

A Bridge Too Far[®]

A GAME OF TACTICAL WARFARE
ARNHEM 1944

ASL HISTORICAL MODULE 6

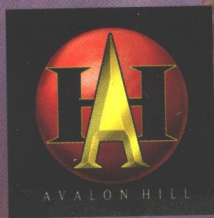
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Ownership of ASL, BEYOND VALOR, YANKS, and
WEST OF ALAMEIN is required.

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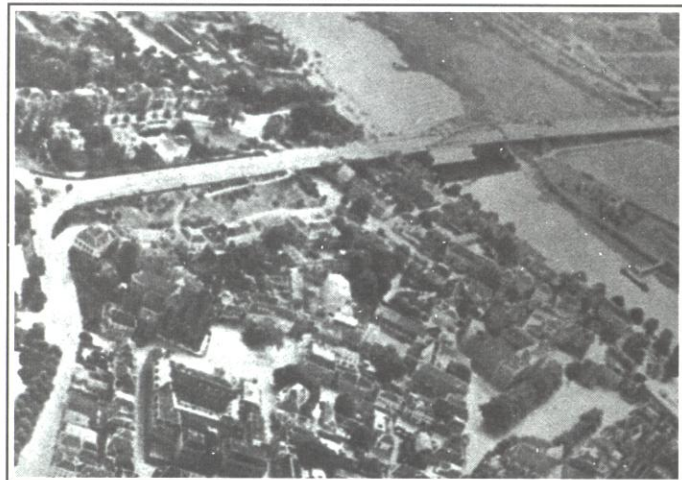
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THE PRIZE



ASL SCENARIO ABTF1

Scenario Design: Greg Davis and Mike Faulkner



ARNHEM, HOLLAND, 17 September 1944: The primary objective of the British 1st Airborne Division was the main road bridge in Arnhem. The three battalions of the 1st Parachute Brigade were to drive for the bridge along three separate routes. 2nd Parachute Battalion's route—"Lion"—took the battalion south to the river bank and then east toward the bridge. Experiencing relatively little opposition, Major Digby Tatham-Warter had quietly organized a small perimeter under the bridge. The Germans were completely unaware of the British concentrated near the bridge. The British expected only light resistance in the city. As Company A of the 2nd Parachute Battalion was making its final preparations for a *coup de main* assault on the bridge, three separate groups of Germans converged on the scene. Everyone was in for quite a surprise.

BOARD CONFIGURATION:



BALANCE:

- ⦿ In the Victory Conditions, change "≥ 7" to "≥ 5."
- ⚡ In the Victory Conditions, change "≥ 7" to "≥ 9."

VICTORY CONDITIONS: The British win immediately upon Controlling/eliminating (B30.92, R5.2) the Blockhouse provided there are no Good Order German MMC in building/Arnhem-Bridge hexes numbered ≥ 16 on/between hexrows O and U and/or win at game end if they Control/eliminate (B30.92, R5.2) the Blockhouse provided they have Exited ≥ 7 VP off the south edge from hex R23.

TURN RECORD CHART

⦿ BRITISH Sets Up First [282]	1	2	3	4	5	6	7	8	END
⚡ GERMAN Moves First [229]									

A Company, 2nd Parachute Battalion, 1st Airborne Brigade, 1st British Airborne Division [ELR: 5]
set up ≤ 4 hexes from hex R14: {SAN: 2}

6 ² -4-8	2-2-8	9-1	8-1	8-0	4-12	2-7	51 [2-11]	8-3	37 1 9PP *AAMG -/-/2	M11 2 76* [3-6] 82+	AT M10 3 57L
12	2					3	2				

Headquarters Defense Platoon and Troop B, Royal Engineers
set up ≤ 3 hexes from hex I6:

6 ² -4-8	9-2	8-1	7-0	2-7	8-3	30-1	24-1	
7						2	2	

Enter on Turn 3 along the west edge on/between A8 and A22:

6 ² -4-8	8-0	2-7
2		

Elements of 3rd Company, 21st Panzergrenadier Regiment, SS-Panzer Division 10 [ELR: 4] set up ≤ 5 hexes from hex A7:

6 ² -5-8	8-1	8-0	5-12	3-8
6				

Elements of Kampfgruppe Euling, SS-Panzer Division 10 [ELR: 4] set up ≤ 3 hexes from hex Z12:

6 ² -5-8	9-1	8-0	5-12	3-8	12-4
8	2			2	

Stadtkommandant Arnheim [ELR: 2] set up in/adjacent to hex R21: {SAN:5}

2-3-7	7-0	5-12	33 2 20L(6) -/5
4			

1st Company, 10th Recce Battalion, SS-Panzer Division 10 [ELR:4] enter Turn 1 along the north edge on/between M1 and V0:

34 2 20L(6) -/5/*	33 2 50L -/5	16 3 7PP* CMG -/7*/3*
2	2	

SPECIAL RULES:

1. EC are Moist, with no wind at start. See AB1F SSR. To represent the gathering darkness, a dusk LV Hindrance, calculated as Mist (E3.32, and applying within buildings) is in effect at scenario start. At the start of Game Turn 5, this LV Hindrance is automatically increased per E3.51.
2. British Guns may not be Emplaced (but may be concealed if set up in Concealment Terrain).
3. Prior to setup, the British may designate ≤ 4 6-4-8s from Troop B, Royal Engineers as Assault Engineers (H1.22) and Sappers (H1.23). In addition, all MMC of the British Turn 3 reinforcements are Assault Engineers (H1.22) and Sappers (H1.23).
4. The SPW 251/sMG Inherent HS (Vehicle Note 58) is a 3-4-8.

AFTERMATH: The Germans met Company A's attack on the bridge with stiff resistance from the blockhouse. In the meantime, elements of Kampfgruppe Euling attacked the British positions along the ramp. Moving toward the sound of gunfire, other units quickened their pace to the bridge. The depleted 3rd Company, 21st Panzergrenadier Regiment attacked from the northwest and became embroiled in heavy fighting near the river. A group of engineers was ordered to take out the blockhouse with their flamethrowers. They succeeded in eliminating the fortification by inadvertently igniting the ammunition stored in a small shed behind it. The resulting explosion illuminated the advance elements of the 10th Recce Battalion as it advanced to investigate the commotion. A confused firefight ensued and the British were able to successfully drive off the uncoordinated German attacks. But the presence of an armored car astride the bridge, not to mention the flames from the still burning ammunition dump, prevented any of the Paras from crossing and securing the south end of the bridge. The 2nd Parachute Battalion would have to dig in and await the XXX Corps reinforcements and the arrival of the remainder of the 1st Parachute Brigade—relief that would never arrive.

GRAEBNER'S FOLLY



ASL SCENARIO ABTF2

Scenario Design: Russ Bunten



ARNHEM, HOLLAND, 18 September 1944: Captain Graebner had halted his armored column in the town of Elst, about midway between Nijmegen and Arnhem. After refueling, he left a small contingent behind and sped back toward the Arnhem bridge with the remaining 22 vehicles to clear it of whatever small enemy force was there. Believing he faced the token resistance offered by a handful of paratroopers armed only with rifles or machine guns, Graebner expected little difficulty. His powerful armored units would simply smash through the lightly held British defenses and knock them out.

BOARD CONFIGURATION:



(Only hexes on/between hexrows L-V are playable)

BALANCE:

- ⦿ Add one 57mm OQF 6pdr and one 2-2-8 crew to the initial British OB.
- ⚡ Increase the Game Length by one full turn (from 9.5 to 10.5).

VICTORY CONDITIONS: The Germans win immediately upon Exiting ≥ 20 VP (excluding prisoners) off the north edge; each MMC Exited (excluding prisoners) counts as double Exit VP.

TURN RECORD CHART

⦿ BRITISH Sets Up First [174]	⚡	1	2	3	4	5	6	7	8	9	10	END
⚡ GERMAN Moves First [200]												



Elements of 2nd Parachute Battalion, 1st Parachute Brigade, 1st British Airborne Division [ELR: 5] set up anywhere within the playing area with no more than one MMC per Location [EXC: only A-T Mines may be set up on hexrow R]: {SAN: 5}

6 ⁺ -4-8	4 ⁺ -5-8	2-2-8	10-2	9-1	8-1	8-0	1-4-9	4-12	2-7	8-3	8
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10

2

3

2

1 AT Mine	3 AT M10 +57L	Foxhole 5 OVR, OBA: +4 Other: +2
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2

2



Reconnaissance Elements of Kampfgruppe Graebner, SS-Panzer Division 9 [ELR: 4] enter on/after Turn 1 on hex R23. All vehicles must enter with ≥ 1 MMC as a Passenger [EXC: PSW 234/2] (some, none, or all may enter each turn): {SAN: 2}

6 ⁺ -5-8	5 ⁺ -4-8	9-1	8-1	7-0	3-8	3-8	12-4	33 4 1 50L -/5	18 1 1 9PP AAMG -/3	16 1 1 7PP* CMG -/3*
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11

2

2

3

2

5

1 15PP AAMG T7 -/3	28 T7 21PP	9-1 2nd Lt
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2

3

SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the southeast. See ABtF SSR. The Blockhouse is destroyed; place a stone rubble counter on the bridge in hex R21 per R5.2.
- Prior to setup, the British may secretly designate ≤ 2 6-4-8s as Commandos (H1.24) and ≤ 2 non-Commando 6-4-8s as Assault Engineers (H1.22).
- The British receive one module of 80+mm OBA (HE only) with Scarce Ammunition. For its initial Battery Access draw, remove a black chit (thus giving it automatic Access for its first Fire Mission). The British may not attempt radio contact prior to British Player Turn 6.
- The Inherent HS for the SPW 251/sMG HT (German Vehicle Note 58) is a 3-4-8. The German may deploy freely prior to entry.
- All German Infantry in Bridge Locations (R1.1) treat LLMC as LLTC, treat Heat of Battle "Berserk" and "Surrender" results as "Battle Hardening," and if

subjected to a break result always suffer a Casualty Reduction result instead. Unit Replacement for German units while on the bridge is NA.

AFTERMATH: The vanguard of Graebner's assault force came on the bridge at top speed. Armored cars, half-tracks, personnel carriers, and truckloads of infantry advanced. Skillfully avoiding a string of Teller mines laid among the Blockhouse wreckage, the German column advanced. The British were initially caught off guard but recovered quickly. From the northern area a lethal fire enveloped the German column. From parapets, rooftops, windows, and slit trenches, troopers opened fire with every weapon available. Amidst the bursting shells, grenades, and mortar rounds, Lt. Colonel Thompson's artillery began to find the mark. With the echoes of the Red Devil war cry "Whoa Mohammed!" ringing in their ears, Captain Paul Graebner and his column ceased to exist.

LATE FOR MASS



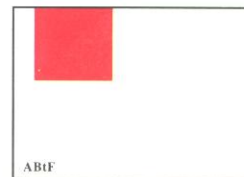
ASL SCENARIO ABTF3

Scenario Design: *Russ Bunten*



ARNHEM, HOLLAND, 18 September 1944: As the remainder of the 2nd Parachute Battalion made its way to the British perimeter, German units were responding to the threat. One such unit, Kampfgruppe Euling from SS-Panzer Division 10, had moved into position just west of the ramp. From the bell tower of a small church, the SS were observing the British movements. Aware that much more than a small detachment was already in place—as evidenced by Captain Graebner's demise—Captain Knaust ordered the position immediately reinforced. British patrols had discovered the strongpoint, however, and Colonel Frost dispatched the men of the 3rd Platoon, reinforced with men from 250th Company of the Royal Army Service Corps and a handful of glider pilots, to reduce the German position.

BOARD CONFIGURATION:



ABTF

(Only hexes ≤ 12 on/between hexrows D–N are playable)

BALANCE:

- ✚ Add one FT to the German Turn 3 reinforcements.
- ⦿ Delete the 8-1 A.L. from the German Turn 4 reinforcements.

VICTORY CONDITIONS: The British win at game end if they Control all non-rooftop Locations of building L3 and/or if they Control more non-rooftop Locations of building L3 than the Germans provided they have amassed ≥ 3 Infantry CVP more than the Germans.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3 [✚]	4 [✚]	5	6	END
⦿ BRITISH Moves First [145]							

Elements of Kampfgruppe Euling, SS-Panzer Division 10 [ELR: 4]
setup in/adjacent to building L3: {SAN 4}

6 ² -5-8	3-4-8	8-1	3-8	50*[2-13]	x10 12-4	7 morale
3	2		2			4

Enter on Turn 4 along the north edge of the playing area:

75L	13	8-1
3/5/2	3	1st Sgt

Elements of Kampfgruppe Knaust, SS-Panzer Division 9
enter on Turn 3 along the north edge of the playing area:

8 ² -3-8	6 ² -5-8	5 ² -4-8	3-3-8	9-1	8-0	5-12	3-8	x10 12-4	30-1
2	2								

Reinforced Elements of Number 3 Platoon, 2nd Parachute Battalion, 1st Parachute Brigade, 1st British Airborne Division [ELR: 5]
set up ≤ 4 hexes from hex G11: {SAN: 4}

6 ² -4-8	4 ² -5-8	2-4-8	9-1	8-1	8-0	4-12	2-7	5† [2-11]	8-3	30-1
5	5	2					2			

SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABTF SSR.
2. All German 8-3-8s/3-3-8s are Assault Engineers (HI.22).
3. Prior to setup, the Germans may designate ≤ 1 building Location as Fortified (B23.9; tunnels are NA).
4. German units which set up in Concealment Terrain may do so concealed (regardless of LOS).

AFTERMATH: Frost's men quickly engaged the SS holed up in the church. Moving silently, room by room, the Paras hunted down and eliminated the German defenders in bloody hand-to-hand combat. Some of the SS had barricaded themselves in a small antechamber and were fighting for their lives when reinforcements arrived. No longer outnumbered, the SS fiercely counterattacked and drove the British back into the main sanctuary. A swirling, close quarter firefight ensued with men of both sides firing at each other from behind the pews and confessionals. In the midst of this, a lone German tank crashed right through the front entrance of the church. The tank's machine guns and cannon tore into the Paras from point blank range. But as the situation was becoming most desperate, PFC Hovelington picked up a discarded PIAT and knocked out the behemoth from behind. Their armor support now gone, and running low on ammunition, the SS withdrew—leaving the church in British hands.

