

**101<sup>st</sup> AIRBORNE AT THE SON BRIDGES**  
**19<sup>th</sup> September 1944**  
**(Son, Holland)**

*A Rapid Fire 2 scenario V 1.0.1 (14/10/07)*

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**Background**

As part of Operation Market-Garden, elements of the US 101<sup>st</sup> Airborne Division landed along the main road to Eindhoven. The vital SON bridge was destroyed but rebuilt by British engineers. The 107<sup>th</sup> Panzer Brigade was tasked to retake the bridges over the Wilhelmina Canal at Son and deprive the Allies of the vital crossing points as they attempted to feed troops forward towards Arnhem.

**The Wargame Scenario**

The game is played on an 8' x 6' table. The game is 10 moves long. Woods are open. Buildings are intact. The Canal is not fordable. To reflect the soggy terrain, all off road movement by vehicles is at a 1 x D6 deduction. To reflect the decline in the quality of the German tank arm by this time, the German AFV units are rated poor. Allies move first.

1/327<sup>th</sup>, 101<sup>st</sup> HQ and 81<sup>st</sup> AT Battalion start deployed in and around Son. 1/506<sup>th</sup> PIR is approaching Son on the St Dedenrode Road (between A & Son). 101<sup>st</sup> MP Coy is around Bridge 1 and 101<sup>st</sup> Recce Coy is around Bridge 2. A Squadron 15/19<sup>th</sup> Hussars arrives at point A on turn 1 x d6 rolled at the start of the game but not disclosed to the Germans.

The German Reconnaissance Company is at Point B. 107<sup>th</sup> Panzer is on the road between Points C and D with the 107<sup>th</sup> Panzer Grenadier Battalion, Brigade HQ and the Engineer Company embussed behind. The infantry battalion from the 59<sup>th</sup> Division is on foot at Point E.

Points are awarded for eliminating enemy forces as follows:

Panther, Firefly - 10 points; Jagdpanzer IV, Sherman - 8 points; Marder - 6 points;  
Truck, ATG, HT, A/C, jeep - 4 points; infantry - 1 point.

In addition, the Germans receive 5 points for each vehicle that exits the road to St Dedenrode by the end of the game (having traveled via the Son crossroads). The Allies receive 10 points for each of the 6 buildings occupied by Allied figures at the end of the game and 10 points for each bridge that has Allied figures within 6" at the end of the game. To win, a side must accumulate at least 150 points.

If both sides do so, or neither side does, it is a draw.

**Allied order of battle** - all elite except AFV units which are regular  
Elements of US 101<sup>st</sup> Airborne & British 11<sup>th</sup> Armoured Division

**[on-board]**

101<sup>st</sup> Airborne HQ                      CO + 5 figures, jeep              (Maj Gen Taylor)\*  
\*higher level HQ

101<sup>st</sup> MP Company                      9 figs, 3 x jeeps with MMGs

1 Battalion, 327<sup>th</sup> Glider Infantry Regiment test @ 20 casualties              (Lt Col Salee)  
    HQ                                      CO + 5 figures, 60mm mortar, jeep  
    3 Companies                          each 10 figures, Bazooka  
    HW Company                        9 figures, HMG, MMG, 81mm mortar

A & B batteries, 81<sup>st</sup> AT Battalion                      12 figures, 3 x 57mm ATG, 3 x jeeps

