

ARNHEM

Operation Market Garden 17–20 September 1944
Battles in the region 1–14 April 1945

ASL Tournament 2024

Stay Okay Hostel, 12-15 September

Diepenbrocklaan 27, 6815 Arnhem, Netherlands +31(0)264420114

> Check-In 15:00

Check-Out 10:30 >

Round 1, Thursday 15:00–24:00

WO4 I DON'T LIKE RETREATING NUENEN 20 Sept 1944
ASL292 FOUR STARS OF VALOR NIJMEGEN 20 Sept 1944
SP131 POCKET PANZERS SON 20 Sept 1944

Round 2, Friday 12:00–18:00

ABTF6 (J58) NO 8 PLATOON OVERRUN ARNHEM 18 Sept 1944
ABTF8 (5) TIGERS TO THE BRIDGE! ARNHEM 19 Sept 1944
ABTF10 (7) AMONG THE BRAVEST ARNHEM 20 Sept 1944

Round 3, Friday 18:00–24:00

OA10 MONTY'S MESS ARNHEM 18 Sept 1944
MM78 A DAY AT THE MUSEUM ARNHEM 19 Sept 1944
YASL7 MAKING A BREAK FOR IT OOSTERBEEK 20 Sept 1944

Round 4, Saturday 09:00–16:00

FrF92 ARMS RACE HENGELO-ENSCHEDÉ 1 April 1945
SP135 TALE OF THE COMET TECKLENBERG 2 April 1945
FT179 LANDSTORM OVER ARNHEM ARNHEM 14 April 1945

Round 5, Saturday 16:00–23:00

ASL189 DEVIL'S HILL NIJMEGEN 19 Sept 1944
CAW9 STIFF RESISTANCE ZUTPHEN 5 April 1945
MMP ROUND 4 Secret Scenarios

Round 6, Saturday 08:00–13:00

WO37 THE VITAL HOURS WOLFHEZE 17 Sept 1944
ABTF3 LATE FOR MASS ARNHEM 18 Sept 1944
J140 ALL DOWN THE LINE OOSTERBEEK 19 Sept 1944

Tournament SSR

1. KINDLING IS NA: Kindling (B25.11) is NA, unless allowed by SSR.

2. BUILDING-RUBBLE: When a building Location/hex becomes rubble it is still considered a building Location/hex for VCs and gain Control purposes.

3. OBA: When attempting Battery Access for an OBA Module and no more than one black and/or red chit(s) have been permanently removed from the Draw Pile and the second permanently-removed red chit is drawn, return it to the Draw Pile instead, and that ends the Observer's OBA actions for that Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module).

An Original Contact/Maintenance DR of 12 does not cause the breakdown of a Radio or elimination of a Field Phone, although an Original DR of 12 does cause the loss of Radio-/Phone-Contact.

4. FLAMETHROWERS: The Basic TK# for the AFV Flamethrower is 6 at one hex and 4 at two hexes and 3 at three hex range. The Basic TK# for an Infantry FT is 6 at one hex and 4 at two hex range. Modifications of the Basic TK# apply.

5. SNAP SHOT: Snap Shots are NA across Walls/Hedges, nor across a Crest line that is Higher than the shooter, and not across buildings, woods, or similar terrain.

6. D2.6 ENEMY AFV: A vehicle cannot voluntarily stop or end its MPh in Motion in an enemy AFV's hex (whether Known or not) unless it can do so out of that AFV's LOS (i.e., while Bypassing a hexside opposite that of the DEFENDER's Bypass AFV), or unless it can, at the moment and position of entry into that hex, attack that AFV (regardless of its To Hit possibility) and be capable of destroying or shocking it with an Original TK or IFT DR of 5 (using a non-Depletable ammo type available to the vehicle). A vehicle thus barred from remaining in an AFV's hex may not attempt ESB in that hex, and may check if VBM is allowed out of that hex prior to attempting VBM (2.3), if the vehicle still end its MPh in the hex it is immediately turned into a wreck as if eliminated in CC.

7. VEHICLES: Vehicle Crews can never gain Control of Terrain. Unarmed Vehicle with no MMC Passengers is immediately Recalled.

Tournament Rules and Guidelines:

1. THE TOURNAMENT: The nature of tournaments is to encourage competition, camaraderie and to learn from others. Disagreements are part of the game, and they should be resolved in the best possible manner. If asked, the RD or TD can be helpful to solve the issue in any way he decides. Players can hopefully resolve questions among themselves. However, if the RD or TD is asked to intervene or make a decision, it is final and binding. Furthermore, everybody should enjoy their stay and have a pleasant time. That means; drink responsibly, keep a decent pace when you play, don't be a bad loser, respect each other etc.

2. RULES: The tournament uses the official ASL Rules, 2nd edition, with the exceptions of the TOURNAMENT SSR's.

3. PRECISION DICE & DICE-TOWER: We would like all players to use precision dice (with dots and ball-cornered). Semi-Precision dice like Battleschool dice are not precision dice and not allowed unless you and your opponent agrees upon using them. There will be plenty of precision dice available to lend out and for sale. We would also like all players to use a Dice tower if possible. Noisy dice equipment is NA. Dice towers are available to lend out and possibly for sale. **DICE-TOWER USAGE:** When a DR or dr is made each die must, together with each other die, be rolled through the full height of the dice-tower and end its roll flat on the tower-floor. Otherwise, the entire DR or dr must be re-rolled.

