

STORM OVER ARNHEM

British Counter Sheet Front 8360035/36

Copyright 1981, The Avalon Hill Game Co., Baltimore, MD

1 Para  5-8-5 1 Bde	1 Para  5-8-5 1 Bde	1 Para  5-8-5 1 Bde	1 Para  5-8-5 1 Bde	C/7  4-7-5 3 Para	C/7  4-7-5 3 Para	C/7  4-7-5 3 Para
A/1  4-7-5 2 Para	A/1  4-7-5 2 Para	A/2  4-7-5 2 Para	A/2  4-7-5 2 Para	A/2  4-7-5 2 Para	A/2  4-7-5 2 Para	A/3  4-7-5 2 Para

C/8  4-7-5 3 Para	C/8  4-7-5 3 Para	C/8  4-7-5 3 Para	C/9  4-7-5 3 Para	C/9  4-7-5 3 Para	C/9  4-7-5 3 Para	A/1  4-7-5 2 Para
A/3  4-7-5 2 Para	B/4  4-7-5 2 Para	B/4  4-7-5 2 Para	B/4  4-7-5 2 Para	B/5  4-7-5 2 Para	B/5  4-7-5 2 Para	B/5  4-7-5 2 Para

Tp. A  3-7-5 1 Recon	Tp. A  3-7-5 1 Recon	Tp. A  3-7-5 1 Recon	Tp. B  3-7-5 1 Recon	Tp. B  3-7-5 1 Recon	9 Fd. Co.  5-8-5 1 Div	9 Fd. Co.  5-8-5 1 Div
93 Co.  3-6-5 1 Div	93 Co.  3-6-5 1 Div	93 Co.  3-6-5 1 Div	DEF  4-7-5 1 Bde	DEF  4-7-5 1 Bde	DEF  4-7-5 1 Bde	Access  7 (5)▲ 1 LR RA

A Co.  2-8-5 2 Para	B Co.  2-8-5 2 Para	C Co.  2-8-5 3 Para	2 Para  2-8-4 1 Bde	1 Recon  2-8-4 1 Div	1 Bde  2-8-4 1 Div	16 Para  3-6-5 1 Bde
1 AT/Bty  6-X-1 A/L RA	1 AT/Bty  6-X-1 A/L RA					

 4-7-5 1 Para	 4-7-5 1 Para	 4-7-5 3 Para	 4-7-5 3 Para	 4-7-5 2S.Staff	 4-7-5 2S.Staff	
 0-2-8	 0-2-8	 0-2-8				

