

RED DEVILS AND IRISH GUARDS

Allied Strategy in Hell's Highway

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The historical campaign game of *Hell's Highway* can be a frustrating experience for an Allied player who begins the battle on the wrong foot. The extremities of the battlefield are the key — the Meuse l'Escaut Canal bridgehead, held by the Irish Guards of XXX Corps; and the Neder Rijn crossing at Arnhem by the 1st Airborne Division. As the Allied player, you must deploy and move the British units in these areas with chess-like precision on Turn 1.

XXX CORPS: Outflank and Penetrate!

The powerful forces of XXX Corps face their toughest opposition during the opening turns of the game, between the bridgehead and Eindhoven. Your objective is simple: move north on the highway at all costs. Unfortunately, this maneuver also simplifies the German Player's objective: block the highway at every opportunity. Therefore, you must attack the German forces with such efficiency and power on Turns 1 and 2 that you destroy his entire front before he can mobilize — an undertaking that is more easily formulated than accomplished. Here is a plan that usually works.

Initial Deployment: As stated in the rules, you must place five units of the Irish Guards in the bridgehead. You may then place any of the twelve other XXX Corps units available on Turn 1 that will fit in the bridgehead. See the deployment plan in Figure 1. Note that the two armor units on the highway should be in Travel Mode. Five units available on Turn 1 are not placed in the bridgehead; three of them will enter as reinforcements, as described below.

Airstrikes: The outcome of XXX Corps operations on the first two turns is largely determined by the success of your initial airstrikes. Remember, a successful airstrike on Turn 1 will disrupt the target until the German player-turn of Turn 2. While it's heartwarming to eliminate a unit, disrupting it is sufficient since the unit will exert no control, cannot fire, and can be bypassed, allowing your units to attack other German forces further behind the front line.

Use all six of your available air points to conduct airstrikes against German units in the following hexes (the total modifier to each airstrike die roll is listed in parentheses): 0109(+1), 0211(+2), 0215(+3), 0313(+1), 0513(0), 0713(-1).

First Moves and Attacks: Let us assume you rolled a "3" (unmodified) for each of your airstrikes, an average result slightly in the German's favor. This would disrupt the units in hexes 0109, 0211, 0215, and 0313. You would then move your units and bring in the three reinforcements also. Note that your Guards headquarters moves to a location from which it can lend combat engineer support to many different attacks. After completing the moves, conduct the following three attacks:

Attack 1 against 0513: Four units attack with engineer support. The British units in hexes 0512 and 0514 use indirect fire so they are not subject to defensive fire and their control will isolate the German unit at the moment of offensive fire. The other two units conduct direct fire. Even if German defensive fire disrupts the strongest unit, offensive fire will still be resolved on the "21+" column of the Fire Table with a "+6" die modifier (+4 for broken terrain, entrenchments negated, +2 for German isolation). Any offensive fire result eliminates the German unit.

Attack 2 against 0211: Three units attack with engineer support. All units use direct fire. The defender cannot conduct defensive fire because he is disrupted. Any offensive fire result eliminates the German unit.

Attack 3 against 0313: Four units attack with engineer support. All units use direct fire. The disrupted defender cannot fire. Any offensive fire result eliminates the German unit. Use exploitation movement to advance the two armor units in Travel Mode to hexes 0513 and 0412.

