Bridge Too Far

A GAME OF TACTICAL WARFARE ARNHEM 1944

ASL HISTORICAL MODULE 6

1

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

Cover Art ©David Pentland





THE PRIZE

ASL SCENARIO ABTF1



VICTORY CONDITIONS: The British win immediately upon Controlling/eliminating (B30.92, R5.2) the Blockhouse provided there are no Good Order German MMC in building/Arnhem-Bridge hexes numbered ≥ 16 on/between hexrows O and U and/or win at game end if they Control/eliminate (B30.92, R5.2) the Blockhouse provided they have Exited ≥ 7 VP off the south edge from hex R23. **ARNHEM, HOLLAND, 17 September 1944:** The primary objective of the British 1st Airborne Division was the main road bridge in Arnhem. The three battalions of the 1st Parachute Brigade were to drive for the bridge along three separate routes. 2nd Parachute Battalion's route—"Lion"—took the battalion south to the river bank and then east toward the bridge. Experiencing relatively little opposition, Major Digby Tatham-Warter had quietly organized a small perimeter under the bridge. The Germans were completely unaware of the British concentrated near the bridge. The British expected only light resistance in the city. As Company A of the 2nd Parachute Battalion was making its final preparations for a *coup de main* assault on the bridge, a surprise.

Scenario Design: Greg Davis and Mike Faulkner

BOARD CONFIGURATION:



BALANCE:

In the Victory Conditions, change "≥ 7" to "≥ 5."

In the Victory Conditions, change "≥ 7" to "≥ 9."



SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABtF SSR. To represent the gathering darkness, a dusk LV Hindrance, calculated as Mist (E3.32, and applying within buildings) is in effect at scenario start. At the start of Game Turn 5, this LV Hindrance is automatically increased per E3.51.

British Guns may not be Emplaced (but may be concealed if set up in Concealment Terrain).
 Prior to setup, the British may designate ≤ 4 6-4-8s from Troop B, Royal Engineers as Assault

Engineers (H1.22) and Sappers (H1.23). In addition, all MMC of the British Turn 3 reinforcements are Assault Engineers (H1.22) and Sappers (H1.23).
4. The SPW 251/sMG Inherent HS (Vehicle Note 58) is a 3-4-8.

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



GRAEBNER'S FOLLY

ASL SCENARIO ABTF2

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

Scenario Design: Russ Bunten



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

BOARD CONFIGURATION:



BALANCE:

• Add one 57mm OQF 6pdr and one 2-2-8 crew to the initial British OB.

Increase the Game Length by one full turn (from 9.5 to 10.5).



SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the southeast. See ABtF SSR. The Blockhouse is destroyed; place a stone rubble counter on the bridge in hex R21 per R5.2.

2. Prior to setup, the British may secretly designate ≤ 2 6-4-8s as Commandos (H1.24) and ≤ 2 non-Commando 6-4-8s as Assault Engineers (H1.22).

3. The British receive one module of 80+mm OBA (HE only) with Scarce Ammunition. For its initial Battery Access draw, remove a black chit (thus giving it automatic Access for its first Fire Mission). The British may not attempt radio contact prior to British Player Turn 6.

4. The Inherent HS for the SPW 251/sMG HT (German Vehicle Note 58) is a 3-4-8. The German may deploy freely prior to entry.

5. All German Infantry in Bridge Locations (R1.1) treat LLMC as LLTC, treat Heat of Battle "Berserk" and "Surrender" results as "Battle Hardening," and if

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

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

LATE FOR MASS

ASL SCENARIO ABTF3



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

Scenario Design: Russ Bunten



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

BOARD CONFIGURATION:



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



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

TURN RECORD CHART





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



SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABtF SSR.

- 2. All German 8-3-8s/3-3-8s are Assault Engineers (H1.22).
- 3. Prior to setup, the Germans may designate \leq 1 building Location as Fortified (B23.9; tunnels are NA).
- 4. German units which set up in Concealment Terrain may do so concealed (regardless of LOS).

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

FIRST THREAT Scenario Concept: Eddie Zeman and Steve Dethlefsen

ASL SCENARIO ABTF4



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

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

BOARD CONFIGURATION:



playable)

BALANCE:

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

 • BRITISH Sets Up First [124]

 • GERMAN Moves First [176]

 • 1
 2
 3
 4
 • 5
 6
 END



SPECIAL RULES:

1. EC are Moderate, with no wind at start. See ABtF SSR.

 $\mathbf{2}.$ The 57mm OQF 6pdr may not set up HIP (even if Emplaced), but may set up concealed.

3. The British suffer from Ammunition Shortage Level One (R9.4, SSR CG17) and Water Shortage (R9.4, SSR CG21). The 4-4-7s in the British OB are Walking Wounded (R9.4, SSR CG19).

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



TIGERS TO THE BRIDG ASL SCENARIO ABTF5



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

Scenario Concept: Eddie Zeman and Steve Dethlefsen



ARNHEM, HOLLAND, 19 September 1944: Field Marshal Model had continually demanded that the Arnhem Road Bridge be opened to allow reinforcements to move south to Nijmegen. Throughout the morning, the Germans had probed the British defenses searching for weak points. Convinced that infantry alone could not dislodge

the British, Lt. Colonel Harzer directed an assault supported by two heavy tanks with

orders to eliminate the British holding the east side of the ramp.





BALANCE:

• The SSR 4 dr is subject to a -1 drm

The British suffer from Ammunition Shortage Level Two (R9.4, SSR CG17)



SPECIAL RULES:

1. EC are Moist, with a Mild Breeze blowing from the south. See ABtF SSR.

2. Place one Stone Rubble counter at ground level in hexes T8 and T9.

3. The British suffer from Ammunition Shortage Level One (R9.4, SSR CG17), may designate one building Location as Fortified (B23.9; tunnel is NA), and may use HIP for one squad-equivalent (and all SMC/SW stacked with it). All British MMC are Assault Engineers (H1.22). The DC may not be Set.

4. At the end of Game Turn 2 the Germans must make a secret dr; on a result of ≤ "1", all German AFV are Recalled (D5.431) at the beginning of German Player Turn 4; on a "2-4", they are Recalled at the beginning of German Player Turn 5; and on a "5" or "6", they remain in play normally. AFV Recalled for any

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

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

JUST IN CASE

ASL SCENARIO ABTF6







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

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

BOARD CONFIGURATION:

BALANCE:

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



TURN RECORD CHART



SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABtF SSR.

2. Place two Burnt-out Wrecks at Level 1 in each of hexes R16–R20. Place a single Burnt-out Wreck in hexes N14, O14, P13, and Q16. Place shellholes in hexes M15, M21, O15, O21, Q15, and Q21. Place stone rubble at ground level in hexes M17, M18, N18, N19, N20, P19, P20, S18, S19, S20, V16. Building T16 begins the scenario Ablaze (the Blaze consumes all Levels in the hex). The Blockhouse has been destroyed. Place a Stone Rubble counter in hex R21 per R5.2.

3. British units suffer Ammunition Shortage Level Two (R9.4, SSR CG17). The British may use HIP for two squad-equivalents (and any SMC/SW stacked with them). The 4-4-7s in the British OB are Walking Wounded MMC (R9.4, SSR CG19)

4. British 6-4-8s/3-3-8s and German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

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

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

AMONG THE BRAVEST

ASL SCENARIO ABTF7



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

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

BOARD CONFIGURATION:

BALANCE:

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



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

TURN RECORD CHART





2

3

2

SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABtF SSR.

9

2. The British have two PF counters (any convenient counter not in play may be used to represent these). Each PF is 1PP and may be used only once; regardless of effect, discard after use. The TH procedure (C13.31) is identical to German usage and Captured Weapon penalties (A21.11 – .12) are NA. No PF Check dr (C13.31) is required for a unit to use such a counter. These counters are treated as PIATs for the purposes of SSR ABtF 3.

-5-8 3

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

2 (See SSR2)

3. The British suffer from Ammunition Shortage Level Two (R9.4, SSR CG17) [EXC: PF].

GOD SAVE THE KING!



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

Scenario Design: Russ Bunten



ARNHEM, HOLLAND, 20 September 1944: The Germans were determined to

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

BOARD CONFIGURATION:



BALANCE:

Reduce the game length by one full Turn.

In SSR 7, change "40" to "50".





2

PSK

7 morale

2

£ X10

12-4

INF

LMG

£ 1

3.8

2

150

M(4

MMG

- A = 2 - - 12

88L A52/43/34

-9



4

3

8

Foxhole

5 OVR. OBA: +4 Other: +2

4

the

52.4.8

4

8

3

81*

2

1

105

2

MTR MI1

[2-60]

2

9-2

6

ART

M (6

1. EC are Moderate, with a Mild Breeze from the northeast. See ABtF SSR. Place two Burnt-out Wreck counters at Level 1 in hexes R16–R20. Hexes S17, Q22, and F21 begin the scenario ablaze.

2. Place stone rubble counters at ground level in the following hexes: G20, H19, I16, I17, I18, L20, K20, K21, M15, M17, M18, M20, M21, O13, P17, P18, Q20, S19, S20, T10, T11, T19, and T20. Place stone rubble counters at Level 1 in S11 and H20, and shellhole counters in K19, L17, and J18.

3. Prior to British setup, the Germans must secretly record the turn of entry and map edge of each reinforcement group. All groups must enter on/between Turns 2–4, but no more than one group may enter per turn. All units of a group must enter during the designated Player Turn or they are eliminated with full CVP awarded to the British. The Inherent HS for the two SPW 251/sMG HT (German Vehicle Note 58) in Group 2 are 3-4-8s.

4. Prior to setup, the British may designate ≤ 3 6-4-8s as Assault Engineers (H1.22) and ≤ 6 non-Assault Engineer 6-4-8s as Commandos (H1.24). The British may Fortify (B23.9) ≤ 6 building Locations (tunnels are NA), may place four Breaches (R3.332), and may use HIP for ≤ 3 squadequivalents (and all SMC/SW stacked with them).

5. The British suffer from Ammunition Shortage Level One (R9.4, SSR CG17). Beginning on Game Turn 6 the British suffer from Ammunition Shortage Level Two and beginning on Game Turn 10 (and lasting until the end of the scenario), they suffer from Ammunition Shortage Level Three. Beginning on Game Turn 7 the British also suffer from Water Shortage (R9.4, SSR CG21). The 4-4-7s in the British OB are Walking Wounded MMC (R9.4, SSR CG19).

75L

L EFT

24-1

2

See other side for other

reinforcements and

Aftermath

GROUP 1 enter along the east edge (see SSR 3): 13

8

3/5/2

3

4

2

13

3/5

50L

3

9-2

2

6. The Germans receive one module of 150+mm OBA (HE and Smoke) directed by an Offboard Observer (C1.63) at Level 4 in any hex along the west edge (secretly recorded before British setup) and one module of 100+mm OBA (HE and Smoke) directed by an Offboard Observer at Level 0 of any hex along the south edge, west of hexrow R (secretly recorded prior to British setup). Both modules have Plentiful Ammunition and each may Pre-Register (C1.73) ≤ 1 hex (Barrage is NA). The 150+mm module may not attempt Battery Access prior to German Player Turn 4.

