

VICTORIA ASL GROUP  
PRESENTS

# NORTHWEST EUROPE

HOLLAND, SEPTEMBER 1944



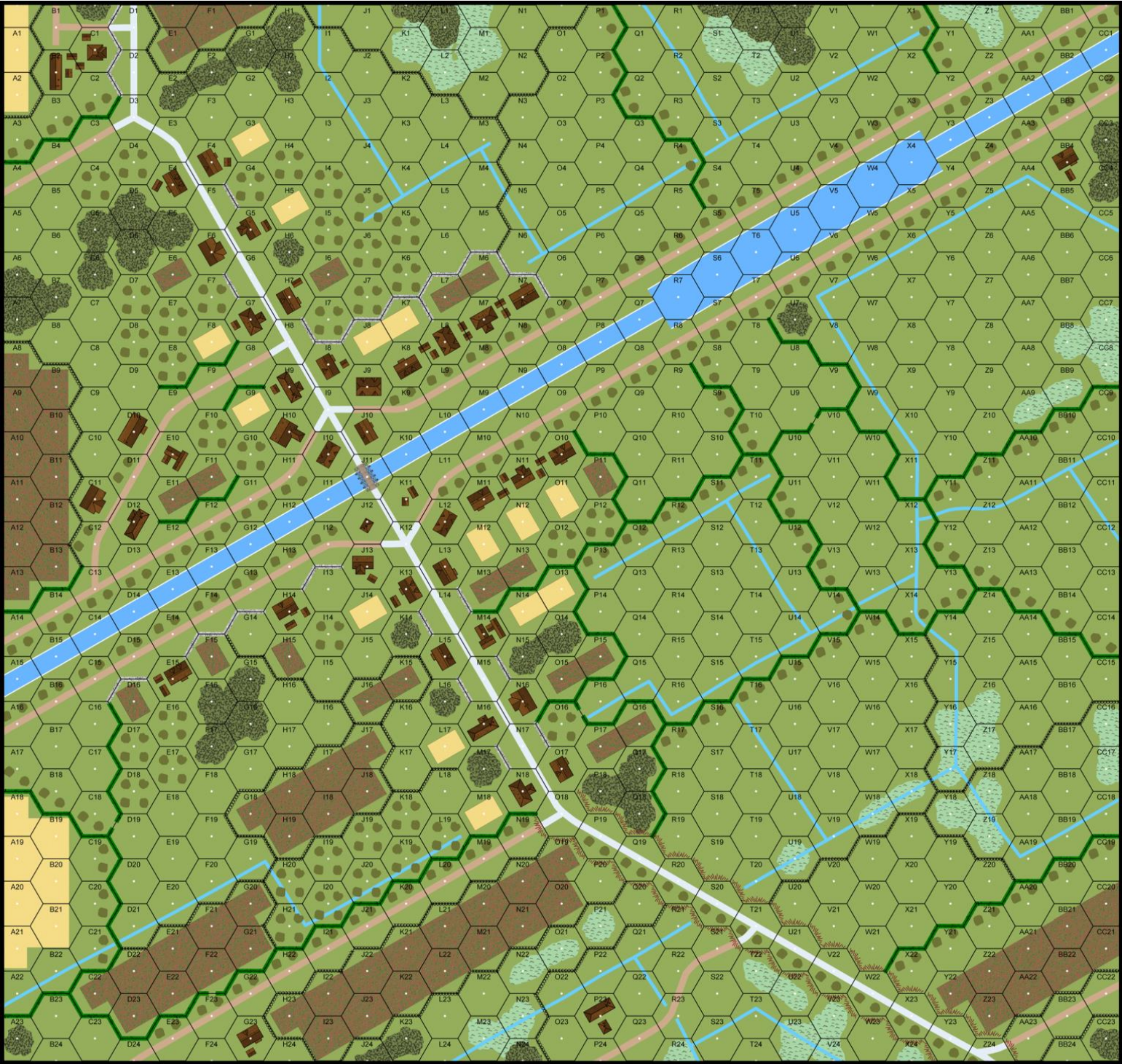
## BRIDGE AT SON



The 101st Airborne Division's defense of  
the bridge over the Wilhelmina Canal

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







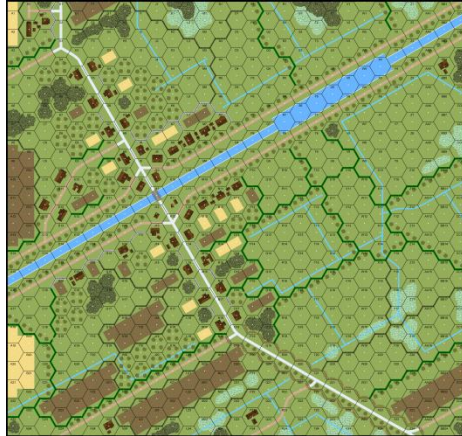
# JAVA 13

# BRIDGE AT SON



**SON, HOLLAND, 19 September 1944:** All three regiments of the American “Screaming Eagles” 101st Airborne Division landed unopposed on their Drop Zones (DZ) in the Dutch fields north of Eindhoven and immediately set off for their objectives. The 506th Parachute Infantry Regiment (PIR) moved south from its DZ, its objectives were to secure the bridges in Eindhoven and over the Wilhelmina Canal. An initial attempt by elements of the “Screaming Eagles” to take the bridge over the Wilhelmina Canal at Son was thwarted when the bridge was blown by German engineers literally in their face. When the 506th PIR linked up with the Guards Armoured Division in Eindhoven, they alerted HQ about the destroyed Son Bridge. Royal Engineers were dispatched immediately to construct a “Bailey Bridge” over the canal. American forces occupied the town and as the British XXX-Corps arrived, they moved passed – 30 hours behind schedule.

## MAP CONFIGURATION



## VICTORY CONDITIONS:

The Germans win immediately by exiting  $\geq 30$  VP off the north edge **or** by controlling the (J11) bridge at games end. The side destroying the bridge automatically loses.

## TURN RECORD CHART

<div> <div> <div></div> <div>AMERICAN Sets Up First</div> </div> <div> <div>☆</div> <div>GERMAN Moves First</div> </div> </div>	<div> <div>1</div> <div>①</div> </div>	<div> <div>2</div> <div>②</div> </div>	<div> <div>3</div> <div>④</div> </div>	<div> <div>4</div> <div>⑥</div> </div>	<div> <div>5</div> <div>①</div> </div>	<div> <div>6</div> <div>②</div> </div>	<div> <div>7</div> <div>④</div> </div>	<div> <div>8</div> <div>⑥</div> </div>	<div> <div>9</div> <div>⑦</div> </div>	<div> <div>10</div> <div>⑧</div> </div>	<div> <div>END</div> </div>