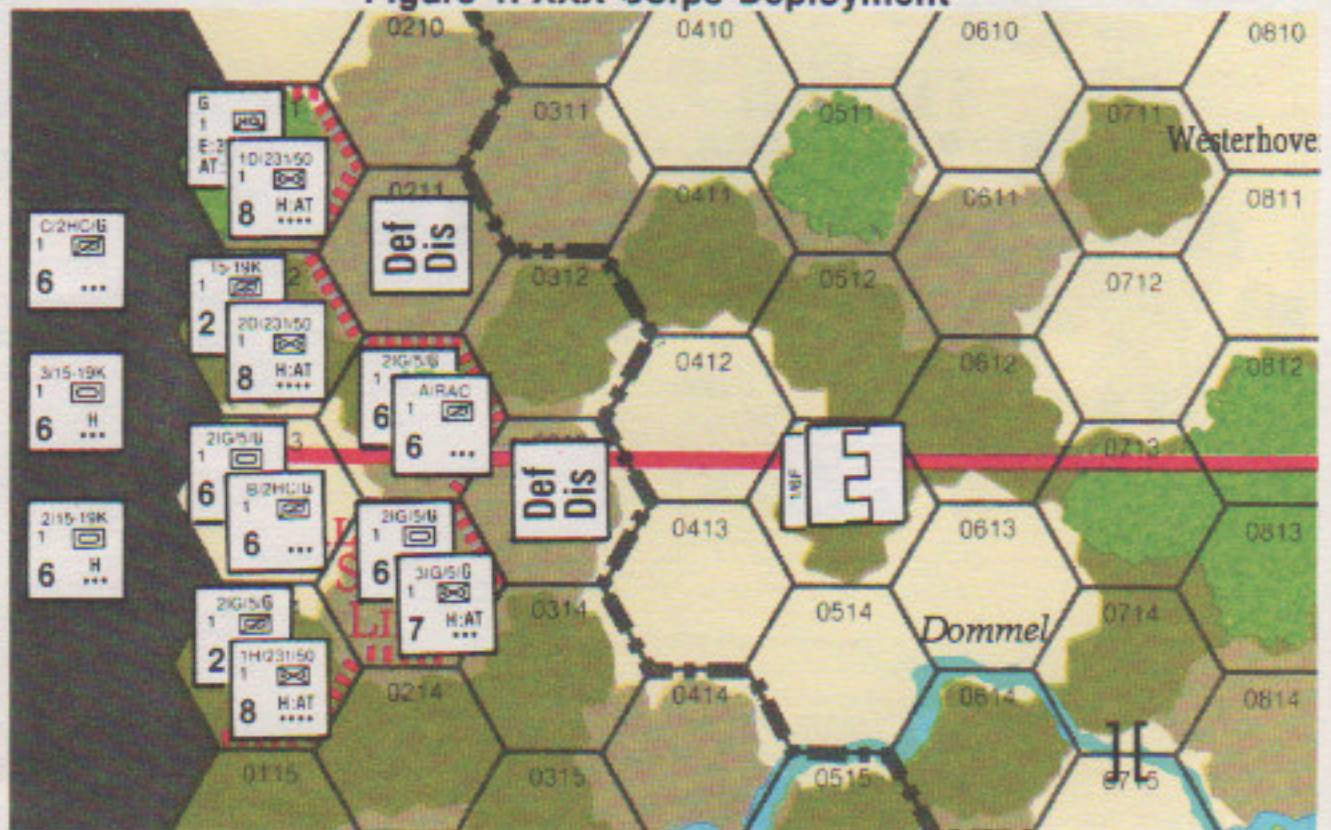
Alternate Moves and Attacks: Assuming you had bad luck and rolled a "2" (unmodified) on each of your airstrikes, disrupting only the German units in hexes 0211 and 0215, you would then move your units and conduct the following four attacks:

Attack 1 against 0211: Three units attack with engineer support. All units use direct fire. The disrupted defender cannot fire. Any offensive fire result eliminates the German unit.

Attack 2 against 0513: Two units attack using *indirect* fire. The purpose of this attack is merely to pin the German unit. The offensive fire is resolved on the "16-18" column of the Fire Table with a "0" die modifier (defender entrenched in broken terrain). There is a 1/6 chance that the German unit will lose one step at no risk to the British units.

Attack 3 against 0313: Three units attack with engineer support. All units use direct fire. The disrupted defender cannot fire.

Figure 1: XXX Corps Deployment



'YOUR OBJECTIVE (WITH XXX CORPS) IS SIMPLE: MOVE NORTH ON THE HIGHWAY AT ALL COSTS. THIS SIMPLIFIES THE GERMAN PLAYER'S OBJECTIVE: BLOCK THE HIGHWAY AT EVERY OPPORTUNITY. THEREFORE, YOU MUST ATTACK WITH SUCH EFFICIENCY AND POWER THAT YOU DESTROY HIS ENTIRE FRONT BEFORE HE CAN MOBILIZE.'



Any offensive fire result eliminates the German unit. Use exploitation movement to advance the two armor units in Travel Mode to hexes 0313 and 0212 (if the German unit in 0513 is disrupted in Attack 2, advance the units to 0412 and 0313).

Attack 4 against 0215: Two units attack without engineer support. Both units use direct fire. The disrupted defender cannot fire. This attack is not critical but it will probably cause the German unit to lose a step at no risk to the attackers.

Turn Two: Swarm ahead with your infantry units, attacking and outflanking any units that the German player does not move out of your path. Attack German units to the side of the road only if they threaten the road itself. You will have plenty of units entering the map later on to mop up stragglers. Bring in the two Turn 1 reinforcement units that were not able to enter earlier, and bring in two motorized infantry units and two armored recon units eligible to enter this turn. Continue east until you reach Arnhem.

THE FIRST AIRBORNE DIVISION: Hold that bridge!

Your objective as commander of the "Red Devils" is to get

units into Arnhem and delay co-ordinated attacks by the German player against the bridge defenders for as long as possible. Once the 2nd SS Panzer Corps is on the battlefield and organized, a slow, methodical elimination of your bridge defenders is assured. Given poor Allied play, the Germans will start pounding on the British in hex 7917 on Turn 3. On the other hand, with an effective British deployment, the Germans will not be able to mount powerful attacks against you until Turn 5 and will not be able to assault the paratroopers in hex 7917 until Turn 7 or 8.

Initial Airlandings: Proper play of the Red Devils begins with the drop zone assignments. *Figure 3* shows the best drop hex assignments for the units available on Turn 1. The bottom unit in each stack is generally more important than the top unit on Turn 1 and should check for disruption first; because the unit in each stack that checks for disruption second has a slightly higher chance of disrupting with a step loss.

