

SS-Hauptsturmführer  
Karl-Heinz Euling

# A WALK IN THE PARK

## THE BATTLE FOR HUNNER PARK



By Mike Haught

Everyone, Axis and Allied, knew the importance of Nijmegen. It is placed between Arnhem and Eindhoven and it had the only major crossing point over the Waal River. A fight there was inevitable as both sides crammed as much as they could into the city to control its two vital bridges.

Operation Market Garden relied swiftly capturing several vital crossings over rivers and canals from the Belgian border to Arnhem. Four major waterways cut across the Allied route of advance and so capturing these crossings was critical to the success of the mission. The Allies deployed their paratroopers against them to grab them as quickly as possible, however the two most formidable of these, the Rhine, south of Arnhem, and the Waal River, north of Nijmegen, proved to be quite challenging.

Nijmegen and its bridges were the responsibility of the US 82<sup>nd</sup> Airborne Division. General James Gavin, the division's commander, decided to focus first on securing his flanks before making a move on the city's bridges. Gavin had no way of knowing that Nijmegen was only thinly held by a few small units that his paratroopers could have easily swept aside, but this controversial decision bought the Germans time to rush elements of the 10. SS-Panzerdivision (10<sup>th</sup> SS-Armoured Division) to man the defences of the bridges.

The first to arrive were SS-Untersturmführer (SS-Lieutenant) Werner Baumgaertel's company from the 10. SS-Panzerpionier Abteilung (10<sup>th</sup> SS-Armoured Pioneer Battalion).

The engineers set to work preparing the defences and making sure that the Nijmegen bridges were rigged for demolition.

Next came SS-Kampfgruppe Euling, fresh from Arnhem after having skirmished with Lieutenant Colonel John Frost's British paratroopers of the 2<sup>nd</sup> Parachute Battalion. Euling deployed his battalion from the 22. SS-Panzer Grenadier Regiment (22<sup>nd</sup> SS-Armoured Infantry Regiment)

as a *Sperrverband* (blocking force) in the positions prepared by Baumgaertel's pioneers. He also took four Jagdpanzer IV tank-hunters under command and dug them into pits, incorporating them into his defences.

The main road span over the Waal River at Nijmegen was protected by Euling's men. Engineers, infantry, anti-tank guns, self-propelled anti-tank, and the infamous '88's were well entrenched in Hunner Park just south of the Nijmegen



*Jagdpanzer IV tank-hunters arrive for the defence of Hunner Park.*



# HUNNER PARK

Hunner Park uses **Reserves** and **Prepared Positions** special Rules.

## YOUR ORDERS

### ALLIED

Clear the SS troops from the approaches to the Nijmegen Bridge so your Grenadier tanks can roll across.

### GERMAN

Hold the bridges at all costs!

*'Germany will never capitulate! The German soldier will fight to the last, and he knows how...'*

—Captured Oberleutnant wearing the uniform of panzer troops.

## PREPARING FOR BATTLE

1. Set up terrain using the map on the following page as your guide.
2. Place the objectives at **A** and **B**.
3. The SS-Panzerpionier Platoon is held in Reserve.
4. The German player deploys the Luftwaffe FlaK Platoon and one SS-Panzergrenadier Platoon within 8"/20cm of **A**. The German player then Deploys the rest of their platoons within 16"/40cm of **B**.
5. The Allied player deploys their entire force in the Allied Deployment Area not more than 12"/30cm from their own table edge.
6. The German player now Deploys any Warrior teams that are not part of a platoon and all Independent teams within 8"/20cm of either **A** or **B**.
7. The Allied player now Deploys any Warrior teams that are not part of a platoon and all Independent teams.

## BEGINNING THE BATTLE

1. As both sides are in Prepared Positions, all platoons may begin the game Dug In.
2. The Allied Player has the first turn.
3. German Reserves arrive at the Belvedere (**C**).

## ENDING THE GAME

The battle ends on or after turn six when:

- a player holds both objectives, or
- at the start of the British player's ninth turn (remember to check Company Morale if necessary before determining who won).

