

“Van Lennepweg’s Garden”



Arnhem, The Netherlands — September 20th, 1944

On September 20th, elements of SS-Bataillon Eberwein were advancing towards the Koude Herberg road junction. Supported by PzKpfw B2(f) tanks, the SS Grenadiers advanced to contact with British forces at the junction. Three 6 pound AT Guns were in the area, but only one, which was positioned in the garden of House Van Lennepweg had visibility to the attacking Germans. At 1500 hours, three of the PzKpfw B2(f)’s moved toward Van Lennepweg’s garden with a company of SS Grenadiers.

VICTORY CONDITIONS: The German Player wins at game end if there are no good order British units adjacent to Hex H2 on Board h. Any other result is a British victory.



Board Configuration: (Deluxe ASL Boards h & k)



British Player Sets up first	+	1	2	3	4	5
German Player moves first						



C Coy, 1 Border (ELR 5) (SAN 4) (Set up: on Board h)



5 2 2



Elements of SS-Bataillon Eberwein (ELR 4) (SAN 3) (Set up: enter Turn 1 on the North edge)



9 3 3

Special Rules/Notes:

1. EC are moderate with no wind.
2. Kindling is N.A.
3. The British 57L AT Gun may Bore Sight.
4. British may set up on squad equivalent and support weapon and/or officer HIP.
5. German ELR starts the scenario at 4 and goes down 1 for each German tank lost, but not lower than 2.

Aftermath: The men of C Coy, 1 Border found themselves in the heat of the fight as the German tanks trundled towards the junction. The assault sent some of C Coy tumbling back, but at Lennepweg’s garden the 6 pounder opened up and soon two tanks were knocked out. Bren guns suppressed and pinned the SS Grenadiers. The third PzKpfw B2(f) commanded by Lt. Siegfried Giesa halted as the 6 pounder turned its attention on it. Having lost two tanks and the loss of many grenadiers, the German attack broke up and melted back to its start line. The British perimeter had held for the moment.

