



## BRITISH OB

\*Historical positions in buildings denoted in ( ) - for information only, not used in game play. Named historical leaders are for interest purposes only.

### Unit A - A Company, 2<sup>nd</sup> Parachute Battalion (Turn 1)

6-4-8 x 10, 10-2 (Maj. Tatham-Warter), 9-2 (Lt. Grayburn), 8-1, LMG x C, PIAT x C, AB Mtr x B (#13, 15, 16 & 18)

### Unit B - HQ Company, 2<sup>nd</sup> Parachute Battalion (Turn 2)

6-4-8 x 6, 10-3 (Col. Frost), 8-1 (Maj. Wallis), LMG x B, PIAT x B (# 3)

### Unit C - Elements B Troop, 1<sup>st</sup> Parachute Squadron, Royal Engineers (Turn 2)

6-4-8 x 3 (Assault Engineers), 9-2 (Cpt. Mackay), LMG x F, DC x B, FT x A, PIAT x F (# 27)

### Unit D - Elements of C Company, 3<sup>rd</sup> Parachute Battalion (2< Turn Number, Turn 4+)

6-4-8 x 10, 9-1, 8-1 (Lt. Wright), 7-0, LMG x B, PIAT x B, AB Mtr x F (# 19-22, 27)

### Unit E - Defence Platoon, 1<sup>st</sup> Parachute Brigade

4-5-8 x 4, 8-1 (Lt. Barnett), LMG , PIAT , AB Mtr (# 1, 23-25)

### Unit F - Support Co., 2<sup>nd</sup> Battalion & HQ Company, 1<sup>st</sup> Parachute Brigade

4-5-8 x 7, 4-5-7 x 7, 9-1 x 2 (Cpt. Briggs), 8-0 (Lt. Todd - US), 7-0 (Lt. Cairns), 6+1, 9-1AL (SSgt. Wilson), 2-2-8 x 4, HMG x 2, MMG x 2, LMG x 3, AB Mtr x 2, PIAT x 2, Radio x 2, DM 76\* MTR x 4, Jeep x 2, CarrierA x 2 (# 2, 4, P14, 7, 10, 13)

### Unit G - Elements HQ & A Troops, 1<sup>st</sup> Parachute Squadron, Royal Engineers

6-4-8 x 3 (Assault Engineers), 4-5-8 x 2, 8-1 (Lt. Hindley), 7-0, LMG x 2, PIAT , MTR AB, Radio, DC x A, FT x A (# 25, 27)

### Unit H - 250 Lt. Composite Coy, Royal Army Service Corps

4-5-7 x 4, 8-0 (Cpt. Gell), LMG, PIAT, Radio (# 5)

### Unit I - HQ, 1<sup>st</sup> Recon Squadron

3-3-8 x 2, 9-1 (Maj. Gough), Radio, Jeep AAMG 2 x 2 (# 2)

### Unit J - Glider Pilots and 9<sup>th</sup> Field Company

4-5-8 x 4, 8-0 (Lt. Wallace), LMG, PIAT, DC, 2 factors AT mines (# 6, 8)

### Unit K - Elements of B & C Troops, 1<sup>st</sup> Air-Landing Anti-Tank Battery, Royal Artillery

2-2-8 + 6 Pounder x D, 9-1 (# 9 - 14 the first night)

### Unit L - Elements of B Company, 2<sup>nd</sup> Parachute Battalion

6-4-8 x 7, 9-1 (Maj. Crawley), 8-0 (Lt. Stanford), LMG x 3, PIAT x 2, AB Mtr (# 11, 17)



## GERMAN OB

### Unit A - Arnhem Area Garrison & Ad Hoc Reinforcements

5-4-8 x 5, 4-6-7 x 3, 4-4-7 x 10, 4-3-6 x 2, 1-4-9, 8-0 x 3, 7-0, HMG, MMG, LMG x 4, Opel Blitz x 3, PSW232(8)

