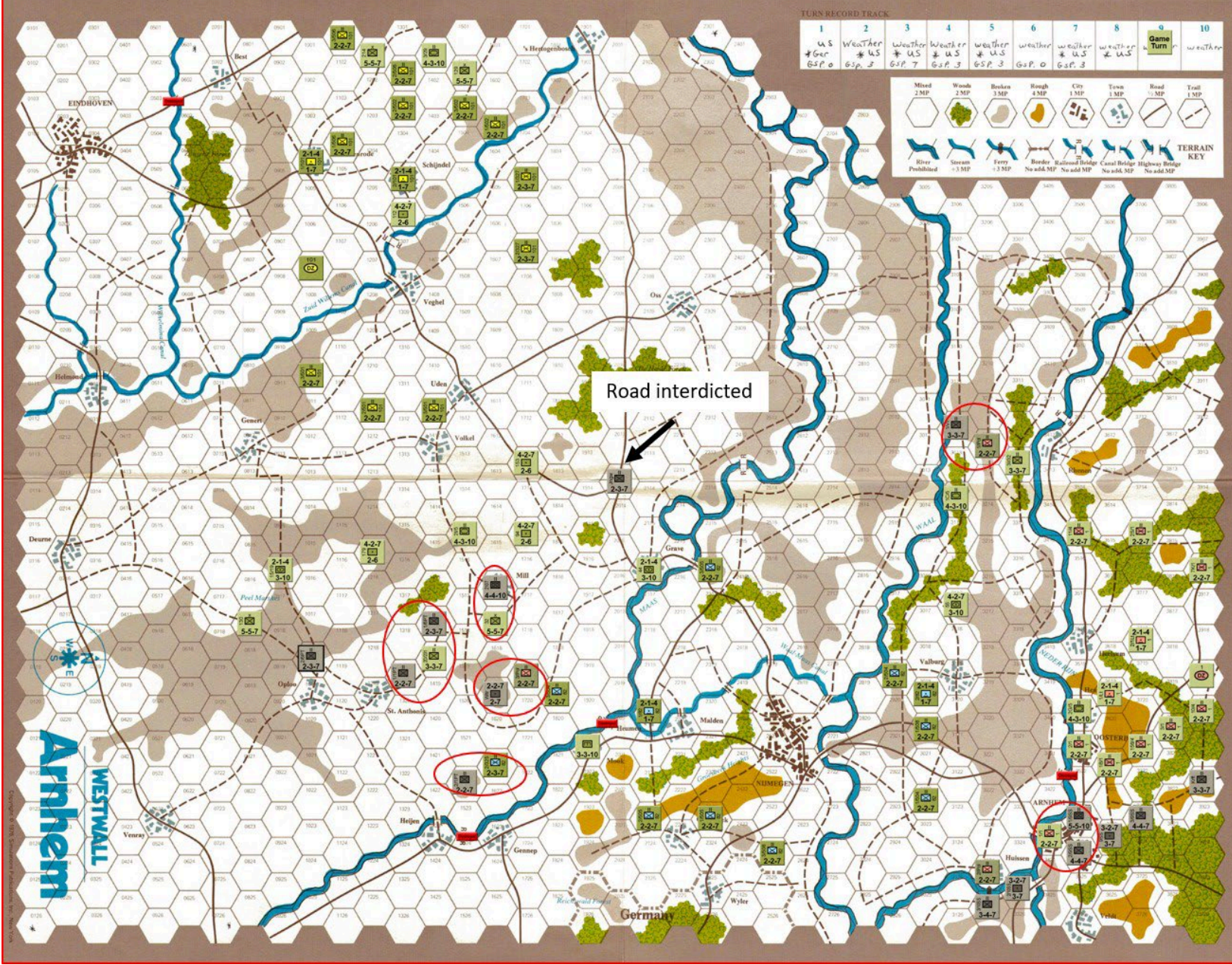
After German attacks GT 8 (Pic of German moves for GT 8 is missing - sorry).

Advance toward Grave has stalled-out after the Allied counter attacks on GT 8. Notice the Allies astutely use their lone engineer unit to assist an 82nd airborne battalion to cross the Maas and attack the Germans in their right flank.

It costs VPs (again, airborne unit is more than 7 hexes from drop zone), but who cares? Stopping the German advance is worth the VP costs



# German Moves – GT 9



TURN RECORD TRACK									
1	2	3	4	5	6	7	8	9	10
US	Weather	Weather	Weather	Weather	Weather	Weather	Weather	Game Turn	Weather
#Ger	#US	#US	#US	#US	#US	#US	#US		
6SP, 0	6SP, 3	6SP, 7	6SP, 3	6SP, 3	6SP, 0	6SP, 3	6SP, 3		

