

# Arnhem Bridge

Monday 18th September 1944

Scenario written by Andy Parkes and Paddy Green

## British Player Briefing

### Situation

**(LT-Col John Frost), 06.00 Hrs 18th September 1944 Arnhem, Holland.**

You landed yesterday, Sunday the 17<sup>th</sup> and made reasonable progress from the drop zone, you moved through Heveadorp and into Oosterbeek without serious incident. Resistance was slight and sporadic, your leading company (A Coy) shot up a lorry mounted reconnaissance unit from K.G Krafft and pushed onto the Bridge. "C" Company under Victor Dover were despatched down towards the river to capture the rail bridge, which was blown in front of the advancing men. You arrived at the main bridge at 19.00hrs as "A" Company were setting up into position on the embankment leading to the bridge. You have set up Bn HQ at the big house on the corner overlooking the bridge. As you are the senior officer on the ground, you have taken over command of 1<sup>st</sup> Parachute Brigade, and placed Major David Wallis in charge of 2<sup>nd</sup> Bn, as he is more aware of the tactical situation. A failed attempt at 20.00hrs of capturing the bridge by "A" Company under Lt Jack Grayburn was beaten back by machine gun fire and a armoured car on the bridge, it was soon superseded by Robin Vlasto's platoon at 22.00hrs; the Engineers of B troop accidentally blowing up the pillbox by a missed flamethrower hit which set off a nearby magazine and turned the bridge into an inferno. A local counter attack from the South by infantry of the 9<sup>th</sup> SS Recon, and under cover of a heavy mortar barrage, failed to cross the bridge due to heavy fire.

A little later on a small convoy of Lorries made a further attempt to cross the bridge into Arnhem from the South but they were halted by heavy fire from the British. One of the trucks carrying explosives or flammable material blew up and the others were forced to stop, under a hail of gammon grenades and bullets the occupants were cut down with only two survivors.

The troops are all in great heart, at dawn the troops are stood to. Another failed lorry attack (5x lorry's 10<sup>th</sup> SS recon) was stopped in its tracks. What else will the day bring?

The only radio contact was with C Company to hurry to the bridge, as resistance is growing. Your artillery Net No.16 set has managed to stay in contact with Division and is the only set that can contact anyone outside the perimeter.

C Company 2 Para is moving through the Western Suburbs towards the bridge, you have heard from members of C Company who managed to meet up with C Coy 3 Para, that Major Dover has been forced to surrender when his Company was surrounded. You have sent B Company to secure the buildings across the road along the River

The 4<sup>th</sup> Parachute Brigade will drop today at 15.10 Hrs on DZ-Y on Grinkel Heath, the KOSB have been dispatched to cover the drop zones for the landings. The rest of the Divisional troops will land on DZ-L and DZ-S.

The Polish Independent Parachute Brigade will be dropping south of the Bridge tomorrow and will lead an attack to clear the Southern approaches and meet up with yourselves, you are then to move across the bridge and form a defensive perimeter south of the bridge.

### Mission

Hold Arnhem Bridge until relieved by XXX Corps or the Polish Brigade.

## **British Deployment, Notes & Special Rules**

### **• Deployment and Reinforcement**

**Turn 1** Start of scenario.

All British troops deploy on table within the red perimeter area indicated on the map.

Historically A Company deployed around and underneath the western bridge supports with B Company in support. C Company 3 Para on the East Perimeter with Bde Defence platoon and the Engineers of the Para Sqn. The Mortar Platoon is dug in on the small patch of grass in front of Bn HQ and the MG platoon is in the houses overlooking the Rhine and covering the bridge. The West side was guarded by Bde HQ and 2 Para HQ with elements of Div troops.

There are no British Reinforcements in this scenario although injured troops can be sent back to the front line by the MO.

### **• Dug In Status**

- All British units may deploy in IP or Dug in (Double IP) or in Improved Hard Cover (if applicable).
- Any CO in Improved Hard Cover is assumed to have established a Command Post.

### **• Discipline Rating**

- All MEs are Elite except when sent back to the front line by the MO (see below).
- Note that discipline rating is reduced by one factor during Night time.

### **• Hidden Unit Status**

- All British units count as hidden units at the start of the game.

### **• Off board Artillery**

- General Fire Support originates from the western table corner.
- General Fire Support is given by 1st Air Landing Light Regiment RA. Lack of ammunition reduces the effectiveness of this Fire Support and any Calls for fire as the scenario progresses.

### **• Transport**

- The Universal carrier must be placed on the table.
- Any soft skin transport may be discarded from the ORBAT if desired by the British Player. This was placed behind the Brigade Bde HQ building and not used during the battle.

### **• Ammunition**

- On arriving in Arnhem on the 17th and during the 18th Frosts men were well supplied with ammunition. However because they were surrounded and all except one attempt at re supply failed, Ammunition Shortages became increasingly serious during the 19th and critical during the 20th. Ammunition shortages for troops outside the Arnhem bridgehead were less serious.
- To represent this, all troops conducting DF or onboard troops conducting IDF get a -1 modifier to all rolls on the 19th and -2 for rolls on the 20th and subsequent days. Any off board IDF and all Call for fire attempts have a -1 modifier on the 20th and a -2 modifier on the 21st and thereafter.

### **• Arnhem Defences**

- Arnhem is expected to be defended by an alarm platoon of old men and boys on bicycles.
- The bridge is defended by a Concrete pillbox but this was destroyed during your assault on the 17<sup>th</sup> and is not represented in this game.
- Your assault platoon has placed a necklace of Hawkins mines across the Northern Ramp. This counts as a scattered, surface laid anti-tank minefield. This minefield is considered to have been "cleared" after 3 vehicles have taken minefield passage rolls during the game – regardless of their relative success or failure.

