

HOPE FOR RELIEF

BB 19.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: British player wins by controlling any two of the following three buildings at game end 20S6, 20P9, 20O2.

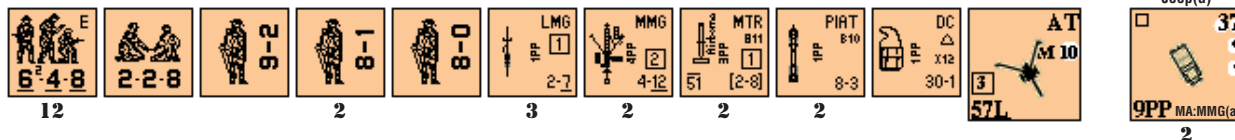
SIMULTANEOUS SETUP	1	2	3	4	5	6	7
BRITISH MOVE FIRST							



Only hexrows I-GG are in play

BRITISH

Elements of A Company, 2nd Battalion, 1st Parachute Brigade [ELR:5]
set up North of the bridge in building/woods hexes {SAN:4}:



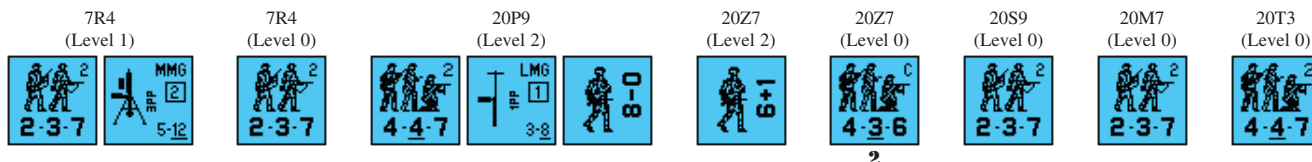
Set-up in any road hex:



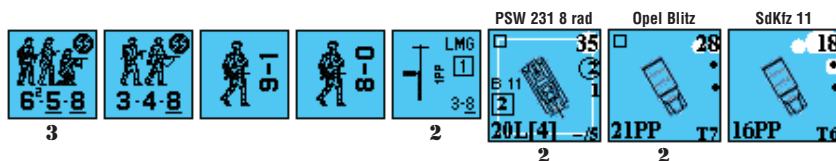
VASL artwork used with permission of Rodney Kinney

GERMAN

Elements of Arnhem Garrison [ELR:2] set up as indicated {SAN:2}:



Elements of 9th SS Division [ELR:4] enter on Turn 4 via any South Edge Road hex(es):



SSR:

1. EC are moist with light breeze from the Northwest at start.
2. Board 7 island hexes do not exist. Place 2 lane stone bridge counters in hexes 7Q4-7Q9 inclusive. The bridge is at level zero. There is a tower in hex 7R4, fortified at ground level. Tower is a 1 level obstacle. Tower is accessible via hexes 7Q4 and 7Q5 only.
3. British may place WP grenades on smoke placement dr of 1.
4. SS Elr reflects their having recently being withdrawn from very heavy fighting and their recent transfer to Arnhem for rest and refit. SS units ELR to 4-4-7/2-2-6.

AFTERMATH:

The Germans tried to get four trucks across the bridge but they were set afire by small arms, machine guns, and at gun fire. Under cover of smoke from the burning wrecks, Lt. Grayburn's company got close enough to the tower to knock it out with a PIAT. But the arrival of two armored cars and SS infantry forced the British back again. Now all they could do was try to hold the North end of the bridge and hope for relief from the XXX Corps.