

Standard Combat Series: *Fallschirmjaeger*



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Game Design: Alan R. Wambold

Series Design & Game Development: Dean Essig

Research and Map Checking: Dr. John Mazeland, Dr. Jan G. Smit, Peter Soper, Roy van Veen

Playtesting: Maurice Buttazoni, Dean Essig, Dave Powell, Bill Quoss, Ric Walters

Introduction

Fallschirmjaeger simulates the German May, 1940 capture of Rotterdam and The Hague (Den Haag). It would prove to be an overly ambitious operation. Similar to the Allied Market-Garden operation of 1944, German airborne forces were to lay down an airborne carpet and open a route to the Dutch capitol for the 9th Panzer Division.

Bonus Counters (well, sort of...)

Playtesting and development of this game continued after Countersheet 1 was printed. As a result, a few of the available markers are not used. These are the Dutch x100 VP marker (yeah, that'll happen...), and the Ju-52 Flown markers (their function is taken care of using the other markers).

A Complete Copy of Fallschirmjaeger Includes:

1x Box
1x SCS Series Rulebook (v1.6)
1x Game Specific Rulebook
2x Dice (one red, one white)
1x 22x 34" Map
2x 280-counter countersheets
1x Registration Card
Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

General Information

Turn Sequence

German Player Turn

- **Unit Reorganization** (1.10d & e)
- **Air Activities**
 - **Air Availability Determination**
— Roll to determine the number of German Air Barrages are available using the German Air Support Table on the map.
 - **Air Attacks**
— Execute any Air Barrage attacks. (1.9)
— Place all Air Barrages first, resolve AA fires (1.8), then resolve each Barrage. (1.7a)
 - **Seaplane, Paratroop, Air Landings**
— Resolve applicable AA fires after all have been placed. (1.8)
— Seaplane Landings only on turn 1. (2.4)
— Paratroop and Air Landings. (2.5, 2.6)
— Paratroops on turn 3 and beyond automatically Scatter. (2.5g)
- **AA Fired Recovery.** Recover or flip AA Fired marked Allied units.

- **Movement**
- **Barrage**
- **Combat**
- **Exploitation**
- **Supply (Turn 3 and after)** (2.1a)
- **DG Removal** Remove DG markers from German units.
- **Air Supply Head Removal** (Night turns only) (2.7c)

Dutch Player Turn

(Do not conduct on turn 15)

- **Dutch Ship Withdrawal Rolls (turn 3 and after)** (3.3c)
- **Unit Reorganization** (1.10d)
- **Air Activities**
 - **Air Availability Determination**
— Roll to determine the number of Dutch Air Barrages are available using the appropriate Air Support Tables on the map
— British Air Barrages are **only** available on turn 7. (3.8c)
 - **Air Attacks**
— Execute any Air Barrage attacks. (1.9)
— Place all Air Barrages first, resolve AA fires (1.8), then resolve each barrage. (1.7a)
 - **AA Fired Recovery.** Recover or flip AA Fired marked German units.

- **Movement**
- **Barrage**
- **Combat**
- **Exploitation**
- **Supply** (Turn 3 and after) (3.1b)
- **DG Removal** Remove DG markers from Allied units.

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Scale

Each turn is 8 hours (except for the first two “special” turns). Each hex is slightly more than 1 KM. Ground units represent platoons and companies. Ships represent one or two vessels.

Players and Counter Colors

The German player controls all German troops. The Dutch player controls all others.

German units are: Grey-Blue (7 Flieger Div), Green (22 Luftlande Div), Field Grey (9 Pz Div), Black (SS), or Pale Blue (Luftwaffe).

Allied units are: Very Pale Green (Dutch), Pale Green (Dutch Airforce), Brown (British), Light Blue (French), Medium Blue (Dutch Navy).

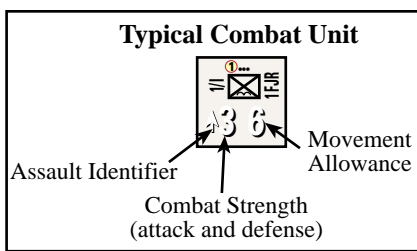
Some Allied counters have stripes. These are only for historical information, and are: Red (Dutch I Corps), White (Dutch II Corps), Light Green (Dutch III Corps), Cream (Dutch IV Corps), Gold (Fortress Holland Security Forces). Unmarked Dutch Army troops are Dutch Depot Troops.

Infantry	Para Artillery
Para Infantry	Coastal Artillery
Motorcycle	Bicycle
Para Motorcycle	Mortar
Motorcycle Weapons	Machinegun
Engineer	Marine
Artillery	Armor
Weapons	Antiaircraft
Para Anti-Tank	Para Antiaircraft
Truck	Unit Symbols

“Armor” Units

A few units shown with the traditional “armor” symbol are actually Armored Cars (Dutch M-36s, for example). While purists would insist on using the Armored Car symbol for these units, there is little or no actual difference between the two at this point in the war in this terrain. The few movement restrictions on Armor units on the Terrain Effects Chart apply just as well to Armored Cars.

Being a mix of various Armored Car types, the Liebstandarte’s Arm Car unit simply lists “Arm Car” as its type. All other “armor” units in the game have a specific vehicle type associated with them.



1.0 General Special Rules

1.1 Map and Terrain Notes

1.1a North and Map Orientation. North is actually toward the map’s lower right. To simplify directions, the map edges are used. Place the map so the type is right-side up. The edges will be listed as top, bottom, left and right based on this orientation.

1.1b Prohibited Hexsides. Red Hexsides are impassable to **ground** units. For most purposes these are unbridged Major River hexsides where some “land” from the other bank cuts into the hex.

1.1c Piers. Piers and other shore facilities (breakwaters and such) have no effect on play and do not allow any sort of movement or combat.

1.1d Small Lakes. There are several hexes that contain small (non-hexside) ponds (e.g. 54.19). These have no effect on play. Lakes which lie on hexsides (e.g. that adjacent to 36.16) act as Rivers along their hexsides.

1.1e Multiple Terrain Types. Some hexes have more than one terrain type within them. In those cases, use only one. For movement, use that which has the highest MP cost (remembering that roads negate other terrain features for units using them). For combat, use the one which most benefits the defender the most.

1.1f The Maas River Bridges.

The two bridges over the Maas in Rotterdam were the focus of the hardest fighting of the battle. After taking a bridgehead on the north side following a sea-plane landing, the Germans were held in check by the Dutch Depot troops. Artillery fire on the bridges prevented German reinforcements from reaching the troops holding this bridgehead.

Hex 31.19 contains the key Maas bridges in Rotterdam. This hex is both a City hex **and** a Full-Hex Bridge Hex for all purposes. This combination means that the hex is normal (no modification) for both Combat and Barrage.

1.1g Full-Hex Bridges. These terrain features (there are only three such hexes: 31.19, 6.25, and 6.26) affect both attackers

and defenders equally (x1/4), but in an exception to normal practice, the attacker is affected if the attacking units are in the hex and attacking out of it.

1.1h Ferry Restrictions. There can be no enemy units in the hex the ferry moves into. The connected hexes cannot be changed (nor can a unit “get off” along the way). Ferries can be used by either player. Units cannot use a multiple-MP ferry by applying the “you can always move one hex” rule (SCS rule 3.1e). Enemy units along the ferry’s route are ignored.

1.1i Overrun vs Regular Combat Terrain Effects. Because of the scale, terrain effects are at times different for overrun and regular combat. Overruns represent close assaults and regular combat represents other combats. Units can sometimes engage in regular combat over hexsides that allow neither overrun nor movement. In such cases, units cannot advance after combat into the defender’s hex, even if left vacant afterward, using SCS rule 10.0.

Important: EZOCs extend to where a unit could attack in regular combat, regardless of whether or not the unit could move into that hex (an exception to the normal series ZOC rules).