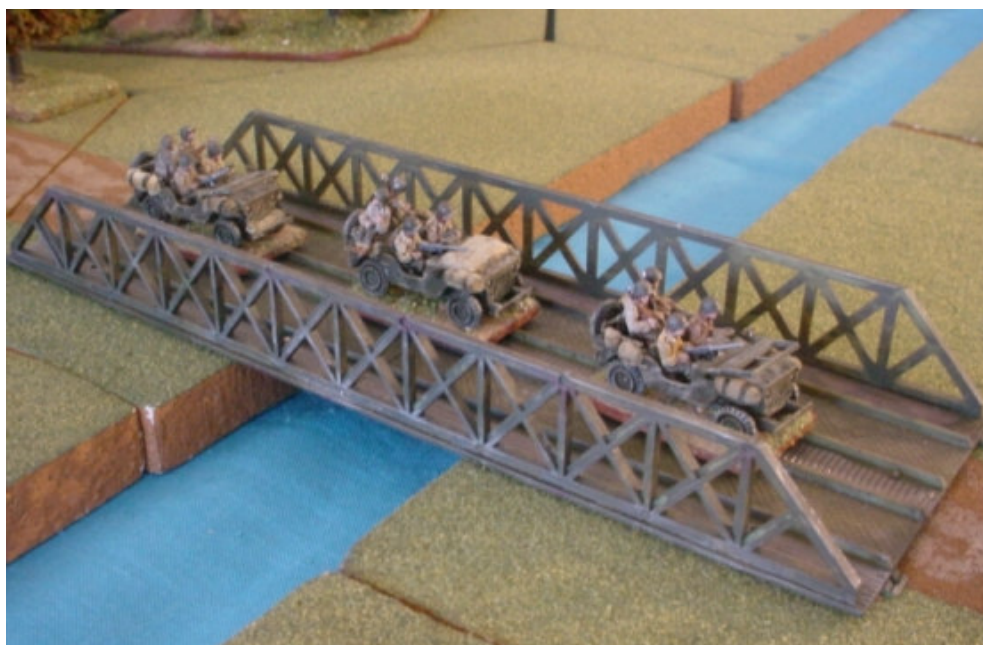
1<sup>st</sup> Battalion, 506<sup>th</sup> Parachute Infantry Regiment              (Maj Prade) as per 1/327<sup>th</sup> above

101<sup>st</sup> Reconnaissance Company (Recon)                      9 figures, 3 x jeeps with HMGs

**[reinforcements]**

A Squadron, 15<sup>th</sup> / 19<sup>th</sup> Hussars                      2 x Cromwell (75mm), Challenger (17pdr)^

^AT ranges = short 12", medium 36", long 60" / HE available / no hull MG



101<sup>st</sup> MP Company withdraws across the Son Bridge

**German order of battle** all regular except AFV units which are poor

Brigade HQ CO + 3 figures, Sdkfz 250/1 (Maj Von Maltzahn)

Reconnaissance Company (Recon) 2 x Sdkfz 250/9 (20mm)

107<sup>th</sup> Panzer Battalion

HQ Panther (75mm)^#  
1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> companies each 2 x Panther (75mm)^

AT Company 2 x Jagdpanzer IV (75mm)^

Panzer Engineer Company 8 figures, F/thrower, Sdkfz 251/7

107<sup>th</sup> Panzer Grenadier Battalion test @ 20 casualties

HQ CO + 3 figures, P/schrecke, Sdkfz 251/10\*  
1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Companies each 8 figures, P/faust, Sdkfz 251/1  
4<sup>th</sup> HW Company 9 figures, 2 x MMG, Sdkfz 251/1  
81 mm mortar, Sdkfz 251/2  
5<sup>th</sup> (Support) Company Marder (75mm)\*, 1 x 251/9 short 75mm\*  
\* denotes 3 nominal crew for morale