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## SPECIAL SCENARIO RULES:

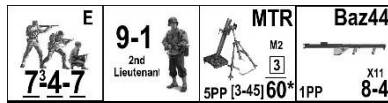
- EC are Moderate, with No Wind at start. The Ground is Soft for Bog purposes (**D8.2**). The Canal is Deep (**B21.11**) with a Moderate Current flowing to the east. Partial-Orchards (EX. M3) are in effect (**Q2.**). Slopes (EX. P22) are in effect (**P2. & Q3.**). Barbwire Fences (EX.Y21) are in effect (**P3.**). Both Plowed Fields (EX.H21) & Grain Fields (EX.L20) are in effect (**B15.6**). Kindling Attempt are NA.
- The (J11) Bridge is a, Class 40 Bailey Bridge, treat as a one-lane Wooden Bridge with a 40-ton weight limit (**B6.1-6.431**). Because of its width, a Pz VG Panther tank must expend  $\frac{1}{2}$  of it allotted MP to enter the bridge and take a Bog Check (**D8.2**) on the bridge.
- Some hexsides contain small buildings (EX. M14-N14-O13). 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.
- Starting on Turn 8, a “Dusk” LV Hindrance is in effect for the remainder of the scenario. The LV Hindrance DRM (**E3.32**) is +1 at 7-12 hexes, and is increased by +1 at all ranges  $\geq 13$  hexes.
- Before set up, both sides make a secret dr, attaching the listed Variable Reinforcements to their side's Order of Battle.
- The American sets up as follows:
  - Determine variable attachment reinforcement;
  - Sets up 4x platoons on map, receiving DR+6 “?” counters;
  - Starting on **Turn 1**, make a dr, if the dr is  $\leq$  the circled number on the turn record chart, enter 2x platoons along the north map edge; and

