



Market Garden (Nijmegen Bridges)



The **Battle of Nijmegen Bridge** was a key engagement during **Operation Market Garden** in September 1944, a large Allied operation aimed at securing key bridges in the Netherlands to create a direct route into Germany.

General Howitzer's comments:

"Listen up, men! In September of '44, at **Nijmegen**, those bridges over the Waal River were the keys to the kingdom—a direct shot into Germany itself. The plan was big—Operation Market Garden—take the bridges, link up the airborne and the armor, and ram straight for the Ruhr."

But those Germans weren't just going to hand over those bridges. They had them locked down tight, and it took **the 82nd Airborne, those American paratroopers, to cross that river in flimsy little boats under fire like hell**



itself. They paddled across, outflanked the Germans, and took those bridges with guts and bayonets.

We got the bridges, but we couldn't hold Arnhem, and the whole damn operation fell short. But don't let that fool you—**the boys at Nijmegen showed what it means to fight with everything you've got.** That's how you break the enemy's back—**take the objective, hold it, and never let go until the job's done!"**

6 VP's



Card Balance:

Allies – 6

Axis – 5

Allies move first.

Complexity: 4

Conditions:

Countryside



**Context:**

Historical

Location:

Netherlands

Year:

1944

Theater:

Western Front

Codename:

Operation Market Garden

Summary:**Objectives:**

6 Medals including bridge hex objectives.

Terrain:

Countryside with a river and train tracks cutting across the battlefield.

Troops:

Allies – 7 Infantry, 6 Armor, 1 Artillery

Axis – 9 Infantry, 1 Armor, 1 Artillery



☐ **Winning as Allies**

1. Use your armor to attack the many defensive positions of the enemy. When the time is right, then capture your objective medals.
2. Take the time to move your artillery into a more centralized position for attack.
3. The Axis forces are so well-defended that you will need to attack them from a distance and significantly degrade them before direct assaults. But you need to do this quickly as many of their forward forces are close to you and able to launch some substantial attacks against you.
4. The Axis Artillery is a Big Gun! That means that once they hone in on you with one hit, they are able to increase the dice attacks by one. So if they hit you once, and you have any figures remaining in the hex, you need to bug out, and move those figures to a new hex.



☐ **Winning as Axis**

1. The Allies have an overwhelming armored force, so much of your work is defensive in nature, although you should pursue any soft targets you can locate. However, your two advanced infantry forces in the center have the ability to do significant damage to the enemy armor if you can quickly attack them while they are in no-retreat positions. Be aggressive and you may be rewarded!
2. There are two bridge objectives which you must protect. Stay close to each of them, and protect them well.



3. Your Artillery is a Big Gun, so use it on semi-permanent targets so that you can take advantage of the additional die roll.

20

BR - Nijmegen



Allies Won



Axis Won

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