



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, 2nd 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, 2nd 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, 1st 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, 3rd 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, 1st Parachute Brigade

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

Unit F - Support Co., 2nd Battalion & HQ Company, 1st 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, 1st 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, 1st Recon Squadron

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

Unit J - Glider Pilots and 9th 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, 1st 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, 2nd 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, 9th 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, 10th 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, PzIII 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 - 1st Battalion, 21 PG Regt., 10th 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 – 10th 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 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).

<u>dr</u>	<u>* Indicates a dr on Table B</u>
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

<u>dr</u>	
≤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)

<u>18 AM</u>	<u>DR</u>	<u>Unit received</u>
2-9		KG Knaust (E)
10-12		10-12 KG Brinkmann (D)

<u>18 PM</u>	<u>DR</u>	<u>Unit received</u>
2-9		18 AM Group not previously selected
10-12		21 Pz Regt. (F)

<u>19 AM</u>	<u>DR</u>	<u>Unit received</u>
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. Re-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)	