### **• Flares and Smoke**

- On the 18<sup>th</sup> and 19<sup>th</sup> all 2" Mortars may fire flares **twice** during the game day (36 or 48 turns). 3" Mortars, Commanders and Fire Support elements may only fire flares once during the game. On the 20<sup>th</sup> and 21<sup>st</sup> only 2" Mortars may fire flares and then only once during the game day.

- On the 18<sup>th</sup> and 19<sup>th</sup> all 2" Mortars may fire unlimited dissipating smoke during the game day (36 or 48 turns) and any other smoke capable units may only fire smoke once during the game day. Off board artillery may not fire smoke or mixed missions.

- **Night Time Rules**

- Not a lot was done during the night, apart from the Germans tried to infiltrate into positions otherwise untenable during the day. This is allowed for by the 2 turns of Night time Good Vis at the start and end of each game day.

- **Sniper Activity**

- During the evening of the 18<sup>th</sup> many German Snipers took up positions in buildings overlooking the bridgehead and laid down a withering fire on the defenders. Whilst Battlefront does not directly represent the presence of these snipers their effect is represented by modifying all British Manoeuvre Rolls by -1 on the 19<sup>th</sup> and thereafter. Or use the prototype rules and card below.

	0	10	16
<b>V</b>	-1	-2	-3
<b>TGsV</b>	-1	+1	0

The sniper has the recon bonus for spotting purposes, he can only kill Commanders and FOO teams due to small size of these stands. He can ONLY suppress or disorder any other stand.

- **Casualty Reconstitution**

The British have an extra unit (and indeed card) called a Medical Officer (MO):

	0	5	10
<b>V</b>	-1	-2	-3
<b>TGsV</b>	-1	0	0

The Medical Officer may emplace to establish a Casualty Clearing Station which is assumed to be where casualties are evacuated to. Each stand lost through IDF generates 3 Casualties, each stand lost through DF generates 2 and each lost to Close Combat generates 1 (provided that the troops do not surrender and can trace a line of retreat back to the MO). Casualties represent the stock of injured men at the Casualty Clearing Station. In order to "Collect Casualties" the MO needs to be emplaced. The MO can move at a rate 2/2 or can be transported by vehicle. However, each time he loses his emplaced status (by moving) he loses 2 d10 Casualties, and each time he is disordered he loses 1 d10 casualties. As a manoeuvre action an emplaced MO can perform 2 functions:

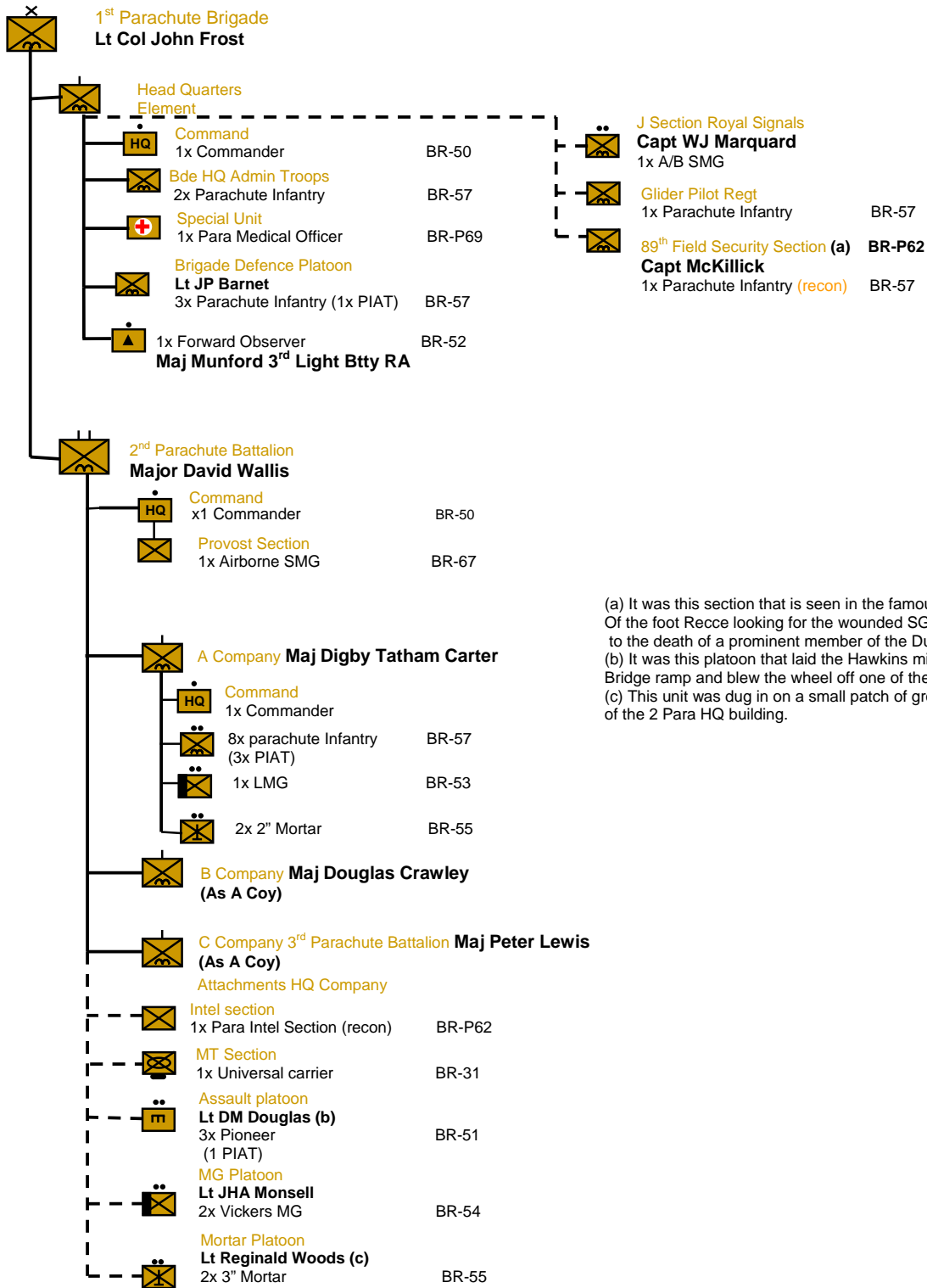
**Care for injured troops:** In doing this the MO adds to the stock of injured men by patching up the more seriously wounded. Each turn (this action may only be performed once during the phase) the MO rolls 1 dice modified by: +/- discipline rating, +1 for every 10 casualties (round up) and if the modified die roll is 10 or more an additional casualty is added. *This rule forces the player to retain a stock of casualties rather than immediately returning them to the front line.*

