




# Arnhem

## The Farthest Bridge



-  Tank/panzer
-  Armored Recon
-  Engineer

### 10.3 Counter Abbreviations

#### German

- BrDf:** Bridge Defense
- Grsn:** *Grenztruppen* Garrison
- Hber:** *Huber*
- Hnke:** *Heinke*
- Ind:** Independent
- Jngw:** *Jungwirth*
- Krft:** *Krafft*
- PT:** *Fallschirmjager* Training Unit (Paratroop Infantry)
- SS:** *Waffen Schutzstaffel*
- vT:** *Von Tettau*
- Wltr:** *Walther*

#### British and US

- B:** Borders Regiment
- C:** Coldstream Guards
- CG:** Combined Grenadier Guards
- GG:** Grenadier Guards
- Gds:** Guards Armored Division
- IG:** Irish Guards
- K:** King's Own Scottish Borderers
- P:** Parachute Infantry
- Pol:** Polish
- S:** South Staffordshire
- WG:** Welsh Guards
- US:** United States

### 10.4 First Player

The Allied player is the first player in either scenario (3.0).

### 10.5 Marsh Terrain

Mobile units may not enter and/or exit a marsh hex unless entering and/or exiting via a road or trail.

- Mobile units cannot advance or retreat into a marsh hex, unless entering via a road or trail.
- Mobile units forced to retreat into a marsh hex that cannot enter via a road or trail are eliminate.

### 10.6 Rivers & Canals

There are two types of water hexsides: canals and rivers. **Map Errata:** On the Terrain Key, the hex labeled Stream should read Canal. There are two hexes on the south map edge that are numbered incorrectly. Hex 1104 and 1105 should be numbered 0104 and 0105.

## CONTENTS

### 10.0 EXCLUSIVE RULES

### 11.0 SCENARIO 1

### 12.0 SCENARIO 2: FREE DELPOYMENT

#### Components include:

- Fire & Movement System Rules
- Arnhem Exclusive Rules
- 17×22-inch map
- 120 1/2-inch counters

## CREDITS

- F&M Design:** Eric R. Harvey & Doug Johnson
- Managing Game Developer:** Doug Johnson
- Playtesters:** Christopher Cummins, Eric R. Harvey, J. Scott Morris, & Chris Perello
- Map Graphics:** Joe Youst
- Counter Graphics:** Eric R. Harvey and Larry Hoffman
- Production:** Callie Cummins & Chris Cummins

©2023, Decision Games Inc.  
PO Box 21598, Bakersfield CA 93390  
decisiongames.com  
Version 4F





Arnhem Exclusive Rules

### 10.1 Introduction

**Arnhem** is a simulation of the Allied airborne operation in the Netherlands, September 1944. The operation was code named Market (the airborne assault) Garden (the ground attack). The plan called for three Allied airborne divisions to be dropped up to 60 miles behind enemy lines with the British XXX Corps attacking through the airborne carpet. The two parts of the offensive had the goal of securing a bridgehead across the Neder Rijn River at Arnhem. The game consists of one historical scenario and one hypothetical scenario that allows a limited free set up. Each game turn represents approximately 12 hours and each hex equates to 1.4 miles or 2.2 km.

### 10.2 Unit Types

Mobile units represented in the game are composite units representing a combination of tank/panzer, mechanized or motorized infantry, and various other supporting arms.

-  Parachute Infantry
-  Glider Infantry
-  Infantry
-  **Mechanized:** These units represent a composite unit containing tanks/panzer, mechanized/motorized infantry, and various supporting arms.

- Units may attack across unbridged river/canal hexsides; however, they may not retreat/advance across an unbridged river/canal hexside.
- If at least one of the attacking units is attacking across a river/canal hexside that is bridged, the defender must use the Bridge line on the CRT, unless a higher line is called for due to the terrain in the defender's hex.

### 10.6.1 Unbridged Canals & Trails

The trails in hexes 0507/0606, 0508/0608 and 0710/0711 lead to the edge of the canal. A unit that crosses the canal from any of the above hexes to the other hex, expends the MP as if a ferry exists across the hexside.

**Exception:** In this case the unit crossing expends the ferry MPs and then may use the trail MP expenditure (one MP) to enter the hex on the other side of the canal.

