

Devils Cauldron: The Battles for Arnhem and Nijmegen



Very good punched copy, counter have been bagged and sorted (took awhile), maps and charts are in great condition, box has some ware to it but no damage. Operation Market-Garden - A Bridge Too Far - has become one of the defining battles of World War II in the West. The Devil's Cauldron is the

Rating: Not Rated Yet

Price

Price £230.00

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Description

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Operation Market-Garden - A Bridge Too Far - has become one of the defining battles of World War II in the West. The Devil's Cauldron is the first of a new series of games that will recapture these moments on a grand scale. With the color and atmosphere that the great campaigns deserve, the series is also created with exquisite historical detail and a game system that allows the players to see the great Whys and What-Ifs as the campaigns unfold.

Should the British Airborne have risked more to drop closer to Arnhem Bridge? Could XXX Corps have gotten to the beleaguered garrison at Arnhem Bridge? These questions are asked to this day and with Devil's Cauldron you can arrive at your own answers.

Incorporating the most up-to-date historical information as well as contributions from leading Market Garden-historians, the game's details are unmatched. The SS Marching band that was thrown into the early action; Jedburgh teams; captured Dutch Firetrucks; German Police units; and

much more are presented. No effort has been spared on the maps, which have extraordinary detail and have been created to allow a true picture of what happened and to explain why it happened. Extensive historical and game notes are also provided to complete the "paper time capsule" effect.

With all this history Devil's Cauldron is not just some reference tool. It is also a great game! Using Victory Games popular, playable and accurate Panzer Command system, Devil's Cauldron has been updated and carefully designed to offer fast, fun and challenging play. With an easy-to-learn game engine, Devil's Cauldron offers plenty of nuance and balance for the grognard and a fun and rewarding game experience lasting from a 90 minute scenario to the 50-hour campaign. Scaled at 500 meters a hex and roughly 2-hour turns, players command company-sized units in a system that rewards planning and careful play. Devil's Cauldron covers the Northern half of the Market-Garden campaign, including the action of the British 1st Airborne and the U.S. 82nd All American Division. The Devil's Cauldron is fully playable on its own or as part of a grand campaign covering the entirety of Market-Garden when linked with its sister game, Where Eagles Dare.

NOTE: This is a strict reprint of the original Devil's Cauldron. The ONLY changes in this reprint edition are the incorporation of all known applicable errata, and the inclusion of the latest version of the series rules (1.1) previously released in No Question of Surrender

Contents:

- 4 23.5"x35.5" mapsheets 3 of which are backprinted w/scenario maps
- 3 9"x12" map extensions (adding useful areas which were "just off" the are covered by the 4 mapsheets)
- 11 sheets of 5/8" die-cut full-color counters
- 1 countersheet of 1" die-cut full-color counters
- 2 Series Rulebooks (1 detailed (ver 1.1); 1 "quick start")
- TDC exclusive rulebook
- Historical booklet
- 8 full-colour divisional displays
- 2 CRT/TEC Charts and Tables
- 1 Game Turn Chart
- 4 10-sided dice