

Nijmegen, 1944

A *Flames of War* Mega-Game Scenario

It could be reasonably said that the success or failure of Operation Market Garden hinged on the events in the Dutch city of Nijmegen during September of 1944. No more desperate fighting during the whole campaign eclipsed that in and around Nijmegen, as the Allied forces sought to gain control of one of the key bridges over the River Waal, while German forces fought desperately to hold the city and to retake the commanding Grossbeek Heights to its east.

This scenario allows a large table to accommodate a scaled down version of the fateful clashes during the battle for Nijmegen. It provides a unique opportunity to field elite American paratroopers on both offense and defense, along with varieties of Guards troops from XXX Corps, against a mix of German 2nd rate troops, backed up by solid SS and Fallschirmjager units.

Special Terrain rules:

- Bridges – both of the key bridges had elevated approach ramps that made them excellent observation areas but exposed any troops using them to fire from all directions. Bridge areas are visible to any stand within city terrain and within 36” of the bridge (and vice versa).
- Parks – several parks were located near the key bridges in Nijmegen and played a significant role in the fighting there. Parks are open areas but units in a park area may only see or be seen within 18”. Troops may dig in as normal in park areas.
- Hills – the terrain in this area gave significant importance to the elevated areas due to the generally flat lowland area the battle was fought over. Any unit or vehicle on a hill can see over forest or buildings, but not over city terrain. Hills are treated as difficult ground and provide concealment to any team or vehicle on them.
- Railroad– Nijmegen was a major rail center, and the railway line and bridge was a significant obstacle. Railways provide bulletproof cover and concealment for any fire crossing the rail line. Entering, leaving, or crossing a rail line requires a cross check for any vehicles.
- River Waal – the River Waal was very wide and deep and presented a significant obstacle. It is impassable except over bridges.
- Traffic Circles – these were large open areas where the Nijmegen ring road (Oranje Singel) had a major junction. They are treated as open ground; a single platoon of no more than 5 stands may “dig in” in the center of the circle.
- Forest – this area still had areas of old growth forest, including the western edge of the German Reichswald forest. Forest terrain is difficult going and uses the normal *Flames of War* rules for forest, except that all cross checks in forest suffer a minus one penalty.

Deployment:

The German forces listed as on the table are deployed first, followed by the Allied forces. The Allies take the first turn.

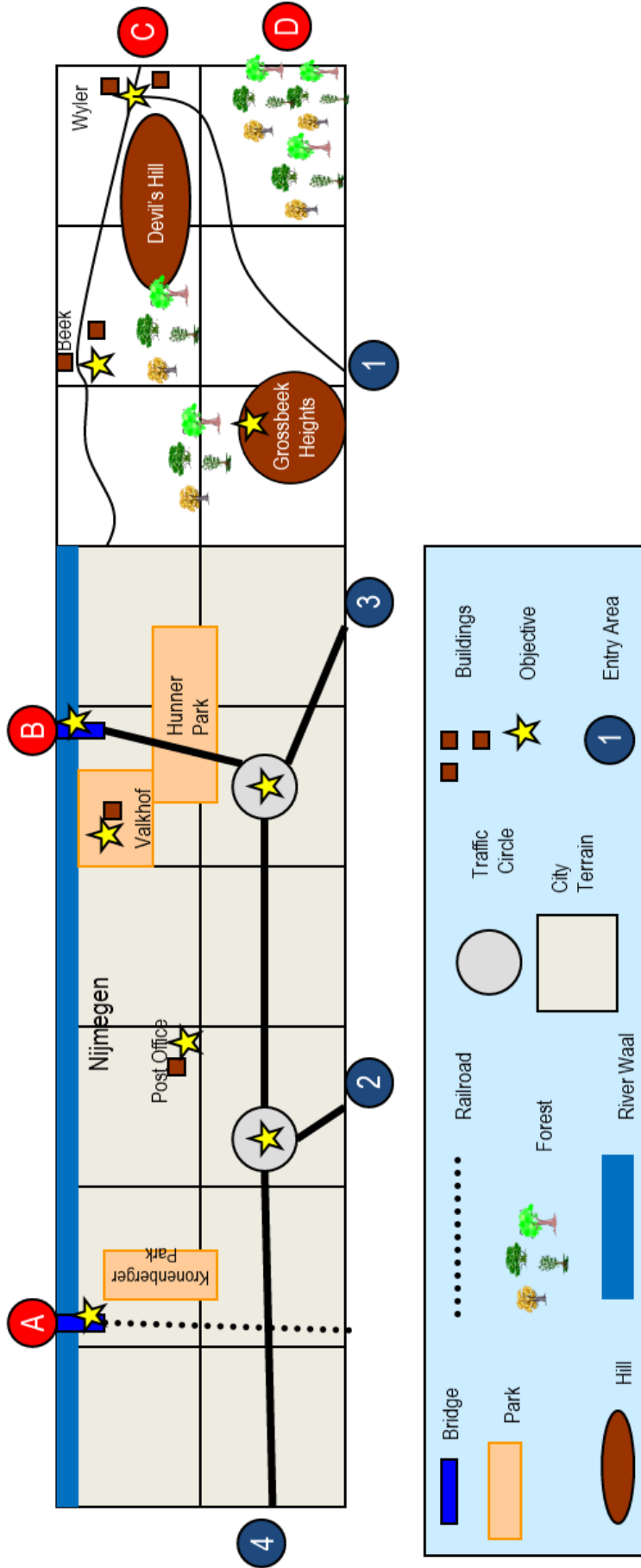
Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. For simplicity, they will arrive on this turn.

