

GSTK

"God Save The King"

The Red Devils
Battle the
Waffen SS
at the North
End of
Arnhem Bridge



A NEW Historical Campaign Game for ASL



ONE BRIDGE TOO FAR

The British 1st Airborne Division was basically wiped out at Arnhem in one of the most controversial if not brilliant operations in the ETO. To this day the battle and its aftermath spark controversy.

Controversy was no stranger to the Allied command in the summer and fall of 1944; General Sir Bernard Montgomery, Commander 21 Army group (later Field Marshal), General D.D. Eisenhower, supreme allied commander, General Omar Bradley, U.S. first Army the, U.S. and British press and General George S. Patton U.S. Third Army, had been at odds since before the Normandy landings.

During the period leading up to the ill-fated MARKET-GARDEN operation Montgomery had been seeking to convince Eisenhower that he should be the overall ground forces commander as been done before SHAEF reached the continent and that Eisenhower should be lifted out of any sort of ground command role. This would give Montgomery the authority to direct the ground operations in a way that he saw fit.

Montgomery had been fighting for a single thrust strategy for the allied armies, where an unstoppable force of 40 allied divisions (under his control) would destroy everything in its path on the way to Berlin. The spectacular success of the pursuit across France in the late summer of 1944 had convinced too many that the Germans were on the Brink of disaster. Orders had even been issued for demobilization of forces before Christmas.

As the Western Allied armies approached the frontiers of Germany some commanders, including Eisenhower, noticed the stiffing of German resistance. For Eisenhower the supply situation was also of great concern. Without a deep water port the ability to keep 4 field armies fully stocked as they got further away from the supply source at Normandy was becoming the issue that might strain the alliance to the breaking point.

As Montgomery wanted more supplies and a firm commitment for his 21st Army group as the priority, he was sowing the seeds for more resistance to him personally and professionally. The forces under his command had taken the approaches and part of the port of Antwerp, but they did not follow up and gave the Germans time to reinforce and blow major portions of the port area. Montgomery seemed unable to commit the 2nd British Army to clearing the port, preferring to leave it to the Canadian First Army and the American First Army (naturally wanting it under his command).

Thus the seeds of MARKET-GARDEN were sown. By the time that Montgomery got around to presenting the plan to Eisenhower he may have not been fully behind it himself. And to much surprise Eisenhower actually approved of the plan. Bradley and Patton of course were steamed. Patton even claiming that Eisenhower said, "YES SIR!" every time Montgomery spoke. The approval of MARKET-GARDEN may have been one of the most brilliant decisions for ultimate co-operation in the defeat of Germany. Eisenhower faced a legitimate problem, if he disapproved, then forever he would be accused of letting the war drag on when it could have been, "Won in 44." If he approved and the operation was a success then at least he would have a bridgehead across the lower Rhein and could strike at the

Ruhr Valley. If it was a disaster then Montgomery could be silenced. In hind sight Eisenhower's firm stand on the "broad front" strategy was correct. Although many assumed the Germans were defeated, that was not certain. The Anglo Army had no deep water ports as of yet. Most importantly he was adhering to fundamental principals of war, destroy the enemy, not as Montgomery wanted, to take a geographic "Prize," Berlin. Eisenhower was unwilling to sacrifice American blood for British political aims. The Russians got the German capital at a cost of 600,000 men. The Western Nations would never tolerate those casualties. (It has commonly been reported that the Russian losses in Berlin was around 300,000. New Russian documentation indicates the 600,000 figure. 40% of these being attributed to friendly fire, as two marshals were vying for the glory of the Reichstag).

MARKET-GARDEN

Much of the plan had been on paper as an earlier operation COMET. COMET along with a multitude of airborne operations were cancelled due to the phenomenal gains the Ground forces made.

The Airborne portion of MARKET-GARDEN was to be the largest airborne operation of the war. The outline of the plan was deceptively simple and brilliant. The Market portion would drop three airborne divisions along a corridor north of Endhoven (XXX Corps limit of advance). The 101st US Airborne Division would take bridges from Endhoven to Veghel. The 82nd US Airborne Division would take the Bridges at Grave, Nijmegen, and the Groesbeek heights. The 1st British Airborne Division would secure the Arnhem Bridge and the high ground to the north.

"Garden" launched simultaneously with "Market" called for the Second Army lead by XXX Armored Corps to roll over the Airborne Carpet linking with each division in turn. The VIII and XII infantry Corps would protect the flanks. Once Apeldoorn was secured the 52nd infantry division would be flown in. With four divisions north of the lower Rhein the XXX Corps would lead the charge to encircle the Ruhr, possibly in conjunction with the US First Army.

DISASTER AT ARNHEM

The attack was launched on the 17th the only day of good weather in the operation. One bright note was the ability for tactical fighters to locate and destroy flak positions along the air invasion route. By the 18th the operation was more a matter of relief of the 1st Airborne Division. XXX Corps had to reach Arnhem in 48 hours, the paratroopers could not be expected to hold out longer than that without proper antitank or heavy artillery.

Unfortunately the Irish Guards Armored leading XXX Corps made nothing like the time required. Heavy fighting and lack of room to maneuver sealed the fate of the Red Devils. The disaster awaiting the paratroopers however, was not all due to XXX Corps slow start.

The 9th and 10th SS divisions were refitting in the Arnhem area, and deployed immediately against the British. The 1st Airborne in an effort to avoid newly sighted flak positions landed 8 miles west of Arnhem. This caused an arduous road march to the city. The Germans were able to send reinforcements more quickly than the British

due to foul weather closing in, and a flawed air-drop plan.

GALLANT FAILURE

The 1st Division, asked to hold 2 days was now in its 8th day, a remarkable achievement in itself. Ordered to break out, the division starting with 10,095 paratroopers, counted only 3,490. To show for this sacrifice the allies had a corridor 65 miles long constrained on three sides by a still strong German Army.

GOD SAVE THE KING!

The entire British 1st Airborne division was in the area of Arnhem: the town, the bridge, and Oosterbeek. The Battle for the bridge itself is our focus. This is were the glory of the 1st airborne division was made.

The nuts and bolts of this module is the Campaign game. We have been interested in ASL on historical terrain since Red Barricades. This is our attempt to further the hobby and devotion to ASL. (With actual battlefields)

We have opted for this action to utilize the main rules from Red Barricades, and some applicable rules from Kampfgruppe Peiper. We know all of you have these modules, right? If you do not, buy them, get them from a friend or contact us and we will help you.

Our intention is to provide Campaign games and battalion sized actions covering the entire WW2 period. We want your input! We have other modules ready, and want to work with the Fanzines to get you what you want to play.

In the works is a CG covering Hill 112, on a larger scale than the *Panzer Abteilung 101*, with historical maps. Also ready for final playtest is *Tarawa*. So if you like our product now, realize that we can only get better.

We want to thank Mark Neukom of Time on Target for his invaluable help.

Also Ray Tapio and Steve Pleva of Critical Hit! The cover art and counters are thanks to Ray and his devotion to making all ASL products a success.

SOURCES

The research for this module lasted in earnest for about two years. There are many good sources for this battle depending on interest and level of detail. We have listed the most used sources if you need to read more.

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Thank you for your support.



Z 4.0

Z. GOD SAVE THE KING!

ORDER OF PRESENTATION:

- | | |
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| 2. Ramp | 7. Abbreviations |
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1. ARNHEM BRIDGE¹

1.1 All bridge locations exist at level one. The Bridge starts at the southern map edge and continues to the edge of the level one hill. All Bridge locations are Strategic locations (S/Loc) for perimeter determination and set up.

1.11 Units on a Bridge/Paved Ramp (2.1) are treated as if on a wide city boulevard (B.7) for fire originating from the same or higher elevation or from MTR/OBA. A ground level location exists under a Bridge location (EXC: in river locations).

1.12 No LOF/LOS exists between UN/Bridge and On/Bridge locations (EXC: Stairwell (1.22), in this case an LOS/LOF does exist, but not to/from a pillbox).

1.13 ON/UN-BRIDGE: Units on the Bridge will be termed ON/Bridge for rules descriptions. Units on ground level under the Bridge will be termed UN/Bridge.

1.12 Vehicles/Guns may not fire to/from an adjacent Bridge Location which is at a different elevation (EX: AA Guns firing from a ground level to a Bridge location)

1.121 Infantry at ground level and adjacent to a Bridge location do not receive PBF (A.7.21 and including cellars) benefits when firing to an ON/bridge location.

1.2 PILLBOXES: Hexes O15 & P15 are Pillbox locations. They are at level one. The west side pillbox is a 1-5-7 (7 is for indirect fire only). Both Pillboxes have a 360° field of fire. 5/8" units are not allowed IN these locations. The eastside (P15) Pillbox is a 1-2-2 at start.

1.21 The Pillbox depiction is a one level LOS/LOF obstacle (from the ground level). Any final HE/FT DR resulting in a KIA causes a Blaze in that pillbox location and reduces the West Pillbox to a 1-2-2. Subsequent Pillbox destruction happens normally.

1.22 STAIRWELL: A stairwell exists in the same hex as a pillbox and connects the Bridge location with the ground level. The ground level of a stairwell is a S/Loc for perimeter determination only [for the side controlling the pillbox]. Units do not cross a railing to reach the stairwell.

1.3 BEAMS: Support beams are present under each Bridge location² [EXC: ramp]. TEM is +1. Beams are also a LOS hindrance +1 (EX: [all units are at ground level]. A unit in hex N15 shoots at O14, +1 TEM DRM total. If that same unit fires at P14 it would be +2DRM; +1TEM + 1LOS hindrance). MF expenditure is as if open ground. Vehicles pay 2+ COT per hex Un/Bridge (EXC: road bonus). Beam (UN/Bridge) locations are concealment terrain and scaling (B. 23.424) is allowed.

1.31 OBA: Units UN/Bridge receive an additional +1 DRM to OBA fire: (EX: a squad in a Trench under the Bridge would

receive a +6 DRM to OBA attacks [+1 Beams +1 OBA DRM +4 trench= +6]).

1.4 SUPPORT WALLS: SpW's are indicated by thick black bars on the Bridge depiction (hexspines N17 to Q16 and N11 to Q10). They are a level one LOS/LOF obstacle through/along these hexsides. SpW's may not be rubble or Breached. The Northern (N11-Q10) wall abuts the hill. No section of the SpW or Bridge may be destroyed in any way.

1.5 PHANTOM LINES: Dotted lines on bridge locations indicate the road on the ground level beneath the Bridge.

2. RAMP

2.1. RAMP, PAVED RAMP: The level 1 hill is a ramp. Slope rules (P.2.1-2.54) apply. In addition, a unit on a paved ramp location may not fire/see over another paved ramp to a location that is at a lower elevation than the firing unit (even if that location is only a down slope elevation change).

2.2 Paved Ramp locations are strategic locations for set up and perimeter determination. In order to trace a perimeter line to a Bridge location it must connect to a Paved Ramp/Stairwell/South edge Bridge location. A Paved Ramp location may be traced to/from a ground level strategic location.

3. RAILING

3.1 LOS/LOF: The tracked line depiction lining the Bridge/Paved Ramp is a Railing. The Railing exists at level one and is an additional 1/2 level LOS/LOF hindrance per depiction crossed. The hindrance is +1. Vehicles are not considered to be Hull Down behind a railing. The +1 hindrance is NA for MTR/OBA on the IFT/IIFT, but is a hindrance for To Hit purposes.

3.11 MP/MF: The Railing is treated as a stone wall for movement to a non-connected road location. Each Railing depiction must be crossed separately. For rule 3.1, the Railing always takes precedence over an ADJACENT hedge.

4. BUILDINGS

4.1 Not applicable to GSTK 4.0.

4.2 STEEPLE: A second level building location exists in hex A7 and is considered a Church Steeple (P5.2). This location can accommodate up to one squad/equivalent, and has no rooftop location. 5/8" counters are N/A and this location may not fortify. See CG5 for SAN adjustment.

4.3 FANATIC: All British units in the HQ (building K7), and School (building S7) are Fanatic³.

4.4 CELLARS: Cellars⁴ (O6.) exist (EXC: a trench does not connect to a narrow road building if the trench counter crosses hexside type A or B (see Z4.52).

4.5 NARROW ROADS: Any hex with a building depiction and a road depiction is considered a Narrow road (NR). Utilize KGP rules sections; P5.12-5.126. Treat Road blocks and smoke normally. (P5.121 and 5.122) are NA for vehicles in a NR Road location if there is no building hex adjacent to/and-across-from the road depiction (EX: Hexes D11, W17).