**Example:** A leg unit (2.3) would expend three MP to cross the canal from hex 0507 to 0606 and one MP (total of four MP) for the trail in hex 0606. A mobile unit crossing moving across the canal in the same hexes would expend a total of five MP.

### 10.6.2 Railroad Bridges & Ferries

When crossing railroad (RR) bridges and ferry hexsides, the crossing unit must expend the number of MP required to enter the terrain in the hex. Road and trail MP cost may not be used in the first hex after crossing the bridge.

**Example:** A mobile unit cannot cross the RR bridge at hexside 2412/2413 because a mobile unit can only enter and/or exit a marsh hex along a road or trail and no road or trail connects hex 2412 to hex 2413.

- Both sides may use printed ferry hexsides.
- Units may move across printed ferry hexsides by expending the number of MPs listed on the TEC.
- Units using printed ferries are treated as Leg units for movement into and out of EZOC (6.1).

### 10.6.3 Bridge Demolition

During the Allied Movement or Mobile Movement Phases, the instant any Allied unit enters any hex adjacent to any bridge hexside the German player may attempt to demolish that bridge if either hex adjoining the bridge hexside is within the movement range of any German unit.

**Important:** Bridge demolition may not be attempted if an Allied unit begins its Movement or Mobile Movement Phase in a bridge hexside's adjoining hexes.

- Movement range of a unit is the printed number of MP of the unit attempting to demolish the bridge.
- When determining if the German unit is eligible to make the attempt, count the number

of hexes (do not use terrain costs) from the German unit to either hex adjoining the bridge.

- Terrain, Allied units, and ZOCs have no effect when determining if the German unit is eligible to attempt the demolition.
- If the number of hexes is less than or equal to the unit's movement allowance, the German unit may attempt to demolish the bridge.
- Only one attempt per bridge may be conducted per GT.
- If there is an eligible unit, the German player determines the type of bridge and then rolls one die. The attempt succeeds if the die roll is within the below ranges:

**Canal Bridge:** 1–3

**Railroad Bridge:** 1–2

**Highway Bridge:** 1

**Important:** The bridges at hexsides 1422/1423 and 3325/3424 are canal bridges for demolition and repair purposes.

- Once a bridge is demolished, it remains demolished until repaired by the Allied engineer unit (10.6.4).
- A demolished bridge immediately becomes a river/canal hexside. All normal combat and movement restrictions then apply to that hexside.

### 10.6.4 Bridge Repair

At the beginning of (prior to moving any units) of the Allied Movement Phase (not Mobile Movement Phase), the Allied player may attempt to repair any demolished bridge that is within the movement range (10.6.3) of the Allied engineer unit.

**Exception:** The Allied player may not repair a bridge hexside that adjoins a German occupied hex, or a hex that is in the ZOC of a German unit.

- The Allied engineer unit may attempt to repair any number of bridges that meet the above requirements. Only one attempt per bridge per GT may be conducted.
  - For each eligible bridge the Allied player wishes to repair, the Allied player determines the type of bridge and then rolls one die. The attempt succeeds if the die roll is within the below ranges:
- Canal or Railroad Bridge:** 5 – 6
- Highway Bridge:** 4 – 6
- The engineer unit may not move in the Movement Phase in which a bridge repair was attempted.
  - A repaired bridge may not be demolished in the same GT it was repaired.
  - Beginning the next GT, the German player may attempt to demolish the bridge again, if all the requirements in 10.6.3 are met.

### 10.6.5 Engineer River/Canal Ferry

At the beginning of (prior to moving any units) of the Allied Movement Phase (not Mobile Movement Phase), the Allied player may declare that the engineer unit is conducting ferry operations across one (and only one per GT) river/canal hexside if that hexside:

**Important:** The engineer unit may not attempt bridge repair and conduct ferry operations in the same GT.

- 1) Is within the movement range (10.6.3) of the Allied engineer unit; **and**,
- 2) Has one of the hexes adjoining the hexside occupied by an Allied unit.

**Exception:** The Allied player may not conduct ferry operations across a hexside that adjoins a German occupied hex (ZOC are ignored).

