How to Play

The Player's Guide to the
Operation Market Garden 2004 Megagame

Contents

1. Introduction

This game is about the Campaign in Holland in September 1944. It is more than just the 'Battle of Arnhem', it is about the whole of the attempt by 21 Army Group to cross the Rhine in one lightning thrust and thereby shorten the war. Had the operation been successful it might well have done so.

I hope you all like the experience of *OPERATION MARKET GARDEN 2004*, if the previous runs of this game are anything to go by it will be frustrating, exciting, challenging and confusing - and possibly even enjoyable!

As to who 'wins' - well we'll have to let history be the judge of that, won't we?

Jim Wallman
Streatham 2004

2. What is an Operational Megagame?

This is an operational megagame. It is different from most conventional wargames or board games in a number of important respects.

⤷ **Teams** - Players are organised into teams, who need to work in much the same way as a real-life operational headquarters

⤷ **Command Hierarchy** - Teams are organised in a hierarchy of teams that mirrors a real-life military hierarchy

⤷ **No Rules** - Players do not operate a rule-system – all adjudication is done independently by an impartial team known as 'Game Control'.

Teams

You will find yourself part of a team of players. It is very important to your experience of the day that you get to know your other team members (you may already know them, especially if you have booked to come as a team).

Player teams represent Army HQs, Corps HQs, Divisional HQs and Air HQs.

Within the team you will have to sort out specific roles and jobs. You will find that if the team works like a discussion group, with everyone discussing and agreeing each action, events will happen much too fast for you to keep up.

Within your team, your headquarters if you like, there are five key activities that have to be done if your unit is to operate fight properly:

- Command
- Intelligence
- Operations
- Logistics
- Communication

Command – the Commander player has the final responsibility for the operational decisions for the formation. This responsibility extends to reporting *up* the chain of command to senior level players. It also means that they have to follow orders (a difficult task for many wargamers).
The game simulates a real military hierarchy – and it will allow for realistic consequences for failure or disobedience. If you like being the commander, the best way to hang on to that role is to do a good job.
The Commander listens to his logistics, operations and intelligence staffs before deciding what he wants the formation to do – he can then leave it to his operations player to write the orders and his logistics player to organise the supplies.

Intelligence – this is understanding what the enemy is doing. An Intelligence player will listen carefully to what Game Control reports and build up a picture of what is facing the formation. This can be a complex and difficult task at times, but if neglected can lead the team into some costly mistakes. Intelligence players will also probe Game Control for information and liase with neighbouring formations. In a higher headquarters, the intelligence player will be asking for information from subordinate player teams as well as asking for information from other sources such as spies, resistance networks or air recce.

Operations – this is understanding what your own troops are doing. An Operations player will listen carefully to what Game Control reports about the status and capabilities of their own units. Operations will manage the movement of units and prepare order sheets.
Operations will keep the unit commander informed of the capabilities and options available to the formation. This may include tasking units – such as armoured car units, recce aircraft - to gather intelligence.

Logistics – in *Operation Market Garden* logistics play a central role. The Logistics player keeps track of how many supply points the formation has and, more importantly, where they are and how they move. No formations in the game will have a day free of logistics problems – caused either by shortages, enemy action or rapid advances. Organising the logistics in the right place to support operations *will* mean the difference between success and failure.

Communication - The game moves at a fixed rate without pause.
Each half hour represents half a day of operations. Within that time, players will have to do all the things described above AND communicate effectively.
This means that intelligence players should be communicating intelligence summaries, operations players communicating unit capability summaries and logistics players logistic state summaries up the chain of command every turn.
This game is as much about effective communication as it is about manoeuvring combat units.

In the game, players will normally be allowed to move to the tables / HQs of friendly forces to communicate.
However, don't forget that the game goes on – if you spend too long chatting, you won't have time to write your orders properly. Players might choose to send written reports or messages to other teams - this can sometimes be quicker.
In some special cases, Game Control might place a team out of communication. If this happens they obviously may not move about and talk until communication has been re-established.

Command Hierarchy
You are playing a game where you are part of a military hierarchy.

In this game, that hierarchy must be observed.
You can disagree with superior commanders, but you may **not** disobey them. This applies to command teams at the higher levels as well, because they will have been given orders from even higher (not played) headquarters, which they must try to follow.