- Starting on **Turn 5**, make a dr, if the dr is  $\leq$  the circled number on the turn record chart, enters 2x platoons along the west map edge south of the canal.
- Gammon Bombs: an American MMC may roll for an ATMM (**C13.7**) attack when using CC to attack a vehicle; however, add only a -2 DRM to any CC attack by that unit.
  - The Americans may set up two MMC (and any SW/SMC stacked with it) using HIP.
  - The American A-T Gun platoon receives its Jeeps only if the platoon enters from off map.
  - The American Radio presents one-module of 75mm OBA (HE & Smoke) with Normal Ammunition.
  - The American 6-6-7/3-4-7 MMC have underline Morale and are Assault Engineer with Sapper abilities (**H1.22-23**).
  - If the Airborne Engineer Platoon enters from off map, its defensive stores consist of 8 A-T Factors of Daisy Chains (**B28.531**).
  - The German enters as follows:
    - Determine variable attachment reinforcement;
    - Turn 1:** enters 3x platoons along the east map edge south of the canal;
    - Turn 3:** enters 2x platoons along the east map edge south of the canal; and
    - Turn 5:** enters 2x platoons along the east map edge south of the canal.
  - German AFV inherent crew have a Morale of 7 (**D5.1**).
  - If a German 5-4-8 Squad fails a MC by  $>$  its ELR, it is replaced with two 2-3-8 HS; if a 2-3-8 HS fails a MC by  $>$  its ELR, it is Disrupted.
  - The German Radio presents one-module of 120mm OBA (HE & Smoke).



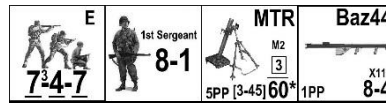
Elements 101st Airborne Division sets up on any hex  $\leq 9$  hexes from the (J11) bridge hex (see SSR 8-14):

## PIR Platoon 1



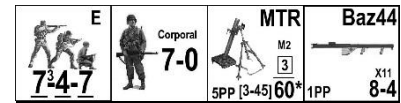
4

## PIR Platoon 2



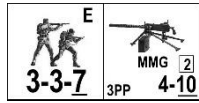
4

## PIR Platoon 3



4

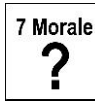
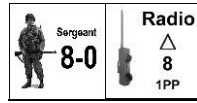
## PIR MG Platoon 4



4

4

## PIR Platoon 5



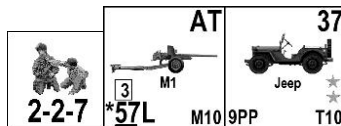
DR+6

[ELR: 5]

(SAN: 3)



## Airborne A-T Gun Platoon 6:



3

3

3

## Airborne Engineer Platoon 7 with Defensive Stores:

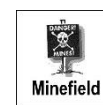


2

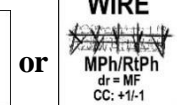
2

2

2



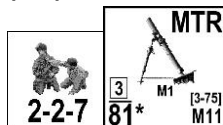
24 factors



4

Variable Reinforcements make a dr, attaching the listed Group to the Base Force:

## (1-3) Platoon 8a:



2

2

## (4-5) Platoon 8b:



2

2

## (6) Platoon 8c:

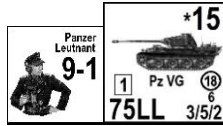


4

4

Elements 107.Panzerbrigade enters on any hex along the east map edge, south of the canal (see SSR 15-18):

## Platoon 1



4

## Platoon 2



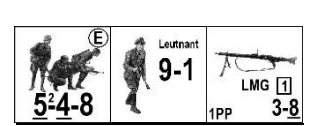
4

## Platoon 3



3

## Platoon 4



4

2

## Platoon 5



4

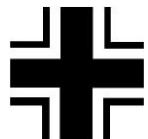
2

## Platoon 6



[ELR: 3]

(SAN: 2)



Variable Reinforcements make a dr, attaching the listed Group to the Base Force:

## (1-3) Platoon 7a



3

## (4-5) Platoon 7b



2

## (6) Platoon 7c



3

**Aftermath:** Unknown to the Allies, the recently arrived, German 107.Panzerbrigade was ordered to attack across the canal at Son, and drive towards Saint-Oedenrode. This attack would cut the advance elements of the British XXX-Corps that were moving on Grave. Hoping to meet lightly armed paratroopers, Major Freiherr Von Malzahn, Commander of the 107th decided upon an audacious reconnaissance in force. Getting a late start on the 19th, the Panthers of the 107th leveled their guns and quickly brought the town under shell fire. This attack caught the Americans by surprise and very nearly worked in taking the bridge. Nightfall, bazookas, and 57mm Anti-tank fire stopped the German attack and they fell back from the town.