

Fresh from hunting for enemy paratroops between Arnhem and Nijmegen, Captain Paul Gräbner's 9th SS *Aufklarungs* Battalion planned to cross the Rhine and join re-fitting elements of two SS Panzer Divisions in Arnhem. Facing Gräbner were soldiers from Colonel John Frost's British 2nd Parachute Battalion.

Frost's men had slipped through the tightening enemy cordon thrown up around the city of Arnhem and easily captured the north end of the bridge. Could this resolute band of elite British troops, armed with little more than PIATs and their courage, hold the vital bridge against enemy Panzers and SS troops?

For Frost's 'Red Devils' there could be no retreat. They faced a forced crossing of the Rhine at their backs while outnumbered and surrounded by German troops rushing to the scene from all corners of Northwest Europe. This was Montgomery's gambit to rush Germany's borders and end the war by Christmas 1944. This was the heroic, defiant stand.

Arnhem

ARNHEM—DEFIANT STAND™ is a detailed new **ATS** system game that tells the story of the Battle of Arnhem. This battle was the result of Montgomery's bold plan to force the Rhine by *coup de main* using an airborne operation like none seen in the annals of military history. If successful the greatest natural barrier protecting Nazi Germany would be breached—shortening the war dramatically. If it failed, the 'Red Devils' of the British 1st Airborne Division would be at the far end of a tenuous supply line, in the midst of enemy territory. Allied planners had failed to take note of two elite Waffen SS divisions resting and refitting following the *ruckmarsch*, the headlong flight that followed the German collapse in Normandy. This intelligence failure would place John Frost and his men of the 2nd Parachute Battalion in a precarious position in the urban battlefield of Arnhem.

Your investment in the **Advanced TOBRUK SYSTEM™ (ATS)** will be rewarded as an unprecedented library of new **ATS MODULES**, each covering a different World War II battle, is published. The **ATS** depicts tactical-level warfare on numerous battlefields of World War II, including Finland, the Eastern Front, Normandy, the Pacific Theatre and others. Each boxed **ATS** release is a complete game. There is nothing more to buy to immediately begin enjoying tactical-level wargaming like never before. To keep your investment fresh and exciting a Gamers Guide and Oosterbeek Perimeter expansion pack are available for Arnhem.

ARNHEM—DEFIANT STAND™ delivers breathtaking action and suspense at the scale and detail true tactical-level enthusiasts demand—individual squads, weapons and tanks. All the subtle nuances of tactical-level combat are provided by the system: gun duels; separate pivoting turrets; AFV indirect fire; coaxial machine-guns; melee; smoke; armor penetration; morale; AFV overruns; and more. And it is all accomplished using a detailed and intuitive system that models tanks using discrete armor values at turret, superstructure, lower hull and track aspects and front, side and rear facings and allows for the realistic use of High Explosive, Armor Piercing, APDS and HEAT ammunition. All this without the need for side notes or plotting moves and in a **SOLITAIRE**-friendly presentation.

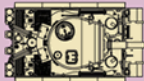
BEGIN PLAY ALMOST IMMEDIATELY using the provided **BASIC GAME RULES** that take moments to read and get your units down on the game map-board within minutes.

IN EACH GAME YOU GET:

- A complete collection of color die-cut counters in 1/2", 5/8" and 3/4" sizes, representing the tanks, guns, and infantry that fought in the Battle of Arnhem 1944;
- TWO gorgeous new 22" x 34" linking maps on heavyweight stock—that combine to form an urban Arnhem battlefield with large hexes;
- Complete 2nd Edition rules of play with examples of play;
- Scenarios and Play Aids printed on separate heavyweight cards.

Arnhem—Defiant Stand™ is a complete game. All you need to play is an interest in the Battle of Arnhem during World War II. This is an ATS system game. For ages 10 and up. Manufactured by Critical Hit, Inc. This product is MADE IN THE USA. Photo credit: Bundesarchiv Koblenz.

SOME OF THE UNITS YOU CAN COMMAND IN EXCITING AND REALISTIC WAYS:



Pzkw VI E: The Panzerkampfwagen VI, known as the "Tiger", first equipped the 1st Platoon of the 502nd schwere Panzerabteilung, rushed to the Eastern Front in the Leningrad area in August 1942. The Tiger I later saw service in Tunisia and at Kursk. By the Battle of Normandy, a later 'E' model was in service. The Tiger I was issued to heavy tank battalions of SS divisions and to the Grossdeutschland Division. Tigers took a heavy toll on enemy armor by wars end.



Sturmgeschütz III G: The Sturmgeschütz III, model 'G', was initially produced in December 1942 and continued nearly to April 1945, weeks before the war's end. The 'G' model was nearly identical to the 'F' model before it, but was outfitted with a commander's cupola and more sloping side armor plates. This AFV was a low-slung SPA armed with a potent 75mm StuK 40 L/43 gun.



PIAT: The Projector Infantry Anti Tank (PIAT) was a spigot discharger that used an enormous spring to fire a three pound hollow charge bomb capable of penetrating 75mm of armor. The maximum engagement range was 100 yards for this heavy and difficult to operate weapon. Despite its shortcomings, the PIAT was an effective anti-tank weapon when used by a resolute man.

All game pieces depicted above at actual size

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