7. For every multiple of 40 CVP amassed by the British (FRD), the German ELR is reduced by 1 (to a minimum of 1). The German SAN may not be reduced below 4.

ASL SCENARIO ABTF8 (CONTINUED)

REINFORCEMENTS



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

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

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

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

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

ABtF4 NO QUARTER:²⁰ No Quarter (A20.3) is in effect for both sides [EXC: units about to be eliminated for Failure to Rout will instead surrender to any ADJA-CENT, armed, Known enemy Infantry unit. Surrender may be refused (A20.3) only if all eligible captors already possess the maximum number of prisoners they can Guard (A20.51)]. Massacres (A29.4) are NA.

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

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

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

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

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

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

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

ABtF12 OFF-MAP ROADS: Any road that exits the-map (i.e., to beyond the printed mapsheet area) is considered for the purposes of A2.51 to extend beyond that map edge either along the same lettered hexrow, or in hexes of the same coordinate, as that edge hex (depending on configuration of the map hex grid). All terrain in the among them. Major Gough took over command and the fighting resumed. By nightfall, only a handful of troopers remained and they quietly withdrew toward the river.

defenders. In the midst of the battle, a mortar shell struck close to Col. Frost

killing his aide and severely injuring Frost. Around 7:00 p.m. a momentary truce was

arranged while the wounded were evacuated to the German field hospitals, Frost

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

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

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

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

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

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

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

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

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

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

PLEASE HURRY Scenario Design: Eddie Zeman and Steve Dethlefsen

ASL SCENARIO ABTF9



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

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

BOARD CONFIGURATION:



on/between hexrows A-Q are

playable)

BALANCE:

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



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





SPECIAL RULES:

1. EC are Dry, with no wind at start. See ABtF SSR.

2. Place Stone Rubble counters at ground level in the following hexes: B19, C17, C18, E18, G18, G19, G20, H18, H20, I16, I17, I18, L16, M17, M18, N18, N19, N20, P19, and P20. Place Shellhole counters in the following hexes: E19, G16, I19, J18, and O20.

3. British units suffer Ammunition Shortage Level Five (R9.4, SSR CG17) and Water Shortage (R9.4, SSR CG21). The 4-4-7s in the British OB are Walking Wounded (R9.4, SSR CG19).

4. German 8-3-8s/3-3-8s are assault engineers (H1.22).

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

A Brid	ge Too I	Far	Misc. C	ounters		ab2f-08	-front
Rubble 3 MF	Rubble 3 Mir	Rubble	Rubble 3 MF	Rubble 3 MF	Rubble 3 MF	Rubble 3 MF	Rubble
Rubble 3 MF	Rubble 3 MF	Rubble 3 MF	Rubble 3 Mr	Rubble 3 MF	Rubble 3 Mir	Rubble MF	Rubble 3 MF
Cellar		Cellar	Cellar	Cellar	Cellar		
A *5 1 0 37* -/4	B *5 1 0 37* -/4	C *5 1 0 37* -/4	*5 1 0 37* -/4	A 13 B11 0 +BMG 4/-	B 13 B11 0 1 0 *BMG 4/-	C 13 B11 0 T 0 *BMG 4/-	B 22 1 2 37L 2/2
A 5 12 0 0 0 0 0 0 0 0 0 0 0 0 0	B 4 12 0 T10 9PP	C 12 0 0 T10 9PP	D 12 0 T10 9PP	A 15 B11 1 T *T' *47 ./2'	B 15 B11 1 T *T' *47 -/2'	C 15 B11 1 1 *T. *47 -/2*	A ART 1 A MG 1 75
A 18 2 * * 13PP * * *AAMG -/-/4	B 18 2 * 13PP T-4 *AAMG -/-/4	C 18 2 * 13PP * 1-4 *AAMG -1-14	D 18 2 * 13PP * 14 *AAMG -/-/4	E 18 2 * 13PP * 14 *AAING -/-/4	F 18 2 * 13PP * 14 *AAMG -/-/4	B ART M(9) 75	C ART BII 1 75
A 13 B11 0 * BMG 4/-	В 13 втт 0 1 *BMG 4/-	C 13 B11 0 *BMG 4/-	A 17 6 3 * 37 LL 2/4/2	B 17 6 3 * 37LL 2/4/2	6 1 3 3 3 3 3 3 3	A CART M(3) 120	F ART
ART 1 75*	B ART M 9 1 75*	ART M9 1 75*	A ART MG B11 155*	AA 3 20L(4)	B AA M12 20L(4)	3 20L(4)	D 0 AA 3 M12 20L(4)
Wounded V 3 MF,2 IPC 3	Vounded Wou MF,2 IPC 3 MF	king Walking nded Wounde 2 IPC 3 MF,2 IF +1/-1 CC: +1/-	ed Wounded PC 1 3 MF,2 IPC	Wounded V 3 MF,2 IPC 3	Wounded Wou MF,21PC 3 MF,	king Walking nded Wounde 2 1PC 3 MF,2 1F +1/-1 CC: +1/-	d Wounded C 3 MF,2 IPC
	Walking Wal Vounded Wou MF,2 IPC 3 MF	king Walking	g Walking	Walking	Walking Wal	king Walking	Walking

	A Br	ridge Too	o Far	Misc.	Counter	'S	ab2f-0	8-back
	Burnt/Out Wreck	Burnt/Out	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out	Burnt/Out	Burnt/Out
	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out
And the second second second	Roof, No ten Levelavi	No ten Love XVI	Roof:				Roof F No TEM C TEM Lorol VA	Rooft Rooft Love Tent
	No TEM Lovel X/A	Roof;		Rooft No TEM Lovel V/2	Rooft Roten Covery	Co TEM		Co TEM LioreiX/A
	(R) HE10 (R) CS 5	Stun=Recall CE/FP NA *2 TK DR R CS 2	Stun=Recall CE/FP NA '2 TK DR R CS 2	Stun=Recall CE/FP NA '2 TK DR R CS 2	CE: +1RT *Road Rate NA WO IF AP9 R CS 2	CE: +1RT *Road Rate NA Provide Area NO IF AP9 R CS 2	CE: +1RT *Road Rate NA POINT NO IF AP9 (R) CS 2	CE: +1RT *Road Rate NA results of the NA NO IF AP9 R CS 2
	R1 h-d s5 QSU X6.	TCA change=NoFire Ind Fire +1 CE DRM	TCA change=NoFire Ind Fire +1 CE DRM R CS 4†	TCA change=NoFire Ind Fire +1 CE DRM R CS 4†	Always CE	Always CE	Always CE	Always CE
	R1 h-d s5 QSU X6	R1 h-d s5 QSU X6	MA:12.7	MA:12.7	MA:12.7	MA:12.7	MA:12.7	MA:12.7
	Limbered M 5 L 135	Limbered ART	* Black TH#s C3 sD3 G CS 4	* Black TH#s C3 sD3 G CS 4	* Black TH#s C3 sD3 G CS 4	Stun=Recall CE/FP NA '2 TK DR R CS 2	Stun=Recall CE/FP NA '2 TK DR R CS 2	Stun=Recall CE/FP NA *2 TK DR R CS 2
And the second s	Limbered AA M12 B11 2 *20(4)	Limbered AA M12 B11 2 *20(4)	Limbered AA M12 B11 2 *20(4)	Limbered AA M12 B11 2 *20(4)	Limbered M 6 s8 175	R1 h-d QSU X6	R1 N-d QSU X6	R1 s6 h-d QSU X6
James - annual	H-to-H MELEE (Red CC#)	H-to-H H-to MELEE MEI (Red CC#) (Red	LEE MELEE	H-to-H MELEE (Red CC#)	H-to-H MELEE (Red CC#) (H-to-H H-to MELEE MEL (Red cc#) (Red c	D-H H-to-H LEE MELEE CC#) (Red CC#)	H-to-H MELEE (Red CC#)
	H-to-H MELEE (Red CC#)	H-to-H H-tc MELEE MEI (Red CC#) (Red	o-H H-to-H LEE MELEE lcc#) (Red cc#)	H-to-H MELEE) (Red CC#)	H-to-H MELEE (Red CC#) (H-to-H H-to MELEE MEL (Red cc#) (Red c	D-H H-to-H LEE MELEE CC#) (Red CC#)	H-to-H MELEE (Red CC#)