**Send Troops back to the firing line:** In doing this the MO sends the least injured men back to the firing line. To do this the player announces the intention to a unit of troops to the front line and then rolls 2 dice; one red one and one white one to determine the number of casualties that will be required to return one unit to the front line. The white dice is modified by +1 (for his first attempt this phase), +2 for his second attempt etc...; the red die remains unmodified. The "Casualty cost of returning a unit of infantry to the front, line is the value of either the modified white die or the red die

If the player chooses to use the white die value, this number of casualties are deducted from the MO's total and a reconstituted stand of Infantry only (no heavy weapons or PIAT) is placed on the board within 5 inches of the MO. This is assumed to be in the HQ ME but may be attached to any ME provided it is placed within the Command radius of the ME CO.

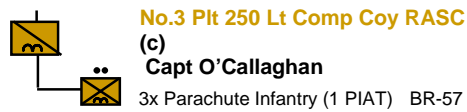
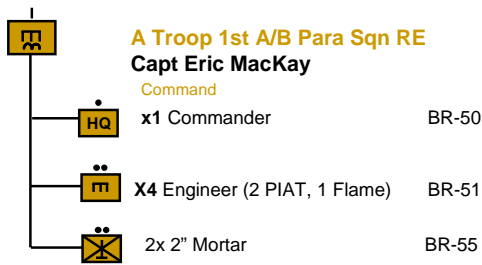
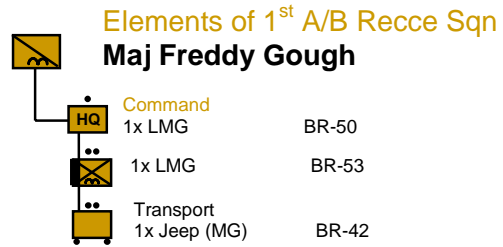
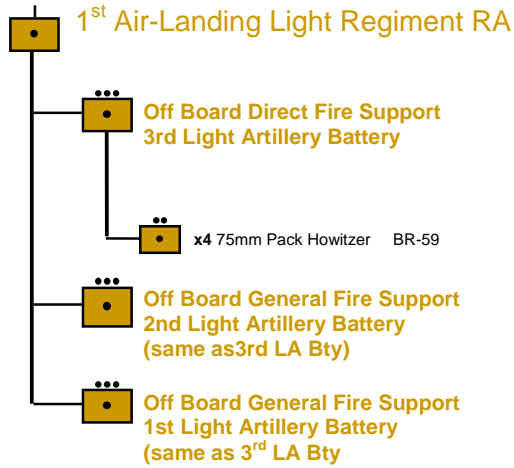
If the player chooses the red die the reconstituted stand is made up of seriously wounded men and a unit of Infantry (suitably marked) is placed the table as above. This "wounded" unit is two Discipline Ratings lower than was previously the case. Any troops within 2 inches of this unit is reconstituted unit will automatically drop a discipline rating to reflect the morale effects if having such seriously injured troops returned to the front line. ***There is some scope here for modellers to make specific "walking wounded" troop elements.***

If the MO has too few Casualties collected at the Casualty Clearing Station to “pay” the casualty cost on either the modified white die or red die then no troops are reconstituted and the MO is removed from play and replaced by an unit of “wounded” infantry as above. This represents the Casualty Clearing Station being evacuated of all men ably to walk and all orderlies pressed into the front line. Whilst the doctor and priest will probably stay at the Casualty Clearing station it no longer functions as before and the MO is lost for good.



(a) It was this section that is seen in the famous set of photos Of the foot Recce looking for the wounded SGT, which led to the death of a prominent member of the Dutch resistance.  
 (b) It was this platoon that laid the Hawkins mines across the Bridge ramp and blew the wheel off one of the Sdkfz 231's  
 (c) This unit was dug in on a small patch of ground in front of the 2 Para HQ building.

# 1<sup>st</sup> Airborne Division Assets



(b) It was a member of B Troop that destroyed the bridge Pillbox by setting fire to an ammo shed next to it with a Flamethrower hit.

(c) The RASC provided a Brigade reserve of a complete Para platoon as part of their ORBAT, along with spare drivers for the Division.

(d) There were 5 guns at the bridge, four from B troop and one from C troop.

