

How to use Arnhem British Paratroopers with the Eastern Front Random Scenario Generator

With this variant, a gamer can play a 10-man British Parachute (or Airborne) section from **Combat! Arnhem** and use them with the **Combat! Eastern Front** Random Scenario Generator.

Random Generation

Use these modifications to the random scenario generator:

- In Step 1, the Player side will be a British Parachute section and the Non-Player side will be Germans from **Eastern Front**.
- In Step 2, roll for the German OOB as normal. Do not roll for the British OOB; it is a Parachute OOB.
- In Step 3 do not roll for the year; it is 1944.
- Steps 4-12 remain the same. For Step 5, see also the 'Maps' rule below.

Teams

For Initiative and card play, use this system:

- The **SL** Characters are the **A Team**
- The **Bren** Characters are the **B Team**
- The **Rifle** Characters are **C Team**
- Do not use the Characters from the **Com** Team

Orders Of Battle

For determining the **10** Characters in the Player's section, pick them per this process:

- From the SL (A) team, randomly pick one Sergeant and one Private for a total of **2** Characters.
- From the Bren (B) team, randomly pick **1** Corporal (Brooks, Cleverley, or Chilton), **1** Bren Gunner (Gascoine, Hale, or Kelly), and **1** Private (Boswell, Goodwin, or Kent), for a total of **3** Characters.
- From the Rifle (C) team, randomly pick **5** Privates. Do not use the Corporals or Sergeants.

Modifications

Make these modifications to the values on the British Character markers:

- Subtract 1 from all Character TQs.
- Subtract 1 from all gun Weapon Skills.
- Subtract 2 from all Grenade Weapon Skills.

Abilities

Ignore the Tough Ability on the markers, and also the Medic Ability given by the Arnhem rules.

Instead, use these Abilities, which are based on the first letter of the Character's last name:

- PVT Deller is **Deadly**
- SGT Dickens has **Dodge** (a soldier with an SMG should NOT be Deadly!)
- PVT Fisher has **Fieldcraft**
- PVT Gleaves, PVT Goodwin, and PVT Gascoine are **Grenade Experts**
- PVT Hale and PVT Hughes are **Heroic**.
- SGT Kelly, PVT Kemp, and PVT Kent are **Knife Experts**
- PVT Moon is a **Medic**
- PVT Timms is **Tough**

Confidence

If using the Confidence rules, add 6 to the British Base.

(There are game series reasons for this which will become evident when **Combat! Crete** is published.)

Maps

Arnhem's maps can be used for Eastern Front's Random Scenario Generator. The West map can be used as-is. If using the Central map, add 15 to the last two digits of the hex numbers listed in each scenario. If using the East map, add 31 to the last two digits of the hex numbers listed in each scenario. *As an example, if you are using the Arnhem East map and the random scenario says to use hex '06.03', you would add 31 to the last two digits which results in hex '06.34'.*

In Step 5, you can opt to roll on the alternate 'Map' chart for the map to use. Maps 1-4 are found in **Volume 1**; Maps 5-10 are found in **Volume 2**; Maps 11-14 and found in **Eastern Front**; the West, Central, and East maps are found in **Arnhem**.

5. Map			
00-05	1	60-65	11
06-11	2	66-71	12
12-17	3	72-77	13
18-23	4	78-83	14
24-29	5	84-89	West
30-35	6	90-94	Cntrl
36-41	7	95-99	East
42-47	8		
48-53	9		
54-59	10		