*



German Tanks

ab2f-05-front

ab2f-05-back	* 2 TK DR (MG)	(CS 3) (CS 3)	[1] [1] [1] [1] [1] [1] [1] [1] [1] [1]	A4 ¹ /5 ²	Ad ¹ RECOVERED	A4 ¹ 807 65 5	A6 ² /5 ³ 807 \$17 \$2 \$2 \$6	A6 ² /5 ³ /4 ⁴ A6 ² /5 ³ /4 ⁴ S2 CS 5	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	140 - 147 806 63 5	H6 1000 1100 1100 1100 1100 1100 1100 110
ab2f-(*2 TK DR (MG)	55 3 507 53 3	807 507	A4 ¹ /5 ²	A4 ¹ 807 807	A4 ¹ 807 55 5	A6 ² /5 ³ A6 ² /5 ³ 807 807 807 807	A8 ² /5 ² /4 ⁴ 807 817 82 55	s9 11.00 11.00 11.00 11.00 11.00 100	s9 806 806 63 5	H6 88 897 807 63 5
	* 2 TK DR (MG)	53 3	807* 807*	A4 ¹ /5 ²	A4 ¹ 807 807	A4 ¹ 807 807 CS 5	A6 ² /5 ³ A6 ² /5 ³ S2 S2 S2 S2 S2	A8 ² /5 ² /4 ⁴ 807 82 65 5	s 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	s9 80 806 63 5	H6 88 897 817 63 5
	* 2 TK DR (MG)	65 3 507	807* 807*	A4 ¹ /5 ²	A4 ¹ 807 807	A4 ¹ 807 55 5	A6 ² /5 ³ A6 ² /5 ³ 507 Sz CS 6	A6 ² /5 ² /4 ⁴ 807 82 CS 5	s2 CS 5	s9 80 806 CS 5	H6 88 897 817 63 5
	* 2 TK DR (MG)	806 506 53	507 507 53	A4 ¹ /5 ² SD7 SD7 CS 4	A4 ¹ 807 807	A4 ¹ /5 ²	A6 ² /5 ³ A6 ² /5 ³ S2 C3 6	A8 ² /5 ³ /4 ⁴ 807 82 CS 5	s 817 82 82 83 817 85 817 85 817 817 817 817 817 817 817 817 817 817	s9 100 81 100 810 100 810	H6 A7 S07 C3 6
	* 2 TK DR (MG)	806 65 3	(11) 11) 11) 11) 11) 11)	A4 ¹ /5 ²	A4 ¹ 807 807	A41/5 ²	A6 ² /5 ³ A6 ² /5 ³ S2 C3 6	A8 ² /5 ³ /4 ⁴ 807 82 CS 5	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	s9 s0 s06 cs 5 cs 5	H6 807 807 807 63 6
>	806 S16	5 3 6 5 3	611 507 517	55 5 577 587	807 817 65 5	A4 ^{1/5²}	A4//5 ²	s07 5 3	65 3	s9 s0 s06 c3 5	H6 807 807 807 65 6
5/8-inch AFV	806 506	816 63 3	507 63 4	55 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	507 507 507	м ^{1/5²} 307 c3 б	A4//5 ²	5 3 507 507	10 80 80 80	1 1 1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	H6 897 807 507 507 507
	88 177 197	S 6 5 8	S 65 58	8 5 2 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	88 88 58 68 8 8 8 8 8 8 8 8 8 8 8 8 8 8			- 156%	C S S S S		6
German	H6 89 807 807 CS 6	A5 ² /4 ³ /3 ⁴	A5 ² /4 ³ /3 ⁴	A3 ⁴ <u> 1000</u> 809 819 82 CS 6	A3 ⁴ 400 A3 8 Sz CS	*12: Stall	* 12: Burn 11: Immob 10: Stall	A6 ² /5 ³ /4 ⁴ A6 ² /5 ³ /4 ⁴ A12 ML:9 CS 6	ML:9	T S	A4 ⁴ A4 ⁴ ML:9 SNT ⁴ /8 ⁵ CS
G	H6 AP7 CS 6	A5 ² /4 ³ /3 ⁴ 805 82 CS 6	A5 ² /4 ³ /3 ⁴ A5 ² /4 ³ /3 ⁴ S2 S8 S2 CS 6	A3 ⁴ 100	A3 ⁴ 472 58 819 819 819 819 819 82 819 82 819 82 819 819 819 819 819 819 819 819 819 819	*12: Stall <u>해외하</u> sN7 ⁴ /8 ⁵ CS 6	* 12: Barn 11: Immob 10: Stall 10:	A6 ² /5 ³ /4 ⁴	ML:9 C3 6	HE7 CS 5	A4 ⁴ M.9 M ¹ .8 ⁵ CS 6
	H6 R9 R97 CS 6	A5 ² /4 ³ /3 ⁴ 805 \$105 \$2 CS 6	A5 ² /4 ³ /3 ⁴ A5 ² /4 ³ /3 ⁴ S2 S8 S2 C5 6	A3 ⁴ 100	A3 ⁴ 4700 58 889 819 819 819 819 819 819 81	*12: Stall	* 12: Burn 11: Immob 10: Stall 10: S	A6 ² /5 ³ /4 ⁴ 6 8 1 8 1 8 1 8 1 8	sang sang ML:9 CS 6	H5 88 53 4	A4 ⁴ M.9 sH7 ⁴ /8 ⁵ CS 6
	H6 1220 1220 1220 1220 1220 1220 1220 122	A5 ² /4 ³ /3 ⁴ 805 815 \$2 CS 8	A5 ² ,4 ³ ,3 ⁴ A5 ² ,4 ³ ,3 ⁴ S05 S2 CS 6	A3 ⁴ 100	A3 ⁴ 477 - 10 889 872 - 58 889 872 - 58	* 12: Stall	* 12: Burn 11: Immob 10: Stall 10: S	A6 ² /5 ³ /4 ⁴ A6 ² /5 ³ /4 ⁴ A1 807 ML:9 CS 6	8 S3 6:1W	H5 88 63 4	A4 ⁴ M.9 sh7 ⁴ /8 ⁵ CS 6
	H6 R12 R17 CS 6 CS 6	A5 ⁷ /4 ³ A5 ⁷ /4 ³ 806 S2 CS 6	A5 ² ,4 ³ /3 ⁴ A5 ² ,4 ³ /3 ⁴ SD5 Sz CS 6	A3 ⁴ 88 82 CS 6	+12: Stall +12: Stall 	*12: Stall	* 12: Burn 11: Immob 10: Stall 10: S	1 S3	ML:9 C3 6	ML:9 CS 6	A4 ⁴ M.:9 su7 ⁴ /8 ⁵ CS 6
L	H6 89 807 CS 6	A5 ⁷ /4 ³ 100 58 82 53 6	A5 ² ,4 ³ ,3 ⁴ A5 ² ,4 ³ ,3 ⁴ SD5 Sz CS 6	A3 ⁴ <u> 1000</u> 82 82 68 82 68 6	*12: Stall *12: Stall *12: 2014 sN7 ⁴ /8 ⁵ CS 6	*12: Stall *12: Stall *1 ⁴ /8 ⁵ CS 6	* 12: Burn 11: Immob 10: Stall 10: S	1 S3	ML:9 C3 6	state 1	A4 ⁴ M.:9 sH7 ⁷ /8 ⁵ CS 6
A Bridge Too Far	A5 ² /4 ³ 122/14 ³ 88 806 82 6	A5 ² /4 ³ 100 100 100 100 100 100 100 100 100 100	A5 ² /4 ³ /3 ⁴ A5 ² /4 ³ /3 ⁴ S2 CS B	A3 ⁴ 100	*12: Stall	*12: Stall	No IF CS 6	1 S3	800 CC 6	818 ML:9 CS 6	A4 ⁴ 84/4 ML:9 81/7 ⁴ /8 ⁵ CS 6
A Bridg	A5 ² /4 ³	45 ² /4 ³ 52 CS 6	A5 ² /4 ³ /3 ⁴ 85 Sz CS 6	A3 ⁴ <u> 52</u> 65 6	*12: Stall	*12: Stall	Mo IF CS 6	12 S	86 20 20 50 6 8 40 ML:9 CS 6	ML:9 C3 6	A4 ⁴ 2000 A44 811-19 511-14 A5 C5 6

Constant	·		2	· ······	-	Y	Sector Sector				-		
4-4-Z 0	4- <u>4</u> - <u>7</u> G	42- <u>6-8</u> w	ала 42- <u>6-8</u> м	42- <u>6-8</u> c	5 ² · <u>4</u> · 8 s	5 ² ·4·8	6 ² - <u>5-8</u> ~	6 ² - <u>5-8</u> 0	6 ² - <u>5-</u> 8 п	83- <u>13-8</u> 0	83- <u>3-8</u> K	83- <u>1-8</u> - <u>1-8</u> - <u>1-8</u> -	A Bridge
4-4-Z P	4- <u>4</u> - <u>7</u> н	4 ² -6-8 ×	42- <u>6-8</u> N	42- <u>6-8</u> D	5 ² ·4·8 ⊤	5 ² ·4·8	6 ² -5-8 2	62-5-8 p	6 ² -5-8 F	8-3-8 8-3-8 8	83- <u>3-</u> 8 -	В <u></u> В. В	ge Too
4-4-Z s	4- <u>4</u> -2	42- <u>6-8</u>	42- <u>6-8</u> 0	42- <u>6-8</u> E	5 ² ·4·8 U	5 ² ·4-8 K	2-4-8 A	6 ² -5-8 0	6 ² -5-8 G	83-3-8 W	В ³ - <u>2</u> - <u>8</u> м	83- <u>13-8</u> c	o Far
4- <u>4</u> -7	4- <u>4</u> -2	42- <u>6-8</u> 2	4 ² -6-8 p	42-6-8 F	12-4-8 v	52- <u>4</u> -8	Я. 5 ² -4-8 в	6 ² -5-8 р	6 ² - <u>5-</u> 8 н	8°-2-8 ×	83-12-18 N	83.3.4 19.10 19.10 19.10 19.10	
4- <u>4</u> -Z u	4-4-Z K	4-4-Z A	4 ² - <u>6-8</u>	4 ² · <u>6·8</u>	5 ² -4-8 v	5-4-8 M		62-5-8 s	62- <u>5-8</u> -	8-3-8 v	83- <u>3-8</u> 0	83.2.8 E	
4- <u>4</u> -Z	4-4-7 L	4-4-Z B	42- <u>6-8</u> F	42- <u>6-8</u> H	/ <u>5</u> ² · <u>4</u> · <u>8</u> ×	- 5 ² ·4·8 N	52- <u>4</u> -8 p	6 ² - <u>5-8</u> т	6 ² - <u>5-8</u>	8-3-8 z	8: -3-8 P	8:2-2-8: -2-8: -2-8: 	
4-4-Z v	4- <u>4</u> - <u>7</u> "	4- <u>4</u> - <u>7</u> c	42- <u>6-8</u> s	42. <u>6.8</u>	1.4-9 5²-4-8 γ	54-8 0	5 ² -4-8 E	6 ² -5- <u>8</u> u	6 ² - <u>5</u> -8 K	6 ² -5-8 A	83-3-8 0	8:3-8 3-8:5 3-8:5 1:3-	
4- <u>4</u> -Z ×	4-4-Z	4- <u>4</u> - <u>7</u> 0	42- <u>6-8</u> 1	42- <u>6-8</u>	1.4-9 5 ² -4-8 z	5 ² .4.8 p	5 ² - <u>4</u> -8 F	6 ² - <u>5-8</u> v	6 ² ·5-8 L	6 ² -5-8 B	83 29 29 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	83 13 13 19 14 19 19 19 10 10 10 10 10 10 10 10 10 10 10 10 10	
4-4-Z	4- <u>4</u> - <u>7</u>	4- <u>4</u> -Ž E	42- <u>6-8</u>	42- <u>6-8</u>	42- <u>6-8</u>	5 ² .4-8 0	52-4-8 c	6 ² - <u>5-8</u> v	6 ² - <u>5</u> -8 M	6 ² -5-8 c	83 2.8 0 0 0	83 29 29 29 29 29 29 20 20 20 20 20 20 20 20 20 20 20 20 20	Ge
4-4-Z z	4- <u>4</u> -7 p	4- <u>4</u> -7 F	- 42- <u>6-8</u> v	42- <u>6-8</u>	42- <u>6-8</u>	5 ² -4-8 _B	<u>5</u> 2- <u>4</u> - <u>8</u> н	6 ² - <u>5-8</u> ×	6 ² ·5·8 N	6 ² · <u>5</u> · <u>8</u> D	83 2. 2. В 1. 2. В 1. С В 1. С С В 1. С С С В 1. С С С С С С С С С С С С С С С С С С	83 143 183 180 180	German 1/2-inch MMC
-													1/2-
6 1-2-7	2.2.8	2-2-8	2.3.7 K	2.3. <u>7</u> A	2.4- <u>8</u> ĸ	2-4- <u>8</u> A	2-3-8 K	2-3-8 A	3-4-18 ×	3-4-8 A	3-3-8 x	3-3-8 A	inch N
1-2-7	2-2-8	2-2-8	2:3-Z L	2-3- <u>7</u> в	2.4.8 _L	2-4- <u>8</u> B	2-3-8 L	2-3-8 B	3-4-8 г	3-4-8 B	3-3- <u>8</u>	3-3- <u>8</u> B	IMC
1-2-7	2-2-8	3 2-2-8	2-3-Д м	2:3- <u>7</u> c	2-4-8 _M	2-4- <u>8</u> c	2-3-8 M	2-3-8	3-4-8 M	3.4.8 c	3-3- <u>8</u> M	3-3- <u>8</u> c	
1-2-7	2-2-8	4 2-2-8	2-3-Z z	2-3- <u>7</u> D	2.4. <u>8</u> 0	2.4- <u>8</u> 0	2-3-8 z	2-3-8 D	3-4-8 z	Å.4.8 □	3-3-8 N	3-3-8 D	
10 1-2-7	2-2-8	5 2-2-8	2-3-Z 0	2:3- <u>7</u> E	2.4.80	2.4.8 _E	2-3-8 0	2-3-8 E	3-4-8 o	ала 3-4-8 _п	3-3-8 0	3-3- <u>8</u>	
11 1-2-7	1-2-7	2-2-8	2-3-Z P	2-3-Z F	2.4.8p	2-4-8F	2-3-8 p	2.3.8 F	3-4-8 p	3-4-8 F	3-3-8 P	3-3-8 F	
12 2 1-2,7	2 2 1-2-7	2.2-8	2.3-Z 0	2-3-Z G	2.4. <u>8</u> 0	2-4-86	2-3-8 0	2.3-8 G	3-4-8 o	3-4-8 G	3-3-8 o	3.3.8 G	-
13 1-2-7	3 1-2-7	2.2-8	2-3-Z R	2-3-Z н	2-4-8 _B	2.4.8 _H	2-3-8 _P	2-3-8 н	3-4- <u>В</u> В	З- <u>1-</u> 3- <u>1-</u> 4- <u>8</u> н	3-3-8 B	3-3- <u>8</u> н	
14 1-2-7	4 4 1-2-7	2-2-8	2-3-Z s	2.3.Z -	2.4.8s	2-4-8	2.3.8 s	2-3-8 _	3-4-8 s	3.4.8	3-3-8 s	3-3- <u>8</u>	ab2f-0
15 1-2-7	5 1-2-7	2-2-8	2-3- <u>7</u> 1	2-3-1 2-3-1-	2.4-8 ₁	2-4- <u>8</u>	2-3-8 T	2.3-8 J	3-4-8 T	3-4-8 J	3-3- <u>8</u> T	3-3- <u>8</u> J	ab2f-02-front

