



# Arnhem Bridge



The Battle of Arnhem Bridge, part of Operation Market Garden, was a key engagement during World War II, fought from September 17 to 25, 1944, in the Netherlands. The operation was an ambitious Allied attempt to quickly end the war by securing key bridges across the Netherlands, allowing a rapid advance into Germany. The battle specifically focused on the capture of the Arnhem bridge (also known as the John Frost Bridge), which was essential for the success of the operation.

**5 VP's**



**Card Balance:**

6 - 6



**Complexity:**

3

**Conditions:**

Countryside



**Location:**

Netherlands

**Year:**

1944

**Theater:**

Western Front

**Codename:**

Operation Market Garden

**Context:**

Historical



## Summary:

Despite its apparent simplistic appearance, this scenario presents some interesting strategy, as it really is all about the Arnhem bridge crossing.

## Objectives:

This is a five VP scenario, with no other objective medals.

## Battlefield:

The principle battle field characteristics are the lower Rhine River cutting across the width of the field, and of course, Arnhem Bridge which is the focus on the planned Axis invasion.

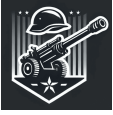
## Troops:

Although the Axis have more forces, many of them are trapped in the right flank behind the impassable Rhine River.



## Allied Strategy

1. Your artillery will be your most powerful defensive protection in this scenario. Use your center Section cards to keep pounding the enemy. Make sure that you always keep at least one central section card in reserve, should the enemy try to make a run across the bridge.
2. When you are not defending against a bridge run in the center, use your long-range artillery to slowly degrade the forces on each wing. Because if they come at you with full force, you will have a difficult time holding them off.
3. Do your best to keep your infantry safely behind the sandbags until you are totally ready to come out for an attack. Although your most forward infantry can become easy prey to the enemy still behind the river, so if you can move that infantry back towards your side of the battlefield, do so. That will provide you with one extra infantry force to attack the enemy in



the flanks.



### **Axis Strategy**

1. The main problem: Axis must get out from behind the river blockade, by crossing the Arnhem bridge without being destroyed, once across.
2. Flank Attacks: The extra infantry in each corner can be used to maximum advantage to clear out the enemy, or at least distract them, while you cross the bridge. But you will need to wait until you have the right combination of cards to be able to launch an attack from one of the flanks.
3. Do not rush it: while you remain on the far side of Arnhem Bridge you are generally safe from enemy attacks unless they get an extraordinary collection of Combat cards. The principle mistake made by Axis is to rush out too quickly across the bridge and then to get slaughtered in the kill box which awaits you across the Arnhem Bridge. So take your time to assemble your forces, and move extra troops into the central section, ready to cross the bridge.
4. With the right combination of cards, you can begin an attack on one (or both!) flanks, while you attempt to cross the bridge. The goal is to distract the enemy, and force them to divide their defensive energies so that your forces can cross the bridge successfully.

Class Battlefield Reports:

(percentage of Allied victories)

81%

**8**

BR - Arnhem

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