- The ferry operation may be used in both the current Movement Phase and ensuing Mobile Movement Phase of the current GT.
- The engineer unit may move during the Movement/Mobile Phases and continue providing ferry operations if, the engineer unit remains within its movement range of the designated hexside.
- A ferry operation allows Allied units to:
  - 1) Treat the ferry hexside as a bridge for movement purposes, including connecting with a road/trail in either or both adjoining hexes.
  - 2) Retreat across the river/canal hexside.
- German units cannot use a ferry operation hexside for any purpose; however, if a German unit occupies either adjoining hex, the ferry operations immediately is canceled.

### 10.6.6 Engineer Replacement

If the Allied engineer unit is eliminated for any reason, the Allied player may return the unit to play during the Movement Phase of the next GT. The enters on any south map edge road hex.

### 10.7 Allocation of Support Fire Markers

Players allocate support fire markers as per 7.1 and as modified as below.

- At the beginning of each game, the Allied player must create two pools, one for British markers and one for US markers.
- Each GT, the Allied player places all SFM markers except the SFM markers showing an aircraft icon in each pool (i.e., British in the British pool, US in the US pool).

**Exception:** See 10.7.2.

- During the Support Fire Marker Phase, each player randomly picks the number of SFMs as listed on the Game Turn Record Track (GTRT). The Allied player may pick from either the British and/or US pools; however, the total picked may not exceed the number given on the GTRT.

- After drawing the required amount, the players may examine the friendly markers picked from the pool.
- Allied SFM showing an aircraft icon (airpower markers) are not placed in the pools. They are only available on GTs that the Allied player is listed as having 13 markers available.
  - a) On those GTs, the Allied player has all non-aircraft markers available for use
  - b) To determine the number of airpower SFMs, the Allied player must refer to the Airpower SFMs Available Table and roll one die. The result is the number and nationality of available air SFM for that GT.

### 10.7.1 SFM Restrictions

When conducting bombardment or ground attack, player may select the SFM marker(s) they will use as per 8.1 and 8.2.1.

- All German SFM markers and all Allied markers of with a factor of less than six may only be used in hexes adjacent to friendly units.
- Allied priest (the +6 non-airpower markers) may conduct bombardment against targets that are up to two hexes (one intervening hex) distant from a non-airborne British unit.
- Allied airpower SFM may be used anywhere on the map (they do not have a limiting range).
- British markers may only be used to support British and Polish units.
- US markers may only be used to support US units.

### 10.7.2 Reductions in SFM Availability

There are no supply rules as such when playing Arnhem; however, German control of Allied drop zone markers and the possibility of Allied ground units being cut off will reduce the number of available SFM markers. If at the beginning of the Support Fire Marker Phase:

- a) The hex containing the British drop zone marker is occupied by a German unit, the Allied player must remove three +3 non-airpower SFM markers from the British pool.
  - b) Either or both US drop zone markers are occupied by a German unit, the Allied player must remove three +3 SFM markers from the US pool.
  - c) Three or more British non-airborne units cannot trace a line of hexes to the south map edge road hex, the Allied player must remove three +6 FSM non-airpower markers from the British pool.
- The above determinations are made on a GT-by-GT basis.

## 11.0 SCENARIO 1

Place the GT marker in the GT 1 box on the GTRT.

- The scenario is complete at the end of GT 10 or if the Allied player achieves a victory (whichever comes first) (11.5).
- Both players then create their SFM marker pools (10.7).
- The German player places the below units on the map in the hexes given.

### German Units:

**2/406 (2-2-7):** 2025      **2/9SS (4-4-7):** 3724  
**1/406 (2-2-7):** 2325      **9/9SS (2-2-12):** 3322  
**BrDf (2-2-7):** 2621      **Grsn (2-2-7):** 0702  
**Krft (3-3-7):** 3722

**Allied Units:** No Allied units begin the game on the map, though three drop zone markers are placed in the following hexes.

**1st British AB:** 3717  
**101st US AB:** 1007  
**82nd US AB:** 2323

### 11.1 Reinforcements

Leg reinforcements arrive during the friendly Movement Phase. Mobile units may enter in the friendly Movement or Mobile Movement Phase (player's choice).