4.51 LOCATIONS: There are two locations in a NR ground level hex; for LOS/LOF, recovery, TEM, MP/MF costs. If a unit is in the NR Road location place it under a Paved road counter. (EXC: unless a vehicle declares entry into the building consider it on

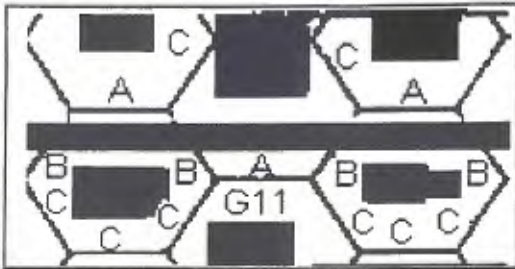


the road). The NR road location is considered an open ground, paved road location.

4.52 NR HEXSIDES: A NR has three types of hexsides⁵:

- A. The hexside in which the paved road depiction parallels (and which is closest to the paved road depiction).
- B. The hexsides which the paved road depiction intersects.
- C. The hexsides which surround the building depiction.

NR clarification:



4.53 MOVEMENT: An infantry unit may move into a NR road location by entering the hex across hexsides type A or B or from the ground level building location in the same hex at a cost of 1MF +COT. An infantry unit may also enter the road location if it is using bypass along hexside-type C of the same hex.

4.531 An infantry unit which uses assault movement while entering/exiting a non-paved road location across hexside types A or B qualifies for Dash bonus (A4.63) in addition to FFMO (As per Z4.541).

4.532 An infantry unit may also enter directly into the building location regardless of hexside type at the normal building cost.

4.533 Vehicles entering a NR hex through hexside-type B may do so as entering an open ground paved road location.

4.54 LOS/LOF: An enemy unit has an LOS/LOF to a stationary/moving unit from a ground level building location to the NR location as long as the firing unit does not trace his LOS/LOF through hexside type C. In this case the building blocks LOS to the unit in a NR location. Normal LOS/LOF apply for units in the ground level building location.

4.541 Infantry units which enter or exit a NR building location to/from a non Paved road location and crosses hextypes A or B, may be seen/fired upon in the road location. But only if the firing/viewing unit has LOS to both the hexspines of the hexside being crossed.

4.542 Infantry units in the building location of a NR hex are not held in melee (A11.15) with a vehicle which is in the NR Road Location. Street fighting rules apply. If an infantry unit is in CC with a vehicle in a NR hex then the infantry receive the building TEM bonus. British non-elite infantry in a NR location with a Panzer Mk VIB must take a NMC at the beginning of the German AFPh.

4.6 DUCK IN: An infantry unit may move into a NR Building Location at a cost of 2 MF, or into a NR Road location at a cost of 1 MF. A unit may use road, then "duck into" a building at a cost of three MF+COT. Players must declare which location they will enter before MP/MF expenditure. Residual FP applies to the first location entered.

4.7 WRECK: A vehicle wreck in a NR Location blocks that road to vehicle movement.

4.8 CC: See P5.132 (KGP). A vehicle in a NR is subject to Street Fighting (A11.8) if attacked in CC and CC Reaction Fire. A +1 DRM applies to CC CMG fire by a vehicle while in CC/CC Melee in a NR location.

4.9 A building with a large white dot in the center is a single hex two story house with an inherent stairwell and no rooftop, and is a 1 1/2 level obstacle.

4.10 KINDLING: Only German SS infantry may kindle terrain⁶ during the CG and only if they also qualify for a CG balance provision. Unless noted, kindling is allowed in scenarios GSTK 1-7.

4.11 Building AA7 is a factory. Rooftops (B23.8) are in play.

5. RIVER

5.1 NEDER RIJN: The river, Neder Rijn (Lower Rhein), is Deep with a moderate current flowing to the West.

CAMPAIGN GAME SPECIAL RULES

CG1. SNIPER: Place two sniper counters per side at least 12 hexes apart. Use random selection to determine which sniper is activated⁷. [Dr 1-3 westernmost sniper is activated, dr 4-6 easternmost sniper is activated]

CG2. MMC SELF RALLY: Two units may attempt self rally during the players own rally phase (A10.63). [KGP PCG18] [RB: OCG17].

CG3. CONCEALMENT: British units may always set up concealed if in concealment terrain (unless notes by a SSR) *

CG4. CLOAKING: Scenario Attacker may use rules for cloaking during night scenarios (E1.4). The British player may always record the unit possessing PIAT's in his set up. The PIATs are kept off map.⁹ (E1.2) PIAT's are revealed when it fires, or if the PIAT is in a different location than the original owner.

CG5. Hex A7 contains a 375 foot Steeple. Complete control of this building in the CG entitles the controlling player to increase his current purchased SAN level by one (this occurs prior to scenario start). If that player loses control of any location in that building he immediately loses the SAN increase until the following CGS (if he again qualifies).

CG6. NO-QUARTER: No Quarter is in effect for all CGS and scenarios GSTK 1-7.

CG7. MUTUAL ATTACK: If both players choose an attack chit, the British make a die roll:

dr 1-4: British are Attackers¹⁰

CG8. Hand-to-hand (J 2.31; A11.8) are in effect for all CGS and scenarios GSTK 1-7.

CG9. BLOCKS: A Block is an area of terrain, usually a group of buildings, which is contained by paved roads and/or the map edge¹¹. At CG end, each retained unit (EXC: vehicle) which is not contained in a Block must be committed to the nearest Block (owners choice). Roads are not part of a Block except during the set up sequence. Friendly Controlled Ramp/Bridge locations become part of an adjacent block for set up purposes if they are adjacent to a Friendly ground/Ramp location. Clarification; the tree square (L11) is in block 1. (A complete Block listing can be found in "Charts and Tables" section)



CG10. SET UP RESTRICTIONS: After the First CGS (and all subsequent CGS), all retained units are free to set up in the Block they occupied at end of CC Phase of the last turn. (in any friendly controlled (FC) area) [EXC: Isolation], including any adjacent FC road/Bridge/Ramp hexes which are adjacent to a full or partially controlled block. British units in Blocks 1 and 2 may join each other freely if the British control all UN/Bridge (and both Pillboxes) locations between the two support walls. Vehicles may set up in any non-isolated FC area as well as any gun it may tow or infantry/SW it may portage, as long as the vehicle ended the CG in the same block. DC/FT Retained, as per O11.6134 may set up in any non-isolated area. Units in Blocks 1 and 2 may set up in FC Un/Bridge Loc.

CG11. BLOCK HOPPING (BHp): Retained units (O11.2) that wish to set up in a Block other than the one they ended the previous CGS must attempt to Block Hop. Only MMC's (including SMC in the same block also attempting to BHp) may attempt to BHp. MMC's (and SMC stacked with them) may continue to BHp as long as they were successful on the previous hop. Attempts to BHp may only be made to an adjacent Block. BHp takes place during set up for each player. Each MMC must make a BHp DR separately, but a leader may guide up to 3 squad/equiv. into one DR (in this case all units have the same outcome). Roll on the BHp table to determine success.¹² Commandos may attempt to BHp to/from an ON/Bridge Location But, any "failure" result eliminates that unit:

DR	Results	DRM
≤7	Succeeds	± Leadership.
8	Fails*	-1 Entering completely FC Block.
9-10	Succeeds/Reduced**	-1 if a FC NR hex
11	Fails/Reduced**	Connects the two Blocks.
12	Eliminated	+1 per excess PP.
		+1 Morale of 7 or less.
		+1 Attempt is made between the AM/PM CGS.
		-1 unit is stealthy
		-x for +TEM in FC road Loc. between blocks.
	* = set up in present Block	
	** = Make a dr for each SW	
	1-3 OK	
	4-6 SW eliminated.	

CG12. RG SETUP/ENTRY: German units may always enter from the North/South board edge and/or any friendly controlled board edge. In addition German units may set up on the map in any non-isolated FC location or block at an additional 1CPP per new Plt/section. British units may always set up on the map in any non-isolated FC location at no extra CPP cost with the following exceptions: (Retained units are not restricted) (this applies to newly purchased RG) Reinforcement Group I1, G2 must set up on/west of the Bridge. RG I3 must set up on/east of the Bridge (only if newly purchased).¹³ This is used whenever possible, terrain and control may vary. All SMC/SW must set up initially with/Possessed by platoon that generated him/it (Both sides). (Clarification RG I1, G2, I3 set up restrictions are for British RG only and only if newly purchased).

CG13. LULL: Whenever both players choose an idle chit, a lull has occurred. Units are free to set up in any FC non-isolated Location for the next CGS (CG11 is not applicable after a lull).

CG14. RESERVE: During a CGS in which at least one player has drawn an Attack chit, only German units may keep units off map as reserves. They may enter at the players discretion along

legal FC board edge(es). All British units which are available for that CG must set up on map. Any unused FPP's are eliminated after set up¹⁴. German Map exit as per (RB CG13). British may never exit the map.

CG15. CRITICAL DATE CHART (CDC): The CDC is used to reflect the period of day for each CGS; to determine final CPP's,¹⁵ British CGVP base, and water shortage DRM.

CG16. WATER SHORTAGE: After the first night of the battle the Germans shut off the water supply to the British held part of the town. For some reason the Tommies never considered the river a water source¹⁶. Water rationing became a serious concern for the British command.

See the CDC for Water Shortage level. The following applies to the British only (not cumulative): CG16 is used for GCS's only:

- x1 Shortage= the British may not use voluntary CX.
- x2 Shortage= Reduce ELR by one level.
- x3 Shortage= Moral level is reduced by one.

If EC becomes any form of rain, water Shortage no longer exists during the current CGS (any impairment is immediately lifted). Following a CGS that has rain, the next CGS has a Water Shortage level MINUS one level of the level indicated on the CDC. However should the weather be overcast but no CGS is played, [i.e. a lull (CG13)] then treat the next CGS as if it had rained

CG17. BRITISH AMMO SHORTAGE (AS): During the entire course of battle at Arnheim Bridge the British were never resupplied. The following rules reflect the difficulty of this situation:

LEVEL 1 AS; During the 5th, 6th, and 7th CGS played the British suffer AS as per A19.131

LEVEL 2 AS occurs on the 8th-10th CGS played. British Unit replacement occurs on an original DR of 11-12, B# for all SW/Vehicle/Ordinance are decreased by TWO. All vehicles and guns are considered to have a circled B# (D3.71) TWO lower than the normal B#.

LEVEL 3 AS occurs on the 11th-13th CGS played. Level 3 AS Unit replacement occurs on an original DR of 10-12 and B# is decreased by THREE. All vehicles and guns are considered to have a circled B# (D3.71) THREE lower than the normal B#. Additionally, for all levels of AS shortage, CG20 special exponents drops by one for each level of AS in play.

DC and FT are exempt from all levels of AS, however DC used for an attack are not retained as per RB O11.6134, nor is a FT that malfunctions during an attack (if these occur during an AS CGS).

CG18. UNIT REPLACEMENT: Unit substitution is modified as follows: (CG and GSTK 1-7, unless changed in SSR)

British:

- 4-5-8 → 4-5-7 → 4-4-7 → 4-3-6¹⁷
HS 2-4-8 → 2-4-7 → 2-2-6
- 6-4-8 → 4-4-7 → 4-3-6
HS 3-4-8 → 2-3-7 → 2-2-6

NA for Engineers

German:

- 6-5-8 → 5-4-8 → 2x 2-3-8
HS 3-4-8 → 2-3-8 → 2-3-7
- 4-4-7 normal

CG19. MOUSEHOLES (MsH): Mouseholes are a British invention which, unlike a breach, may be purchased by FPP's. A MsH may be set up HIP unless it is adjacent to an enemy



controlled Location.¹⁸ MsH HIP is lost when an enemy unit moves adjacent to a MsH. A MsH otherwise functions as a Breech. [B23.9221] [O5.32] [O5.33] [B23.711]. MsH allow fire groups to fire through that wall hexside as if the wall did not exist. MsH allows multi-hex fire groups to exist across a hexside that has been cleared by a MsH.

CG20. BRITISH SPECIAL CAPABILITIES: Use for all CGS and GSTK 1-7. See Charts and Tables¹⁹. British units in some cases have raised Smoke exponents, WP, and ATMM capability. They may also be immune to PAATC. All British Elite and 1st line units are stealthy, unless specified by SSR.

CG21. BALANCE PROVISIONS: (DRM to CPP replenishment) FRD.