Mixed	Wood	Beach	Rough	City	Town	Road	Trail
2MP	2MP	1MP	1MP	1MP	1MP	1MP	1MP

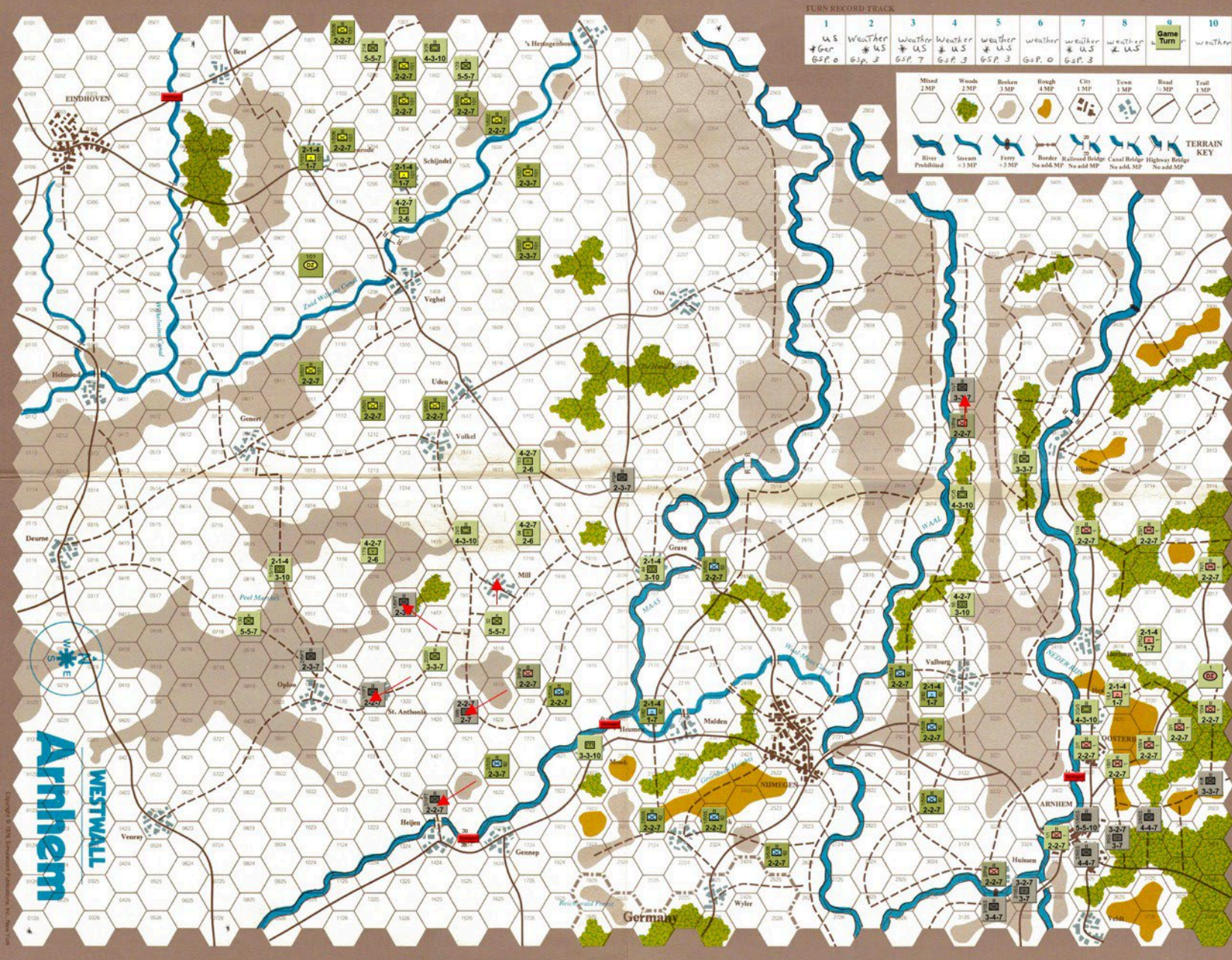
River	Stream	Ferry	Boat	Staircase	Canal	Highway	Trail
Prohibited	+1MP	+1MP	No add. MP	No add. MP	No add. MP	No add. MP	No add. MP

German moves GT 9. A single German unit makes a bold dash from the west map edge and actually cuts the road! A short-lived minor gain.



VP Totals  
 Allies: 93  
 Germans: 82

## After German Attacks – GT 9



After German attacks GT 9. The battle is essentially over. Not worth showing GT 10, although it was played out. Final VP tally: Allies 111 Germans 94. A smashing victory for the Allies. The goal: cut the road and score VPs for Allied units unable to trace an LOC. The outcome was quite unsuccessful. Why? Primarily because the Allied air support points (available on both offense and defense) and artillery FPF rendered most of the German attacks ineffective.



## In summary:

The Germans lost because they lost control of Nijmegen on game turn 2 on an unlucky die roll (6 on the lowest differential) which enabled the Allies to cross the Waal ahead of schedule and generally wreak havoc there.

If the Allies had been just as unlucky in Arnhem with the dice gods and lost their British battalion early, the Germans would've been able to commit units to the defense of the Waal, which may have helped the GT 5 reinforcements' offensive to be effective.

Although it was a smart strategy for the Germans to delay reinforcements until GT 5 to allow an attack "en masse" toward Hells Highway, the Allies were able to contain the advance with some of the units that otherwise would've been engaged trying to take Nijmegen and the bridge, and cross the Waal.

# **WESTWALL**

# **Arnhem**

## Operation Market-Garden September 1944



*Many thanks to John Hertz for this great replay! –RHG*