OPERATION VARSITY



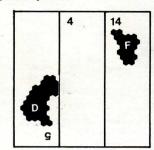
VICTORY CONDITIONS

At the end of the game the German player must have undisputed control of the U.S. assembly point as determined in SSR 46.1 or have twice as many unbroken squads (HS's do not count) still in play. A mobile, functioning AFV counts as two squads for victory purposes. Units that have scattered off the playing area and have not reentered by the end of the game are con-

NEAR HAMMINKELN, GERMANY, March 24, 1945: The airborne phase of the Allies' Northern Rhine crossing was to be the last airborne assault of the war. Artillery units and fighter-bombers pounded the German gun positions in the vicinity of the drop zones so severely that the first wave of transport planes experienced little ground fire, arriving as they did so close behind the Allied bombardment phase. But the second regiment to land was not so fortunate. With the Germans no longer deterred by the bombardment, the paratroopers of the 513th Parachute Regiment were greeted by heavy small arms and AA fire as they started their descent a full mile north of their assigned drop zones.

Board Configuration

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Rules Introduced: 175

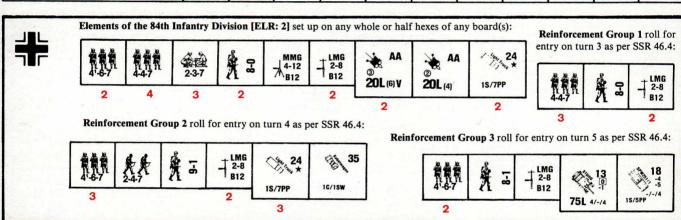
sidered eliminated for determining victory. The U.S. player wins by avoiding the German victory conditions.

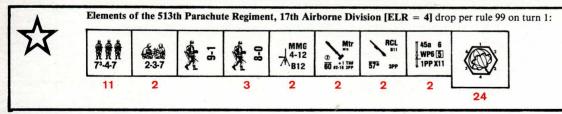
TURN RECORD CHART

German sets up first

☆ U.S. moves first

1 2 3 4 5 6 7 8 9 10 END





SPECIAL RULES

46.1 Prior to setup the U.S. player randomly determines his assembly point and then secretly records his drop points. The assembly point is determined by secretly drawing one chit from a group of six chits numbered from 1 to 6. The number drawn indicates the assembly point from the following list: 1: 519, 2: 4P1, 3: 4I10, 4: 14Y3, 5: 14AA10, 6: 1419. The German player must be informed of the assembly point during the turn 4 German RPh.

- 46.2 Surrender rules (153) apply to the Germans during and after turn 3.
- **46.3** All wheatfield hexes are treated as brush (154). The weather is considered "moist" with no wind. Place overlay D on board 5 and overlay F on board 14.
- **46.4** The German reinforcement entry hexes are determined randomly on the turns indicated. Each German reinforcement group must roll one die when determining its entry hex as follows: 1,2 = 5GG5/5GG6; 3 = 14I1; 4,5 = 4GG5/4GG6; 6 = Group does not enter this turn, roll again next turn.
- **46.5** The first U.S. squad to pass a MC on the IFT caused by German fire on turn 2 or later will immediately generate a hero counter in that hex with the squad.

46.6 Due to their high proportion of untested secondary troops, all German units are subject to green unit replacement (141.54).

AFTERMATH: Those elements of the 513th landing in the vicinity of German forces suffered heavy casualties while descending and in the short, but sharp firefight which ensued. However, once the American units had assembled and were able to bring their superior firepower to bear the Germans soon lost heart and all first day objectives were seized in a matter of hours. The 17th Airborne took 2,000 prisoners and virtually eliminated the 84th Infantry Division as a cohesive fighting force. However, in view of the weak condition of German units at this point in the war, and the particular vulnerability of airborne troops during and immediately following their descent, there was much ado about the need for the operation at all. The 17th had suffered over 900 casualties . . . a fact that the more highly publicized first successful combat use of the U.S. recoilless rifle against German armor and the posthumous awarding of the Medal of Honor to Private Stuart Stryker for his heroism in the Hamminkeln action could hardly assuage.