- ◆ After 3 CGS Completed -1 if side lost 2/3 of scenarios
- After 4 CGS completed -2 if side lost 3/4 of scenarios

CG22. WEATHER AND EC:

Weather	DR	EC	dr
Fog/Mist	≤ 2-3	Wet	≤ 1
Overcast	4-7	Moist	2
Clear	8-10	Moderate	3-4
Clr/Gusty	11-13	Dry	5

drm

- 3 Previous CGS was wet
- 1 Previous CGS had Fog/Mist
- +1 Previous CGS was Dry

CG23. GAME END: At the end of the following game turns make a dr to determine if the CGS ends:

- Turn 4: dr 1-2 = Scenario end.
- Turn 5: dr 1-5 = Scenario end
- Turn 6: Scenario end

CG24. CAMPAIGN GAME VICTORY POINTS (CGVP): CGS victory is determined by CGVP. Casualty victory points (CVP) + Location victory points (LVP) = CGVP. LVP are awarded for buildings captured from an enemy controlled area only. A building must be completely controlled as per A26.12-13 At CGS end. Each building is worth one LVP for each HEX the building occupies. In addition there is a +2 bonus if the building is stone; +1 if there is at least one fortified location in the building (EXC. Cellars), + 5 for building S7 (Schoolhouse), + 8 for building K7 (Frost's HQ). The British have a base CGVP listed on the Critical Date Chart (CDC) for each CGS that base is added to their CGVP total. For the initial CGS, all areas outside of the British set up area are considered No-Mans Land.)

CG25. HIP: British may purchase HIP for up to 20% FRU of his infantry units. Germans may purchase HIP for 10% of his infantry units. HIP is purchased with FPP 11.621.

CG26. FANATIC: During one CGS the German player may declare that his entire force is FANATIC (KGP CG14).

CG27. BAYONET CHARGE (BC): The British may purchase a BC during the RePh. BC is then used only during the next CGS played and may not be retained. Only British 458/248 may attempt a BC. After purchase, BC is in effect when one of the following two events occur:

1. When the white die of the British player Wind Change DR is ≤ the current game turn.
2. Or in the subsequent British MPh (during the CGS) that the Germans fulfill any of the five CG Victory Conditions.

BC is declared individually for each MMC during the start of it's own movement if that unit has a LOS to a Known enemy infantry unit that it will move toward and attempt to advance into CC with. When BC is in effect each BC British 4-5-8/2-4-8 in the act of 'Charging' have the following characteristics:

- Have 6MF which may not be increased.
- If BC unit fails a MC it is not broken, but suffers Casualty Reduction instead.
- May carry no portage points.
- Is Immune to PIN results (PTC NA)
- Must declare Hand to Hand Combat in CC.
- Receive -1DRM for each BC MMC in hand-to-hand combat (-3 BC DRM MAXIMUM) (this DRM is cumulative with all other DRM's, and may apply to an attack that also contains non-BC type British units).
- Individual BC stays in effect until all enemy units in its location are eliminated.

British units may again declare BC in the next British movement phase. The ability to BC stays in effect for the remainder of the CGS. BC may not be retained. (Use Banzi or Hero counters to mark). Any "?" is lost when the unit moves in LOS of an enemy unit, not as a result of declaring a BC.

CG28. Both Sides are in Neutral Territory (E2.)

CG29. GAMMON BOMB: CG20 provides the British with ATMM capability. The ATMM represents the Gammon Bomb and is merely a sack of explosives in varying amounts. The use of this weapon at close range, could, and did have tragic consequences to the user. The following applies to the successful usage of the Gammon Bomb:

- The colored die on the CC DR is used as attack against the using unit/s on the IFT/IIFT on the 1 FP column. Only successful usage dr is used (as per BACKBLAST C13.81) No DRM apply.

REFIT PHASE: The Campaign game is set up as RED BARRICADES. Use the following phases with noted amendments: (The authors realize that looking at RB and KGP could be an unwanted chore, however we believe that the rules have been written twice now and almost all players with this game in their hands have these modules. We have left out verbatim rules for obvious reasons. If you do not own these games, buy them or contact us and we will explain the rules in question.)

- 11.601 Conclusion of Melee
- 11.602 Marker Removal
- 11.603 Victory Determination & Rally
- 11.604 Encirclement & Minefields
- 11.605 Perimeter Determination. Rivers edge is S/Loc.
- 11.606 Isolation
- 11.607 Clearing the Map
- 11.609, 11.6092 Extinguishing Blazes: Woods hexes are changed to orchards due to blaze. 11.6095: The only factory is Building AA7.
- 11.610 Wounded Leaders
- 11.611, Recombining may only take place between like units in the same block. 11.6112 Battle Hardening & Promotion: Heroes may be retained until the next AM CGS at which time Battle Hardening takes place. DRM: -1 per 12 CVP amassed (Not 20)
- 11.6114: Use the last sentence as per; One leader per 4 German Squads, One leader per 5 British squads
- 11.612 New CG Scenario SAN adjustment for building A7 could modify this.



- 11.613, 11.6134: For British See CG17.
 11.614 NOT in use.
 11.615 Fortification Removal
 11.616, 11.6161: Replace with CG15 (CDC)
 11.617 See Charts and Tables. Use First line only.
 11.618 Players use chart on CG 22.
 11.619: See German Reinforcement Group chart: Any German Platoon which has a footnote; b, c, or d may be purchased prior to it's availability date with an additional 1 CPP per platoon per scenario (CGS) before the available date (EX. It is the 9/20 AM CGS and the German player wishes to purchase the 4th section of PzKw VIB, this section will cost 9 CPP's; 6 CPP +3[one CPP for each of the 3 CGS's before the 4th section becomes "available"] =9 CPP)²⁰
 11.602: See British RG notes.
 11.6205: See charts.
 11.6207: Add the following DRM: -1 if Pz Mk VIB Section; +1 if depleted. -1 if German.
 11.621: Replace with the following:

FPP

Type	Cost	Notes
Foxhole	1*	* Per Squad
Trench	7	§ Squad/HS/
AP Mine	2†/4‡	crew/SMC
AT Mine**	3	**Max CG 15.
Roadblock‡	20	‡British Only
Wire†	10	†German Only
Fortified Loc f	10	f may set up
HIP f	3/2/1/1§	in a front line
Set DC	15	location
Mousehole‡f	5	
? f	1	

- 11.622 Reconnaissance.
 11.623, 11.6233: If dual ATTACK make a dr. The British are ATTACKERS on a dr of 1-4
 11.624, 11.6244: This is when BHp takes place.
 11.625 Let the Games Begin!
 11.626: GSTK CG BALANCE:
British- SS replacements changes to:
 6-5-8→4-4-7→4-3-6→2x2-3-6
German- British 1st line are not Stealthy.

GOD SAVE THE KING!

CG VICTORY CONDITIONS:

The Germans win the CG at the end of any Campaign Scenario if they are in complete control of Blocks 1 and 2, all Bridge pillboxes, the HQ and School buildings. The British win by denying the German victory conditions. (Complete control of a block means control of all strategic locations in that block).

Attack chit limits: German = 12.

British 1 + 1 for every German idle Chit drawn.

Campaign game scenario victory conditions: The German wins by earning more CGVP than the British.

Initial Scenario Set Up sequence: British Set Up First.
 German Moves First.

GSTK campaign game CG days: 17-21 September, 1944.

The main prize for Operation Market-Garden was the bridge at Arnhem. This would give the Allies access to the Ruhr Valley. To secure the capture of the bridge, the British 1st Airborne Division (Major General R.E. Urquhart commanding) was to land northwest of Arnhem. The reconnaissance squadron (Major Freddie Gough commanding) aided by the 9th Field Company were to race to the bridge in specialized jeeps and take it in one swift blow. The 2nd Battalion (Lieutenant Colonel John Frost commanding) would follow up and help secure the southern end of the bridge until a second airborne landing would follow and hold the northern end. The entire force was to hold the bridge until the tanks of XXX Corps had crossed the Neder Rijn, thus completing Operation MARKET-GARDEN.

Upon reaching the ground Major Gough discovered that a series of mishaps spread his jeeps around the area, and unexpected German resistance made his task almost impossible. Lieutenant Colonel Frost took over the mission and set off with his 2nd Battalion toward the Bridge. Along the way Frost dispatched C company to capture the railway bridge west of the main road bridge. As C company reached the rail bridge it exploded violently and settled into the muddy river. The two remaining companies continued on until German machine-gun fire forced Frost to leave B company to deal with the Germans and rejoin the main force when they could. Unbeknownst to the British, the II SS Panzer Corps, (9th and 10th SS Panzer Divs.), commanded by Lieutenant General Wilhelm Bittrich was in Arnhem for rest and refitting. Bittrich correctly assumed that the Arnhem bridge was the British objective and sent the 9th SS Panzer Division to deal with the landing zone while the 10th (Brigadier General Heinz Harmel commanding) was sent to the bridge. Simultaneously, Bittrich sent the reconnaissance Battalion of the 9th SS Div. (Newly decorated Captain Viktor Graebner [some English sources list his name as Paul] commanding), with 40 armored vehicles, south across the bridge to search for more Paratroopers.

One hour after Graebner's reconnaissance Battalion crossed the bridge going south, the remainder of Frost's Battalion (A company) reached the main road bridge. Frost set up his command on the west side of the bridge along the length of the ramp then sent a party to inspect the defenses on the bridge itself. Soon afterwards, the supporting Engineer platoon (Captain Eric Mackay commanding) arrived and set up his command in the buildings along the eastern side of the ramp (One of these buildings being a well-built school). Finally, Gough's commandos joined the party and set up in the established perimeter. The British now numbered nearly 500-750 men. The advancing 10th SS Panzer Grenadiers found the British positions by trial and error. The actors were dressed, the stage was set and the curtain was rising on the Battle for Arnhem Bridge.



Initial British Order of Battle:

A Company, Second Battalion, First Airborne Division (Red Devils) Lieutenant Colonel Frost Commanding; **Airborne Commandos**, Major Gough Commanding; **Airborne Engineers**, Captain Mackay Commanding,

[ELR 5] Set up in Blocks one, two, three, four, seven, nine, eleven, all ramp and bridge locations north of O16-P16 roads). {SAN 3}

4-5-8 Platoon x 2

10-2 Leader (with one 4-5-8 platoon which forfeits its leader DR)

6-4-8 Platoon x2 (Commandos)

6-4-8 Platoon x1 (Engineers)

57L AT 1x 2-2-8

12 CCP

50 FPP

Initial German Order of Battle:

Mixed Elements of: **10th SS "Frundsberg" Panzer Division**, and **21st SS Panzer Regiment**, **9th SS "Hohenstaufen" Panzer Division**, [ELR 5] set up according to initial scenario special rules; I3, I4, I5, I6 {SAN 2};

Kampfgruppe Peterson:

4-4-7 Platoon x 4 (ISSR I3) [ELR 2]

Kampfgruppe Graebner:

6-5-8 Platoon x 1 (ISSR I5)

SPW250/1 x1

PSW 221 x1

SPW 251/1 x2

Kampfgruppe Ringsdorf/Graebner:

18 CPP

INITIAL SCENARIO SPECIAL RULES:

I.1 EC is Moist, with no wind at start. Weather is clear.

Night rules are in effect Base NVR is 3.

I.2 Germans are scenario ATTACKERS.

I.3 Kampfgruppe Peterson enters from the west map edge with a prerecorded (before seeing the British set up) path to the Bridge via any road. Units must enter in Column, Voluntary disband is N/A. Record location of SW/SMC until affected by PTC, MC, or they fire. Units which fail to enter on the first turn, enter within 2 hexes of predesignated entry hex on turn 2.

I.4 Kampfgruppe Ringsdorf enters along North map edge.

I.5 Kampfgruppe Graebner enters along south edge Bridge hexes.

I.6 Germans may use Cloaking (EXC: Kampfgruppe Peterson).

I.8 The British receive the OB generated 10-2 instead of one leader roll [RB 11.6205] [GSTK 11.605]

I.9. At start all map locations outside the British set up area are considered No-man's land.

AFTERMATH: Colonel Frost's patrol was pinned down by automatic weapons fire from a pillbox on the bridge and from an armored car at the south end. His radio operators found they could send or receive no signal. Two Engineers sent to flame the occupants out of the pillbox with a flame-thrower missed the pillbox and hit an ammunition shed which exploded violently setting the paint on the Bridge alight. A wall of flame

prevented the British from capturing the south end. Suddenly, ugly close quarter fighting erupted in and around the schoolhouse.