Optionally, reinforcement arrivals may be randomized - the owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 4+, if not the player rolls again the following turn.

Map:

FOW Mega-Game Battle for Nijmegen v4 – Sept, 1944



Forces - German:

[1] KG Herman (Remnants 5th Fallschirmjager Division) –

Command Card(s): No Jump Training
Core List: Fallschirmjager Company list from D-Day: German
Points: 100
Added units: none
Prohibited units: none
Deployment: starts the game deployed anywhere within 24” of entry area D

[2] KG Euling (10th SS Panzer Division “Fruntsberg”) –

Command Card(s): Inexperienced / 10th Fruntsberg
Core List: SS Panzergrenadier Company list from D-Day: Waffen SS
Points: 100
Added units: 1x observer rifle team, 1x off table battery of 4x 10.5cm teams
Prohibited units: may not field any tanks other than Jagdpanzer IVs
Deployment: anywhere within Nijmegen east of the post office and no more than 24” from the north board edge. Stands deployed in the Valkhof or Hunner Park begin the game in foxholes. May deploy up to 4 barbed wire obstacles in any open area

[3] KG Henke (Fallschirmjager Training Regiment Henke plus Rear Area Troops) –

Command Card(s): Ost Battalion
Core List: Beach Defender Company list from D-Day: German
Points: 100
Added units: 2x 2 gun 2cm Light AA Platoons, one is deployed in foxholes in each traffic circle; 1x observer rifle team, 1x off table battery of 4x 10.5cm teams
Prohibited units: may not field any tanks other than Jagdpanzer IVs
Deployment: anywhere within Nijmegen from the post office west and no more than 24” from the north board edge. Stands deployed in Kronenberger Park begin the game in foxholes. May deploy up to 2 barbed wire obstacles in any open area

[4] KG Becker (Remnants 3rd Fallschirmjager Division) –

Command Card(s): No Jump Training
Core List: Fallschirmjager Company list from D-Day: German
Points: 100
Added units: none
Prohibited units: none
Deployment: enters the game on turn I anywhere within 12” of entry area C.

