

A Bridge Too Far Scenario Play Aid

Special Rules

(unless otherwise specified, all ABtF SSR apply to both CG and non CG scenarios)

ABtF1. CONCEALMENT: Regardless of LOS, British units setting up in Concealment Terrain may always begin game concealed (before the German player may look at the board). British OB/Purchased concealment counters are intended for use as Dummies.

ABtF2. CLOAKING: During Night Scenarios, the Scenario Attacker uses Cloaking for all units, even if some/all set up on map. Majority Squad Type for the Germans is always Lax; for the British always Stealthy. On-map Cloaked SW need not be dm.

ABtF3. PIATS: At start of play, British Player may secretly record which units possess his available (by OB or Retained) PIATs. The presence of these PIATs must be revealed when possessing unit is no longer Good Order or if he performs any of the following actions in LOS and w/in 16 hexes of an unbroken enemy unit: fires PIAT, transfers PIAT, drops possession of PIAT. Once revealed, PIATs may not regain "hidden" status in the current scenario.

ABtF4. NO QUARTER: No Quarter is in effect for both sides (EXC: units about to be eliminated for Failure to Rout will instead surrender to any ADJACENT, armed, Known enemy Infantry unit. Surrender may be refused only if all eligible captors already possess the maximum # of prisoners they can Guard). Massacres are NA.

ABtF5. NARROW STREETS: All LV attacks vs. Dashing Infantry receive a cumulative +1 DRM (treated as an LV hindrance) when fired upon in the Road Location. Such DRM ceases the instant Dash benefits become NA.

ABtF6. GAMMON BOMBS: All British Infantry units may roll for ATMM as if they were 1944 German Infantry (EXC: successful placement attempt results in a -2 CC Attack DRM, not -3). SMC: +2 drm to ATMM Check dr. Walking Wounded MMC: +1 ATMM Check drm. Assault Engineer/Commando MMC: -1 drm to ATMM Check dr.

ABtF7. INTERROGATION: Civilian Interrogation (E2) is in effect for both sides; both sides are considered to be in a neutral country.

ABtF8. FANATICISM: All British units are Fanatic in Building S11 (the Schoolhouse). See also 9.4, SSR CG23.

ABtF9. STEALTH: Elite British units are Stealthy. All German MMC are Lax at night.

ABtF10. HAND-TO-HAND: Hand-to-Hand CC may be declared by both sides. Additionally, the DEFENDER may declare H-t-H CC if all ATTACKER units were Ambushed or are Withdrawing/pinned. H-t-H CC by/vs. PRC/Vehicle(s)/pillbox-occupants is NA.

ABtF11. ROOFTOPS: Rooftops (B23.8) that exits the map (i.e., beyond printed mapsheet area) is considered for purposes of A2.51 to extend beyond that map edge either along the same lettered hexrow, or in hexes of the same coordinate, as that map edge hex (depending on map hex grid configuration). All terrain in the off-map Setup Area(s) is considered ground-level Open Ground (EXC: half-hexes; A2.51). On the are in effect. Control of a Rooftop Location never counts as control of a building Location.

ABtF12. OFF-MAP ROADS: Any road other hand, all on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement and entry purposes during that scenario.

ABtF13. KINDLING: The British player may not conduct Kindling attempts. German units may conduct Kindling attempts in any scenario taking place on/ after 19 September (or on/after 19AM for CG Scenarios). Units marked with a

No Move counter may not conduct Kindling attempts.

ABtF14. BURNT-OUT WRECKS: A Burnt-out Wreck cannot be Scrounged, set Ablaze, or removed from play as per D10.4. A Burnt-Out Wreck is a LOS Hindrance just like a normal Wreck.

ABtF15. FRIENDLY BOARD EDGE: Recalled German vehicles must exit via the North edge on/east of Hexrow Q, via the South edge from hex R23, or anywhere along the east or west board edges. British vehicles are never Recalled; treat Recall results (D5.341) as stun (D5.34) instead. Multiple stun results on British Vehicle crews have no additional effects.

ABtF16. GERMAN AFV: German Vehicle crews may not voluntarily Abandon non-immobilized vehicles (EXC: SPW 250/sMG HT and SPW 250/7 HT).