In the morning, Graebner's group tried to force their way across the Bridge but were butchered before they could leave the ramp. The effort cost Graebner his life. Bittrich still felt that the bridgehead could be taken by his SS soldiers and squad after squad died trying. The paratroopers began to suffer as well. They were getting low on water, sleep and bullets. Buildings began to burn inside their perimeter and German sniper and mortar fire added to the death toll. The following day, Tuesday September 19th, Harmel modified his tactics. Artillery pieces were brought up to fire in a direct-fire role. The gun fire was devastating. Buildings were rubble one after the other. White phosphorous from a 150mm long-barreled gun set more structures on fire. Still the Red Devils hung on. At the schoolhouse, King Tigers pumped 88mm shells through the walls at a rate of one every ten seconds. As dusk fell the battle waned. Captain Mackay distributed Benzedrine (a stimulant) to the remaining thirteen men. On the other side of the Bridge, Frost and his men were rationing their water, one cup per soldier per day. When dawn arrived so did the SS. The bombardment began again and Harmel added his tanks into the fray. Later in the morning Colonel Frost was wounded in the legs by a mortar blast and turned command over to Mackay. The stubborn paratroopers could do nothing about the tanks but all infantry attacks were repulsed with the fiercest of courage. Wounded troopers were stripped of their weapons and ammunition. Fuses were gone for the PIAT's so crews tried to arm them with match sticks. The battle for Arnhem was almost over but the fight raged on. SS Engineers took over the buildings on the east side of the Bridge. Then the Red Devils counterattacked with Bayonets. The SS forced the British back again. At 2:30 the Germans tried to set explosives under the Bridge to blow it. Paratroopers lashed out and spoiled the German attempt in a swirling melee under the Bridge.

Then the schoolhouse fell. Mackay and his remaining thirteen men dashed across the road firing from the hip into a line of 50 Germans. The east side was again clear by nightfall. Frost lay in the cellar of his HQ with dozens of other wounded, both British and German, while the upper floors burned out of control. Before he surrendered himself, his HQ, and his wounded Frost ordered his remaining 150 men to occupy a group of ruined buildings along the river bank and fight it out. When darkness fell the men slipped across the river. At first light Harmel released his Tigers and in a fury the SS men assaulted the British position. Tigers drove into the buildings and leveled them. Grenadiers remember the din as being awful but, not strong enough to drown the hideous screams of the wounded being crushed alive. In a few hours it was all over. Some paratroopers managed to slip away. A last message was transmitted from inside the British perimeter. It never reached the British headquarters. The message was picked up by General Bittrich's HQ. Years later, Bittrich could not remember the entire message. However, the last two sentences stayed with him, "Out of ammunition. God save the King!"

CHARTS AND TABLES

CRITICAL DATE CHART CG15.

Date	CGS	Historical British	DRM German	British CGVP Base	Low Water DRM	Moon Phase
9/17	NIGHT	-1	+2			none
9/18	AM	0	+1			
9/18	PM	-1	0			
9/18	NIGHT	0	0			none
9/19	AM		-2		X1	
9/19	PM	+1	-1	4	X1	
9/19	NIGHT	+2	0	6	X1	none
9/20	AM	+2	-3	8	X2	
9/20	PM	+2		10	X2	
9/20	NIGHT	+3	0	12	X2	none
9/21	AM		+3		X3	
9/21	PM	+3	-2	16	X3	
9/21	NIGHT	+4	-1	18	X3	none

BRITISH SPECIAL CAPABILITIES CG20.

UNIT	Type	Smoke #	WP#	ATMM*	Commando	PAATC	Sapper	Stealthy
6-4-8c	Eng	4	4		No	Yes	Yes	Yes (E, 1st only)
6-4-8c	Comm.	2	2	3	Yes	No	No	Yes (E, 1st only)
4-5-8	Para	2	2	2	No	Yes	No	Yes (E, 1st only)

All units are Fanatic in Building K7 (HQ), and Building S7 (school)

4-5-8/2-4-8 may purchase bayonet charge (CG27) * = the number is an exponent for use like a smoke #. ATMM is Gammon Bomb see CG 21

11.617 ELR Shifts: Increase; DR ≤ 3 = +1 ELR. Decrease; DR ≥ 12 = -1 ELR

DRM:

-2 Won Previous CGS

-1 per each, Commando/Tank/SS Plt. Purchased previous CGS.

-2 Per each Engineer/Tiger Plt Purchased on previous CGS.

-2 Per idle CGS since last Battle

+1 Consecutive Attack Chit selected

+x Low Water DRM (British only)

+2 Consecutive CGS played

±x Historical DRM

INFANTRY PLATOON SW CHART

German	MMG	LMG	PSK	PIAT	DC	FT	MTR
SS Infantry		2*	1				
SS Engineer		1			2	1	
Rifle		1					
British							
Paratrooper	1*			1			1
Commando		1		1	1		
Engineer		1			2	1	

*SS infantry with Graebner receive 1 LMG

11.616 CPP Replenishment

DR	CPP	DRM
≤2	18	- Balance
3-4	17	± Historical DRM
5-6	16	+1 Choose Attack Chit
7-8	15	-1 per 12 CVP suffered
9-10	14	in last Scenario
11-12	13	
13+	12	

Divide by 2 FRU for night CGS.

Leadership DR 11.6205²¹

DR	Brits	SS	SS Armor
1	10-2	10-3	10-2
2	10-2	10-2	9-2
3	10-2	9-2	9-2
4	9-2	9-1	9-1
5	9-1	9-1	9-1
6	9-1	8-1	8-1
7	8-1	8-0	8-1
8	8-1	8-0	-
9	8-0	7-0	-
10	7-0	6+1	-
11+	-	-	-



BRITISH REINFORCEMENT GROUP CHART

ID	Type	Unit Type(s)	CPP Cost	Max CGS	Max CG	LDR Table DRM	Depleted unit #s
I1	Para Rifle Platoon	4x 4-5-8	5	3	7	0	3
I2	Commando Platoon	3x 6-4-8	4	2	9	-1	2
I3	Engineer Platoon	3x 6-4-8	6	2	3	-2	2
I4	MG Section	2xMMG; 2xHMG; 4x 2-2-8	6	1	3	0	Note a
I5	BC	(CG17)	1	1	5		N/A
V1	Jeep Section	1x Jeep AAMG (a)	1	4	8	N/A	N/A
V2	Carrier Section I	1x Carrier A; 1x MMG A	2	1	1	N/A	1 Random Selection
V3	Carrier Section II	1x Carrier A; 1x MMG B	2	1	1	N/A	1 Random Selection
V4	Carrier Section III	1x Carrier A; 1x Carrier C	2	1	1	N/A	1 Random Selection
G1	Mortar Section	2x OML 3" mortar; 2x 2-2-8	3	1	3	N/A	1
G2	Anti Tank Section	3x OQF 6LB ATG. 3x 2-2-8	4	1	2	N/A	2
O1	75MM OBA	Radio Only	3	1	4		
M1	Sniper +1		1		12	N/A	N/A
M2	Fortification FPP	30FPP	1	3	26	N/A	N/A

Notes for all groups: German and British

a = For SW and Vehicles: Use random selection to remove Vehicle/SW. Player must receive at least one counter. If all counters are removed due to random selection, then use random selection to get ONE unit back.

b = Only 1/2 of # Available before 9/21 AM

c = NA before 9/19 AM

d = NA before 9/18

e = Depletion NA

German I3 is initial CGS only.

DEPLETION 11.620

Depletion strength

DR >= depleted unit

	Brits	Germans	DRM
Infantry RG "I"	9	10	± Historical DRM
Vehicles RG "V"	8	7	If Depleted
Artillery RG "O"			remove one unit
Plentiful:	3	5	if not "a" footnote.
Normal:	4-9	6-10	
Scarce	10+	11+	
Guns RG "G"	8	10	

Block list. Blocks are indicated on the reduced map.

Even numbered Blocks are on the East side of the Bridge, Odd Numbers on the West side.

BLOCK PERIMETER POINTS

1	K10- K16- P17 - P11 On/Bridge and Un/Bridge
2	O17-T17-T12-O11 On/Bridge and Un/Bridge
3	L10-P10 P3-K2
4	O10-P10-T10-T1-P1-P3-N4-O4
5	H1-N4-P3-P1
6	T1-T9-W8-X8-X5-BB3
7	F1-F7-B7-B9-E10-K10-L10-L4-K2
8	T9-S10-T12-X12-X9
9	T12-K12-H13-E14-B13-B11
10	T12-T17-U17-Y15-BB15-BB12
11	J13-H13-A16-K16-K12
12	V17-BB17-BB15-Y15
13	A14-B13-E14-A16
14	BB3-X5-X12-BB12
15	A6-B7-B13-A13
17	A5-B4-D3-F4-F7-B7-A6
19	C0-C32-F4-F1
21	C0-C3-A5



GERMAN REINFORCEMENT GROUP CHART

ID	Type	Unit Type(s)	CPP Cost	Max CGS	Max CG	LDR Table DRM	Depleted unit #s
I1	Rifle Platoon	4x 6-5-8	6	3	15	0	3
I2	SS Engineer Platoon	3x 8-3-8	6	1	3	-1	2
I3	Rifle Platoon	4x 4-4-7	N/A	N/A	N/A	+1	3
I4	MG Section	2xMMG; 2xHMG; 4x 2-2-8	4	1	3	N/A	Note a
V0	Light Tank Platoon	3x Pz MKIII	3	1	1	0	2
V1	Medium Tank I Note c	2x Pz MK IVJ	3	1	1	0	1
V2	Medium Tank II c	2x Pz Mk VG	5	1	1	0	1
V3	Heavy Tank b, c	2x Pz Mk VIB	6	2	6	-1	1
V4	Assault Gun I	2x Stug III	4	2	2	0	1
V5	Assault Gun II c	2x Stuh 42	5	1	1	-1	1
V6	SS Panzer Grenadier Platoon	1x251/sM C 1x251/2; 1x251/9	3	1	2	0	a
V7	Armored Car	1x PSW 221; 2x PSW222L	3	1	1	N/A	a
V8	Half Track Section	1x 251/10; 3x251/1	2	2	4	N/A	a
V9	Truck Section	3x Sdkfz 7	1	1	3	N/A	2
G1	Anti Aircraft Section d	2x 8.8cm Flak 18 e,36	3	1	2	N/A	1
G2	Artillery Section I	2x 10.5cm leFH 18	3	2	2	N/A	1
G3	Artillery Section II e	1x 15cm sFH 18	2	1	1	N/A	N/A
G4	Battalion Mortar Section	2x 8cm GrW34	3	1	2	N/A	1
O1	Off Board Mortar I	81mm	2	1	4		11,620
O2	Off Board Mortar II	120mm	4	1	2		11,620
O3	Off Board Artillery I	105mm	3	1	2		11,620
O4	Off Board Artillery II	150mm	5	1	2		11,620
M1	Spotter						
M2	Fortification Points	20 FPP	1	3	39		

Notes for all groups: German and British
a = For SW and Vehicles: Use random selection to remove Vehicle/SW. Player must receive at least one counter. If all counters are removed due to random selection, then use random selection to get ONE unit back.
b = Only 1/2 of # Available before 9/21 AM
c = NA before 9/19 AM
d = NA before 9/18
e = Depletion NA
German I3 is initial CGS only.

Germans may purchase offboard observers at level three for an additional +1 CPP. No Spotter aircraft may be purchased. Pre Registered hex is also an additional +1 CPP. See RB German reinforcement chart note P.

KG GRAEBNER REINFORCEMENT GROUP CHART

ID	Type	Unit Type(s)	CPP Cost	Max CGS	Max CG	LDR Table DRM	Depleted unit #s
GI1	Rifle Platoon	3x 6-5-8	4	2	4	-2	2
GV1	SS Recon section	2x 250/1;1x 250/9	2	2	3	N/A	a
GV2	SS Panzer Grenadier I	3x SPW 251/1	2	1	1	N/A	2
GV3	Armored Car Section	1x PSW 221; 2xPSW222L	3	1	1	N/A	a
GV4	Heavy Weapons Platoon	1x SPW/sMG;1x SPW250/1; 1x SPW250/10	3	2	2	N/A	a
GV5	Assault Gun Section	2x Stug III	4	1	1	0	1
GV6	Truck	B-NAG 4500	1	2	2	N/A	1

NOTE: KG Graebner RG(s) are considered to be south of the river. Newly purchased KG Graebner units must enter from the south edge Bridge hexes [unless purchased/retained onboard].