[5] Pioneer Abteilung (10th SS Panzer Division "Fruntsberg") –

Command Card(s): Inexperienced / 10th Fruntsberg, Panzer Pioneer Platoon

Core List: SS Panzergrenadier Company list from D-Day: Waffen SS

Points: 100

Added units: none

Prohibited units: may not field any tanks other than Jagdpanzer IVs

Deployment: enter from entry area B on turn one

[6] KG Greschick (406th Reserve Division) –

Command Card(s): Ost Battalion

Core List: Beach Defender Company list from D-Day: German

Points: 100

Added units: none

Prohibited units: may not field any tanks other than Jagdpanzer IVs

Deployment: starts the game deployed anywhere south of Wyler and within 12" of entry area D

Forces - Allied:

[1] 1/508th Parachute Infantry Regiment (US 82nd Airborne Division) –

Command Card(s): Julian Cook

Core List: Bastogne Parachute Rifle Company list from Bulge: American

Points: 100

Added units: none

Prohibited units: no US may be fielded

Deployment: start on table, deployed anywhere within 18" of Entry Point 1. Stands begin the game in prepared positions.

[2] 2/505th Parachute Infantry Regiment (US 82nd Airborne Division) –

Command Card(s): none

Core List: Bastogne Parachute Rifle Company list from Bulge: American

Points: 100

Added units: none

Prohibited units: no British support platoons may be fielded

Deployment: start on table, deployed anywhere in Nijmegen within 24" of entry point 2 and within 6" of the south board edge.

[3] Irish Guards (UK Guards Armored Division) –

Command Card(s): Unflappable

Core List: Sherman Armoured Squadron list from D-Day: British

Points: 100

Added units: 1x observer rifle team, 1x off table battery with 4x 25-pdr teams

Prohibited units: none

Deployment: enters the game on turn 1 anywhere within 12" of entry area 4.

[4] Grenadier Guards (UK Guards Armored Division) –

Command Card(s): Unflappable

Core List: Motor Company list from D-Day: British

Points: 100

Added units: 1x observer rifle team, 1x off table battery with 4x 25-pdr teams

Prohibited units: none

Deployment: enters the game on turn 1 anywhere within 12" of entry area 3.

[5] 1/505th Parachute Infantry Regiment (US 82nd Airborne Division) –

Command Card(s): none

Core List: Bastogne Parachute Rifle Company list from Bulge: American

Points: 100

Added units: none

Prohibited units: no British support platoons may be fielded

Deployment: start on table, deployed anywhere within 18" of Beek. Stands begin the game in prepared positions.

[6] Coldstream Guards (UK Guards Armored Division) –

Command Card(s): Unflappable

Core List: Sherman Armoured Squadron list from D-Day: British

Points: 100

Added units: none

Prohibited units: none

Deployment: enters the game on turn 2 anywhere within 12" of entry area 3.

Airpower:

Although the Allies enjoyed strategic air superiority throughout Market Garden, the requirement to escort the airborne transports and supply drops limited the direct support they could provide and occasionally allowed the Luftwaffe to get through some ground support of its own.

No player may purchase air support for the battle. Instead, each turn the CiC for each side rolls a d6. Subtract the German die roll from the Allied die roll and compare the results on the table below:

Differential	Outcome
-2 or less	German force receives 1x Stuka flight
-1 to +1	No air support for either side
+2 or more	Allied CiC receives 1x Typhoon flight

Off Table Fire Support:

Both sides called on support fire during the struggle for Nijmegen.

German forces in Nijmegen were supported by artillery from 10th SS Panzer Division located north of the road bridge. The amount available is specified in each force. They may be called in using an on-table observer, calculating their range from the north end of the road bridge. The batteries will withdraw and no longer provide support once either bridge is taken by the Allied forces.

Allied forces in Nijmegen were supported by artillery from XXX Corps which had just arrived south of the city. The amount available is specified in each force. They may be called in using an on-table observer, calculating their range from entry point 2.

Weather:

The weather throughout the battles around Nijmegen was generally good, although fog in the UK did delay some airdropped reinforcements and supply drops. The weather for the battle is assumed to be clear.

Winning the Game:

There are nine objectives shown on the map. If the Allied side controls either bridge at any point during the game, it immediately ends with an overwhelming victory for the Allies. If the game does not end in this manner, fighting stops at the end of turn 8 due to darkness and the side which controls the higher number of objectives has won a marginal victory. Any other result and the game has ended in a draw.