 3-6-3	 3-6-3	 3-6-3	 3-6-3	 3-6-3	 3-6-3	 3-6-3
 3-6-3						

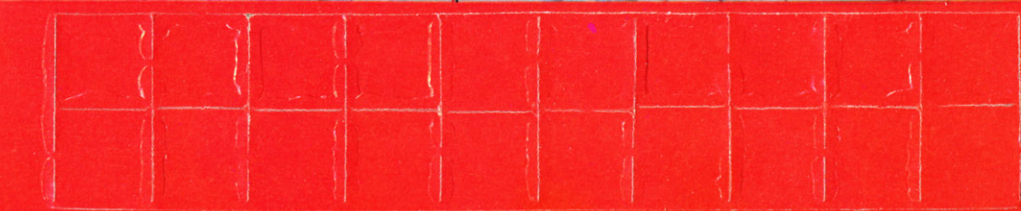
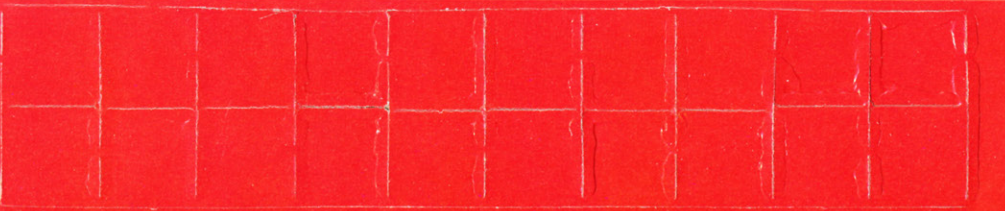
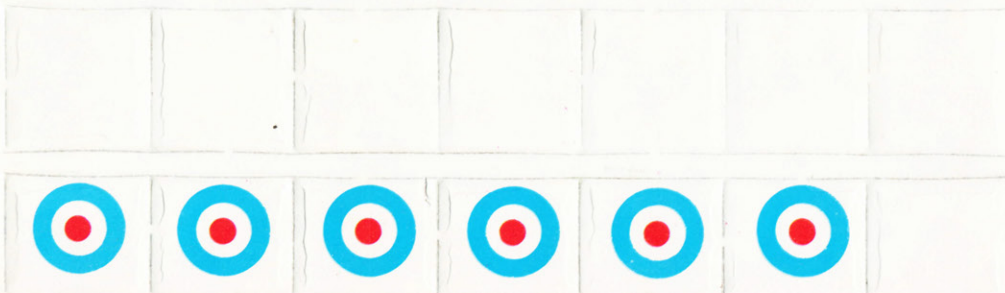
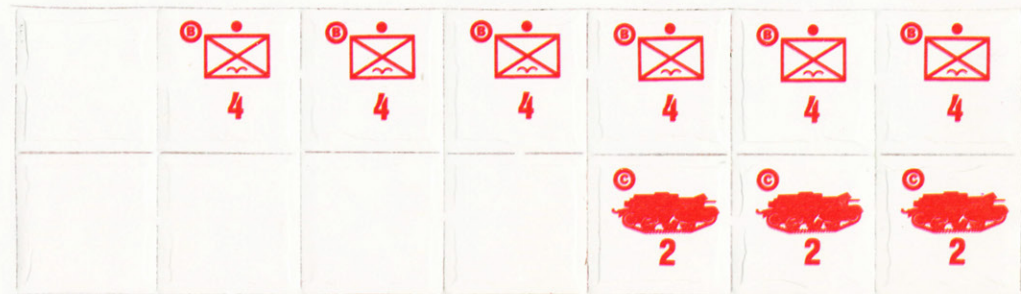
