



BATTLEFIELD WALKAROUND (ver. 1.1)

3. ARNHEM

3.1 Locale—Arnhem: Defiant Stand contains two sheets that create one map representing the urban terrain of the city during the British airborne attack of September 1944. Students of military history have become abundantly aware of the courageous stand of the ‘Red Devils’ of the 2nd Parachute Battalion. Allied planners somehow ‘missed’ the presence of two Eastern-front hardened Waffen SS units at Arnhem. The *Hohenstaufen* and *Frundsberg* Divisions, resting and refitting after Hitler’s Normandy debacle, were quickly brought back to combat readiness. The result was a battle in a nightmarish urban setting.

3.1.1 Overlapping Mapsheets—The mapsheets represent the downtown area around the bridge that was the scene of the British stand. The two sheets overlap on hexrow Q to form one map, hereafter referred to simply as “Arnhem”. A larger than normal hex is used to facilitate close-in urban action and any additional stacking this setting entails.

3.2 Land Forms—Most of the ground terrain on the Arnhem map is flat, Level 0 terrain. A hillock rises to level +5, with the motorway climbing to the Level +10 height of the Arnhem Bridge. The river across the south edge of the map is the *Neder Rijn* (the Lower Rhine, flowing to the west). It is treated as a river normally, i.e., blue hexes may not be entered and the river is at Level -10. The gray ‘dock’ locations along the waterfront such as Y22 are also Level -10. However, any hex with even a small portion of it with gray dock terrain may be entered (e.g., F22).

3.3 Terrain Forms—The Arnhem map depicts a full selection of urban terrain. Orchards dot the map (e.g., H16), many of them consisting of only one ‘tree’ depiction (e.g., hex M11). A copse of Woods is located in hexes X16-17-18-19 and Y15-16. Paths are found in some hexes (e.g., hex S9). There are also ‘gardens’ (e.g., hex E4), trolley tracks (e.g., hex G15) and a crane across the road in hex BB14. These latter three are artistic effects and are otherwise ignored.

3.3.1 Buildings—The majority of the terrain forms on the Arnhem map are buildings. The buildings on the Arnhem map are treated normally except as described below. Some buildings are numbered for Victory Condition purposes in some scenarios.

3.3.11 Single Hex Buildings—Unlike normal single-hex buildings, ALL (exception: ‘wood construction’ buildings) single hex buildings (e.g., H20) have a ground level AND a second level at Level +10. Single hex buildings remain +20 level LOS obstacle. Any multi-hex building that is separated into two or more ‘single hex’ buildings by a black bar hexsides creates individual SINGLE hex buildings. For example, hex Y12 is a single hex building. Some buildings separated by black bar hexsides are considered one building for Victory Condition purposes (e.g., Building #25).

3.3.11 Wood Construction Buildings—Two buildings on the Arnhem map are single hex ‘wood construction’ buildings, denoted by their red-brown color. They are found in hexes AA22 and U17. Treat these as buildings normally except they ONLY have a ground level location AND a flame marker is AUTOMATICALLY placed when rubble is created (i.e., instead of a subsequent die roll for flame placement). The multi-hex wood construction building in Q17 still receives a Level +10 location above ground level; it also has flame automatically placed. Note that ONLY hexes Q17 and R17 are considered BUILDING hexes in this building. R16 and Q16 are open ground hexes.

3.3.12 Multi Hex Buildings—All multi-hex buildings have a ground level AND a second Level +10 location. Units may enter +10 from ANY hex of these buildings. These too are +20 levels high LOS obstacles. There are no Stairwell hexes. Units may also move between ‘upper floor’ hexes noting rubble eliminates the upper floor in any hex it is placed in. It also reduces the building hex to +5 levels high.

3.3.2 Factories—The following buildings on the Arnhem map are FACTORIES since railroads (the ‘trolley track’) or roads enter them at some point: Buildings BB18 (#19), CC7, CC8, CC15 (#20), GG10, GG15, and FF20.

3.3.3 Steeples—There are three steeple hexes on the Arnhem map, hexes L2, M3, and A9. The A9 steeple is the highest point on the map, at Level +50.

3.3.4 Rooftops—Buildings R17 and N17 have playable rooftop locations, as do all factories (e.g., building BB19). Note rooftops share the highest level of a building, and are thus at Level +10.

