

VICTORIA ASL GROUP  
PRESENTS

# NORTHWEST EUROPE

HOLLAND, SEPTEMBER 1944



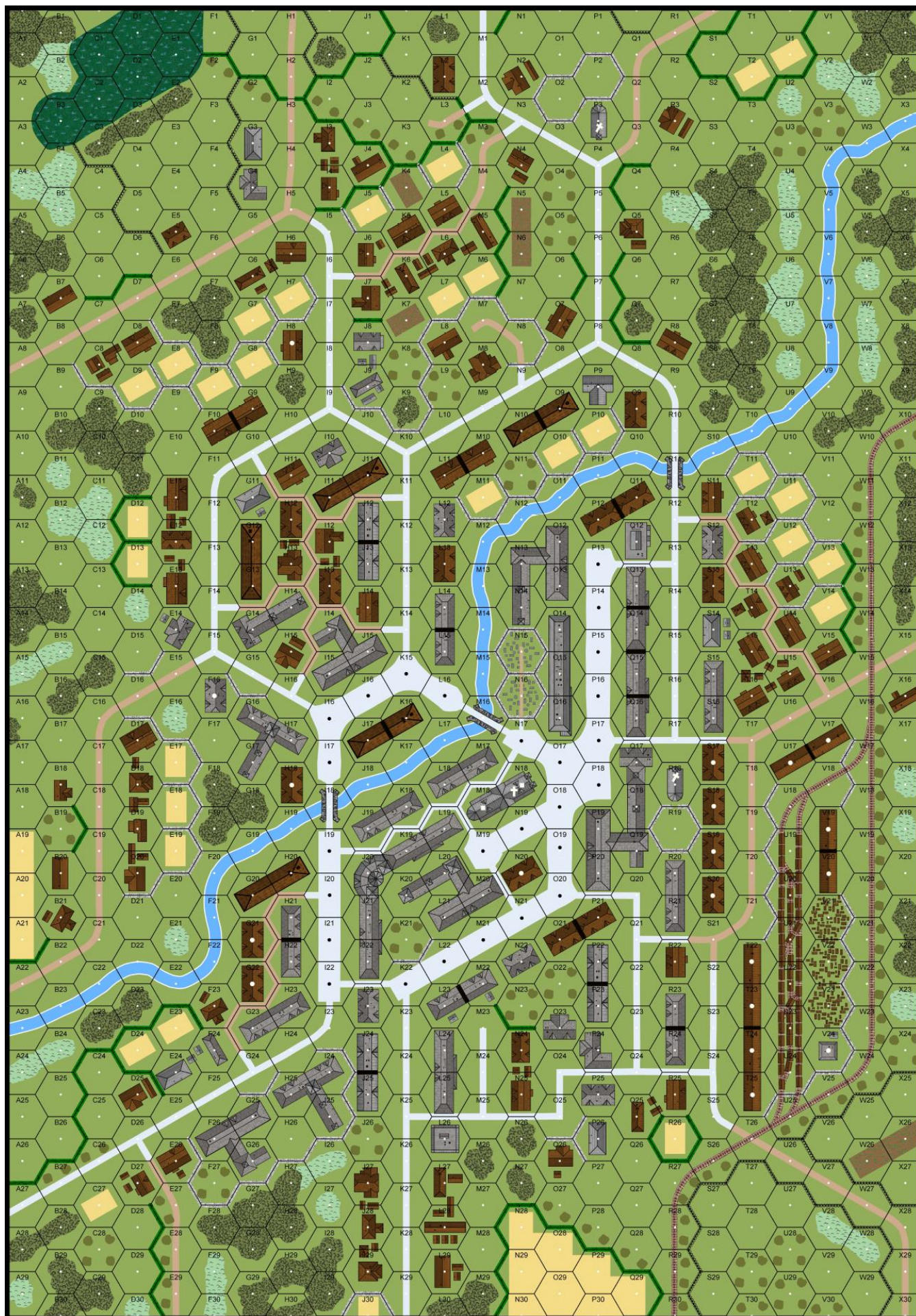
## TAKE THAT BRIDGE



The 101st Airborne Division's capture of  
the bridges in Eindhoven

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







# JAVA 12

# TAKE THAT BRIDGE!



**EINDHOVEN, HOLLAND, 18 September 1944:** The US 101st "Screaming Eagles" Airborne Division jumped into Holland in a daylight aerial assault on 17 September. The American paratroopers of the 506th Parachute Infantry Regiment were tasked to capture at least one bridge over the Aa River in Eindhoven and hold it until XXX-Corps arrived. German defences in the in city were said to be light, but additional forces were close by and could reinforce the bridge defenders.

## MAP CONFIGURATION

### BALANCE:

✚ +/-2 on Variable Reinforcement dr

🎯 +/-2 on Variable Reinforcement dr

### VICTORY CONDITIONS:

The Americans win at game end by controlling at least one bridge.