FIRST THREAT



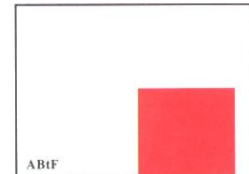
ASL SCENARIO ABTF4

Scenario Concept: *Eddie Zeman and Steve Dethlefsen*



ARNHEM, HOLLAND, 19 September 1944: Field Marshal Model was beginning to comprehend the threat posed by the British at the Arnhem Road Bridge. He likewise understood the implications of the other Allied airborne landings and XXX Corps' northward drive. Promising armor reinforcements for both *kampfgruppen*, Model demanded that Captain Knaust and Major Brinkmann open the roadway south to Nijmegen. Knaust and Brinkmann sent heavily armed patrols forward to aggressively probe the British positions. One such attack came late in the morning from the industrial parks east of the bridge.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 13 on/ between hexrows S-FF are playable)

BALANCE:

- ⦿ Add a British MMG to the British Turn 4 reinforcements.
- ⚡ The British suffer from Ammunition Shortage Level Two (R9.4, SSR CG17).

VICTORY CONDITIONS: The Germans win at game end if they have amassed more Victory Points than the British. The British receive Casualty VP normally [EXC: Eliminated AFV are worth only 1/2 their normal CVP value]. At game end, the Germans receive VP (calculated as Exit VP) for Good Order German Infantry and mobile AFV in hexes numbered ≥ 16 on hexrows S and T [EXC: double Exit VP for *Infantry* units on hexrow S].

TURN RECORD CHART

⦿ BRITISH Sets Up First [124]	1	2	3	4	5	6	END
⚡ GERMAN Moves First [176]							



Company A, 2nd Parachute Battalion, 1st Parachute Brigade, 1st British Airborne Division [ELR: 4] set up on/west-of hexrow Y and south of the S16-X15-Y16 road: {SAN: 4}

6 ² -4-8	4 ² -5-8	4-4-7 ²	2-2-8	9-1	7-0	2 4-12	1 2-7	?	3 57L
6	2	2					2	6	



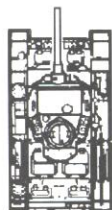
Enter on Turn 4 along the west edge of the playing area on/between S16-S21:

6 ² -4-8	9-2	1-4-9	8-3	30-1
3	2	2		



Elements of Kampfgruppen Knaust and Brinkmann, SS-Panzer Division 9 [ELR: 3] set up ≤ 5 hexes from FF14: {SAN: 4}

6 ² -5-8	5 ² -4-8	9-1	8-1	8-0	2 5-12	1 3-8	10 12-4	13 50L 3/5
8	4				2	2	3	



SPECIAL RULES:

1. EC are Moderate, with no wind at start. See ABtF SSR.
2. The 57mm OQF 6pdr may not set up HIP (even if Emplaced), but may set up concealed.
3. The British suffer from Ammunition Shortage Level One (R9.4, SSR CG17) and Water Shortage (R9.4, SSR CG21). The 4-4-7s in the British OB are Walking Wounded (R9.4, SSR CG19).

AFTERMATH: Supported by a platoon of Mark III tanks, the SS drove into the positions occupied by Company A. Captain Mackay observed the assault from his positions in the nearby schoolhouse and immediately notified Colonel Frost. Frost sent Major Gough and some volunteers armed with PIATs to deal with the German tanks. The British defenses held, but the Germans had managed to set fire to many of the buildings within the perimeter and the position was abandoned later in the afternoon.

TIGERS TO THE BRIDGE!



ASL SCENARIO ABTF5

Scenario Concept: *Eddie Zeman and Steve Dethlefsen*



ARNHEM, HOLLAND, 19 September 1944: Field Marshal Model had continually demanded that the Arnhem Road Bridge be opened to allow reinforcements to move south to Nijmegen. Throughout the morning, the Germans had probed the British defenses searching for weak points. Convinced that infantry alone could not dislodge the British, Lt. Colonel Harzer directed an assault supported by two heavy tanks with orders to eliminate the British holding the east side of the ramp.

BOARD CONFIGURATION:



ABTF
(Only hexes numbered ≤ 15 on/between hexrows R-Z are playable)

BALANCE:

- ⊙ The SSR 4 dr is subject to a -1 drm
- ⚡ The British suffer from Ammunition Shortage Level Two (R9.4, SSR CG17)

VICTORY CONDITIONS: The Germans win at the end of any Player Turn if they Control building S11 and/or at game end if they Control more non-rooftop Locations of building S11 than the British. Each ground-level rubble Location of building S11 Controlled counts as 3 Locations.

TURN RECORD CHART

⊙ BRITISH Sets Up First	+	1	2	3	4	5	6	END
⚡ GERMAN Moves First								

Troop A, Royal Engineers [ELR: 5] set up on any hex with a coordinate ≥ 8: {SAN:4}

 6 ² -4-8	 3-3-8	 10-2	 8-1	 7-0	 6-14	 2-7	 8-3	 30-1	Trench OVR, OBA: +4 Other: +2
6	2					2			

Elements Kampfgruppe Knaust, SS-Panzer Division 9 [ELR: 3] set up in any hex with a coordinate of ≤ 6: {SAN: 5}

 6 ² -5-8	 5 ² -4-8	 3-4-8	 9-2	 8-1	 7-0	 5-12	 3-8	 12-4
6	2						2	

Enter on/after Turn 1 along the north edge of the playing area:

 11 88LL 3/5/2	 12 88L 3/5/2
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 9-1 2nd LI

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze blowing from the south. See ABTF SSR.
2. Place one Stone Rubble counter at ground level in hexes T8 and T9.
3. The British suffer from Ammunition Shortage Level One (R9.4, SSR CG17), may designate one building Location as Fortified (B23.9; tunnel is NA), and may use HIP for one squad-equivalent (and all SMC/SW stacked with it). All British MMC are Assault Engineers (H1.22). The DC may not be Set.
4. At the end of Game Turn 2 the Germans must make a secret dr; on a result of ≤ "1", all German AFV are Recalled (D5.431) at the beginning of German Player Turn 4; on a "2-4", they are Recalled at the beginning of German Player Turn 5; and on a "5" or "6", they remain in play normally. AFV Recalled for any

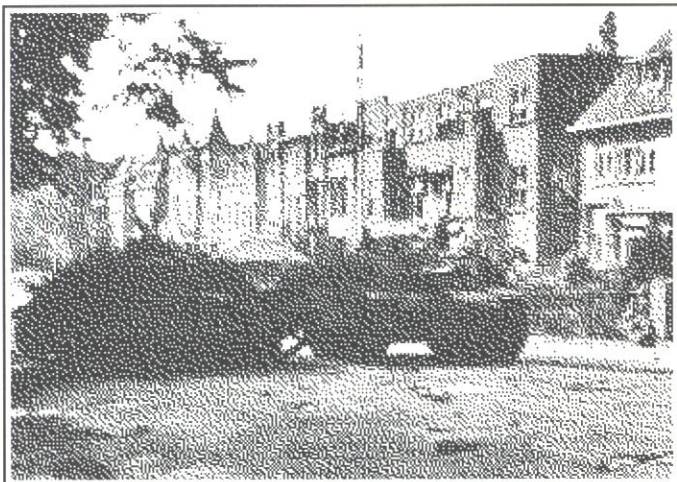
reason must exit along the east edge of the playing area. German AFV may neither use Excessive Speed Breakdown (D2.5) nor enter building Locations.

AFTERMATH: The Hohenstauffen moved forward under covering fire from the Tigers. Captain Eric Mackay ordered his Royal Engineers to dig in and hold. As the SS infantry closed, the engineers used the last of their remaining satchel charges to drive them out of a narrow slit trench that had been dug during the afternoon. Still, the SS pressed inward. Advancing cautiously, the Tigers moved to point blank range and fired high explosive shells into all parts of the building. Just when Captain Mackay believed the position was becoming untenable, both Tigers inexplicably withdrew. The SS troopers, disheartened by the loss of their heavy support, did likewise.

JUST IN CASE

ASL SCENARIO ABTF6

Scenario Design: Russ Bunten



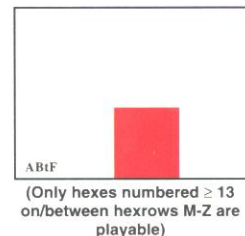
ARNHEM, HOLLAND, 19 September 1944: Colonel Frost could feel the German noose tightening about his weary force. No word had arrived from the remainder of the 1st Airborne Division. All positions east of the Arnhem Road Bridge were now in German hands or abandoned, nothing had been heard from Platoon 8 since the wee hours of the morning. The desperately needed relief from XXX Corps was nowhere in sight. Knowing it would doom the entire operation, but also aware that the situation was rapidly deteriorating anyway, Colonel Frost gave in to recommendations that the bridge be wired for demolition while it was still in British hands. The remnants of Troop B would set the charges while Major Gough's men provided cover. Fate would have it that Major Brinkmann also harbored thoughts of demolishing the Arnhem Road Bridge. Spurred by reports of heavy Allied pressure near Nijmegen, Brinkmann ordered a reinforced company of Pioneers to seize the bridge and set demolitions—"just in case." The two forces collided near the burnt out remains of the positions evacuated by Troop B earlier in the day.

VICTORY CONDITIONS: The British win immediately by amassing ≥ 11 CVP of Infantry/Inherent-vehicle-crews (excluding bonus CVP for prisoners) and/or at game end by Controlling ≥ 1 Level 0 Location in/adjacent-to hexes R20, R21, and R22.

BOARD CONFIGURATION:

BALANCE:

- Add one 1-4-9 hero and one PIAT to the British OB.
- ⊕ German reinforcements enter on Turn 3.



TURN RECORD CHART

● BRITISH Sets Up First and Moves First [148] ⊕ [172]	1	2	3	4 [⊕]	5	6	7	END
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Elements of Troop B, Royal Engineers and Elements Royal Army Service Corps, 1st Parachute Brigade, 1st British Airborne Division [ELR: 3] set up within three hexes of M20: {SAN 3}

6 ² -4-8	4 ² -5-8	4-4-7 ²	9-2	8-1	8-0	4-12	2-7	8-3	24-1	30-1
3	6	4				2	2	2		2

Elements of Kampfgruppe Brinkmann, SS-Panzer Division 9 [ELR: 3] set up on/east-of hexrow W: {SAN: 5}

8 ² -3-8	6 ² -5-8	5 ² -4-8	4-4-7	9-2	8-1	7-0	5-12	3-8	12-4	30-1
4	4	2	2					4	2	3

Enter on Turn 4 along the east edge of the play area:

13 75L 3/5/2	13 105 -/-/2*	8-1
2		

SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABtF SSR.
2. Place two Burnt-out Wrecks at Level 1 in each of hexes R16–R20. Place a single Burnt-out Wreck in hexes N14, O14, P13, and Q16. Place shellholes in hexes M15, M21, O15, O21, Q15, and Q21. Place stone rubble at ground level in hexes M17, M18, N18, N19, N20, P19, P20, S18, S19, S20, V16. Building T16 begins the scenario Ablaze (the Blaze consumes all Levels in the hex). The Blockhouse has been destroyed. Place a Stone Rubble counter in hex R21 per R5.2.
3. British units suffer Ammunition Shortage Level Two (R9.4, SSR CG17). The British may use HIP for two squad-equivalents (and any SMC/SW stacked with them). The 4-4-7s in the British OB are Walking Wounded MMC (R9.4, SSR CG19).
4. British 6-4-8s/3-3-8s and German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

5. The Germans receive one module of 120+mm OBA (HE and Smoke) directed by an Offboard Observer at Level 0 in any south edge hex (secretly recorded prior to British setup). The German player may not draw Battery Access prior to German Player Turn 4.

AFTERMATH: Initially surprised by the British presence under the bridge, the Pioneers fell back to a line of trees and hedges to the east. The Royal Engineers busied themselves setting their charges only to be interrupted when a hail of shells began to fall around them. The German guns on the south bank of the river had been alerted and were firing over open sights into the British positions. The Pioneers, now supported by two Mark Four tanks and an assault gun armed with a 105mm cannon, used the resulting confusion to infiltrate the areas beneath the bridge. Using the girders and beams as cover, they carefully picked their way into the midst of the British defenses. Brutal close quarter fighting erupted beneath the bridge. The engineers of both sides resorted to throwing their demolition charges at the enemy instead of setting them on the bridge. Heavy losses gradually slowed the fighting and, as darkness fell, the survivors backed away from one another to lick their wounds. Neither side had wired the bridge this day.

AMONG THE BRAVEST

ASL SCENARIO ABTF7

Scenario Design: Scott Holst

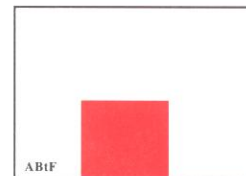


ARNHEM, HOLLAND, 20 September 1944: Colonel John Frost realized that disaster was now only a heartbeat away for his 2nd Para Battalion. Relief from the 11th and 3rd Battalions had been stopped short near the St. Elizabeth Hospital. Frost was now almost certain they would not be able to come to his aid. His men had been involved in non-stop fighting for over 50 hours. Throughout Frost's shrinking perimeter, houses were aflame. Many of the structures had collapsed. Frost's beloved battalion was being buried in the ruins of the buildings around him and his positions were being overrun. Yet Frost knew he was surrounded by the bravest of the Paras and was not yet ready to surrender. He was determined to deny the Germans access to the Arnhem Road Bridge to the last bullet. Major Digby Tatham-Warter, wearing an old bowler with umbrella in hand, also realized the gravity of the situation and once more led his Paras to evict a platoon of Germans that had infiltrated the ever-shrinking perimeter.