This means also that no commander has a completely free hand to do what they like.
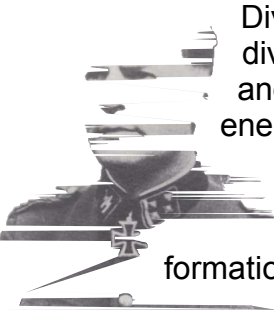
Divisional teams will be given an area of operations, divisional boundaries and objectives by higher command, and they should keep to them (unless forced otherwise by enemy action).

Higher commanders (including non-player high command represented by Game Control) have the power to replace formation commanders.
This might be done by moving a new player into the role from another team, or by rearranging the team and swapping another member of the team into the command slot.

Generally, sacking like this isn't done for being unlucky or losing a battle.
It is done when there is obvious disobedience or incompetence – so be warned.

No Rules

Ok, there are rules *really*.
It's just that the players, as a whole, will not be shown all of them. The reason for this is that we want players to react and think like real-life military commanders (who don't have 'the rules' either) rather than chess-players will a full knowledge of the consequences of every action.

So you **won't** be able to say to yourself "..if I swing that battalion into hex 2345 I will gain a +1 on the CRT and block his zone of control.." or similar.
You might instead be saying "If we use the 3rd battalion to swing round the right flank we might dislodge the German infantry in that wood".
Much better, isn't it?

There are a number of player guidelines in this handbook.
These set out key assumptions that you share about the relative capabilities of units in certain circumstances, how far you can expect units to move, and how much supply they might consume.

The Game Control team will also do their best to report back to you in realistic terms.

You should **never** hear
"..your battlegroup launched a +23 attack on a status 17 German unit and got a total success result and took one status loss".

You **will** hear something more like
"The Irish Guards group pressed forwards against German infantry and anti-tank positions in the woods in front of Valkenswaard and pushed them out taking several hundred prisoners and driving them back towards the town. The Guard's losses are low and they will be ready for further operations by tomorrow morning."

3. Hints on Play

Command Style - The time pressure of operations means that a formation commander has to rely on his team to carry out his directions. This is because he will be spending time talking to the higher command. Higher command will be taking time to talk to all the subordinate commanders.
It also means that the armies cannot function on a turn-by-turn decision making basis.
At the outset the Allies will have the advantage of a pre-prepared plan, but it will work much better if higher commands are thinking several days ahead, and low level commands at least a day ahead.
Higher commanders should not, and in fact cannot effectively, micro-manage the lower team's battle for them.

Level of detail – As a general rule of thumb, players should concern themselves with the situation two levels down – i.e, Divisional-level players should be aware of the situation at Battalion level, Corps-level players with the situation at Brigade/Regimental level, Army-level players with the situation at Divisional level. Players should bear this in mind when reporting up the chain in order not to swamp higher headquarters with unnecessary detail, and when sending orders down the chain in order not to micro-manage the battle.

Try to Keep Up – the game moves inexorably onwards. Teams that fail to get their orders written in time will lose the opportunity to issue orders at all – the game will not wait for them.
So the player teams should do as much as possible to make sure they are ready to issue orders by the deadline.
For example, the operations player might start writing parts of the orders for the next turn before all the feedback from the previous turn has been received.
If they are thinking ahead the team will have some idea what they plan to do next.
The ops player can then make minor corrections once the full results have been received from the previous turn.

Don't dither or waste time in arguing and discussion - remember the old military adage – "… an adequate decision made immediately is better than the right decision made too late".
That said, the formation commander should listen to what he is being told by his team – but the ultimate responsibility is his to make the final decision.

Establish a routine – teams will find it easier to operate efficiently if there is a definite structure to each turn.

This will help to ensure that teams keep up to time.

For example, communication between higher and lower formation teams should take place at roughly the same stage in each turn, so that players know when orders and reports need to be ready.

Establish who should initiate the contact – normally, if communication is by telephone, it will be more efficient for the higher HQ to contact each of its subordinate teams in turn than to have all the subordinate teams trying to call the higher HQ at the same time.

4. Scales, Level and Resolution

The smallest represented unit is the Battalion (or equivalent).

For the Allied flanking corps, the smallest units will be Brigade / Regiment / Battlegroup level.

Players represent the staff at Divisional level or higher.

Each game turn is half a day.

The main map scale is one grid square = 2 km.