### Unit B - 3 Company, 21 Pz Gr. Regt. (2<, 5+)

6-5-8 x 3, 5-4-8 x 2, 9-1, 7-0 (Cpl. Trapp), HMG, LMG x 2, ‘?’ x6

### Unit C - KG Graebner, 9<sup>th</sup> SS Recon Battalion

3-4-8 x 14, 8-1, 9-2AL (Cpt. Graebner), 9-1AL, 8-0 (Cpl. Mauga), LMG x 3, 232(8) AC x 3, 250/1 HT x 6, 250/10 HT x 2, 234/2 AC x 2, Humber IV AC No Captured use penalties), 251/9 HT x 2, 251/10 HT, 251/1 HT x 4

### Unit D - KG Brinkmann, 10<sup>th</sup> SS

6-5-8 x 6, 5-4-8 x 7, 9-2, 9-1 (Maj. Brinkmann), 8-1 (Lt. Ziebrecht), 7-0, PSK x 2, HMG, MMG x2, LMG x 3, 234/1 AC x C, 233 AC x A, 250/7 HT x 2, 250/8 HT, 250/9 HT x C, PzIIL x B, 251/1 HT x C (unit may make 4 rolls on Armor Leader Table with no DRM)

### Unit E - Bocholt Training Battalion (KG Knaust)

4-6-7 x 16, 4-4-7 x 14, 2-2-8 x 2, 9-1, 9-1 (Maj. Knaust), 8-1, 8-0 x 2, 7-0, HMG x 1, MMG x 2, LMG x 5, MTR 81\* x 2, DC

### Unit F - 1<sup>st</sup> Battalion, 21 PG Regt., 10<sup>th</sup> SS

6-5-8 x 14, 5-4-8 x 11, 2-2-8 x 2, 10-2, 9-2, 9-1 x 2, 8-1, 8-0, 7-0 (Cpl. Ringsdorf), 7-0, HMG x 2, MMG x 3, LMG x 6, PSK x 2, DC, 251/1 HT x A, Opel Blitz x 4, 81\*MTR + Sdkfz11 HT x B

### Unit G - KG Bruhns

4-6-8 x 7, 4-6-7 x 10, 4-4-7 x 7, 2-2-8 x 3, 10-2, 9-2, 9-1, 8-1, 8-0, 7-0, HMG x 2, MMG x 3, LMG x 6, PSK x 1, DC x 2, 81\* MTR x 2, 50L AT, 251/10 HT x A, 251/1 HT x D, Sdkfz11 HT +2-2-8 + 150\* (15cm sig 33) INF x B, StugIII(L) x B, StuH42(L) x A

### Unit H - Elements II SS Corps Artillery

2-2-8 + Buessing NAG + 105ART (10.5cm leFH K18) x C

### Unit I - Company Mielke

PzIIIIH x E, PzIVH x B, PzIVF2 x A, 9-1 AL (Lt. Mielke) (unit may make 2 rolls on Armor Leader Table with +2 DRM)

### Unit J - Elements 502 Pz Battalion Hummel

PzVIE (L) x C (unit may make 1 roll on Armor Leader Table with -1 DRM)

### Unit K - Elements 102 SS Flak Battalion

88L AA FlaK 18o.36 + Sdkfz7 HT + 2-2-8 x A, 88L AA FlaK 36 o.37 + Sdkfz7 HT +2-2-8 x B, 20L 2cm FlaK 30 + Sdkfz11 HT + 2-2-8 x C

### Unit L - RAD Reichsarbeitsdienst

4-6-7 x 4, 4-4-7 x E, 8-1 x 2, 8-0 (Sgt. Petersen), MMG, LMG x 2

### Unit M – 10<sup>th</sup> SS Heavy Weapons

HMG x B, MMG x B, DC x B, 2-2-8 x B, 3-4-8 x D, FT x B

## Third Bridge CG Charts

### BRITISH

<u>CG DATE</u>	<u>Rein.</u>	<u>Rep.</u>	<u>SAN</u>
17 NIGHT*	-	-	5
18 AM*	Y,0	1/4	5
18 PM	Y,+2	1/4	5
18 NIGHT	Y,+1	1/4	5
19 AM	Y,+3	1/4	4
19 PM	-	1/6	4
19 NIGHT	-	1/6	4
20 AM	-	1/8	3
20 PM	-	1/8	3
20 NIGHT	-	-	2
21 AM	-	-	2

