

# ELEVEN MILES TO ARNHEM

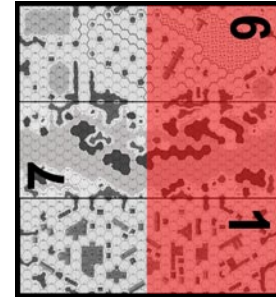
## OAF Scenario 28.1

110403



**Nijmegen, Holland, September 20, 1944:** As Market Garden progressed, the importance of the Nijmegen bridge became apparent to the Germans. Without it the British 1st Airborne at Arnhem would be destroyed; with it the Red Devils might yet be relieved. After several attacks on the south end of the bridge were repulsed with heavy losses, General Gavin, commanding the 82nd Airborne, decided that the only way to capture the bridge was from both ends. This called for a battalion to be ferried across the Waal River in plywood boats in full view of the enemy. In spite of severe casualties the crossing succeeded, only because of the sheer bravery of the men involved. The assault on the Nijmegen bridge was now about to enter its final stages.

### BOARD CONFIGURATION:



Only hexes R thru GG on boards 1 & 6 and A thru P on board 7 are playable

**VICTORY CONDITIONS:** The Allies must make sure there are no unbroken German units in or adjacent to any bridge hex at the end of the game. The Germans win by preventing the Allied victory conditions.

### TURN RECORD CHART:

⚔ German Sets up First	1	2	3	4	5	6	END
🌟 Allies Move First							

**Elements of 21st Panzer Grenadier Reg., 10th SS Panzer Division, 9th SS Reconnaissance Battalion, and local flak units** - set up on any whole hex north of hex row 6 inclusive on board 1 as per Scenario Special Rule 1:

9-2	9-1	8-1	8-0	6-5-8	2-4-8	2-4-7	6-16 B12	4-12 B12	2-8 B12	8 X9+	3
				10	3	2		2	4	2	4
88L V	75L ②	37L(8) V	20L(6) V	20L(6) -1/2	35 -1-3	5					
				2	4						

**Elements of the 2nd Battalion, 505th Parachute Regiment; 82nd Airborne Division** - set up on any whole hex of board 1 south of hex row 5 inclusive:

9-1	8-1	8-0	8-4-7	4-12 B12	6 X11+
2	8		2	2	

**Elements of the Grenadier Guards of the Guards Armored Division** - enter Turn 1 on any south edge hexes using sequential movement on turn 1:

9-1	8-1	4-5-8	2-7 B11+	8 X11+ 75 4/2	16 2 X11+ 75 4/2
		3	2	3	2*

\*(See Vehicle Note B)

**Elements of the 3rd Battalion, 504th Parachute Regiment; 82nd Airborne Division** - enter Turn 3 or later on any west edge hexes north of the river:

9-2	9-1	8-4-7	4-12 B12	6 X11+	
		4	2		

### SPECIAL SCENARIO RULES:

#### OAF 28.1.1: German set up restrictions:

- No more than 3 squads may initially set up north of the river.
- The 4 guns must set up within 4 hexes of any bridge hex, however, only 2 may set up north of the river.
- Both entrenchments must be placed south of the river.

#### OAF 28.1.2: Islands do not exist, the river is deep.

#### OAF 28.1.3: A two-lane vehicular stone bridge extends from 7I2 to 7I8.

#### OAF 28.1.4: The Nijmegen bridge was large. A bridge hex can be transformed to only one lane by the presence of two wrecks or blocked entirely to vehicular traffic by the presence of three wrecks in the same hex.

#### OAF 28.1.5: The bridge may not be destroyed by direct fire. In the actual battle the bridge was wired for demolition but the detonation attempt failed.

#### OAF 28.1.6: Those wishing to use GIA counters and a more historical order of battle should replace the five Churchill/Cromwell AFVs with five Sherman M4A2L counters.

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CREDITS: This scenario was originally published in ON ALL FRONTS number 28. Minor clarifications and modifications have been made to the original scenario and modified by Bill Thomson. The original scenario author is Jeff Cebula Designer's Notes: This scenario was played in the finals of CWA-Con 1982 in the summer of 1982. Any similarity between this scenario and TAHGC's scenario "Climax at Nijmegen Bridge" is purely coincidental. Updated 100713 rev A; Graphic Layout by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.