BOARD CONFIGURATION:

BALANCE:

- ⊕ Add one PzIVJ to the German Turn 3 reinforcements.
- ⊖ Increase the game length by one half turn (from 6 to 6.5 turns)



(Only hexes numbered ≥ 12 on/between hexrows F-Q are playable)

VICTORY CONDITIONS: The British win at game end if they Control more building/rubble Locations of buildings N16, N18, N19, and M18 than the Germans.

TURN RECORD CHART

⊕ GERMAN Sets Up First []	1	2	3 [⊕]	4	5	6	END
⊖ BRITISH Moves First [165]							

Elements of SS-Panzer Division 9 [ELR: 3] set up ≤ 3 hexes from hex O19: {SAN: 5}

4

2

1

1

1

1

Reinforcing Elements of Kampfgruppe Knaust enter on Turn 3 along the east edge on/between Q22 and Q16:

5

2

1

1

1

1

2

1

1

1

1

1

Elements of 2nd Parachute Battalion and No. 3 Platoon, Royal Army Service Corps [ELR: 3] set up ≤ two hexes from hex K12: {SAN: 4}

9

3

1

1

1

1

2

3

2

2 (See SSR2)

SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABtF SSR.
2. The British have two PF counters (any convenient counter not in play may be used to represent these). Each PF is 1PP and may be used only once; regardless of effect, discard after use. The TH procedure (C13.31) is identical to German usage and Captured Weapon penalties (A21.11 - .12) are NA. No PF Check dr (C13.31) is required for a unit to use such a counter. These counters are treated as PIATs for the purposes of SSR ABtF 3.
3. The British suffer from Ammunition Shortage Level Two (R9.4, SSR CG17) [EXC: PF].

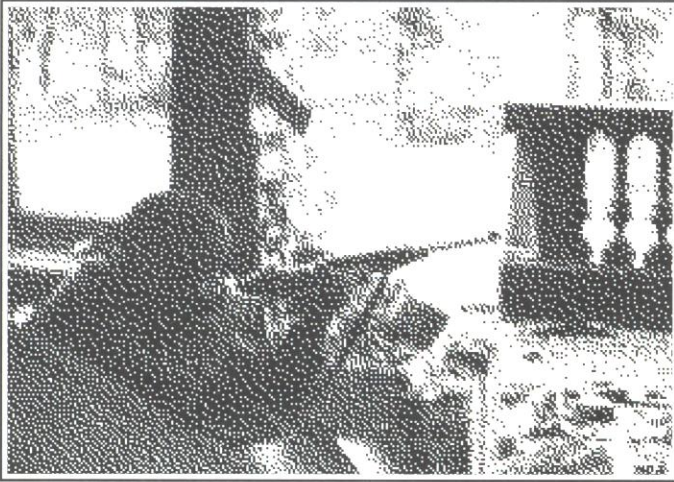
AFTERMATH: German infantry had managed to gain a foothold in a few of the buildings near Colonel Frost's headquarters. Twirling his battered umbrella, Major Tatham-Warter led his men in a charge against the SS. A bloody hand-to-hand struggle ensued as the Hohentauern fought doggedly for their recent gains. Yet it was the Major's men who prevailed, wiping out the foothold in their perimeter. Just as the Major thought the worst was over, more SS grenadiers with armor support came thundering down the streets. Bitter fighting erupted once more among the ruins of the city. Using PIATs and some captured panzerfausts, the Red Devils were able to drive off the German tanks and, after horrendous casualties, turn back the German counterattack—this time.

GOD SAVE THE KING!



ASL SCENARIO ABTF8

Scenario Design: Russ Bunten



ARNHEM, HOLLAND, 20 September 1944: The Germans were determined to drive the British from the Arnhem Road Bridge and open the road to Nijmegen. Committing heavy tanks and artillery, as well as flak guns and self-propelled guns, Lt. Colonel Harzer devised a plan to eliminate the British near the bridge. Directing heavy artillery fire from the park at the base of the ramp, Harzer began the gradual destruction of the British perimeter. As the Paras hunkered down in their strong-points, they could hear the engines on the German tanks turning over. The climax of the battle for the Arnhem Road Bridge was near.

BOARD CONFIGURATION:



BALANCE:



- ⦿ Reduce the game length by one full Turn.
- ⚡ In SSR 7, change "40" to "50".

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order British non-crew MMC in Block H (see Chapter R Divider).

TURN RECORD CHART

⦿ BRITISH Sets Up First [670]	1	⚡ 2	⚡ 3	⚡ 4	5	6	7	8	9	10	11	END
⚡ GERMAN Moves First [296]												


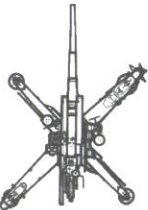
Elements of 2nd Parachute Battalion, 1st Parachute Brigade, British 1st Airborne Division [ELR: 2] set up on/west-of hexrow P {SAN: 4}

26	10	16	8		2	3	4	2	2	4	10	6

4	1	2	12	3	4	4	2	2	

Elements of SS-Panzer Division 9 [ELR: 3] set up on/east-of hexrow R: {SAN: 6}

8	8	2	6			2		2	4	2	2	2

4	2	2		

See other side for other reinforcements and Aftermath

GROUP 1 enter along the east edge (see SSR 3):













3	4	4				2	2				3	3	







SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the northeast. See ABTF SSR. Place two Burnt-out Wreck counters at Level 1 in hexes R16-R20. Hexes S17, Q22, and F21 begin the scenario ablaze.
2. Place stone rubble counters at ground level in the following hexes: G20, H19, I16, I17, I18, L20, K20, K21, M15, M17, M18, M20, M21, O13, P17, P18, Q20, S19, S20, T10, T11, T19, and T20. Place stone rubble counters at Level 1 in S11 and H20, and shellhole counters in K19, L17, and J18.
3. Prior to British setup, the Germans must secretly record the turn of entry and map edge of each reinforcement group. All groups must enter on/between Turns 2-4, but no more than one group may enter per turn. All units of a group must enter during the designated Player Turn or they are eliminated with full CVP awarded to the British. The Inherent HS for the two SPW 251/SMG HT (German Vehicle Note 58) in Group 2 are 3-4-8s.
4. Prior to setup, the British may designate ≤ 3 6-4-8s as Assault Engineers (H1.22) and ≤ 6 non-Assault Engineer 6-4-8s as Commandos (H1.24). The British may Fortify (B23.9) ≤ 6 building Locations (tunnels are NA), may place four Breaches (R3.332), and may use HIP for ≤ 3 squad-equivalents (and all SMC/SW stacked with them).











5. The British suffer from Ammunition Shortage Level One (R9.4, SSR CG17). Beginning on Game Turn 6 the British suffer from Ammunition Shortage Level Two and beginning on Game Turn 10 (and lasting until the end of the scenario), they suffer from Ammunition Shortage Level Three. Beginning on Game Turn 7 the British also suffer from Water Shortage (R9.4, SSR CG21). The 4-4-7s in the British OB are Walking Wounded MMC (R9.4, SSR CG19).
6. The Germans receive one module of 150+mm OBA (HE and Smoke) directed by an Offboard Observer (C1.63) at Level 4 in any hex along the west edge (secretly recorded before British setup) and one module of 100+mm OBA (HE and Smoke) directed by an Offboard Observer at Level 0 of any hex along the south edge, west of hexrow R (secretly recorded prior to British setup). Both modules have Plentiful Ammunition and each may Pre-Register (C1.73) ≤ 1 hex (Barrage is NA). The 150+mm module may not attempt Battery Access prior to German Player Turn 4.
7. For every multiple of 40 CVP amassed by the British (FRD), the German ELR is reduced by 1 (to a minimum of 1). The German SAN may not be reduced below 4.

Group 2 enter along the north or west edge (see SSR3):

 6 ² -5-8	 5 ² -4-8	 3-4-8	 9-1	 8-1	 8-0	 dm MMG 3-8	 LMG 3-8	 dm MTR 3P 50mm	 PSK X10 12-4	 9-2 1st LU	 9-1 2nd LU
12	5	2		2		2	5	2	2		

 88LL 3/5/2	 88L 3/5/2	 75L -1/4*/1*	 75L -1/2*	 15PP AAMG -1/3	 7PP* CMG -17*/3*
2	2	2	6	2	

Group 3 enter along the north edge (See SSR3):

 8 ³ -3-8	 6 ² -5-8	 5 ² -4-8	 9-1	 8-1	 8-0	 MMG 5-12	 LMG 3-8	 DC X12 30-1	 PSK X10 12-4
2	6	3					3	2	

AFTERMATH: Personally directing the initial rounds from the heavy guns, Harzer watched as the upper floors of the buildings began to collapse. Firing high explosive and white phosphorous shells into the British positions, the guns were devastatingly effective. The SS troopers then followed the tanks into the British perimeter. Often driving directly into the buildings, the tanks would root out the British where they hid while the infantry engaged those that were discovered. Vicious hand to hand combat, artillery fire from the heavy guns of Kampfgruppe Brinkmann, direct firing guns from the south bank of the river, and

heavy sniper fire from the church steeples took a dreadful toll on the defenders. In the midst of the battle, a mortar shell struck close to Col. Frost killing his aide and severely injuring Frost. Around 7:00 p.m. a momentary truce was arranged while the wounded were evacuated to the German field hospitals, Frost among them. Major Gough took over command and the fighting resumed. By nightfall, only a handful of troopers remained and they quietly withdrew toward the river.

ABtF SSR Unless specified otherwise, ABtF SSR apply to all ABtF scenarios—both CG and non-CG type.

ABtF1 CONCEALMENT:¹⁹ Regardless of LOS, British units setting up in Concealment Terrain may always begin the game concealed (before the German player may look at the board). British OB (or purchased) concealment counters are intended for use as Dummies (A12.11).

ABtF2 CLOAKING: During Night Scenarios, the Scenario Attacker uses Cloaking (E1.4) for all units even if some/all of those units set up on map. Majority Squad Type for the Germans is always Lax. Majority Squad Type for the British is always Stealthy. On-map Cloaked SW need not be dm.

ABtF3 PIATS: At the start of play, the British Player may secretly record which units possess his available (by OB, or Retained; R9.4, SSR CG10) PIATs. The presence of these PIATs must be revealed when the possessing unit is no longer Good Order or if it performs any of the following actions in LOS and within 16 hexes of an unbroken enemy unit: fires the PIAT, transfers the PIAT to another unit, or drops possession of the PIAT (even if subsequently Recovered). Once revealed, PIATs may not regain "hidden" status in the current scenario.

ABtF4 NO QUARTER:²⁰ No Quarter (A20.3) is in effect for both sides [EXC: units about to be eliminated for Failure to Rout will instead surrender to any ADJACENT, armed, Known enemy Infantry unit. Surrender may be refused (A20.3) only if all eligible captors already possess the maximum number of prisoners they can Guard (A20.51)]. Massacres (A20.4) are NA.

ABtF5 NARROW STREETS: Due to the relatively narrow streets in the majority of the town proper, all fire attacks vs Dashing Infantry (A4.63) receive a cumulative +1 DRM (treated as an LV hindrance) when fired upon in the road Location. Such DRM ceases the instant Dash benefits become NA (A4.63).

ABtF6 GAMMON BOMBS: All British Infantry units may roll for ATMM (C13.7) as if they were 1944 German Infantry [EXC: a successful placement attempt results in a -2 CC Attack DRM (vice -3 for "normal" ATMM)]. SMC receive a +2 drm to their ATMM Check dr. Walking Wounded MMC receive a +1 ATMM Check drm while Assault Engineer and Commando MMC receive a -1 drm to their ATMM Check dr.

ABtF7 INTERROGATION:²¹ Civilian Interrogation (E2) is in effect for both sides. Both sides are considered to be in a neutral country.

ABtF8 FANATICISM: All British units are Fanatic (A10.8) in Building S11 (The Schoolhouse). See also 9.4, SSR CG23.

ABtF9 STEALTH: Elite British units are Stealthy. All German MMC are Lax at night.

ABtF10 HAND-TO-HAND: Hand-to-Hand CC (J2.31) may be declared by both sides. Additionally, the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed or are Withdrawing/pinned. Hand-to-Hand CC by/vs PRC/vehicle(s)/pillbox-occupant(s) is NA.

ABtF11 ROOFTOPS: Rooftops (B23.8) are in effect. Control of a Rooftop Location never counts as Control of a building Location.

ABtF12 OFF-MAP ROADS: Any road that exits the-map (i.e., to beyond the printed mapsheet area) is considered for the purposes of A2.51 to extend beyond that map edge either along the same lettered hexrow, or in hexes of the same coordinate, as that edge hex (depending on configuration of the map hex grid). All terrain in the

off-map Setup Area(s) is considered ground-level Open Ground [EXC: half-hexes; A2.51]. On the other hand, all on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement and entry purposes during that scenario.

ABtF13 KINDLING:²² The British may not conduct Kindling attempts. German units may conduct Kindling attempts in any scenario taking place on/after 19 September (or on/after 19AM for CG Scenarios). Units marked with a No Move counter may not conduct Kindling attempts.

ABtF14 BURNT-OUT WRECKS: A Burnt-out Wreck cannot be Scrounged, set Ablaze, or removed from play as per D10.4. A Burnt-out Wreck is a LOS Hindrance exactly like a normal wreck.

ABtF15 FRIENDLY BOARD EDGE: Recalled German vehicles must exit via the North edge/on/east of Hexrow Q, via the south edge from hex R23, or anywhere along the east or west board edges. British vehicles are never Recalled; treat Recall results (D5.341) as stun (D5.34) instead. Multiple stun results on British Vehicle crews have no additional effects.

ABtF16 GERMAN AFV: German Vehicle crews may not voluntarily Abandon non-immobilized vehicles [EXC: SPW 250/sMG HT and SPW 250/7 HT].

