



NIJMEGEN BRIDGES

- MARKET GARDEN



Historical Background

It was hoped that the 82nd Airborne Paratroopers would be able to take the strongly held Nijmegen bridges during the early phases of Operation Market Garden, but other priorities and drops that put most of the Paras miles from their target, thwarted any serious attempts. The bridges would have to wait for the arrival of XXX Corp.

On September 20th, XXX Corp. mounted an attack on the Nijmegen road bridge, while the 504th Parachute Infantry Regiment in assault boats hit the Fort protecting the railroad bridge and then turned east. The railroad bridge was taken intact from both ends. As British tanks advanced toward the road bridge, the retreating Germans gave the order to blow it, but in a stroke of luck for the Allies, the demolition charges did not detonate and it also was captured.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 5 command cards.

Allied Player: Take 6 command cards.
You move first.

Conditions of Victory

6 Medals

An Allied unit that captures a bridge hex counts as one Victory Medal. Place an Objective Medal on each Bridge hex. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The three Allied Infantry units on the left flank have collapsible, flat-bottom boats. Place a Battle Star token in the same hex with these units to distinguish them from the other units. See p. 8 to learn about Collapsible Boats.

See p. 13 to learn how to use the Big Guns.

Setup order

- 1 x12
- 2 x10
- 3 x10
- 4 x8
- 5 x4
- 6 x2
- 7 x1
- 8 x1
- 9 x3
- 10 x2
- 11 x3