



Cutting the Corridor

23 September 1944: During Operation Market-Garden, some of the fiercest fighting occurs in the Veghel sector, which is defended by the 101st Airborne Division. The 107th Panzer Brigade is ordered to capture the bridges, close the corridor and stop the flow of men and materiel.

Setting

During the night, plans are drawn up which call for a British armored brigade to advance on Veghel from Uden. There, they will join forces with the 2nd Battalion of the 506th PIR which is ordered to advance from Veghel to Uden. Two hours before daylight, the Germans begin to shell the American positions. This is followed by an armored infantry assault supported by artillery and tanks.

F-Company 2/506 PIR (turn 1)

- 1x Company HQ TQR: 4
- 2x Platoon HQ TQR: 3 & 4
- 6x Squad TQR: 3 & 4
- 1x M1 (57mm) ATG TQRL: 4
- 2x 60mm Mortar Team TQR: 3 & 4 (each tube: 6 HE, 1 smoke)
- 2x Tripod Mounted M1919 TQR: 3 & 4
- 2x M9 Bazooka TQR: 3 & 4

Grenadier Guards (turn 3)

- 3x Sherman III TQR: 2, 3 & 4

107 Panzer Brigade

- 1x KG HQ TQR: 4
- 4x Platoon HQ TQR: 3 to 4
- 12x Squad TQR: 2 to 4
- 5x 251/1 Hamomag operated by squad
- 2x Panzerkampfwagon V Ausf. G TQR: 3 & 4
- 2x Panzerkampfwagon IV Ausf. H TQR: 2 & 3
- 2x Sturmgeschütz III Ausf. G TQR: 2 & 4
- 1x 4-tube Battery (8.0cm Mortar) TQR: 3 (60 HE, 12 smoke); availability 80%

Victory Conditions

The Germans must secure the *Aa River* crossing. This is accomplished by exiting 50% of their force off the west edge of the board. The U.S. must prevent this. There is no turn limit and play will continue until the Germans win, or there are too few units remaining to make victory possible.

Aftermath

Reinforced by armor of the Grenadier Guards, the 2/506 held off the German assault and forced a withdrawal. Although the bridges were saved, the Germans still managed to cut the corridor and disrupt the flow of men and materiel.



Map 1. *Cut the Corridor*

GM NOTES: The U.S. begins the game dug in northeast of the river. The Germans enter from the east edge of the map on turn 1 and the Grenadier Guards enter from the north edge on turn 3. The German victory conditions are met by exiting 50% if their force off *Zwaneburg* and/or the two adjacent grids. The Aa River cannot be crossed except at the bridge which is just beyond the west edge of the map.

AAR: 6mm miniatures with Micro Melee Rules

Turn 1

My game board was not modeled precisely as the map indicated. I added a few farm complexes along Zwaneburg and included the eastern side of Veghel. Prior to the start of the game, I recorded the placement of my hidden forces. Ten foxholes/slit-trenches were visible, but the German players did not know if they were occupied. I expected Stan and Steve to sweep in from the southeast; so I established interlocking fields of fire based on that assumption. I further predicted that the arrival of the Grenadier Guards from the north would preclude an enemy approach from the road, but I was grievously mistaken.

As the game began, the Germans were cautious, and they took advantage of the tree cover. Stan sent a platoon forward, and I used that time to identify as many units as possible. Steve's forces came in farther north, near Zwaneburg. Prior to the close of the first turn, one of my veteran squads engaged Stan's platoon HQ and inflicted a few casualties. That encounter suppressed the unit and it *went to ground*.

Turn 2

As turn two began, the firefight was joined by the remainder of Stan's platoon. But as his units maneuvered to bring all their firepower to bear on my embattled squad, a supporting squad opened up. This caught Stan's platoon by surprised and halted the intended advance. As Stan's platoon presented a target rich situation, a hidden M1 57mm ATG fired on his platoon from the northwest, positioned in a small farm complex. Stan only saw a general vicinity marker from which to track the location. He zeroed in on another farm and called in an artillery strike. His coordinates specified a point pattern, with a short rate of fire and duration. Unbeknownst to Stan, an entire airborne platoon was hidden in the cluster of buildings. His artillery strike began after a brief delay, but, owing to the limited mission parameters, only a few squads were secretly suppressed. I, on the other hand, noticed the assembly of Stan's platoon, and my 60mm mortar teams placed accurate fire on them, inflicting numerous casualties.

Meanwhile, the German armor began to move up. A StuG III fired on the U.S. squad that stopped Stan's initial advance. Although this action suppressed them, the second squad was still a deterrent. But Stan was determined to overrun my blocking force, and he assembled for an assault with armored support. As he was preparing to launch his attack, two M1919 machine gun positions raked him from the north and put an end to that plan.

Turn 3

Three tanks of the Grenadier Guards arrived from the north and quickly engaged a number of the German panzers. In an exchange of fire, my British Firefly was destroyed, as it simultaneously knocked out a StuG III. A Pz IV was also eliminated and so was another Sherman III. Steve's Panther weighed in on the action and finished off my last Sherman. One of my hidden bazooka teams knocked out a second StuG III, while my M1 57mm ATG confronted a Pz IV. Steve's fast moving first armored platoon sped by my flank and slipped across the Aa River. His victory conditions were now partially fulfilled. Stan now recognized the importance of his first artillery

target, and because the coordinates were already recorded, a second strike occurred with very little delay. This one came with the full fury of his off-board-battery.

Turn 4

As the last turn began, the 8.0cm battery began to unload on my strongpoint. The mortars rained down on the little cluster of buildings, and my platoon became suppress. Adding to my woes was the fact that both buildings caught fire. The entire platoon was suppressed, and I was forced to make an escape attempt. However, Steve had me under direct small arms fire, and that, combined with the murderous artillery barrage, annihilated my platoon. One building completely collapsed and the other one was severely damaged. By now, my reduced company was reeling, and I gave the order to fall-back.