3.3.5 Eusebius Cathedral—The A10 building is a ‘cathedral’ that has limited entry and exit access. The cathedral may only be entered via the black bar ‘doorways’ in hexes A9 (enter from off-map), B7 and C9. The cathedral may not be entered or exited in any other hex.

3.3.51 Levels and Steeple—The Eusebius cathedral contains only a Level 0 ground level and a Level +50 steeple location in hex A9. The rest of the building stands +40 levels high but has no roof or non-steeple locations above ground level.

3.3.511 Steeple Entry—It costs THREE MP to enter or exit the steeple in A9. Running is NOT allowed to enter or exit the steeple location. There is no LOS to units climbing to/descending from the steeple from within or outside of the cathedral.

3.3.52 Factory Status—Treat the cathedral as a FACTORY for all other purposes (e.g., junkyard terrain in each hex for firing within). However, a vehicle may NOT enter the cathedral.

3.3.6 St. Walburgis Church—The building in hex M2 is also treated in the same manner as a FACTORY. Vehicles, however, may enter it as a non-factory building. It contains a ground level and two steeples at Level +20 in hexes L2 and M3 (and treat these two hexes as +30 LOS obstacles). No fire or movement may be conducted across the M3-M4 hexside but the building in M4-N3-O4 is considered part of the St. Walburgis church. However, this portion of the church is treated as a normal building (i.e., not a factory). Note that fire may NOT cross a Black Bar hexside, even if the adjacent firing unit is in an adjacent Steeple.

3.3.7 Hexside Buildings Art—To better depict the tightly clustered urban terrain of the Arnhem

battlefield, many buildings ‘stray’ across the hexsides of their hex. This has no effect other than to deny LOS along such hexsides in certain situations. Only hexes that have building art ON their sighting dot or a COMPLETE building in the hex (e.g., hex AA1) are considered building hexes. All other hexes are whatever other terrain is in the hex, usually Open Ground.

3.3.71 Same Hex Fire—An extension of a building into another non-building hex or across a hexside never blocks fire to or from that building hex (e.g., a unit in R18 can fire at a unit in Q17). These ‘extensions’ only affect LOS traced THROUGH the hex or hexside they reach into or across, i.e., for fire beyond UNLESS they are created by THE SAME building the firing or target unit is in. This includes additional hexes of the same building, i.e., connected without a black bar separating the hex from ALL adjacent connected building hexes.

3.3.72 Open Ground—Open ground and orchard hexes have a sighting dot on open ground and do NOT have a complete building inside the hex, such as K11, X1, FF10, AA20, V19, and M14. Check the center dot; if it is not inside a building depiction, only a special hex like AA1 (building-road with a complete building in the hex) is a building hex. For example, treat Y2 as a building, and X1 as open ground.

3.3.73 Firing Examples—A shot from K16 to L14 is blocked by the building, which covers the K15-L15 hexside. K15 is still an open ground hex. M9 has a LOS to K9 because the L8/L9 hexside is part of the same M9 building.

3.3.71 Building ‘Stretcher’—A portion of the building completely covers the BB3-BB4 hexside. Treat such a “stretcher” hexspine as a normal one-level obstacle in all respects. Same-level LOS may be traced to and from a location formed by a stretcher hexside, but not along a stretcher hexspine linearly. A unit’s LOS cannot be blocked by the depiction of the building the unit occupies, as long as that depiction is not a separate building hex. Examples of this are building hexes V19, L5, BB3, and FF10. For example, a unit in BB4 can see BB3, AA3, CC3 but not DD4 because the buildings in CC4 cross and “fill” the CC4/CC5 hexside as an obstacle. A unit in GG10 cannot see EE10 because the depiction of the trolley house in FF9 fills the FF9/FF10 hexside to block LOS.

3.3.8 British Black Bar Infiltration—British units (only) may use infiltration to cross black bar hexsides. They may NOT use grenade attacks across a black bar.

3.3.9 Other Man Made Terrain—Walls are found along hexsides like L18-K19. The wall along the O17-P17 hexside is treated normally for fire and movement; any LOS that does NOT hit the hexside wall depiction may ignore it. Hexes like EE18 are Junkyard hexes. Also treat the small cluster of brown buildings in hexes U21, V20, W21 and X21 as Junkyards. High Wall hexsides are also found in the Arnhem map in hexsides like M10-M11. Note a unit in Z10 cannot see one in A12 because of the High Wall across the Z10-AA11 hexside.