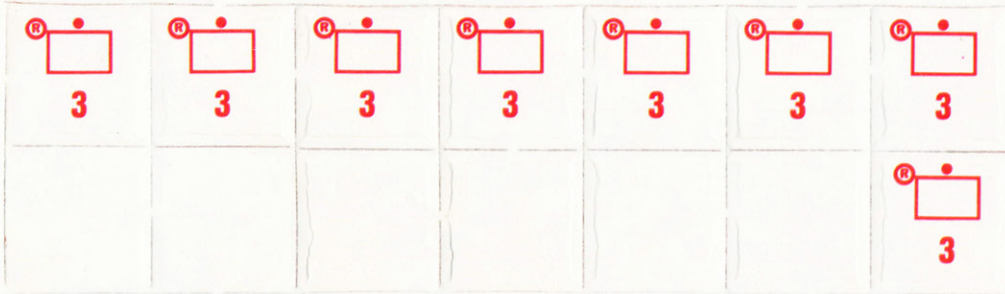
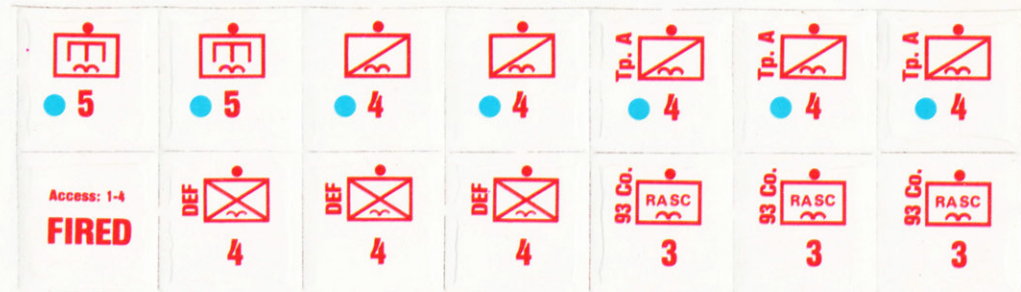
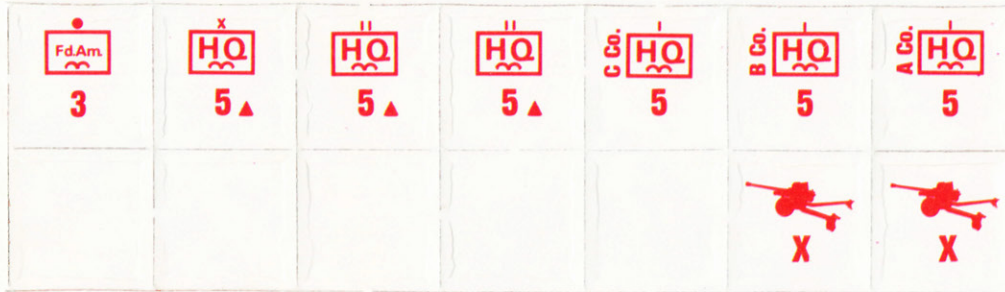
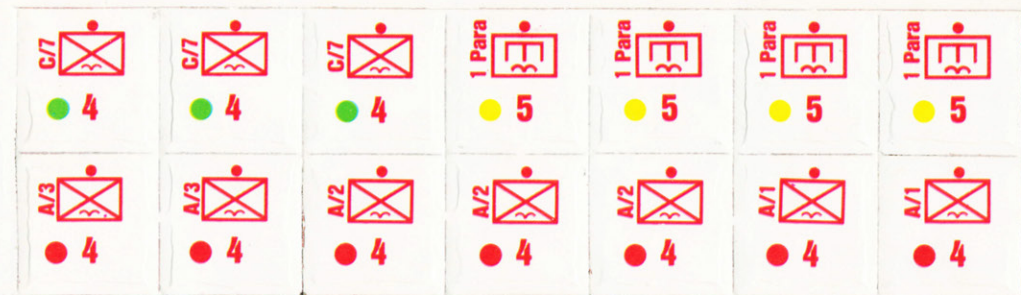
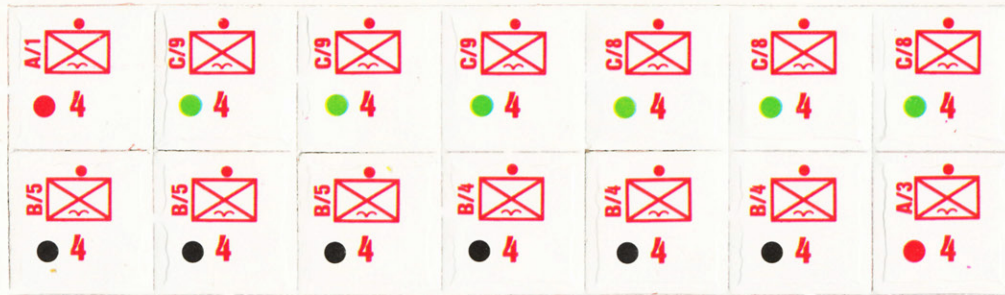
 +1	 +1	 +1	 +1	 +1	 +1	 +1
 +1	 +1	 +1	 +1	 +1	 +1	 +1