FOOTNOTES

1. The decision to make the bridge two hexes wide was based on the fact that the it was approximately 60 meters wide. The actual game depiction reflects this. It is also more interesting to have vehicles maneuvering around on the Bridge. Since the actual bridge itself, had the capacity to be an eight lane roadway with a sidewalk on each side this is realistic.
2. Although the beams were not very numerous the bridge cast a broad shadow underneath. Rarely did the sun dip at an angle to light up this area. When it did the buildings often cast long shadows themselves.
3. The fight that the British put up in these two buildings was of the true nature of Fanaticism. Whether this was due to great leadership or the knowledge that retreat meant defeat is unknown...nor does it matter.
4. Nearly every building in Arnhem had some sort of a cellar, however, due to the number of wounded (anywhere from 200-400) kept in the basements only the largest of these locations could accommodate both fighting soldiers and the wounded.
5. The decision to modify the system for NR was not easy. The decision was based solely on the effect that it would have on infantry. Infantry units may now occupy a road location for various purposes. Primarily, the NR road location represents a form of danger when a player elects or is forced to cross this location.
6. The SS set fire to many buildings and even entire blocks to gain a tactical advantage over the British. Many Paratroopers were flushed from their positions and then gunned down in the streets. In some cases the SS set fire to British held buildings only to snipe at the defenders while they attempted to quash the flames. It would have been quite counter productive for the British to set fire to buildings within their limited perimeter.
7. The snipers represent, for the British, an effort to conserve ammunition by making every shot count (even though actual sniper teams were limited). For the SS, snipers represent the strong presence of sniper teams taking full advantage of their tactical situation, encirclement from prime firing terrain, 375 foot high church steeples etc. It also represents the random mortar fire into the British perimeter (Col. Frost was wounded in this manner).
8. One of the biggest problems for the Germans was locating the Paratroopers both tactically and strategically. They likened the British to moles, popping up in surprising places. Conversely, the SS were quite relaxed, if not reckless, in their situation in Arnhem. Photographs taken during the battle show SS troops "standing around with guns slung over their shoulders" all the while they were in plain sight of the fighting. Defenders in the Schoolhouse remember how the SS fired cannon rounds into the building, and when the smoke cleared the defenders peered out the shattered windows to see an entire SS platoon standing directly below them calmly setting up their machine-guns. The British opened up with grenades and Bren's from point blank range wiping out the SS.
9. The Germans were very cautious with their armor while in Arnhem (with the obvious exception of Capt. Graebner). To prevent the German's gaining additional "courage" during the campaign this rule is necessary.
10. When there are mutual ATTACK Chits drawn the British receive priority due to the fact that their troops were always "near the front". The Germans troops had to be assembled from throughout the city and supplies brought up from rear areas. The British rear area was the front!
11. The Block plays an important role in street fighting. Strategically, Blocks are defended/attacked for communication and supply purposes. Tactically, the dangerous paved roads were formidable features in any urban fighting to prevent troops from entering a Block or leaving one.
12. The effects of paved roads on a Block's stability is reflected here. Depletion can be measured best for the British in their ability to be mobile throughout their perimeter but with the Germans surrounding them. For the Germans, they had no clear idea of the British forces and could only be sure of safety by clearing the entire area.
13. When Col. Frost reached the Bridge with his force (represented by 458 and 57L) he set up his command along the west bank of the ramp. Soon after, Capt. Mackay arrived and set up his men (50 engineers) along the east edge of the ramp (little did he know that two buildings north of the Schoolhouse the Germans had set up their HQ for the Bridge defenses). An hour or so later, Maj. Gough entered the scene and filled in where he was needed.
14. The British have no "rear area" to hold troops in reserve. However, rather than begin the CG with every available British unit, this system places emphasis on the front-line fighting. During playtesting it was discovered that there was still plenty of troops available to fill holes or mount counterattacks from 'quiet' areas.
15. The CDC represents important events during the course of the battle. Some of these events include errant air drops, rain, the release of German armor from nearby depots.
16. The effects of water shortage on a body of troops has three levels: 1. Officers will take measures to conserve water usage 2. Eventually, concern and anxiety will grip the troops (and have negative consequences) 3. Finally, the troops will be physically effected by the lack of water (an effect which they will have little control over). The Paratroopers did fill all bathtubs and sinks with water when they set up their defense, however, this quickly ran out.
17. The severity of British unit replacement is needed to reflect that the British had no "fresh" reserves with which to replace the tired, thirsty, wounded soldiers who were getting low on ammo. For the SS, unit replacement reflects the man-power shortage that the Reich was having. At the time the SS were considering closing all SS training schools and sending those "soldiers" into combat. Additionally, the II SS Panzer Corps (9th & 10th SS Panzer Divisions) had been fighting the British violently at Hill 112 and then made their great escape through the Falaise pocket. The II SS Pzr Corps suffered heavily. In two weeks fighting at hill 112 the 9th suffered 1,891 casualties while the 10th suffered 2,289. The 9th started with 9,000 men but arrived at Arnhem with barely 6,000, while the 10th arrived with 3,500. The replacements consisted of youngsters with less than 6 weeks



training and the wounded who were recovering from fighting in the Eastern front. In both cases, it would inadequate to end a CG scenario by recombining all of the HS's together. In essence this would be akin to resting, arming, and healing these troops.

18. The British defense of Calais in 1940 was valiant but futile. However, a technique was pioneered there which became quite useful later in the war. Because the British in Calais were outnumbered and hemmed in, they could not travel the streets to supply and communicate with their comrades in other blocks. The British simply decided to bore through the buildings to reach their friends. Unfortunately, they were ill equipped to hammer through the thick stone buildings which were ideal for their defense. Subsequent training in England/Scotland brought the art of Mouse-holing to a pinnacle by 1944.

19. The concept of having 458's as paratroopers coincides directly with British special capabilities. Paratroopers were, generally, heavily equipped. Obviously, Engineers were even more so. The Commandos were a further improvement. They were described by Cornelius Ryan as "a highly specialized force-the only unit of its kind in the British army" Originated in North Africa, their missions included insertion, demolition, kidnapping, and sabotage. The decision to separate these units from others, in a simple way, was based on the importance of these units in the battle at Arnhem. (Players may elect to ID Engineer units by starting from Z then working backwards [X, Y, Z etc.] to separate them, visually, from Commandos)

20. Originally, the 10th SS Panzer division was in Arnhem to be brought up to full strength while the 9th was to be sent to Germany. Much of the 10th SS's "new" hardware was to come via a transfer from the 9th SS by Gen. Bittrich's order. However, Col. Harzer did not want to give up his precious armor. After arriving in Arnhem Bittrich ordered Harzer to transfer the bulk of his armor to Harmel. Harzer tried to husband his force by taking off tracks, removing guns and wheels in order to list them as "disabled". When the British landed most of the 9th's armor was dismantled on train cars. Bittrich ordered them into action and the 9th's Engineers feverishly set about to make them operable. The first of these made operable were the forty vehicles of Capt. Graebner's Recon Battalion (They were ready in just five hours!).

For the Tigers the situation was similar, the 10th Division was to be rebuilt up to full strength with the addition of the new Tiger VIB. Ninety of these monsters were waiting to enter the war in a nearby depot (presumably, at Apledoorn, just 20 miles north of Arnhem). Again the tank specialists were preparing these weapons for service. As soon as they became available they were sent into the fray at Arnhem...with measurable effects. As for other weaponry receiving additional CPP increase, Bittrich, himself, believed he could eliminate the British perimeter with infantry alone. After several disappointing results in 24 hours of fighting (from aprox. 2100 17/9 to dusk 18/9) Bittrich became convinced that other means must be employed. Whether that "convincing" was self-induced or stimulated by others is not known. An interesting side note: SS Squad Leader, Alfred Ringsdorf remembers failing to drive the Paratroopers from the Schoolhouse on the evening of 17th. As dawn broke on the 18th he pulled his men out of the fighting and, coming across an artillery commander, said to him that, "the only way to get the British out is to blast the buildings down, brick by brick. Believe me, these are real men. They won't give up that bridge until we carry them out feet first." The following morning, Bittrich lead a massive

direct-fire artillery assault on the British perimeter himself. The CPP increase is a reflection of an amount of resources necessary to change the tactical events of the battle.

21. The quality of British leadership is higher than the SS even though the SS inherently had more leaders per company than did the British (A. 25 National Capabilities Chart) is explained in two ways: 1. The SS had suffered heavily in previous battles, as mentioned above. 2. The Paratroopers were much better trained than their rifle divisions (which A. 25 represents).

Playtesting; Francis Hardiman, Paul Sulzby, Eddie Zeman, Steve Dethlefsen. Victor Forsythe, David Coleman, Chad Scott.

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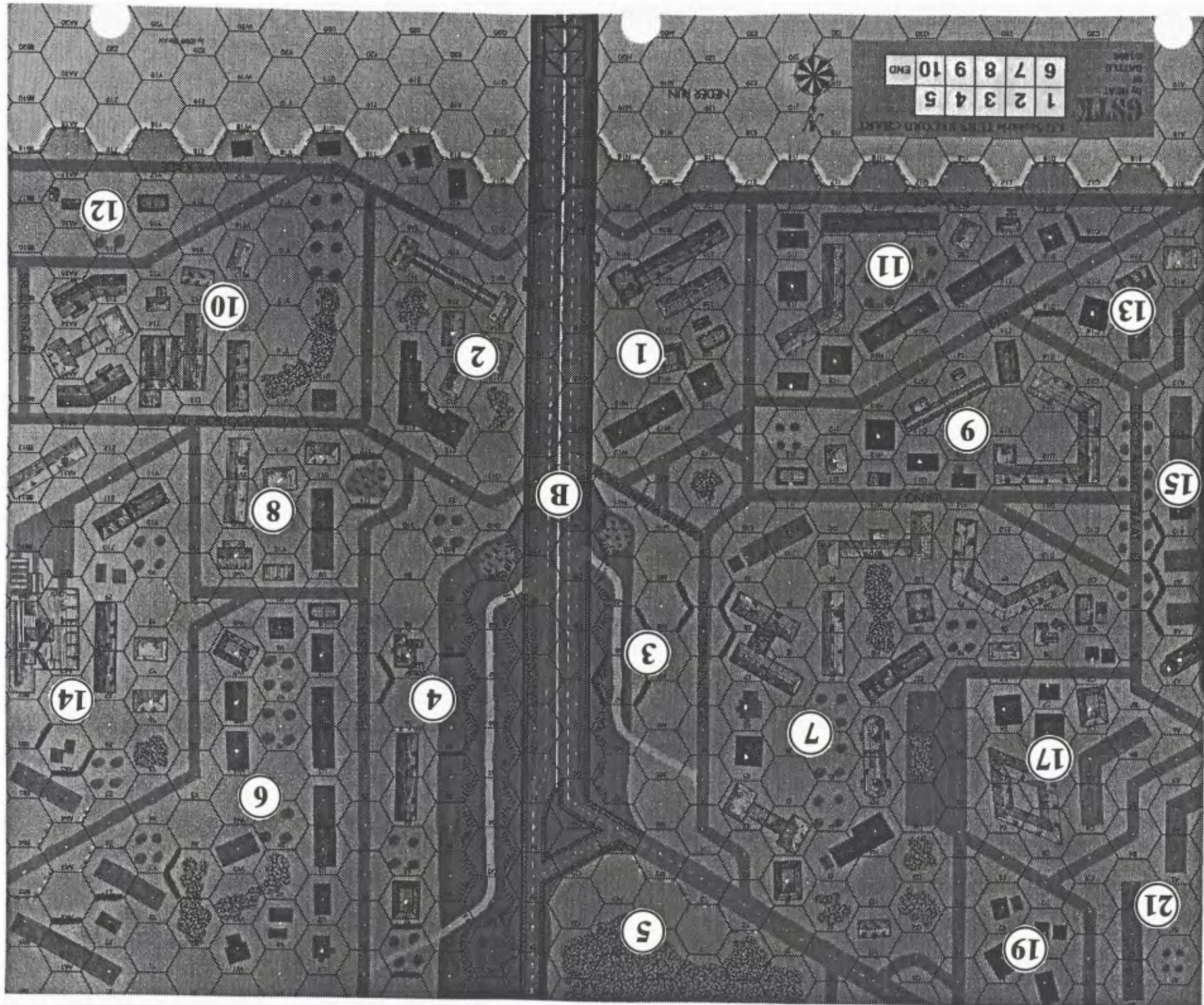
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1. **AS- Ammunition Shortage.**
2. **BHp- Block Hopping.**
3. **CGVP- Campaign Game Victory points.**
4. **CG- Campaign Game.**
5. **CDC- Critical Date Chart.**
6. **CPP- Campaign Purchase Points.**
7. **EC- Environmental Conditions.**
8. **EX- Example**
9. **EXC- Exception.**
10. **FC- Friendly Controlled**
11. **FPP- Fortification Purchase Points.**
12. **GSTK- God Save The King!**
13. **RG- Reinforcement Group.**
14. **CGS-Campaign Game Scenario.**
15. **Loc.- Location.**
16. **S/Loc.- Strategic Location.**
17. **SpW- Support Wall.**
18. **NR- Narrow Road.**
19. **BC- Bayonet Charge**



GSTK RG PURCHASE RECORD

CG:

SIDE:

SHEET #:

[illegible]

GSTK CG ROSTER

CG:

Side:

Player(s):

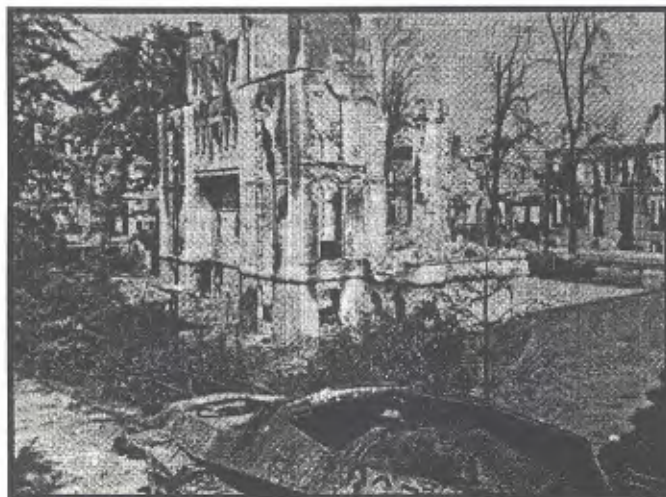
Victor:

[illegible]

FORTIFICATIONS

[illegible]

HISTORICAL GSTK 1



VICTORY CONDITIONS: The German player must completely control the Schoolhouse (S7) at game end. The German Player loses immediately if any AFV is destroyed or immobilized [EXC: Mechanical Reliability (D2.51)].

