

**UNIT CARD**

**Kampfgruppe Bruhns**

**AuE Abt 361**

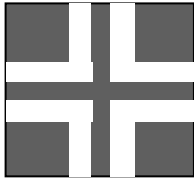
**TRAINED**

**1x Commander GE-46**

**9x Infantry GE-44**

**1x HMG GE-50**

**Enters From Pt-B**



**UNIT CARD**

**Kampfgruppe Bruhns**

**AuE Abt 361**

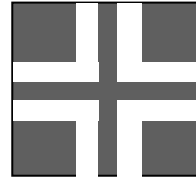
**TRAINED**

**1x Commander GE-46**

**9x Infantry GE-44**

**1x HMG GE-50**

**Enters From Pt-C**



**UNIT CARD**

**Kampfgruppe Bruhns**

**AuE Abt 361**

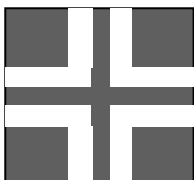
**TRAINED**

**1x Commander GE-46**

**9x Infantry GE-44**

**1x HMG GE-50**

**Enters From Pt-D**



**UNIT CARD**

**Kampfgruppe Bruhns**

**Luftwaffe Ground  
Kompanie**

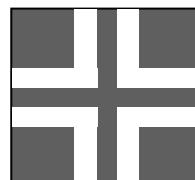
**TRAINED**

**1x Commander GE-46**

**9x Infantry GE-44**

**1x LMG GE-49**

**Enters From Pt-C**



**UNIT CARD**

**Kampfgruppe Allworden**

**VETERAN**

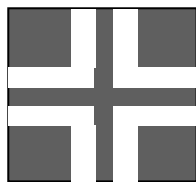
**SS PanzerJager 9**

1x Commander GE-46

6x Inf (3 Pzfaust) GE-44

3x LMG GE-49

**Enters From PT-B**



**UNIT CARD**

**Kampfgruppe Allworden**

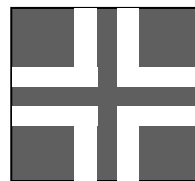
**EXPERIENCED**

**SS Versogstruppen 9**

1x Commander GE-46

9x Infantry GE-44

**Enters From Pt-B**



**UNIT CARD**

**Kampfgruppe Bruhns**

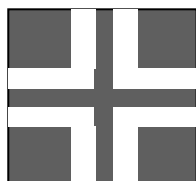
**TRAINED**

**Naval Kompanie**

1x Commander GE-46

9x Infantry GE-44

**Enters From Pt-C**



**UNIT CARD**

**Kampfgruppe Spindler**

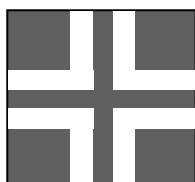
**EXPERIENCED**

**SS Artillery Regt 9**

1x Commander GE-46

9x Infantry GE-44

**Enters From Pt-D**



**UNIT CARD**

**Kampfgruppe Weber**

**TRAINED**

**213 Signal regt**

**1x Commander GE-46**

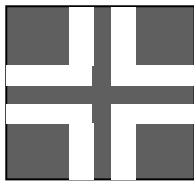
**9x Infantry GE-44**

**1x LMG GE-49**

**1x 20mm Flak GE-43**

**1x Horch GE-96**

**Enters From Pt-A**



**UNIT CARD**

**Kampfgruppe Krafft**

**EXPERIENCED**

**SS Ausbildungs und  
Ersatz Abt 16**

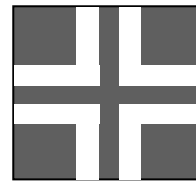
**1x Commander GE-46**

**9x Inf (1 Flame) GE-44**

**1x HMG GE-50**

**1x 8cm Mortar GE-52**

**Enters From Pt-C**



**UNIT CARD**

**Kampfgruppe Bruhns**

**EXPERIENCED**

**Ausbildungs und Ersatz  
Abt 316**

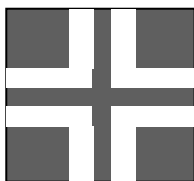
**1x Commander GE-46**

**1x M/C Combo GE-96**

**Organic Fire Support**

**2x 8cm Mortar GE-52**

**Enters From East Pt-D**



**UNIT CARD**

**Kampfgruppe Allworden**

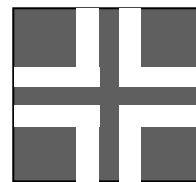