ABtF17 TRENCHES: Trenches are considered to "connect" (as per B30.8) to (but not through) all ADJACENT building/rubble Locations [EXC: not to a Location that is rubble during play of that scenario] (see also R4.21 and R4.6, last sentence). Infantry entering such a building/rubble Location need not pay an extra MF to leave the Trench in that Location, but must still pay applicable building/rubble COT. Infantry leaving such a building/rubble Location need not pay an extra MF to enter a "connecting" Trench. Infantry may not enter such a Trench while using Bypass Movement, nor may they use Bypass Movement while in such a Trench; nor may they exit such a Trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a "connecting" Trench is not subject to Snap Shots as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross such a Trench while using VBM; hence those vehicle types not allowed to cross a Trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that building were not Fortified provided they enter it from a Trench "connected" to that building Location.

ABtF18 WHITE PHOSPHOROUS:²³ German squads may use WP Grenades (A24.3) as if they were 1944 British. Any German ordnance capable of firing Smoke (i.e., has a Depletion Number) is also considered to have a WP6 Depletion Number printed on the reverse of the counter. For the purposes of WP Fires (A24.32), EC are always considered Very Dry and the -2 Kindling DRM for buildings (A24.32) is NA.

ABtF19 MISCELLANEOUS: The river is deep with a Moderate Current to the west. Boreighting is NA. The difference in color between the darker colored green hexes near the river bank and the other Level 0 hexes on the map are for artistic purposes only. All such darker hexes are considered Level 0. Each Friendly Setup Area or Entry Area is considered separately for the purposes of any percentage calculations (e.g., Deployment, A1.31, A2.9; Cloaking, E1.411; allowed HIP, 9.619, E1.2).

ABtF20 SPECIAL AMMUNITION AVAILABILITY: The OB of both sides is considered Elite (C8.2) for the purposes of special ammunition supply.

ABtF21 RUBBLE: Rubble is considered a building for the purposes of Rout, Rally, and Ambush. A factory hex which is rubble is still considered part of the factory for LOS purposes (EX: if hex M17 is rubble, units occupying the rubble still have LOS to M19 as if M17 were still a standard ABtF factory hex).

PLEASE HURRY

Scenario Design: *Eddie Zeman and Steve Dethlefsen*



ASL SCENARIO ABTF9



ARNHEM, HOLLAND, 21 September 1944: Colonel Frost's airborne troops had been fighting continuously for 88 hours, the last 12 without food or water, yet they had stubbornly stood their ground. But now Frost had been injured by a mortar round and the SS were organizing yet another assault on the surrounded Paras. Major Gough had taken command and moved his token force toward the river. Under the cover of darkness, he hoped to concentrate his remaining men in some half-gutted buildings near the waterfront. Word had spread that XXX Corps was on the way and would be here by morning. Gough brought the microphone of his wireless close to his mouth and said, "This is First Para Brigade. We cannot hold out much longer. Our position is desperate. Please hurry. Please hurry."

BOARD CONFIGURATION:



(Only hexes numbered ≥ 13 on/between hexrows A-Q are playable)

VICTORY CONDITIONS: The Germans win immediately when there are no Good Order British squads in play.

BALANCE:

- ⊙ British units do not suffer Water Shortage penalties (R9.4, SSR CG21)
- ⊕ All German 6-5-8s/3-4-8s are Fanatic (A10.8)








TURN RECORD CHART

⊙ BRITISH Sets Up First [157]	1	2	3	4	5	6	END
⊕ GERMAN Moves First [197]							



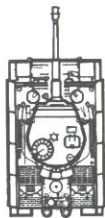
Remnants 1st Parachute Brigade, 1st British Airborne [ELR: 1] set up within the Blocks (R9.2) bounded by road networks D19-L15-G18-O16-O18-O21-D21-D19 and/or O16-O18-O21-R21-R15-P15-O16: {SAN: 3}
















 6 ² -4-8	 4 ² -5-8	 4-4-7 ²	 9-2	 9-1	 8-0	 7 morale
4	4	7				6



Elements of SS-Panzer Division 9 [ELR: 2] set up north of the D16-G18-O16-P15 road: {SAN: 3}



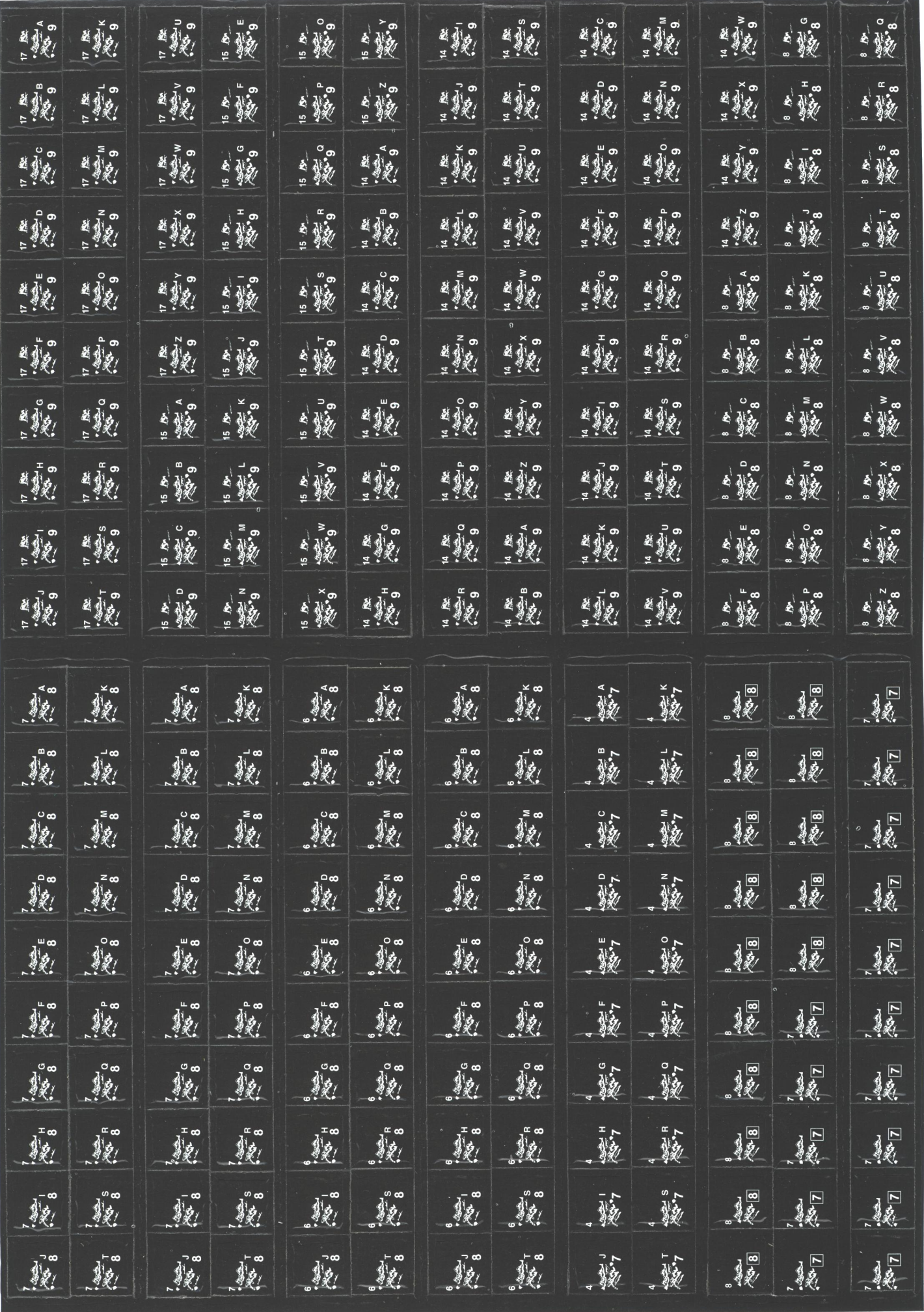
 8 ³ -3-8	 6 ² -5-8	 5 ² -4-8	 9-2	 9-1	 8-1	 HMG 3 7-16	 MMG 2 5-12	 LMG 1 3-8	 DC 12 30-1	 FT 10 24-1
3	6	4						2		
 88L 3/5/2	 12 11 8 9-2 1st Lt									
2										

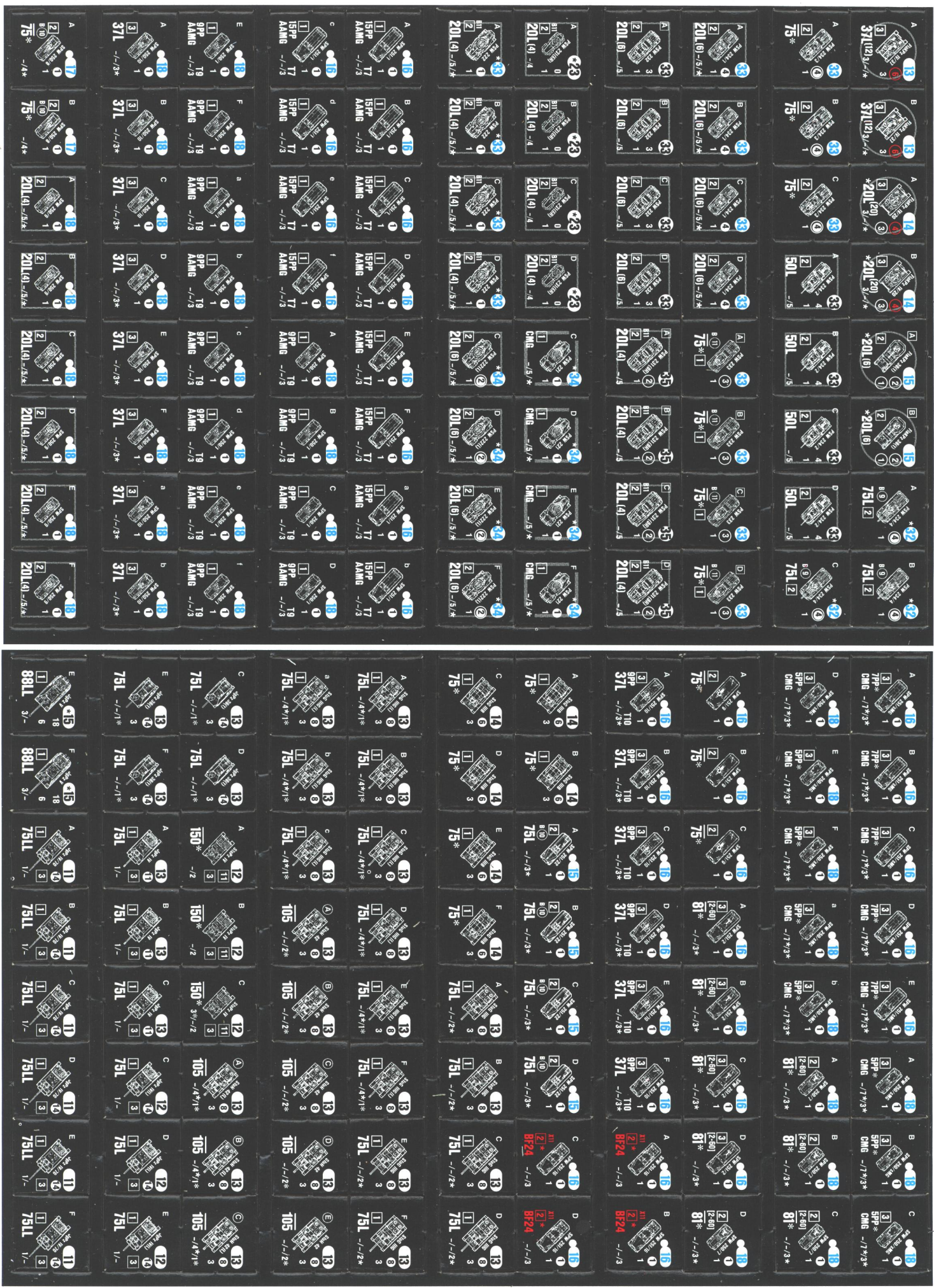
SPECIAL RULES:

1. EC are Dry, with no wind at start. See ABTF SSR.
2. Place Stone Rubble counters at ground level in the following hexes: B19, C17, C18, E18, G18, G19, G20, H18, H20, I16, I17, I18, L16, M17, M18, N18, N19, N20, P19, and P20. Place Shellhole counters in the following hexes: E19, G16, I19, J18, and O20.
3. British units suffer Ammunition Shortage Level Five (R9.4, SSR CG17) and Water Shortage (R9.4, SSR CG21). The 4-4-7s in the British OB are Walking Wounded (R9.4, SSR CG19).
4. German 8-3-8s/3-3-8s are assault engineers (H1.22).

AFTERMATH: The Germans knew the fight was over. All that remained was a mopping-up operation. They systematically overran the British positions, forcing men out of ammunition to surrender. By ones and twos, the survivors scattered in an attempt to make their escape. Slowly, defiantly, the last of the British resistance came to an end. Ironically, it was not until about the time of this final attack that any meaningful numbers of tanks actually crossed the bridge. It had taken all night to clear a single lane through the wreckage of the previous three days' battles.

