

Hell's Highway, 1944 A *Flames of War* Mega-Game Scenario

Some of the most critical fighting during Operation Market Garden took place along the single road supporting the advance of the British XXX Corps to relieve the airborne forces holding the bridges up to the Rhine. Between Eindhoven and Grave, the road was nicknamed Hell's Highways by the forces trying to hold it open, as the German forces in the area assaulted it continuously from both flanks.

This scenario uses a large tabletop to depict the critical sections of the highway, and recreates some of the intense fighting to take and keep control of the critical route. Failure to hold the highway open will doom the Allied airborne forces closer to Germany, while fighting off all of the German attacks will allow XXX Corps to push through more swiftly to the Rhine.

Special Terrain rules:

- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Marshes – Holland has a high proportion of marshy terrain, which made it difficult for vehicles in many areas. Marshes are treated as difficult ground (very difficult to wheeled vehicles) and provide concealment to any infantry or man-packed gun team touching them.
- Rivers and Canals – the rivers and Canals in Holland were significant obstacles, and the whole Market Garden operation was built on gaining control of the key bridges spanning them. Rivers and Canals are treated as very difficult terrain for vehicles, and restrict infantry and man-packed guns to using the river crossing rules. Each river and canal bridge is an objective.
- Fields – the board should reflect numerous fields in the areas not covered by woods or villages. Fields were tough to traverse, so they are treated as slow going for vehicles.
- Elevated Roads and Low Ground – the roads in this part of Holland were elevated above the low lying, frequently soggy fields and villages. Any area on the table that is not part of the city of Eindhoven, or a road itself, is considered low ground. Low ground is treated as slow going for vehicles.

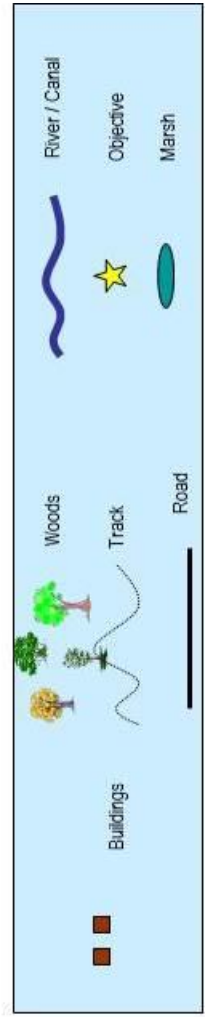
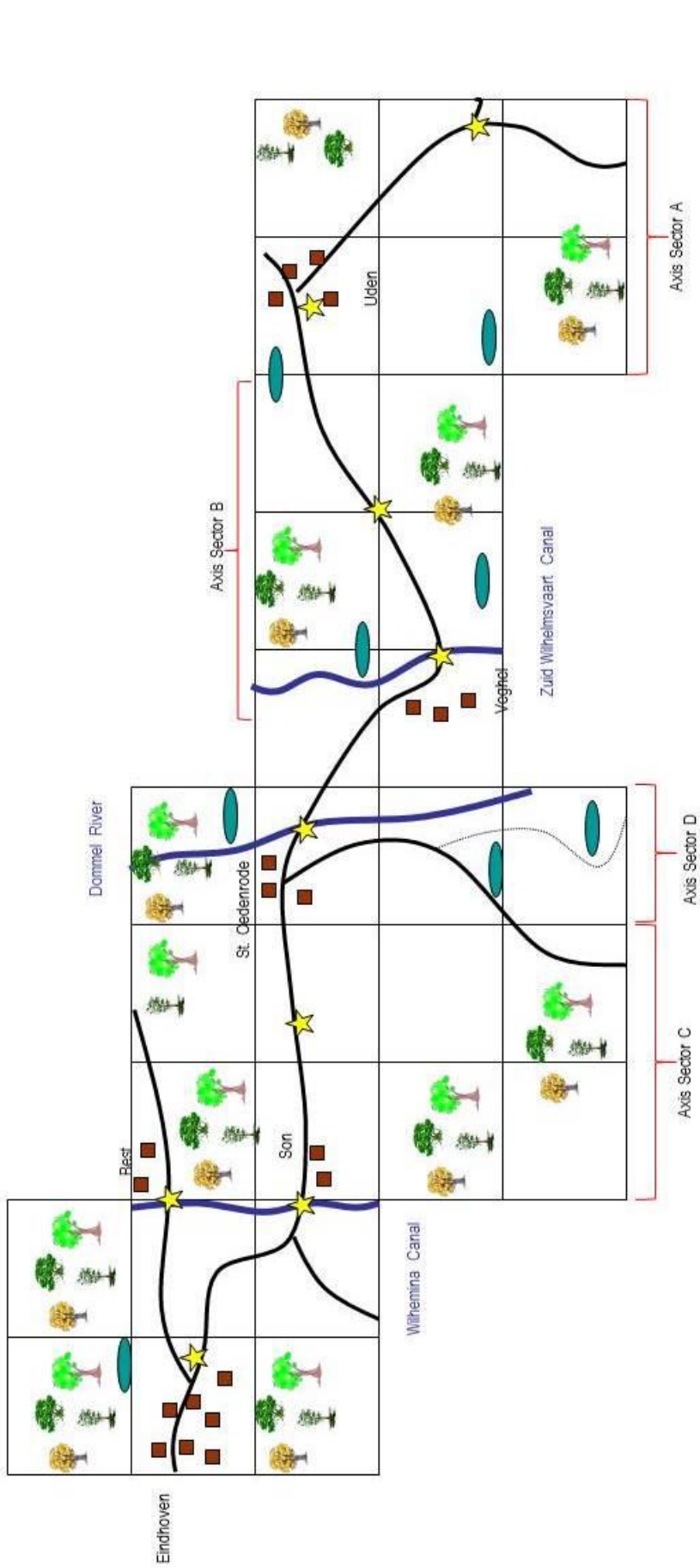
Deployment:

