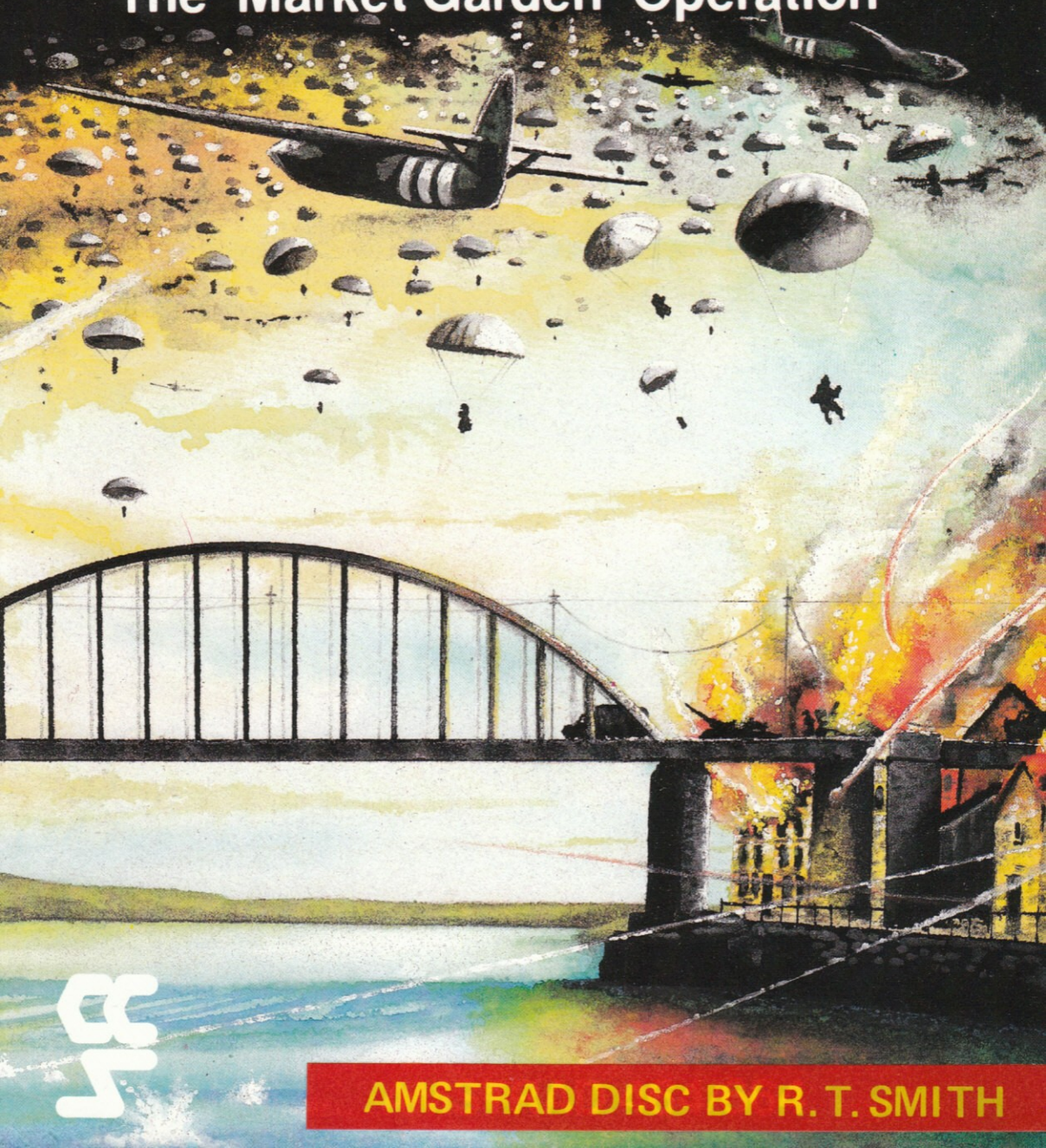


ARNHEM

The 'Market Garden' Operation



AMSTRAD DISC BY R. T. SMITH

This tactical wargame simulates the historical 'Market Garden' operation in 1944. Montgomery's plan was to smash the Nazi occupation of Holland thereby opening the door to Berlin and ending the war. Three Allied Airborne Divisions were dropped behind enemy lines to capture vital bridges for the advancing Allied Forces.

Experience the bitter conflict. Can the Allies succeed or is the bridge at Arnhem a bridge too far?

Historically accurate with 5 compelling scenarios.

1, 2 or 3 player game.



Published by Cases Computer Simulations Ltd.
© 1985 R. T. Smith

AMSTRAD
DISC

ARNHEM

54

This tactical wargame simulates the historical 'Market Garden' operation in 1944. Montgomery's plan was to smash the Nazi occupation of Holland thereby opening the door to Berlin and ending the war. Three Allied Airborne Divisions were dropped behind enemy lines to capture vital bridges for the advancing Allied Forces.

Experience the bitter conflict. Can the Allies succeed or is the bridge at Arnhem a bridge too far?

Historically accurate with 5 compelling scenarios.

1, 2 or 3 player game.

AMSTRAD
DISC

ARNHEM

The 'Market Garden' Operation

ARNHEM

