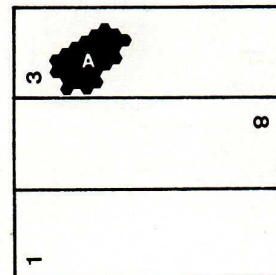


Scenario 34 CLIMAX AT NIJMEGEN BRIDGE



NIJMEGEN, HOLLAND, September 20, 1944: Operation Market Garden was to be characterized by intense fighting for the control of a number of vital bridges. Each was a vital link in the chain leading to Arnhem. The road bridge across the Waal River in Nijmegen was the second of three bridges which had to be secured in order to relieve the British 1st Airborne and throw a force across the Rhine. A task force composed of a mixture of U.S. paratroopers and the British armored relief column was assigned to take it. The paratroopers had successfully crossed the Waal in company strength one mile west in a daring daylight river assault. The orders for the task force in Nijmegen were to cross the road bridge at any cost and link up with the paratroopers who were fighting their way toward the north end of the bridge.

Board Configuration



VICTORY CONDITIONS

The Allied player wins if at the end of the game there are no unbroken German squads (not HS's) with a LOS to any portion of the bridge in any building within five hexes of any bridge hex. The German player wins by avoiding the Allied victory conditions.

Rules Introduced: 144-149

TURN RECORD CHART

German sets up first	1	2	3 ^③	4 ^④	5 ^④	6 ^⑤	7 ^⑤	8 ^⑥	9	10	END
U.S. moves first											

Elements Nijmegen Garrison set up anywhere on board 8 (including half hexes) north of the river:

4-4-7	4-3-6	2-3-7	8-0	7-0	LMG 2-8 B12	'44a 3	AA 20L (4)	AA 88L V	Roadblock
3	3	4			3	3	2		(hexside 3Q10/8Q10)

Elements 2nd Bn, 21st SS Panzer Grenadier Regiment set up anywhere north and west of a line from 1GG6-1X1-1W2-1W3-1U4-1U5-1Q7-1Q10 exclusive and south of the river:

6 ⁺ -5-8	2-3-8	9-1	8-0	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	8 4 X9-	13 75L 4/-14	AT 75L	16 75L 4/-14
10		2		2	2	5	2			

Elements 2nd Company, 1st Grenadier Guards and elements of E & F Companies, 2nd Battalion, 505th Parachute Infantry Regiment [ELR: 5] set up anywhere on board 1 south and east of German set up line exclusive:

4-5-8	9-1	8-0	MTR #1-8 51 56 2PP	HMG 6-14 B12	MMG 4-11 B12	LMG 2-7 B11+	4/43 6 1PP 3 X10+	7 ⁺ -4-7	9-2	9-1	8-1	MMG 4-12 B12
9	2		3			5	3	6				2

Elements Company I, 3rd Bn, 504th Parachute Regiment [ELR: 5] enter per SSR 34.3 on any west edge hex north of river:

7 ⁺ -4-7	9-1	8-0	MMG 4-12 B12	44a 6 1PP 4 X11+
3/6				

Troop #1, 3rd Squadron, 2nd Grenadier Guards enter per SSR 34.5 via road hex 1Y10:

CE 10-2	13 76LL 1/2	14 75 2/2/1
		3

SPECIAL RULES

34.1 A two lane vehicular stone bridge exists in hexes 8Q3-8Q8. This bridge is equivalent to a level 2 LOS obstruction although units on the bridge are considered at ground level. The river is deep with a moderate current flowing west. The weather is moderate with no wind. Building 1Q3 represents the Valkhof and contains a third level in hex 1Q4.

34.2 Terrain overlay A replaces hill 534 on board 3. All buildings on board 8 are considered wooden except 8W6.

34.3 The U.S. reinforcements enter once on the player turn that a number \leq the circled number in the current turn of the Turn Record Chart is rolled on one die. The circled number also represents the number of 7-4-7 squads that enter that turn on a successful dr. German units cannot enter any bridge hex until an Allied unit has, or three turns after the U.S. reinforcements enter the playing area.

34.4 There is no German player turn in turn 1. After the initial U.S. player turn, play passes to the German 1st player turn in turn 2.

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SCENARIO 34 ADDENDA

34.5 The British AFV's will enter on any Allied MPH after any player turn has ended in which the number of unbroken SS squads on the south side of the river \leq the number of the current player turn. AFV's, crews, and HS's do not enter into this calculation. If the entrance hex is blocked by German units, the British tanks will arrive anywhere along the south edge one game turn later.

34.6 All fire on turns 8 through 10 other than CC must add +1 to their TO HIT DR (ordnance) or IFT DR due to the gathering dusk. Starshells/IRs do not alter this in any way.

CLARIFICATIONS: U.S. troops being rallied by British leaders must roll DM in order to rally (74.1). Rule 83.2 is no longer valid; SS units subject to DM must roll four $<$ their broken morale rating to rally. Light mortars (*Re: 63.6*) may not fire at more than one target per fire phase although they may use their full ROF at that target. Any leadership DRM would apply to the full rate of fire. The 51mm mortar cannot be fired up a stairwell, nor to an adjacent building hex of the same building through a building hexside. It does not gain acquisition, nor can it cause an airburst if fired at an adjacent target.

AFTERMATH: As the battle in Nijmegen grew more intense, the action centered around a medieval tower called the Valkhof, and the bridge itself. Continuously pounded by mortars, the German defenses finally gave way. This was the signal for a troop of British tanks to make a move for the bridge. By this time, the paratroopers had also arrived on the far side of the river and had begun to threaten the northern end of the span. As the British tanks rolled over the bridge, the local commander gave the order to detonate the charges which would drop the bridge and its occupants into the river—but it was too late. The wires had been cut. Once the British tanks linked up with the paratroopers at the north end, all German resistance ended. Arnhem now lay only 11 miles away.

G.I.: ANVIL OF VICTORY

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