# German Player Briefing

## Situation

**(SturmBannFuehrer Brinkmann), 06:00 18th September 1944 Arnhem, Holland**

You have reported to II SS panzer Corps HQ yesterday at 17.30 Hrs and have been tasked with capturing the bridge at Arnhem back from the British who landed West of Oosterbeek yesterday. The 9<sup>th</sup> SS have been given the task of containing 1<sup>st</sup> airborne Division, to the West, and then destroy them. The rest of your division has moved to the Pannerden ferry, where the 10<sup>th</sup> SS Engineer Bn has set up a Ferry Operation and is moving the 10<sup>th</sup> SS Panzer regiment with all haste to counter the landings at Nijmegen. You have been placed under command of 9<sup>th</sup> SS until your task is complete, when you will revert back to 10<sup>th</sup> SS control and move South with the Division.

SS OberGruppenFuehrer Bittrich has given you the following units under your Command. Schwere Panzer Kompany "Hummel" was given orders to entrain at Paderborn and is expected in the area on the 19<sup>th</sup>, and K.G. Knaust; which consists of Panzer-Grenadier-Ausbildungs und Ersatz-Battalion 64 und 57 and elements of 6<sup>th</sup> Panzer Replacement Regiment 'Bielefeld'. Major Hans Knaust turned up at your command post at 04.00 and is already relieving elements of KG Euling and will attack the bridgehead from the North at dawn.

You have heard that Graebners Aufklandarung Abteilung is making its way back over the bridge to the secure the North end.

The 3<sup>rd</sup> koy 21<sup>st</sup> PzGr Regt 10<sup>th</sup> SS has been in contact with the British since 22.00 hours last night, and is attempting to tighten the noose.

## Mission

To clear all units from the Northern end of the Bridge, and allow the rest of the "Frundsberg" Division to cross and advance to Nijmegen, before the 20th September. Failing that destroy the Northern Bridge supports and cut off the enemy fallschirmjager from the advancing troops.

## **German Deployment, Note and Special Rules.**

- 18<sup>th</sup> Turn 1 06.00 Hrs** Start of scenario  
The 21<sup>st</sup> PzGren 10<sup>th</sup> SS attack from the SW along river
- 18<sup>th</sup> Turn 3 06.30 Hrs** 1x Koy of KG Knaust attack from the North
- 18<sup>th</sup> Turn 4 07.00 Hrs** Unarmoured Elements of 3<sup>rd</sup> Koy 10<sup>th</sup> SS recon attack from the North East
- 18<sup>th</sup> Turn 6 07.30 Hrs** 3x Sdkfz 250/1 and 1x Sdkfz 250/9 attack from east under Bridge
- 18<sup>th</sup> Turn 11 09.00 Hrs** 1x Koy KG Knaust attacks from the North, rest of KG Brinkmann active
- 18<sup>th</sup> Turn 13 09.30 Hrs** Armoured cars and soft skins from 1<sup>st</sup> and 3<sup>rd</sup> Koy's KG Graebner approach over bridge from South, rest of KG Knaust active
- 18<sup>th</sup> Turn 14 09.45Hrs** Armoured elements from 3<sup>rd</sup> Koy KG Graebner attempt to cross bridge
- 18<sup>th</sup> Turn 15 10.00 Hrs** 10cm K18 from Werfer Abt 102 available using self observed fire from the North
- 18<sup>th</sup> Turn 10.30 Hrs** 1x Battery Nebelwerfers from Werfer Abt 102 available from the North
- 19<sup>th</sup> Turn 08.00 Hrs** Panzer Koy Meikle attacks from the East
- 19<sup>th</sup> Turn 10.00 Hrs** 1x 15cm sIG along road from South West
- 19<sup>th</sup> Turn 20.00 Hrs** 1x Tiger I PzKoy "Hummel" arrives from the North
- 20<sup>th</sup> Turn 09.00 Hrs** 3x 75mm Flak on South bank direct fire at perimeter
- 21<sup>st</sup> September 09.00 Hrs** 3x Tiger I from Pz Koy "Hummel" arrive from the North

Units from KG Brinkmann or KG Knaust exiting the table edge in good order may be returned to the table after one turn at the same location and without any suppression of disordered markers. Off table troop movement around the perimeter is permitted at a rate of 6 inches per turn for troops and 12 inches a turn for vehicles if a later return to table at a different location is desired. However the river may never be crossed in the process.

Panicked troops leaving the table will may reenter the table after 4 turns in good order at the location the left the table.

Units from KG Graebner which exit the table edge for whatever reason do not take any further part in battle. If they leave the table to the north of the bridge they go onto the Dreyensweg scenario, and those who retreat south over bridge end up at the brickworks on South bank and will take part in other scenarios (to be written later). All units from KG Graebner remaining on the table during the night of the 18<sup>th</sup> are redeployed and removed from play for the remainder of the scenario.

### • **Discipline Rating**

- As listed in ORBAT.
- Note that discipline rating is reduced by one factor during Night time

### • **Off board Artillery**

Fire Support from Werfer Abteilung 102 originates from the East (right) edge of the map; if called by a Commander in KG Brinkmann, it is considered direct support. However if called for by a KG Knaust Commander it is considered General Fire Support.

Fire Support from the Kanone Battery originates from the North Edge (top) of the map and is subject to the same call-for-fire restrictions as the Werfer Abteilung but requires a separate spotter. It will place a single large - 1V/OTGsV IDF template.