1.1j End of Major River Markings. There is a blue dashed line where Major Rivers transition to regular Rivers. It has not other effect.

1.2 Night Turns

Except as noted on the Turn Record Track, night turns are identical to day turns. Night turns are Dark Blue on the track, all others (including 1 and 2) are daytime.

1.3 Stacking

Up to 4 units can stack in one hex. Trucks, Leaders, the Gold Reserve, Bridges, Air and Naval units do not count for stacking.



1.4 Disorganized Units (DG)

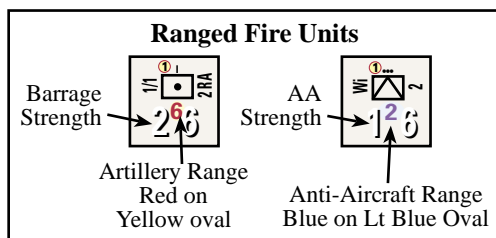
Units can become DG because of barrage fires. DG units cannot move, attack, make AA fires, or barrages, and have no ZOC. They defend at 1/2 strength. They retreat normally.

DG has no effect on Air Supply Heads, or Leaders. DG ships cannot fire AA or barrage, but are otherwise normal.



1.5 Out of Supply

Out of Supply units attack and defend at x1/2 strength. Out of Supply artillery **cannot** barrage. Movement, AA strength, ZOC all remain normal.



1.6 Ranged Weapons

Anti-Aircraft, Artillery, Mortar, Infantry Guns, some Weapons units, and Ships can fire at hexes that are not adjacent to them. There are no Line of Sight or spotter requirements.

The available range is on the counter (in the center in various colored dots). These units can fire out to this maximum range (in hexes, not MPs) and there are no range effects. Count the range out from the unit's hex starting with the hex adjacent to the unit.

Anti-Aircraft (AA). Any unit with a Purple Range number can fire AA.

Barrage. Any unit with a Red range number and Air Barrage Markers can barrage.

1.7 Barrage

There are two of kinds of barrage, Regular Barrage and Standing Barrage. Units capable of barrage use their Combat Strength as their Barrage Rating. A unit can only make one barrage per turn.

No unit can do any sort of barrage if it is currently in an EZOC. Friendly units do not negate this effect.

1.7a Regular Barrage. These are barrages by any unit with a Red Range number, or any Air Barrage counter. They are resolved as follows:

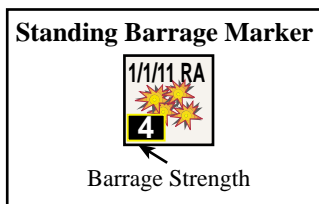
- Each Barraging unit barrages each counter in the target hex independently (do not add their strength's together).
- Roll one die for each attack vs each target unit. Modify this roll for terrain. If the modified roll is less than or equal to the

Barrage rating of the firer, the unit is DG.

• For each unit that becomes DG, roll one die. On a 5-6, kill one step of the unit. On any other roll, there is no effect beyond the original DG. There are no modifiers to this roll.

Air Supply Heads **do not** become DG nor can they be destroyed by Barrage.

Ships become DG and roll for step loss in a barrage normally. Do not apply Terrain modifiers for barrages against ships.



1.7b Standing Barrages. Only Dutch Artillery that has not moved in the preceding Movement Phase can fire standing barrages. **Execute** the barrage as a regular barrage **first**. Then place the firing unit's Barrage Marker in the target hex. This marker "barrages" (in the normal manner) any unit that moves into that hex as long as it exists.

Remove the marker **instantly** if an enemy unit moves adjacent to the firing unit (i.e. an EZOC now extends into the artillery unit's hex), the artillery unit becomes DG, **or** if the artillery unit moves. The Dutch player can choose to **remove** these markers in any subsequent Dutch Movement or Exploitation Phase. A marker that the player removes can be placed elsewhere on the map, provided the above conditions are met.

Ships, Mortar units, Air Barrages, and all non-Dutch nationalities cannot do Standing Barrages

1.7c Artillery and Non-Barrage Combat. Artillery units also use their barrage strength as a regular combat strength. In that case, they function like any other unit (both attack and defense). **Exception:** Artillery units using this rule **cannot** make overrun attacks.

It is not possible to fire a barrage and do regular combat in the same turn—as units will be unable to barrage as they will be in an EZOC.

1.8 Anti-Aircraft Fires

Ranged weapon units with Purple Range numbers are capable of Anti-Aircraft fires out to that maximum range. The non-phasing player conducts his AA fires after the phasing player has placed all his Air Barrage, Paratroop, and Air Landing units onto the map at the times called for in the Turn Sequence. AA units use their combat strength as their AA rating and that combat strength can be used like any other ground unit, except these units cannot attack in overrun.

1.8a AA Restrictions. Each AA unit can make only one AA fire per turn (see exception below). This fire affects all Air Barrage, Paratroop, and Air Landing units in the target hex (regardless of the turn sequencing order), but does not affect any other units in that hex. AA units cannot split their fires between more than one hex. Unlike barrages, add AA Points together to attack the air units in the hex.

No more than 4 AA Rating points can be applied against any one hex. Excess points are wasted.

Single Fire Exception: AA units must fire at any air barrages that hit their hex, but this fire does not count as their AA fire for the turn. If they abort the barrage or the Barrage does not DG them, they can engage another hex with AA that same turn.

1.8b AA Exceptions. Do not apply AA fires to the German Special Drop Zone and Seaplane Landing units listed in rules 2.4 & 2.5c through f. AA applies normally to Air Supply Heads, except that a non-Paratroop supply head **aborts** automatically if it is called on to scatter (since it must use its own airfield). Paratroop Air Supply Heads scatter like any other "unit" due to AA fires, but **not** from the Turn 3+ Scatter rule (2.5g). Leaders are affected by AA normally.



1.8c AA Procedure. Total the AA Rating applied to the hex and roll one die for each potential target unit (roll for each air dropping, air barrage, or air landing unit separately using the same points when the time comes). There are no modifiers.

—If the **roll equals or is less than** the AA Rating, the unit scatters (or aborts if an Air Barrage or Airfield-based Air Supply Head).

—If the **roll is greater than** the AA Rating, there is no effect.

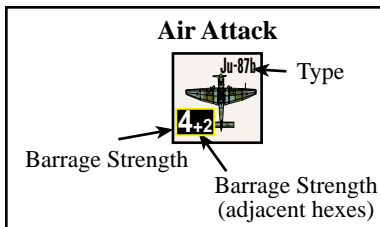
If the unit scatters due to AA Fires, make a Loss Roll. Roll one die for each such unit separately.

Roll Result

- 1-2 No Effect
- 3-4 Destroy one Ju-52 Point
- 5-6 Destroy one Ju-52 Point **and** kill one unit step*

*Paradrop Air Supply Head is flipped to its reduced side or destroyed if already reduced.

1.8d Scatter from AA. Given a scatter result from the above, roll one die for direction (using the map’s Scatter Diagram) and two dice for distance (counting away from the original hex). Shift the unit to this new hex. The owning player can then adjust the scattered units by up to three hexes (which could be back to the original hex in some cases) in any desired direction(s) **OR** decide if the units will abort (and go back to the available units for future turns—they can’t try to land again in the same turn). Do not apply any AA fires to this new hex (that process is over).



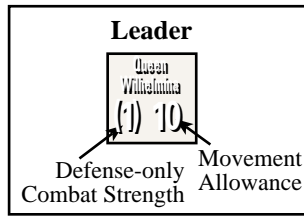
1.9 Air Barrages

1.9a Air Barrages can never be literally combined with artillery barrages, although you can hit the same hex with both during the course of a turn. Based on the available number of Air Barrages, follow this sequence:

- 1) **Place all Air Barrages.** More than one can attack a given hex. Attacks are allowed in any terrain type.
- 2) **Resolve all AA Fires.** Remove any Air Attack units that abort.
- 3) **Resolve the Air Barrages.** Resolve these as any regular Barrage.

