

“Thatched Cottages”

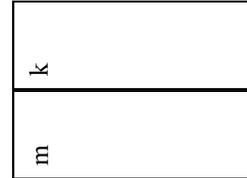


Arnhem, The Netherlands — September 23rd, 1944

As fighting continued around the Oosterbeek Perimeter, the hard-pressed British would launch local assaults to not only maintain the perimeter but to push the Germans back where possible. On the northern edge of the perimeter, German troops of the SS-Battalion Eberwein and SS-Watch-Battalion 3 had taken up residence in a cluster of cottages. Captain Baldwin Wilson took Company A, 1 Border moved up to push the Germans out of their new homes.

VICTORY CONDITIONS: The British Player wins at game end if there are no good order, non-crew German MMC’s in buildings I3, K3 and L4 on Board k. Any other result is a German victory.

Board Configuration:



DASL Boards k & M

German Player Sets up first	1	2	3	4	5
British Player moves first					

Elements of SS Battalion Eberwein (ELR 4) (SAN 4) (Set up: on Board k in Hexes I3, J3, K3 and/or L4)

4 2

Elements of SS Watch Battalion 3 (ELR 3) (Set up: on Board k in 1S Foxholes in any Orchard Hex west of Row F)

2 6 6

See SSR 10

A Company, 1 Border (ELR 5) (SAN 3) (Set up: on any hex south of the road on Board m)

7 2

Special Rules/Notes:

1. EC are moderate with no wind.
2. Kindling is N.A. (exception SSR 9)
3. Bore Sighting is N.A.
4. German SS 4-4-7's are LAX.
5. British are Stealthy.
6. British PIAT has only 3 rounds. British 51 MTR is subject to Low Ammo (D3.71).
7. Captured use penalties (A21) apply for the British using the captured German LMG.
8. Buildings on Board K are wooden single level buildings with thatched roofs.
9. British PIAT and/or 51 MTR Rounds (including smoke) may successfully kindle the thatched roofs with a successful hit and which results in a +1 MC or better. A flame is placed on the roof and treated as if at level 1 for spreading purposes.
10. A German StuG IIIG sets up on Board k in Hex M1 facing M2-N1. The tank's transmission is jammed and the crew (1-2-7) is attempting to clear the jam. During the PREP Fire Phase, the 1-2-7 (and only the 1-2-7) may roll a clearance DR (B24.7) to repair the transmission. A roll of 5 or less results in a successful clearance. Regardless of success, the Crew is marked TI for the remainder of the turn as per B24.7.

Scenario GJ107

Aftermath: 1 Border moved into position and fired their mortar on to the cottages. The mortar rounds caught the thatched roofs on fire and the Germans would rout away under the fire of a Vickers machine gun. Later, Company A would spy a disabled German tank being repaired. A couple well-placed PIAT shots sent the Germans scurrying away.