

# Storm Over Arnhem

## SEQUENCE OF PLAY

### 1. Reinforcement & Reformed Unit Phase

British ammunition shortages on turn 6 (-1 AV) and 8 (-2 AV)

German player gains Tactical Advantage on turns 3 & 6

### 2. Random Events Determination Phase

British player rolls 2 dice and consults the Random Events table

### 3. Movement and/or Fire Phase

the player with the Tactical Advantage has the first impulse

both players alternate movement or fire impulses until both sides pass

### 4. Close Combat Phase

all units are turned face up

close combat takes place between units in contested areas & zones

### 5. Victory Point Determination Phase

## MF Movement Factor Costs to Enter

- |   |   |
|---|---|
| 1 | any area not adjacent to an enemy occupied area                 |
| 2 | any area adjacent to an enemy occupied area                     |
| 2 | any area unoccupied by enemy units from a connecting zone       |
| 3 | any area during a night turn which is occupied by an enemy unit |
| 4 | any area during a day turn which is occupied by an enemy unit   |
| 2 | any zone unoccupied by enemy units from a connecting zone       |
| 3 | any zone occupied by 1 or 2 enemy units                         |
| 4 | any zone occupied by 3 to 5 enemy units                         |
| 5 | any zone occupied by 6 or more enemy units                      |

## Attack Value

- |       |   |
|-------|---|
| ?     | Attack Factor of <b>one</b> firing unit   |
| (+) 1 | each additional firing unit beyond the first  |
| (+) 1 | if 3 of the firing infantry units have the same Lower Organization<br>(This modifier is applied only once per attack) |
| (+) ? | the sum of 2 dice   |

## Defense Value

- |       |  |
|-------|--|
| ?     | <b>Lowest</b> Defense Factor of the group  |
| (+) 1 | if the firing unit is in an adjacent area (not applicable to artillery)                        |
| (+) 2 | if the firing unit is in an adjacent area during a night turn<br>(not applicable to artillery) |
| (+) ? | the sum of 2 dice  |

## Casualty Point Loss

- |    |  |
|----|--|
| A. | Each unit <b>retreated</b> out of an area or zone is worth <b>One</b> casualty point<br>The unit becomes committed at the end of the retreat |
| B. | Each unit <b>eliminated</b> is worth up to <b>Three</b> casualty points  |
| C. | <b>Eliminated</b> armor is worth <b>Four</b> casualty points   |