-Dach	V	17 17 17 17 17	6 1 1 1	15 P	15 P	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	14 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 S	14 PC	4 . M	14 14 14 14	5 8 8 8	0 8 2 1 1 1 2 1 1 1 1	
	17 B	6 1 1 1 1	17 R.	12 St.	15 P	15 Pr	1	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	2	N 10	× 1.00	н 8 8 8	8 H 8	
σ	17	17 R	17 Pr. 19	15 A	0 6	4 6 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	¥ 6	4 C	14 R.	14 R	1	- 8 - 8 - 8	S 8	
	1 K	1 S S S S S S S S S S S S S S S S S S S	11 N	15 A	15 Pr			14 R.	14 R	4 6 A	Z Z Z	- 8 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	1	
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	6	A	15 AF	15 A.		M 14	4 14 M	14 R.	0 6 2	8 Jr. 8	8 × 8	□ 8 ••••••	
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 6 11 11	6	15 A.	1 P	6	N N N	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	H B	4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 8 8	8 F	> 8 •	
	11 B	6	15 A	5 Ar	15 Pr	14 R.	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	× 6	- 6 	S S S	88	8 W	8 Pr. 8	
	11 H	8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	15 Am	15 R. L	15 Pr-	1 6 .	4 6 4 7 4 7 4 7 4 7 4 7 4 7 4 7 4 7 4 7 4 7	14 In 14	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		2 88 2 24 8	2 8 4 8	× 8	
2	17 R	1 1 S	5 P	15 Jr.	15 Pr	5 0 0 5 0 0	0 1 1 1 1 1	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	¥ 6		8 8 8	80 °	× 8	
			6 	2 6	15 A.	T O T	14 14 14 14 14 14 14 14 14 14 14 14 14 1	14 R	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		ш. 8 	4 8 4 8	× 8	
-7/														
	× 8	×8	× 8	×8	₹ 8	8 ¥ 8	< 8	× 8	× 4	2.20 X	8	8	L	
Cal	8 B	8	8	8 L	n∞ Ne!	8	8 B	8 8	۵. ۲	1.2	8	8	Z.	
	8	× 8	8	8 ×	v.	58	08	M	4 2	· · · · · · · · · · · · · · · · · · ·	8	8		
	8	28 2.	8	Z 8	- e	z 8	- 8 - 8	z 8	2.秋	N 1	8	8		
		08	1 8 8	80	w.e	0 8 	w 8	8	1 1 1 1 1	· · · ·	8	8		
		- 8	L 8	8	L.CO	- 8	ш. 8 1. 4 1. 4 1. 4 1. 4 1. 4 1. 4 1. 4 1. 4	4 8	1 1		8	L.	L.	
	8	08	0 8 	8	000	08	8 8	08	e C	1		L	L .	
Lai	H 8	8 8 8	8 T	8 8 8	T.S.	4 8 4 8	,±∞	8 B	1 1	4 1 1 1	8	L		
de loo		°8	-8	8 8		S 8	- 8	0 80 0 10 0 10 0 10 0 10 0 10 0 10 0 10		s and	8		L.	
A Drid	78	1 8 1		- 8	78	- 8		- 8 - 8 - 8 - 8 - 8 - 8 - 8 - 8 - 8 - 8	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	1	8	L		

ab2f-02-back

German 1/2-inch MMC

A Bridge Too Far

-	2		20 :	0	0	6 ² :5-8	×	° ? 7 marale	e 7 morale	^u ? 7 morale	* ? 7 morale	A ? 7 moral	AB
8-0	8-1	9-1	10-3	6 ² :5-8	62-5-8 k		morale z		rate f				Bridg
8-0	8-1	9-1	10-3	6 ² ·5·8	6 ² -5-8	6 ² .5-20 b	7 morale	7 morale	morale	7 mo rale	7 morale	morate	Bridge Too
8-0	*** ~ 8-1	9-1	10-2	6 ² -5-8 w	6 ² -5-8 m	6 ² ·5·8	aa ? 7 morale	9 7 morale	9 ? 7 morale	W ? 7 morale	M	° ? 7 morale	Far
8-0	240 8-1	9-1	10-2	6 ² - <u>5-8</u> x	62 1-5-8 3	6 ² -5-8 d	^{bb} 7 morale	" - ? 7 morale	7 morale	× ? 7 morale	7 morale	D . 7 morale	
7-0	8-1	9-1	10-2	6 ² -5-8	6 ² -5-8	6 ² -5-8 e	°° 7 morale	s 7 morale	" 7 morate	7 morale	° - ? 7 morale	E −2 7 morale	
7-0	8-1	9-1	9-2	6 ² -5-8 2	6 ² -5-8	62-5-8 f	^{dd} 7 morale	1 morale	j 7 morale	z ? 7 morale	P 7 morate	F - ? 7 morale	
7-0	8-0	8-1	9-2	3-4-8 ×	6 ² -5-8 q	6 ² -5-8 9	ee ? 7 morale	" ? 7 morale	r norale	a ? 7 morale	° 7 morale	G 7 morale	
7-0	8-0	8-1	9-2	3-4- <u>8</u> -	6 ² -5-18 -	62- <u>5</u> -8	ff ? 7 morale	v ? 7 morale	7 morale	b 2 7 morale	P 7 morale	7 morale	
7-0	8-0	8-1	9-2	3.4.2 ∃	6 ² .5.8 s	62- <u>5-8</u>	gg 7 morale	w ? 7 morale	" ? 7 morate	° ? 7 morale	s 7 morale	7 morale	German
7-0	8-0	8-1	9-1	3.4.8 ,	6 ² -5-8 1	6 ² -5-8	nh 7 morale	* ? 7 morale	" ? 7 morale	d ? 7 morale	T ?	J 7 morale,	an 1/2-inch
7-0	10-2 Cpt	3-4-8 a	62-1 <u>-18</u> 5-1-18	C dm Somm Somm	A dm MTR S0mm	C: ▲TR 1-12	A ≜ ≜ 1-12	B MTR 50* [2-13]		A ■ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲	K → LMG 3- <u>8</u>	A ↓ PP ↓ 3.8 8	
7-0	10-2 CFT	3-4-8 b	6 ² -5-8 ₁₁	Sopration Contraction Contract	B B B B B B B B B B B B B B B B B B B	D ATR 1-12	B ATR 1-12	C 3 50* MTR 50* [2-13]	A 11 € 3 7-16	B MMG 5-12			SW/SMC
6+1	Ist Lt	3.4.8	6 ² -5-8	E dm HMG 3-8	A dm HMG 3-8	A ≜£FT ∆∆ 24-1	C PSK	D MTR 50*[2-13]	в нмс 7- <u>16</u>	C MMG -1 % 2 5-12		C + LMG 3-8 3-8	
6+1	Ist Lt	3.4-8 a	6 ² -5-8	20 [6] ∐ □ 36 FP + + + + □	3-8	B ▲ 24-1	D PSK	E MTR 50* [2-13]	C HMG 7-16	-1 % 2 5-12		D + LNG 3.8 1	
1-4-9	2nd Lt	3.4 <u>8</u> °	6 ² ·5-8	26 [5] 36 € FP **** 5	C dm HMG 3-8	C L L L L L L L L L L L L L	E ₽ PSK 12-4	F MTR 50* [2-13]	D HMG 7-16	E MMG 5-12			
1-4-9	2nd Lt	3-4-8 -	6 ² -5-8	26 56 56 57 57 57 57 57 57 57 57	D dm HMG 3-8	D ≜FT ∆ 24-1	F ₽ PSK 12-4	G MIR 50* 2-13	F 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5-12		F + LNG 3-8 8	
1-4-9	2nd Lt	3-4-8 9	6 ² -5-8	6 ² -5-8	= 30-1 30-1	^A 20-1 30-1	G PSK	H MTR 50* [2-13]	F HMG 7-16	G NNG 5-12			
1-4-9	1st Sgt	3-4-8 -	6 ² -5-8	6 ² ·5·8	F 20-1 20-1	B 30-1 30-1	H _ PSK	50*(2-13)	G ₩ 7-16	H MMG 5-12	R + ₽₽ 3- <u>8</u> 3-8	н 	01
1-4-9	Ist Sgt	3:4-8	62- <u>5-8</u>	6 ² -5-8	G 20-1 30-1	C 30-1 30-1	I ₽ PSK 12-4	A ■ PSK ■ X10 12-4	7-16 # 11 # 11 # 11 # 11 # 11 # 11		S ↓ 3- <u>8</u> 196	- + 3-8 3-8	ab2f-03-front
■ Turn	ist Sgt	34- <u>8</u>	6 ² -5-8	62- <u>5-8</u>	н В 30-1	D 20-1 30-1	J ₽ ₽ ₽ 12-4	B PSK	A MIR 50* [2-13]	-1 5-12 -12		J + LMG 3-8	l-front