The three Flak guns in the RAD Flak group were stationed just off the Southwest (bottom left) edge of the map. They are employed as direct fire weapons. They can only fire at the BUS adjacent to the river to the West (left) of the bridge and/or any unit outside of the BUS on the riverbank in this area. They fire once per turn in the offensive fire phase (no defensive fire) and do not need a call-for-fire roll. However, they may not target hidden units, but must have at least a suspected target (usually someone firing from the BUS). They are considered to be in the 10-20 range band (+2V/0TGsV). Their attacks use DF modifiers instead of IDF modifiers, but are NOT subject to the -2 for suspected target modifier. The Flak guns may not be targeted by the British player.

- **Transport**

- If desired, the German player may discard any/all soft skin transport from his ORBAT.

- **British Forces**

- The British player is deployed in hidden positions defending the North end of the Bridge. They are expected to be dug in and hidden. Heavy resistance is expected.

- **Hidden Unit Status**

- No German units may claim hidden unit status at the before they enter the table.

- **Arnhem Defences**

- The bridge is defended by a Concrete pillbox but this was destroyed during the 17<sup>th</sup> and is not represented in this game.
- You can expect some mines to have been laid by the defenders.

- **Flares and Smoke**

- Mortars may fire flares twice during each game day. Commanders and Fire Support elements may only fire flares once during each game day.
- Mortars may fire smoke twice during each game day. All other on table smoke capable units may only fire smoke once during each game day. Off board artillery may not fire smoke or mixed missions.

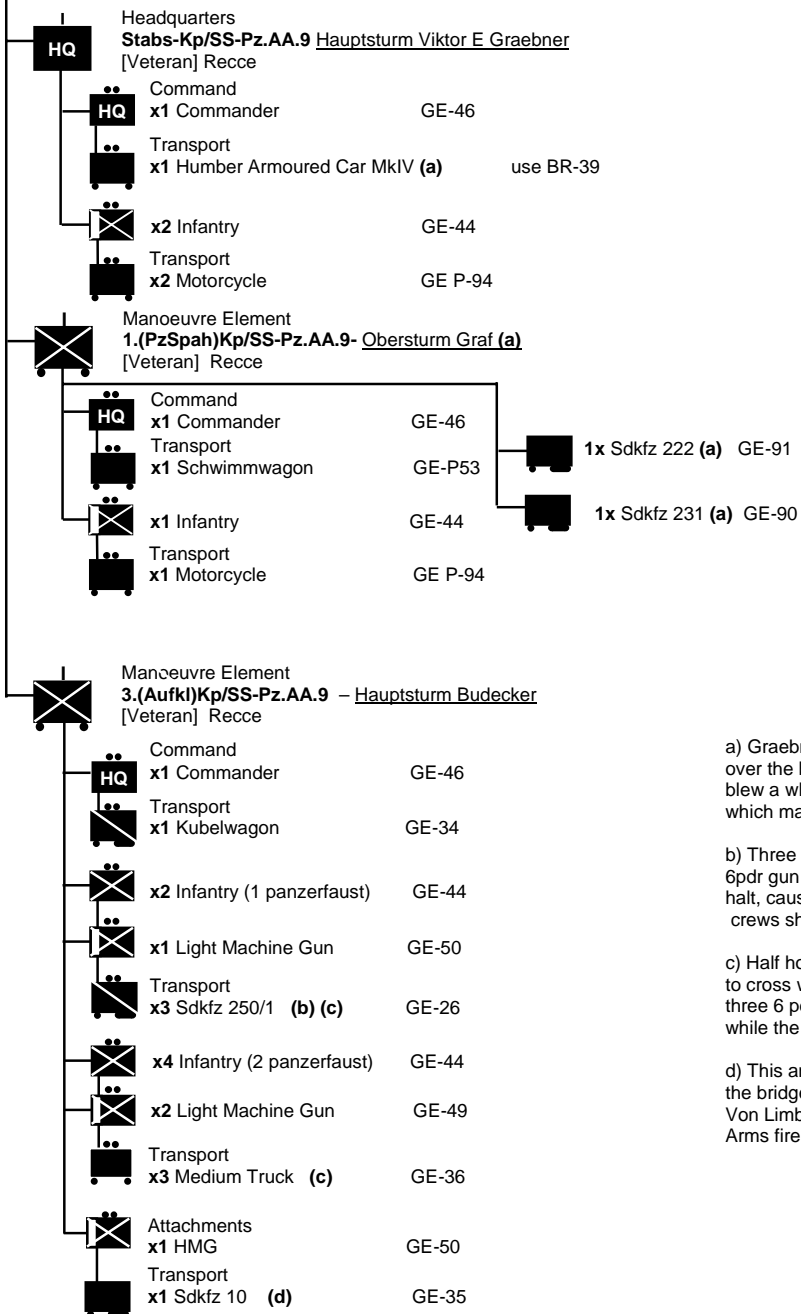
- **Night Time Rules**

- Not a lot was done during the night, apart from the Germans tried to infiltrate into positions otherwise untenable during the day. This is allowed for by the 2 turns of Night time Good Visibility at the start and end of each game day.

- **Bog Down**

- The full length of the Bridge and Northern ramp between the walls counts a defile. If a vehicle is knocked out in this area it will count as an obstruction.