4-4-7 O	4-4-7 R	4-4-7 S	4-4-7 T	4-4-7 U	4-4-7 V	4-4-7 W	4-4-7 X	4-4-7 Y	4-4-7 Z	6 1-2-7	7 1-2-7	8 1-2-7	9 1-2-7	10 1-2-7	11 1-2-7	12 1-2-7	13 1-2-7	14 1-2-7	15 1-2-7
4-4-7 G	4-4-7 H	4-4-7 I	4-4-7 J	4-4-7 K	4-4-7 L	4-4-7 M	4-4-7 N	4-4-7 O	4-4-7 P	11 2-2-8	12 2-2-8	13 2-2-8	14 2-2-8	15 2-2-8	1 2-2-8	2 2-2-8	3 2-2-8	4 2-2-8	5 2-2-8
4-6-8 W	4-6-8 X	4-6-8 Y	4-6-8 Z	4-4-7 A	4-4-7 B	4-4-7 C	4-4-7 D	4-4-7 E	4-4-7 F	1 2-2-8	2 2-2-8	3 2-2-8	4 2-2-8	5 2-2-8	6 2-2-8	7 2-2-8	8 2-2-8	9 2-2-8	10 2-2-8
4-6-8 M	4-6-8 N	4-6-8 O	4-6-8 P	4-6-8 Q	4-6-8 R	4-6-8 S	4-6-8 T	4-6-8 U	4-6-8 V	2-3-7 K	2-3-7 L	2-3-7 M	2-3-7 N	2-3-7 O	2-3-7 P	2-3-7 Q	2-3-7 R	2-3-7 S	2-3-7 T
4-6-8 C	4-6-8 D	4-6-8 E	4-6-8 F	4-6-8 G	4-6-8 H	4-6-8 I	4-6-8 J	4-6-8 K	4-6-8 L	2-3-7 A	2-3-7 B	2-3-7 C	2-3-7 D	2-3-7 E	2-3-7 F	2-3-7 G	2-3-7 H	2-3-7 I	2-3-7 J
5-4-8 S	5-4-8 T	5-4-8 U	5-4-8 V	5-4-8 W	5-4-8 X	5-4-8 Y	5-4-8 Z	5-4-8 A	5-4-8 B	2-4-8 K	2-4-8 L	2-4-8 M	2-4-8 N	2-4-8 O	2-4-8 P	2-4-8 Q	2-4-8 R	2-4-8 S	2-4-8 T
5-4-8 I	5-4-8 J	5-4-8 K	5-4-8 L	5-4-8 M	5-4-8 N	5-4-8 O	5-4-8 P	5-4-8 Q	5-4-8 R	2-4-8 A	2-4-8 B	2-4-8 C	2-4-8 D	2-4-8 E	2-4-8 F	2-4-8 G	2-4-8 H	2-4-8 I	2-4-8 J
6-5-8 Y	6-5-8 Z	5-4-8 A	5-4-8 B	5-4-8 C	5-4-8 D	5-4-8 E	5-4-8 F	5-4-8 G	5-4-8 H	2-3-8 K	2-3-8 L	2-3-8 M	2-3-8 N	2-3-8 O	2-3-8 P	2-3-8 Q	2-3-8 R	2-3-8 S	2-3-8 T
6-5-8 O	6-5-8 P	6-5-8 Q	6-5-8 R	6-5-8 S	6-5-8 T	6-5-8 U	6-5-8 V	6-5-8 W	6-5-8 X	2-3-8 A	2-3-8 B	2-3-8 C	2-3-8 D	2-3-8 E	2-3-8 F	2-3-8 G	2-3-8 H	2-3-8 I	2-3-8 J
6-5-8 E	6-5-8 F	6-5-8 G	6-5-8 H	6-5-8 I	6-5-8 J	6-5-8 K	6-5-8 L	6-5-8 M	6-5-8 N	3-4-8 K	3-4-8 L	3-4-8 M	3-4-8 N	3-4-8 O	3-4-8 P	3-4-8 Q	3-4-8 R	3-4-8 S	3-4-8 T
8-3-8 U	8-3-8 V	8-3-8 W	8-3-8 X	8-3-8 Y	8-3-8 Z	8-3-8 A	8-3-8 B	8-3-8 C	8-3-8 D	3-4-8 A	3-4-8 B	3-4-8 C	3-4-8 D	3-4-8 E	3-4-8 F	3-4-8 G	3-4-8 H	3-4-8 I	3-4-8 J
8-3-8 K	8-3-8 L	8-3-8 M	8-3-8 N	8-3-8 O	8-3-8 P	8-3-8 Q	8-3-8 R	8-3-8 S	8-3-8 T	3-3-8 K	3-3-8 L	3-3-8 M	3-3-8 N	3-3-8 O	3-3-8 P	3-3-8 Q	3-3-8 R	3-3-8 S	3-3-8 T
8-3-8 A	8-3-8 B	8-3-8 C	8-3-8 D	8-3-8 E	8-3-8 F	8-3-8 G	8-3-8 H	8-3-8 I	8-3-8 J	3-3-8 A	3-3-8 B	3-3-8 C	3-3-8 D	3-3-8 E	3-3-8 F	3-3-8 G	3-3-8 H	3-3-8 I	3-3-8 J

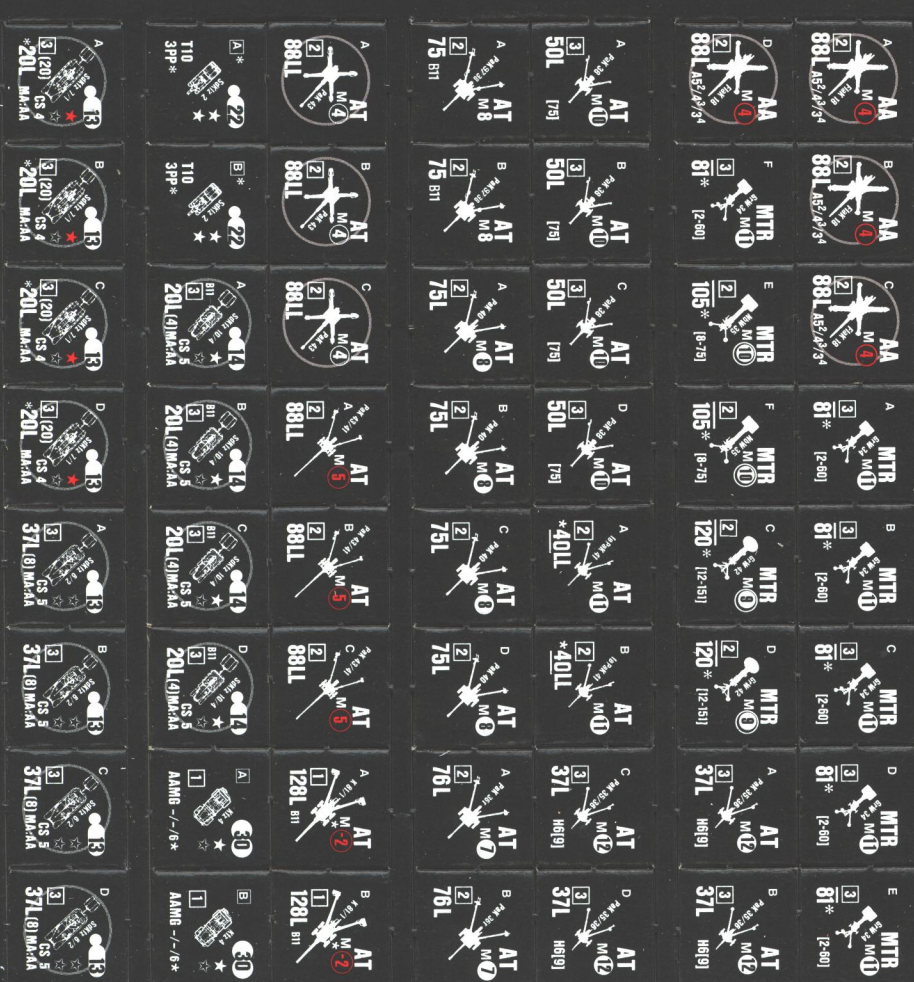
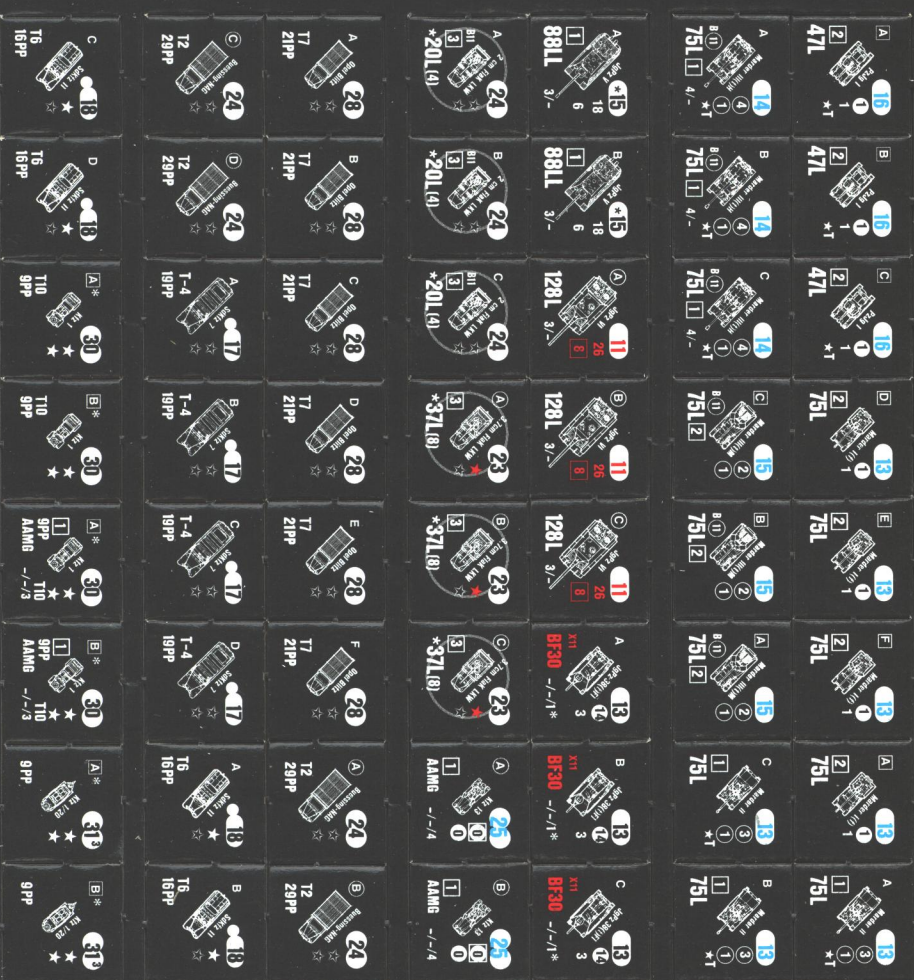




A Bridge Too Far

German Ordnance

ab2f-06-front



6 ² -4.8 A	6 ² -4.8 B	6 ² -4.8 C	6 ² -4.8 D	6 ² -4.8 E	6 ² -4.8 F	6 ² -4.8 G	6 ² -4.8 H	6 ² -4.8 I	6 ² -4.8 J
6 ² -4.8 K	6 ² -4.8 L	6 ² -4.8 M	6 ² -4.8 N	6 ² -4.8 O	6 ² -4.8 P	6 ² -4.8 Q	6 ² -4.8 R	6 ² -4.8 S	6 ² -4.8 T

6 ² -4.8 U	6 ² -4.8 V	6 ² -4.8 W	6 ² -4.8 X	6 ² -4.8 Y	6 ² -4.8 Z	6 ² -4.8 a	6 ² -4.8 b	6 ² -4.8 c	6 ² -4.8 d
6 ² -4.8 e	6 ² -4.8 f	6 ² -4.8 g	6 ² -4.8 h	6 ² -4.8 i	6 ² -4.8 j	6 ² -4.8 k	6 ² -4.8 l	6 ² -4.8 m	6 ² -4.8 n

6 ² -4.8 o	6 ² -4.8 p	6 ² -4.8 q	6 ² -4.8 r	6 ² -4.8 s	6 ² -4.8 t	6 ² -4.8 u	6 ² -4.8 v	6 ² -4.8 w	6 ² -4.8 x
6 ² -4.8 y	6 ² -4.8 z	3-3-8 A	3-3-8 B	3-3-8 C	3-3-8 D	3-3-8 E	3-3-8 F	3-3-8 G	3-3-8 H

3-3-8 I	3-3-8 J	3-3-8 K	3-3-8 L	3-3-8 M	3-3-8 N	3-3-8 O	3-3-8 P	3-3-8 Q	3-3-8 R
3-3-8 S	3-3-8 U	3-3-8 V	3-3-8 W	3-3-8 X	3-3-8 Y	3-3-8 Z	2-2-8	2-2-8	2-2-8

2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8
2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8

2-7	2-7	4-12	4-12	4-12	4-12	8-3	8-3	8-3	8-3
8-3	8-3	8-3	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals

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Cpl Frost 10-2	Cpl MacKay 10-2	Maj T-Warter 10-2	Maj Gough 9-2	Maj Tracy 9-2	Sgt Jonas 9-2	Lt Whittaker 9-2	Lt Thomas 9-1	Lt Crawford 9-1	Cpt Henson 9-1
Lt Snow 9-1	Cpl Oris 9-1	Maj Ewing 9-1	Sgt Letchford 8-1	Sgt Hoare 8-1	Cpl Miles 8-1	Pvt Lewin 8-1	Sgt McLean 8-1	Sgt Pestling 8-1	Sgt Russell 8-1

Sgt Vlasto 8-0	Cpl Newell 8-0	Lt Reynolds 8-0	Cpl O'Leary 8-0	Cpl Stubbs 8-0	Sgt Trevor 8-0	Lt Cockayne 8-0	Lt Fahey 7-0	Lt Freebury 7-0	Sgt Goodrich 7-0
Cpl O'Shea 7-0	Cpl Fryer 7-0	Lt Tower 6+1	Ainslie 1-4-9	Barry 1-4-9	Brooks 1-4-9	Cardale 1-4-9	Couture 1-4-9	Elliott 1-4-9	Frank 1-4-9