ARNHEM HOLLAND, 1900hr. 19 September, 1944: Captain Mackay and his Fanatical band of 50 Engineers hung on at all costs. The Germans, hoping that the British would surrender and save their lives, were not committing the infantry to the same slaughter which was their recent history. Instead, they hammered the British with machine-gun, mortar fire, flame throwers and snipers. The Tommies fought back with their own sniping skills, grenades and the cold steel of the bayonet. The Germans were forced to reach into their bag of tricks and pull out the SS heavy Panzer Battalion, which was now refitted with the latest King Tiger.

MAP CONFIGURATION:

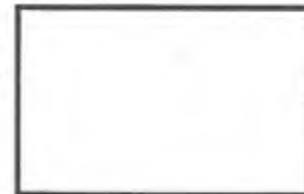
BALANCE:



Add a I-4-9 and a PIAT



Add one 6-5-8.



Play Area: P1-P10-U9-U10

TURN RECORD CHART

	BRITISH Sets Up First	1	2	3	4	5	END
	GERMAN Moves First						

Elements of the Royal Engineers, 1st Airborne Division [ELR: 5] set up on/south of alternate hexgrain P7-U6 [EXC: Paved Ramp]: {SAN: 5}

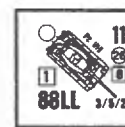


E 6-4-8	10-2	8-1	HMG E 3 6-14	PIAT E 310 8-3	DC E 12 30-1	?	Trench OVR, OSA: +4 Other: +2
4						4	

Elements of the 10th SS Panzer Division; Kampfgruppe "Ringsdorf" [ELR: 5] set up on/north of alternate hexgrain P6-U5: {SAN: 2}



6-5-8	3-4-8	8-1	8-0	LMG E 1 3-8	PSK E 110 12-4
3	4		2		



Enter on/after turn 1 from hex P1

SPECIAL RULES:

- EC is clear and moist, with no wind at start. Kindling is NA.
- At the end of each game turn the German player makes a dr to determine if AFV's are recalled. On a dr < the game turn, the AFV's are recalled in the next German movement Phase.
- British units suffer Ammunition Shortage level 1 (CG17).
- Place a stone rubble counter in hexes S4 & S5.
- All British 6-4-8's are Assault Engineers.
- The British receive one fortified location.
- German AFVs may never attempt Excessive speed (D2.5).
- CG rules in effect: 3, 4, 6, 8, 18, and 20.
- The British may set up one squad/equiv. (and any SW/SMC with it) HIP.

AFTERMATH: At precisely 7PM a cry rang out, "Tigers are on the Bridge!" Col. Frost saw them from his side of the bridge also, later stating that they "looked incredibly sinister in the half light. Like some prehistoric monsters." The monsters fired through the school knocking a four foot hole in every room. Just before the Tigers arrived Captain Mackay had placed his men to prevent the German infantry from entering the building. He had not foreseen the current development. The captain had the solution in the form of some engineers to blow up the tanks and had just finished rounding them up as two more rounds crashed through the building. "A couple more rounds like that and we'll be finished." As the engineers set out, the Tigers suddenly withdrew, giving the engineers a recess.

HOUSE G

HOB

HISTORICAL ATS GSTK 2



VICTORY CONDITIONS: The British player must control all playable locations of building S12 at game end.

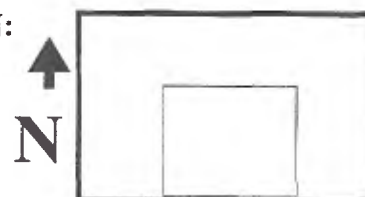
ARNHEM HOLLAND, 1200hr. 20 September, 1944: As noon approached after a hideous 24 hours of fighting, only a few small groups of paratroopers could still resist the SS. They fought around Col. Frost's HQ and along the ramp. The paratroopers were down to their last rounds of ammunition, but could still resist hand to hand. The engineers had lost the School but had hung on to a few buildings on the east side of the bridge. The Germans had captured the pivotal "House-G" and poured fire from there into the School. The Germans now turned their attention to the Bridge, with orders to set charges and blow it.

MAP CONFIGURATION:

BALANCE:

Exchange the 8-0 for a 8-1.

Add 2x Demo Charges



Play area: Blocks One and Two inclusive of surrounding roads.

TURN RECORD CHART

	GERMAN Sets Up First	1	2	3	4	5	END
	BRITISH Moves First						

Elements of the 10th SS Panzer Division [ELR: 3] set up east of the Bridge: {SAN: 4}



 6-5-8 3	 8-3-8 4	 3-4-8 4	 9-1 4	 8-0 4	 LMG 3-8 2	 Trench OWN, OSA: +4 Other: +2 2
----------------	----------------	----------------	--------------	--------------	---------------------	--



Remnants of A Company, 1st Airborne Division [ELR:2] set up under and/or west of the Bridge: (SAN: 3)

 6-4-8 7	 9-2 4	 8-1 4	 LMG 2-7 2	 ? 1
----------------	--------------	--------------	---------------------	------------

SPECIAL RULES:

1. EC is Dry with no wind at start. Weather is Overcast.
2. Due to the many wounded in cellars these locations are not playable.
3. Trenches may be placed in woods hexes connected to a building location.
4. British are stealthy. British suffer Ammunition shortage level 3 (CG17). British MMC have no inherent smoke.
5. CG special rules in effect: 4, 6, 8, 17, 18, 20.
6. Only units which set up out of enemy LOS or under the "?" counter may set up concealed.

AFTERMATH: The British launched an immediate counter-attack after the fall of house G and immediately regained the building. However, they too were pushed out by the SS troopers. Despite the desperate situation, the British continued to fight hand to hand under the spans of the bridge. By 1450hrs. the British had been forced out of the area around house G and the bridge. Still unwilling to give up the British continued local counter-attacks in awful hand to hand duels. The paratroopers somehow prevented the German force from blowing the bridge. The doomed paratroopers were still fighting with the belief that XXX Corps would relieve them soon and need the Bridge intact.

REAL MEN STAY IN SCHOOL

HOB

HISTORICAL GSTK 3



VICTORY CONDITIONS: The German player must completely control Buildings S4 and S7 at end.

ARNHEM HOLLAND, 2000hr. 17 September, 1944: Captain Mackay reached the Bridge at dusk on the 17th. Col Frost set up his command post on the west side of the Bridge ramp, while Mackay set up on the east side in the 'School House'. At about the same time a group of SS men were detained and armed in the center of Arnhem. After darkness had fallen the Germans were given orders to infiltrate the buildings by the ramp and dislodge the British. With new weapons and a few panzerfausts, the seasoned, but young veterans headed for the ramp.

MAP CONFIGURATION:

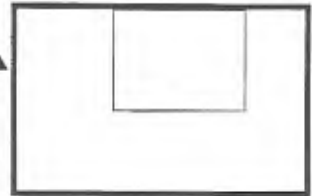
BALANCE:



British are Fanatic.



Add a 1-4-9 and a DC.



PlayingArea: Q0-Q8-W8-W0

TURN RECORD CHART

GERMAN Moves First	1	2	3	4	5	END
BRITISH Sets Up First						

Elements of the 10th SS Panzer Division [ELR: 5] set up on/north of hexes Q1-U4-U5-W3-W0 {SAN: 2}



6-5-8	8-3-8	1-1	8-0	LMG 3-8	PSK 12-4	DC 30-1
6	2			2		

Royal Engineers, 1st Airborne Division [ELR:5] set up in/adjacent to buildings; S4, S5, S7: {SAN: 5}



6-4-8	10-2	8-1	HMG 6-14	PIAT 8-3	LMG 2-7	Trench DVR, OSA: +4 Other: +2
5				2		

SPECIAL RULES:

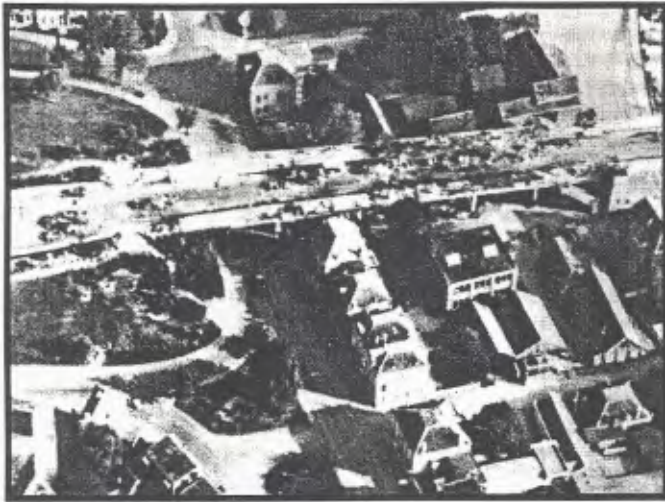
1. Night rules are in effect E1. Base NVR is 3, with no moon and scattered clouds. EC is moist with no wind at start.
2. German is scenario Attacker (E1.2) and may use cloaking E1.4
3. British units are Fanatic in the School building (S7).
4. All British 6-4-8's are Assault Engineers with full CGSR 20 capabilities.
5. British receive one fortified location.
6. CG Special Rules in Effect: 3,4,6,8,18,20

AFTERMATH: When the SS troopers reached the British perimeter they were greeted with intense Machine gun fire. With the assault pinned down, an officer called for a volunteer to toss a DC into one of the buildings. Squad leader Alfred Ringsdorf stepped forward. Having successfully placed the charge, Ringsdorf hid in a pile of rubble. At that moment the building across the street was hit by an avalanche of shells and crumbled to the ground. Beneath the ruins Ringsdorf could make out the remains of a German engineer squad. The buildings collapse gave the British a chance to clear the Demo charge from the building. Meanwhile other SS troops were infiltrating into the surrounding buildings, a difficult task under withering British fire. A panzerfaust fired into the school gave Ringsdorf the chance to lead his men into the breach. Terrible hand to hand fighting ensued. Having thought they won the melee, the Germans relaxed and started gathering prisoners. Just then a snipers bullet intended for Ringsdorf hit a captured British soldier, this proved too much for Ringsdorf, he broke and gave up the building. Asked by the artillery commander how to get the British out Ringsdorf said, "brick by brick, those are real men, they won't give up that bridge until we carry them out feet first."

THE PILLBOX

HOB

HISTORICAL GSTK 4



VICTORY CONDITIONS: The German player must completely control both pillboxes at game end.

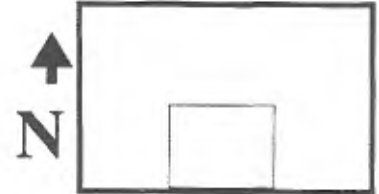
ARNHEM HOLLAND, 1900hr. 17 September, 1944: Having set up along the western side of the northern approach to the bridge, Colonel Frost notes that the Bridge "appeared undamaged and that German transport on the bridge was moving south." He also saw a lone figure outside the HQ and sent a paratrooper to find out if he was with the Dutch resistance. The paratrooper returned to report that the man was "actually he says he is Panzer SS, Sir". Frost prudently ordered a patrol on to the Bridge. Lt. McDermot took 15 men to the ramp, but were repulsed by machine gun fire and an Armored car at the far end of the Bridge. A second attempt was then made by Lieutenant Grayburn.