4. TIME LIMITS: Players are free to take the time they feel they need to play a thoughtful and considerate game. However, excessive delay is NA. Opponents may always prompt players to move along play if they perceive the time is excessive. Set up for either side should not be much longer than 30 min. During each round, we will also announce the time left when we are closing in. Note that slow playing will lead to disadvantage if the game has to be judged.

5. HINTS AND ADVICE: Comments about tactics on other players games in progress are not allowed. Neither from any Director nor from other players. Players may ask about rules, but comments regarding tactics are NA.

6. JUDGMENT OF A GAME: All games must have a winner (i.e., draw NA).

If you run out of time when you play, your game may be decided by judging. We strongly recommend the players to determine the winner without interference by an external judge (it's very hard for a judge to evaluate a game they haven't been part of, or understand your brilliant ideas etc). Determining the winner can be done by discussing the game and agreeing on a suitable minus DRM for the most favored side – The lower final DR wins. If you roll equal the favored side wins, or you are doing a re-roll. If you agree before you start rolling, you could do a "Best of three DR". If you still can't solve this, call for the TD or RD that will judge the game in any way he thinks are suited for the situation at hand. Penalties for slow play (or cause for the delay) will be part of the judgment. The judge either determine the winner, or let the players roll a DR with suitable DRM's as above.

7. HIP NOTES: If the tournament provide HIP notes, they are to be used. Player's HIP notes are subject to TD inspection. Please show your HIP sheet to your opponent when applicable during the game.

8. LATE TO YOUR GAME: If you for some reason are late to your game the following applies: Firstly, call or text the TD and inform about the delay. After 5 min: Your opponent should inform the TD. After 10 min: Your opponent may choose scenario and which side to play. After 30 min: Your opponent have the opportunity to declare WO (Walk Over), this option should only be used if there is no communication. Normally people that are late talk to each other and agree on what to do.

9. SCENARIO SELECTION: There are six Round Directors that have selected 3 scenarios each. The scenarios will be presented by the RD. Players find each other and agree on playing table. To determine which scenario you will play, you should use the following method: Both of you secretly choose one of the three scenarios that you don't want to play, and give the other two scenarios a priority of 1 and 2. The outcome will give you what scenario to play, unless you both have deleted the same scenario, and given the other two scenarios different priority. If that happens, randomly determine which of the two scenarios to play.

10. DETERMINE SIDES: Side selection is done by bidding points for a preferred side (PBS-Point Bid System). Each scenario has 0 to 9 bidding points for each side. The more points you bid on a side, the more you want to play that side or you could accept to play the other side but only if the other player bid the same as you or higher than you. The points given to your opponent are used to buy advantages from a table. Each scenario has a customized table for it, and each balance provision can only be picked once, all bidding points are often spent, but is not necessary. Each player secretly writes down which side he prefers to play in the scenario and which level of balance-points 0-9, he chose to bid and reveal it then simultaneously. The player that has the highest bidding points for a chosen side will play that side and give up any bidding points to his opponent.

When both players have selected the same side and bidding points, they decide the matter randomly to see who will play the preferred side, each player roll a DR and the lowest roll will play the preferred side and the other player will play the other side and may now purchase advantages (unless the bidding point was zero). Note if playing a RD for that round the opponent choose scenario and side (no bidding). If you both agree, you can pick a scenario from the round and determine sides in any way you want and skip this bidding process.

A Bridge Too Far – ABTF SSR

Market Garden – Arnhem September 1944

Chapter R. some rules references

SS Unit Replacement: SS Squad/HS are subject to Replacement and the Morale Number is never considered underlined [EXC: Assault Engineers]. ELR Morale Check failure progression: 6-5-8^{SS} > 5-4-8^{SS} > 4-4-7^{SS} > 4-3-6^C / 3-4-8^{SS} > 2-3-8^{SS} > 2-3-7^{SS} > 2-3-6^C and Battle Harden in the reverse order. Conscript MMC is not considered Elite SS but can become Elite SS if BH.

British Unit Replacement: British Squad/HS with an ELR less than 5 are subject to Replacement and the Morale Number is never considered underlined [EXC: Assault Engineers]. ELR Morale Check failure progression: 6-4-8^E > 4-4-7^E > 4-3-6^G / 3-3-8^E > 2-3-7^E > 2-2-6^G and 4-4-7^s / 2-3-7^s will Battle Harden to 4-5-8^Es/2-4-8^Es.

8.1 PARTIAL ORCHARDS: Partial Orchards allow for tree-lined road (akin to B14.6) to exist, but with the trees generally on only one side of the road. Any whole hex containing only two round green orchard symbols is a Partial Orchard hex. All rules pertaining to orchards apply to partial orchards unless otherwise stated.