1.9b Stukas (Ju-87b). Still new to the world, the Stuka has a special reputation for its psychological effect. As such, each

Ju-87b has two barrage ratings. It is a normal 4 rated barrage for its target hex, but it also barrages all hexes adjacent to the target hex as a 2. There is **no roll for loss in those hexes**, only the possibility of DG.



1.10 Leaders

There are a number of leaders on both sides. Some are merely targets of the invasion and subject to capture and/or evacuation, others have the ability to reorganize shot up unit. None have any attack ability, any die roll modifier for combat or barrage, or any other tactical combat leadership abilities (in other words, don’t assume they have abilities that aren’t specifically listed below). The leaders are:

General Winkelmann was Commander-in-Chief of the Dutch Armed Forces and coordinated the defense of the capitol, Den Haag.

The capture of Queen Wilhelmina and the Dutch Government were secondary objectives of the German assault. To keep up Dutch morale, it was important for the Queen to remain in Holland as long as possible. On the morning of the 13th she was evacuated to England (the government having left shortly before).

Generalleutnant Kurt Student was commander of the 7th Flieger Division and the Luftlande Korps. He landed at Waalhaven airfield to direct the battle and was wounded on the 14th by SS troops while receiving the Dutch commander’s surrender in Rotterdam.

Generalleutnant Graf von Sponeck, commander of the 22nd Luftlande Division, landed near Ockenburg airfield, while he was attempting come in at Ypenburg, to direct the attempt to capture the airfields around Den Haag. Sponeck was captured near Overschie as he tried to lead the remains of his command back to Rotterdam on the 12th.

1.10a Combat and Barrage of Leaders.

Each leader has a defense-only combat strength of 1. This value is used normally, given the following. Leaders can never be used to absorb step losses (ignore losses from barrage or air landing with respect to leaders), but can retreat with any units with which the leader defends (leaders **cannot**

retreat by themselves). Leaders can never be DG and barrage attacks have no effect on them.

1.10b Stacking, Movement & Supply of Leaders. Leaders do not count for stacking and move normally using their MA. Leaders can be carried by the Dutch player’s truck units. Leaders are unaffected by supply concerns.

1.10c Unit Reorganization.

Winkelmann, Sponeck and Student have a reorganization ability. None of the other leaders have any such ability. These generals have different ways of handling reorganization, but are subject to a few common rules:

1) Only one unit reorganization can be done each turn by each leader. This is done in the Unit Reorganization Phase.

2) The leader is not in an EZOC (friendly units do not negate this effect).

1.10d Sponeck and Winkelmann.

Starting on turn 3 and each turn thereafter, these two generals can reorganize one step of any unit (of the same nationality in the case of Winkelmann, of the same unit (22 LL Div) in the case of Sponeck) stacked with a leader each turn given that the unit has lost one step, but has **not** been destroyed, is **not** DG, and is **not** Out of Supply. Flip the reorganized unit to its full-strength side. The unit functions normally that turn.

1.10e Student & German Paratrooper Reorganization.

The Germans Paratroopers cannot reorganize steps in the manner Sponeck can for the 22 LL Div (since they are all one step units). Student can, however, form Ad Hoc paratroop companies from the parts of the 7 Flieger Division that have been destroyed.

For every five destroyed German FJ infantry platoons, give the Germans one of the 2-step Ad Hoc Parachute Companies to add to his pool of such units. Student can bring **only one** such full-strength company into play each turn (during the German Reorganization Phase) into his hex (excess companies remain in the available pool until they can come on). If Student is in an EZOC, hold the awarded company in the pool until he starts a German Unit Reorganization Phase eligible to bring one on. The counter mix limits the number of such companies that can be brought into play at any one time. Ad Hoc companies can be reorganized by Student using the same rules as Sponeck uses to reorganize 22 LL Div units (Student can either bring on an Ad Hoc company OR flip an existing company in one turn, he cannot do both at the same time.)

1.10f Capture of Leaders. A leader is captured if:

- 1) The leader is stacked with units that are destroyed in combat (not barrage) or
- 2) If the leader's hex is attacked or overrun and the leader has no non-leader units stacked with it.

When captured, flip the leader to its POW side and place it under the capturing unit (the unit or units that enter the leader's hex).

1.10g Guards. A POW must be escorted by a "Guard" unit at all times. This guard can be any ground unit of the player's choice, except a Truck or Ship. If the POW is ever in a hex alone (w/o a Guard) at the end of the captor's player-turn, the POW escapes and reverts to the control of its original owner. A single guard unit can guard multiple prisoners.

1.10h Movement of POWs. POWs move as part of their guard unit.

1.10j Recapture. A POW can be liberated in the same manner as the original capture.

1.10k Disposal. POWs cannot be executed or moved off map with the following exceptions:

If the Queen or Government is a POW and the German player moves them to a German occupied airfield, remove the POWs from play. They are on their way to Germany as trophies.

If a German General is a POW and the Dutch player moves him to 56.32 (Hoek van Holland) or 59.17 (the Fishing Harbor), he is automatically evacuated to England for the duration.

2.0 German Special Rules

2.1 First Two Turns Special Rules

2.1a The Germans have no Supply Phase on turns 1 and 2.

2.1b All German Ju-52 Points are available on turn 1, but only those left unused on turn 1 are available on turn 2. New ones become available on turn 3. Roll normally for Air Barrages each turn.

2.1c Seaplane landings and Special Drop Zone units are **only** allowed on turn 1.

2.2 Assault Units

Assault units are German units with a small white arrow to the left of their combat strength. **Double** their combat strength when attacking in **overrun** combat. Also, give them a +2 die roll modifier on the Combat Results Table if **all** attacking

German units in an overrun combat are Assault Units. Neither of these effects apply to regular combats or any defense.

2.3 Ju-52 Points

Ju-52 transport planes are the means by which most German units and supplies are brought into the game. Each Ju-52 Point represents four to six aircraft. A large loss of Ju-52's here would have a negative impact on future German operations dependent on this aircraft (such as Crete and the Stalingrad airlift). Because of this, the destruction of Ju-52 Points affect victory in the game.

2.3a Ju-52 Track. The player keeps track of available Ju-52 Points on the Ju-52 Track. The game begins with the original amounts listed next to the Ju-52 Track. Adjust the number of Ju-52 Points available at the beginning of each turn by subtracting the Ju-52 Points destroyed from the original number (see also 2.1b). Place the Total Markers so as to reflect this value and use the Total markers to show the number remaining available as they are used. Each point can only be used once.

2.3b Capacity. Each Ju-52 Point can carry one **unit** counter (leaders count as one!). Each Air Supply Head show the number of Ju-52 Points required to carry it on the counter (in the circle).

Loading is more efficient for 22 Luftlande Division troops as they do not need to load with a paradrop in mind. Most of that division's units are two step companies, but they load by unit the same as the parachute platoons.



2.3c Wrecks. Occasionally, Air Landing will call for a wreck. When this occurs, place a wreck counter in the airfield hex. An airfield can never have more than one wreck (ignore additional wreck results) and the wreck's only effect is a modifier on the Air Landing Table. Wrecks can never be removed, fixed, moved or otherwise changed. Wrecks never appear in non-airfield hexes. Wrecks take effect instantly for any air landing rolls that follow their creation.



2.4 Seaplane Landing

Twelve He-59 seaplanes flew low over the surface of the Maas to land the three platoons of the 11th Company, 16th Airlanding Regiment near the Maas River Bridges in the heart of Rotterdam.