**II (-) BATTLE GROUP**  
**Elements, 9th SS Recce Bn**  
**- SS Hauptsturmführer Viktor Graebner**

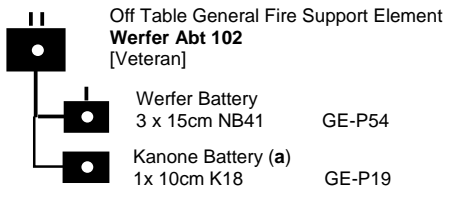
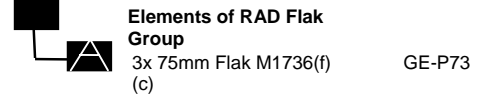
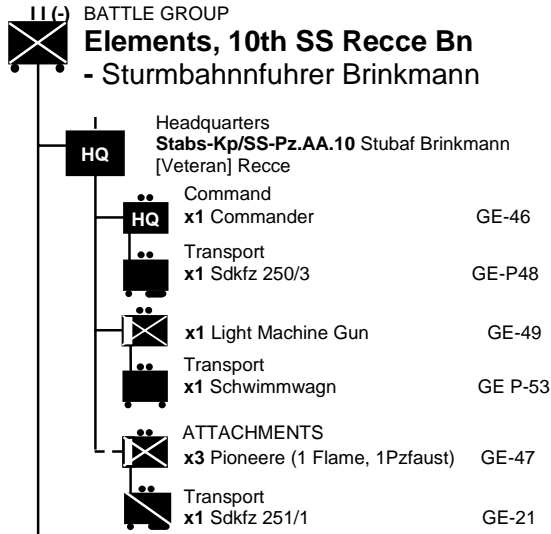


a) Graebner with his six armoured cars charged over the bridge first, one of the No.75 Hawkins mines blew a wheel off one of the 8 wheeled armoured cars, which managed to continue into the town.

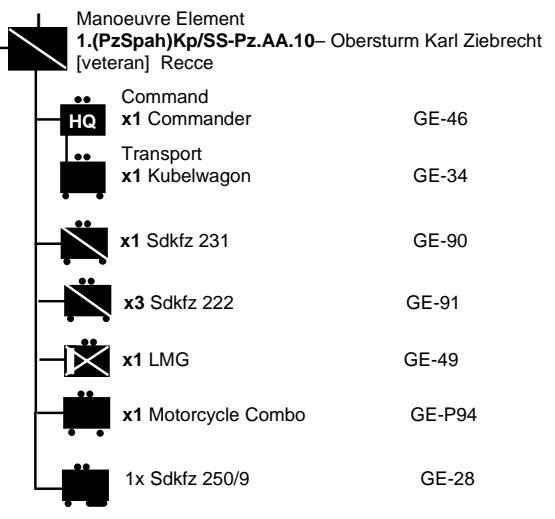
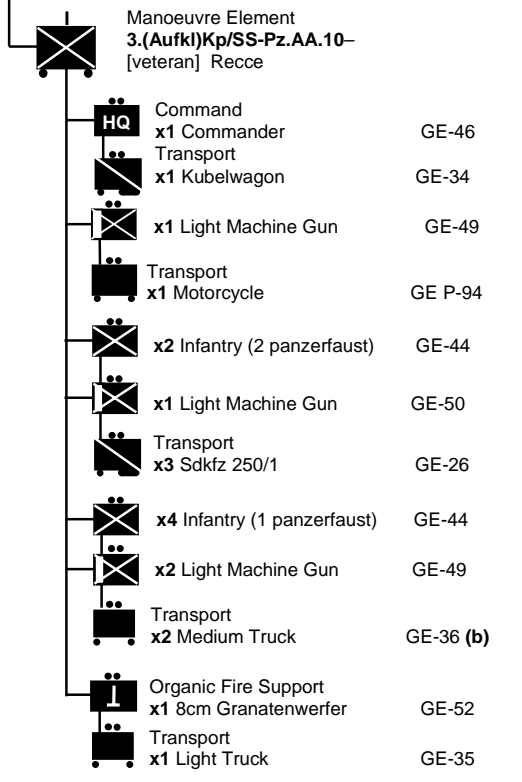
b) Three Sdkfz 250/1's followed close behind but a 6pdr gun from B troop brought the lead halftrack to a halt, causing the rest to crash into each other and the crews shot down as they tried to escape.

c) Half hour later the rest of the 3<sup>rd</sup> company decided to cross with the trucks following in the rear. Again the three 6 pdrs brought the armoured vehicles to a halt while the PIATs sorted out the trucks.

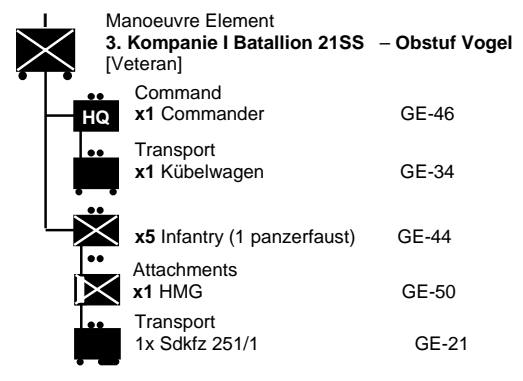
d) This and a 250/1 were stopped as they tried to leave the bridge ramp, and were brought to a halt near the Von Limburg Stirum School using grenades and small Arms fire.