Note that the grid squares are for map reading and reporting, they are not 'game board' squares.

5. Sequence of Action

Each full turn should take 30 minutes to complete.
Teams will need to structure their use of time carefully to ensure that they carry out all their tasks within each turn.
This table illustrates the sort of routine players in a Divisional team might adopt.
It is important to
(a) organise your time around certain fixed points – most importantly, the need for written orders to be ready at the start of each turn, but also the times at which you should be communicating with higher/lower formations; and
(b) be ready to react flexibly and quickly if the routine starts to break down.

Time in turn	Commander	Ops	Int	Logs
Start 2-3 minutes	Thinking ahead to turn after next	Gives Control written orders for turn.		
		Clarifies orders for Control if necessary		
Control takes orders to Control map				
3-10 minutes	Communicates with Corps HQ	Prepares as much of next orders as possible	Communicates with neighbouring Div HQ	Plans supply movements for next turn
Control reports back				
10-15 minutes	Listens to Control briefing on outcome of combat	Listens to Control briefing on outcome of combat and status of own units	Listens to Control briefing for information on enemy units	Listens to Control briefing and notes supply expenditure
15-25 minutes	Considers whether changes in orders are required	Updates own units on team map	Updates enemy units on team map	Updates supplies on team map
		Assesses own units capability and briefs Comd	Assesses enemy strength/intentions and briefs Comd	Briefs Comd on supply situation
	Gives orders for next turn to Ops	Receives orders from Comd		
25-30 minutes		Completes written orders for next turn		
Control returns for next turn's orders				

6. Orders

Each turn players will issue orders for units or groups of units with the same task (i.e. battlegroups, regiments, or brigades). An order sheet is then passed to the team Game Control person who check that they can understand it, before going to the main map and implementing the orders.

Game control then annotate the order sheet as the combat is resolved and return to the players to report.

A typical sheet might look like this:

Order Sheet – Team *Guards Armd Div* **Game Date** *18 Sept 44* (am / pm)

Unit / Grouping	Orders	Supporting elements	Logistics allocated	General Intentions (circle one in each col.)		Game Control Notes
				Action	**Posture**	
32ⁿᵈ Guards Brigade Group	*Attack towards Valkenswaard*	*2 Field regts plus 2 Med regts allocated from 30 Corps + air support*	*18 Ammo 5 Fuel*	(Break through) Attack Probe Hold Move Prepare	(Tact) Non-Tact Rest	*Used 14 ammo and 8 fuel. Light losses*
5ᵗʰ Guards Bde Grp	*Move up behind 32ⁿᵈ Guards Bde Gp*	*none*	*5 fuel*	Break through Attack Probe Hold (Move) Prepare	(Tact) Non-Tact Rest	*Move completed*
				Break through Attack	Tact	

The headings are mostly self-explanatory, except 'general intentions' which are:

Action	
Breakthrough	This is only available to armoured units. An all out attack intended to break through the enemy formations and continue movement on the other side. This can mean the units fight more than one action during the turn, and will wear out units faster.
Attack	Attack the units in the direction indicated in orders, with the intention of dislodging or destroying them and taking an objective.
Probe	Intensive patrolling to determine the location and extent of units to the front. The unit will advance until it makes contact then conform to the enemy's deployment, when found. This also gives some unit identification of the facing units.
Hold	Dig in and remain in current positions. If specified in orders this might be a 'stand fast' or 'hold at all costs' in which case the unit might take additional casualties rather than be pushed back.
Move	Move from 'A' to 'B'. If enemy encountered, the unit stops and does not attack.
Prepare	Prepare for an attack. This is essential if an attack is to be successful.
Posture	
Tact	Tactical – ready for combat deployed and expecting trouble.
Non-Tact	Non-Tactical. Not ready for combat, not expecting trouble. Ammunition stowed, weapons slung. But allows faster movement.
Rest	In some cases units can recover fighting effectiveness by resting. Typically this needs to be for several days before any improvement is felt.

