

# THE PARTY ENDS AT NEUNEN



## ASL SCENARIO



**NEUNEN, HOLLAND, September 18th, 1944.** During Operation Market Garden, the 101<sup>st</sup> Airborne was dropped into Holland in order to secure several key points along the highway between Eindhoven and Nijmegen, nicknamed Hell's Highway. In several towns along the way, the populace came out in droves, celebrating the Allies liberation of the countryside. That situation changed after Neunen, where the German 107<sup>th</sup> Panzerbrigade made an attempt to stop the allied advance. Moving out from Neunen the 101<sup>st</sup> Easy Company encountered some stiff resistance from ground troops and tanks. The party was over.

### BOARD CONFIGURATION:

#### BALANCE:

- ☆ Remove one Panzer IVJ from OB
- ✚ Add one 4-6-7 squad to OB

22	18
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**VICTORY CONDITIONS:** The American player wins by controlling 2 of the 4 multi-hex stone buildings on board 22 by games end.

## TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
☆ AMERICAN Moves First [140]							

**Elements of the 107<sup>th</sup> Panzerbrigade [ELR: 3]** set up on board 18 within 8 hexes of east edge. {SAN: 4}

	2		8		4	

**Elements of the 107<sup>th</sup> Panzerbrigade Enter** on the east edge of board 18 on turn 1.

	2

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**Elements of the 101<sup>st</sup> Airborne, Easy Company [ELR: 4]** enters on the west edge of board 22 {SAN: 2}

			10		4	3

### SPECIAL RULES:

1. EC are dry, no wind at start.
2. The Americans are lax.
3. The Germans get one module of 80+mm OBA.

**AFTERMATH:** Easy Company was getting used to weak resistance and a flock of civilians welcoming them. That all changed past Neunen. The Germans regrouped and counter attacked and pushed the initial advance of Easy Company back. Easy would have to retry to take it in the next few days.

*Scenario design: Rudy Marmaro*