MAP CONFIGURATION:

BALANCE:

Add a 6-5-8 to the German reinforcements.

Add a 1-4-9.

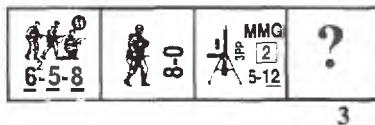


Playing Area:
K10-N9-P10-P20-O20-O17-K17
inclusive.

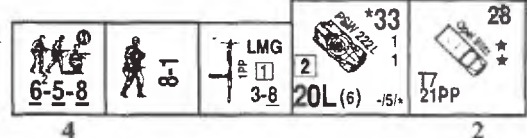
TURN RECORD CHART

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

Elements of the 9th SS Panzer Division [ELR: 5] set up in Bridge pillboxes: {SAN: 2}



Enter on turn two from south Bridge hex(es).



Royal Engineers, 1st Airborn Division [ELR: 4] enter turn one from hex(es) K10/L10: {SAN: 2}



Enter on turn three from hex(es) K10/L10.



SPECIAL RULES:

1. Night rules are in effect E. 1. Base NVR is 3, with no moon and scattered clouds. EC is moist with no wind at start.
2. The German PSW222L may set up in hex O20 or P20 or enter on turn two.
3. Only the British 3-3-8 or SMC may operate the FT without capture penalty.
4. The British player may enter any OB given British SMC with the 3-3-8 on turn three.
5. CGSR in Effect: 3, 4, 6, 8, 18, and 20

AFTERMATH: Lieutenant Grayburn took a platoon of his men up the ramp onto the Bridge. Almost immediately the LT. was shot through the shoulder and the attack became pinned down by 20mm automatic fire. The Germans then took a shot at getting across the bridge as the British just had. All attempts to assault on foot and in trucks were turned away, leaving burning German vehicles on the bridge. With the German attack also stalled the British had to destroy the pillboxes on the bridge. Two men crept up to the pillbox with a flame thrower. After carefully creeping up on the pillbox from a stairwell below, the two carefully aimed the weapon at the gun slits, and missed the pillboxes by a country mile! Fortunately the spare ammunition was accidentally hit. The resulting explosion killed the occupants of the pillbox and started the paint on the bridge on fire. The spectacle kept the two sides apart and prevented the British from securing the southern end of the bridge. Thus, holding the Northern edge was useless. Never the less Lieutenant Grayburn's resolve in combat gained him a Victoria Cross, awarded to his next of kin.

HISTORICAL GSTK 5



ARNHEM HOLLAND, 0500hr. 21 September, 1944: The night of the 20th was grim indeed for the British paratroopers. Col. Frost lay wounded in his HQ., Captain Mackay and his engineers were prisoners, the School was in German hands. Fires raging in Frost's HQ. forced him to surrender 200 of his wounded, including himself. Major Gough (commandos) was handed command. The Germans skillfully used the lull in the fighting during the prisoner exchange to infiltrate into the HQ block. Gough ordered the remaining 150 men to hide out until morning. With the paratroopers hiding among the ruined buildings along the river, the German intentions were clear, a simple matter of mop-up. Major Gough sat by the radio, quietly sending a message to XXX Corps, "This is the First Para Brigade. We cannot hold out much longer. Our position is desperate. Please hurry. Please, hurry."

MAP CONFIGURATION:

BALANCE:

Change game length to 6 turns.

Change game length to 8 turns.



Playing Area: hexrows A-N.

VICTORY CONDITIONS: The German player must completely control all playable building locations at game end..

TURN RECORD CHART

BRITISH Sets Up First [145]	1	2	3	4	5	6	7	END
GERMAN Moves First								

Remnants of the 1st Airborne Division [ELR: 2] set up in Blocks; 1, 11, and 13: {SAN: 3}



E 6-4-8 3	E 4-5-8 4	1 4-5-7 3	2 4-4-7 3	9-1 2	8-0 2	LMG 2-7 2	PIAT 8-3	DC 30-1	?	4
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Elements of the 10th SS Panzer Division, and 102nd Schwere Panzer Abteilung [ELR: 5] set up outside of British set up area, but not ADJACENT to the British set up area: {SAN: 3}



6-5-8 8	9-2 2	9-1 2	8-1 2	MMG 5-12 2	LMG 3-8 2	PSK 12-4	DC 30-1	?	9-2 1-1	11 88LL 3/7/2 2
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SPECIAL RULES:

1. EC is Dry with no wind at start.
2. All SS MMC are Fanatic.
3. Place an appropriate Rubble counter in the following hexes: A15, B14, C14, E15, E16, E14 (wood), G14, G16, H14, H12, H13 (wood), I14, J13, L14, L15, L16, M14, M15.
4. Place shellholes in the following hexes: C15, E12, G15, H15, K15, M9, N14.
5. All British 6-4-8's are Commandos. CG20 applies.
6. Use the following CG Special Rules: 3, 6, 8, 17 and 18,
7. British suffer AS Level 2 (CG17).

AFTERMATH: At first light on the 21st Gough's men emerged from their hiding places to take up the fight once again. The Panzergrenadiers advanced street by street, throwing stick grenades through windows then bursting inside firing sub-machine-guns from the hip. The Germans said the fighting was "Fanatical". The Germans systematically overran the British positions, forcing surrender on those without ammunition. Some paratroopers, by ones and twos, slipped into among the rubble to escape. By 0900 it was all over. The last message saying, "Out of ammunition. God save the King!"

BLOCK BY BLOODY BLOCK

HOB

HISTORICAL GSTK 6



VICTORY CONDITIONS: The German player must control 4 of the 7 multi hex stone buildings of Block 7 at game end. The German can also win by exiting 3 Stuglills off the south edge bridge hex(es).

TURN RECORD CHART

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

Remnants of the 1st Airborne Division [ELR: 2] set up outside the German set up area: {SAN: 4}



6-4-8 5	4-5-8 6	4-4-7 4	10-2	9-1	8-1	6-14	4-12	2-7	8-3	30-1	51 [2-11] 2
?	3	2-2-8	57L	5 OVR. OBA: +4 Other: +2	4 OVR. OBA: +4 Other: +2						

Elements of the 10th SS Panzer Division [ELR: 4] set up on/north of A12-A6-E6-E0 and J1-N3-O2-O0, may also enter along north edge: {SAN: 4}



6-5-8 10	2-2-8	9-2	9-1	8-1	8-0	7-16	5-12	3-8	12-4	81* [2-60] 4	13 75L -[A*]1*
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SPECIAL RULES:

1. EC is moist with no wind at start.
2. British suffer Ammunition Shortage Level 1 (CG17). All Mines are AT.
3. Before any set up the German player makes a DR for each ground level building location. On a DR of 11 all locations of that hex are rubble (also falling rubble). On a DR of 12 rubble is also placed and is also Blazing. (All rubble is counted for German victory).
4. The German player receives one module of 81mm OBA mortar with normal ammo. Radio or field phone may be used.
5. Both sides may set up concealed if in concealment terrain.
6. Use the following CG Special Rules: 4,6,8,18,20.
7. Place a burned out wreck counter in the following locations: O11, O12, O13, O14, P11, P12, P13, P14, P15. MF cost is 3 + COT for each location containing a wreck. (movement costs apply to at start wrecks only, any wrecks created during play have normal movement).

ARNHEM HOLLAND, 1230hr. 20 September, 1944: The Bold defiance of the British holding the Bridge at Arnhem was beginning to wane. During the previous night the Germans shelled the paratroopers tenuous foothold in the city. Artillery was brought up to point blank range. Fires raged about the British and a much needed rain poured down, but did not help the fires or the thirst. As dawn broke Col. Frost was wounded. Although the British still held on. One glaring weakness with the British defense was their inability to fight off German tanks, especially the Royal Tiger. With ammunition critically low, barely any mortar or Anti-Tank rounds left, and few precious PIAT rounds, the plucky para's could only hope to ride out the coming SS storm.

MAP CONFIGURATION:

BALANCE:



Add a 8-0 and a PIAT to the British OB.



Add a HMG to the German OB.



Playing Area: on/west of hexrow P

AFTERMATH: The Germans pressed on with the destruction of the British defense. Early in the morning the 7th mortar brigade pounded the Tommies fortified area. Then they unleashed tanks against the battered survivors. There was nothing that the British could do against the tanks but willful defiance. Infantry assaults were repulsed but the tanks ran free. By dusk Col. Frost lay in his HQ with nearly 200 other wounded, both German and British. With the building on fire Frost had the honor to try and spare the wounded and get some medical attention for both sides. A truce was arranged. During the truce the Germans also infiltrated to better attack positions. Frost ordered Major Gough to take the remaining men to the river for a final stand. Block by bloody block the Red Devils were pushed to the river edge with still a glimmer of hope that XXX Corps would end the suffering

HISTORICAL GSTK 7



ARNHEM HOLLAND, 1300hr. 19 September, 1944: Brigadier General Harmel was frustrated and irritated by the defiance of Colonel Frost and his men. More importantly General Bittrich was frustrated with Harmel for not taking the Bridge. Harmel decided to blow every building down with direct fire and artillery. Having some honor he respected the British determination and fight thus far in the battle, so he wanted to give the Paratroopers a chance to give up. When the German messenger reached Captain Mackey and told him of the chance to surrender, Mackey told the confused German to "Get the hell outta here we are taking no prisoners." All of the paratroopers joined in, shouting Raus! to the messenger.

MAP CONFIGURATION:

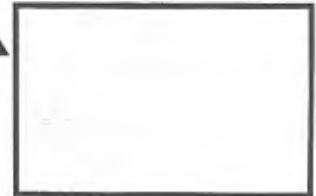
BALANCE:



Add a 9-2 to at start forces.



Add 2x 8-3-8 and one FT.



VICTORY CONDITIONS: The German player must control 3 of the four following areas: the HQ, the Schoolhouse, Block One, Block 2 at game end.

Playing Area: Entire map

TURN RECORD CHART

BRITISH Sets Up First [372]	1	2	3	4	5	6	7	8	9	10	END
GERMAN Moves First [326]											

A company, 2nd Brigade, 1st Airborne Division [ELR: 3] set up south of the German set up area: {SAN: 4}

6-4-8	4-5-8	4-4-7	10-3	10-2	9-1	8-1	8-0	6-14	4-12	2-7	8-3	30-1	24-1	2-2-8
12	6	6					2	2	3	6	6	4		4

A-T	?	57L	M11	16	16	5	6
4	12	2	2	2	2	4	6

Place concealed in any location of building C11 or I4 that is not currently occupied by enemy units on turn 7. If unable to place then these units are forfeited.

4-5-8	8-1
4	

Elements of the 10th SS Panzer Division [ELR: 4] set up on/north of the following perimeter and/or may enter from the north edge: A12-A6-E6-E0- and J1-N3-O2-O0. May also set up on/east of hexrow U: {SAN: 4}

6-5-8	2-2-8	10-2	9-2	9-1	8-0	7-16	5-12	3-8	12-4	30-1	10-2	9-2	9-1
15	7			2		2	2	5	3				
M11	M6	M2	88L	5	5								
2	2	2	6	4									

Enter on/after turn 6 from any German at start map edge.

6-5-8	8-1	3-8
3		

1. EC are DRY with no wind at start. At the beginning of turn 6 weather automatically becomes overcast, if not already.

2. Place burned out wreck(s) in the following ON/Bridge locations: 1512, 1513, 1514, 1515, 1516, 1611, 1612, 1613, 1614 and 1616.

3. The SS 10-2 Armor leader represents BgGen. Harmel who personally directed two artillery pieces. Harmel may direct the fire of artillery/AA unit by placing him in the same HEX as the gun. This counter may not be used as a armor leader, but may rally gun crews as if an infantry leader. He moves as an infantry leader but cannot give infantry leader movement bonus. At the beginning of turn 3 the German player makes a dr to determine if the 10-2 (Harmel) is removed from play. If the dr is £ the current turn number the counter is remove from map. (No movement).

4. All British 4-5-8's receive a -1 DRM in Hand -to- Hand CC.

5. All units may set up concealed if in Concealment terrain. British may set up 3 MMC and all SMC/SW with them HIP.

AFTERMATH: After the British reply was heard, Harmel ordered his commanders to shoot each building meter by meter and floor by floor until each house collapsed. He then found a spot between two guns and directed the fire himself. To some veterans the best, most accurate fire they had seen. Half the buildings that the Brits held were razed. Harmel left to deal with another situation when it began to rain. The very tenacious British paratroopers used the cover to counterattack. With bayonet's fixed the British charged forcing the Tigers, who had no infantry support, back. Again the British were yelling "RAUS!"

see back for additional SSRs.