8.2 LOS/LOF: The orchard obstacle/hindrance of a Partial Orchard hex is not Inherent Terrain. A Partial Orchard's effect on LOS/LOF is determined by which of the Partial Orchard's hexsides/vertices are crossed by that LOS/LOF. The three contiguous hexsides closest to the hex's orchard symbols (including the two vertices joining them together) are termed Orchard Hexsides; the three hexsides farthest from the hex's orchard symbols (including their four vertices) are termed Open Ground Hexsides. If a LOS crosses one or more of the Partial Orchard hex's Orchard Hexsides, that hex is treated as an orchard hex; for LOS crossing only one or more Open Ground Hexsides, that hex is treated as an Open Ground hex.

8.21 Since Partial Orchard are not Inherent Terrain, the orchard obstacle/hindrance in them is treated as Inherent Terrain for LOS along a hexside that is common to two Partial Orchard hexes only if that hexside is an Orchard Hexside for both of those hexes.

8.3 MOVEMENT: For movement purposes when entering a Partial Orchard hex, units are considered to be entering an Orchard hex if they cross an Orchard Hexside, and entering an Open Ground hex if they cross an Open Ground hexside [EXC: OBA, Residual FP, TPBF are resolved as though any target was entering an Open Ground hex regardless of hexside crossed].

8.31 RIDERS: AFV Riders may only enter/exit a Partial Orchard hex across an Open Ground hexside [EXC: if crossing a road hexside; D6.21].

8.4 Partial Orchard hexes are never Considered Concealment Terrain.

4.1 CELLARS: All multi-hex, non-factory buildings contain a Cellar Location beneath their ground-level Location (i.e., at level -1)

4.12 STACKING: A Cellar Location has a normal stacking limit (A5.1) of two squad-equivalents (A5.5) plus up to four SMC. Overstacking is NA.

4.2 ENTRY: Only Infantry/SW may set-up/enter a Cellar, and their presence therein is indicated by placing them beneath a Cellar counter. Infantry may enter/exit the Cellar level via a Stairwell or a "connecting" Trench. Infantry already in a Cellar may directly an adjacent Cellar Location if the two share a common non-Rowhouse [EXC: unless Breached] building hexside.

4.4 FIRE EFFECTS: The Inherent FP of a unit/FG in a Cellar is halved as Area Fire if the LOF leaves their building's depiction and is not traced to an ADJACENT Cellar Location, and the US# of the unit(s) currently using such Inherent FP is ≥ 3 (A Leader directing fire from a Cellar does not add his US# for this calculation). A Cellar has no effect on the use of SW/Inherent-FP other than those normally caused by being fired from within a building. A DC may be Thrown from a Cellar only to an ADJACENT Location.

4.62 COLLAPSE: An AFV falls into a Cellar if the Original colored dr of the BOG Check is 5 or 6. If the crew of the AFV survives, it may immediately attempt to Scrounge the AFV and the crew is then placed in the Cellar. In all cases the AFV is removed from play. Each Infantry unit in such a Cellar must take an immediate NMC; if it fails this NMC a dr must then be made for each SW it possesses; a 6 eliminates that SW and 4-5 malfunction it.

ABTF1 CONCEALMENT: Regardless of LOS, British units setting up in Concealment Terrain may always begin the game concealed.

ABTF3 PIATs: The British player may secretly record which units possess his available PIATs during his set up. 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; fires the PIAT, transfers the PIAT, or drops possession of the PIAT.

ABTF4 NO QUARTER: No Quarter is in effect [EXC: units about to be eliminated for Failure to Rout will instead surrender to any ADJACENT, armed, Known enemy Infantry unit. Surrender may be refused (A20.3) only if all eligible captors cannot accept more number of prisoners they can Guard (A20.51), Berserk will always refuse]. Massacres are NA [EXC: Berserk].

ABTF5 NARROW STREETS: Due to the relatively narrow streets in the majority of the town proper, all fire attacks (not Residual FP) vs Dashing Infantry (A4.63) receive a cumulative +1 DRM (treated as LV Hindrance) when fired upon in the road Location. Such +1 DRM ceases the instant Dash benefits become NA.

ABTF6 GAMMON BOMBS: All British Infantry units may roll for ATMM (C13.7) as if they were German Infantry [EXC: a -2 DRM is applied]. Assault Engineers MMC receive a -1 dr to the ATMM check dr.

ABTF7 INTERROGATION: Civilian Interrogation (E2) is in effect and both sides are considered to be in a neutral country.

ABTF9 STEALTH: Elite British units are Stealthy (A11.17, A19.2).

ABTF10 HAND-TO-HAND CC: Hand-to-Hand CC (J2.31) is allowed and the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed and/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 map-sheet area) is considered for the purposes of A2.51 (Offboard Setup) to extend beyond that map edge either along the same lettered hexrow, or in hexes of the same coordinate, as that map edge (depending on configuration of the map hex grid). All terrain in the off-map Setup Area(s) is considered ground-level Open Ground. All on-map terrain that is not in play remains in effect for "offboard" movement and entry-purposes during play.

ABTF13 KINDLING: Only German units may conduct Kindling attempts, but only in any scenario taking place on/after 19 September.

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.

ABTF16 GERMAN AFV: German Vehicle crews may not voluntarily Abandon non-immobilized vehicles.

ABTF17 TRENCHES: Trenches are considered to "connect" (as per B30.8) to (but not through) all ADJACENT building/rubble Locations [EXC: not to a Location that is rubble during play] (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: German squads may use WP (A24.3) Grenades as if they were 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 (i.e., WP7 Elite). For the purposes of WP Fires (A24.32), EC are always considered Very Dry and the -2 Kindling DRM for buildings is NA.