- If a reinforcement's arrival hex is occupied by an enemy unit, the reinforcement may not arrive during the current GT. The owning player may choose to wait until the original hex is no longer enemy occupied or may choose to shift the unit's arrival hex by three hexes left or right along the map edge for each GT the unit is delayed.
- Reinforcements may be voluntarily delayed at the owning player's option.
- Unless stated otherwise, reinforcements may move normally during the GT of arrival.
- Reinforcements may participate in combat normally during the Combat Phases on the GT of arrival.
- Reinforcements arrive in the specific hexes listed, or in any map edge hexes within the hex-range listed (inclusive).
- Units arriving on a map edge must pay the MP cost of the map edge hex they entered on. If a road or trail exits the map in the arrival hex the unit may enter the map using the road/trail MP expenditure rate.
- Reinforcements may be placed in an EZOC; however, once placed they must abide by all EZOC movement restrictions (6.0).
- See 11.1.3 for airborne drop procedures.

## 11.2 GERMAN REINFORCEMENTS

GT	Unit	Hex
<b>1</b>	1/Vt, 2/Vt (2× 3-3-7)	3907 to 3916
	1/59, 2/59 (2× 3-3-7)	0701 to 0901
	1/9SS (5-5-10)	3925
	3/9SS (4-4-7)	3925
	10/10SS (2-2-12)	3326
<b>2</b>	3/Vt (3-3-7)	3907 to 3916
	2107/107 (5-3-10)	0726
	2107/107 (4-4-10)	0726
<b>3</b>	1/1PT, 2/1PT (2× 2-2-7)	1726 to 2726
	1/6PT, 2/6PT, 1/180 (3× 2-3-7)	0126 to 0825
	2/10SS (3-4-7)	3326
	Hnke (4-3-10)	0126 to 0825
<b>4</b>	1/10SS (4-4-10)	3326
<b>5</b>	1/Hber, 2/Hber (2× 2-3-7)	0701 to 2301
	3/Hber (5-5-10)	0701 to 2301
	3/10SS (3-4-7)	3326
<b>7</b>	1/6, 2/6 (3-3-7)	0901 to 2201
	1/2 (1-2-7)	0901 to 2301
<b>8</b>	Jngw (2-3-7)	0901 to 2201

## 11.3 ALLIED REINFORCEMENTS

GT	Unit	Hex
<b>Polish</b>		
<b>5</b>	1/Pol, 2/Pol (2× 2-2-7)	Within 3 hexes of 1st AB drop zone marker
	3/Pol (2-2-7)	Within 3 hexes of 1st AB drop zone marker
<b>United States</b>		
<b>1</b>	101st Div Parachute Infantry (9× 2-2-7)	Within 3 hexes of 101st drop zone marker
	82nd Div Parachute Infantry (9× 2-2-7)	Within 3 hexes of 82nd drop zone marker
	10/10SS (2-2-12)	3326
<b>3</b>	101st Div Glider Infantry (2× 2-3-7)	Within 3 hexes of 101st drop zone marker
<b>7</b>	82nd Div Glider Infantry (2× 2-3-7)	Within 3 hexes of 82nd drop zone marker

British		
<b>1</b>	1P/1, 2P/1, 3P/1 Parachute Infantry (3× 2-2-7)	Within three hexes of 1st AB drop zone marker
	7K/1, 18/1, 25/1 Glider Infantry (3× 2-2-7)	Within three hexes of 1st AB drop zone marker
<b>2</b>	10P/1, 11P/1, 156P/1 Parachute Infantry (3× 2-2-7)	Within three hexes of 1st AB drop zone mark
<b>Important:</b> All remaining reinforcements arrive between 0103 and 0106		
	2IG/Gds (4-3-10)	
	231/50, 1GG/Gds (2× 3-3-7)	
	Various/XXX (3-3-10)	
<b>2</b>	1CG, 2 GG (2× 4-3-10)	
	32/Gds, 130/43 (2× 5-5-7)	
<b>4</b>	129/43, 214/43 (2× 5-5-7)	
<b>8</b>	2WG/Gds (4-3-10)	

### 11.4 Airborne Landing Procedure

Allied airborne landings (all GTs) are conducted at the beginning of the Allied Movement Phase prior to moving any units.

- Conduct the below procedure for each arriving airborne unit:
  - Place one arriving airborne unit in any hex within three hexes of the unit's drop zone marker.
  - Consult the Airborne Drop Result Table and roll 1d6.
  - Apply any applicable DRMs (listed below the table). DRMs are cumulative.
  - Cross reference the terrain in the landing hex with the modified DR and apply the result.