2.4a General. The three platoons can land together or separately (these are the three units that have seaplanes on their backs). Place them seaplane side up in any **partial** sea or major river hex (not whole Sea/Major River hexes). Seaplane Landing can only occur on turn 1. Seaplane landings do not cost Ju-52 Points. Seaplanes are not affected by AA fires and do not use the Air Landing Table. Seaplane landings are automatically on target and successful.

2.4b Post Landing. Flip the units to their regular unit side. Troops landed via seaplane are allowed to move, overrun, and fight **normally** the turn they land.



2.5 Paradrrops

2.5a Placement. The player can paradrop any number of units of the 7th Flieger Division and Paradrop Air Supply Heads (limited by the number of Ju-52 Points available, see 2.3a and 2.3b).

Place the desired units parachute side up (the AA unit and the Paradrop Air Supply Heads which do not have a parachute side land 'face up'...) in any hex or hexes of the player's choosing. The historical drop zones are listed with the scenario if you want to use them. They can be placed in any Open, Orchard, or Dune hex. This is the "Intended Landing Hex".

A maximum of 4 steps can be placed in any one Intended Landing Hex.

Once all are placed, execute the AA fires against them. If there are no AA fires (and/or the 2.5g scatter rule does not apply), the paradrrops automatically land in the intended landing hex.

2.5b Post-AA Landing. Once all AA fires and effects have been executed, land each Landing Hex independently (to include any scattered units, if the player does not choose to abort them). Flip all Parachute-

side units over to their unit sides. If parachute units have scattered to any of the following terrain types, apply these losses (Do not apply these to the Special Drop Zone units below in 2.5e and 2.5f). Air Supply Heads are affected normally (flipping to their reduced sides for any number of “step” losses—destroy the Air Supply Head if already reduced).

1) **City Hex.** Eliminate two steps. (One “step” in the case of an Air Supply Head)

2) **Village or Woods Hex.** Eliminate one step.

3) **All-Sea/Water (includes Bridge hexes) or Enemy Occupied Hex.** Abort and return the units undropped to the German player for later entry.

Airdropped troops can move only **one** hex on the turn they land. Even if normally Exploit-Capable, they are **not** allowed to use the Exploit Phase. All other effects, combat strengths and so on are normal—the only post-landing effect is that these units can only move one hex afterward. If they land adjacent to an enemy occupied hex, they can use their one hex of movement to Overrun (an exception to SCS rule 6.0).

Stadium Jumpers (see 2.5f) can move **up to three hexes** on Turn 1 provided each hex moved into is a City hex. EZOCs have no effect on this movement. This unit cannot Overrun on turn 1.

2.5c Special Drop Zones. *Three platoons were dropped into areas of constricted terrain. Two platoons dropped into Dordrecht (vicinity of 13.18) to take the bridges there. One platoon dropped on the Feijenoord Stadium (28.19) to take control of the end of the Maas bridges. This platoon caught the tram and rode up to reinforce the units that landed by seaplane.*

2.5d Use. The Village hex rule applies to scenarios 5.1 and 5.3. The Stadium Jumpers are only in scenario 5.3. The player can select up to three Special Landing hexes. These hexes are handled normally with the following exceptions: these units are not affected by AA fires and do not have the Post-AA Landing losses above, and this can **only** be done on turn 1. They never scatter.

2.5e Village Hexes. Up to two platoons can drop using this rule with Intended Landing Hexes that are Village Hexes which do not also contain Woods. The platoons can land in the same or different hexes.

2.5f Stadium Jumpers. One platoon can be designated to drop in the stadium (28.19).

Air Landing Table

Modified Roll	Result
1 or less	Destroy one Ju-52 Point Place Wreck in airfield Scatter as per 1.8d.
2	Destroy one Ju-52 Point, land at the airfield
3 or more	Landing occurs without loss

Modifiers:

- 1 Landing into an EZOC (friendly units do not negate this)
- 1 Landing into an airfield with a Wreck Marker in it.
- 2 Landing at an airfield handling more than Normal Capacity this turn.
- 2 Landing in a hex with a Standing Barrage in it (Units are attacked by the barrage after they land, normally, as well).
- 1 Landing in a Highway/Road or Dunes hex
- 2 Landing in an Open hex.

Landings are not allowed into Orchard, Marsh, Woods, City, Village, or any Prohibited movement hex.

2.5g Later Waves of Jumpers. The German player can make paratroops during any daytime turn, but starting turn 3 and after, they are automatically subject to scatter from the desired hex. Do this extra step for each unit (not for Paratroop Air Supply Heads):

1) Select the desired landing hex and scatter right away from there using 1.8d (including the three hex adjustment).

2) This new hex becomes the actual intended landing hex, apply AA fires and the potential for another scatter or abort from here.

Paradropped Air Supply Heads **do not** apply this additional scatter step.

2.6 Air Landing

On any daytime turn that the Germans control an airfield they can bring on reinforcements from the 22nd Luftlande Division, 7th Flieger Division (even those that could air drop if the player wanted), or Air Supply Heads via Air Landing.

Air landing **cannot** be done (or attempted) into an airfield **occupied** by an enemy unit, but **can be** done into an EZOC and into an airfield still “controlled” by the enemy, but currently devoid of enemy units

2.6a Requirements & Procedure. Select the desired air landing units and Air Supply Heads (limited by available Ju-52 Points) and place these in the desired airfield.

Each airfield has a normal capacity (marked “CAP”) and a maximum capacity (marked “Max”). If the normal capacity is exceeded, apply the Max Capacity modifier to the Air Landing Table

to all landings at the field this turn. The max capacity cannot be exceeded.

2.6b Air Landing Table. After the resolution of AA fires, roll one die on the Air Landing Table to determine if any losses occur to the Ju-52’s, scatter, and/or the placement of a Ju-52 wrecks. Roll once for each unit attempting to land. The Air Landing Table itself does not give losses to the landing units, only to the Ju-52s.

Design Note: *It might seem odd to place a wreck in the airfield and then to scatter elsewhere (in the worst case Air Landing Table roll). A bad wreck in the first part of the incoming flight occurs, the rest of the flight diverts as the field is temporarily down. This does not affect other flights in that same turn (beyond the new wreck marker).*

2.6c After Air Landing. Troops landed via Air Landings can move, overrun, and fight normally on the turn they land. Once landed, troops cannot be air transported back off the map (the only “units” that can do this are German-held POWs).

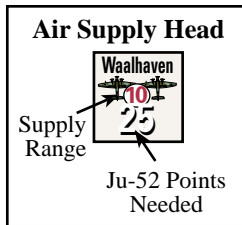
2.7 Supply

There are two different systems of German supply: Air Supply Heads and Ground Supply. Air Supply Heads are available throughout the game and their availability is determined by the player’s ability to take and keep airfields and by the number of Ju-52 Points available. Ground Supply begins on turn 10 and continues to the game’s end.

2.7a Ground Supply. On and after turn 10, any German unit can trace supply

normally to hex 1.28 provided a German unit was the last to move into the hex. The trace can be of any length and follow the normal requirements for supply trace in series rule 12.1a.

2.7b Air Supply Heads. German units can use Air Supply Heads as supply sources



if they are within the supply range (printed on the counter) in MPs. Count the trace from the Air Supply Head to the units. The count must be able to get into the unit's hex, and is **not** affected by EZOCs beyond the increased MP cost for moving in an EZOC (friendly units negate this cost). Each Air Supply Head can supply any number of units within its range.

The German Air Supply Heads can be brought into play on any turn their entry method can be used. There is an Air Supply Head for each airfield (these can only be air landed at **their** airfield) and six designated for paratroop. The paratroop ones can be used anywhere.

Each Air Supply Head lists the number of Ju-52 Points needed to land it (red number in a white circle). This is the value used against the airfield's capacity. The other number on the counter is its Supply Range.

