

Market Garden Series #2

Scenario Design: Jeffrey D. Myers

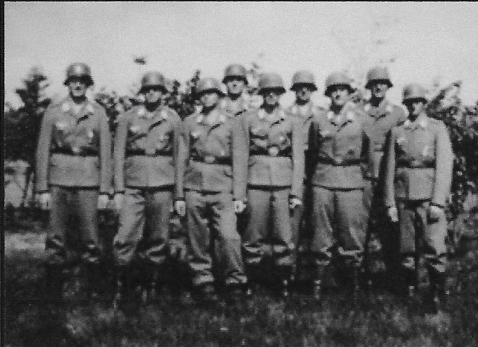
Not Diggin' Potatoes

Dispatches from the Bunker

Scenario # DB172

Issue #54 - Fall 2022

North of Vlokhoven, Netherlands, September 18, 1944: On D+1 of Allied Operation MARKET-GARDEN, the 506th Parachute Infantry Regiment advanced south from Son along the main road to Eindhoven to meet up with British XXX Corps advancing from the south. Vlokhoven was a small village about midway between the two forces. On the left flank, H Company ran into a large hedge around what was discovered to be a large potato field. The Germans had a small blocking force which defended the potato field strongly.



Historical Result: The hedge was covered by machine guns zeroed in on two of the easiest paths across the hedge. Heroic efforts by Pvt. James "Sharkey" Tarquini managed to finally dislodge the Germans. Pvt. Tarquini was never formally recognized for those efforts, but he continued to be told by his buddies that he was "too darn ugly" to receive a medal.

BOARD CONFIGURATION:



Only hex rows A-K are playable.

VICTORY CONDITIONS

Provided the Germans have not amassed ≥ 8 CVP (which would result in an immediate German Victory), the Americans win at Game End if there is no Good Order German MMC in any hex with a coordinate numbered ≥ 5 .

BALANCE



German: Remove the 7-0 Leader from the American OB.



American: In the German OB replace one 4-4-7 squad with a 2-3-7 HS.

GERMAN Sets Up First

AMERICAN Moves First

1 2 3 4 5 END



Elements of Fallschirm Ersatz-und-Ausbildungs-Regiment Hermann Göring [ELR:2] set up on/south of the Hex Grain A6-K11 {SAN:4}

2 4-4-7	8-1	7-0	MMG 3PP 5-12	LMG 1PP 3-8	?
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7

8



Elements of H Company, 3rd Battalion, 506th Para Infantry Regiment, 82nd Airborne Division [ELR:5] set up on/north of the Hex Grain A11-K16: {SAN:2}

E 7-3-4-7	E 3-3-7	2-2-7	9-1	8-1	7-0	1-4-9
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6

MMG 3PP 2 4-10	BAZ44 X11 1PP 8-4	MTR B11 M19 2 4PP 60* [2-18]
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Special Rules

#1 - EC are Moderate, with no wind at start. Place overlays Hd9 on F7-G8. Grain is treated as plowed fields (B15.6). The Steeple in K9 does not exist.

#2 - German MMCs (and any SMC/SW stacked with them) may set up in foxholes. Dummy "?" counters may set up in any terrain. The Germans set up as if the Americans were entering from off board. No more than two German MMCs may set up in buildings.

#3 - The Americans may not deploy during setup nor on Turn 1 [EXC: Guards (A20.5)].

#4 - Prisoner Interrogation (E2.1) and Civilian Interrogation (E2.4) are in effect, with the Americans being considered to be in a friendly country. Neither side may invoke No Quarter (A20.3).