TURN	Removal by: Turn 2: 2 VP Turn 3: 1 VP	Removal by: Turn 2: 2 VP Turn 3: 1 VP	Removal by: Turn 2: 2 VP Turn 3: 1 VP	Removal by: Turn 2: 2 VP Turn 3: 1 VP	Removal by: Turn 2: 2 VP Turn 3: 1 VP	Removal by: Turn 2: 2 VP Turn 3: 1 VP
------	---	---	---	---	---	---

2	3	3	4	4	4	5	5	5	
12	11	11	10	10	10	9	9	9	

VP	5	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>	7	7	7
	<u>9</u>	8	8	8	8	8	7	7	7







# STORM OVER ARNHEM

Struggle for Arnhem Bridge

# German Counter Sheet Front 8360031/32

Copyright 1981 The Avalon Hill Game Company

10th Rec HQ 2-7-5 Hr. KG	Bn HQ PSW 231/1 3-4-10	Bn HQ PSW 231 3-3-10	Bn HQ PSW 233 6-3-10	AC Co. PSW 231/1 3-4-10	AC Co. PSW 231 3-3-10	AR/1 4-6-6 10th Rec
AR/1 4-6-6 10th Rec	AR/1 4-6-6 10th Rec	AR/2 4-6-6 10th Rec	AR/2 4-6-6 10th Rec	AR/2 4-6-6 10th Rec	AR/3 4-6-6 10th Rec	AR/3 4-6-6 10th Rec
LR/5 4-6-6 10th Rec	LR/5 4-6-6 10th Rec	LR/4 4-6-6 10th Rec	LR/4 4-6-6 10th Rec	LR/4 4-6-6 10th Rec	AR Co. HQ 2-7-6 10th Rec	AR/3 4-6-6 10th Rec
LR/5 4-6-6 10th Rec	LR/6 4-6-6 10th Rec	LR/6 4-6-6 10th Rec	LR/6 4-6-6 10th Rec	LR Co. HQ 2-7-6 10th Rec	Hv Wp SPW 251/1 6-2-8	Hv Wp SPW 251/1 6-2-8
Hv Wp 5-7-6 10th Rec	Hv Wp 5-7-6 10th Rec	Hv Wp 5-7-6 10th Rec	Hr. KG 8 (6) Hr. KG	Hr. KG 9 (7) Hr. KG	Hr. KG 8 (6) 10th Rec	9th Recon PSW 231 3-3-10
9th SS StuG III 5-6-8	9th SS StuG III 5-6-8	9th SS StuG III 5-6-8	9th Recon PSW 231 3-3-10	9th Rec 4-6-6 9th Rec	9th Rec 4-6-6 9th Rec	
9th Recon SPW 251 3-2-8	9th Recon SPW 251 3-2-8	9th Rec 4-6-6 9th Rec			Pillbox 4-X-0	
9th Recon SPW 251 3-2-8	9th Recon SPW 251 3-2-8	9th Rec 4-6-6 9th Rec			HQ 2-6-5 Arnhem	

Arnhem 6 (4) Bohlt 2-6-4 Hr. KG	1st Co. HQ 2-6-5 Bohlt	1/1 T 3-5-5 Bohlt	1/1 T 3-5-5 Bohlt	1/1 T 3-5-5 Bohlt	1/2 T 3-5-5 Bohlt	1/2 T 3-5-5 Bohlt
2/4 T 3-5-5 Bohlt	2nd Co. HQ 2-6-5 Bohlt	1/3 T 3-5-5 Bohlt	1/3 T 3-5-5 Bohlt	1/3 T 3-5-5 Bohlt	1/2 T 3-5-5 Bohlt	1/2 T 3-5-5 Bohlt
2/4 T 3-5-5 Bohlt	2/4 T 3-5-5 Bohlt	2/5 T 3-5-5 Bohlt	2/5 T 3-5-5 Bohlt	2/5 T 3-5-5 Bohlt	2/5 T 3-5-5 Bohlt	2/5 T 3-5-5 Bohlt
3/8 T 3-5-5 Bohlt	3/8 T 3-5-5 Bohlt	3/7 T 3-5-5 Bohlt	3/7 T 3-5-5 Bohlt	3/7 T 3-5-5 Bohlt	3rd Co. HQ 2-6-5 Bohlt	2/5 T 3-5-5 Bohlt
3/8 T 3-5-5 Bohlt	3/9 T 3-5-5 Bohlt	3/9 T 3-5-5 Bohlt	3/9 T 3-5-5 Bohlt	Bohlt PzKw III 4-5-8	Bohlt PzKw III 4-5-8	Bohlt PzKw III 4-5-8
506 PzKw VII 6-7-7	506 PzKw VII 6-7-7	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG
Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG	Hr. KG 3-5-5 Hr. KG
Swastika	Swastika	Swastika	Swastika	Swastika	Swastika	Swastika

Variant Counters—(Do not Remove)