**Important:** Roads and trails have no affect on airborne landings.

- After all airborne units have completed the landing procedure, the airborne units may move. Arriving airborne unit movement may be affected:
  - Units depleted due to the above procedure, and those landing in an EZOC may not move during the current Movement Phase.
  - Landing units must expend the movement cost of the terrain in the landing hex (do not use road or trail MP cost).

**Example:** An airborne unit lands in a woods hex. The Allied unit would subtract three MP from the unit's printed MA prior to moving.

- Units landing in the Movement Phase may conduct combat normally in the ensuing

Combat Phase (including being adjacent to an enemy unit during the Bombardment Phase).

AIRBORNE DROP			
Terrain	No Effect	Depleted	Eliminated
<b>Mixed</b>	1-6	7-8	N/A
<b>Broken</b>	1-5	6-7	8
<b>Woods</b>	1-4	5-6	7-8
<b>Town or Rough</b>	1-3	4-6	7-8
<b>City</b>	1-2	3-5	6-8

**Die Roll Modifiers** (DRMs are cumulative)

- +1 Glider units
- +1 If German unit is adjacent to landing hex.

### 11.5 Victory Conditions

**Allied Victory:** The Allied player wins the game immediately if at any time two of the three Arnhem hexes (3423, 3523, or 3524) are occupied by a non-airborne unit.

**Draw:** The game is a draw if at the end of GT 10 one Allied non-airborne unit occupies any one of the above Arnhem hexes.

**German Victory:** The German player wins the game at the end of GT 10, if the Allied player has not met either of the above conditions.

## 12.0 SCENARIO 2:

### FREE DEPLOYMENT

Except for the set-up, Scenario 2 uses all the procedures in the exclusive rules including those pertaining to Scenario 1.

- Each player secretly records his initial set up. The players must designate the specific unit and hex number the unit will be placed using the below requirements:

**Important:** Stacking limits apply.

#### German

**a)** Except for the BrDf no German unit may be set-up within two hexes (one intervening hex) of a city hex.

**b)** No German unit (including the Grsn) may be set-up within five hexes (inclusive) of the south map edge.

**2/406 & 1/406:** Any hex in Germany

**BrDf:** Any hex in Nijmegen

**Krft & 2/9SS:** Any hex north of Neder Rijn River

**9/9SS:** Any hex north of the Waal River

**Grsn:** Any hex south of the Maas River

#### Allied

The three Allied drop zone markers may be set-up in any hex on the map:

- Not within two hexes (one intervening hex) of a city hex.
  - Not within five hexes of the south map edge.
- After both players have written their intended set-up locations for their units, both

players simultaneously place their units in the hexes recorded.

- If an Allied drop zone marker was placed in the same hex as any German unit, the Allied player must move the marker into an adjacent eligible hex.
- If there is no eligible adjacent hex, the Allied player must move the marker an additional hex. If this situation arises, the Allied player applies an additional +1 DRM to the DR on the Airborne Drop Table.

## AIRPOWER SFMS AVAILABLE

Die Roll	Number and Nationality of Airpower FSM Available
<b>1</b>	No SFM available
<b>2</b>	One US SFM available
<b>3</b>	One British SFM available
<b>4</b>	One British and one US SFM available
<b>5</b>	Two British SFM available
<b>6</b>	Two British and one US SFM available

## TERRAIN EFFECTS CHART

Terrain	Movement Point Cost	
	Leg	Mobile
<b>Mixed</b>	2	2
<b>Woods</b>	2	3
<b>Broken</b>	3	3
<b>Rough</b>	4	5
<b>Marsh</b>	4	<b>(a)</b>
<b>City</b>	1	1
<b>Town</b>	1	1
<b>Road (b)</b>	1/2	1/2
<b>Trail (b)</b>	1	1
<b>River (c)</b>	Impassable	Impassable
<b>Canal (c)</b>	Impassable	Impassable
<b>Ferry</b>	+3	+4
<b>Bridges</b>	0	0

### Notes

- Mobile units may only enter and/or exit if moving along a road or trail.
- If moving along contiguous road/trail hexes.
- Units may attack across an unbridged river/canal hexside; however, units may not advance or retreat over an unbridged river/canal hexside.