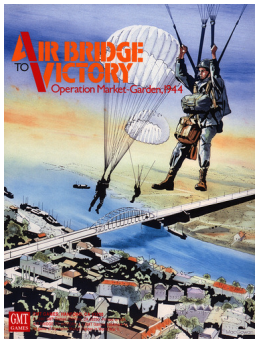


Air Bridge to Victory: Arnhem 1944



Unpunched Mint copy but staples rusty.

Air Bridge to Victory covers all of Operation Market-Garden at a scale of 1/2 day per turn, 1 mile per hex and units

Rating: Not Rated Yet

Price

Price £23.95

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Manufacturer [GMT GAMES](#)

Description

Unpunched Mint copy but staples rusty.

Air Bridge to Victory covers all of Operation Market-Garden at a scale of 1/2 day per turn, 1 mile per hex and units at battalion level.

Game Features

- Innovative combat resolution, integrating maneuver combat, close assault, artillery bombardment, assault engineers, and air support into one easy-to-use system
- Bridge-blowing and repair
- Initiative rules reflecting the ebb and flow of the battle
- Easy to play introductory scenario
- Tournament scenario highlighting the Battle for Arnhem
- Grand campaign game on the breakout of the British XXX Corps to relieve the 1st Airborne
- Automatic Victory conditions which make each game different from the last

Contents:

- 300 die-cut Counters
- 1 22"x34" Mapsheet
- 1 22"x17" Mapsheet
- 16 page Rule/scenario book
- 1 Player aid card (the box states 4 but this is a misprint - the charts & tables are on the map sheets)
- 1 ten sided die

Time Scale: 1/2 day per game turn

Map Scale: 1 mile per hex

Unit Scale: Battalion

Players: One-to-Four

Playing Time: 5-20 minutes for introductory scenario

2-3 hours for tournament scenario

4-10 hours for campaign game

Complexity: Medium

Solitaire Suitability: Medium