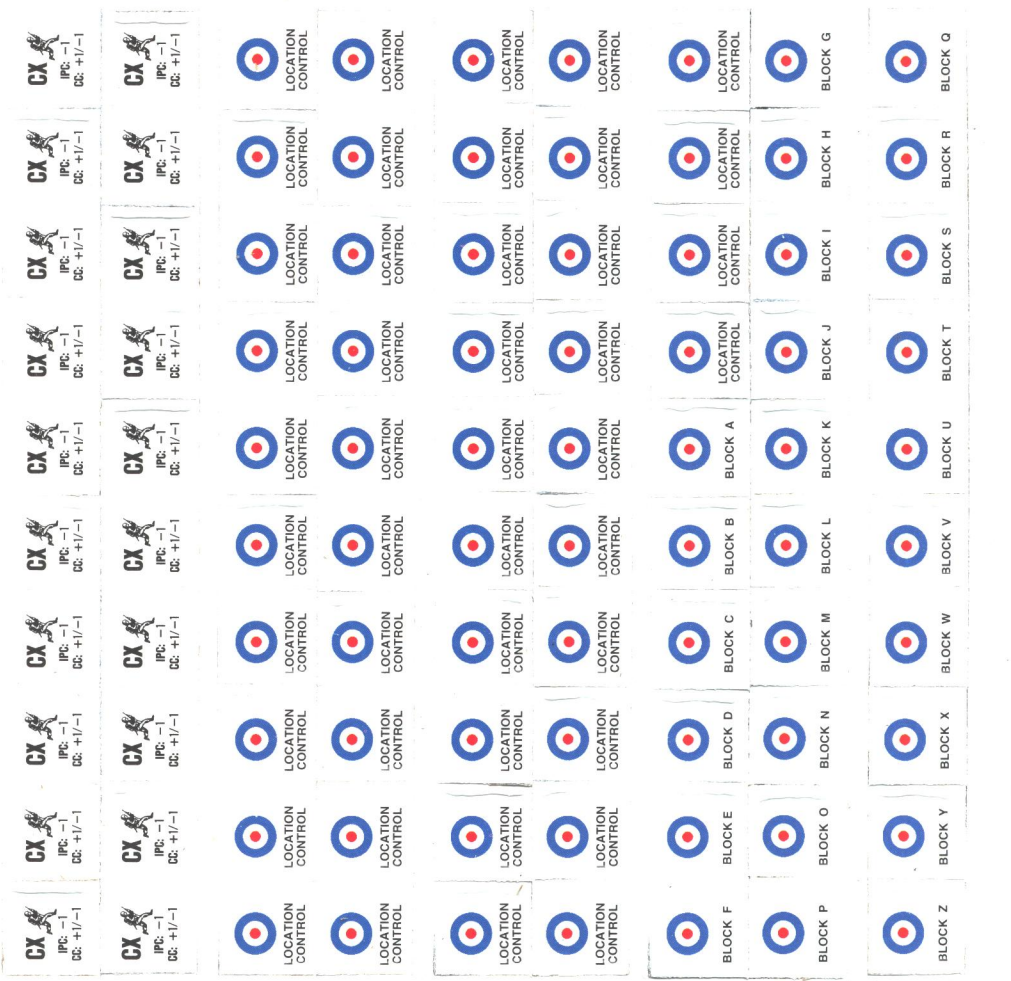
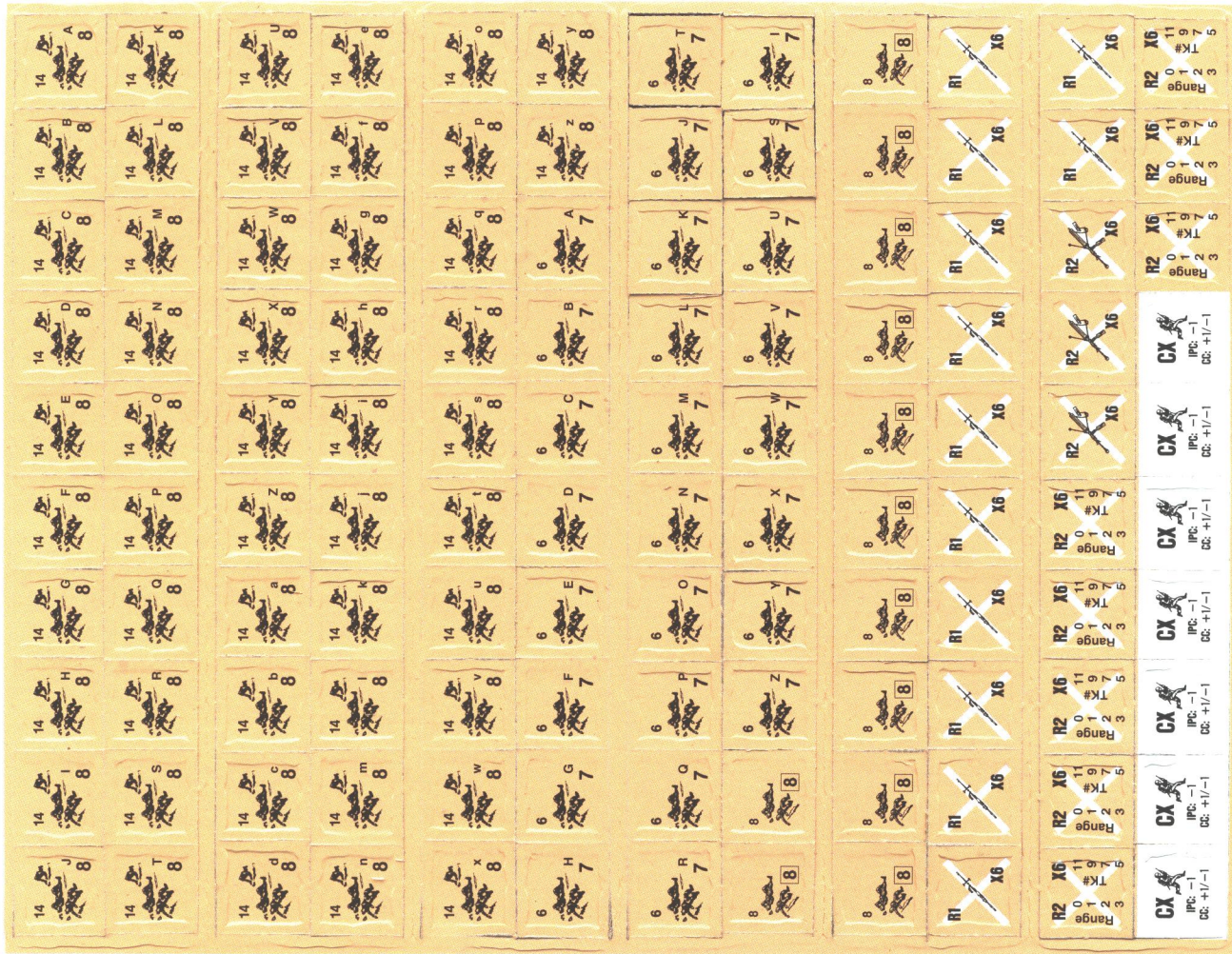
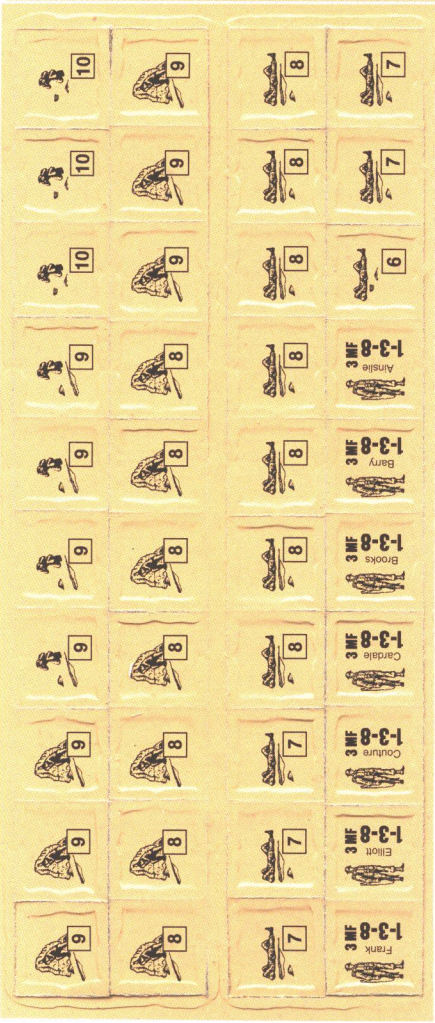
7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals
7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals	7 neutrals