Each Air Supply Head has a Full and a Reduced side. The Air Supply Head can be brought on in either size (which determines the Ju-52 Points needed and the available supply range).

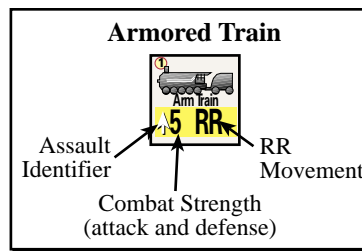
2.7c Entry & Removal. Apply the normal entry process (airdrop or air land as appropriate).

Remove all Air Supply Heads at the **end** of each Night Turn. They will need to be re-installed each day.

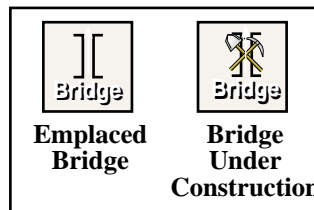
2.7d Movement & Enemy Removal. Air Supply Heads can never move. If they are ever alone in a hex with enemy units, remove them from the map (the German player can bring them back on the next turn). In effect, enemy units only force an earlier removal of the Air Supply Head—not its actual destruction. Allied units **cannot** make use of an Air Supply Head.

2.8 The Armored Train

The Armored Train functions as any normal unit, with the following special rules. It has an unlimited movement



allowance, but can **only** move along contiguous RR hexes. If ever forced to retreat off the rail line, it is destroyed. The train does not count for stacking. The train can conduct regular and overrun attacks. In exceptions to the series rules, the train can make up to **four** overrun attacks per turn (which can be split in any desired manner between the Movement and Exploit Phases) and it is **not** prevented by series rule 6.1d from using the Railroad hexes (and bridges) it must use to execute overrun combat.



2.9 German Engineers and Bridges

The German player has five bridges that engineers of the 9th Panzer Division can emplace. The bridges constitute a pool available to the German player (they become available as reinforcements) and can be emplaced by any of the 9th Pz Div engineer platoons (one platoon can emplace any number of bridges).

2.9a Effects. These are small bridges, and can only be used to bridge Canal Hexsides. Once emplaced, they act as any printed bridge over a Canal. The bridge cannot be destroyed and does not count for stacking. A bridge can only pertain to one hexside (use the arrow on the counter so there is no confusion).

2.9b Emplacement. The engineer must start the Movement Phase adjacent to a canal hexside, not in an EZOC, or under a standing artillery barrage. The engineer cannot move during the emplacement of a bridge. Place the Bridge's counter "construction-side up" on top of the engineer unit (on top of the hex, so the Dutch player can see it). If the engineer still qualifies to emplace a bridge as per this rule at the start of the next German Movement

Phase, flip the bridge over to its completed side.

If the requirements to build a bridge are not met at the start of the next turn, the bridge remains on its "construction in process" status. If the engineer unit moves or retreats before the bridge is completed, remove the bridge from play (it has been destroyed).

2.9c Once Emplaced. Once the bridge is up, it becomes a permanent feature of the map for the rest of the game. It can never be taken down or moved. Once all the German player's bridges have been used, he cannot emplace another bridge during the game.

3.0 Dutch Special Rules

3.1 First Two Turns Special Rules

3.1a On the **first two turns**, Allied units can **only** move **x1/2** MA in the Movement and/or Exploit Phase (as appropriate). Regular attacks and overruns are allowed normally (given the MA limitation). Ships move normally. If a unit has an MA less than 2, use the unit's MA instead.

3.1b There are no Dutch Supply Phases on turns 1 and 2.

3.1c Dutch Barrages are allowed on turns 1 and 2 normally (to include Air Barrages).

3.2 Supply

Allied supply traces can be of any length and follow the normal requirements for supply trace in SCS rule 12.1a. Supply sources below are available to the Allies only if their units either occupy or were the last to move through the supply source (any Allied unit will do for this purpose, **no** need to have a British unit free up the British Supply Source, for example).

3.2a Dutch & French Supply Sources. Any hex containing an Orange Supply symbol.

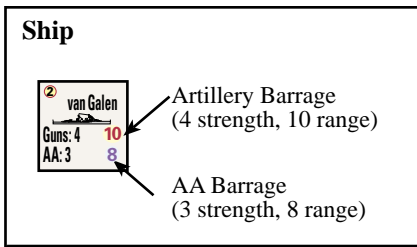
3.2b British Supply Source. Hoek van Holland (55.32)

3.3 Ships

Most ships function as anti-aircraft facilities although some have a Barrage rating as well. Ships can only be attacked by Air Barrages.

Ships are always in supply.

3.3a Terrain Effects and Stacking. Ships ignore terrain, but can only move into all or partial Sea or Major River hexes. They cannot follow regular rivers (or canals!). For example, a ship could get to



28.27, but could not move along the river further to the lower left. **Ignore** the Red Prohibitive hexsides with respect to ship movement. There is no stacking limit for ships, and ships have no effect on the stacking of ground units. There are no terrain modifiers to air attacks made against ships (i.e. they can't "hide" in a city).

3.3b Ship Movement. During the Dutch Movement Phase (only), the Dutch player can reposition his ships to any eligible hex as long as there is a path of eligible hexes from the starting to the ending point. For this purpose, all the Major Rivers connecting to the top map edge **connect** to the North Sea (along the right edge) and to each other. Ships cannot carry other units. DG ships move normally.

3.3c Ship Withdrawal. Starting on turn 3, the Dutch player must roll one die for each ship still in play. On a 1-2, the ship is permanently removed from play. A 3-6 leaves the ship in the game. Any ship that leaves spends the war as part of the Royal Navy in England.

3.4 De Twee Gezusters

By May 12th, the Dutch artillery was running out of ammunition. The transport De Twee Gezusters ("The Two Sisters") was sent down the Hollandsch Diep with a load of ammunition for these units. The ship successfully evaded the German aircraft and unloaded its cargo.

3.4a Arrival and Off-Loading. On turn 9, *De Twee Gezusters* arrives as a reinforcement. Move the ship into either 8.28 or 15.35. If the ship survives until the Dutch player-turn of turn 10, flip the ship over to its "Munitions Off-loaded" side. Execute the following in the next Dutch Supply Phase.

3.4b Dutch Artillery. On the Dutch Supply Phase of turn 10 do the following: If the ship has **not** successfully unloaded (it was destroyed, the player forgot, whatever), permanently remove **all** Dutch artillery (they run out of ammo). If the ship successfully unloads, remove any Dutch artillery units that cannot trace to the unloaded ship's hex (as per series rule 12.1a).

Remove the off-loaded ship at the end of turn 10.

For purposes of this rule, "artillery" means exclusively artillery units. It does not include mortar or weapon units.

3.5 Trucks

3.5a Carrying Ability. During the Dutch Movement and/or Exploit Phases, Allied non-exploit capable units can be carried by truck. To be carried by a truck, the truck and the cargo start the phase stacked together. They can then move together in the phase using the truck's exploit-capable movement allowance. Trucks carrying units cannot enter hexes adjacent to enemy units (EZOC or not) and can never enter an overrun. Loads can be dropped off anywhere along the truck's movement path, but the load cannot move any further during that phase.

3.5b Load Capability. Each truck **step** can carry **one** non-exploit capable step (a full-strength truck has 2 steps). Leaders each count as one step each for this purpose. The Gold counts as two steps.

3.5c Destruction. Trucks are destroyed automatically if a German unit enters their hex (there is no need for an overrun and this destruction does not cost movement points) **or** if it is in an EZOC (and the truck is not stacked with other Allied units). If they are stacked with other Allied units, trucks cannot be used to absorb step losses and cannot retreat if the other units retreat.