3.4 Other Arnhem Terrain

3.4.1 Hexside Roads—Hexside roads are treated normally as per 8.20.6 in the 2.x rules.

3.4.2 Water Terrain—The blue river hexes of the *Neder Rijn* cannot be entered unless a unit is on the bridge. Note hexes that have BOTH blue and gray

dock terrain are considered dock hexes.

3.4.3 Dock Terrain—The gray hexes along the water (e.g., hex Y22) are ‘dock’ hexes. They are treated as Open Ground at Level -10 (unless a junkyard is in the hex, e.g., the dock portion of W21). Treat the thick black line between these hexes and the green Level 0 hexes to the north as High Wall. Thus, the ONLY way a unit can reach dock terrain is via the ‘ramp’ from hex Z21 to the dock portion of AA22 or by using crawling movement or infiltration.

3.4.31 Dock Definition—Any hex with even a small portion of it with gray dock terrain may be entered (e.g., F22) in its dock location, even if only ‘blue’ terrain is under the hex sighting dot.

3.4.32 Dock Location Entry—In hexes that have dock and open ground (without a non open ground hex containing only dock to the south), the dock portion of the hex may be moved along in the same manner as a building with road in the same hex. Use the dock art depiction as the ‘road’ portion, using a movement arrow marker as a reminder that a unit is on the DOCK portion of the hex. Unmarked units are considered in the non dock location of the hex. For example, a squad in hex H21 may be in the ‘dock’ portion of the hex or the open ground location. A unit in the dock location will need an arrow marker placed on it, facing ‘away’ from the green portion of the hex, i.e., toward the river.

3.4.4 Orchard—Some hexes have 1-4 orchard ‘tree’ depictions along with buildings and roads in the same hex. Any LOS that touches orchard art is treated normally as hitting orchard normally. Also, orchard art creates blind hexes from higher level firing units and units in a hex with orchard AND road treat the hex as ORCHARD for cover purposes. When a LOS hits an orchard art depiction IN a hex with a building (i.e., the LOS touches the orchard before reaching the sighting dot in the building hex) apply the effects of orchard normally, noting that LOS from higher levels is NOT blocked by terrain IN the target hex. For example, an 8|5|9 squad in D15 firing at a personnel unit in B16 pays FOUR column shifts LEFT to that fire; 3 shifts for the Masonry building cover in B16 and one shift LEFT for the orchard in C16.

3.4.5 South Edge Quasi Hexes—The white boxes marked “P30” to Y30” are off-map hexes that will be used in an upcoming campaign expansions. Ignore them for now.

3.4.6 Sabelspoort—The F17 building has a road running THROUGH it. Units may use the road or the building portion of the hex normally. Any moving unit must declare which part of the hex it is moving through. Personnel units are considered to be in the building if not moving. Heavy weapons and vehicles are always considered to be in the road portion unless they state they are entering the building portion of the hex BEFORE entering. There IS a LOS from F16 to F18, i.e., units may fire through the Sabelspoort. There are ground level and Level +10 locations in hex F17, i.e., it is treated as a normal building with the exception of the ability to enter or move through it along the road.

3.4.7 Arnhem Bridge

3.4.71 The Arnhem bridge is a large structure, gradually rising on a hillock from ground level in T4 to Level +10 over the Rhine starting at hex T13. A Paved Road ‘motorway’ runs from T5-T25. From T5-T12 the road is at Level +5, up on the adjacent hillocks. From T13-25, the motorway is at Level

+10 and affects LOS accordingly. Ignore the portion of the bridge in hexrow U; it does NOT block LOS to hexrow T bridge locations. The bridge abutments UNDER the bridge in T21 and U21-U22 block LOS traced under the bridge. All other LOS traced under the bridge from hex T19-T25 is clear.

3.4.72 Hillocks and Under Bridge—The terrain in hexes S10-S14 and U11-U14 is hillock at Level +5. Thus, the ‘motorway’ in hexes T12-T25 rises an additional +5 levels, heading UP in hex T13. From T13-T25 the motorway is at Level +10. Hexes T14-T20 also contain a Level 0 location under the bridge. Units may only occupy the space ‘under’ the Motorway in hexes T14-T20.

3.4.73 Railing—Hexes T5-T25 have a ‘railing’ along both sides of the motorway. Treat this as a WALL for any units in hexes T12-T25.

3.4.74 Pillars—The T14-T15, T15-T16, T16-T16, T17-T18 hexsides have little clusters of three black blocks that represent ‘pillars’ that support the bridge. Treat these hexsides as walls for units on ground level (under the bridge) with the exception that small and very small vehicles MAY cross these hexsides in addition to personnel.