A Bridge Too Far						Germ	rman 1/2-inch SW/SMC	nch SW	/SMC						ι. ·	ab2f-03-back	3-back
$\frac{\times}{\times}$	X	X	X	X	X	X	X	CX IPC: -1 50: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: -1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1
\times \times	×	X	X	X	X	X	X	DX I PC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 56: +1/ -1	CX XX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1
XXX	X	and and	X	X	×	and and a	and and a	CX I I I I I I I I	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 60: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	GX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1	CX IPC: -1 56: +1/-1
× × ×	Sar Alexandre	Sale of the second seco	and the second s	and the second s	Ha Ha	and the second s	X	CX IPC: -1 C: +1/-1	CX IPC: -1 66: +1/-1	DX IPC: -1 -1/-1	CX IPC: -1 C:: +1/-1	CX I I I I I I I I	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 50: +1/-1	CX IPC: -1 CC: +1/-1
Range A 3 N 1 0 F 3 N 1 0 F 3 N 1 0 F 3 N 1 0 F 4 F 1 7 8 9 1 F 4 F 7 8 9 1 F 7 8 9 10	X	X	X	X	X	X	×		CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	
Калде 4 0 0 0 - 0 7 0 0 7 0 0 7 0 7 0 7 0 7 0 7 0 7 0 7	Range 4 3 2 1 0 4 7 8 9 <u>1</u> 4 7 8 9 <u>1</u>	Range 4 ∞ 1 0 7K# 7K# 9 ∞ 1 0	Range 7 3 2 1 7 8 9 7 8 9 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8	4 4 8 0 4 5 8 9 4 0 Rsuge	4 3 5 4 0 FK# Rsuge	X		CX IPC: -1 CC: +1/-1	CX I PC: -1 -1:-1 CC: +1/-1	GX IPC: -1 66: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CC	CX IPC: -1 C: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1
Place MPh Place MPh Place MPh Attack AFPh Attack AFPh Attack AFPh Thrown Thrown Thrown +21+3 +21+3 +21+3 set: 30 FP Set: 30 FP Set: 30 FP	Place MPh <u>Attack AFP</u> h Thrown <u>+2 / +3</u> Set: 30 FP	No AFPh penalty -1 DRM vs owner	No AFPh penalty -1 DRM vs owner	No AFPh penalty -1 DRM vs owner	No AFPh penalty -1 DRM vs owner	X	X	12 P	- S - S	12 P	15 Pr	- 6 - 10	12 P	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	15 A	5 P	5 P
Place MPh Place MPh Place MPh Attack AFPh Attack AFPh Attack AFPh Attack AFPh Attack AFPh Attack AFPh Thrown Thrown Thrown -21-43 -21-43 -21-43 Set: 30 FP Set: 30 FP Set: 30 FP	Place MPh <u>Attack AFP</u> h Thrown <u>+2 / +3</u> Set: 30 FP	dm MMG 3-8	dm MMG 3-8	dm MMG 3-8	dm MMG 3-8 3-8	dm MTR	dm MTR L dm MTR	15 25-	15 Pr	15 Pr	15 Pr	4 6 2 2	12 P	15 Pr	15 Pr	12 P	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4
	15 A.	Limbered M11	Limbered	Limbered M11	dm MMG 3- <u>8</u> 3- <u>8</u>	da MTR 992	dm MTR	- 8	E 8	- 8	× 8	15 P.	15 Pr.	د 15 گې 9	15 Ar	15 Pr	15 P
15 Pr. 15 Pr. 15 Pr. 9	۲. ۲. 9. 9. 9. 9. 9. 9. 9. 9. 9. 9. 9. 9. 9.	6.4	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	5 6	12 P	EE 6	15 Pr.	6 t	6 t				• 1 • 1	10	۲. 10	10	1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 8	- 8	8 	8 2	2 × 10	4 8 	8	8	8	100 L	8	6	6	6	6	() () () () () () () () () () () () () (6
TH DR, ML, TH DR, ML, TH DR, ML, OVR, CC OVR, CC OVR, CC HD Minyr HD Minyr HD Minyr Bog Rmvl Bog Rmvl Bog Rmvl	TH DR, ML, T OVR, CC HD Mnvr Bog Rmvl	TH DR, ML, OVR, CC HD Mnvr Bog Rmvl	TH DR, ML, OVR, CC HD Mnvr Bog Rmvl	TH DR, ML, OVR, CC HD Mnvr Bog Rmvl	TH DR, ML, OVR, CC HD Mnvr Bog Rmvl	TH DR, ML, OVR, CC HD Mnvr Bog Rmvl	TH DR, ML, OVR, CC HD Mnvr Bog Rmvl	8		8	8	8	8	8	8	8	8
1-3-8 ≝ 1-3-8 ≝ 1-3-8 ≝ 1-3-8 ≝	1-3-8≝	1-3-8≝	1-3-8≝	9		1	TT T			1		L .	L .	8	8	8	8

			·		·		, <u> </u>		<u> </u>	, <u> </u>	, <u> </u>	<u> </u>	1
-tront	A.4-7	14-0 4-4-7 7	2:3.7 0	23.7 Z	52-4-8	52.4-8	2-3-8	23.88 2.3.88 2.3.88		0-8 Intervention	#F5	dm King a a a a a a a a a a a a a	
ab2t-04-tront	A.4-7	4-4-7 S	2:3-7 0	2.3.7 M	52-4-8	52448 000	00 -3-9 5-9 -9	2:3-8 M	ddug IT	0-8 ddeu_11	I+9	991 H HWC	CONTROL
	ANG 4-4-7 H	AA - 4-2 R	2-3-7 B	2:3-7 L	52-14-18 14	52-4-8 R	2-3-8	2:3-8	ibrisia jem	Wal Wallhor	J-0 cbl Kuñdet	den MTR den MTR 3PP 50mm	
	14-1 0 4-4-7 0	4-4-7 0	2:3-7 A	2:3-7 K	52-1-80 52-1-80	52-4-80 52-4-80	2-3-8 A	2.3-8 K	I-6 seids 17	Cpt Bronkhurst	Celi Veumann	D dn MTR 37P MTR	CONTROL
	A.4.7 F	14-7 p	2 4-4-7 Z	2373	52-4-8 m	52-4-8 9 0	5-4-8 z	A	I-6 HERIKIEW	H-8	O-L BIMBPT1BS	a 44 M H H 50 M H	
	4-4-7 E	4.4-7 0	14-4-1 4-4-7	2:3-7	12-4-8 E	52 14.8 00	11 0 5 ² -4-8 ∛	2.3-8	2-6	8-1 cbi yyeiei	J-C Sů Mepper	I-t-6 Enjud	CONTROL
	14-4-7 B	4-4-7 N	14-4-7 ×	2-3-7 H	52-4-8 D	5 ² -4-8 27 27	1.4-0 1.4-8 ×	2.3-8 H	6-5 Col Harder	8-1 Col Harmel	L-O Chi Zeolet	Bielefeld	CONTROL
	14-4-7 c	4-4-Z M	14-4-7 W	2.3.7 6	52.4-8 c	52-4-8 M	5-4-8 W	00 19 19 19 19 19 19 19 19 19 19 19 19 19	Cot Bunkmann	Cpt Reinhold	8-0	J-t-6 Wielke	
MMC	AN B	14-1 L	AND 4-4-7	2-3-7 F	52-4-8 B	52-4-8 L	114 0 5-4-8 v	2.3-8 T	IO-S		8-0 gat Hebsch	6-1-1 Bazqnez	CONTROL
1/2-inch	A 4-4-7	14-4-7 K	14-1-U	2:3-7 E	5-4-8 A	52-4-8 K	5-4-8 U	A. E.	Col Kusust	6-1 Col Fibbeu	8-0	вескег	CONTROL
					1				1		1		P
in (blue)	A	62-5-8 T	62-5-8 d	62-5-8 62-5-8	6-5-8 ×	348	A 40 34-8	14 2-2-8	24 2-2-8	ad 80.45 800		PSK E xuo 12-4	CONTROL
German	A 40 6-5-8	62-5-19 62-5-19	62-5-8 c	62 15 18 19 19 19 19 19 19 19 19 19 19 19 19 19	62-5-8 w	A A 34-8	34-B	13 2.2.8	2.2.8	50 * (2-13)	d mmG	1 PSK	CONTROL
	A 62-5-8 H	6 ² -5-8 R	6-5-8 b	12-5-8 6 ² -5-8	6-5-8	A.8.4	34-8 34-8 8	12 2.2.8	22-2-8	60 * (2-13) * (2-13)	C MMG	h A PSK 12-4	
	62.5-8 G	6 ² -5-80	6 ² -5-8 a	10 15-5-8 5-5-8	63-5-8 u	348 G	A A Co	11 2-2-8	2.2-8	80 * 13 8 13 8 14 14 14 14 14 14 14 14 14 14 14 14 14	b MMG 	PSK Frie 12-4	
	61-5-18 H	62-15-18 62-15-18	6 ² -5-8 z	A 0 62-5-8	05-8 65-8	A.8.	Me 64 94 94 94 94 94	A 40 348 z	2.2.8	¹ 80* (2-13) 50* (2-13)	a MMG	f PSK 12-4	
	6-15-18 6-15-18	625-80	6 ² -5-8 ×	62-5-8	62-5-8 s	A 40 348 E	348 00 00	34-8 V	2.2.8	e MTR 50+(2-13) 50+(2-13)	HMG BH BH BH BH BH BH BH BH BH BH BH BH BH	e PSK	
	62-15-18 62-15-18 62-19-18	22 80 55 80 55 80 55 80 80 80 80 80 80 80 80 80 80 80 80 80	6.15.8 5.15.8	62-5-8 h	6-5-8	34.80	22 Barrow Street	34-8 34-8 X	18 2.2.8	d A MTR 50+(2-13)	Bin the state of t	d FSK	
Far		62.5-18 M	6-1-5-18 W	62-5-8 g	0.5.9	100 00	A A A A A A A A A A A A A A A A A A A	3-4-8 8-4-8 8-4-8	2.2.8	с А МТR 50+(2-13) 50+(2-13)	C HMG	c PSK 12-4	
ge Too	62-5-8 62-5-8 88	62-5-8 L	6 ² - <u>5</u> - <u>8</u> ×	62-5-8	0 4 80 55 55 50	18-4- 18-4- 18-4- 18-4- 18-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1	34 <u>8</u>	100 - 200 	2-2-8	b MTR 50+(2-13) 50+(2-13)	Birt diaman	b FSK 12-4	
A Bridge	6-5-8 6-5-8	6-5- <u>8</u> 6-5-8	62-5-8 62-5-8	62-5-8 °	0.12 12 12 12 12 10 10 10 10 10 10 10 10 10 10 10 10 10	348	34-18 X	34-8	15 2.2.8	a MTR 563 50*(2-13)	an HMG	a PSK	CONTROL
			A Sternweisen		C. C								