3.6 The Dutch Gold Reserve

On the night of May 10th, 22 million Gold Guilders were evacuated from a Rotterdam bank by a British destroyer. Taken to England, this gold reserve was used to fund the Dutch government in exile during the remainder of the war.

The gold can only be moved by a full-strength infantry company, or a truck unit. The carrying unit's MA is unaffected and there is no cost for loading or unloading (the only requirement is to start in (or move through) the gold's hex).

3.7 Evacuation

The Dutch player will need to evacuate the Queen, Dutch Government and Gold Reserves from the country before the game ends. This must be done to avoid giving them over to the Germans (they are considered captured if not evacuated before play ends) and so that the war can continue with the Dutch government in exile.

Evacuation can be done in any Dutch Movement Phase in which the unit to be evacuated are in Hoek van Holland (56.32) or the Fishing Harbor (59.17). Remove the unit from play. The later in the game this happens, the fewer Victory Points the Germans will be awarded because of it (but care should be taken to make sure it does happen at some point!)

3.8 British Intervention

To the displeasure of the Dutch, the British intervention was very limited. It consisted only of a few bombing raids, a Royal Navy demo team blowing up the BPM oil refinery, and a landing force to help hold Hoek van Holland so the Queen and Government could be evacuated.

3.8a Movement Restrictions. British units can never move more than 3 hexes from Hoek van Holland (55.32). If ever forced to do so, they are destroyed.



3.8b BPM Refinery. At the start of the Dutch player-turn of turn 5, if one or both hexes of the BPM (Bataafse Petroleum Maatschappij) Oil Installations (36.28, 37.28) are not occupied by German units, place a Destroyed Refinery Marker in each such hex. This only matters for victory purposes.

3.8c Air Support. British Air Support **only** occurs on turn 7. Whatever becomes available on that turn can be used normally.

3.9 French Restrictions

The player can freely use French units as if they were Dutch, except where the above rules specify "Dutch" units.

4.0 Victory

Award each side Victory Points based on the schedules below. Subtract the Dutch VP total from the German VP Total and compare the result to the Victory Conditions listed at the end of each scenario.

Only apply those VPs available within the area actually in play for the scenario being played.

4.0a Terms. “Control” means the side who occupies or was the last to move through a given feature. In the case of a bridge, this means the last to have crossed from one side of the bridge to the other. Where a bridge is on a hexside and each side occupies one of the two hexes making up the hexside, neither side gets the VPs.

An airfield is only “controlled” if it conforms to the above **AND** there are **no enemy AA units within range** of it.

4.0b Places. These VPs are also listed on the map. Only the German counts these points in his total total.

Dordrecht Railroad Bridge (13.19 to 14.19)	1 VP
Dordrecht Road Bridge (13.19 to 14.19)	1 VP
Moerdijk Railroad Bridge (5.26 to 6.25 to 7.25)	1 VP
Moerdijk Road Bridge (5.27 to 6.26 to 7.26)	1 VP
Rotterdam Bridges (31.19)	5 VPs
Waalhaven Airfield (30.24)	5 VPs
Ypenburg Airfield (49.16)	8 VPs
Valkenburg Airfield (57.04)	3 VPs
Ockenburg Airfield (58.21)	1 VP

Apply these to the German Player’s VP Track as they happen (and deduct them if the Dutch recapture any).

4.0c Losses. Only the Dutch player counts these points in his total.

per 10 Destroyed Parachute Platoons (round normally)	1 VP
per 5 Destroyed Ju-52 Points (round normally)	1 VP

Apply these to the Dutch Player’s VP Track as they happen in complete batches (do not round any of these until the end of the game).

4.0d Captures. Award these to the listed side if the listed counter is a POW or under enemy control at the game’s end.

German VPs:

Queen Wilhelmina	3 VPs
The Dutch Government	2 VPs
General Winkelmann	1 VP
The Gold Reserve	1 VP

Any units not evacuated before the end of the game are considered captured by the Germans for VP purposes.

Dutch VPs:

General Sponeck	1 VP
General Student	2 VP

4.0e Other.

1) If neither hex of the BPM Oil Refinery has been destroyed, give the Germans 1 VP.

2) **For scenario 5.3, only:** Determine the length of the German Line of Communications the German player has cleared (i.e. the length along the route below that has **no Dutch units on or adjacent to it** starting from 1.28) at the game’s end. This route is all road, railroad, and highway hexes and follows the route below:

1.28 to 13.19 to 27.18 to 31.19 to 34.21 to 38.20 to 53.16
This route is marked on the map.

Count the number hexes from 1.28 until you find the first blocked hex (if any) and include that hex. A hex is blocked if a Dutch unit is in or adjacent to the hex. The Line of Communication stops at that point (regardless of how much might be cleared on the other side of the break).

Divide the result by 6 and round normally. The result is the number of VPs the Germans receives (max 10).

3) Several Dutch reinforcements give the German VPs. Give the German these VPs if the Dutch brings any of the listed troops into play. If the Dutch player chooses not to bring any of a particular group of troops into the game, the German does not get the VPs (the Dutch never get the troops). The decision must be made at the instant they become available, and cannot be held for later.

4.0f Dutch Evacuations. Give the Germans the following VPs based on when each leader is evacuated from the map (see also the effect of failure to evacuate in 4.0d above).

Queen Wilhelmina	May 10th	2 VPs
	May 11-12th	1 VP
	After the 12th	0 VPs
The Dutch Government	May 10th	2 VPs
	May 11-12th	1 VP
	After the 12th	0 VPs



The key bridges over the Maas in the center of Rotterdam.

5.0 Scenarios

Each set up gives the basic counter data (counter values, unit symbol and size) followed by the unit ID (such as: 6-6 Inf Co (1/1/Gren)). Historical IDs are for interest only and have no effect on play (players interested in a faster set up can set the game up w/o any reference to the ID at all).

All units are either German or Dutch unless specified otherwise.

5.1 Introductory Scenario: Bridges at Moerdijk & Dordrecht

This short scenario introduces players to the paradrop and combat procedures. Consider this scenario as a warm-up for the others.

***Design Note:** This scenario favors the Germans. If the German player follows the historical drop zones, he will have a very good chance of winning. To make it a bit more balanced, I shifted a small force of Dutch troops from their historical location to 19.19. Placed in their historical location, they will have no effect at all on the scenario. Here, they might give the Germans a small run for their money. Remember, this is a training scenario to help you get the rules down. To make it a better competitive event (or to at least give the Dutch more to do), I made this change to the historical locations.*

General Information

First Turn: 1

Last Turn: 3

Map Area: All hexes left of and including 20.xx.

Dutch Information

Set Up:

2.26: 4-6 Inf Co (3/3 GB)

3.28: 4-6 MG Co (Mi/3 GB)

4.26: 2-6-6 Arty Co (1/Pol-NB)

5.26: 2-2-6 AA Plt (Mo/2)

5.28: 1-10-6 AA Plt (Z/Mo/2)

7.26: 1-2-6 AA Plt (Wi/2)

9.29: 3x 3-6 Inf Co (2/Gp Kil)

10.17: 2x 5-6 Eng Co (1, 2 of P&T)

12.22: 3x 3-6 Inf Co (1/Gp Kil)

13.17: 5-6 Eng Co (4/P&T)

13.18: 5-6 Eng Co (3/P&T)

13.28: 3x 4-5-6 Arty Co (22 RA)

14.19: 2-2-6 AA Plt (Do/2)

19.19: 3x 3-6 Inf Co (3/Gp Spui)

17.35: 3-6 Inf Co (1/1/Gp Spui), 2-4-6 AA Plt (L/Nu/2)

20.27: 3-6 Inf Co (2/1/Gp Spui)

Allied Reinforcements

Turn **Entry Zone**

3 A

Units & VP Cost (if any)

3x 4-8 Bicycle Co (6 GB)

German Information

Set Up:

(None start on the map)

Available for Air Drop:

All units of I/1 FJR, and II/1 FJR

(24x 3-6 Para Inf Plt)

3x Paradrop Air Supply Heads

German Reinforcements

None

Historical Drop Zones

4.25 & 5.27: 7/II/1 FJR, 8/II/1 FJR

8.23 & 8.24: 5/II/1 FJR, 6/II/1 FJR

9.20: 1/1/1 FJR

9.21: 2/1/1 FJR

10.22: 4/1/1 FJR

12.18: Two platoons of 3/1/1 FJR (Village Jumpers)

15.20: One platoon of 3/1/1 FJR

Special Rules:

Do not roll for Air Support for either side. The Germans get 2x Ju-87b each turn.