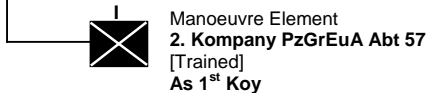
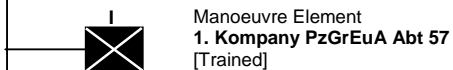
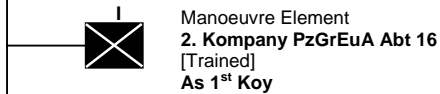
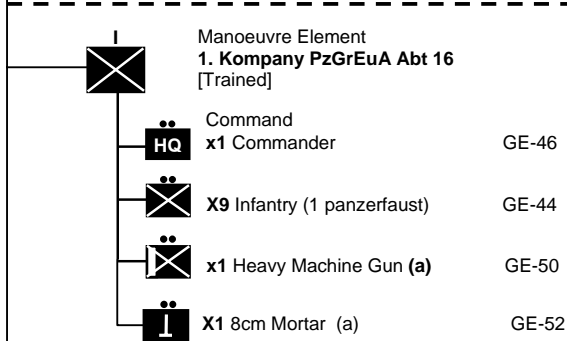
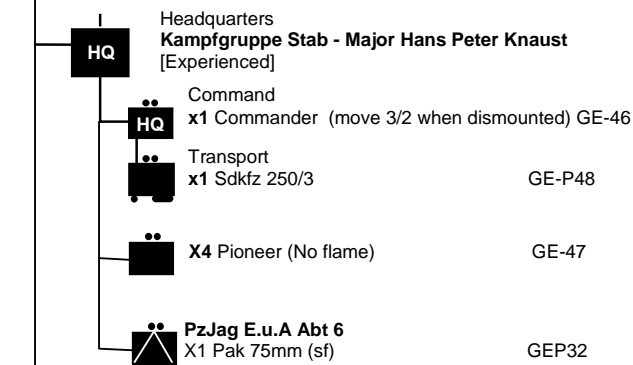
- a) These were stationed in the park North of the bridge and fired directly into the perimeter.
- b) Brinkmann's SS tried all sorts of ploys to break the perimeter including storming the bridge defences in a variety of trucks incl a Dodge 15cwt and an ambulance.
- c) This Btty was stationed on the South bank and fired directly at the buildings West of the northern bridge ramp



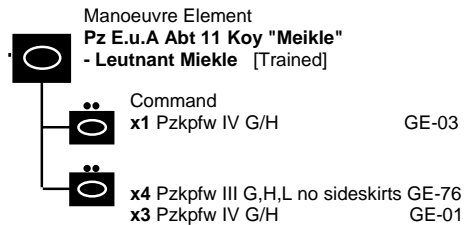
**Other Elements 10th SS**



**II (-) BATTLE GROUP**  
**Kampfgruppe Knaust**

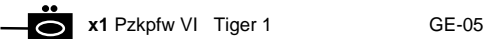


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**ATTACHMENTS**

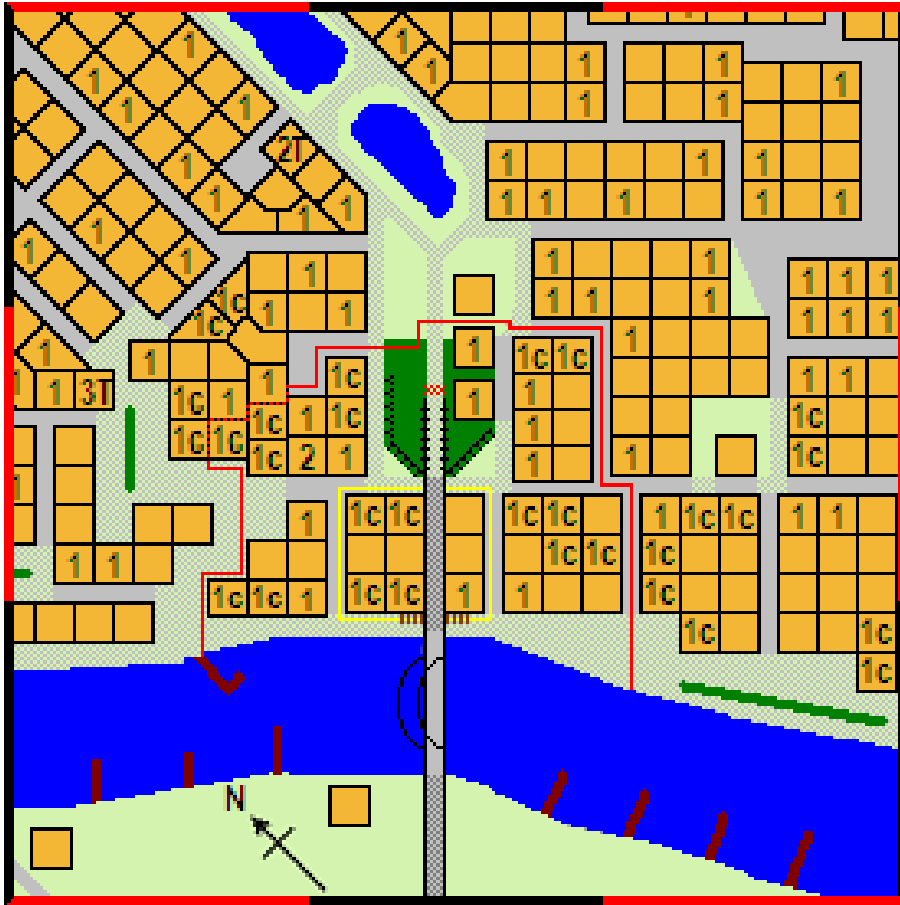
Attachments from Pz Abt 506 (from the 19th September)  
**Leutnant Knaack** [Veteran]



Attachments from Pz Abt 506 (from the 21st September )



(a) HMGs and Mortars attached to Panzer-Grenadier-Ausbildungs und Ersatz-Bataillon 16 & 57 may be distributed between the 4 Companies or retained within the HQ Company in any way desired.