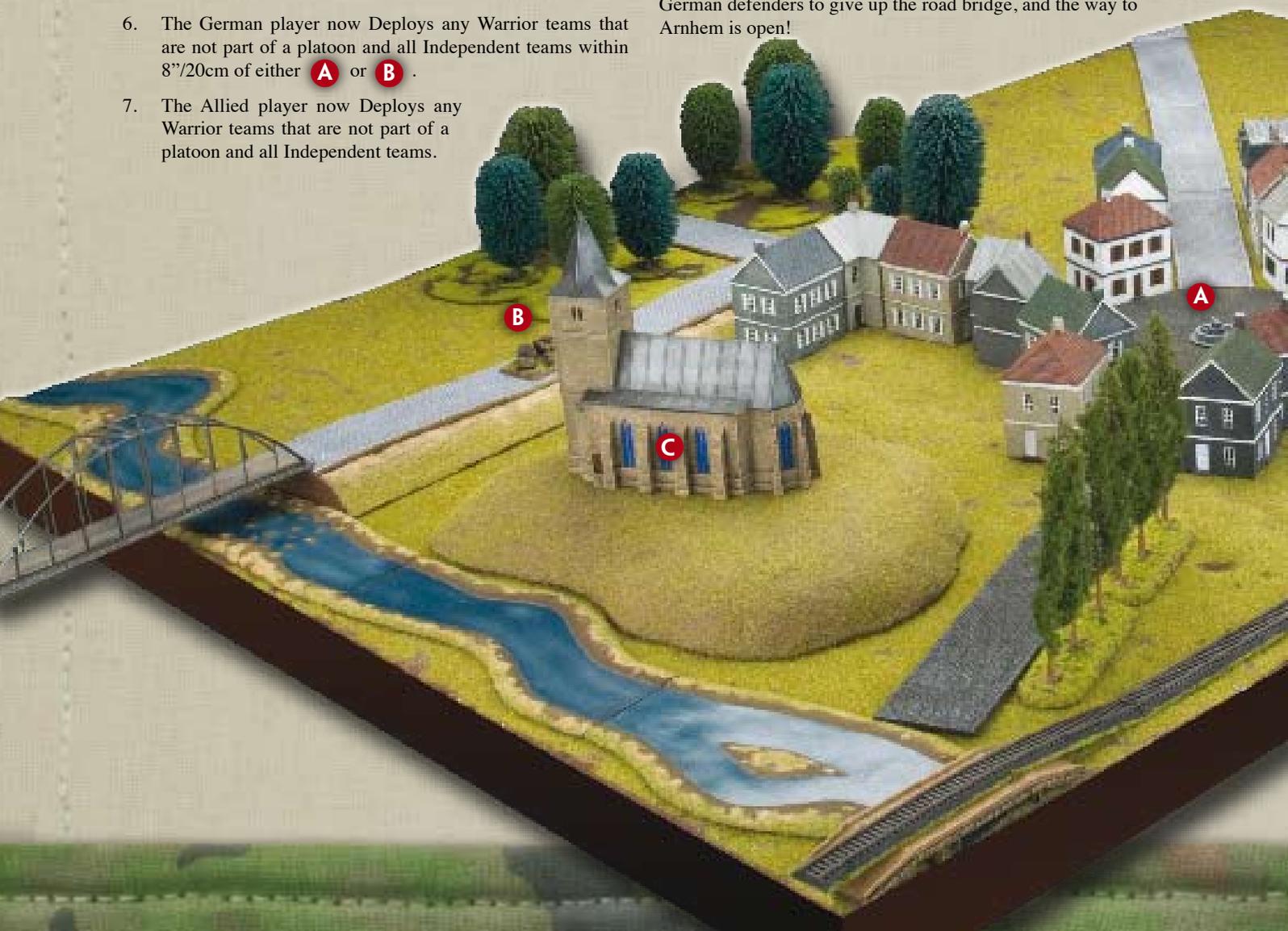
## DECIDING WHO WON

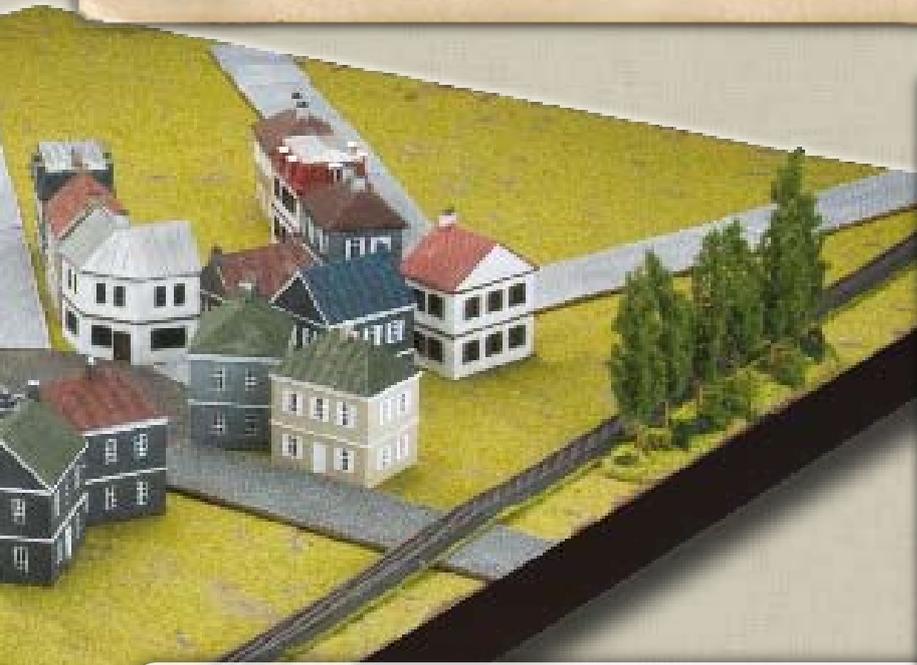
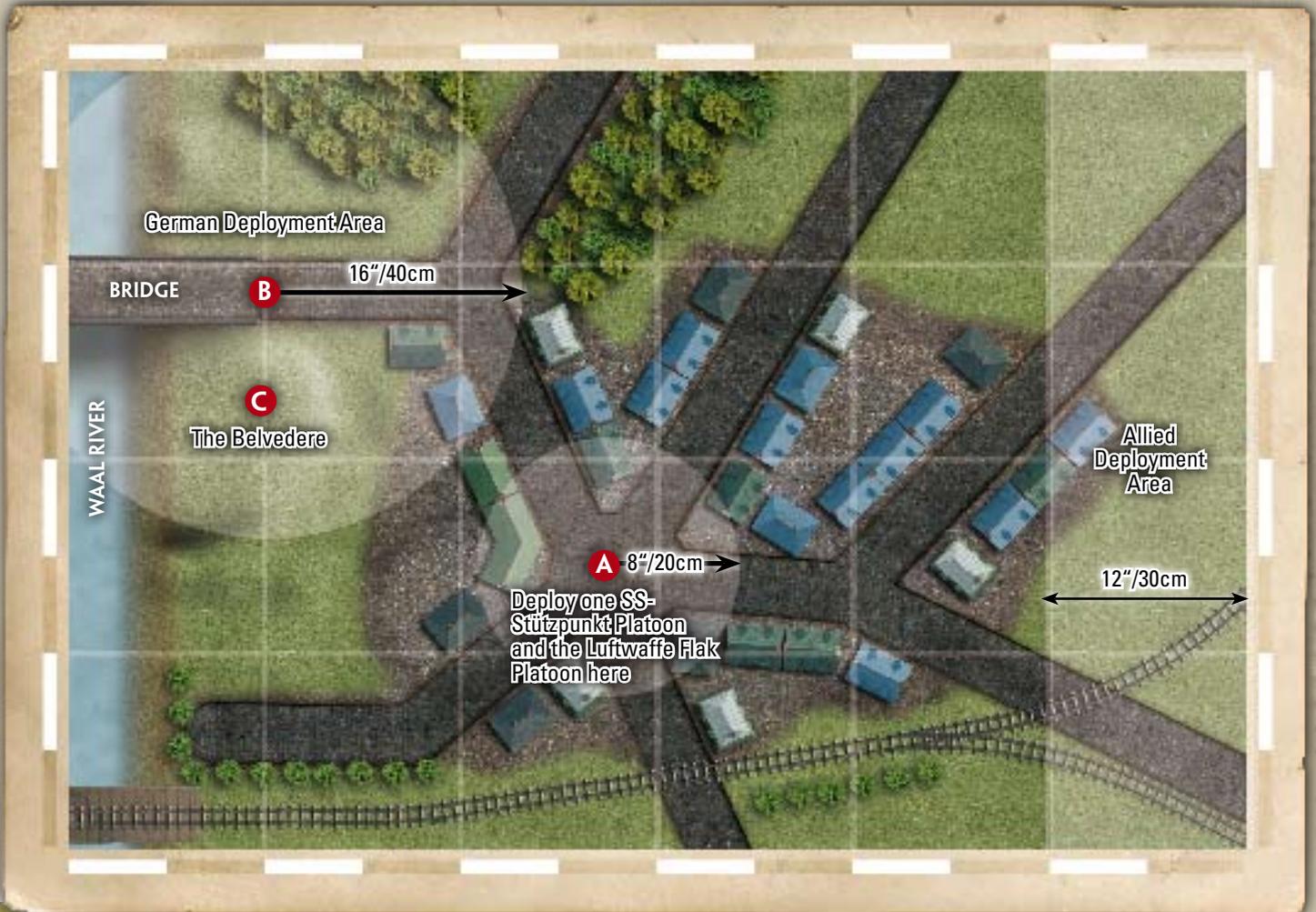
A player gains two Victory Points for holding **A** and one Victory Point for holding **B** at the end of the game.