ABTF20 SPECIAL AMMUNITION AVAILABILITY: Both the Germans and the British are considered to be Elite (C8.2), one higher ammo depletion#.

ABTF21 RUBBLE: Rubble is considered a building for the purposes of Rout, Rally, and Ambush.

WO4 I DON'T LIKE RETREATING

Six Cromwell IV (75mm) all 6 VCA facing northeast

id: **s8 WP6** Hex: TCA > BS >
id: **s8 WP6** Hex: TCA > BS >
id: **s8 WP6** Hex: TCA > BS >
id: **s8 WP6** Hex: TCA > BS >
id: **s8 WP6** Hex: TCA > BS >
id: **s8 WP6** Hex: TCA > BS >

8-1 Armour Ldr, Cromwell IV, with id:

MMG 4-10, at start in Hex: Bore Sight >

Lt MTR 60mm, at start in Hex: Bore Sight >

Elite (C8.2): JgPz IV (75L) **s8 HE8 A5⁴**

SP131 POCKET PANZERS

Mist (E3.32) is in effect (i.e., +1 LV Hindrance at 7-12 hexes, etc).

The Bridge in 22R7 is a Pontoon Bridge (B6.41), at level -1, permit exit/entry of it through a non-road hexside. Infantry may enter/exit it as if it were Open Ground. Pontoon Bridge are considered One-Lane vehicular bridges with unlimited weight capacity.

AT 57L (2-2-7) **D4^{J4+E} HE7^{J4E}** Hex: CA >
Bore Sight >

HIP one MMC (SW/SMC):

MMG 4-10, at start in Hex: Bore Sight >

MMG 4-10, at start in Hex: Bore Sight >

MMG 4-10, at start in Hex: Bore Sight >

Lt MTR 60mm, at start in Hex: Bore Sight >

Lt MTR 60mm, at start in Hex: Bore Sight >

8-1 Armour Ldr in AFV type: with id:

Five Cromwell VII (75mm) id: **s8 WP6**

id: **s8 WP6** id: **s8 WP6**

id: **s8 WP6** id: **s8 WP6**

Challenger (76LL) **D5^{S4} HE7**

Prior to American setup, The German player HIP 2 A-T mines south of the canal in one Hex:

9-1 Pz Ldr in Pz VG with id:

ABTF8 (5) TIGERS TO THE BRIDGE!

ABTF8 FANATICISM: All British units are Fanatic in building S11.

Ammunition Shortage Level 1 in effect for the British (Fire Lane NA, HMG, LMG, PIAT breakdown# are not decreased. When 6-4-8^{AE}/3-3-8^{AE} fires and roll a DR of 12 they will break, determine with Random Selection if more than one involved.

HIP one Squad (SW/SMC): Trench:

PIAT possessed by unit type with id or name:

9-1 Pz Ldr in Pz VIE (early model) with id:

ASL292 FOUR STARS OF VALOR

HIP one Squad (SW/SMC):

AT 47mm (2-2-8) **Red TH#** Hex: CA >

The 3 FlaK may not set up in buildings (SSR 3)

FlaK 18 (2-2-8) 88L **A3⁴** Hex: CA >

FlaK 36 (2-2-8) 20L [6] Hex: CA >

FlaK 36 (2-2-8) 20L [6] Hex: CA >

3 Fortified ground level Locations:

2 WIRE: 3 Trenches:

6 minefield factors A-P:

Group 1, WFP6:

Initial-HIP of SW/SMC:

Group 2, WFP6:

Initial-HIP of SW/SMC:

Group 4, WFP4:

Fortifications & ?:

id: JgPz IV (75L) **s7 HE7 A4⁴**

id: JgPz IV (75L) **s7 HE7 A4⁴**

id: Sherman V (75mm) **s8 WP6**

id: Sherman V (75mm) **s8 WP6**

Sherman VC (76LL) **HE7 D5^{S4}**

1st Pltn, WFP5:

2nd & 3rd Pltn, WFP7:

No. 2 Coy, WFP9:

ABTF6 (J58) NO 8 PLATOON OVERRUN

British Squad/HS with ELR 4 may suffer Replacement.

British OBA 80+mm (8B/3R). HIP British Observer Ldr with Radio:

AT 57L (2-2-8) **D7^{J4E} HE9⁴⁺** Hex: CA >

PIAT possessed by unit type with id or name:

PIAT possessed by unit type with id or name:

German OBA 100+mm (8B/3R). Record before British setup, Offb'd Observer at level 2 in any east edge hex:

9-1 Pz Ldr in AFV type: with id:

StuG IIIG(L) (75L) **s9 WP7**

id: Pz IVH (75L) **s9 WP7**

id: Pz IVH (75L) **s9 WP7**

id: Pz IVH (75L) **s9 WP7**

ABTF10 (7) AMONG THE BRAVEST

British Squad/HS with ELR 3 may suffer Replacement

Ammo Shortage Level 2 in effect for the British (Fire Lane NA, LMG B11; X12, PIAT B9; X10 (A19.13, A19.131). When a British MMC fires and roll a DR of 12 it will be replaced, use Random Selection, if more than one MMC is involved.