Victory

The German Player wins if he controls all four bridges with VP amounts. The Dutch player wins otherwise.

5.2 Assault on Den Haag

This scenario focuses on the ill-fated attempt by the 22nd Luftlande Division to seize the airfields around The Hague and to capture the Dutch capitol.

General Information

First Turn: 1

Last Turn: 10

Map Area: All hexes right of and including 36.xx

Dutch Information

Set Up:

46.18: 3-6 Inf Co (T Hs)

47.18: 1-4-6 AA Plt (L/De/2)

47.19: 2x 3-6 Inf Co (1, 2/6/1 Inf)

48.15: 3-10-6 AA Plt (Z/Yp/2)

49.15: 2-2-6 AA Plt (Yp/2)

49.16: 6-6 Inf Co (1/3/Gren), 4-6 MG Co (Mi/3/Gren), 4-12 M-36 Arm Plt (1/1 NB)

49.17: 2-2-6 AA Plt (Yp/2)

49.18: 6-6 Inf Co (2/3/Gren)

51.15: 3-6 Inf Co (1/14/1 Inf)

51.16: 6-6 Inf Co (3/3/Gren)

52.02: 4-6 Eng Co (1)

54.01: 2x 3-6 Inf Co (15/2 Inf)

54.02: 2x 3-6 Inf Co (22/2 Inf)

59.03: 2x 6-6 Inf Co (2, 3/3/4), 4-6 MG Co (Mi/3/4)

60.02: 6-6 Inf Co (1/3/4)

56.07: 5-12 MC Co, 1-12 MG Plt, 1-12 AT Co, 1-3-12 Mortar Plt (all units of 1 Huz MR)

54.13: Queen Wilhelmina

57.14: 3x 6-6 Inf Co (2/Gren), 4-6 MG Co (Mi/2/Gren), 0-12 Truck Co (2/1 MB)

58.14: 3-6 Inf Co (2/14/1 Inf)

55.16: General Winkelmann, Dutch Government

55.17: 2x 3-6 Inf Co (13/1 Inf)

56.17: 3x 6-6 Inf Co (1/Gren), 4-6 MG Co (1/Gren), 0-12 Truck Co (1/1 MB)

56.20: 1-6 AT Co (Pag/Gren), 3-3-6 Mortar Co (Mtr/Gren), 2-6-6 Arty Co (1/2/2 RA), 4-6 MG Co (1)

58.22: 3-6 Inf Co (22 Sec)

55.24: 3x 2-6-6 Arty Co (1/2 RA)

57.27: 3x 6-6 Inf Co (1/Jag), 4-6 MG Co (Mi/1/Jag)

56.28: 3x 6-6 Inf Co (2/Jag), 4-6 MG Co (Mi/2/Jag)

55.32: 2-6 Marine Co (HvH), 2x 4-6 Inf Co (5, 6/2/39), Z-5, Gp 1, Gp 2 Ships

56.32: 4-6 Inf Co (15 R Gr), 2-8-0

Coastal Arty (HvH), 2-6-6 Arty Co (2/2/2 RA), 3-3-6 Mortar Co (Mtr/Jag)

- 56.31:** 1-6 AT Co (Pag/Jag)
54.33: 4-6 Inf Co (1/2/39)
56.34: 4-8-0 Coastal Arty (Roz)

Allied Reinforcements

Turn	Entry Zone	Units & VP Cost (if any)
4	D	6x 6-6 Inf Co, 2x 4-6 MG Co, 1x 1-6 AT Co, 3-3-6 Mortar Co (all units 4 Rgt), 2x 2-6-6 Arty Co (1, 2/3/2 RA) [2]
5	C Any Sea hex D	2-8 Bicycle Co (1/Wr) Wild Swan, van Galen Ships 6x 6-6 Inf Co, 2x 4-6 MG Co (all units 1/1 and 1/9), 2x 0-12 Truck Co (3, 4/1 MB) [2]
6	D C D	4-12 MC Co (1/3 Huz) 12x 6-6 Inf Co, 4x 4-6 MG Co (all of 4/10, 1/11, 4/15 and 3/21), 3-3-6 Mortar Co (Mtr/11), 1-6 AT Co (Pag/11) [3] 3x 6-6 Inf Co, 4-6 MG Co (all of 2/9), 2-12 M-36 Arm Plt (3/1 NB) [1]
9	E	6-6 British Marine Co (R Mar/RN)

German Information

Set Up:

(None start on the map)

Available for Air Drop:

- 1/2 FJR (12x 3-6 Para Inf Plt)
 5/II/2 FJR (3x 3-6 Para Inf Plt)
 6/II/2 FJR (3x 3-6 Para Inf Plt)
 2x Paratroop Air Supply Heads

Available for Air Landing:

- 22 LL Div:
 General Sponeck
 47 Inf Rgt (9x 8-6 Inf Co, 3x 4-3-6 Wpn Co, 1x 3-6-6 Arty Co)
 65 Inf Rgt (9x 8-6 Inf Co, 3x 4-3-6 Wpn Co, 1x 3-6-6 Arty Co)
 22 LL Units (3x 8-6 Inf Co, 2x 7-6 Eng Co, 1x 6-6 Eng Co)
 3x Airfield Air Supply Heads (all except Waalhaven)

Historical Air Drops:

- 48.16, 49.14, & 50.16:** 1/2 FJR
50.15: 5/II/2 FJR
57.04: Two platoons of 6/II/2 FJR
58.21: One platoon of 6/II/2 FJR

German Reinforcements

Conditional: If the Germans control Ypenburg and all the original troops have been sent to the map, the following units become available:

- 72 Inf Rgt, 22 LL Div (9x 8-6 Inf Co, 3x 4-3-6 Wpn Co, 1x 3-6-6 Arty Co)

Special Rules

Both players roll for Air Support normally, but get 1/2 the amount called for by the table (round up).

Victory

The German player wins if he captures and holds at the end of the game any two of the three airfields OR has captured the Queen and the Government.

The Dutch player wins if the German player fails to meet either one of his conditions.

5.3 Air Assault on Fortress Holland

This scenario covers the entire battle from the air drops to the entry of the relieving ground forces.

