

SCENARIO 17 - RETURN TO SON



5↑	7↑
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Set up first: German
Move first: German

Special Rules:
Within the first two turns, the Germans must move a tank within 2 hexes of the bridge or within 1 hex of an American unit.

1	2	3	4	5	6
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Son, Holland, September 19th, 1944—Back in Son, the Bailey bridge was complete and British units were crossing in force. Left to guard the area were elements of the 1st Battalion HQ and the C/506 on the north side of the canal and a platoon of troop from the A/506 on the south side. Suddenly 2 Dutchman on their bicycles approached the Americans, pedaling for all they were worth. As they arrived they immediately started speaking in broken English – German tanks were coming. It was the 107th Panzer Brigade, attacking along the South side of the canal from the East.

The Americans were ill prepared to face an armored attack. Fortunately, General Taylor had raced back to the DZ in his jeep and brought back a 57mm anti-tank gun and its crew. The lead Panther, with multiple 57mm shells clanging off its armor, made it all the way up to the bridge itself. There it was destroyed, some say by the anti-tank gun, others say by work of infantry in close. It was a half-hearted attack by the Germans. When the Panther was destroyed, the Germans decided not to press the attack and fell back into the woods, but they would not go far.

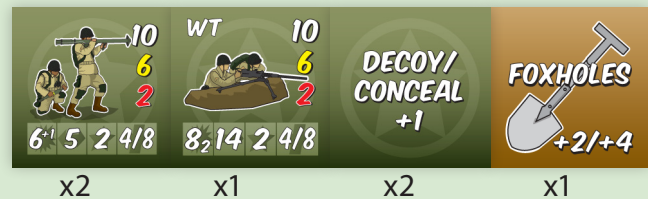
VICTORY:

The German player wins by having the only units in hex 5C3 and 5G5 at the end of any game turn.

Set up North of the canal on board 5.



Set up South of the canal on board 5.



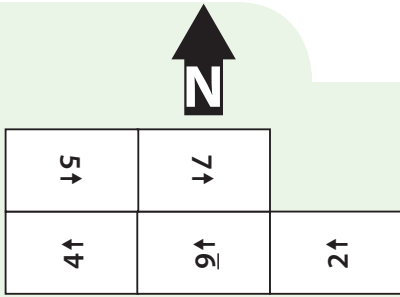
Operations Range: 3 - 4
Command Points: 0

Operations Range: 2 - 7
Command Points: 1



Set up: South of the canal on board 7. All infantry must set up in woods hexes.

SCENARIO 18 - SON DEFENSE



Set up first: American

Move first: German

1	2	3	4	5
6	7	8	9	10








Son, Holland, September 20th, 1944—After the initial German attack against the Bailey bridge, the Americans sensed the dangerousness of their position and later that night rushed elements of the 327th Glider Infantry Regiment to reinforce this critical choke point. They along with British Tanks from the First Guards Armored Division would be called upon as the 107th Panzer Brigade attacked with a larger force the next day.

This time the Germans did not attack along the canal, possibly to avoid flanking fire from the other side. Instead their attack came more from the Southeast. Once again the attack was beaten back and the Germans faded back into the woods. This time the Germans did not come nearly as close to the bridge as they did the day before. The Allies, however, were beginning to realize that the most difficult part of Market-Garden was not taking the bridges, but holding them against counter attack. The Germans would incessantly probe the sides of this corridor, looking for weakness. They were able to move up and down to attack the flanks of the allied supply line at points of their own choosing.

VICTORY:

The German player wins by having the only units in hex 5G5 and 5G7 at the end of any game turn.

Set up: Board 4 and 5—at least 3 Squads and 1 WT must be set up on Board 4 in a hex numbered 1. At least 4 Squads, WT's, or Guns must be set up North of the canal.

 10 6 2 6 5 2 4/8	 10 6 2 6 5 2 4/8	 WT 10 6 2 8 14 2 4/8	 DECOY/ CONCEAL +1	 13/10 7/4 M4A3 (76) 8	 10/4 6 2 6/3 57mm 8	 FOXHOLES +2/+4
x7	x2	x2	x2	x4	x2	x8




Operations Range = 2 - 7
Command Points: 1



Operations Range = 3 - 6
Command Points: 1

Set up: Any hex on board 2.

 10 5 ! 5 6 3 4/7	 WT 10 6 2 8 14 2 4/7	 WT 10 6 2 6 2 >1 3 4/7	 16/10 12/4 PzIV 8	 15/11 9/6 PzVIE 9
x16	x2	x1	x3	x1