May HIP 3 PIAT and 3 PF (use British ATRs to represent PF)

PIAT possessed by unit type with id or name:

PIAT possessed by unit type with id or name:

PIAT possessed by unit type with id or name:

PF possessed by unit type with id or name:

PF possessed by unit type with id or name:

PF possessed by unit type with id or name:

Pz IVH (75L) **s9 WP7**

9-1 Pz Ldr in AFV type:

MM78 A DAY AT THE MUSEUM

Elite (C8.2): StuG IIIG(L) 75L **s9**

OA10 MONTY'S MESS

HIP 0 to 8 Silhouettes (SW):

YASL7 MAKING A BREAK FOR IT

LV +1 Hindrance at all ranges (E3.1), exception E3.8 Buildings

British units are afflicted by Ammunition Shortage (A.11, A19.13, A19.131)

FlaK 30 (2-2-8) 20L [4] Hex: CA >

Prior to German setup, before deployment, secretly designate four 4-4-7 squads as Fanatic, revealed if concealment is lost.

id: 4-4-7 Fanatic	id: 2-3-7 Fanatic
id: 4-4-7 Fanatic	id: 2-3-7 Fanatic
id: 4-4-7 Fanatic	id: 2-3-7 Fanatic
id: 4-4-7 Fanatic	id: 2-3-7 Fanatic

Lt MTR 51mm **s6**

FT179 LANDSTORM OVER ARNHEM

1945, Panzerfaust 3 hex range (PF Check -1 drm)

3x 1S Foxhole:

Sherman V (75mm) **s8 WP6** Lt MTR 51mm **s7**

SP135 TALE OF THE COMET

1945, Panzerfaust 3 hex range (PF Check -1 drm)

StuG IIIG (75L) **s8** Lt MTR 50mm **s7**

ASL189 DEVIL'S HILL

INF 75mm (2-2-8) Hex: CA >

3S Foxhole at Level 3, Hex: Hex: Hex:

FrF92 ARMS RACE

1945, Panzerfaust 3 hex range (PF Check -1 drm)

Flak NA in buildings, Emplaced on Paved Road

FlaK 105L (1-2-7 Crew) Hex: CA >

FlaK 105L (2-3-8 HS) Hex: CA >

FlaK 105L (2-3-8 HS) Hex: CA >

FlaK 105L (2-3-8 HS) Hex: CA >

AEC III (75mm) **s8 WP6** Stagehound I (37mm) **C6⁺**

id: Sherman VC (76LL) **HE7 Rockets**

id: Sherman VC (76LL) **HE7 Rockets**

id: Sherman V (75mm) **s8 WP6 Rockets**

id: Sherman V (75mm) **s8 WP6 Rockets**

id: Sherman V (75mm) **s8 WP6 Rockets**

id: Sherman V (75mm) **s8 WP6 Rockets**

9-1 Armour Ldr in Sherman type: with id:

CAW9 STIFF RESISTANCE

1945, Panzerfaust 3 hex range (PF Check -1 drm)

PaK40 (2-2-8) 75L **s7** Hex: CA >

FlaK 43 (2-2-8) 37L [12] Hex: CA >

Four Fortified Locations:

id: Lt MTR 50mm **s7**

id: Lt MTR 50mm **s7**

id: Lt MTR 50mm **s7**

id: Sherman III(a) (75mm) **s8 WP6^{J4+}**

id: Sherman III(a) (75mm) **s8 WP6^{J4+}**

Crocodile (75mm, BF36) **s8 WP6**

ABTF3 LATE FOR MASS

German units may set up concealed in Concealment Terrain

One Fortified Location:

PIAT possessed by unit type with id or name:

Lt MTR 51mm **s8**

WO37 THE VITAL HOURS

Mudflats as Marsh but more dry. Mudflat hex cost two MF to enter; +1 Hindrance to same-level LOS. Interdiction & FFMO do not apply. Only inherent FP, LMG, LATW, PF may be fired from Mudflats and are resolved as Area Fire.

FlaK 20L [6] (2-2-8) Hex: CA >

ART 75* H6 WP7

J140 ALL DOWN THE LINE

In the scenario the FlaK Pz can only fire if it is flipped over to its backside (6 MP). To flip the counter, it must be CE and only during a fire phase it does not enter a hex and as if the AFV were a Gun being unlimbered. While in firing mode, the crew is always CE with no CE DRM. A turret hit is considered to have struck an armored target, but the crew/MA is always treated as being in an unarmored vehicle.

British may use ATMM as if Germans, but with a -2 CC DRM (not -3).

WO4 I DON'T LIKE RETREATING

Delete one SPW 251/SMG and one 2-4-7¹ HS from the German OB, and add an 8-1 Armour Leader to Allied OB.

Table for Bid Points given to the British/American player by his opponent

- A 1 delete one German 2-4-7¹ HS.
- B 1 replace three German 4-6-7¹ squads with three 4-4-7².
- C 2 add one MMG to the American OB.
- D 2 all German units must enter on turn 1.
- E 3 in VCs change 9 Stone Building Hexes to 11 Hexes.

