

NIJMEGEN

Battlegroups

The attacking battlegroup...

- Has double the points of the defender.
- Must spend a quarter of his points on armoured units including one HQ or CO. All of these units are then placed in reserve. No other armoured units may be used.
- Gains 6 Infantry units and one HQ in addition to its total points. These are to be the river crossing force. These units These units are also placed in reserve
- May not use air assets or take aircraft units. He may use Artillery Assets and artillery units.

The defending battlegroup...

- may not take air or artillery assets but may purchase aircraft and artillery units as normal.

The Battlefield

A river must cross the board from left to right entering and exiting the table edges at least 30cm onto the table.

There must be two bridges crossing the river at regular intervals.

The defenders half of the table should be filled with built up areas but none may be placed within 20Cm of any table edges.

The rest of the table should be filled with farmland and generic countryside scenery and the odd building

Deployment

The Defender deploys his battlegroup first up to one third of the way onto the table.

The Attacker then deploys his units that are not in reserve using Static Deployment..
The attacker deploys the HQ from his river crossing force behind the river on the right hand side of the table as if it were making a Flank Attack.

The attacker takes the first turn.

Victory Conditions...

The game lasts for 10 turns.

- If the Attacker controls at least one bridge before the game ends (either through turns or the opponent breaking) then it is a Major Victory to the attacker.
- If the defending battlegroup breaks before the attacker captures either bridge add up VP's. The player with the highest VP's total has a Minor Victory. (It is assumed the defender has caused enough casualties then withdrawn and blown the bridges).
- If the attacker fails to capture the bridges or break the defender or is broken itself then the Defenders score a Major Victory.

Special Rules

Armoured Reserves

The attackers armoured reserves will arrive depending on how many games the attacker has won during the campaign.

Number of Games Won	Reserves Available on turn...
0	5
1	4
2	3
3	2

The River Crossing

The river crossing force will arrive using the normal Flank deployment rules. They may attempt to arrive from turn two onwards but still suffer the -2 to their command roll for trying to enter in the opponents third of the table.