Note that although hex 8010 can be used for airlanding, you should not place units there, because the airlanding die roll would be adversely affected by the German unit in hex 8011.

Initial Moves: After completing the Airlanding Procedure,

move those units that are not disrupted. The following unit-by-unit summary assumes that no British units were disrupted. Of course, the chance of that happening is very small. The summary explains the reason for the move and offers alternative moves for each unit if other units are disrupted.

(1/IP/1) in hex 7709: Enter Travel Mode and move towards Arnhem as shown, regardless of what other units disrupted. Move to hex 7917 or 2017 in Combat Mode on Turn 2.

(1, recon) in hex 7709: Remain in this hex so that the other unit can fulfill its orders, regardless of what other units are disrupted.

(3/IP/1) in hex 7807: Move to hex 7810 so the unit can enter Travel Mode on Turn 2 and move towards Arnhem behind the faster motorized recon units. However, if the German 16SS unit cannot be attacked with at least 3 units on Turn 1, move to hex 8010 to aid the attack instead (using indirect fire).

(1, HQ) in hex 7807: Move to hex 8009 to give combat engineer support to the attack against the 16SS unit, regardless of other units disrupting.

(1, recon) in hex 7808: Move to hex 7608 so that the unit can enter Travel Mode on Turn 2 and move to Arnhem, regardless of other units disrupting.

(1/GP/1) in hex 7808: Move to hilltop hex 7811 so that, if the 16SS unit survives the Turn 1 attack, that unit can surround the enemy on Turn 2. However, if 1/IP/1 or 2/IP/1 is disrupted, enter Travel Mode and move along the Doorwerth-Arnhem minor road instead.

(2/IP/1) in hex 7809: Enter Travel Mode and move towards Arnhem as shown, regardless of other units disrupting. If 1/IP/1 is disrupted, move one hex further to 7812. Move into Arnhem on Turn 2.

(1, artillery) in hex 7809: Support the attack against the 16SS unit by conducting indirect fire. Do the same on Turn 2, if necessary.

(Ksb/1A/1 & Ksb/1A/1) in hex 7909: Both units move to hex 7911 to attack the 16SS unit with direct fire. However, if fewer than two units are able to enter Travel Mode and move along the Doorwerth-Arnhem minor road, one of these two units should enter Travel Mode and move along the road via Heelsum.

(1B/1A/1, H) in hex 8009: Move to hex 8010 to attack the 16SS unit with indirect fire, regardless of other units disrupting.

(1B/1A/1, w/o H) in hex 8009: Move to hex 8210 so that the unit can take advantage of many movement options on Turn 2, including entering Travel Mode and marching to Schaarsbergen if the Allied player feels daring! However, if the 16SS unit cannot be attacked with at least 4 units on Turn 1, move to hex 7911 or 8111 to attack the enemy with direct fire instead.

(2ss/1A/1 & 2/GP/1) in hex 8109: Move to hex 8111 to attack the 16SS unit with direct fire, regardless of other units disrupting.

Considerations for Turn 2

Western Flank: After the 16SS unit is dealt with, a few glider units should head west to set up a line in the hills and to defend the 4th Parachute Brigade's drop zone.

Secondary Bridges: British units will pass the Driel ferry and a non-road bridge as they move along the Doorwerth-Arnhem road. The German player will almost certainly destroy these crossings. If he does not, you have a golden opportunity to grab the south end of Arnhem bridge. Later, however, the intact crossing will become an additional avenue of attack for the German player that you will have to defend.

Arnhem Flank: If you are able to move a strong unit into hex 7917 in Combat Mode on Turn 2, consider attacking the heavy flak unit across the river. Although the flak unit poses no direct threat to you, clearing it from the hex will give you the option to grab the south end of the bridge early.

Turn 3 and After

Set up a defensive perimeter anchored on the Neder Rijn so that the units of the 1st Airborne can give each other mutual support for as long as possible. Fall back to shrink the perimeter only when necessary to preserve units. The extent of this perimeter depends on your fortunes on Turns 1 & 2. Figure 4 shows the general size of a good starting perimeter and how your lines should fall back as the game progresses.

Forward Perimeter: Given a reasonable airlanding, you should be able to set up this line by Turn 3. If the airlandings go well, actions shown by the arrows in Figure 4 should also be undertaken. If you get very lucky and eliminate the 16SS unit on Turn 1, you should be able to extend your perimeter to control all the woods between Oosterbeek and Schaarsbergen.

Primary Perimeter: Fall back to this line around Turn 6. If the initial airlandings go poorly, this line may have to serve as the forward perimeter. However, you must guard the drop zone of the 4th Parachute Brigade until their airlanding is completed.

Secondary Perimeter: When the Germans really start to squeeze, around Turn 9, fall back to this line, even if there is still an isolated British unit in hex 7917 (Arnhem bridge).

Final Perimeter: If you've only got half a dozen units left, fall back to this line and keep a lookout for the XXX Corps!

Figure 2: First Airborne Division Deployment



Figure 3: First Airborne Division
Defensive Perimeters