Table for Bid Points given to the German player by his opponent

- A 1 add one 2-4-7¹ HS to the German OB.
- B 1 replace two German 4-6-7¹ squads with two 4-6-8^E.
- C 2 replace the German 7-0 Leader for a 9-1,
- D 2 add one dm MMG to the German OB.
- E 3 replace the American 9-2 Leader for an 8-1.

ASL292 FOUR STARS OF VALOR

Delete 6 Minefield Factors from Group 4. In the Victory Conditions, replace the following "There is ≤ 1 Good order" with "There is ≤ 1.5 Good Order".

Table for Bid Points given to the German player by his opponent

- A 1 reduce British WFP points to 8.
- B 1 delete the British 9-1 Armour Ldr.
- C 2 add one 4-4-7² squad to the German Group 1.
- D 2 increase WFP by one point to 7, for each German Group 1 & 2.
- E 3 replace the American 9-2 Leader for an 8-1.

Table for Bid Points given to the British/American player by his opponent

- A 1 delete one 2-4-8^{SS} HS from German Group 2.
- B 1 add one 3-4-7^E HS to the American 1st Platoon.
- C 2 add 2.5 WFP to one of the three Allied Groups (Allied player's choice).
- D 2 add one 4-5-8^E squad to the British 2nd Coy.
- E 3 delete one German 4-4-7² squad from German Group 1

SP131 POCKET PANZERS

Table for Bid Points given to the British/American player by his opponent

- A 1 replace two German 4-6-8^E squads with two 4-6-7¹.
- B 1 delete one German PSK.
- C 2 delete one German 4-6-7¹ squad.
- D 2 one Black chit is automatically drawn on the first Battery Access attempt.
- E 3 replace the German 9-2 Leader for an 8-1.

Table for Bid Points given to the German player by his opponent

- A 1 replace two German 4-6-7¹ squads with two 4-6-8^E.
- B 1 replace two German 4-6-7¹ squads with two 5-4-8^E.
- C 2 delete first sentence of Coordinating Instruction # 4, = No HIP MMC.
- D 2 American AT Gun must setup more than 6 Hexes from a German entry hex.
- E 3 delete one American 7-4-7^{AE} Assault Engineer squad.

MM78 A DAY AT THE MUSEUM

In the VCs, change the two references to "German unbroken MMC" to "German unbroken Squad Equivalents". Add "Prisoners do not count double"

Table for Bid Points given to the British player by his opponent

- A 1 add one 3-3-8^E HS to the British OB
- B 1 add one LMG to the British OB
- C 2 replace one British LMG for a one MMG.
- D 2 replace one German 9-1 Leader with an 8-0.
- E 3 delete one German 6-5-8^{SS} squad.

Table for Bid Points given to the German player by his opponent

- A 1 add one LMG to the German OB.
- B 1 add one 8-1 Pz Ldr to the German OB.
- C 2 replace one German LMG for one dm MMG.
- D 2 add one 3-4-8^{SS} HS to German OB.
- E 3 replace one German 9-1 Leader with a 9-2.

ABTF6 (J58) NO 8 PLATOON OVERRUN

Replace the Panther and the two Pz IVJ with three Pz IVH. Delete SSR 2 (i.e., the AT 57L Gun may set up HIP). Add one 4-5-8^E squad and two "?" dummies to the British OB. In British setup instructions, replace "JJ18" with "GG21-JJ20".

Table for Bid Points given to the British player by his opponent

- A 1 add one 1-4-9 Hero to the British OB.
- B 1 replace the British 8-0 Leader with an 8-1.
- C 2 replace two German 6-5-8^{SS} squads with two 5-4-8^{SS}.
- D 2 delete one German 8-1 Leader.
- E 3 delete one of the three Pz IVH from the German OB.

Table for Bid Points given to the German player by his opponent

- A 1 add one LMG to the German OB.
- B 1 delete four "?" dummies from the British OB.
- C 2 replace two German 5-4-8^{SS} squads with two 6-5-8^{SS}.
- D 2 delete one British 4-5-8^E squad.
- E 3 add one HMG to the German OB.

ABTF8 (ABTF5) TIGERS TO THE BRIDGE!

Replace the Königstiger and the Tiger Pz VIE(L) with two Tiger Pz VIE (early model). German Tigers are Recalled at the beginning of Turn 6. The S11 building is Fortified at all Ground Level Locations. Delete from SSR 3 "may designate one building Location as Fortified". Replace one British 6-4-8^{AE} squad with one 6-4-8^E. Add one 3-4-8^{SS} HS to the German Infantry force.

Table for Bid Points given to the British player by his opponent

- A 1 delete one German 3-4-8^{SS} HS.
- B 1 replace the British 7-0 Leader with an 8-0.
- C 2 add one PIAT to the British OB.
- D 2 add one 1-4-9 Hero and one 3-3-8^E HS (non-AE) to the British OB.
- E 3 no German Tigers are Recalled, if E3 below is in effect, Tigers Recalled Turn 6.

Table for Bid Points given to the German player by his opponent

- A 1 delete one British LMG.
- B 1 replace the British non-Assault Engineer squad with a 3-3-8^E HS (non-AE).
- C 2 replace the German MMG with a HMG.
- D 2 Increase the British Ammo Shortage Level by one to Level 2.
- E 3 German Tigers Recalled Turn 5, if E3 above is in effect, Tigers Recalled Turn 6.

