

MOOK POINT

ASL SCENARIO AP116

Scenario Design: Pete Shelling



MOOK, HOLLAND, 25 September 1944: By the time the 325th Glider Infantry Regiment landed on 23 September, the British Airborne in Arnhem had already been overrun. South of the Groesbeek Heights, the 82nd Airborne Division held on to the Kiekberg Woods, allowing the 319th Glider Field Artillery Battalion to fire its guns in support of both Arnhem and Nijmegen. After nearly a week of this shelling from Groesbeek, *Fallschirm-Armee 1* commander *Generaloberst* Kurt Student had had enough and sent some fresh but green troops to silence the guns, which were protected by a series of wooded hills known as "Finger Ridge".

BOARD CONFIGURATION:



(Only hexrows A-G on board 2a are playable)

BALANCE:

- ☆ Add one BAZ 44 to the American OB.
- ⚡ Add one 8-0 leader the German at-start OB.

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order American MMC at Level 2 and/or by Controlling more buildings on board 2a than the Americans have Good Order MMC at Level 2.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	⚡ 3	4	5	6	7	END
⚡ GERMAN Moves First [84]								



Elements of Company E, 2nd Battalion, 325th Glider Infantry Regiment, 82nd Airborne Division [ELR: 4] set up on/east-of hexrow 7bX (see SSR 2): {SAN: 4}



6-6-7	9-1	8-1	8-0	2 4-10	8	7 morale	5 5 OVR, OBA: +4 Other: +2
9			2	2		8	5



Elements of Volkgrenadier-Division 363 [ELR: 3] set up on/west-of hexrow 7bT: {SAN: 3}



4-4-7	8-1	8-0	7-0	2 5-12	1 3-8
12				2	

Enter on Turn 3 along the north, west, or south edge of board 7b:

4-4-7	2-3-8	8-0	1 3-8	24-1	18 1 1 20L(4) -/5/*
2	2		2	2	

SPECIAL RULES:

1. EC are Moderate, with no wind at start. All Woods are Pine Woods (B13.8). Place overlay Wd2 on 7bGG9-GG10.
2. American squads may freely Deploy (A1.31) at setup.
3. The Americans receive one module of 70+mm OBA (HE/WP) with Normal Ammunition (C1.211; A25.33). The first chit draw is automatically black; permanently remove one black chit from the draw pile. Malfunction (A9.7) is NA for the radio.
4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The brave but inexperienced German troops attacked again and again, bringing up several flamethrowers and halftracks mounting 20mm AA guns. Being part of the second wave of the air landings, the glidermen lacked anti-tank weapons and could count only on their meager but reliable artillery to break up the enemy formations. Many Landers fell in front of the GI's foxholes, while others lost heart and faded back into the Kiekberg Woods. The 325th kept the tired Germans off of "Finger Ridge," but only by a hair's breadth.