6. The German player may not move any 5/8" counter until turn 3, they may fire and/or pivot.
7. The sFH18 may fire WP with depletion of #8.
8. German OBA is one module of 80mm Mortar with plentiful ammo.
9. Ammunition shortage level 1 (CG17) is in effect for British force.
10. The Germans receive a Recon dr of +2.
11. Bayonet charge (CG27) is in effect with normal activation. BC may also come into effect if the Germans capture the school, or HQ buildings.

ABBREVIATIONS:

1. AS: Ammunition Shortage.
2. Bhp: Block Hopping.
3. CGVP: Campaign Game Victory Points.
4. CG: Campaign Game.
5. CDC: Critical Date Chart.
6. CPP: Campaign Purchase Points.
7. EC: Environmental Conditions.
8. EX: Example.
9. EXC: Exception.
10. FC: Friendly Controlled.
11. FPP: Fortification Purchase points.
12. GSTK: GOD SAVE THE KING!
13. RG: Reinforcement Group.
14. CGS: Campaign Game Scenario.
15. S/Loc: Strategic Location.
16. SpW: Support Wall.
17. NR: Narrow Road.

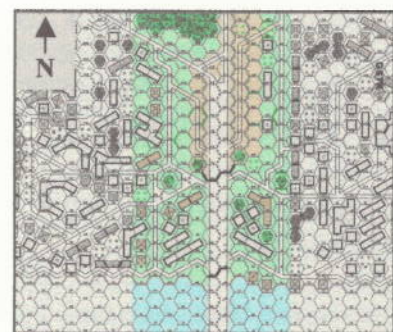
GSTK8

Battleground: September 18th, 1944
Arnhem, Holland

PREMATURE EVALUATION

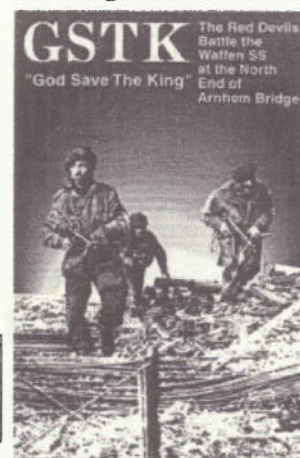
On the 16th of September, Hauptsturmführer Graebner had just finished having his Normandy fighting performance evaluated. In front of the 9th SS Panzer Division's Recce Bn., Graebner received the Knight's Cross from his divisional commander. As a reward for his heroism, he also received command of the Recce Bn. On the 17th, as news of the Airborne landings reached 9th SS Panzer Division HQ, Graebner was sent south across the Arnhem Bridge to discover any enemy positions between Arnhem and Nijmegen. By morning of the 18th, Graebner learned that the British had moved into the northern end of the bridge. But now Graebner had been ordered north to join his parent unit. At 0900 he assembled his men at the southern entrance to the bridge. As Major Munford looked south from his observation point inside the British bridgehead, he could plainly see the Germans assembling.

VC: The German player wins immediately upon earning 11 Exit Victory Points (EVPs) off the north map edge. Only Squads/HS and Leaders (including the Armor Leader) count towards EVPs.



Only hexrows J-T (inclusive) are playable

Heat of Battle and Bounding Fire Productions



British sets up first
German moves first

1 2 3 4 5 6 7 8 9 END

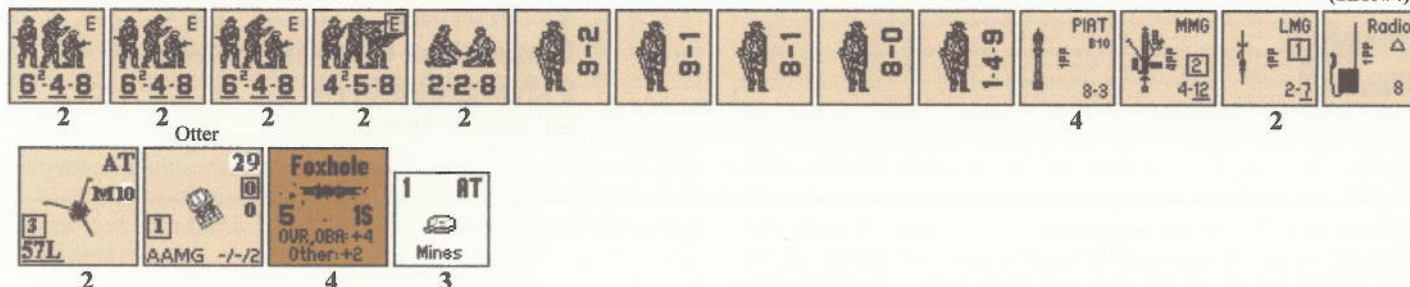
2nd Bn, 1st Parachute Division with Royal Engineers of 1st Parachute Engineer Squadron
Set up in any hex with a hex coordinate < 18 (see SBR #2).

ELR: 5

SAN: 7

Commando Engineer Paratroop

(SBR #4)

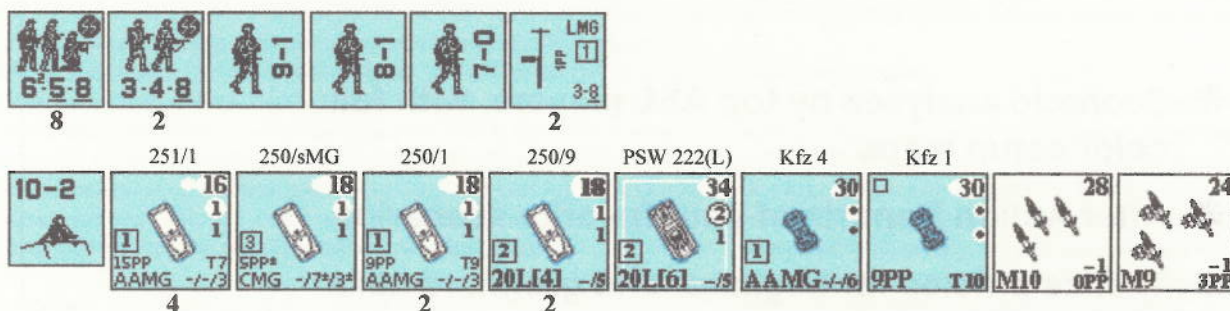


Recce Battalion of 9th SS Panzer Division

Enter from the south map edge from either/both of the bridge map edge hexes on/after turn 1.

ELR: 5

SAN: 2

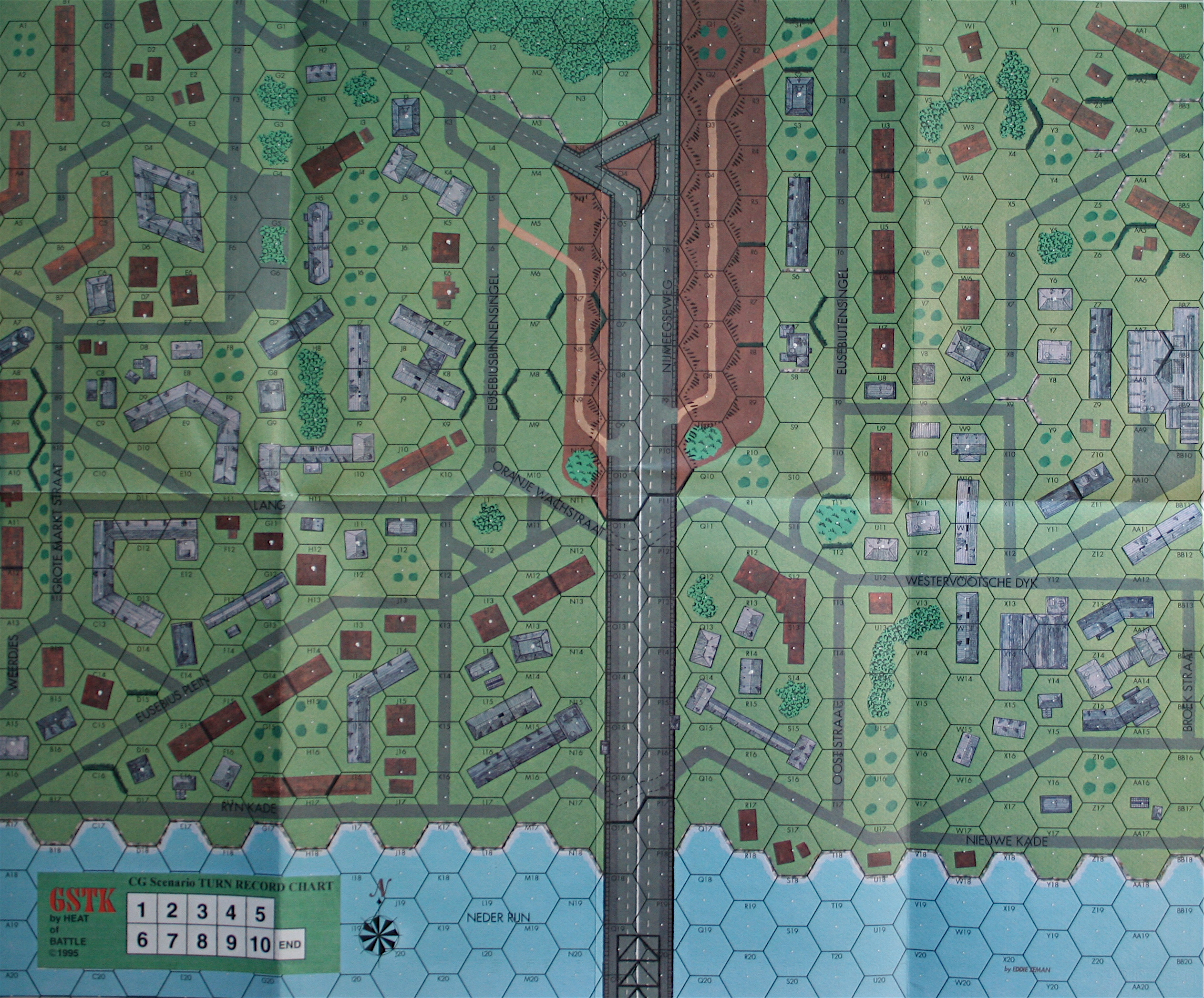


After Action Report:

Munford contacted his battery in Oosterbeek and soon 75mm shells were landing in front of the Germans. The SS had started to move out but now had to run through this gauntlet and several motorcycles were destroyed or run off the road. Graebner then sent 5 of his armored cars forward and they skillfully dodged the mines laid out by the British and succeeded in crossing the bridge without receiving any ground fire. It was at this moment that Graebner wrongfully evaluated the British positions to be weakly guarded. He ordered the rest of his 17 armored vehicles to escort his infantry company to the north. As the column crept up to the British positions, the British officers gave the order to fire. The driver in the lead vehicle was hit in the head by a British sniper and the vehicle crashed and blocked the road. Several other vehicles then collided with the first wreck and the same sniper picked off two more drivers. Suddenly, the column was engulfed in a hail of PIAT and 57 mm anti-tank shells. As the vehicles began to burn their infantry cargo spilled out onto the bridge. British small arms fire grew murderous. Nearly every British soldier was now firing into the mass of carnage; even Major Gough was enthusiastically firing an AA MG from one of the jeeps. In the end nearly a dozen of Graebner's vehicles lay burning or wrecked and seventy of his men lay dead on the bridge. Graebner was one of those seventy.

Special Battle Rules:

1. EC are Moist with a Mild Breeze blowing to the southwest.
2. AT Guns may not set up on a Bridge or Ramp hex. During the setup of each AT Gun, the CA is not recorded. Instead, immediately before the first TH attempt for each AT Gun, make a dr to determine which hexspine is used as the Gun's starting CA.
3. Boresighting is NA. The British suffer from Ammo Shortage Level 1 (CG17). [EXC: PIATs still use the printed B# 10].
4. The British Radio represents one module of 75mm OBA. The complete Battery Access draw pile for this module is two black chits and one red chit.
5. Place a Burnt-out Wreck counter in hexes O17 and O18.
6. The following GSTK CG Rules apply: CG3, 4, 6, 17, 18, 20, 29.



GSTK

by HEAT
of
BATTLE
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CG Scenario TURN RECORD CHART

1	2	3	4	5
6	7	8	9	10
END				



NEDER RIJN

by EDDIE KEMAN