ABTF10 (ABTF7) AMONG THE BRAVEST

Add two 2-4-8^E HS and one Panzerfaust to the British OB. Replace the Königstiger with a Tiger Pz VIE (early model). Replace the two Pz IVJ with one Pz IVH.

Table for Bid Points given to the British player by his opponent

- A 1 add one LMG to the British OB.
- B 1 add one 1-4-9 Hero to the British OB.
- C 2 replace two German 6-5-8^{SS} squads with two 5-4-8^{SS}, one in each Group.
- D 2 Increase the British ELR by one (ELR: 4).
- E 3 Increase the Game Length to 6 ½ Turns (i.e., British Moves last).

Table for Bid Points given to the German player by his opponent

- A 1 replace the German 7-0 Leader with an 8-0.
- B 1 the first German MMC to pass any MC, generates one 1-4-9 Hero.
- C 2 add one German 3-4-8^{SS} HS to the at start force.
- D 2 delete one British 4-5-8^E squad.
- E 3 add one German Pz IVH to the reinforcements.

OA10 MONTY'S MESS

Table for Bid Points given to the British player by his opponent

- A 1 add four "?" dummies to the British at start OB.
- B 1 add one LMG to the British reinforcements.
- C 2 add one 8-1 Leader to the British reinforcements.
- D 2 add two 3-3-8^E HS to the British at start OB.
- E 3 the British reinforcements enter on Turn 3 (instead of Turn 4).

Table for Bid Points given to the German player by his opponent

- A 1 delete two British "?" dummies.
- B 1 add one PSK to the German OB.
- C 2 add one LMG to the German OB.
- D 2 replace the German 8-0 Leader with an 8-1.
- E 3 add one German 6-5-8^{SS} squad.

YASL7 MAKING A BREAK FOR IT

Table for Bid Points given to the German player by his opponent

- A 1 replace the German 2-3-7² HS with one 3-4-8^{SS}.
- B 1 replace the German 6+1 Leader with a 7-0.
- C 2 replace the Flak 30 with a Flak 38, 20L[6] B#12 (German Ordnance note 26).
- D 2 add one LMG to the German OB.
- E 3 delete two 3-3-8^E HS from the British OB.

Table for Bid Points given to the British player by his opponent

- A 1 add one LMG to the British OB.
- B 1 Replace one German 4-4-7² squad with one 2-3-7² HS.
- C 2 add one Lt MTR 51mm to the British OB.
- D 2 replace one British 8-0 Leader with an 8-1.
- E 3 replace two British 3-3-8^E HS with two 6-4-8^E squads.

FT179 LANDSTORM OVER ARNHEM

The 4-4-7² squads and 2-3-7² HS in this scenario are 2nd Line and not SS.

Table for Bid Points given to the British player by his opponent

- A 1 add three “?” dummies to the British at start force.
- B 1 replace one British 4-5-7¹ squad with one 4-5-8^E.
- C 2 replace one British 2-4-7¹ HS with one 4-5-7¹ squad.
- D 2 replace the British 7-0 Leader with an 8-1.
- E 3 add one Lt MTR 51mm and one 2-4-7¹ HS to the British at start force.

Table for Bid Points given to the German player by his opponent

- A 1 delete three “?” dummies from the British OB.
- B 1 replace the German 8-1 Leader with a 9-1.
- C 2 replace the German 7-0 Leader with an 8-1.
- D 2 add one 2-3-7² HS to the German OB
- E 3 add one German 2-3-8^{SS} HS and one LMG to the German OB.

FrF92 ARMS RACE

Table for Bid Points given to the German player by his opponent

- A 1 add two “?” dummies to the German force on board 71.
- B 1 replace the German 8-0 Leader with an 8-1.
- C 2 add one 4-4-7² squad to the German reinforcements.
- D 2 add one 2-3-8^E HS to the German force on board FrFA (or board 85).
- E 3 replace one 2-3-8^E HS with one 1-2-7 Crew that sets up on board 23.

Table for Bid Points given to the British player by his opponent

- A 1 delete two “?” dummies from the German force on board 71.
- B 1 replace the German 8-1 Leader with a 7-0.
- C 2 add one British 9-1 Armour Ldr to the force that enter on turn 1.
- D 2 the British 4-5-8^E squad is Fanatic.
- E 3 delete the German PSK.

SP135 TALE OF THE COMET

Replace the two German 4-3-6^C squads of the large force with two 4-4-7² squads.

Table for Bid Points given to the German player by his opponent

- A 1 add two “?” dummies to the German force on board 46.
- B 1 replace the German 4-3-6^C squad with a 4-4-7².
- C 2 add one 2-4-7¹ HS to the German force on board 46.
- D 2 replace one German 8-1 Leader with a 9-1.
- E 3 add one 4-6-8^E squad to the German force on board 46.

Table for Bid Points given to the British player by his opponent

- A 1 delete two “?” dummies from the German OB.
- B 1 at start force, replace one British 4-5-7¹ squad with a 4-5-8^E.
- C 2 add one British 2-4-7¹ HS to the at start force.
- D 2 replace the British 8-1 Leader with a 9-1.
- E 3 add one British 4-5-8^E squad to the reinforcements.