ABtF17. TRENCHES: Trenches are considered to "connect" (per B30.8) to (but not through) all ADJACENT bldg/rubble Locations (EXC: not to a Location that is rubble during play of that scenario) (see also R4.21 and R4.6, last sentence). Infantry entering such a bldg/rubble Location need not pay an extra MF to leave the Trench in that Location, but must still pay applicable bldg/rubble COT. Infantry leaving such a bldg/rubble Location need not pay an extra MF to enter a "connecting" Trench. Infantry may not enter such a Trench while using Bypass Movement; nor may they use Bypass Movement while in such a Trench; nor may they exit such a Trench to directly use Bypass Movement. A unit entering/leaving a bldg/rubble Location via a "connecting" Trench is not subject to Snap Shots as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross such a Trench while using VBM; hence vehicle types not allowed to cross a Trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that building were not Fortified, provided they enter it from a Trench "connected" to that Building Location.

ABtF18. WHITE PHOSPHOROUS: German squads may use WP Grenades as if they were 1944 British. Any German ordnance capable of firing Smoke (i.e., has a Depletion Number) is also considered to have a WP6 Depletion Number printed on the reverse of the counter. For the purposes of WP Fires, EC are always considered Very Dry and the -2 Kindling DRM for buildings is NA.

ABtF19. MISCELLANEOUS: The river is deep with a Moderate Current to the west. **Boresighting is NA.** The difference in color between darker colored green hexes near the river bank and other Level 0 hexes on the map are for artistic purposes only; the darker hexes are also Level 0. Each Friendly Setup Area or Entry Area is considered separately for purposes of percentage calculations (e.g., Deployment, Cloaking, allowed HIP).

ABtF20. SPECIAL AMMUNITION AVAILABILITY: The OB of both sides is considered Elite for purposes of special ammunition supply.

ABtF21. RUBBLE: Rubble is considered a building for purposes of **Rout, Rally, Ambush.** A rubble factory hex is still considered part of the factory for LOS purposes (EX: if hex M17 is rubbled, units occupying the rubble still have LOS to M19 as if M17 were still a standard ABtF factory hex).

British Unit Rules:

1. All British MMC are considered to have underlined Morale # until British ELR drops below 5 (EXC: Assault Engineers). During any scenario (or portion thereof) in which British ELR is not 5, treat all non-crew British MMC (EXC: Assault Engineers) as having non-underlined Morale #.
2. Replacement/Battle Hardening progression (if Morale # not underlined) is 6-4-8 > 4-4-7 > 4-3-6; 3-3-8 > 2-3-7 > 2-2-6 for half squads (and vice versa). British 4-4-7/2-3-7s which Battle Harden always improve to 4-5-8/2-4-8s (which Replace normally).
3. British Commando MMC which suffer Replacement when British ELR is < 5 are no longer considered Commandos for any purpose (even if they subsequently Battle Harden).
4. **Walking Wounded (WW) MMC:** See CG19 for WW creation. WW MMC are 4-4-7s with a "Walking Wounded" counter. They have 3 MF allotment that cannot be increased (inc. Routing/Berserk), except if carried by any conveyance. IPC of WW is reduced to 2; they have a +1 DRM on their CC attacks, and a -1 DRM on CC attacks against them. HS created from WW squads are marked with WW counter and treated as WW; however, an SMC created from a WW unit is not considered WW. If a non-WW squad and a WW squad Recombine, resulting squad is WW. HoB and Substitution are handled normally for WW. Effects are cumulative with Ammo Shortage and Water Shortage. WW Morale #s are never considered underlined.

German Unit Rules:

1. Assault Engineer ELR always 5 & Morale # always underlined, even if ELR-replaced.
2. SS MMC Morale # NEVER considered underlined for any purpose (EXC: Assault Engineers).
3. Replacement/Battle Hardening progression is 6-5-8 > 5-4-8 > 4-4-7 > 4-3-6; 3-4-8 > 2-3-8 > 2-3-7 > 2-3-6 for half squads (and vice versa).
4. SS 4-4-7/2-3-7s are still considered Elite, but any SS MMC replaced with a Conscript MMC is considered Inexperienced for all purposes and no longer considered SS. 4-3-6/2-3-6s become 4-4-7/2-3-7s when they Battle Harden.