Calculate additional Victory Points using the Victory Points Table on page 275 of the *Flames Of War* rulebook.

If the German player has the same or more Victory Points than the Allied player, they win the game. The staunch defence of the road bridge has repelled the Allied assault and they will have spend precious time to regroup for another attempt.

If the Allied player has more Victory Points than the German player, they win the game. The bold assault has forced the German defenders to give up the road bridge, and the way to Arnhem is open!





*Present day photo of the Belvedere.*

**THE BELVEDERE - VALKHOF**

On the north side of Nijmegen lies the Valkhof, an attractive park on a low hill above the Waal. It is the site of an imperial stronghold built by Charlemagne in 768 AD. It was frequently the seat of the imperial court under the Saxon, Frankish and Hohenstaufen emperors. Only the palatine chapel of St. Nicholas and the ruins of a Romanesque apse remain of the original stronghold.

To the east of these is the Belvedere (pictured above) which overlooks the approaches to the bridge. It was here the SS-Panzer-grenadiers of *Kampfgruppe Euling* dug in to hold the Nijmegen Bridge against the American paratroopers of the 82<sup>nd</sup> Airborne Division and British Grenadier Guards during Operation Market Garden. Since we don't have a model of the Belvedere, we chose to use our Bastogne Church instead.

# AXIS FORCES AT HUNNER PARK

## SS-SPERRVERBAND EULING

SS platoons are rated *Fearless Veteran*, Luftwaffe Platoons are rated *Reluctant Trained*.