Allied forces deploy first as noted on their deployment areas. Then the German forces starting on table deploy. The German forces will take the first turn.

Any German force that does not start on the table may deploy any fortified platoons taken on the table, anywhere within 12" of the deployment zone where their force will be entering.

Map:

FOW Mega-Game Hell's Highway – September, 1944



Forces:

German Forces

107th Panzer Brigade –	
	Core List: Panzerkompanie from Bridge to Bridge Points: 1500 Prohibited units: none Added units: none Deployment: enters on turn one from deployment zone C

[107th Panzer Brigade] _____

59th Infantry Division –	
	Core List: Grenadierkompanie (59ID) from Bridge to Bridge Points: 1500 Prohibited units: none Added units: none Deployment: deploys anywhere within 12" of Best

[59th Infantry Division] _____

KG Huber –	
	Core List: Grenadierkompanie (85ID) from Bridge to Bridge Points: 1500 Prohibited units: none Added units: none Deployment: enters on turn one from deployment zone B

[KG Huber] _____

KG Walther –	
	Core List: Veteran Fallschirmjägerkompanie from Bridge to Bridge Points: 1500 Prohibited units: none Added units: none Deployment: enters on turn one from deployment zone A

[KG Walther] _____

Allied Forces:

506th Parachute Infantry –

Rating: units are rated as specified in the list
Core List: 101st Parachute Rifle Company from Market Garden
Points: 1500
Added units: none
Prohibited units: none
Deployment: deploys at start anywhere within 6" of Son

[506th Parachute Infantry] _____

501st Parachute Infantry –

Rating: units are rated as specified in the list
Core List: 101st Parachute Rifle Company from Market Garden
Points: 1500
Added units: none
Prohibited units: none
Deployment: deploys at start anywhere within 12" of Veghel or St Oedenrode

[501st Parachute Infantry] _____

Guards Armored –

Rating: units are rated as specified in the list
Core List: Guards Armoured Squadron from Market Garden
Points: 2000
Added units: none
Prohibited units: none
Deployment: deploys at start anywhere within 6" of Eindhoven

[Guards Armoured] _____

32nd British Armoured –

Rating: units are rated as specified in the list
Core List: Guards Armoured Squadron or Motor Company from Market Garden
Points: 1500
Added units: none
Prohibited units: none
Deployment: deploys at start anywhere within 6" of Uden

[32nd British Armoured] _____

Airpower:

The aerial action over the area was fierce but almost totally one-sided in the favor of the Allied forces. However close air support was not always available due to the need for fighters to escort the airborne troop and supply drops each day.

To reflect this, each turn the Allied CiC for each side rolls a d6, and checks the results on the table below:

Die Roll	Outcome
1-2	No airpower
3-4	Allied CiC receives 1x Typhoon air strike
5-6	Allied CiC receives 2x Typhoon air strike

Weather:

Allied planning for the operation depended on clear skies, so the weather throughout the battles was generally good during the period of the heaviest fighting for Hell's Highway. Weather plays no role in this scenario.

Winning the Game:

There are nine objectives along the critical highway. The side controlling the highest number of objectives at the end of the game is the winner. If both sides control an equal number of objectives then the game is a draw.

Optional Rules:**Optional Order of Battle:**

The scenario will work equally well if each player chooses any force of equivalent force from the Market Garden (Allied) and Bridge by Bridge (German) army books.

Additional Players:

The scenario can accommodate two additional players if desired. The Allies may add a 1500 point force from any Market Garden list, deploying it within 12" of St. Oedenrode. The Germans may then add an additional 1500 point force from any Bridge by Bridge list, which will enter the table on turn one from deployment zone D.