J140 ALL DOWN THE LINE

Add one 4-4-7^{SS} squad to the German OB.

Table for Bid Points given to the German player by his opponent

- A 1 add one 2-3-6^C HS to the German OB.
- B 1 add four Concealment Counters to the German OB.
- C 2 replace the German LMG with MMG.
- D 2 replace the British 9-1 Ldr with an 8-0.
- E 3 delete one British 6-4-8^E squad.

ASL189 DEVIL'S HILL

Table for Bid Points given to the German player by his opponent

- A 1 add one 2-4-7¹ HS to the Turn 4 German Reinforcements.
- B 1 add one 2-4-7¹ HS to the Turn 4 German Reinforcements.
- C 2 add one 2-4-7¹ HS to the Turn 3 German Reinforcements.
- D 2 add one 2-4-7¹ HS to the Turn 3 German Reinforcements.
- E 3 increase the German SAN by one.

Table for Bid Points given to the American player by his opponent

- A 1 replace a German Turn 4 reinforcement 4-6-7¹ squad with a 2-4-7¹ HS.
- B 1 replace a German Turn 4 reinforcement 4-6-7¹ squad with a 2-4-7¹ HS.
- C 2 replace a German Turn 3 reinforcement 4-6-7¹ squad with a 2-4-7¹ HS.
- D 2 replace a German Turn 3 reinforcement 4-6-7¹ squad with a 2-4-7¹ HS.
- E 3 decrease the German SAN by one.

CAW9 STIFF RESISTANCE

Delete in VCs the following “provided the German has not amassed > 30 CVP”. Delete in SSR “may set up one squad-equivalent (SW/SMC) using HIP and”. Add to SSR “Bore-Sight is NA”. The SSR about the Fordable Rubble hex have been clarified. The German set up instructions now read “set up on the non-east side of the canal”. Decrease the number of German dummies from 6x? to 3x?.

Table for Bid Points given to the German player by his opponent

- A 1 replace two British 4-5-7¹ squad with two 4-4-7².
- B 1 replace two British 4-5-7¹ squad with two 4-4-7².
- C 2 delete one British 2-4-7¹ HS from the British OB.
- D 2 increase the German SAN by one.
- E 3 replace the German 8-0 Leader with an 8-1.

Table for Bid Points given to the British player by his opponent

- A 1 replace one British 4-5-7¹ squad with a 4-5-8^E.
- B 1 replace one British 4-5-7¹ squad with a 4-5-8^E.
- C 2 add one 2-4-7¹ HS to the British Infantry force..
- D 2 decrease the German SAN by one.
- E 3 replace the British 8-0 Leader with an 8-1.

WO37 THE VITAL HOURS

Table for Bid Points given to the German player by his opponent

- A 1 add one 2-3-7^{SS} HS to the at start force.
- B 1 increase the number of concealment counters by four, in the German OB.
- C 2 two German 4-4-7^{SS} squads, can each be designated with a Fanatic counter.
- D 2 replace the Flak 38 AA with a Flak 36, 37L [8] B#12 (German Ordnance 28).
- E 3 in the VCs increase the VP # requirement by two for the British.

Table for Bid Points given to the British player by his opponent

- A 1 add one 3-3-8^E HS to the British Reinforcements.
- B 1 the British are Elite C8.2, i.e., depletion# one higher for the ART 75* H7 WP8.
- C 2 in the VCs decrease the VP # requirement by one for the British.
- D 2 delete one 2-3-7^{SS} HS and 2 concealment counters from the German OB.
- E 3 replace the British dm MMG with a dm HMG.

ABTF3 LATE FOR MASS

Replace in the German reinforcement force, one 6-5-8^{SS} squad and one 5-4-8^{SS} squad with two 4-4-7^{SS} squads.

Table for Bid Points given to the British player by his opponent

- A 1 add one PIAT to the British OB.
- B 1 German reinforcements, replace one 5-4-8^{SS} squad with a 4-4-7^{SS}.
- C 2 at start German force, replace one 6-5-8^{SS} squad with a 3-4-8^{SS} HS.
- D 2 German reinforcements, replace one 6-5-8^{SS} squad with a 4-4-7^{SS}.
- E 3 Replace the German Pz IVJ with a Pz IIIL.

Table for Bid Points given to the German player by his opponent

- A 1 increase the number of concealment counters by two, in the German OB.
- B 1 German reinforcements, replace one 4-4-7^{SS} squad with a 5-4-8^{SS}.
- C 2 delete one PIAT from the British OB.
- D 2 at start German force, replace one LMG with an MMG.
- E 3 at start German force, replace one 3-4-8^{SS} HS with a 6-5-8^{SS}.

J140 ALL DOWN THE LINE

Add one 4-4-7^{SS} Squad to the German OB.

Table for Bid Points given to the British player by his opponent

- A 1 replace one German 4-3-6^C squad with one 2-3-6^C HS.
- B 1 remove two Concealment Counters from the German OB.
- C 2 add one PIAT to the British reinforcements.
- D 2 increase the British SAN by two (from SAN 2 to 4).
- E 3 add one 6-4-8^E squad to the at start British force.