Arnhem Bridge (R1)

- Hexes R15-R23. Each hex has both Level 0 and Level 1 Locations. Bridge hexes are treated as 2-lane stone bridge hexes, but may not be destroyed/damaged during play and MP/VCA limitations of B6.43 are NA while on (but not beneath) the Bridge/Ramp. Bridge hexes are Inherent Terrain. Units occupying Level 1 Bridge Locations have no LOS to any units occupying Level 0 Locations. Bridge hexes may be Scaled by British Commando units.
- Level 1 Bridge Locations are wide city boulevards (B7) (EXC: -1 TEM of B7.3 is NA vs. same/lower elevation fire if the target otherwise qualifies for Bridge TEM; B6.31). PBF and Case L TH DRM are NA vs. targets occupying Level 1 Bridge Locations from fire originating from any lower elevation.
- Hex R23 is a Level 2 terrain feature for purposes of E1.7 (Night LV modifier). Units entering R23 from off-map considered to have spent ≥ 4 MP in LOS of viewing units.
- Bypass movement (B23.71) NA while moving beneath bridge in Bridge hexes with Pillar artwork on each end (EX: R17/R18); see R1.12 for explanation.
- Hexsides Q15/R15 and S15/R15 are Hillside Walls (F10) and Cliffs (B11) (EXC: these hexsides may be crossed only via Scaling (B23.424).
- OT AFV in Level 1 Bridge Locations that are also adjacent to ≥ 1 Level 1 Building Location are always considered vulnerable to PBF small arms fire if all firing units occupy adjacent (or rooftop) Locations \geq Level 1, and the CE DRM is reduced by 1 (to minimum of +1).
- Level 0 Bridge Locations are one level Hindrances with +1 TEM; they are Inherent Terrain and Concealment Terrain. Entry cost is 2 MF (unless using road) for infantry, 3 MP for tracked vehicles, 5 MP for non-tracked vehicles (or normal rubble cost if rubble). These Locations are not Burnable.
- Falling rubble can exist beneath the Bridge but has no effect on Bridge itself; such rubble exists at ground level only. Falling rubble does not negate the Hindrance/Concealment Terrain status of ground level locations.
- Pedestrian Access Points: Units in R20 can move/advance to/from Level 1 as if using a stairwell (but no LOS exists).

The Ramp (R2)

- Hexes R5-R14. R5-R6 are Level 0; R11-R14 are Level 1. Hexes R7-R10 are equivalent to Hillocks (F6.4-6.53) for LOS/LOF, elevation, and MF/MP costs (EXC: Road MF/MP for road hexsides): they are inherent terrain; units in them are at Level 1/2. See F6.4-6.44 for LOS; good luck. MF/MP costs for entering from lower elevation: Inf/Cav/Wagon = COT; non-Wagon vehicle = 1 MP + COT. For entering from same or higher elevation: COT. Normal road MF/MP costs apply to movement along ramp and/or bridge; no additional MF/MP costs for changing elevation.
- Units on Ramp have no LOS to any Locations under the Bridge. In-season Orchards are an LOS Obstacle between a unit on a "hillock" Ramp hex and a unit at ground level (or \geq Level 1). Units in Bridge/Ramp Locations are treated as being at the same level as one another for all LOS between them.
- All Ramp hexes are wide city boulevards (B7).

The Blockhouse (R5)