7. Unit Movement

Movement
As a guide, the ABSOLUTE MAXIMUM movement distance, in kilometres, are shown below.
Unit movement will almost always be much less than this maximum, especially the road movement rates which can be affected by weather, congestion, choke points and other road conditions

REMEMBER, THESE FIGURES REPRESENT
THE UNINTERRUPTED MAXIMUM MOVE*.*

Troops	Ground	Tactical	Non-tactical	Road Column	River Crossing
Horse drawn Infantry & Paras.	All terrain	15	25	30	Possible
Mech. or motorised	Close	18	28	64	impossible
	Open	30	32	64	impossible
Tanks or SPGs	Wood/ Town	18	28	64	impossible
	Marsh	8	18	64	impossible
	Open	30	32	64	impossible
Motor towed arty	All terrain	-	-	75	impossible
Recce and lt. tanks	Close	18	28	100	possible
	Open	30	35	100	possible

Obviously, movement can be interrupted for combat. Units which have moved for more than half a turn cannot fight in that turn (i.e. they fight in the next turn).
Armoured units which are *breaking through*, may move on after a combat - depending upon how fierce the fighting was.

Examples of things that slow down unit movement
- Moving down narrow, twisty lanes
- Coming under fire
- Traffic jams
- Bad weather
- Preparing for an attack
- Making tea (British units only)

River Crossing
On the operational maps only important river obstacles of are marked. There are numerous less important obstacles that have been factored into the movement rates.
Units indicated above as 'River Crossing = impossible' can only cross any marked canal or river obstacle at a bridge.

Other units may cross canals and minor rivers, but not major rivers without a marked bridge (using minor unmarked footbridges and locks or otherwise improvising).

Most bridges have a weight classification. For most purposes we are interested primarily in whether tanks can cross.
Therefore there are only two classifications of bridge/Ferry:

a. **Light bridge/Ferry** - equates to the Class 9, and is only passable for infantry and transport units (but not loaded tank transporters).

b. **Heavy bridge/ferry** - equates to a class 40 Bailey bridge (or larger) and is passable to all types of unit

8. Traffic

Unit Points
At any major crossing, the bridge or ferry will be given a capacity in terms of

'Unit Points Per Turn'

Each unit is given a score (indicating its size in vehicles). During any major troop movement, bridges will form the main choke points for traffic, and this will be reflected in the game.
The unit points are marked on the counters concerned.

The capacity of typical river crossings and choke points, in points per phase, will be:

Crossing type	Capacity in points
Civilian Ferry	4
Main road bridge	120
Minor road bridge	40
Bailey bridge	30
Rail bridge	20
Light military bridge	15
Military ferry	5

Other choke values:

Route type	Capacity in points
Town with "crowds of cheering civilians"	50
Main road, double lane	120
Main road, single lane	60

None of these figures are hard and fast, of course. Circumstances can dramatically alter the capacity of a given river crossing. The above figures must be regarded as only a general guide.
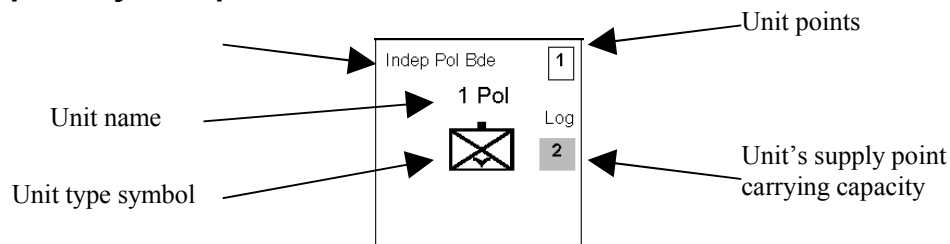
Column Lengths

When in 'road column' the unit points also indicates the amount of road space the unit takes up in kilometres.

9. Combat

Example Player Map Counter

Unit points

Unit name

Unit type symbol

Unit's supply point carrying capacity

Support Units

Some units have a primarily support role. This means that the unit can only be used in attack or defence in conjunction with another unit of at least equal size. For example, independent anti-tank or flak companies.

Supplies

Units cannot attack without supplies.

Supplies are represented by coloured counters.

Supplies are only used up in the attack. Units use supplies as follows:

ANY ATTACK	1 Supply point per battalion-sized unit (or 3 per brigade-sized unit)
ANY ARTILLERY USE	1 Supply point per unit (this includes artillery used in defence).
DEFENDING	No Supply points
ARMOURED, MOTORISED and MECHANISED UNITS	1 FUEL Supply point per battalion-sized unit per turn moved or in combat - either defence or attack. (or 3 per brigade-sized unit)

Combat Assumptions

- Combat is extremely wearing on all troops. Even if they win a battle, the winner's attacking units will take many casualties, often more than the defenders. It is important for commanders to ensure that they do not exhaust their entire force by continually using, say, their entire division to attack.

