

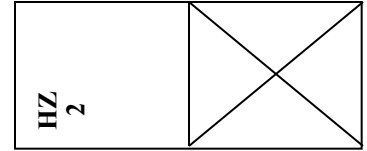
# “Bring up the other Gun”



## Arnhem, The Netherlands — September 21st, 1944

Between September 19th and 23rd, the Germans would contest the British defensive perimeter at Oosterbeek. On September 20-21st, heavy fighting would center around the Koude Herberg road junction. On the 21st, the positions of D Company, 1 Border Regiment would be hit by a heavy German mortar barrage. This barrage would precede an infantry assault by SS-Bataillon Schulz supported by two PzKpfw B2(f)'s. The barrage would kill British Lt. Philip S. Holt and his platoon would fall back to company reserve. The remaining British gripped their Lee-Enfields and Sten Guns and prepared to repel yet another reckless German assault.

**VICTORY CONDITIONS:** The Germans win immediately upon controlling 3 of the following building/rubble locations: D5, F9, K9, or N4.



**Board HZ 2**  
(Only Rows A-P are playable.)

German Player moves First	+	1	2	3	4	5
British Player sets up First						



**D Coy, 1 Border (ELR 4) (SAN 4) (Set up: south of the road A6-E4-G3-H3-L4-P2)**



8

3

See SSR 6

**D Coy HQ group (Set up in Hex F9 with the unmanned AT Gun in an adjacent hex.)**



See SSR 7



**Elements of SS-Bataillon Schulz (ELR 4) (SAN 3) (Set up: enter Turn 1 from the north edge)**



6

6

3

2

### Special Rules/Notes:

1. EC are Moderate with no Wind at start.
2. Bore Sighting (C6.4) is N.A. Kindling (B25.11) is N.A.
3. The British Hero represents Private Parker and he begins the scenario with possession of the PIAT. The breakdown for the PIAT is a 12 when utilized by Private Parker. Any other British Unit possessing the PIAT is subject to the normal breakdown.
4. British may set up Entrenched (B27.11) in suitable terrain.
5. Prior to play but after setup, in order to reflect an earlier heavy German mortar barrage the German player rolls a DR. If the colored Die is a 1 or 2, then one of two buildings begins the game rubbled. The white die determines which building: 1-3 rubbled Building D5 and 4-6 rubbled Building N4. SMC's in the affected building are Casualty reduced (A7.302) and any MMC's begin the game Pinned (A7.305).
6. The 6lb Gun with the main force has no Special Ammo (C8).
7. The 6lb Gun with the HQ force automatically has Special Ammo (C8).
8. The British Radio represents one Module of 80mm OBA. This OBA becomes available beginning on Turn 4. Battery Access (C1.21) is automatic. Additionally, if the Spotting Round (C1.3) is visible to the Radio Observer, the British Player may immediately flip the SR to FFE (no correction allowed).

**Aftermath:** The German tanks would attack along either flank with the assaulting German infantry storming through the center. A single 6lb Gun was at the front and lacked any special ammo to repel the tanks. A second gun was 18 meters back near the company HQ. The British would scramble together a crew and manhandle the gun towards the front line while navigating the many hedges in their path. A Private Parker, manning a PIAT would move to take on the tanks. He would get off a shot, but have no impact on the approaching tanks. The manhandled 6lb would get off an APDS round knocking out a tank. They would reload and await the approach of the second tank, but an incoming British barrage would slam into the approaching Germans, who then fell back to their starting line. Once more the perimeter had held.

