VICTORIA ASL GROUP
PRESENTS
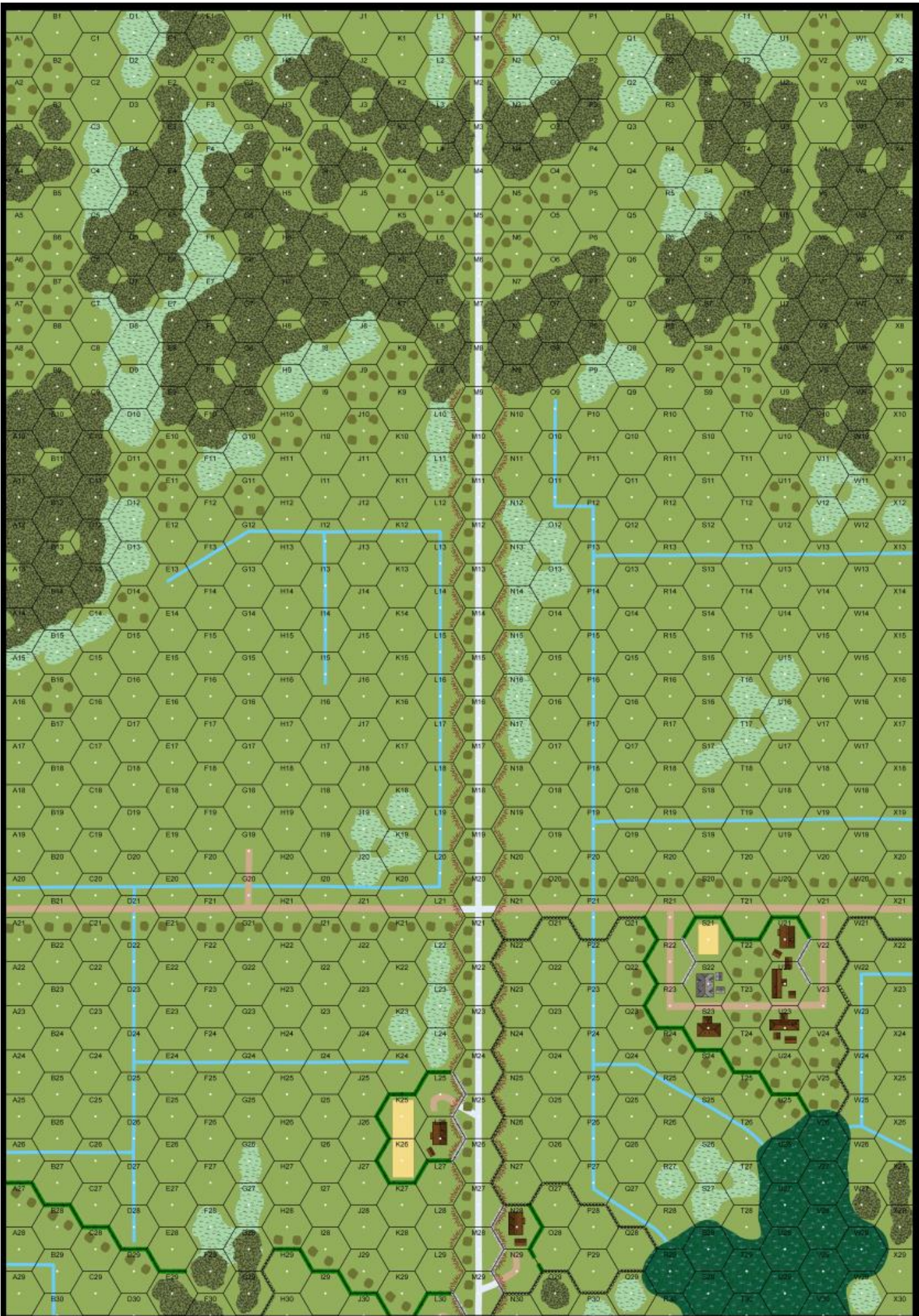
NORTHWEST EUROPE

HOLLAND, SEPTEMBER 1944

DRIVER ADVANCE!

The Guards Armoured Division's advance to Eindhoven

Compliments of Lone Canuck Publishing, promoting the playing of Advanced Squad Leader while having fun.

JAVA 11

DRIVER ADVANCE!

