



82nd Airborne Division

The Empire Strikes Back

Intermediate Scenario #2

At Set-up

505 PIR Place in Mook				505 PIR 50.94	505 PIR 49.99	505 PIR 49.95	505 PIR 37.83	
505 PIR 53.91	505 PIR 55.90	505 PIR 56.88	505 PIR 54.89	508 PIR 43.73	508 PIR DZ/LZ T	508 PIR 51.82	Artillery Freely Set-up in 82nd AB Deployment Area	
Activation Restricted				Independent Freely Set-up in 82nd AB Deployment Area				
 505 PIR 508 PIR 82nd Artillery ROAD BLOCK				Stack with any Unit of his Command x4				

Reinforcements

0900:

508 PIR 41.69		

1500/1700:

x5

Special Rules

No Units may enter Nijmegen

The Allied Units G/3/505; H/3/505; I/3/505; S(Mtr)/3/505 may not activate until a German unit enters any DZ or DZ/LZ hex or has entered a Fire Zone of one of these units.

Command Values

Command Rating: 5
 Dispatch Rating: 2
 Command Points: 13
 Dispatch Points: 2



Korps Feldt

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Reinforcements

0700:

Becker Reinforcement Hex B								Independent Reinforcement Hex B		Artillery Artillery Park	

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Greschik
Reinforcement Hex C

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Goebel
Reinforcement Hex D or E/F

0900:

Independent
Reinforcement Hex C

1100:

Independent
Reinforcement Hex C

Artillery
Artillery Park

Artillery
Artillery Park

1300:

Independent
Reinforcement Hex C

1500:

Artillery
Artillery Park

Victory Conditions

German Player Victory: At the end of the scenario if the German player has entered hex 43.92 at any point in the scenario, currently occupies hex 50.94, and if there are two or more unsuppressed German Units in one or more of the Drop Zones or Landing Zones: DZ N, LZ N or DZ/LZ T.

Allied Player Victory: If at the end of the scenario, the German has achieved none of the above conditions.

If neither player has achieved victory, count up the number of Allied Steps that were lost during the scenario. If there are 3 or more Steps, the German player wins, 2 or fewer the Allied player wins.

Special Rules

No Units may enter Nijmegen

Command Values

Command Rating: 2
Dispatch Rating: 2
Command Points: 10
Dispatch Points: 0