**VETERAN**

**SS PanzerJager 9**

**1x Pak40 GE-**

**1x Med Lorry GE-36**

**Enters From the Pt-B**



**UNIT CARD**

**Kampfgruppe Graebner**

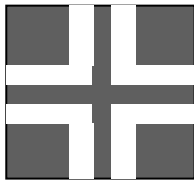
**VETERAN**

**SS PzAufkl Abt 9**

**3x Inf (1 Pzfaust) GE-44**

**3x SDKFZ 250/1 GE-26**

**Enters From the Pt-A**

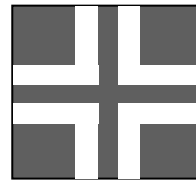


**INCIDENT**

**Command Indecision**

**Conflicting orders  
arrive at HQ, 1 German  
ME cannot move for  
one turn.**

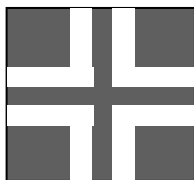
**(British Choice)**



**INCIDENT**

**Nothing to report Herr  
Hauptmann all quiet**

**DRAW AGAIN**

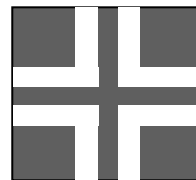


**INCIDENT**

**Resupply**

**Wrong Ammunition  
delivered for mortars,  
one units mortars are  
unable to fire for the  
next turn.**

**(Determine randomly.)**



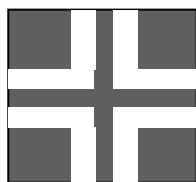
**UNIT CARD**

**Kampfgruppe Graebner**

**VETERAN  
SS PzAufkl Abt 9**

**1x SDKFZ 222 GE-91**

**Enters From  
Pt-B 1-5 D10  
Pt-A 6-10 D10**



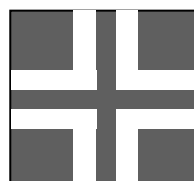
**UNIT CARD**

**Kampfgruppe Allworden**

**VETERAN  
SS PzAufkl Abt 9**

**1x SDKFZ 250/9 GE-28**

**Enters From  
Pt-B 1-5 D10  
Pt-A 6-10 D10**



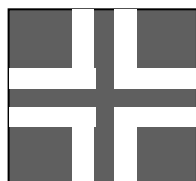
**UNIT CARD**

**Kampfgruppe Spindler**

**VETERAN  
SS Flak Abt 9**

**1x SDKFZ 10/4 GE-19**

**Enters From Pt-B**



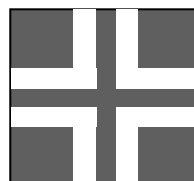
**UNIT CARD**

**Kampfgruppe Allworden**

**VETERAN  
SS PanzerJager 9**

**1x PzJager IV/48 GE-10**

**Enters From East  
Pt-B 1-5 D10  
Pt-C 6-10 D10**



## INCIDENT

A lone Dakota with flames coming from its engines flies over from the West a single canister drifts down from it before it crashes into the high ground to the East.

**NOTE:-Notify Umpire of this event**



## INCIDENT

**Excellent progress!**

Para's find going better than expected.

One ME can make a free normal move without triggering fire.

**(British Choice)**



## INCIDENT

**Resistance**

Dutch underground misdirects next German reinforcement unit, unit is lost.

Retain until used, discard after use.



## INCIDENT

**Resistance**

**(Intel +1)**

Dutch underground locates presence of Germans.



## INCIDENT

(Intel +1)

