



World War II Wargames Rules

ACTION
SECOND EDITION



ARNHEM

MINI CAMPAIGN



This is a mini campaign to show how the scenarios in the main rulebook can be adapted by changing the brief and players objectives to fit various battles in this case we will be re-fighting the Battle for Arnhem.

First Game

Players choose an army to an agreed points value, Say 1000pts for example

The battle starts using scenario 8 Manhunt with the British airborne trying to capture the bridge at Arnhem, us a large model or something similar to represent the bridge.

British are the attackers, there objective is to capture the bridge,
Germans are the defenders, there objective is to stop the British from capturing the bridge.
Winning the Scenario, whichever side has the most units on the bridge at the end of the game wins, if both players have the same number the winner is the side that lost the least number of units.

End of the game.

A the end of the game the British player rolls a D6 for each unit lost during the game on a roll of 5+ that unit cannot be taken in game 3.

Second Game

Players choose an army to an agreed points value, Say 1000pts for example

This game is played using Scenario 7: Envelopment Representing the Brit XXX Corp trying to get thorough the German 6th Panzer Division to support the Para's at Arnhem

British are the attackers, there objective is to as many unit as possible off the German table edge,
Germans are the defenders, there objective is to stop the British from getting past there lines.

End of the game.

Any attacking units that make it off the enemy table edge will be used as reserves for game three.

Third and final Game

British player adds up the points they have remaining from game one and the units that made it off the table in games two

The German player chooses an equal number of points.

This game is played using Scenario 11: Surrounded, representing the remnant's of the British forces holding out at Oosterbeek, while the British forces evacuate across the river.

British are the Defenders, there objective is to hold back the German attack as long as possible so the injured can escape across the river.

Germans are the Attackers, there objective is to kill as many British units as possible.

End of the game.

If the British manage to keep half there game 3 starting alive till the end of turn six, the campaign is a draw,

Any other result is a German Victory