- Paratroops and some German infantry formations lack substantial numbers of heavy weapons, and are therefore disadvantaged in the attack, or facing tanks in open country.

- Infantry have an advantage over tank formations when defending built-up areas or closely wooded country.

- Preparation is everything. All attacks need at least one game turn of preparation (i.e. waiting, or moving up a short distance) if they are to stand the best chance of success. Obviously, sometimes attacks must be hastily organised and immediate – but be warned, success is less likely in hasty attacks.

- Co-ordination in battle is very hard. Units from the same Brigade / Regiment / Battlegroup are used to working together – but additional units, especially from another command or division make the task of battle co-ordination harder. So in a single fight, two brigades from the same division will be more effective than two brigades form different divisions.

- Tactical air power in the close support role can be decisive in an attack. But it does require several squadrons of effort to do so.

- Artillery is essential to both attack and defence. Attacking without artillery support is a definite disadvantage.

- Combined arms attacks – making good use of infantry, armour and artillery in the same attack – increase the chances of success considerably.

- Tank units are quite potent in battle, but have limits. A well deployed infantry battalion can hold up tanks, especially in close country.

- It takes time to do anything. For the vast majority of units, the following timings apply:

    a. To prepare a brigade/battalion for an attack **takes 1 turn.**

    b. Attach a battalion to a different division **takes 1 turn.**

Players must have allowed for these timings in their orders.

Supporting Artillery

Unit	Effective Range (km)	Long Range (km)
Field Artillery	8	12
Medium Artillery	12	20
Rocket Artillery	6	n.a.
Infantry Guns	6	n.a.

Defending artillery specifically allocated to the task can be counted as support for defenders but obviously uses ammo in the process.
Artillery units can be moved and fired, but obviously their effect is reduced in proportion to how much of the turn they spend moving and what part of the turn they move in.
For example, an artillery regiment moving up during the first half of a turn could not, obviously, support an attack commencing at the beginning of that turn.

Air-Ground Attacks (Close Air Support)

Close air support (CAS) of a ground battle is very difficult to organise successfully.

This can only be done in *prepared* attacks (i.e. those having spent the previous turn with 'prepare' orders) – unless Cab Rank is available (see below).

Also the effectiveness of the attack is influenced by the presence of specialised air liaison units .

German doctrine seems to have been to use their limited air power to hit rear areas and vulnerable targets - so most of the time they will use interdiction (see later).

Air attacks are always by squadrons or the equivalent

Cab Rank. This was a system whereby a number of squadrons would be in the air and on call for 'immediate' CAS missions. This option is only available to the Allies.

A Cab Rank has to be allocated to a specific formation for an entire day (2 turns), and takes 2 squadrons to provide 1 squadron's worth of cover.

Only air units based in France and Belgium can participate in Cab Rank.

The main effect is that by using Cab Rank CAS is made available for unprepared attacks and can be allocated to defence.

Air / Artillery Interdiction. This is where a specific location or area if bombarded by artillery or aircraft speculatively. This has the effect of immobilising, or possibly doing some damage to units in, or passing through, the interdicted area.

Air / Artillery Counter Battery Missions

This is where an artillery unit or a number of close air support squadrons is tasked to engage in counter battery fire. They must be dedicated to this task for an entire turn, and this must be specified in orders. When enemy artillery, is used against your forces, there is a chance that it's location is detected and it automatically comes under attack from the CB forces within range.

10. Supplies

Typically, the Brigade/Regimental HQ units are used as the focal point for unit-held supplies.

In reality, individual units, especially mechanised units, held quite a lot of supplies with their integral transport.

This would lead to a very cluttered map – so we slightly fudge the representation and place all the supplies for a brigade/regimental group with their Brigade/Regimental HQ unit – this then doubles as a supply focus.

The HQ unit has a limit to the number of supply counters it can carry about on behalf of it's sub units – this is marked on the counter.

Units can therefore draw on any supplies from their Bde/Regt HQ 'stack' provided it is within 5km.

