



1st Airborne Division

Race to the Bridge Intermediate Scenario #1

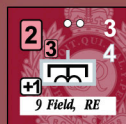
At Set-up



Stick 1
DZ/LZ Z



Stick 2
DZ/LZ Z



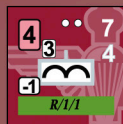
Stick 3
DZ/LZ Z
(Delay)



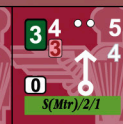
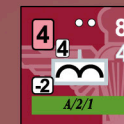
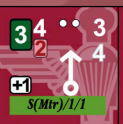
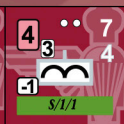
Stick 4
DZ/LZ X
(Delay x 2)



Stick 5
DZ/LZ X
(Delay x 2)



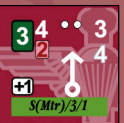
Stick 6
DZ/LZ Z



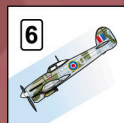
Stick 7
DZ/LZ Z



Stick 8
DZ/LZ Z



Stick 9
DZ/LZ Z
(Delay)



Airpower
x9



Stack with any
Unit of his Command

Command Values

Command Rating: 5

Dispatch Rating: 4

Command Points: 9

Dispatch Points: 2

Victory Conditions

>15 VP, Allied Victory

≤15 VP, German Victory

A British AT gun is in any city hex of Arnhem : **+1 VP**

A British Engineer unit is in the northern Arnhem Road Bridge hex: **+3 VP**

For each two steps of British Infantry in an Arnhem city hex: **+1 VP**

If the British attempted to cross the Railroad bridge: **+3 VP**

If the British attempted to construct Pontoon bridge: **+3 VP**

If the British have captured the OP in Arnhem: **+1 VP**

If the British have units on, or were the last to enter the northern Arnhem Road Bridge hex: **+7 VP**

For each British Step eliminated: **-1 VP**

If there are German units of any kind in any hex of SDPV: **-1VP**



Frundsberg Division

Race to the Bridge Intermediate Scenario #1

At Set-up



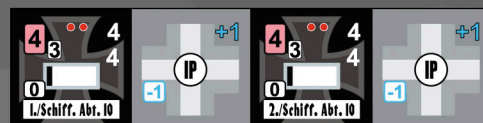
Independent
Hex 44.28



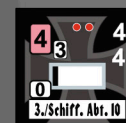
Independent
Hex 49.33



Flak
x11



Independent
Hex 49.30



Independent
Hex 49.31

Reinforcements

Night:



Independent

Special Rules

No German Units may enter
DZ X, Z or S.

The 10th SS Independent Units
1./Schiff.Abt. 10; 2./Schiff.Abt. 10;
3./Schiff.Abt. 10 may not perform
Movement Actions, Direct Fire, or
Assault. They may Opportunity
Fire and defend against Assaults.

All Frundsberg Units except
1./Schiff.Abt. 10; 2./Schiff.Abt. 10;
3./Schiff.Abt. 10 are considered to
be Hohenstaufen Units for all
purposes in this scenario.



Hohenstaufen Division

Race to the Bridge Intermediate Scenario #1

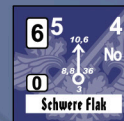
At Set-up



Kraftt
within 6 hexes
of 26.22



Stack with any
Unit of his Command



Flak
x9



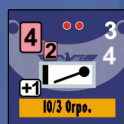
Random
Events



Airpower
(Roll for availability)

Reinforcements

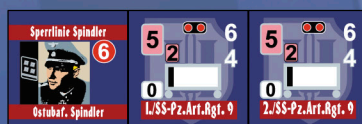
1900:



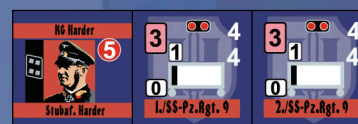
Kraftt



Möller



Spindler
Reinforcement
Hex A, B or C



Harder
within 3 hexes
of 53.20

Command Values

Command Rating: 4
Dispatch Rating: 3
Command Points: 3
Dispatch Points: 0

Night:



von Allwörden

Special Rules

No German Units may enter
DZ X, Z or S