VALKENSWAARD, HOLLAND 18 September 1944: Operation MARKET-GARDEN is hours behind schedule and facing stiffening German resistance. The Guards Armoured Division, must breakthrough a heavily forested area infested with German tank-hunting teams and anti-tank guns supported by dug-in infantry and reinforced with assault guns. Once clear of the forest, the Guards Armoured Division must drive north to link up with the paratroopers of the US 101st Airborne Division in Eindhoven.

MAP CONFIGURATION

N

BALANCE:

✠ -/+2 on Variable Reinforcement dr

◉ -/+2 on Variable Reinforcement dr

VICTORY CONDITIONS:
The British win immediately by exiting ≥ 55 VP off the north map edge.

TURN RECORD CHART

✠ **GERMAN** Sets Up First	◉**1**	◉**2**	◉**3**✠①	**4**②	**5**④	**6**⑥	**7**	**8**	**9**	**10**	**END**
◉ **BRITISH** Moves First											

Elements Fallschirmjäger-Regiment von Hoffman set up on any hex north of the A20-Y20 road (see SSR 15):

FJ-Kompanie HQ 1

2-3-8	2-2-8	Leutnant 9-1	Unteroffizer 8-0	Psk X10 12-4 1PP	7 Morale ?	MTR GrW 34 ③ 81* [2-60] M11
4				**4**	**dr+3**	

FJ-MG Platoon 2

2-3-8 4PP	HMG ③ 7-16
2	**2**

FJ-Pionier Platoon 3 with Defensive Stores

4²6-8 1PP	FT △ X10 24-1 1PP	DC △ X12 30-1	Minefield / WIRE MPh/RtPh dr = MF CC: +1/-1
2	**2**		**or**
		24 factors	**4**

FJ-PaK Platoon 4

2-2-8	AT Pak 40 ② 75L M 8
2	**2**

Reserves enter along north map edge on a dr ≤ the circled number on the turn record chart

FJ-Rifle Platoon 5

5²4-8	Feldwebel 8-1	LMG ① 1PP 3-8
4		

[ELR: 4]

(SAN: 3)

✠

Variable Reinforcements make a **dr**, attaching the listed group to the Base Force *[EXC: Group 3 enters with Reserves]*:

(1-3) Group 1

4²6-8 1PP	FT △ X10 24-1 1PP	DC △ X12 30-1	Minefield / WIRE MPh/RtPh dr = MF CC: +1/-1
2	**2**		**or**
		24 factors	**4**

(4-5) Group 2

Unteroffizer 8-0	PHONE △ X12 11

(6) Group 3

13 JgdPz IV 11 ① 75L 3 1/-
2

JAVA 11

DRIVER ADVANCE!

Elements of the Irish Guards Armoured Regiment enter as PRC in Convoy (**E11.**) on M30. The British player must divide his force in two Convoys (each consist of ≥ 5 vehicles) and enter one on **Turn 1** and the second on **Turn 2** (see SSR 15):
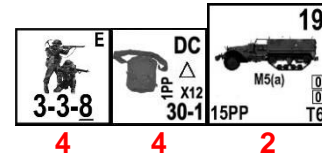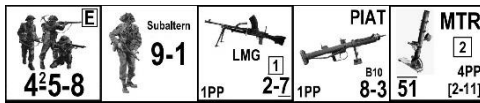
Armoured Troop No.1

Armour Lieutenant 9-1 | Sherman V(a) *75 13 | Sherman V(a) *75 13 | Sherman VC(a) 76LL 13
2

Armoured Troop No.2

Sherman V(a) *75 13 | Sherman VC(a) 76LL 13
3

Pioneer Platoon No.3

3-3-8 E | DC 30-1 | M5(a) 19
4   **4**   **2**

Rifle Platoon No.4

4²5-8 E | Subaltern 9-1 | LMG 2-7 | PIAT 8-3 | MTR 51
3

Artillery Battery No.5

Sherman V(a) OP CMG 13
SSR 12

[ELR: 4]

(SAN: 2)