Supplies still need to be delivered to these HQ units and this is done in one of two ways:
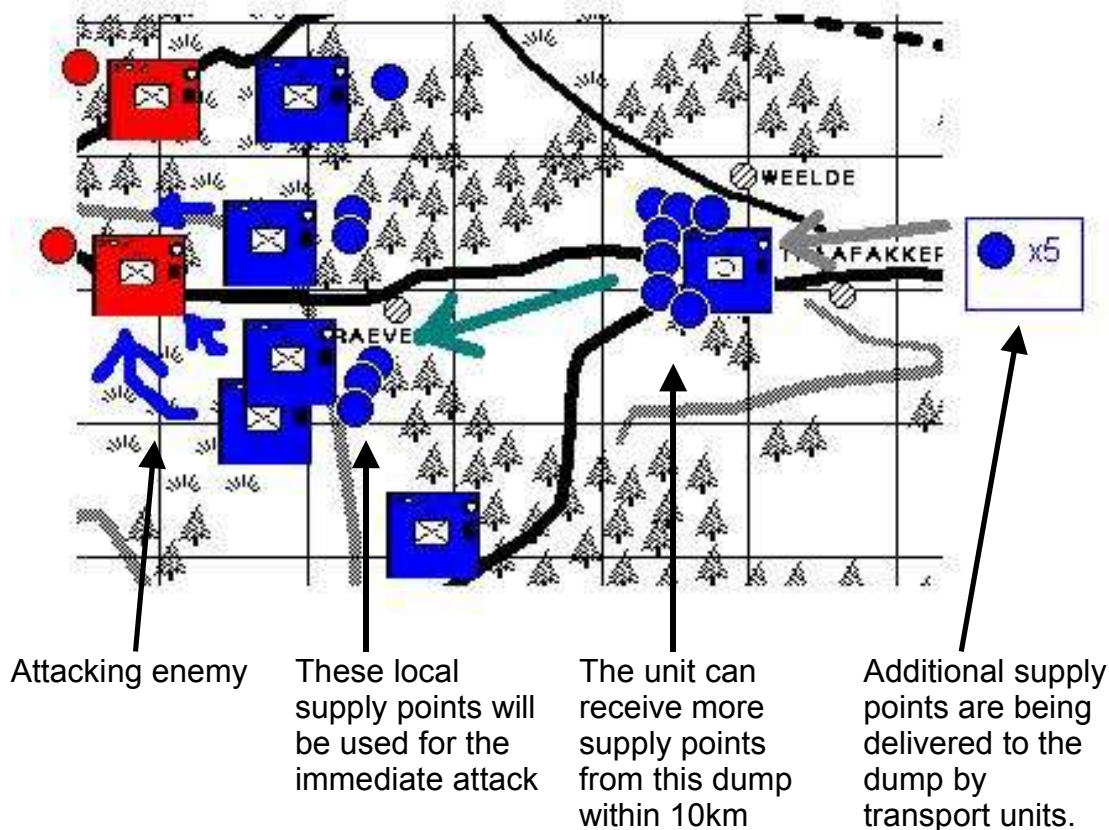
a.   Using the resources of a divisional supply dump to deliver locally. This is usually up to a distance of about 10 km, but it does vary (i.e. it is a bit less for an airborne division's dump). This facility is also limited in the number of supply counters it can move, and both this and the lift range are marked on the dump counter.

b. Carried in a supply transport unit (which is a separate unit counter in a given formation). This will have its capacity marked on it, in terms of the number of supply points it can carry.

Supply counters can be simply 'parked' at any point on the map – but this is not a dump (because a dump has it's own delivery capacity).

Example of logistics movement

| Attacking enemy | These local supply points will be used for the immediate attack | The unit can receive more supply points from this dump within 10km | Additional supply points are being delivered to the dump by transport units. |

Game note: Keeping an exact track of supplies in combat is notoriously difficult. In the event of uncertainty, it is Control's view of what is available that is the definitive view.

Moving A Supply Dump
Supply dumps cannot be just ordered about like other types of unit. IN order to move a dump the Division allocates a new location for the dump, and the dump counter (without it's attendant supply counters) is moved to the new location - up to the maximum move for lorries – taking a turn, but leaving it's supplies behind. Supplies are then moved to the new dump using whatever transport units are available in the normal way.

11. Air Operations

The map is divide up into air zones - each equating to a map sheet. Most air deployment is by Air Zone.

a. Air Transport: delivering supplies or troops either by landing, parachute or glider. Air transport deliveries are not by air zone, but to specific locations on the map.