2	3	3	4	4	4	5	5	5	
12	11	11	10	10	10	9	9	9	

5	6	6	6	6	6	7	7	7	
9	8	8	8	8	8	7	7	7	
















































































































# STORM OVER ARNHEM

## German Counter Sheet Back

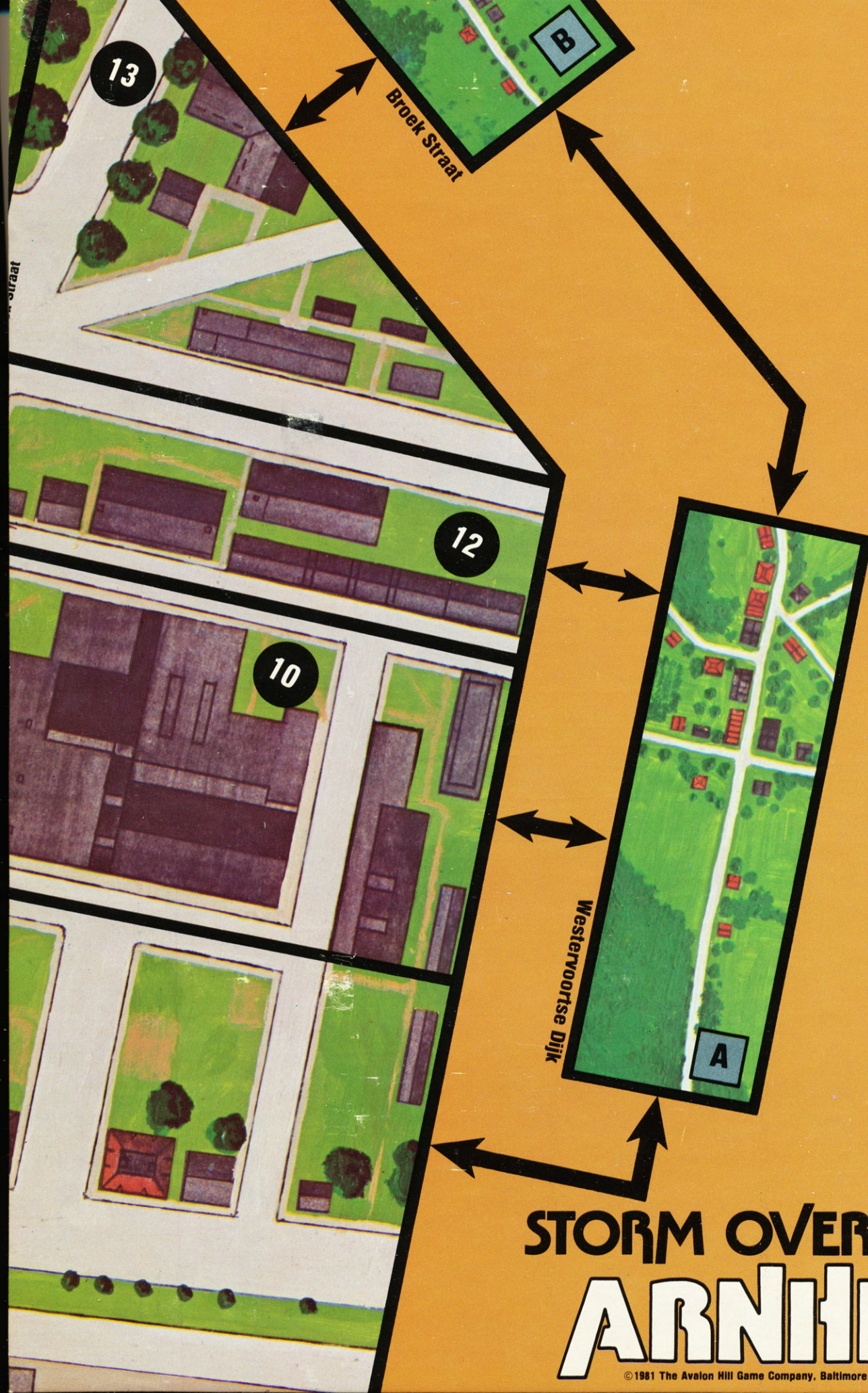
8360033/32

Copyright 1981, The Avalon Hill Game Co., Baltimore, MD

1/2  2	1/1  2	1/1  2	1/1  2	1st Co.  3	 3 	<b>FIRED</b> "S" Area Only
1/2  2	1/2  2	1/3  2	1/3  2	1/3  2	2nd Co.  3	2/4  2
2/6  2	2/6  2	2/5  2	2/5  2	2/5  2	2/4  2	2/4  2
2/6  2	3rd Co.  3	3/7  2	3/7  2	3/7  2	3/8  2	3/8  2
 5	 5	 5	3/9  2	3/9  2	3/9  2	3/8  2
 3	 3	 3	 3	 3	 7	 7
 3	 3	 3	 3	 3	 3	 3
						

