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

As famously portrayed by the movie A Bridge Too Far, Operation Market Garden was a daring but ultimately flawed attempt to dramatically accelerate the collapse of Germany during the fall of 1944.

This scenario allows a series of large tables to accommodate a scaled down version of the XXX Corps Corridor, the key to pushing troops up to relieve the airborne troops in Arnhem. It provides an opportunity to field elite Allied paratroopers on both offense and defense, along with varieties of Guards troops from XXX Corps, against a mix of German 2nd rate troops, backed up by solid Fallschirmjager units.
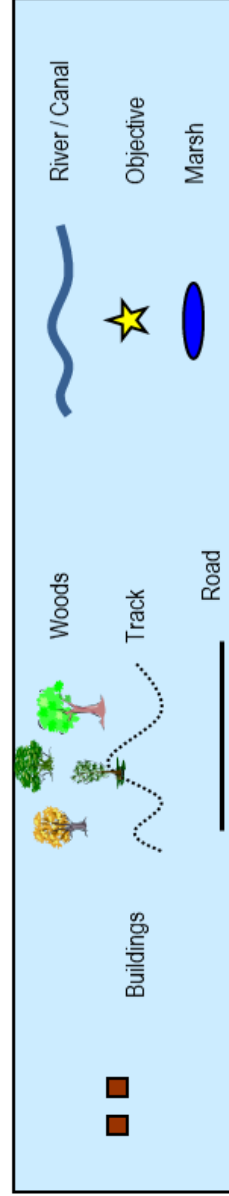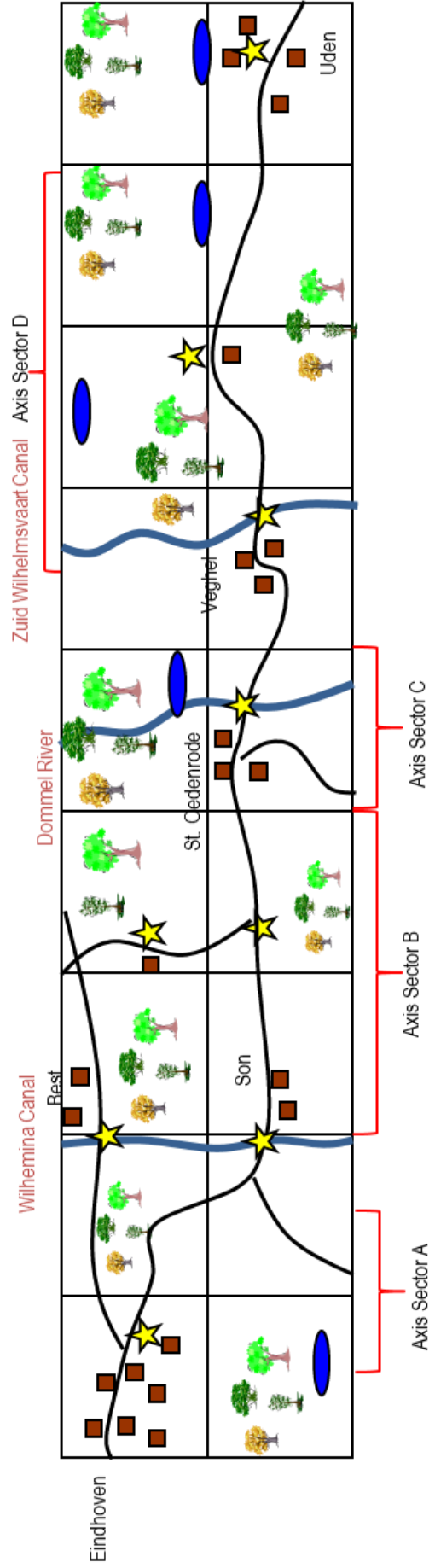
Special Terrain rules:
- Rivers – rivers in this portion of Holland were wide and deep and presented significant obstacles. They are impassable except over bridges or ferries, or they may be crossed using the Flames of War River Crossing rules (from the Bagration River Assault Mission Pack).
- Buildings – The small villages in this area were built solidly. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Fields – most of the terrain in this area was cultivated, but the early June fields offered no significant cover. Fields are terrain.
- Marsh – the eastern edge of the battlefield was mostly flooded. Marsh areas are difficult going, and they offer no cover to troops crossing or occupying them.
- Woods – woods are treated as per the normal FOW rules.
- Tracks and Highways – are treated as roads.

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.

Map:

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

N

Eindhoven

Best

Son

St. Cedenrode

Veghel

Uden

Wilhemina Canal

Dommel River

Zuid Wilhelmsvaart Canal

Axis Sector D

Axis Sector C

Axis Sector B

Axis Sector A

Buildings

Woods

Track

Road

River / Canal

Objective

Marsh

Forces:

German Forces

107th Panzer Brigade –

Command Card(s): 116th Greyhound
Core List: D-Day German Panther Tank Company
Points: 100
Added units: none
Prohibited units: none
Deployment: enters on turn one from deployment zone D

[107th Panzer Brigade] _____

59th Infantry Division –

Command Card(s): None
Core List: Grenadier Company from Fortress Europe
Points: 100
Added units: none
Prohibited units: none
Deployment: deploys anywhere within 12" of Best

[59th Infantry Division] _____

KG Huber –

Command Card(s): None
Core List: Grenadier Company from Fortress Europe
Points: 100
Added units: none
Prohibited units: none
Deployment: enters on turn one from deployment zone B

[KG Huber] _____

KG Walther –

Command Card(s): None
Core List: Fallschirmjager Company from D-Day: German
Points: 100
Added units: a free Luftwaffe penal platoon (D-Day German minimum size Beach Defender platoon), wore tropical uniforms
Prohibited units: none
Deployment: enters on turn one from deployment zone A

[KG Walther] _____

Allied Forces:

506ᵗʰ Parachute Infantry –

Command Card(s): None
Core List: D-Day American Parachute Rifle Company
Points: 100
Added units: none
Prohibited units: none
Deployment: deploys at start anywhere within 6" of Son

[506ᵗʰ Parachute Infantry] _____

501ˢᵗ Parachute Infantry –

Command Card(s): None
Core List: D-Day American Parachute Rifle Company
Points: 100
Added units: none
Prohibited units: none
Deployment: deploys at start anywhere within 12" of Veghel or St Oedenrode

[501ˢᵗ Parachute Infantry] _____

Guards Armored –

Command Card(s): Unflappable
Core List: D-Day British Sherman Armoured Squadron
Points: 100
Added units: none
Prohibited units: none
Deployment: deploys at start anywhere within 6" of Eindhoven

[Guards Armoured] _____

32ⁿᵈ British Armoured –

Command Card(s): Unflappable
Core List: D-Day British Sherman Armoured Squadron
Points: 100
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 flight
5-6	Allied CiC receives 2x Typhoon flights

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:

The game ends at the conclusion of turn 6.

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:

Additional Players:

The scenario can accommodate two additional players if desired. The Allies may add an additional 100 point force from Guards Armored, deploying it within 12" of St. Oedenrode or Veghel. The Germans may then add an additional 100 point force from 107th Panzer Brigade, which will enter the table on turn one from deployment zone C.