3.4.75 Exposed Staircases—Hexes S19 and U19 have ‘staircases’ in them. Ignore the portion of the staircase art in U18 for movement purposes. There are also staircases in R13-S14 and V13 but these are for artistic purposes only and do not affect LOS or fire. Units may move up the hillock terrain in S14 and U13-U14 to enter the bridge at hex T12. Only personnel units and their carried Light and Medium weapons may use exposed staircases in S19 and U19. A unit moves ‘up’ a staircase by spending 2 MP per hex traversed, similar to moving ‘upstairs’ in a building.

3.4.751 S19 and U19 Exposed Staircases—To use these staircases, a personnel unit must be in hex S19 or T19. It spends 2 MP to use the stairs in S19 or U19, then 1 MP to enter T18. Units fired on during their movement ON the stairs are treated as if in Assault cover. If their move is stopped for any reason (Broken; pinned down), they are considered to be in the hex they STARTED the move in, i.e., NOT on the stairs. When ON the stairs units are considered to be at Level +10. Trace LOS accordingly to units ON the stairs in S19 and U19. A unit in

U18 is considered to be on ground level unless it entered the stairs on U19. The stairs block LOS from U20 to the ground level of U18. They may move ‘down’ stairs at the same cost as moving up, noting a unit pays 2 MP to enter S19 from the motorway in hex T18, i.e., 2 MP on the stairs and 2 MP to enter the building or 2 MP to enter the ground level location of U19, which is open ground.

3.4.76 Black Bar—There is a black bar across hexside T18-T19. No unit at ground level under the bridge may move or fire across this hexside.

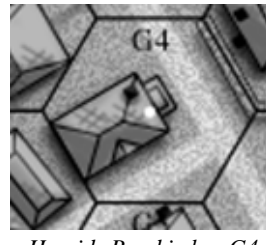
3.4.77 Pillbox—Some scenarios may include the use of the infamous pillbox on the bridge. To represent this pillbox, a Bunker is placed in hex T18. This bunker is considered ON the motorway and Level +10 and has a special Covered Arc. Units in it may only fire directly down the motorway, that is, they can only fire at units in hexes T0 to T18.

3.4.8 Numbered Buildings—There are twenty-seven specifically numbered buildings and building clusters on the map. These are used for Victory Conditions in some scenarios. Most of the numbers indicate that the entire building marked by a specific number shares that number. Note the following information about the numbered buildings: Building 6 is just N14; Building 8 is the entire L14 building except N14; Building 12 is the N17 building and P18; Building 21 is both the BB15 and BB13 buildings; and Building 25 is the Y6-Y7-Y8-Y9 buildings.

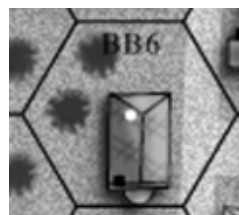
3.4.9 Oosterbeek Perimeter—An extensive expansion for Arnhem: Defiant Stand is in the works. Known as ‘Oosterbeek Perimeter’, the new expansion module will include two new mapsheets and a pile of new scenarios depicting the actions in this portion of the Arnhem battlefield. We’ve faithfully modeled every building, crossroad and copse where numerous VC’s were won during the pitched battle that included an attack by King Tigers, aimed ‘down the throat’ of the defender’s lines—straight for the Hartenstein Hotel, lair of Major-General Roy Urquhart. A Gamers Guide for Arnhem and Scottish Corridor is also expected to ship during 2nd Quarter 2003, filled with interesting articles, a complete scenario replay and everything an ATS enthusiast wants in his reading material. Check our website for release details.



Sabelspoort in hex F17



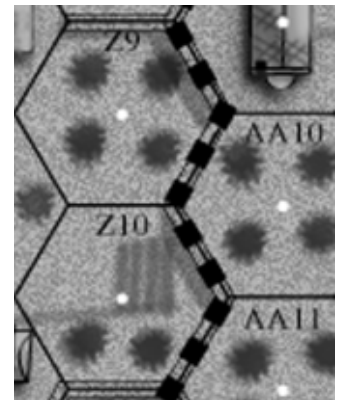
Hexside Road in hex G4



Building/Orchard in hex BB6



Steeple in hex L2



High Walls are found on the Z10/AA10 hexside

Arnhem Terrain Examples