



Holland, September 1944

The 101st Airborne had been sent to the South of Holland where she was to participate as from the 17th of September 1944 in Operation Market Garden. A few days after having fought in the liberation of Eindhoven, elements of Easy Company were sent close to the town of **Nuene** in order to sound out German resistance to the North East. They were sent on the back of British tanks. The Allies found a detachment of a German Panzer brigade in the village.

Victory Conditions:

The Allied player wins if he controls both buildings I3 and H7 at the end of the scenario.

Balance :

Allied: Add a Baz44 to the countermix.
German: Add a 4-6-7 to the reinforcements.

Board : N



German player sets up first

1	2	3	4	5	6
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Allied player moves first

Elements of Easy Company, 2nd Battalion, 506th Parachute Infantry Regiment, 101st US Airborne (Set up per SSR3)

ELR 5



9

Armour group from Royal Armoured Corps, (consider all tanks to be British) (Set up per SSR3)

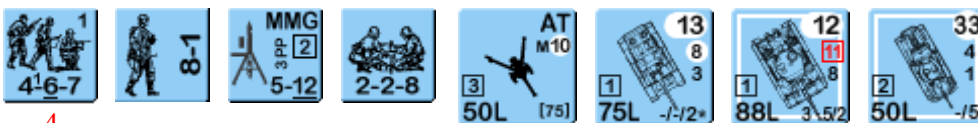


3

2

Elements of Panzer Brigade 107, set up HIP between hexrows F and P inclusive. (Set up per SSR2)

ELR 3



4

Reinforcements (See SSR4)



3

Special Rules:

1. Hills do not exist, all buildings are stone.
2. Apart from the PSW 234/2, ALL German units are to set up HIP between hexrows F and P inclusive. The PSW 234/2 sets up on any road hex in the same area.
3. Allied tanks set up on the road between hex S8 and Y10, the infantry must set up adjacent to the tanks.
4. German reinforcements enter by the South edge on the turn following the first German fire attack.

Translation : Eddy Houghton

Conclusion:

After violent fighting for control of Neunen, the Allies were obliged to make a fighting withdrawal. The British general staff which was in charge of the 101st Airborne Div. during Market Garden retired it from the front in October 1944.

The strategic planning of Market Garden was a failure, and it did not bring the war to a close by Christmas as Montgomery had hoped.

Optional: For purists, the three British tanks in the countermix may be counted as having the following values to represent the Cromwells seen in the episode of Band of Brothers: MP=18, Front Armour Factor=6.