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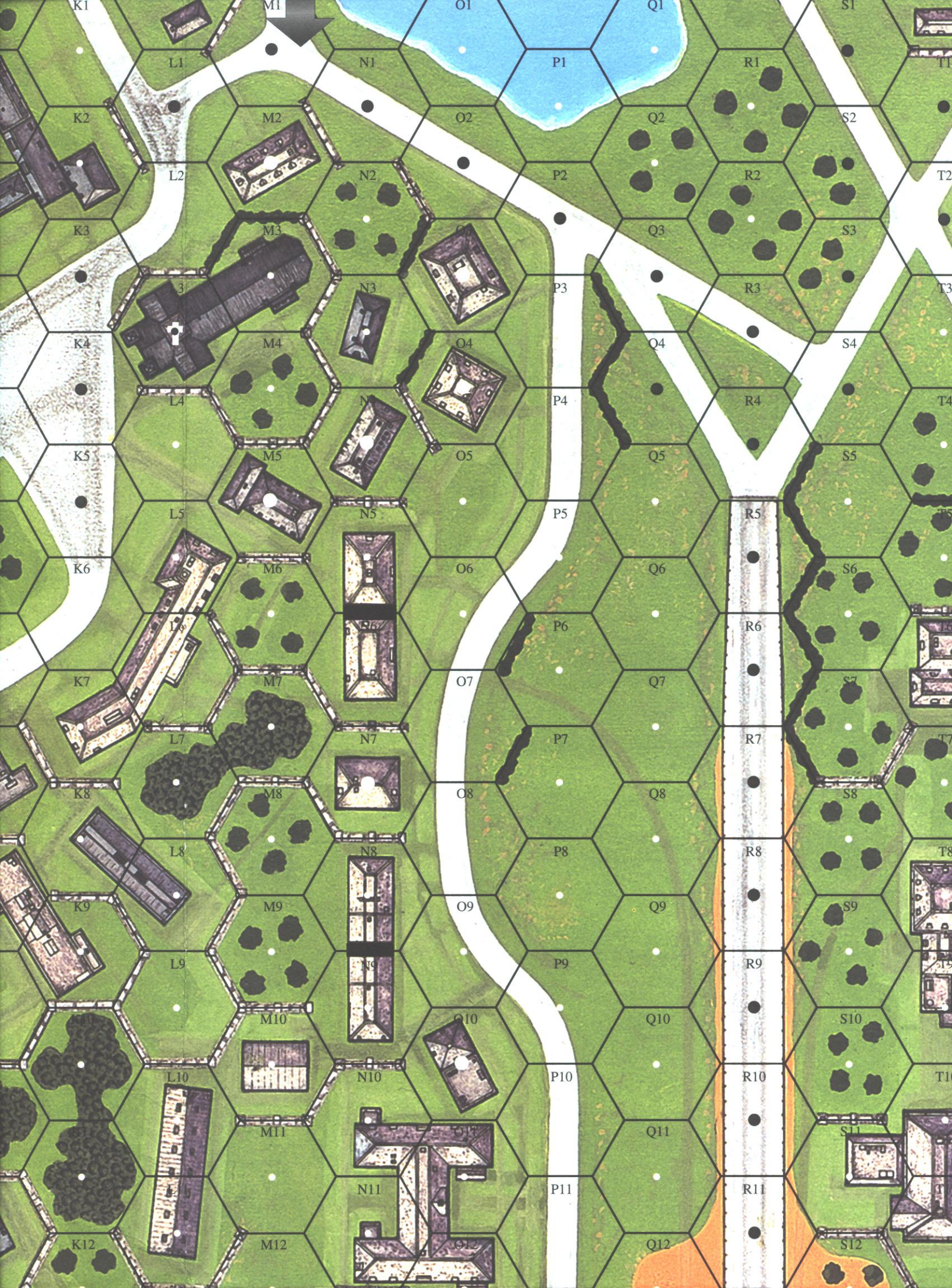
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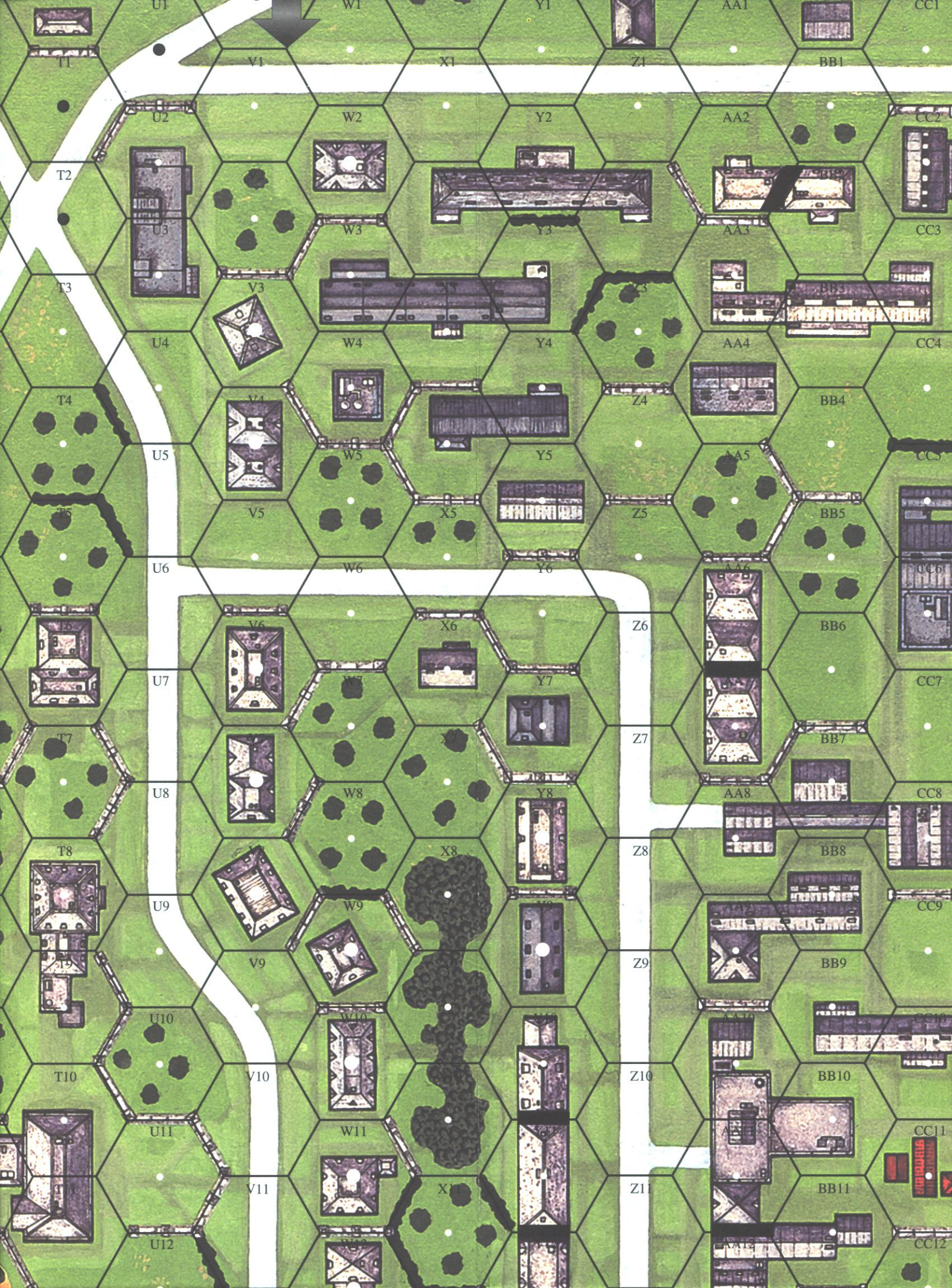
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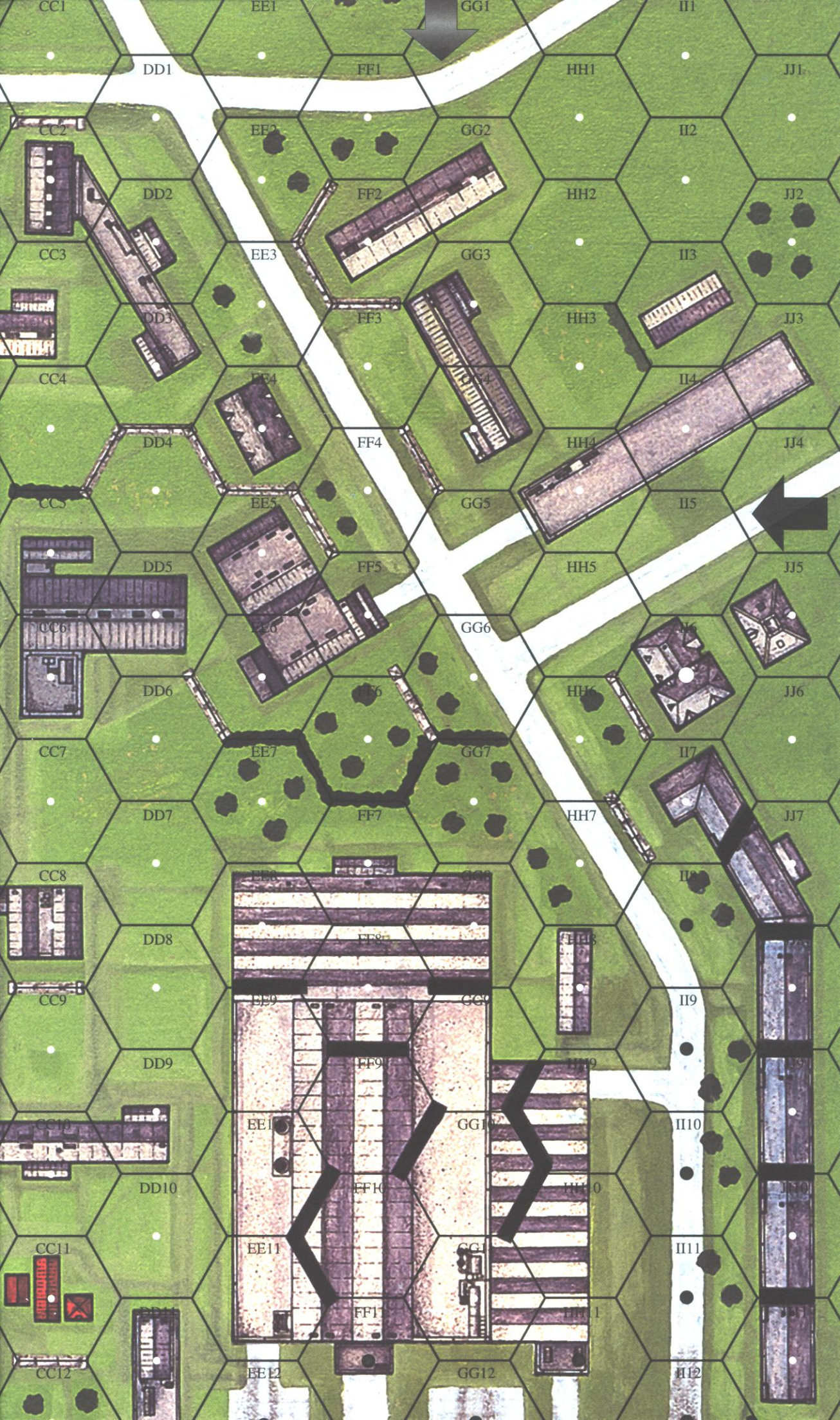
BLOCK O	BLOCK R	BLOCK S	BLOCK T	BLOCK U	BLOCK V	BLOCK W	BLOCK X	BLOCK Y	BLOCK Z
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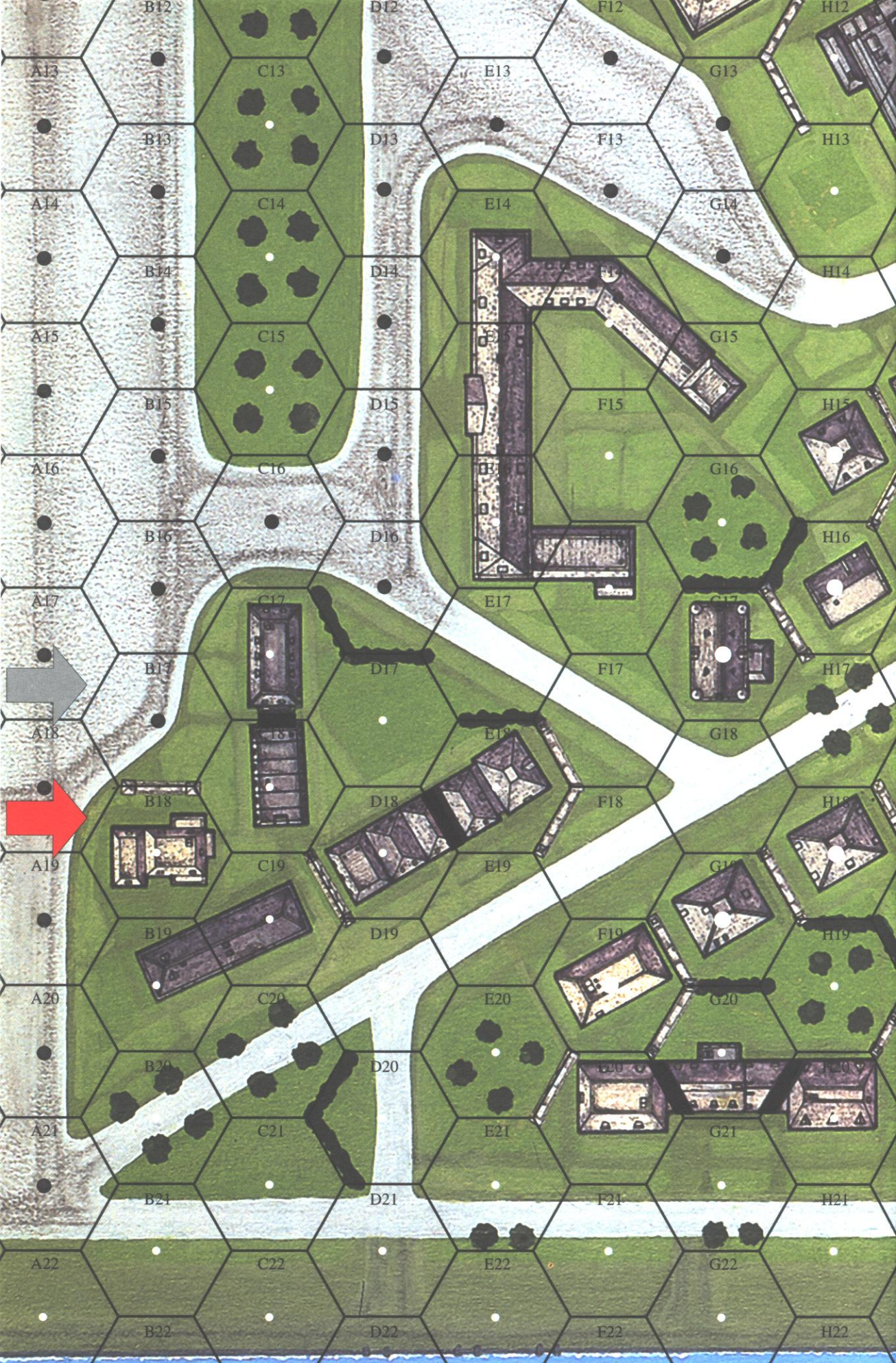








