



ARNHEM BRIDGE



Setup order

- 1  x11
- 2  x10
- 3  x9
- 4  x3
- 5  x3
- 6  x7

Historical Background

The largest Airborne drop ever designed, Operation Market Garden was Field Marshall Bernard Montgomery's plan to end the war on the Western Front early. If successful, it would threaten the flanks of German defenses along the Siegfried line and behind the Rhine River, helping an Allied crossing and precipitating the fall of Berlin. The operation famously ended up being "a bridge too far", handing Montgomery his only high-profile defeat.

The airborne plan on 17th September was for the 1st British Airborne Division to secure Arnhem bridge and the high ground to the north. At the Bridge, 2nd Battalion Lieutenant Colonel Frost commanded a force of about 500 men that took up a strong position at the northern end of the bridge. The Germans soon discovered that the airborne troops were a formidable enemy, and more than infantry assaults were needed to blast Frost's men out of their houses. A charge by the 9th SS Reconnaissance Battalion across the bridge was destroyed; likewise were attacks from the north. Despite being short of ammunition and with no food or water, the airborne force held the northern part of the bridge, denying the Germans a crossing place, until the night of 20/21 September. The last British resistance near the bridge ceased on September 23rd.

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

Briefing

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

Allied Player: Take 6 command cards.

Conditions of Victory

5 Medals

Special Rules

All the Allied units are Special Forces Elite Airborne units. Therefore, there is no need to place badges with the units. These units may move 1 or 2 hexes and still battle.

The Axis Special Forces tank units have 4 figures.

The Axis Special Forces infantry are Elite Grenadier units. Place an Axis special force token in the same hex with these units to distinguish them from the other units. The Elite Grenadier units may move 1 or 2 hexes and still battle.

Units may only enter or exit Arnhem Bridge from or onto the

hexes as noted at the ends of the bridge. Movement along the span of bridge is normal.

Infantry units may not target units on the opposite side of the Rhine River, which is too wide in this section.