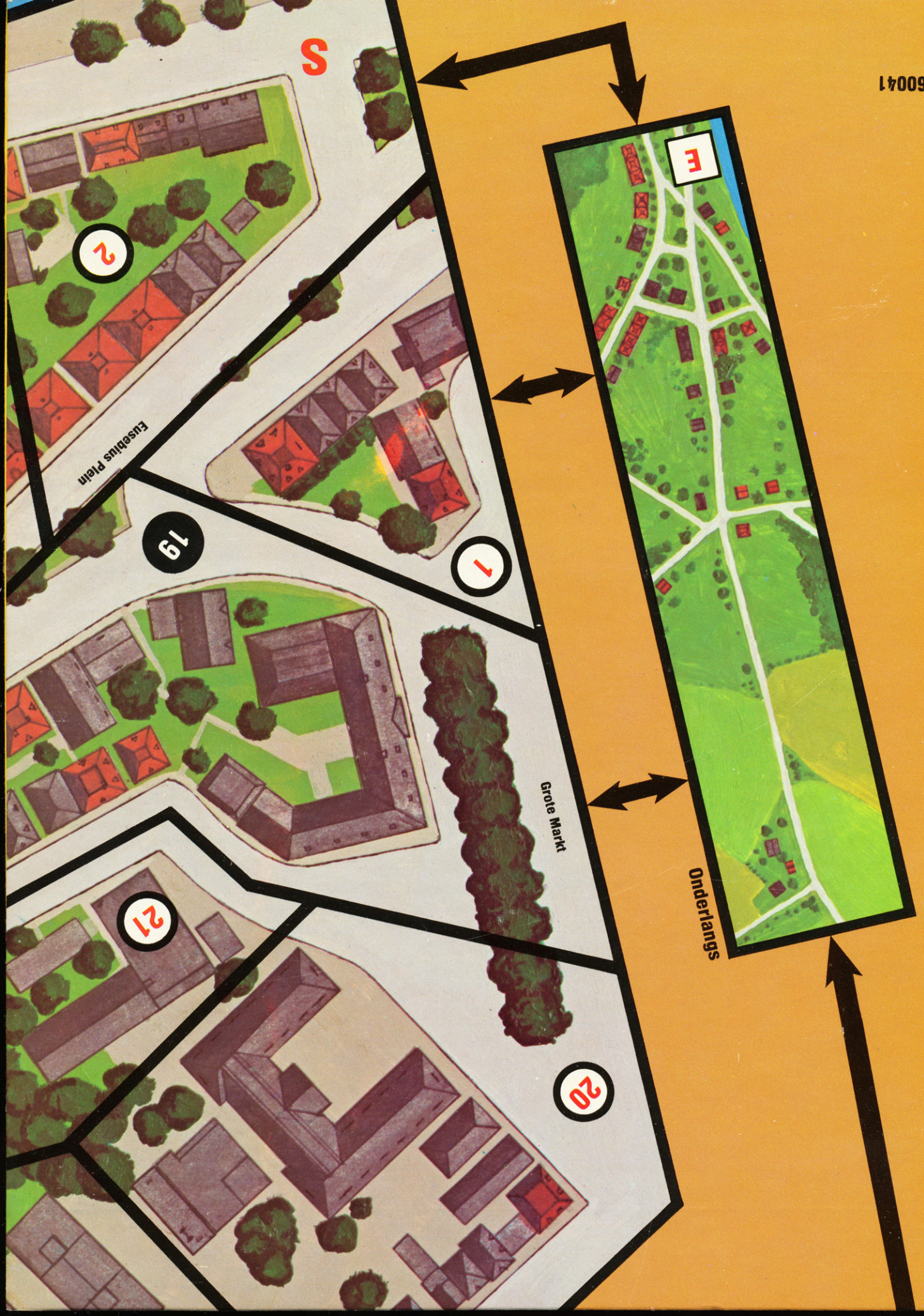
AR/1  3	 3	 4	 3	 3	 4	 4  
AR/3  3	AR/3  3	AR/2  3	AR/2  3	AR/2  3	AR/1  3	AR/1  3
AR/3  3	AR Co.  4 	LR/4  3	LR/4  3	LR/4  3	LR/5  3	LR/5  3
 2	 2	LR Co.  4 	LR/6  3	LR/6  3	LR/6  3	LR/5  3
 3	<b>FIRED</b>	<b>FIRED</b>	<b>FIRED</b>	Hv Wp  4	Hv Wp  4	Hv Wp  4
 3	 3	 3	 6	 6	 6	
 2	 2		 3	 2	 2	
 3	 2		 3	 2	 2	





