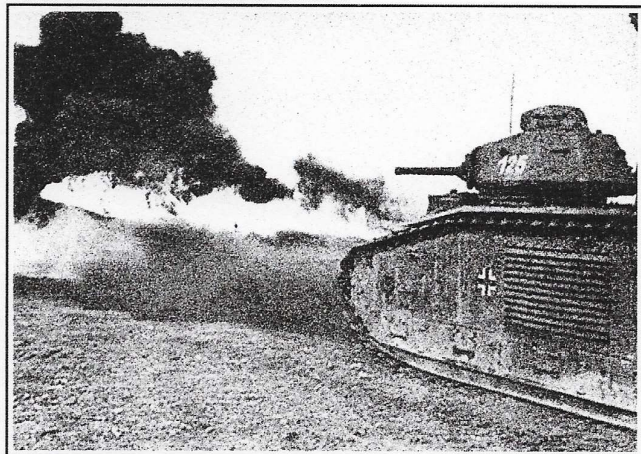


# THE OVERLOOK



## ASL SCENARIO AR4

Scenario Design: Jens Thomander



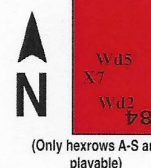
**VICTORY CONDITIONS:** The Germans win at game end if there is < 1 unbroken British squad-equivalent in hill hexes on/south-of hexrow N.

**OOSTERBEEK, THE NETHERLANDS, 21 September 1944:** *SS-Obergruppenführer* Wilhelm Bittrich was determined to encircle the British in Oosterbeek and prevent the Polish 1st Independent Parachute Brigade from reinforcing the British north of the Neder Rijn. At 0800, near Westerbouwing, *Oberleutnant* Artur Wossowski assembled infantry from the Hermann Göring Division Schule for an attack. Wossowski's men were mostly new recruits with little training, but had the support of converted French flamethrower tanks. Their objective was a steep hill with a café at its summit, overlooking the ferry crossing at Driel. The new recruits were about to meet up with the Red Devils, perhaps not the ideal opponents for their first fight. The battle was fierce and just when the Germans seemed to gain the upper hand, the Red Devils counterattacked.

### BOARD CONFIGURATION:

#### BALANCE:

- Add one PIAT to either British group.
- ✦ In the Victory Conditions, change "< 1" to "< 2".



### TURN RECORD CHART

● BRITISH Sets Up First [140]	1	2	3	4	5	6	END
✦ GERMAN Moves First [118]							



**Elements of B Company, 1st Battalion, The Border Regiment, 1st Airlanding Brigade, 1st Airborne Division [ELR: 5]**  
set up as noted: {SAN: 4}

Set up in hill hexes, concealed if in Concealment Terrain; MMC (and any SMC/SW stacked with them) in suitable terrain may set up Entrenched (B27.1) (see SSR 2):

Set up in hex(es) P9/Q9 per SSR 3:

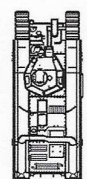


6 <sup>2</sup> -4-8	9-1	8-1	1-4-9	2-7	8-3	30-1	51	7 morale
8				2	2			6

6 <sup>2</sup> -4-8	8-0
2	



**Elements of Wossowski Bataillon, Hermann Göring Division Schule, and Panzer-Kompanie 224 [ELR: 3]**  
set up in non-hill hexes numbered ≤ 1; AFV may set up in Motion (see SSR 4): {SAN: 3}



4 <sup>2</sup> -6-8	4 <sup>1</sup> -6-7	4-4-7	4-3-6	9-1	8-1	8-0	7-0	5-12	3-8	*11
2	2	6	6						3	2

### SPECIAL RULES:

- EC are Moderate, with no wind at start. Place overlays as follows: X7 on L4; Wd2 on I5-I6; and Wd5 on P6-P5. The Base Level of overlays X7/Wd2 is Level 2; and of Wd5 is Level 1. Place *B1-bis* wrecks in M2 and N2. Kindling (B25.11) is NA.
- Each PIAT may be kept offboard and the ID of the unit possessing it recorded. It is revealed if fired, dropped, transferred, or its possessing unit is no longer in Good Order, leaves it setup Location, Deploys, or Recombines. The OB-given hero repairs a PIAT on a dr ≤ 4. Elite British Personnel are Stealthy (A11.17).
- Units set up in P9/Q9 start the scenario under a No Move (E1.21) counter, and *only* gain Freedom of Movement if they have a LOS to a Known enemy unit *or* automatically on Game Turn 4. While under No Move they are ineligible Sniper targets.
- B1-bis* (use French counters) are considered radio-equipped. In lieu of its B75 Secondary Armament, each has a **BF30 X11** with a Normal Range of 1 hex. The moving/Motion target +1 TH DRM described in French Vehicle Note 13 is NA to this FT. The C7.21 Case A Basic TK# Modifier of any hit vs the rear Target Facing of this AFV is doubled to +2.

**AFTERMATH:** B Company opened up with everything against the Wossowski Bataillon. A British soldier described it "like a football crowd" coming against them. Wossowski's unit lost all its officers and so many trainees that the NCO school decided to send 1,600 recruits home to Germany to avoid further "child murder." Private George Everington of No. 12 Platoon knocked out three tanks with a PIAT. Despite Everington's heroics, B Company's counterattack failed, and eventually the Red Devils fell back before the overwhelming enemy. The café was lost, as was the overlook of the ferry crossing in Driel. General Sosabowski's Polish paratroopers would soon find out what that meant.