<p>SS-Sperrverband Euling</p> <p>3. SS-Kompanie HQ</p> <p>1. Zug, 3. Kompanie, 21. SS-Panzergrenadier Regiment</p> <p>2. Zug, 3. Kompanie, 21. SS-Panzergrenadier Regiment</p> <p>1. Zug, 10. SS-Sturmgeschütz Battalion</p> <p>3. Zug, 10. SS-Panzerjäger Battalion</p> <p>21. Batterie, 3. SS-Artillery Regiment</p> <p>Luftwaffe FlaK Zug, 18. Flak Brigade</p>	<p>SS-Hauptsturmführer Karl-Heinz Euling (page 57)</p> <p>SS-Sperrverband Euling HQ (full strength with two Panzerschreck teams, page 59)</p> <p>SS-Stützpunkt Platoon (full strength with Command Panzerfaust SMG team and two Minefields, page 60)</p> <p>SS-Stützpunkt Platoon (full strength with Command Panzerfaust SMG team and two Minefields, page 60)</p> <p>SS-Tank-hunter Platoon (with four Jagdpanzer IV in Assault Gun Pits, page 136)</p> <p>SS-Anti-tank Gun Platoon (full strength, page 117)</p> <p>Motorised SS-Artillery Battery (with three 10.5cm leFH18 howitzers, page 139)</p> <p>Luftwaffe FlaK Platoon (full strength with one 8.8cm FlaK36 gun and extra crew, and two 2cm FlaK38 guns, page 141)</p>
<p><b>RESERVES</b></p> <p>1. Zug, 1. Kompanie, 10. SS-Panzerpionier Battalion</p>	<p><b>RESERVES</b></p> <p>SS-Panzerpionier Platoon (full strength, page 61).</p>

## GERMAN FORTIFICATIONS

The German player may place up to two Street Barricades (see page 228 of the rulebook) when placing their other fortifications.

## FIELDING ALTERNATIVE FORCES

Feel free to play this scenario with alternative forces. For example you may want to have US paras holding the bridge against a *II. SS-Panzerkorps* counterattack. Simply make sure the sides have roughly equal points and that the defender places one of their infantry and gun platoons in the traffic circle area.



The Grenadier Guards storm the Keizer Karelplein where an 8.8cm FlaK36 heavy anti-aircraft is waiting with an all-round field of fire.

# ALLIED FORCES AT HUNNER PARK

## 1<sup>ST</sup> BATTALION GRENADIER GUARDS SUPPORTED BY 2<sup>ND</sup> BATTALION GRENADIER GUARDS AND 505<sup>TH</sup> PARACHUTE INFANTRY REGIMENT

British platoons are Guards and are rated *Confident Veteran*, American platoons are rated *Fearless Veteran*

No. 4 Company HQ, 1 <sup>st</sup> Battalion Grenadier Guards	Motor Company HQ (page 119)
16 <sup>th</sup> Platoon, No. 4 Company	Motor Platoon (full strength, page 119)
17 <sup>th</sup> Platoon, No. 4 Company	Motor Platoon (full strength, page 119)
Machine-gun Platoon	Motor Machine-gun Platoon (full strength, page 120)
Anti-tank Platoon	Motor Anti-tank Platoon (full strength, page 121)
Mortar Platoon	Guards Mortar Platoon (with four ML 3" Mk II mortars, page 121)
4 <sup>th</sup> Troop, No. 1 Squadron, 2 <sup>nd</sup> Battalion Grenadier Guards	Armoured Platoon (with one Firefly VC and three Sherman V tanks, page 103)
5 <sup>th</sup> Troop, No. 1 Squadron, 2 <sup>nd</sup> Battalion Grenadier Guards	Armoured Platoon (with one Firefly VC and three Sherman V tanks, page 103)
US 505 <sup>th</sup> Parachute Infantry Regiment	Parachute Rifle Platoon (full strength, page 68).
153 <sup>rd</sup> Field Regiment, Royal Artillery	Field Battery (SP), Royal Artillery (with one Gun Troop of four Sexton self-propelled guns, page 137)



All Allied forces used in this scenario and their special rules can be found in *Market Garden*. Each platoon has a page reference to help you locate the platoon and see how it is organised.

All German forces used in this scenario and their special rules can be found in *Bridge by Bridge*. Each platoon has a page reference to help you locate the platoon and see how it is organised.