# STORM OVER ARNHEM









1VP

18

17

1VP

2VP

3

4

5

Rijn Kade

Nijmeegse Weg

Oost Straat

S

2VP

2VP

S





14

16

Oranje Wachtstraat

11

6

7

8

9

Nieuwe Kade

Oost Straat

VP



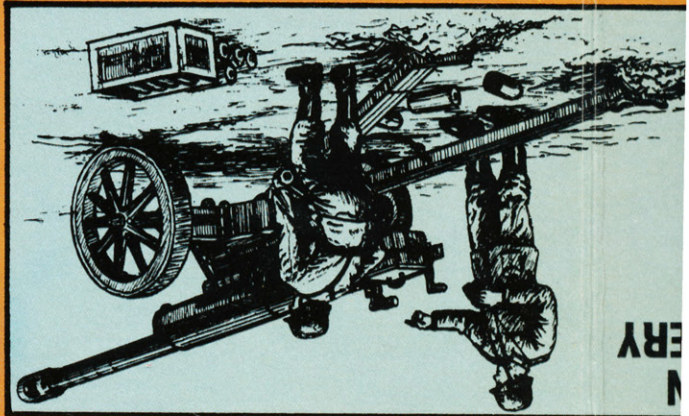
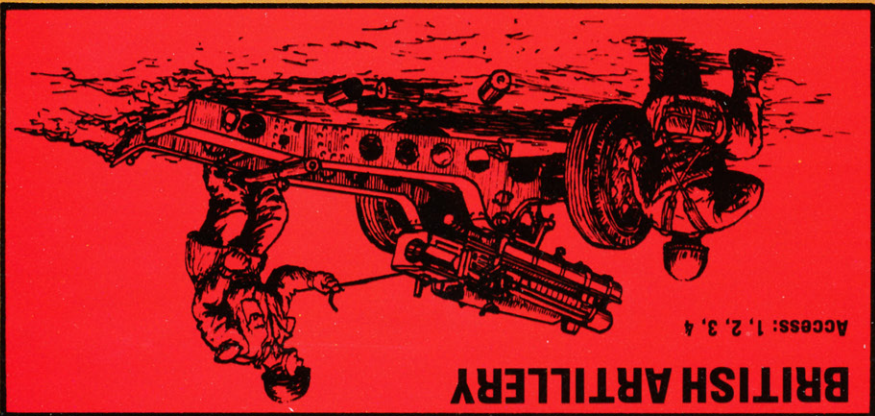


A. Area not adjacent to an enemy occupied area.  
 B. Zone not occupied by enemy.  
 C. Area not adjacent to the enemy occupied area.  
 D. Zone occupied by enemy units.  
 E. Area which is already fully or partially occupied, thus requiring a further retreat for some or all units into yet another area or zone.  
 F. Area adjacent to the enemy occupied area which caused the retreat. If there is more than one such area to choose from the retreat must be to the area which is adjacent to the least number of enemy occupied areas.  
 G. Area containing only enemy armor.  
 H. Area containing enemy infantry but no AT guns (armor units only).