ab2f-04-front

German (blue) 1/2-inch MMC

A Bridge Too Far

	LOCATION			LOCATION	LOCATION	LOCATION	LOCATION				LOCATION	LOCATION	LOCATION	LOCATION	LOCATION	LOCATION	LOCATION	LOCATION	
Range 4 ພ ⋈ 1 0 TK# 4 √ 8 9 1	Range 4 ω № 4 0 TK# 4 √ ∞ 0 1	Range 4 ⊗ № 4 0 TK# 4 √ ⊗ 9 1	Range 4 ⊗ № 1 0 TK# 4 √ ⊗ 9 1	Range 4 30 12 1 0 TK# 4 7 8 90 1	Range 4 ⊗ № 4 0 TK# 4 √ ⊗ 9 1	Range 4 3 2 1 0 TK# 4 7 8 9 1	Range 4 0 N 1 0 TK# 4 7 8 9 1	Range 4 30 № 4 0 TK# 4 √ 8 9 1	Range 4 ω Ν 1 0 ΤK# 4 7 8 9 1	Becker ₩ 1-3-8	Zaubzer 😅 1-3-8 🗮	Mielke &	Bielefeld⇔ 1-3-8 ≒	Euling & 1-3-8	STPP H	a step at a state of the step at a state of t		an mag	3 22PP
R3 X6	NG KE	N3	H3 X6	X6	R2 X6	R2 X6	R2 X6	H2 X6	H2 X6	0	8	8	-		-	7	-	6	Turn
XG	XG	NG REAL	X6	16	NG NG	XG	16 E	16	BX HI	0	9	8			1	0	0	8	8
8	8	8	8	8	200 × 200	200 °	8	0	8	10	10	0	0	4	0	9	0	0	9
° cc	8 <<	8 55	0 xx	8 **	8 NN		200 ×	20 °	B	00 mm	о тп	200 00	2 II		12 10° 00	121° 00 77	1210° 00 FF	00 MM	and the second s
00 XX	8	S MM	O ZZ	8 00	0 UD	00 00	241 T	80 000	8 T	occ is	10	See	IA 9 XX	14 H	9 NN	12 10 0 AA	00 mm	200 800	000
00 >>>	00 mm	8 00	8 00	00 mm	ан са	8	0°II	8	Que Le	S AN	10 II	A A A A A A A A A A A A A A A A A A A	O ZZ	100 ×	A A A A A A A A A A A A A A A A A A A	141 ×	S B B B	14 1 F	i i i i i i i i i i i i i i i i i i i
15 9000	15 A	9999	15	99	15 9	e et	6. A	6. 41 8 4 8 4 8 4 8 4 8 4 8 4 8 4 8 4 8 4 8 4	9 x x	9 AA	900	100 ×	100 ×	in a start	2017 ×	1415 E	UNIT S		
9 e e	15 9	900	9 3 3 1	15 19	15 M	9 55	35 M	0 3 3 1 S	9 3 3 S	7 mm	ана стана с Стана стана стан	7 00	7 ==	7	N LL	7 77	7	4 7 7	N ZZ
is 9 cc	15 3	15 B	15 9 XX	9	15 B	9 a a	900	900	9 aa		8 <<	8 22	Barry Barry	200	8 M	NAA NAA	7 88 A	700	700
977	15 5 9 FF	9 MM	9 ZZ	900	9 pp	900	9 33	5 9 000	9 HH	Contraction of the second seco		See .	Barry	800 ×	a ba	000 ×	C BB	0000	8
15 9 22	9 000	5 5 9 00	900	9 mm	9 TT	5 A A	9 II	15 3	15 9 LL	CO DA	Constant	2000 ×		8 mm	Contraction of the second	200 200	00II 0	8	8 . L
-back	ab2f-04-back	۵						h MMC	1/2-incl	German (blue) 1/2-inch	Germa			•			Too Far	lge Too	A Bridge

				-		
A 2 1 1 1 1 1 1 1 1 1 1 1 1 1	E 000 000 000 000 000 000 000 000	A A B A A A A A A A A A A A A A A A A A	20L(4)4.7	A 44 44 44 44 44 44 44 44 44 44 44 44 44	25	A Bridg
B 2 5 6 7 5 8 6 7 7 7 7 8 1 7 7 8 1 7 1 1 1 1 1 1 1 1 1 1 1 1 1	F 1 1 1 1 1 1 1 1 1 1 1 1 1	a a a a a a a a a a a a a a		B 20L 0 20L 0 -5 *	B B B B B C C C C C C C C C C C C C	Bridge Too Far
A	C 37L 	C C C C C C C C C C C C C C		20L (B - (5 - 1 20L (B - (5 - 1)))))))))))))))))))))))))))))))))))		P
B 20L(4) _/3/*	D 37L -/-/3*	Anne -/		DL(6) - 5		
C	с с с с с с с с с с с с с с с с с с с	AMRC -/-/3				in a
D D D D D D D D D D D D D D	d 1 9 9 9 1 1 3 7 1 	F F HSPP AMRC -/-/3				
E	° • • • • • • • • • • • • • • • • • • •	C AMPC -/-/3				German
	т	AND How the second sec		□ 175* 175* 175* 10 10 10 10 10 10 10 10 10 10	° 75L ⊇ 75L ⊇ 75L ⊇ 1 0	German Halftracks
		아이지 않는 것은 아이들은 것은 것은 것을 많은 것이 없다. 것은 것은 것은 것은 것은 것을 했다.				Ϋ́
1188 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	° (13) 75L -,-,1≈ 80 75L -,-,1≈ 80 75L -,-,1≈	A (1) 15L -/47/19 15L -/47/19 15L -/47/19 15L -/47/19 15L -/47/19			A 4 6 6 1 3 6 6 1 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20
-re T188 -re T188 9 9 - 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		V 121 - 121 - 121 - 1419 V 121 - 121 - 121 - 121 - 121 - 1219 V 121 - 121 - 121 - 121 - 121 - 1219 V 121 - 121 - 121 - 121 - 1219 V 121 - 121 - 121 - 121 - 1219 V 121 - 121 - 121 - 121 - 1219 V 121 - 121 - 121 - 1219 V 121 - 121 - 1219 V 1219 V 121 - 1219 V 121 - 1219 V 121 - 1219 V 1219 V 1219		A C C C C C C C C C C C C C C C C C C C	MG - 17 - 17 - 17 - 17 - 17 - 17 - 17 - 1	& Assaul
88LL 3/- 88LL 3/- 75LL 1/-		A B <td></td> <td>A A B B A B</td> <td>MG - 17 - 17 - 17 - 17 - 17 - 17 - 17 - 1</td> <td>20</td>		A A B B A B	MG - 17 - 17 - 17 - 17 - 17 - 17 - 17 - 1	20
		A 4 6 9 6 1 4 1 4 1 6 1 6 1 4 1 6 1 6 1 4 1 6 1 6			MG - 17 - 17 - 17 - 17 - 17 - 17 - 17 - 1	& Assaul
		° ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~			Image Image <th< td=""><td>& Assaul</td></th<>	& Assaul
		 	$ \begin{array}{c} \begin{array}{c} \begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\$		A B B A B	& Assaul
		<u>90</u> <u>90</u> 	$ \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \end{array} \end{array} \end{array} \end{array} \\ \begin{array}{c} \\ \\ \\ \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \\ \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \\ \\ \\ \end{array} \\ \begin{array}{c} \\ \\ \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \\ \\ \\ \\ \end{array} \\ \begin{array}{c} \\ \\ \\ \\ \\ \\ \end{array} \\ \begin{array}{c} \\ \\ \end{array} \\ \end{array} \\ \begin{array}{c} \\ \\ \end{array} \\ \begin{array}{c} \\ \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \\ \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \\ \\ \end{array} $		$\begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \\ \\ \end{array} \end{array} \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \\ \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \\ \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \\ \end{array} \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \\ \end{array} \end{array} \\ \begin{array}{c} \\ \\ \end{array} \end{array} \end{array} \\ \end{array} \end{array} \end{array} \\ \end{array} \\ \end{array} \end{array} \\ \end{array} \\ \end{array} \\ \end{array} \end{array} \\ \\ \end{array} \\ \\ \end{array} \\ \end{array} \\ \\ \\ \\ \end{array} \\ \\ \\ \end{array} \\ \\ \\ \end{array} \\ \\ \\ \\ \\ \end{array} \\ \\ \\ \\ \\ \\ \\ \\ \end{array} \\$	& Assaul