battalion from 59<sup>th</sup> Infantry Division regular test @ 15 casualties

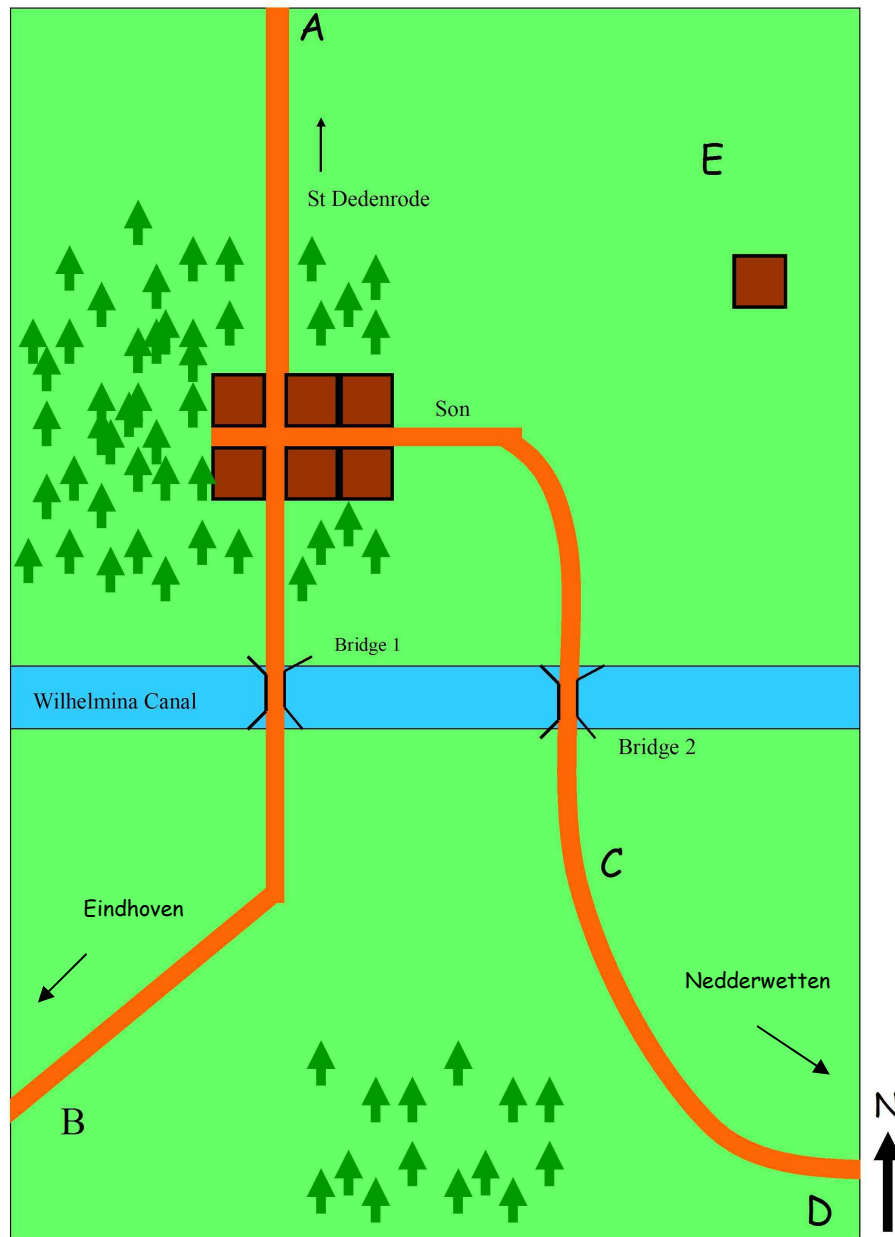
HQ CO + 5 figures  
3 Companies each 8 figures, P/faust

# test as independent AFV ^AT ranges = short 12", medium 36", long 60"



Lead elements of 107<sup>th</sup> Panzer Brigade cross the canal and deploy to attack Son

# Deployments and Arrivals



## Sources

The 1944 Panzer Brigade - Miniature Wargames No. 174 Nov 1997 - Alan McCoubrey

US Army in WWII - The Siegfried Line Campaign - CB Macdonald

Operation Market Garden (Then and Now) Volume 2 - Karel Margry

OP Market Garden Campaign Guide for Rapid Fire - Colin Rumford

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Operation Market Garden after action reports for the 101st Airborne

<http://www.ww2paratroopers.com/id24.html>

The Black Bull (11th Armoured Division) - Patrick Delaforce