

Battle Card

Market Garden

A SOLITAIRE GAME BY

Nils Johansson

David Thompson

All rights reserved ©2022

COMPONENTS

Together with these rules and the map, the game is played by using:

6 markers (located on the lower edge of the postcard):

4 control markers

1 Weather marker

1 marker for 30 Corps

8d6 (not provided):

3d6 for the Allied units

4d6 for the German units

1d6 for dice rolls.

SETUP

Dice ("units", hereafter) are placed on indicated spaces with matching Strength (dice value).

The Allied units are placed on the left of the main road, German units on the right.

There are 4 areas, 1 per Control marker.

Place 1 marker on each of the spaces with .



All areas begin under German control.



Place the Weather Marker on the '6' space on the Weather Track with the **Fog** side face up.

30 Corps starts in Belgium.

AIRDROP

Roll 1d6 to adjust the starting Strength for each Allied Unit.

  **-2** Strength

  **-1** Strength

  **No Change**

ROUND STRUCTURE

After completing the Airdrop, begin play repeating the round structure below until the game ends:

1. BATTLE

Choose to Attack or Defend with each Allied Unit.

Resolve the battle for each area separately. Compare Allied and German Strength. The side with the higher value has **Advantage**.

Roll 1d6 and consult the appropriate Combat Results Table.

German units can never be reduced below 1 (Leave it on the board).

2. GERMAN REINFORCEMENTS

Start from the top area of the map and work your way down, increasing each German unit Strength by **1**.

If German Strength is **higher** than Allied Strength, and the area is under Allied control, the Germans retake control (flip the control marker back to the German side).

Only increase the German unit in Nijmegen if Arnhem is under German control.

3. ALLIED ADVANCE

You may choose to advance **either** the 30 Corps marker **or** an Allied unit by moving it to an adjacent area.

▶ 30 Corps can only advance if the area it is moving to is under Allied control.

Once 30 Corps enters an area, remove the German unit from play.

▶ An Allied unit can only advance if it begins in the same area as 30 Corps.

If an Allied unit moves into an area with another Allied unit sum their Strength (max 6) and discard one unit from the game.

4. 1ST AIRBORNE REINFORCEMENT

Roll 1d6 and compare it to the number on the track occupied by the Weather Marker.

If the result is **equal or higher than** the number on the track, increase the Strength of the 1st Airborne Division by **1** and flip the Weather Marker to its **Clear** side.

Once the Strength of the 1st Airborne Division has been increased, skip this step.

5. WEATHER TRACK

Move the Weather Marker down one space on the Track.

ENDING THE GAME

You Win if the 30 Corps marker moves into the Arnhem area.

You Lose if an Allied Unit is removed from the map due to combat or if the Weather Marker moves off the Track.


Clear



**30
Corps
Horrocks**