ab2f-07-back	* MA:AA CS 6	48 89 CS 5	* MA:AA CS 5	sn6 cs 4	*REVX2	* REVX3	6 F 5	8	53 4 53 4	* M6:NA VCA A4'\5 ² /4 ³ /3 ⁴ (22)	* MG:VCA only BB SB CS 4
ab2f-0	* MA:AA CS 6	1 H H H H H H H H H H H H H H H H H H H	*MA:AA CS 5	100 806 53 4	* REVx2 (100-1) CS 4	* REVx3 ************************************	2	5 2 5	CS 4	* MG:NA YCA A4 ¹ /5 ² /4 ² /3 ⁴ CS 4	* MG:VCA only 68 68 63 4
1	*4 TK DR	18 89 53 55 55	* MA: AA CS 5	sub Safety	* REVX2 (()) ()	* REVX3 * REVX3 * MA:AA CS 3	22 2 23	5 2 5	S 4	* MG: MA VCA A4 ¹ /5 ² /4 ³ /3 ⁴	* MA.AA CS 4
	*4 TK DR	A5 ³ /4 ⁴	* MA:AA CS 5	and sold sale	* REVX2 * REVX2 CO	* REVX3 * REVX3 * MA:AA CS 3	23 23	53 S	2.4	* ME:NA VCA Ad ¹ /5 ² /d ³ /3 ⁴ E	*MA:AA CS 4
	CE:+1 FSR () *Ma:Aa CS 4	A5 ³ /4 ⁴	H8 807 807 63 5	and soft	*REVX4 () Buff na sd6 *Ma:Aa cs 2	* REVX3 (()) * MA:AA CS 3		5 4 S	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	* ME: NA VCA A4/52/43/34	* MA:AA CS 4
Ň	CE:+1 FSR	A5 ³ /4 ⁴	48 807 507 53	100 806 63 4	*REVX4 *REVX4 BUFP NA SDB *MA:AA CS 2	* REVX3 ************************************		53 4	(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	* MG: NA VCA A4')52'43'34 (COM)	* MA:AA GS 4
Assault Guns	+ REVX4 s7. hE7 CS 5	A5 ³ /4 ⁴	11 H8 807 507 517	1019 s06 CS 4	* REVX4 () BUFP NA SD6 * MA:AA CS 2	*REVx3 ************************************		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	(1) 10 10 10 10 10 10 10 10 10 10 10 10 10	* MG:NA VCA A4/15/13/34 (238)	(回答) * MA:AA CS 4
Š	+ REVX4	* REYX4 * REYX4 * REYX4 * REYX4 * REYX4 * REYX4 * REYX4	H8 507 517 517 517 517 517 517 517 517 517 51	506 55 4	* REVX4	* REVx3		2	S S	* ME:NA VCA A4 ¹ /5 ² /4 ³ /3 ⁴ (Can	(回题) * MA:AA CS 4
Halftracks	* CMB: YCA ONLY * AAMB: NA VCA CS 5	* CMG: VCA only * AAMG: VCA only * * * * * * * * * * * * * * * * * * *	H6 s3 CS 4	* MA: NA VCA A4/5 ² /3 ³ /3 ⁴ A1R/P8/ ⁶⁵ 4	H6 807 807 807 807 807	He H	* MG:YCA only BERGE - 88 BERGE - 88 A4 ⁴ Sz CS 4	* MG:VCA only	A4 ⁴ HE7 GS 4	A4 ⁴	*12: Stall
German I	* CMB:VCA only * AAMG:NA VCA CS 5	* CMG:VCA only * AAMG:NA VCA CCA	H 88	* MA:NA VCA A4 ¹ /5 ² /4 ³ /3 ⁴ (************************************	H6 AP7 S07 S07 C5 4	H6 39 807 807 53 4	* MG:VCA only PERMIT S8 PERMIT S8 A4 ⁴ S2 CS 4	* MG:VCA only	A4 ⁴ HE7 GS 4	A4 ⁴ HE7 GS 4	* 12: Stall sH0 HE7 CS 6
U	* CMG:VCA only * AAMG:NA VCA CS 5	* CMG:VCA only * AAMG:NA VCA	88 86 85 85	* MA:NA VCA A4 ¹ /5 ² /4 ³ /3 ⁴ (* A) ATR/PSN ⁸³⁺ ATR/PSN ⁸³⁺	* MG:NA VCA * reference * reference * reference * reference * reference * reference	H6 89 807 807 63 4	* MG:VCA only PETRIC SB PETRIC SB A4 ⁴ Sz CS 4	* MG:VCA only BERTING 88 88 84 ⁴ Sz CS 4	4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	A4 ⁴ A4⁴ S HE7 HE7 HE7	Sz CS 4
	*CMG:VCA enly *AAMG:NA VCA CS 5	* CMG:VCA only * AAMG:NA VCA	+ MG: NA VCA IR 58 63 4	* MA:NA VCA A4 ¹ /5 ² /4 ³ /3 ⁴ (************************************	* ME:NA VCA s7 HE7 CS 4	H6 807 807 63 4	* MG:VCA only becar s8 becar s8 A4 ⁴ Sz CS 4	* MG:VCA only FETTER H9 FETTER H9 S2 CS 4	Sz 6 No IF CS 6	A4 ⁴ E S2 HE7 S2 S4 A4	Sz 65 4
	* CMG:VCA enty * AAMG:NA VCA	* CMG:VCA only * AAMG:NA VCA CS 4 CS 4	+ ME.NA VCA IR s8 CS 4	* MA:NA VCA A4 ¹ /5 ² /4 ³ /3 ⁴ ()	* MG: NA VCA	* MG:VCA only	* MG:VCA only BERGE 88 BERGE 88 A4 ⁴ Sz CS 4	* MG:VCA only BERTENT S2 S3 4	Sz 89 No IF CS 6	A4 ⁴ 1 1 1 1 1 1 1 1	Sz GS 4
	* CMG:VCA only * AAM6:NA VCA CCA	* ME:NA VCA See Se CS 4	* MG: NA VCA IR S8 CS 4	* MA:NA VCA A4'/5 ² /3 ³ (* * * * * * * * * * * * * * * * * * *	* MG: NA VCA	* MG:VCA only	* ME:VCA only BERGE SEC BERGE SEC A4⁴ Sz CS 4	* MG:VCA only BERKEN BERKEN 807 817 82 CS 4	* MG:VCA only PERCENT H9 PERCENT H9 S2 CS 4	A4 ⁴ 2010 21 21 21 21 21 21 21 21 21 21	Report of the second se
Too Far	* CMG:VCA only * AAMG:NA VCA CS 4	* MG:NA VCA s8 c5 4	+ MG:MA VCA	*2 Side FT	* 2. Side FT 	* MG:VCA only BET SS Sz sD7 A6 ² /5 ³ /4 ⁴ CS 4	* M6:VCA anly 852 82 82 82 82 82 82 82 82 82 8	* MG:VCA only BERKEN H9 BERKEN H9 S2 CS 4	* MG:VGA only BB305 MG BB305 MG S2 CS 4	A4 ⁴ 2010 S2 HE7 S2 HE7	Reference of the second
A Bridge	* CMG:VCA only * AAMG:NA VCA CC	+ MG:NA VCA 88 CS 4	* MG: NA VCA * MG: NA VCA * MG: NA VCA * MG: NA VCA * MG: NA VCA	*2 Side FT ((3) (1) (1) (1) (1) (1) (1) (1) (1) (1) (1	* 2 Side FT	* MG:VCA only	* MG:VCA only	* MG:VCA only BET H H BET H H S2 CS 4	* MG:VCA only best H9 best H9 s H9 S CS 4	A4 ⁴ Reference of the second	Sz CS 4



ab2f-06-front

											£
ab2f-06-back	2+5+7	Rubble			A5 ¹ /6 ² /5 ³	A6 ² /5 ³ /4 ⁴ s ¹ s ¹ c:+3F CS 4	*12: Stall	* MA:AA CS 5	88	C 22	
ab2f-(Rubble 3	A Rubble			A5 ¹ /6 ² /5 ³ EEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE	A6 ² /5 ³ /4 ⁴ S ² /5 ³ /4 ⁴ S ² S ² CE:+3F CS 4	* 12: Stall	* MA:AA CS 5	3 5	2	5 S
	Rubble	Rubble			A5 ¹ /6 ² /5 ³ A5 ¹ /6 ² /5 ³ HE7 CS 3	A6 ² /5 ² /4 ⁴ 87 87 806 61:+35 806 61:+35 816	HET CS 7	* MA:AA CS 5	2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	53 6	C 28
	Rubble	Rubble			A6 ² /5 ³ /4 ⁴ A6 ² /5 ³ /4 ⁴ HE7 CS 4	A5 ² /4 ⁴	HE7 CS 7 CS 7 CS 7 CS 7	* MA:AA CS 5	8	cs of	C 28
	Rubble 3	Rubble			A6 ² /5 ³ /4 ⁴ 4 S7 RF7 CS 4	A5 ³ /4 ⁴ s17 s15 c5 4	115 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	* MA:AA CS 5	2 5	5	6s 2
	Rubble 3	Rubble			A6 ² /5 ³ /4 ⁴ <u> </u>	A5 ³ /4 ⁴ s ²⁷ s05 cs 4	55 4	(@71) * MA:AA CS 5	59 53	53	68 S
	Rubble 3	Rubble and State			A6 ² /5 ³ /4 ⁴	A6 ² /5 ³ /4 ⁴ 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	100 million 100 mi	Always CE	cs 7	23 23	83
dnance	Rubble	Rubble			A6 ² /5 ³ /4 ⁴	A6 ² /5 ³ /4 ⁴ HE7 HE7 CS 4	55 4	Always CE	C 23	25 25	cs 2
0							·				
German Ordnance	BU NG	M B HB MB HB NSSENTIN	RI No R Z RFNM XG	Limbered AA c C MID 2 2 20 (6)	Limbered AA A 2000 M 10 1 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Limbered AA D 2000 M 10 1 2000 M 10 88 A5 ² 4 ⁰ 3 ⁴	A VS/ S ² / S	BLU NG	Limbered AT	cs 2	I I I I I I I I I I I I I I I I I I I
German O		I I	M. M	Limbered AA B		30 🗆 *		HAND BANK ISO	Lindered AT Handered AT Hande	cs 2	I COLUMAN
German O	9X NS9	Limbered M.C. H6 M.C. H6 M.C. M0 M.C. M0 MC MC MC MC MC MC MC MC MC MC MC MC MC		Limbered AA B B W10 2 20 (6)	Limbered AA Li Baya Ma A T *88 A5 ⁷ 4 ³ 3 ⁴ *		Rt. 45 ¹ /5 ² /5 ³ /4 ⁶	Ball Parts	Limbered AT Limber		20 LINAM 20 LINAM 20 LINAM
German O	9X NS9	Limbered M M B B B B B B B B B B B B B B B B B	RI NO REAL	Limitered AA Limitered AA Limitered AA B B M M 10 B M M 10 B M M 10 E M 10 E M M 10 E M M 10 E M 10	Cumbered AA Limbered AA L Cumbered AA Limbered AA L Cumbered AA L **********************************		RL A5'16'53'A4 RL A5'16'53'A4 10 05U X6 05U X6	nso gy nso		65 2	
German O	9Y nsb 9Y nsb	Limbered Limbered Li M	RI MORAN RANA	Limitered AA Limitered AA Limitered AA B B M M 10 B M M 10 B M M 10 E M 10 E M M 10 E M M 10 E M 10	RI Compared AA Compared AA C		R1.451678746 R1.45169747 R1.451697674 1 050 X6 050 X6 050 X6	RL ns ² /r	Limbored Limbéred AT Limbored AT Limbored AT Limbored AT Limbered AT Limbored	201.(1).mark 201.(1).(1).mark 201.(1).mark 201.(1).mark 201.(1).mark 201.(1).mark 201.(1).mark 201.(1).mark 201.(1).mark 201.(1).(1).(1).(1).(1).(1).(1).(1).(1).(1	
	Limbered M Brite Summers M Brite M Bri	RI HI HI HI HIMATON HI	RI HI	Limbered AA Limbered AA Limbered AA Limbered AA 2	RI Compared AA Compared AA C	* 9X 10 10 10 10 10 10 10 10 10 10 10 10 10	II ***********************************	RL A5 ² , 4 ³ , 10 ¹ ,	Limbered Limbered Limbered AT	201.(1)maada 201.(1)maada 20	
A Bridge Too Far	Limbered Intered Richard Richa	RI HI HI Limbered Limbered M H H H H H H H H H H H H H H H H H H H	Limbered R. R. R. R. M. W. M. W. M.	Limbered AA Limbered AA <thlimbered aa<="" th=""> <thlimbered aa<="" th=""></thlimbered></thlimbered>	RI H H H H H H H H H H H H H	* 9X 10 10 10 10 10 10 10 10 10 10 10 10 10	RI + AFPERATIK RI + AFPERATIK RI + A5 ¹ 6 ³ 16 ⁴ RI + A5 ¹ 6 ³ 15 ³ 16 ⁴ RI + A5 ¹⁶³ 16 ³ 16 ⁴ RI + A5 ¹⁶³ 15 ⁴ RI + A5 ¹⁶³ 15 ⁴ 15 ⁴ RI + A5 ¹⁶³ 15 ³ 16 ⁴ RI + A5 ¹⁶³ 15 ⁴ 15 ⁴ RI + A5 ¹⁶³ 15 ⁴ 15 ⁴ 15 ⁴ RI + A5 ¹⁶³ 15 ⁴	RI. 45/4/24 RI. 45	Limbered Limbered Limbered AT	1 1	I COLUMAN SOLUTION S