Reinforcements enter as PRC on **Turn 3** along the south map edge

Rifle Platoon No.6

4²5-8 E | Sergeant 8-0 | LMG 2-7 | PIAT 8-3 | MTR 51
3

Armoured Troop No.7

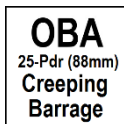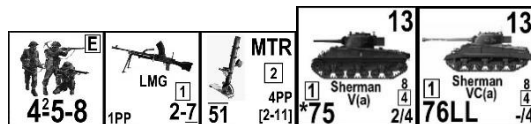Armour Sergeant 8-1 | Sherman V(a) *75 13 | Sherman V(a) *75 13 | Sherman VC(a) 76LL 13
3
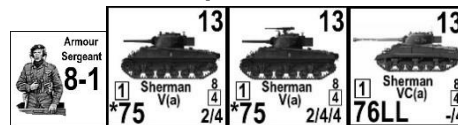
Variable Reinforcements make a **dr**, attaching the listed group to Base Force [*EXC: Group 2 enters with reinforcements*].
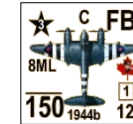
(1-3) Group 1

OBA 25-Pdr (88mm) Creeping Barrage
SSR 13

(4-5) Group 2

4²5-8 E | LMG 2-7 | MTR 51 | Sherman V(a) *75 13 | Sherman VC(a) 76LL 13
2

(6) Group 3

8ML 150 1944b | C FB 12
SSR 14

Aftermath: The Guards' advance was led by tanks and infantry of the Irish Guards and started on time when Lieutenant Keith Heathcote, commanding the lead tank, ordered his driver to advance. The lead units of the Irish Guards Group had broken out of XXX-Corps bridgehead on the Meuse-Escaut Canal and crossed into Holland by 15.00 hours. After crossing the border, the Irish Guards were ambushed by infantry and anti-tank guns dug in on both sides of the main road. German guns, easily picked off the Irish tanks rolling along the raised road, forcing them off the roadway, where they began bogging down in the soft ground. The Irish's infantry was called forward to clear the woods, while artillery observers began to call in both Smoke and HE. The Irish infantry dismounted and moved forward, clearing the woods of lurking tank-hunting teams, allowing the tanks to move forward and the advance to continue – behind schedule.

SPECIAL SCENARIO RULES:

1. EC are Moderate, with No Wind at start. The Ground is Soft for Bog purposes (**D8.2**), Slopes (EX. M20) are in effect (**P2.**, **Q3.**). Partial-Orchards (EX. Q23 & R24) are in effect (**Q2.**). Irrigation Ditches (EX. D24) are in effect (**Q1.**).

2. Some hexsides contain small buildings (EX. U21-U22). LOS is affected normally. If rubble is placed in one of the two hexes, rubble blocks LOS along that hexside normally. Bypass movement by any unit is NA along the hexside. Snap Shots (**A8.15**) are NA.

3. Each side's SAN may never be < 2; any action which would reduce a side's SAN to < 2, instead pins that side's sniper.

4. All OBA Battery Access is never lost permanently due to drawing two red chits (**C1.21**). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.

5. German MMC (and SMC/SW stacked with it) may set up entrenched in a Foxhole.

6. The German may set up four MMC (and any SW/SMC stacked with it) using HIP.

7. German 4-6-8/2-4-8 MMC have underlined morale, ELR of 5, and are Assault Engineer with Sapper abilities (**H1.22-.23**).

8. German 4-4-7/2-3-7 Battle-Harden (**A15.3**) to 5-4-8/2-3-8 MMC.

9. German AFV inherent crew have a Morale of 7 (**D5.1**).

10. If received, the German Phone (Radio exchange is NA) presents one-module of 105mm OBA (HE & Smoke).

11. British 6-4-8/3-3-8 MMC have underlined morale, ELR of 5, and are Assault Engineer with Sapper abilities (**H1.22-.23**).

12. The British Sherman V(a) OP Tank (**H1.462**) represents one-module of 25-pdr (88mm) OBA (HE & Smoke). Note that it replaces the Sherman I OP in (**H1.464**), since the Sherman I was not included in the British countermix. Use a Sherman V(a) counter to represent a Sherman V(a) OP (make a note on a side record of its true identity).

13. If the British receive a Creeping Barrage, they have a pre-registered hex (**C1.73**) for an 88mm (HE Only) Creeping Barrage (**E12.7**) with an East-West alignment.

14. If the British receive Air Support (**E7.**); at the beginning of each British Turn, the British side makes a DR: on a wdr ≤ 2, they receive 1944 FB with bombs; with the cdr (halved, FRU) equal to the number FB received. Each FB is automatically recalled at the end of the next German player turn.

15. Both sides, before set up, make a secret dr, attaching the listed Variable Reinforcements to their side's Order of Battle.