**Gunfire heard coming  
from the South West**

**NOTE:-Notify Umpire of  
this event**

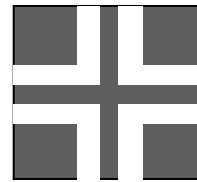


## INCIDENT

**Vehicle Breakdown**

**Next German unit to enter  
the board has defective  
spares, remove 1x  
Vehicle from unit.**

**(If unit does not have  
vehicles then ignore)**



## REINFORCEMENTS

**Pathfinders**

**Pathfinder platoon  
arrives from adjacent DZ  
after realising on wrong  
DZ.**

**Elite unit consisting of  
3x Airborne Inf (BR-57 )  
arrives from the Pt-G**



## INCIDENT

**Bloody maps**

**Incorrect route taken by a  
Forward Observer  
section.**

**1x FOO(BR-52 )**

**and Jeep (BR-42 )**

**arrives from the South  
under the tunnel Pt-E**



**INCIDENT**

**Mobbing**

**One British unit not in contact with the enemy is Mobbed by local populace.**

**(German choice)**

**Cannot move this turn.**



**INCIDENT**

**Reinforcements**

**A platoon of EXPERIENCED Glider Pilots is out hunting German Snipers.**

**3x Airborne Inf (BR-57 ) arrive from the South Pt-E.**

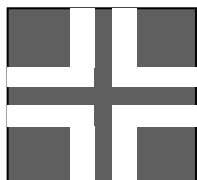


**INCIDENT**

**Sabotage**

**Next German reinforcement unit is delayed by one turn due to removal of mines in the road.**

**Retain until used, discard after use.**



**INCIDENT**

**Snipers**

**Unit takes Sporadic fire from the Flank, unit disperses.**

**The furthest rear ME is held up while order is restored. Cannot move for one turn.**





## **INCIDENT**

### **Spooked**

**A Flock of birds is disturbed from their roost in the undergrowth ahead.**

**NOTE:-Notify Umpire of this event.**



## **INCIDENT**

### **(Intel -1)**

**A lone German lorry carrying a grand piano is intercepted, markings show from a Fliegerhorst detachment.**

**NOTE:-Notify Umpire of this event.**



## **REINFORCEMENTS**

### **The Big Guns**

**A 17Pdr Section is despatched to aid your advance.**

**1x 17Pdr(BR-47 ) and Morris C8 (BR-45 ) arrives from the South Pt-F**



## **INCIDENT**

### **(Intel +1)**

**A German staff car carrying two occupants is shot up, their papers show them to be from 9<sup>th</sup> SS PzJäger Abt.**

**NOTE:-Notify Umpire of this event.**



## INCIDENT

A flight of German aircraft are seen to intercept a far off aircraft stream.

**NOTE:-**Notify Umpire of this event



## INCIDENT

(Intel +1)

A German despatch rider is shot down, on inspection his papers shows him as a member of the 9<sup>th</sup> SS Arty Regt.

**NOTE:-**Notify Umpire of this event



## INCIDENT

(Intel +1)

A dead German is found at the side of the road his papers show him to be from the Hitler Jugend

**NOTE:-**Notify Umpire of this event



## INCIDENT

(Intel +1)

You find a badly shop up abandoned airborne jeep with RASC markings

**NOTE:-**Notify Umpire of this event



## INCIDENT

Look it's a Bustard

**"Dusty" Miller from No. 3 Platoon spots a rare bird in the sky.**

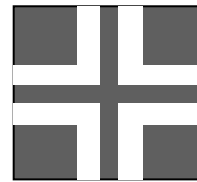
**NOTE:-Notify Umpire of this event**



## INCIDENT

Poor Ground

**Your section finds itself in an area of dead ground and must relocate, 1x stand must move back 2"**



## INCIDENT

Command Indecision

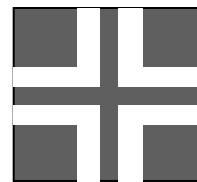
**Conflicting orders arrive at HQ, 1x ME cannot move for one turn (German's Choice)**



## INCIDENT

**Nothing to report Herr Hauptmann all quiet**

**NO EFFECT  
DRAW AGAIN**



## INCIDENT

(Intel -1)

Scouts report all clear  
ahead

NOTE:-Notify Umpire of  
this event.



## INCIDENT

Area of bad radio  
coverage no calls for fire  
this turn.



## INCIDENT

Area of bad radio  
coverage all call for fire  
rolls at -1 for next turn.



## INCIDENT

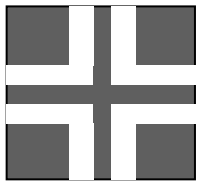
Area of bad radio  
coverage no calls for fire  
this turn.



## INCIDENT

Field Kitchen takes a direct hit from short round, troops not happy.  
Break out the tins.

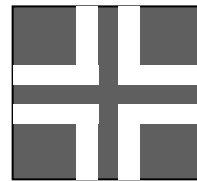
NOTE:-Notify Umpire of this event



## INCIDENT

News that reinforcements from Werkreis IV are on the way.

NOTE:-Notify Umpire of this event

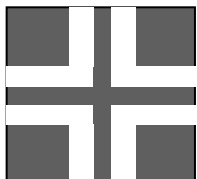


## INCIDENT

Commanders pet dog "Konrad" was killed by a stray artillery round,  
Eager to make the Damn Tommies pay.

One stand gets +1 on first CC roll

Retain until used, discard after use



## INCIDENT

### Transport

Your transport officer manages to commandeer enough vehicles to move a platoon by road,

add 1x Medium Truck  
GE-36