# RETREAT PRIORITY 8.355

Dice Roll	1	2	3	4	5	6	7	8
13+	B	B	B	B	C	C	C	—
12.	B	B	B	B	B	C	C	—
11.	—	B	B	B	C	C	C	—
10.	—	—	B	B	—	C	—	—
9.	—	—	—	—	—	—	—	—
8.	—	—	—	—	—	—	—	—
7.	—	—	—	—	—	—	—	A
6.	—	—	—	G	G	G	A	G
5.	—	G	G	G	G	A	G	G
4.	G	G	G	G	A	G	G	G
3.	G	G	G	A	G	G	G	G
2.	G	G	A	G	G	G	G	G
1	2	3	4	5	6	7	8	
GAME TURN NUMBER								

## RANDOM EVENTS TABLE



27	26	25	24	23	22	German Marginal	21	Draw	20	19	18	17	16	15	British Marginal	14
VICTORY POINT TRACK																13
-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12





15

24

25

27

Hornisse Weg

G

GERMAN  
ARTILLERY

29

German  
Decisive

28

27

26

British  
Decisive

-6

-5

-4

-3





Eusebiusbutensingel

Eusebiusbutensingel

Boulevard Heuvelink

IVP

22

23

26

28











# STORM OVER ARNHEM

*"In attack most daring, in defense most cunning, in endurance most steadfast, they performed a feat of arms which will be remembered and recounted as long as the virtues of courage and resolution have power to move the hearts of men."*

... Winston Churchill, September 28th, 1944

On the morning of September 17th, 1944, from airfields all over southern England, the greatest armada of troop carrying aircraft ever assembled for a military operation took to the air . . . over 7500 aircraft which would drop an entire Allied airborne army behind German lines to seize and hold a series of supposedly weakly-defended bridges until relieved by an armored thrust through the front lines. Unbeknownst to the Allied High Command, however, two SS Panzer Divisions were stationed near Arnhem—the last bridge in the chain, and the British 1st Airborne Division was about to drop into a living hell.

So began Operation Market Garden, a daring and grandiose gamble to end the war with one swift thrust into Hitler's crumbling Reich. The battle which ensued would be the most dramatic and bitterly contested action of the Western Front and would ultimately end in a major defeat with Allied casualties nearly doubling those of D-Day. **STORM OVER ARNHEM** is the re-creation

Ultimately less than 700 British paratroopers, primarily members of the 2nd Parachute Battalion under Col. John Frost, would reach the bridge. Unable to capture it entirely, they would cling to their perimeter defenses at the northern end for the better part of five days. The Germans, in need of the bridge themselves to reinforce the battle to the south, pressed the attack with a resolve born of desperation. Here "street fighting" took on a new meaning. The battle raged not from block to block, but from house to house and room to room. Gains were measured in feet, not miles. Outnumbered, short of food, water, ammunition, and medical supplies, the paratroops nonetheless fought on and extracted a fearful toll in German lives for their steadily dwindling perimeter. Armor and artillery were called in to flatten the city, but failed to lessen the resolve of those manning the redoubt. Finally, on September 21st, three days after they were supposed to have been relieved by the tanks of XXX Corps one last wireless message originated from the smoking ruins of Arnhem . . . "Out of ammunition . . . God Save the King". What remained of the gallant defenders of Arnhem bridge had broken into twos and threes and attempted to slip away in the night.

**STORM OVER ARNHEM** re-creates four days in the struggle for Arnhem bridge with an innovative game system that preserves the "feel" of simultaneous movement games without the bother of written moves, while maintaining the action-reaction capabilities of more traditional sequential movement games. Player inter-action is constant—thus yielding a high excitement level throughout. The mapboard faithfully re-creates that section of Arnhem over which the fiercest fighting for the bridge took place at a scale of 1 inch equals 100 feet. Each unit represents 12 men or several of the armored fighting vehicles which vied for control of the bridge. Unburdened by a maze of complex rules, it is an intrinsically simple game to learn, but an extremely difficult one to master. The game can be set up and underway in a matter of minutes and will command the full attention of the two participants during the three hour playing time. Included in the game is a 22" x 32" mounted mapboard, 224 large, back-printed playing pieces, a 16 page, full color rulebook containing in-depth historical commentary, and four dice.

**STORM OVER ARNHEM** is rated 3 on a 1 (Easy) to 10 (Difficult) complexity scale for ages 12 and up.



**The Avalon Hill  
Game Company**



# STORM OVER ARNHEM

AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF THE BATTLE FOR ARNHEN BRIDGE