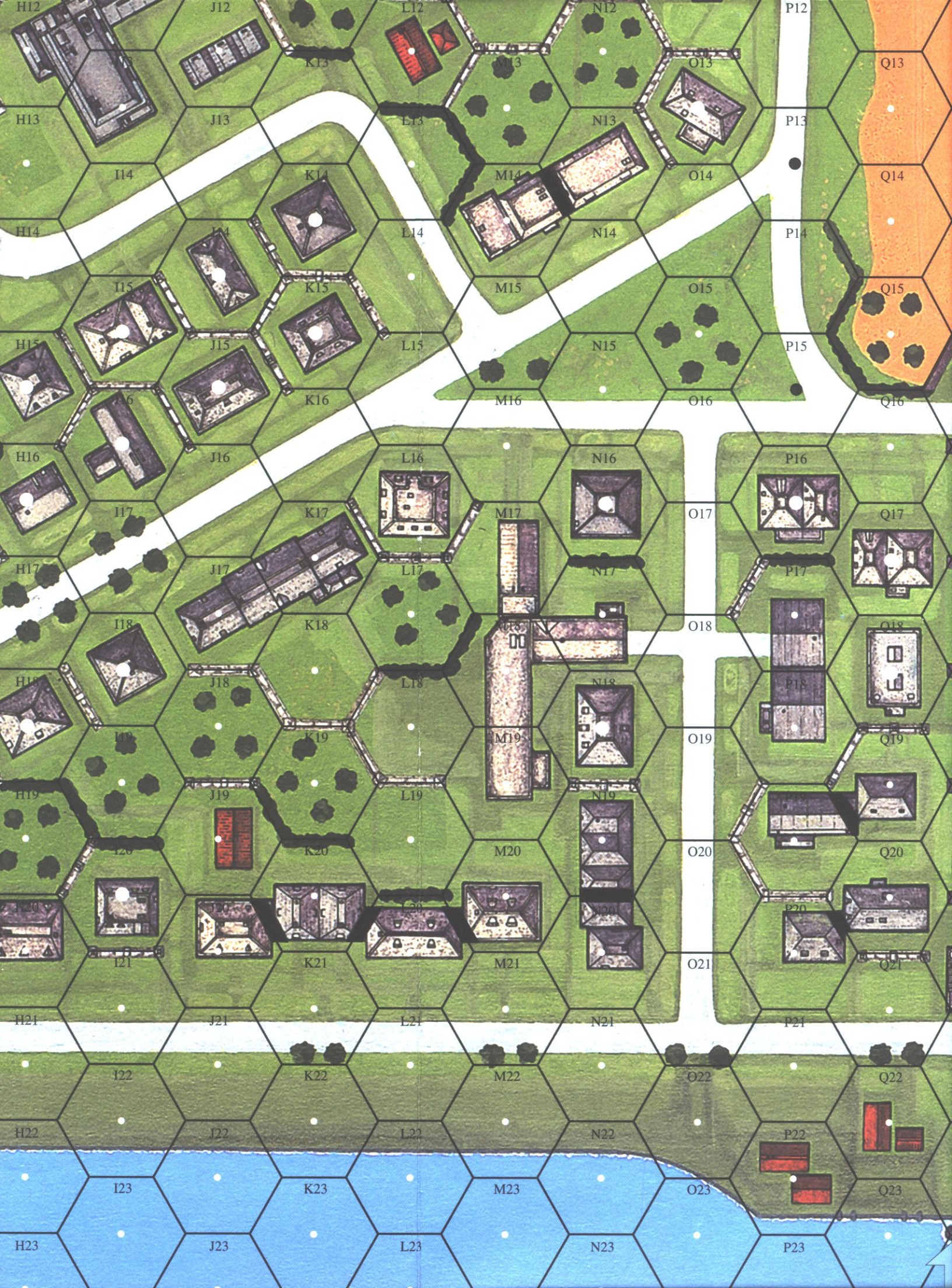


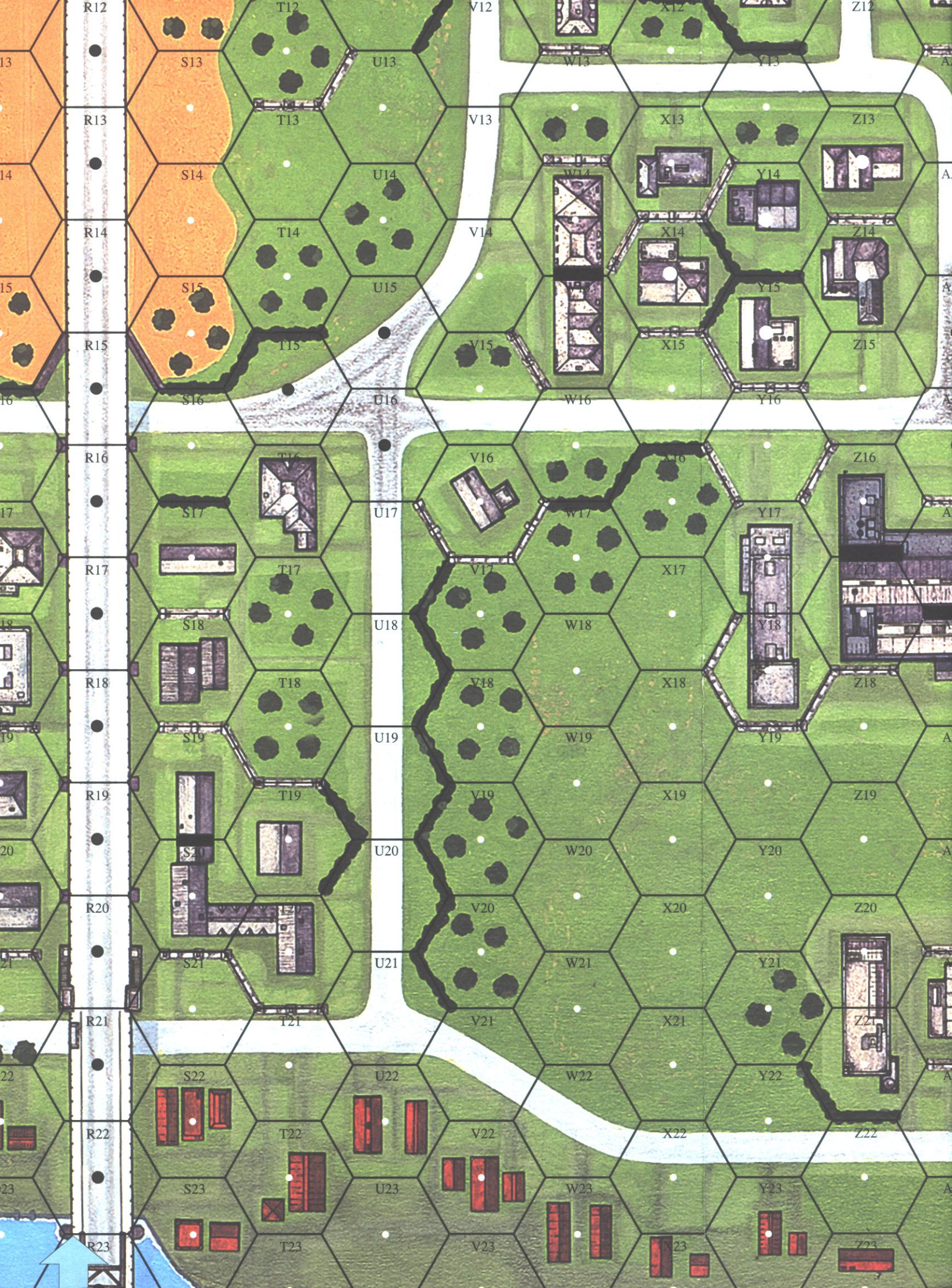


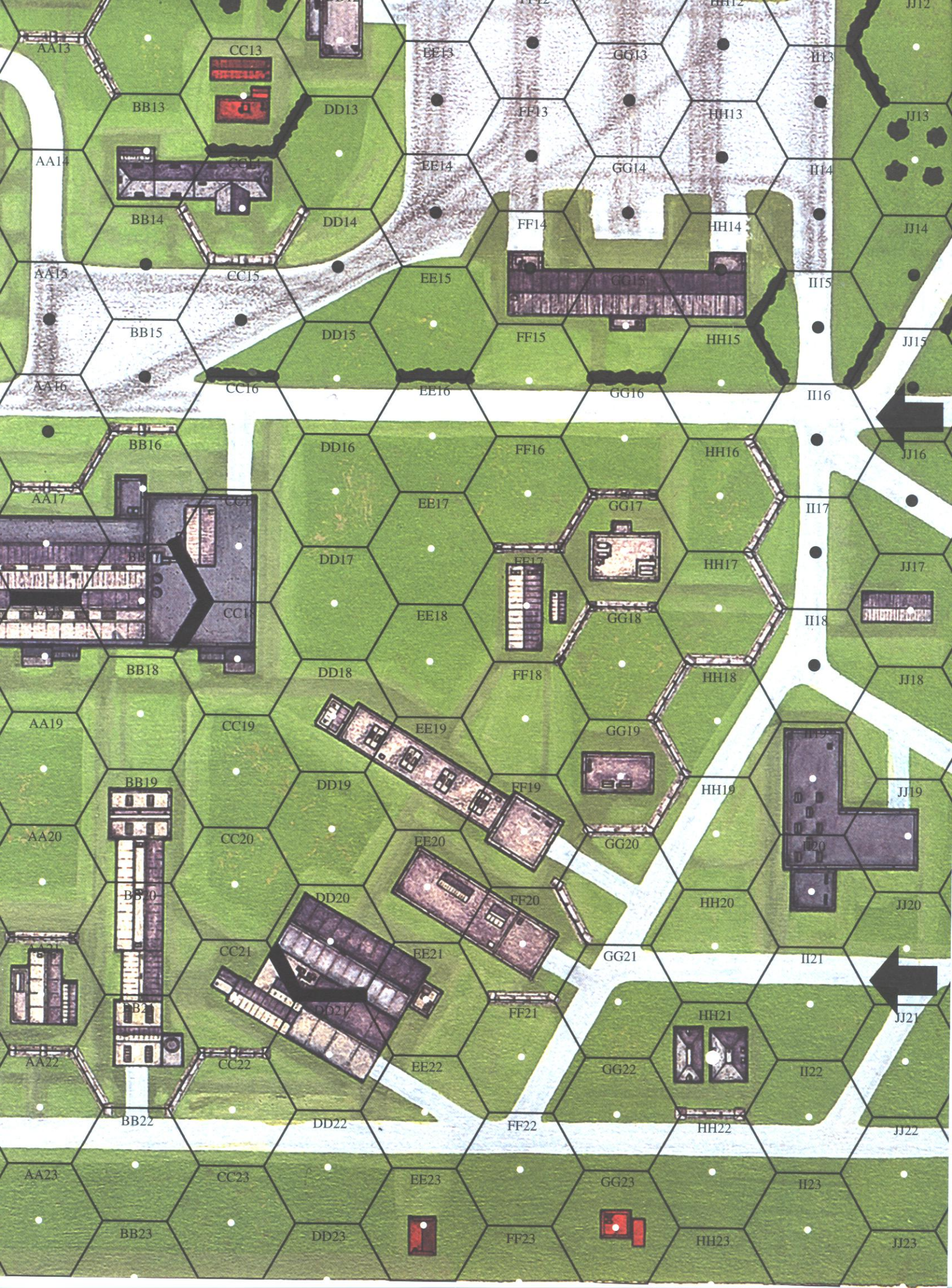
ABtF CG Turn Record Chart (SSR CG4)

1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	N ↑
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H23

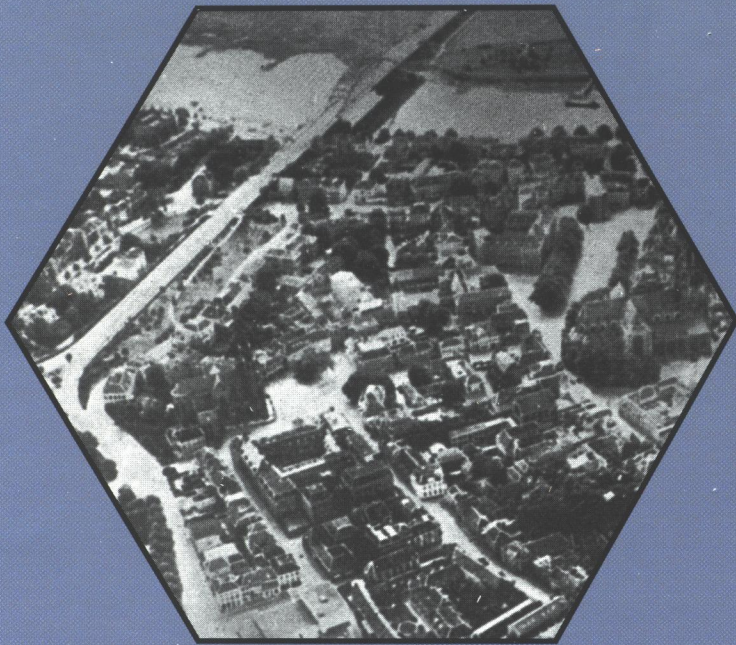






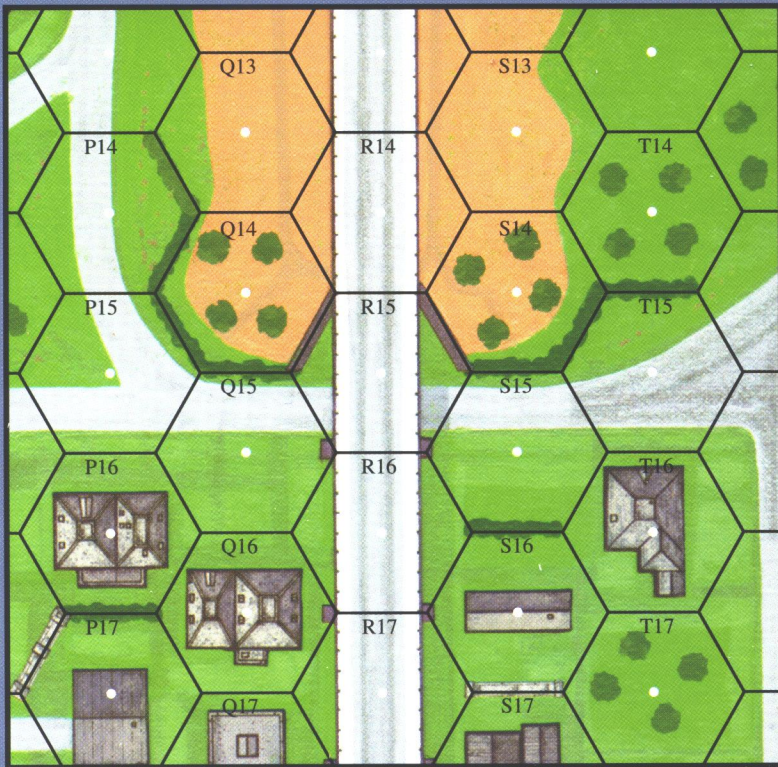
A Bridge

A GAME OF
A



Operation Market-Garden was underway. British 1st Airborne Division was tasked with the furthest objective, the road bridge across the Rhine in Arnhem, Holland. Nearly 9,000 men boarded the planes and gliders bound for the areas northwest of the city. Against this force, Germans were expected to be able to field only a force of garrison and replacement troops—certainly a match for the Red Devils. Unbeknownst to them, however, the II SS Panzer Corps was refitting in the immediate area. More than 7,000 soldiers of the 10th SS Panzer Divisions, equipped with tanks, and other heavy equipment, would respond to the landing. The stage was set for one of the most struggles of World War II.

A BRIDGE TOO FAR includes: one 4-color map sheet depicting the eastern area of Arnhem, the main road bridge; Chapter R of the ASL rulebook, which details the terrain in the city, special rules for the bridge, and rules for the A BRIDGE TOO FAR scenario.



A BRIDGE TOO FAR is not a complete game. Ownership of ASL, BEYOND VALOR, YANKS, and WEST OF ALAMEIN is required.

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WARNING • CHOKING HAZARD

Small parts, not intended for children under 3 years.

CONTENTS:

- 1 23"x31" unmounted mapsheet
- 1040 1/2" Counters, laminated on both sides
- 528 5/8" Counters, laminated on both sides
- 9 ASL Scenarios
- 1 ASL Chapter R
- 1 Chapter Divider

TIME SCALE: 2 minutes per Game Turn

MAP SCALE: 40 meters per hex

PLAYERS: 2 (also suitable for team play)

UNIT SCALE: 5 to 10 men with individual leaders, vehicles, and guns

PLAYING TIME: 3 hours and up, depending on scenario played

COMPLEXITY: High
SOLITAIRE SUITABILITY: Medium



Bridge Too Far

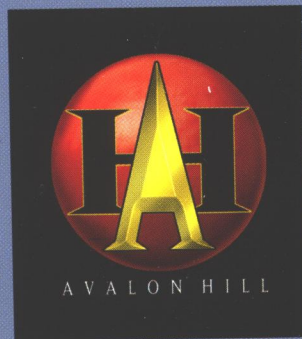
A GAME OF TACTICAL WARFARE
ARNHEM 1944

s underway. The elite
was tasked with securing
bridge across the Lower
Nearly 9,000 men would
bound for the landing
Against this force, the
able to field only a token
ent troops—certainly no
beknownst to the British
orps was refitting in the
00 soldiers of the 9th and
pped with tanks, artillery,
uld respond to the British
for one of the most epic

des: one 4-color 24"x36"
ern area of Arnhem and
er R of the ASL rule book
he city, special rules for
he A BRIDGE TOO FAR

campaign games; more than 7 full countersheets
which supply the counters necessary to play the cam-
paign games; and nine new scenarios depicting the
defining moments of the battle.

The core of A BRIDGE TOO FAR is its campaign
games. Three separate campaign games cover all
facets of the battle for the bridge. From the opening
British moves to establish control of the area to the
final German counterattacks to clear the British from
the bridge, the entire struggle can be played out. Each
calendar day can have as many as four campaign sce-
narios which are separated by a special phase called
the Refit Phase (RePh). Refined from similar phases in
Red Barricades, *Kampfgruppe Peiper*, *Pegasus Bridge*,
and *Blood Reef: Tarawa*, this phase allows the players
to allocate new forces to the battle as well as reposition
those which remain from the previous scenario. All of
this action takes place on a stunning new map, metic-
ulously researched and hand-painted by artist Don
Petros.



Multi-Man Publishing

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www.advancedquadleader.com