	1					
	S 2·2·8 2·2·8 2·2·8 2·2·8	3:3: <u>18</u> -	62:44.8 v	62-4-8 u 62-4-8 u 62-4-8 u	92-4-8 A 62-4-8 A 62-4-8 K	A Brid
а 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	13 2·2·8 2·2·8 2·2 2·1 2·1		6 ² -4-8 p	<u><u><u></u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u></u>	6° 4-8 в 6° 4-8 в 6° 4-8 в	Bridge Too Far
H & MMG 4-12 8-3 8-3	U 2.2.8 2.1 2.1 2.1		92-14-8 q	62-4-8 w	<u><u><u></u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u></u>	o Far
a 7 morale	2-2-8 2-1 2-1	3-3-4 -3-3-4 -3-3-4 -3-3-4 -1-2-4 -1-	13-3-8 B	6 ² ·4 ⁸ x	6 ² -4-8 2	
	₩ 2:2:8 2:1 2:1	3-3-3-18 3-3-18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	9-4-8 s	62-4-8 v	92-4-8 E	
° PIAT 7 morate 7 morate	× 2:2:8 2:17 2:1 2:1		<u><u><u></u></u><u><u></u><u></u><u></u><u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u></u></u></u>	62-4-8 z	92-4-8 p 62-4-8 p	
P PIAT d B-3 7 morale	2:2:8 2:1 2:1	3-3-18 0 3-3-18 0	- 	62-4-8 a	92- <u>14</u> 8 g <u>6</u> 2- <u>14</u> 8 g	-
° PINT © ₽10 8-3 7 morale	2-2-8 2-1 2-1	3-3-18 3-3-18 3-3-18 p	9:-1-8 3:3:8 F	62-4-8 b 62-4-8 b	92- <u>14</u> 8 н <u>6</u> 2- <u>14</u> 8 н	
PINT PINT PINT 8-3 7 morale	2:2:0 2:2:0 2:1 Ⅲ Ⅲ	2-2-8 2-2-8	13-3-8 g	62-4-8 c	92-4-8 62-4-8 62-4-8 5	Briti
S S PPINT 9 3 8-3 8-3 7 morale	2-2-8 2-2-8 2-2-7 2-7	2-2-8 2-2-8	9:4 8 3:3:8 1	6248 6248 6248 6248 0	6 ² -4-8 J	British 1/2-inch Counter
						incl
			¹ morale	Col O'Shea 7-0 8-0	Li Snow 9-1 Col Frost 10-2	1 Coui
			* 7 morale	Cpl Fryer 7-0 8-0	Cpt Orris 9-1 10-2	nters
			1	Li Tower 6+1 8-0	LLEWing 9-1 Maj T-Warter 10-2	
			* ~ * * * * * * * * * * * * * * * * * *	Ainslie 1-4-9 8-0	Sgt Latchford 8-1 9-2	
	FZ FZ	FZ FZ		1-4-9 0-0		
			v v v v v v v v v v v v v v v v v v v	I-4-9 O-U Barry Col Stubbe 1-4-9 8-0	Sgi Hoare 8-1 9-2	
			r v v v	Barry 1-4-9 8-0	Sigt Hoare 8-1 9-2	
			v morale morale v v morale v morale morale	Barry 1-4-9 Books Brooks 1-4-9 Brooks Brooks 1-4-9 Brooks	Sot Hoare 8-1 9-2 Col Miles 8-1 Sot Jonas 9-2	
			' m n	Barry 14-9 Books Brooks 14-9 Brooks Brooks 14-9 B-0 Cardale 1-4-9 B-0 Lit Cockayne B-0 Brooks Brooks Brooks Brooks B-0 Brooks B Brooks B Brooks Brooks B Brooks Brooks B Brooks	Sgt Hoare Sgt Hoare 8-1 Sgt Joare 9-2 Sgt Joras 9-2 Sgt Joras 9-2 Sgt Joras 9-2 Li Whittaker 9-2	ab2f-0
			' m n o	Barry Col Shubbs 1-4-9 8-0 Broks Sgi Trevor 1-4-9 8-0 Broks Sgi Trevor 1-4-9 8-0 Cardale LL Cockayne 1-4-9 8-0 Cardale LL Cockayne 1-4-9 8-0 Cardale LL Cockayne 1-4-9 8-0 Couture 1-4-9 Couture 1-4-9 Couture 1-4-9 7-0 7-0	Soft Hoare 8-1 Soft Hoare 8-1 Soft Hoare 8-1 Soft Hoare 8-1 Soft Hoare 8-1 Soft Hoare 8-1 Soft Hoare 8-1 Soft Hoare 9-2 Soft Hoare Soft Hoare 9-2 Soft Hoare Soft Hoare 9-2 Soft Hoare 9-1 Soft Hoare 9-1 Soft Hoare 9-1 Soft Hoare 9-1	ab2f-01-front

Al a co	al 1 m	AL DO	Al a co	A) °°°	A) ~~~	F.N.		1 ^{co}	Xe	Xe	0 101 B	
8 B B	8 14 14 14 14 14 14 14 14 14 14 14 14 14	88 114 14 14 14 14 14 14 14 14 14 14 14 14	14 8 8 8	4 d 8	41 × 60	0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9 OK		E	=	Bange B	
14	14	14	14	4	4			8	RI X6	RI XG		
14 8 8	14 8 8	14 8	41 14 0 00	14	e de la compañía de	9	□ <u>↓</u>		RI X6	R2 AG		
14 A	14 8 2	14 A	14	14	8	8	9 × 1	8	RI XB	R2 X6	CX IPC: -1 CC: +1/-1	
14 B	14	14 14	14 14	14 B		6 M		8	RI	R2	CX IPC: -1 CC: +1/-1	
14 8 m	14	14 B	14	14		N L B	S X X	8	RI XG	MAN AND AND AND AND AND AND AND AND AND A	CX IPC: -1 CC: +1/-1	LOCATION
14	14 8 0	14 14 14 14 14 14 14 14 14 14 14 14 14 1	14	14 8	B T R	0 1		8	RI XG	MAGE B	CX IPC: -1 CC: +1/-1	
14 1 10 1 10	2	2 000	21 - 80 - 80	14 8 8		a L	N L S	8	RI XG	ande Range	CX IPC: -1 BC: +1/-1	
4	14 14 14 14 14 14 14 14 14 14 14 14 14 1	14	51 E 80	14 A	01	0 1		8	RI X6	0 7 0 7 0 1K# X	CX IPC: -1 GC: +1/-1	
14 14 14 14 14 14 14 14 14 14 14 14 14 1	14	14 P	14	14 14 14 14 14 14 14 14 14 14 14 14 14 1	H L		8		9X	LK# XC	CX SC -1	
	1		1								1	
10	0		-	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1				Location		BLOCK G	BLOCK Q
		8		CX C	CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX CX 							BLOCK R
	6										BLOCK H BLOCK	BLOCK
	6	8		CX IPC: -1 C: +1/-1	CX IPC: -1 CC: +1/-1	LOCATION					BLOCK H BLOCK	BLOCK R BLOCK
	6	8 4	2 4 9 9	CX A P P P P P P P P	CX CX IPE: -1 DE: +1/-1 DE: +1/-1 DE: +1/-1 DE: +1/-1	LOGATION LOCATION CONTROL CONTROL	LOCATION LOCATION CONTROL	LOCATION LOCATION CONTROL CONTROL				BLOCK R BLOCK
States of the second se	6	8 4 8 4 8 4 8 4		CX X CX CX CX CX X IPE: -1 DE: +1/-1 DE: +1/-1 DE: +1/-1 DE: +1/-1	CX C	CONTROL CONTROL CONTROL CONTROL	LOCATION LOCATION LOCATION CONTROL CONTROL	CONTROL CONTROL CONTROL		A CONTROL CONTROL CONTROL		BLOCK T BLOCK BLOCK R
	8			CX K CX CX K CX CX CX CX CX CX CX CX	CX A CX	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL		B BLOCK A CONTROL CONTROL CONTROL		BLOCK N BLOCK N BLOCK T BLOCK R BLOCK R R BLOCK R R BLOCK R R BLOCK R R R R R R R R R R R R R R R R R R R
				$ \begin{array}{c} \textbf{CX} \not \textbf{K} & \textbf{CX} &$	CX CX CX CX CX CX CX CX	O O O O LOCATION LOCATION LOCATION LOCATION LOCATION CONTROL CONTROL LOCATION LOCATION LOCATION	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL	C BLOCK B BLOCK A CONTROL CONTROL CONTROL		M BLOCK V BLOCK R BLOCK R BLOCK R BLOCK
				$ \begin{array}{c} \textbf{CX} \not \textbf{K} & \textbf{CX} &$	$ \begin{array}{c} \textbf{CX} \not \textbf{K} & \textbf{CX} &$	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL	CONTROL LOCATION LOCATION LOCATION LOCATION CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL	CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL		D BLOCK C BLOCK A CONTROL CONTROL CONTROL		BLOCK R BLOCK R R BLOCK R BLOCK R R R R R R R R R R R R R R R

ab2f-01-back

British 1/2-inch Counters

A Bridge Too Far





















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

ASL and A BRIDGE TOO FAR are trademarks of Avalon Hill Games, Inc., used with permission. © 1999 Avalon Hill Games, Inc., a Hasbro affiliate. All rights reserved.

WARNING • CHOKING HAZARD Small parts, not intended for children under 3 years.

A Bridg

A GAME O

RA

<u>62-4-8</u>

3-3-8

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

A BRIDGE TOO FAR includes: one 4-color 2 map sheet depicting the eastern area of Arnh the main road bridge; Chapter R of the ASL ru which details the terrain in the city, special r the bridge, and rules for the A BRIDGE TO

CONTENTS:123"x31" unmounted mapsheet10401/2" Counters, laminated on both sides5285/8" Counters, laminated on both sides9ASL Scenarios1ASL Chapter R1Chapter Divider						
TIME SCALE: MAP SCALE: PLAYERS: UNIT SCALE: PLAYING TIME:	2 minutes per Game Turn 40 meters per hex 2 (also suitable for team play) 5 to 10 men with individual leaders, vehicles, and guns 3 hours and up, depending on scenario played					
COMPLEXITY: SOLITAIRE SUITA	High ABILITY: Medium					

Bridge Too Far

A GAME OF TACTICAL WARFARE ARNHEM 1944

s underway. The elite vas tasked with securing bridge across the Lower Nearly 9,000 men would bound for the landing Against this force, the able to field only a token to field only a token to field only a token beknownst to the British orps was refitting in the 00 soldiers of the 9th and pped with tanks, artillery, uld respond to the British for one of the most epic

des: one 4-color 24"x36" ern area of Arnhem and er R of the *ASL* rule book the city, special rules for ne *A BRIDGE TOO FAR* campaign games; more than 7 full countersheets which supply the counters necessary to play the campaign games; and nine new scenarios depicting the defining moments of the battle.

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