### GERMAN

<u>CG DATE</u>	<u>Rein</u>	<u>Atch</u>	<u>Rep.</u>	<u>Bomb</u>	<u>ELR</u>	<u>SAN</u>
17 NIGHT*	N	N	N	N	5/4	3
18 AM*	Y	Y	1/6	N	5/4	4
18 PM	Y	Y+	1/6	Y	5/4	4
18 NIGHT	-		1/6	Y	5/3	3
19 AM	Y	Y+	1/6	Y	5/3	4
19 PM	-	Y+	1/8	Y	5/3	4
19 NIGHT	-	Y	1/8	Y	4/3	3
20 AM	-	Y+	1/8	Y	4/3	4
20 PM	-	-	1/8	Y	4/3	3
20 NIGHT	-	-	-	Y	3/2	2
21 AM	-	-	1/8	Y	4/3	3

\* Indicates whether or not there are FSR for that scenario.

**Rein.** Indicates whether or not there are Reinforcements available during the RePh before that scenario.

**Atch** Indicates whether or not an Attached Forces is available during the RePh before that scenario.

**Rep.** Indicates whether or not there are Replacements available during the RePh before that scenario.

**Bomb.** Indicates whether or not that side can perform a Bombardment before that scenario.

**ELR** Indicates the side's ELR for that scenario.

**SAN** Indicates the side's SAN for that scenario.

**+** Indicates that Air Support is available on a secret German pre-game DR of ≤5 (only once per CG). The Air Support arrives as per Chapter E, but its details are determined by a subsequent dr:

<u>dr</u>	<u>Aircraft Received</u>
1	2 x '44 FB w/ bombs
2-3	1 x '44 FB w/ bombs
4-6	2 x '44 FB w/o bombs

## Third Bridge Tables

Unit Counts—use w/British and German units listed as 'Unit x A-F'

A - dr/3 (FRU) [1-2]

B - dr/2 (FRU) [1-3]

C - 1 + dr/2 (FRU) [2-4]

D - 2 + dr/2 (FRU) [3-5]

E - 3 + dr/2 (FRU) [4-6]

F - dr/3 (FRD) [0-2]

EX : For PzIVF2 x A, make a dr. Divide by 3, FRU. The Germans will receive 1-2 PzIVF2.

### Table A - British Reinforcements

Roll during RePh before 18AM, 18PM, 18 Night and 19 AM CG scenarios only. All enter west edge on/south of A12 on British Turn 1 or later of the next scenario played. Table B dr is made only if indicated by Table A result. The British may only receive the Table B Carrier one time during a CG, but it lowers their # of scenarios played by one for TB9 purposes (i.e., Ammo Shortage).

#### dr \* Indicates a dr on Table B

1 \* 458 x B, 447 x B, 9-1, 8-0, Piat x F, LMG x A

2 458 x C, 8-1, LMG x A

3 \* 447 x B, 8-0, LMG x F

4 447 x F, 7-0, LMG x F

≥5 None

### Table B - British Ammo Carriers

#### dr

≤3 Carrier A w/ inherent 248

≥4 None

#### drm for Tables A and B

18 AM no drm 18PM +2

18 Night +1 19 AM +3

### Table C - Ger Bn Reinforcement's (18AM, 18PM, 19AM only)

#### 18 AM DR Unit received

2-9 KG Knaust (E)

10-12 KG Brinkmann (D)

#### 18 PM DR Unit received

2-9 18 AM Group not previously selected

10-12 21 Pz Regt. (F)

#### 19 AM DR Unit received

2-9 Any 18 AM or PM Group not previously selected

10-12 KG Bruhns (G)

### Table D - German Attached Forces

Roll before 18 AM&PM, 19 AM, PM & Night and 20 AM only. Roll until an available force is indicated. Each is only available once.

<u>dr</u>	<u>Unit received</u>	<u>drm</u>
≤0	Company Mielke (I)	+2 Date is 18th
1	502 Pz Bn Hummel (J)	-1 Date is 19th
2	10th SS Hvy Wpns (M)	
3	II SS Arty (H)	
4	102 SS Flak (K)	
≥5	RAD (L)	