Scenario G

HOLLAND, September 19, 1944: Although the airborne portion of the “Market-Garden” Operation centered around the seizing of vital bridges, heavy fighting occurred over control of the highway section leading to the bridges as well. While parts of the 82nd Airborne fought to gain control of the bridges at Nijmegen, other elements fought for control of the Kcleve-Nijmegen highway. One of the major objectives in the control of this highway was Hill 75.9, better known as “Devil’s Hill”. Control of this high ground meant a complete overview of the highway below. Even though German security troops operating in this area were small in number, when concentrated in defense of a natural strong point such as this, these troops often put up strong resistance. Such was the case when Company A of the 508th Parachute Regiment moved out to take “Devil’s Hill”.

**VICTORY CONDITIONS:** The American player wins by being the last to occupy (with unbroken squads) the three entrenchments on Hill 621 at game end. The German player wins by avoiding the American player’s victory conditions.

**BOARD CONFIGURATION:**

**TURN RECORD CHART:**

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>+</td>
<td>German Sets up First</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>+</td>
<td>-</td>
<td>German Moves First</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**SPECIAL SCENARIO RULES:**

SSR G.1: The German entrenchments must be set up on three of the seven “level 3” hexes on Hill 621. No other entrenchments may be constructed during the game by either side.

SSR G.2: The Americans may designate one squad prior to play which may place smoke once during the game.

**AFTERMATH:** Covering some 200 yards, the paratroopers’ determined attack soon drove the Germans from the summit of the hill. But the Germans recovered quickly on the reverse slopes and counterattacked repeatedly throughout the day. By nightfall the Americans had gained control of the hill, though by morning the Germans had returned and infiltrated the paratroopers’ positions. Once again the Germans had to be driven out from “Devil’s Hill”.

**QUICK PLAY CROSS OF IRON**

**AMERICAN VARIANT SCENARIOS**

Printed as a special insert for Vol. 17, No. 2 of THE GENERAL;

SCENARIO DESIGN: Courtney Allen

PLAYTESTING: Steve Spoulos, Martin Anderson, Jon Mischon, Joe Suchar, Bill Edwards, Bill Farone, Dale Wetzelberger, Don Greenwood

Copyright 1980, TAHGC Baltimore, MD 21214

VSQL Graphic Layout by Bill Sosnicki

Updated 090417; rev A

Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.