## TURN RECORD CHART

✚ GERMAN Sets Up First	☆ 1	2	☆ 3	4	5	6	7	8	9	10	END
☆ AMERICAN Moves First			①	②	④	⑥					

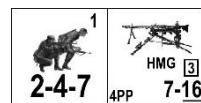
**Elements Kampfgruppe Chill** set up *concealed* on any hex  $\leq 3$  hexes from a bridge hex (see SSR 13):

### Schwere FlaK Platoon 1



2 2 2

### MG Platoon 2



4 4

### Grenadier Platoon 3



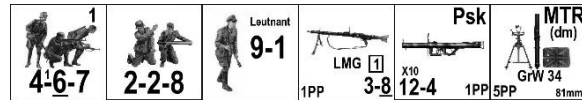
2 dr+3

### Artillery Batterie 4



**Reserves** enter along the west/east map edge on a dr  $\leq$  the circled number on the turn record chart (each platoon, including the attached reinforcement group, is to make a separate dr). All elements of a platoon must enter from a single map edge on the same side of the river.

### Grenadier Platoon 5



3

### Grenadier Platoon 6



3

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

### (1) Group 1



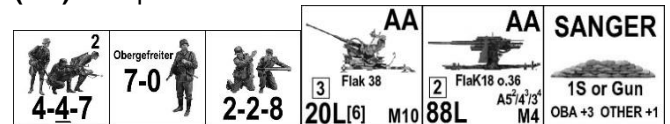
3

### (2-3) Group 2



2 2 2 3

### (4-5) Group 3



2 3 2 3

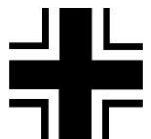
### (6) Group 4



2

[ELR: 3]

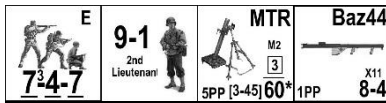
(SAN: 3)





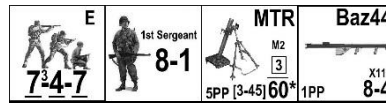
Elements 101st Airborne Division set up on any  $\geq 7$  hexes from a bridge hex (see SSR 13):

## PIR Platoon 1



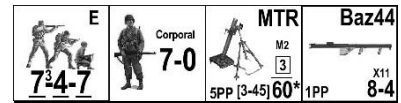
4

## PIR Platoon 2



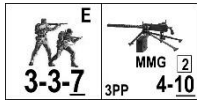
4

## PIR Platoon 3



4

## PIR MG Platoon 4

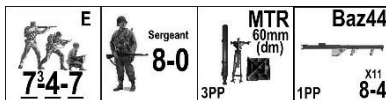


4

4

**Variable Reinforcements** enter along the south map edge [*EXC: Group 1, enters from the north map edge*] on a dr  $\leq$  the circled number on the turn record chart:

### (1-3) Group 1



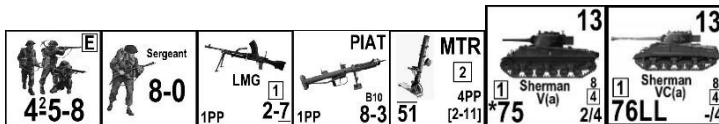
4

### (4-5) Group 2



2

### (6) Group 3



3

2

[ELR: 5]



(SAN: 3)



[ELR: 4]

**Aftermath:** The "Screaming Eagles" hustled towards the centre of town unopposed, but as they closed on the bridges, German 88s and machine-guns opened up on them. The American paratroopers were forced to deploy and take on each German strongpoint as they came across, just ahead of the German reinforcements that were now streaming into the town. In a battle that saw the "Screaming Eagles" attacking and defending simultaneously, the American paratroopers managed to capture the bridges over the Aa and hold them for the lead elements of XXX-Corps, which had finally arrived, nearly 24-hours behind schedule.

## SPECIAL SCENARIO RULES:

- EC are Moderate, with No Wind at start. The River is Deep (**B21.122**) with a Moderate Current flowing to the east. Partial-Orchards (EX. M3) are in effect (**Q2.**). Hexes with a Black centre dot (EX. P18) are City Wide Boulevard (**B7.**). All Railroads (EX. V18) are Ground Level RR (GLRR) (**B32.1**). Any hex containing a Rail Car depiction (EX. U21) is a Rail Car hex (**V4.**). Multi-hex Buildings with a large white centre dot (EX. T23-T24) are Factories (**B23.74**). All rules pertaining to Lumberyards (EX. V23) are in effect (**B23.211**). Hexes N18, P3, & R18 have a Steeple (**B31.2**). Two-Story Houses (EX. H18) are in effect (**B31.1**). Plowed Fields (EX. W26), as well as Grain Fields (EX. R26), are in effect (**B15.6**). Hexes N15-16 are Graveyards (**B18.**).
- Some hexsides contain small buildings (EX. J7-K6-L6). 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.
- 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.
- 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.

- Sangers represent sandbag emplacements. Each German AA Gun must be set up in a Sanger (emplacement is NA) on/adjacent to a road hex.
- The German may set up two MMC (and any SW/SMC stacked with it) using HIP.
- German 5-4-8/2-3-8 MMC have underlined morale, ELR of 5, and are Assault Engineer with Sapper abilities (**H1.22-23**).
- German AFV inherent crew have a Morale of 7 (**D5.1**).
- The German Phone (Radio exchange is NA) presents one-module of 105mm OBA (HE & Smoke).
- British and Americans are Allied Troops (**A10.7**).
- In order for American infantry to mount a British tank as a Riders (**D6.2**) or use Armoured Assault (**D9.31**), the AFV crew must first pass a NTC. Each attempt cost the infantry 1 MF and the AFV  $\frac{1}{4}$  of its MP allotment.
- All the elements of an American Platoon must set up on the same side of the river.
- Before set up, both sides make a secret dr, attaching the listed Variable Reinforcements to their side's Order of Battle.