- Blockhouse:** Hex R21 ordinarily contains a Blockhouse counter at Level 1; it is equivalent of 2+5+7 Pillbox except as indicated. Has 360° CA. Has LOS to lower elevations only through R21/R20, R21/Q21, R21/Q22 hexsides; does have LOS to units in the same hex. Considered a valid Friendly Setup Area to side that controls it, but neither it nor its contents would be *automatically* HIP (contents could purchase HIP during a CG Scenario). CA TEM applies to all Direct Fire attacks (EXC: FT, AP ammo). Indirect attacks use NCA TEM.
- Rubble:** If destroyed, replace it with a stone rubble counter at Level 1; such rubble exists only on the Bridge, not at ground level; falling rubble NA. Once rubble is placed, the Level 1 Location in R21 is considered fallen rubble for all purposes (EXC: 5.21 Movement Effects) and no hexside is considered a Road hexside until cleared. Such rubble is a half level obstacle to any LOS/LOF which lies within the bridge artwork in hex R21. Additional -1 DRM to any clearing attempt. If a TB exists across R20/R21 and R21/R22 hexsides, remove rubble counter completely.
- Movement:** Once rubble has been placed (even if subsequently cleared), movement costs for Infantry are 2 MF (EXC: scaling), for fully tracked vehicles 3 MP, other vehicles pay 1/2 printed MP allotment. No Bog checks required; no doubling for TCA/VCA changes.
- Mines:** Hidden mines may be placed at Level 1 while rubble exists; if rubble is cleared while there are hidden mines, place a Known Minefield counter of the appropriate type/strength; they are Known for all purposes (Dummy minefields are NA).

ABtF Cellars (R4)

- All multi-hex, non-Factory bldgs contain a Cellar Location beneath their ground-level Location. It is considered another non-rooftop building Location (even for falling rubble and Victory Conditions).
- TEM:** Cellar Locations have +3 TEM. May be fortified, but need not be fortified to fortify the ground level location. Units are not encircled normally; see R4.7.
- Stacking:** 2 squad equivalents, plus up to 4 SMC. Overstacking may occur (not during setup), but no unbroken, armed unit may enter an already overstacked Cellar Location.
- Entry:** Infantry may enter/exit a Cellar level only via a Stairwell or "connecting" Trench. May enter an adjacent Cellar Location only if the two hexes share a common, non-Rowhouse (unless Breached) building hexside. Trench "connections" open into Cellar Levels (EXC: ground level above Cellar is rubble).
- LOS:** Trace LOS outside building to non-ADJACENT location as if entrenched at ground level. No LOS between adjacent Cellar Locations across Rowhouse bar hexside, unless Breached.
- Fire:** Inherent FP of units in Cellars are halved as Area Fire if 1) LOF leaves building's depiction and is not traced to an ADJACENT Cellar Location, and 2) US# of units currently using such Inherent FP is ≥ 3 (excluding leaders directing fire). A DC may be thrown only to an ADJACENT location.
- SMOKE:** Extra +1 hindrance for outgoing fire is NA for SMOKE in a Cellar location. A Blaze may spread to/from a Cellar only to an ADJACENT location.
- Rubble:** Can be rubbled normally; if so, it and all bldg locations in hex cease to exist; see R4.6 for effects.
- Collapse (AFV):** B23.41 cellar rules apply unchanged (EXC: AFV falls in if Original colored dr of Bog Check is ≥ 5 . If crew survives, it may immediately attempt to scrounge; see R4.62).

British Water Shortage	
Beginning on 20AM CG Date and each CG Date thereafter, apply to all British Personnel Units (EXC: for CG scenarios in which rainfall occurs for ≥ 3 consecutive Player Turns, remove restrictions for remainder of that CG Scenario and the immediately following CG Date [if it is Idle, penalties resume with next non-Idle date]).	
No units may use Double Time movement.	
All Personnel have Broken Morale # reduced by 1.	

Ammunition Shortage Chart			
Level	Original DR for Unit Substitution (A19.131)	B# Reduction DRM	ELR Loss DRM (9.6202)
One	12	0	+1
Two	12	-1	+2
Three	≥ 11	-1	+3
Four	≥ 11	-2*	+4
Five	≥ 10	**	+5

*No British SW/Gun repair attempts may be made during the CG Scenario (but may be done normally in the RePh). British may not use Intensive or Sustained Fire (EXC: OVR Prevention/FPF; C5.64, A8.31). ATMM Check dr (see SSR ABtF6) receive an additional +1 drm.
 **All SW/Guns automatically malfunction after their first use. No British SW/Gun repair attempts may be made during the CG Scenario (but may be done normally in the RePh). British may not use Intensive or Sustained Fire (EXC: OVR Prevention/FPF; C5.64, A8.31). ATMM Check dr (see SSR ABtF6) receive an additional +2 drm.

This ASL Play Aid brought to you by Mark Pitcavage.

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