### Map & Terrain

- Level 0
- Level 1
- Impassable water
- Open Roads
- Streets
- Low Hedge
- Embankment
- Bridge
- Elevated Roadway
- Low Walls
- Mines
- Built-up Sector
- Multi-Level
- Continuous BUS
- Multi-level Tower BUS

The battle area was a heavily urbanized city centre and was dominated by Arnhem Bridge.

- The playing area is 3ft by 3ft and centres around the Northern Bridge Ramp.
- All buildings are stone. Multi level BUS rules are in force throughout.
- All solid grey roads count as streets. All light grey/green roads count as paved roads for the purposes of moving but as open ground for the purposes of spotting.
- The black line either side of the road running across the bridge indicates that it is elevated above the surrounding area. This black line should be considered impassable (note the implications for close combat) and the road at this point is at Level 1. Level 0 BUS within 4 inches cannot fire on units on the bridge at Level 1, however units in Level 1 BUS can.
- The full length of the Bridge and Northern ramp between the walls counts as a defile. If a vehicle is knocked out in this area it will count as an obstruction.
- The brown lines at the North end of the bridge immediately before the BUS are steps going from ground level to bridge level. These are regarded as a high embankment.
- The point at which the bridge crosses the centre of the river counts as a crestline.
- The dark grey area of road leading to the bridge ramps indicates that troops may pass under the bridge. The ground under these portions of the bridge is considered to be streets. Troops located under the bridge receive an additional -1 against IDF.
- The dark green areas of ground is considered to be at Level 1 and the portion indicated by "V V V V V " indicates the presence of a low embankment. Walls running either side of the road on the Northern Ramp are indicated by "++++++" and are considered to be low walls.
- The location of the necklace of Hawkins mines is indicated in red.
- The river and both lakes are considered to be impassable.
- At scenario start, the area bounded in red is under British control the remainder is under German Control. Thereafter, a BUS is controlled by the last player to have occupied it with a non-panicked unit.
- The Bridge is controlled for Victory condition purposes if 5 of the 9 BUS bounded in yellow are controlled. Any contested BUS (i.e. with disputed upper/lower floor control) are not controlled by either player.
- There is an underpass cutting across the Northern bridge ramp which is not specifically represented in the scenario as troops can move from one side of the ramp to the other by moving under the bridge itself.

## **Game Notes**

The game is split into 5 game days:

The 18th starts at 06.00 and lasts 42 turns. During turns 1, 2, 39 and 40 dawn/dusk rules apply. During turns 41 and 42 night good visibility rules apply.

19<sup>th</sup>, 20<sup>th</sup> and 21<sup>st</sup> each start half an hour before dawn and lasts 48 turns. During turns 3, 4, 33 and 34 dawn/dusk rules apply. During turns 1, 2, 35 and 36 night good visibility rules apply.

22<sup>nd</sup> starts half an hour before dawn and lasts 36 turns. During turns 1 and 2 night good visibility rules apply. During turns 3 and 4 dawn/dusk rules apply.

Outside these turns no movement is permitted. The 4 turns of night should be used to perform any reorganisation or infiltration required.

The German player moves first.

The following optional rules are recommended:

- Grazing fire
- Sneak manoeuvre action.
- Engineer / improved position
- Dawn / Dusk and Night Time Good Visibility (during turns indicated above.)
- Multi Level BUS



## Victory Conditions

	<b><i>British</i></b>	<b><i>German</i></b>
<b>Total</b>	Control at least 5 of the 9 BUS is the 3 x 3 block either side of the bridge on turn 36 on 22 <sup>nd</sup> .	Control at least 5 of the 9 BUS which is the 3 x 3 block either side of the bridge on turn 36 on 18th. Or manage to destroy the bridge.
<b>Major</b>	Control at least 5 of the 9 BUS is the 3 x 3 block either side of the bridge on turn 40 on 21 <sup>st</sup> or Evacuate all British Forces (must be at least 20 units) from the Bridgehead off the North West table edge during the 22 <sup>nd</sup> .	Control at least 5 of the 9 BUS which is the 3 x 3 block either side of the bridge on turn 40 on 19th.
<b>Minor</b>	Control at least 5 of the 9 BUS is the 3 x 3 block either side of the bridge on turn 40 on 20 <sup>th</sup> or Evacuate all British Forces (must be at least 20 units) from the Bridgehead off the North West table edge during the 21 <sup>st</sup> .	Control at least 5 of the 9 BUS which is the 3 x 3 block either side of the bridge on turn 40 on 20th.

## **Optional Rules.**

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf>

### **Dawn / Dusk Rules**

### **Night Rules - Good Visibility**

### **Not All Destroyed Vehicles Burn**

### **Multi Level BUS**

### **Grazing Fire**

### **Sneak Manoeuvre Action**

### **Fire**

### **Improved Position Clarification**

### **Firing from Buildings against vehicles**

All attacks against V class targets from the upper levels of BUS are resolved against the rear armor value of the target, regardless of the actual facing of the vehicle.

### **Rubble**

Each turn a BUS is on fire throw a d10. If it is a "1" then roll again and if the second roll is equal to or less than the number of BUS currently on fire then the longest burning BUS collapses into rubble. (i.e. the second roll is a 1 if 1 BUS is on fire, a 1 or 2 if 2 BUS are on fire etc...)

If the bottom story of a multi-level BUS turns to rubble – any troops in upper levels are killed. Any troops in the lower level are disordered. If the upper levels of a multi level BUS turns to rubble then occupying troops are disordered and troops in lower levels are suppressed.

In either case if the BUS is adjacent to any open ground or streets a half inch strip of rubble is added on each exposed side of the BUS.

### **Destroying BUS and Rubble**

### **Lanes, Streets & Roads & Rubble**