> **Air Resupply**
> The lift for supplies will vary according to the plan and air interference etc.

The resulting of supplies will be reported at the appropriate dropzones by Game Control.

Parachute and Glider Drops

The main casualties to units being delivered by parachute or glider are as a result of dispersion or non-arrival of key aircraft.

In daylight drops most units arrived pretty well intact. Night drops were a good deal less predictable.

Drops must be made into open areas or marsh or polder not less than 1km across.

Drops may not be made into woods or built up areas. Or on lakes, before you ask.

b. Close Air Support: Acting like artillery support to a given ground operation. This must be pre-ordered as part of the units orders - and must appear in BOTH ground AND air orders to be effective. Unless Cab Rank is in operation CAS can only be used to support prepared attacks. Only available to Allied forces.

c. Bombing / Interdiction: Bombing a given location or unit on the map behind enemy lines. This includes flak suppression actions. The bomb line is normally at least 2 km from the nearest friendly troops.

d. Recce: Reconnaissance of an air zone per squadron/move.

e. Escort: Close air cover to protect bombers or transport aircraft.

f. Air Cover: Combat air patrols to dissuade enemy air operations.

12.Typical Unit Type Symbols

unit type	description
	AA Arty
	Airborne Artillery
	Airborne Engineers
	Anti Tank
	Armour
	Armoured Engineers
	Artillery
	Blank
	Bridging Column
	Cavalry
	Engineers
	Glider Infantry
	HQ
	Infantry
	Mechanised
	Mountain Arty
	Mountain Infantry
	Paratroops
	Recce
	Self Propelled Artillery
	Supply Dump
	Transport / Logs

13. Formation Types, Sizes and Abbreviations

Formation	Number of subunits	Approx numbers of troops	Normal Abbreviation
Army group	2+ Armies	20000-Loads	AG
Army	2-4 Corps	8000-250000	Army
Corps	2-4 Divisions	4000-60000	Corp
Division	2-4 Brigades	2000-12000	Div
Brigade	2-4 battalions	500-3000	Bde
Regiment	1-3 battalions	200-2000	Regt
Battalion	2-4 companies	200-800	Bn
Company	2-4 platoons	100-200	Coy
Platoon	2-4 Squads…	20-40	Pltn
Group/ Squad/ Section		8-12	Gp / Sqd / Secn

In the British Army the term 'regiment' is used to mean a battalion-sized unit.

The German Army has *Kampfgruppe* which are improvised units which vary between company and divisional sized units.

Other Abbreviations:

Abbreviation	Meaning
AA	Anti-aircraft
AAA	Anti-aircraft artillery
AB	Airborne
Abn	Airborne
Abt	Abteilung – a 'detachment' usually of Battalion size.
AFCG	Airfield Construction Group
AFDAG	Airborne Forward Delivery Airfield Group
AGRA	Army Group Royal Artillery
Armd	Armoured
Arty	Artillery
Atk	Anti-tank
Cav	Cavalry
DUKW	Amphibious truck (D= 1942 U = Amphibious K = Front Wheel Drive W = Rear Wheel Drive)
Eng	Engineers
Fd	Field – as in 'Field Artillery'
FK	Fahrkolonne – German horse-drawn logistics unit
Flak	Anti-aircraft
Fus	Fusilier (infantry)
GAF	German Air Force
Gren	Grenadier (infantry)
HAA	Heavy Anti-Aircraft
Inf	Infantry
JgPz	Self-propelled anti-tank guns
KG	Kampfgruppe
LAA	Light Anti-Aircraft
Mech	Mechanised (usually troops in armoured personnel carriers)
Med	Medium – as in 'Medium Artillery'

Abbreviation	Meaning
Mot	Motorised (usually troops in trucks)
Para	Paratroops
Pz	Panzer
PzGren	Panzer Grenadier
RA	Royal Artillery
RAC	Royal Armoured Corps
RASC	Royal Army Service Corps (logistics troops)
RE	Royal Engineers
Recce	Reconnaissance
RNBG	Royal Netherland Brigade Group
SC	Service Company (US Logistics unit)
SKK	Schweres Kraftwagen Kolonne (motorised German logistics unit)
SP	Self-Propelled (usually tracked vehicles)
Svc Coy	Service Company (US Logistics unit)