

V26 THOSE BLOODY PARABOYS

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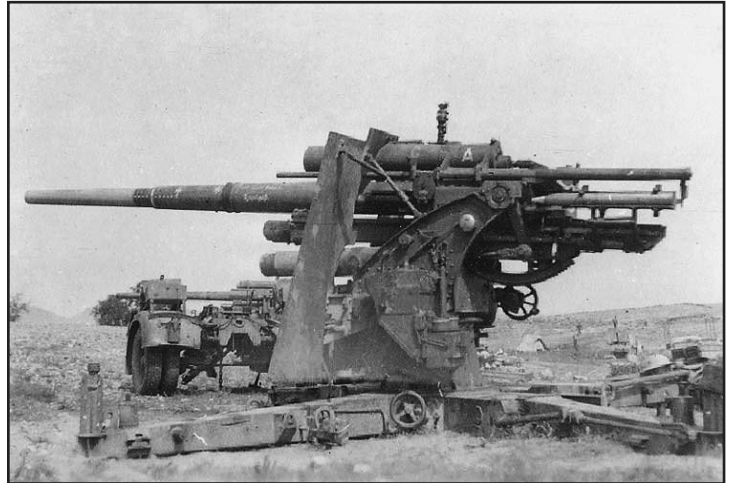
HISTORICAL ACCOUNT

LOCATION: Aart, Belgium

DATE: 14 September 1944

COMMENTARY: As a preliminary to Operation Market Garden the 15th (Scottish) Division was to relieve the 50th Division in the Gheel Bridgehead and clear the country between the Albert and Junction Canals (establishing a bridgehead over the latter). During the night of 13th September, the Germans, having feared encirclement and attack from the rear, evacuated the city of Gheel itself and fell back. Troops of the 15th Division quickly reoccupied Gheel meeting only light resistance. However, once Gheel was recaptured the next objective was to form a bridgehead over the nearby Junction canal so that the Royal Engineers might build a light bridge over it in order to transport the Battalion's anti-tank guns and transport. Despite enemy opposition the crossing was complete by 0530 hours on the 14th but now the Royals faced a new challenge, the clearing of the village of Aart (which lies adjacent to the canal) and it was up to D Company to lead the way and clear the eastern side of the village and the big, square, factory building which dominates it.

Despite enemy fire the crossing went smoothly and, despite the resistance encountered in Aart itself, D Company's attack went well (with only unexpected fire from a couple of 88mm guns posing any real problems). Next the Royals attempted to expand the bridgehead and A Company was sent east through D. However, it ran into heavy fire from two-barrelled flak guns and suffered severely. However, by 10am all four companies were over the canal and the bridgehead had been established.



TURN RECORD CHART

+ GERMAN Sets Up First [n/a]	1	2	3	4	5	6	7	8	END
o BRITISH Moves First [n/a]									

THE BATTLEFIELD AND CONDITIONS



Building pQ5 is a Factory (B23.74)

EC are Dry with No Wind at start.

VICTORY CONDITIONS

The British win at game end if there are no Good Order German units in building pQ5.

SCENARIO SPECIFIC RULES

1 Kindling is N/A.

2 British squads receive their first 6 Smoke grenades (B24.1) automatically without having to pass a placement attempt. After these have been used the British have normal Smoke placement capabilities.



Elements of Fallschirmjager Regiment 2, 2nd Parachute Division and Luftwaffe supporting troops set up on board p.

BALANCE: add a 5-4-8 squad.

ELR: 5
SAN: 2



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D Company, 8th Battalion, the Royal Scots, 44th (Lowland) Brigade, 15th (Scottish) Division enter on Game Turn 1 on mapboard 33 on/between W1 and I1.

BALANCE: remove the German Gun and crew.

ELR: 4
SAN: 4