General Information

- First Turn:** 1
Last Turn: 15
Map Area: All

Dutch Information

Set Up:

- 2.26:** 4-6 Inf Co (3/3 GB)
3.28: 4-6 MG Co (Mi/3 GB)
4.26: 2-6-6 Arty Co (1/Pol-NB)
5.26: 2-2-6 AA Plt (Mo/2)
5.28: 1-10-6 AA Plt (Z/Mo/2)
7.26: 1-2-6 AA Plt (Wi/2)
9.29: 3x 3-6 Inf Co (2/Gp Kil)
10.17: 2x 5-6 Eng Co (1, 2 of P&T)
12.22: 3x 3-6 Inf Co (1/Gp Kil)
13.17: 5-6 Eng Co (4/P&T)
13.18: 5-6 Eng Co (3/P&T)
13.28: 3x 4-5-6 Arty Co (22 RA)
14.19: 2-2-6 AA Plt (Do/2)
16.35: 3x 3-6 Inf Co (3/Gp Spui)
17.35: 3-6 Inf Co (1/1/Gp Spui), 2-4-6 AA Plt (L/Nu/2)
20.27: 3-6 Inf Co (2/1/Gp Spui)
21.32: 3-6 Inf Co (3/1/Gp Spui)
27.21: 4-6 Eng Co (6/3/Ge)
27.24: 2-4-6 AA Plt (L/Wa/2)
28.29: 3-6 Inf Co (1/2/Gp Spui)
29.20: 4-6 Inf Co (2/3/39)
30.23: 6-6 Inf Co (3/3/Jag), 3-2-6 AA Plt (Wa/2)
30.24: 6-6 Inf Co (2/3/Jag), 4-6 MG Co (Mi/3/Jag), 1-12 M-36 Arm Plt (2/1 NB)
30.33: 3-6 Inf Co (2/2/Gp Spui)
31.18: 5-6 Eng Co (3/2/Ge)
31.20: 4-6 Inf Co (3/3/39), 3-6 MG Co (Mi/3/39)
31.22: 4-6 Eng Co (5/3/Ge)
32.18: Gold Reserve, 4-6 Inf Co (4/3/39), 5-6 Inf Co (Etp Com), 5-6 Eng Co (1/2/Ge)
32.19: 5-6 Eng Co (2/2/Ge)
32.21: 5-6 Marine Co (1/Kon), 3-6 Marine Co (2/Kon)
32.23: 2-10-6 AA Plt (Z/Wa/2)
33.18: 2x 4-6 Eng Co (1, 2/3/Ge)
33.20: 2-6 Eng Co (1/4/Ge)
33.22: 2x 5-6 Inf Co (Dutch Navy) (VwLsk), O-23/O-24 Ship
33.25: 6-6 Inf Co (1/3/Jag)
35.16: 3x 4-10-6 Arty Co (10 RA)
34.20: 2x 6-6 Sec Co (3/1/Lvg, 2/2/Lvg), 5-6 Sec Co (1/2/Lvg)
34.22: 4-6 Eng Co (3/3/Ge)
34.23: 3-6 Marine Co (3/Kon), MTB-51 Ship

34.31: 3-6 Inf Co (3/2/Gp Spui)			
36.28: 4-6 Inf Co (7/3/39)			
37.26: 4-6 Inf Co (4/3/Ge)			
37.27: 2-2-6 AA Plt (VL/2)			
38.25: 3-4-6 AA Plt (L/VL/2)			
39.27: 3-2-6 AA Plt (VL/2)			
46.18: 3-6 Inf Co (T Hs)			
47.18: 1-4-6 AA Plt (L/De/2)			
47.19: 2x 3-6 Inf Co (1, 2/6/1 Inf)	3	F	2x 4-8 Bicycle Co (1, 2/3 GB)
48.15: 3-10-6 AA Plt (Z/Yp/2)		C	2-8 Bicycle Co (1/Wr)
49.15: 2-2-6 AA Plt (Yp/2)		Any Sea hex	Wild Swan, van Galen Ships
49.16: 6-6 Inf Co (1/3/Gren), 4-6 MG Co (Mi/3/Gren), 4-12 M-36 Arm Plt (1/1 NB)	4	D	6x 6-6 Inf Co, 2x 4-6 MG Co (all units 1/1 and 1/9), 2x 2-6-6 Arty Co (1, 2/3/2 RA) [2]
49.17: 2-2-6 AA Plt (Yp/2)	5	F	2x 4-8 Bicycle Co (1, 2/3 GB)
49.18: 6-6 Inf Co (2/3/Gren)		C	2-8 Bicycle Co (1/Wr)
51.15: 3-6 Inf Co (1/14/1 Inf)		Any Sea hex	Wild Swan, van Galen Ships
51.16: 6-6 Inf Co (3/3/Gren)		D	6x 6-6 Inf Co, 2x 4-6 MG Co (all units 1/1 and 1/9), 2x 0-12 Truck Co (3, 4/1 MB) [2]
52.02: 4-6 Eng Co (1)	6	B	18x 5-8 Bicycle Co (1RW, 2RW)
54.01: 2x 3-6 Inf Co (15/2 Inf)		D	4-12 MC Co (1/3 Huz)
54.02: 2x 3-6 Inf Co (22/2 Inf)		C	12x 6-6 Inf Co, 4x 4-6 MG Co (all of 4/10, 1/11, 4/15 and 3/21),
59.03: 2x 6-6 Inf Co (2, 3/3/4), 4-6 MG Co (Mi/3/4)		D	3-3-6 Mortar Co (Mtr/11), 1-6 AT Co (Pag/11) [3]
60.02: 6-6 Inf Co (1/3/4)	7	D	3x 6-6 Inf Co, 4-6 MG Co (all of 2/9), 2-12 M-36 Arm Plt (3/1 NB) [1]
56.07: 5-12 MC Co, 1-12 MG Plt, 1-12 AT Co, 1-3-12 Mortar Plt (all units of 1 Huz MR)		B	4x 2-6-10 Arty Co (KRA)
54.13: Queen Wilhelmina		A	2-12 French AMD-35 Arm Plt, 6-12 French Inf Co, 1-12 French MC Plt (1 DLM)
57.14: 3x 6-6 Inf Co (2/Gren), 4-6 MG Co (Mi/2/Gren), 0-12 Truck Co (2/1 MB)	8	A	2x 3-12 French AMD-35 Arm Plt, 4-12 French MC Plt (25 DIM)
58.14: 3-6 Inf Co (2/14/1 Inf)		E	6-6 British Marine Co (R Mar/RN)
55.16: General Winkelmann, Dutch Government	9	Any Sea hex	De Twee Gezusters, Christian Cornelis Ships
55.17: 2x 3-6 Inf Co (13/1 Inf)	10	B	3x 4-10-6 Arty Co (11 RA) [1]
56.17: 3x 6-6 Inf Co (1/Gren), 4-6 MG Co (1/Gren), 0-12 Truck Co (1/1 MB)	11	E	4x 6-6 British Inf Co (1/IG, 2/IG, 3/IG, 4/IG)
56.20: 1-6 AT Co (Pag/Gren), 3-3-6 Mortar Co (Mtr/Gren), 2-6-6 Arty Co (1/2/2 RA), 4-6 MG Co (1)			
58.22: 3-6 Inf Co (22 Sec)			
55.24: 3x 2-6-6 Arty Co (1/2 RA)			
57.27: 3x 6-6 Inf Co (1/Jag), 4-6 MG Co (Mi/1/Jag)			
56.28: 3x 6-6 Inf Co (2/Jag), 4-6 MG Co (Mi/2/Jag)			
55.32: 2-6 Marine Co (HvH), 2x 4-6 Inf Co (5, 6/2/39), Z-5, Gp 1, Gp 2 Ships			
56.32: 4-6 Inf Co (15 R Gr), 2-8-0 Coastal Arty (HvH), 2-6-6 Arty Co (2/2/2 RA), 3-3-6 Mortar Co (Mtr/Jag)			
56.31: 1-6 AT Co (Pag/Jag)			
54.33: 4-6 Inf Co (1/2/39)			
56.34: 4-8-0 Coastal Arty (Roz)			

Allied Reinforcements

Turn Entry Zone

Units & VP Cost (if any)

3	A	3x 4-8 Bicycle Co (6 GB)
4	D	6x 6-6 Inf Co, 2x 4-6 MG Co, 1x 1-6 AT Co, 3-3-6 Mortar Co (all units 4 Rgt), 2x 2-6-6 Arty Co (1, 2/3/2 RA) [2]
5	F	2x 4-8 Bicycle Co (1, 2/3 GB)
	C	2-8 Bicycle Co (1/Wr)
	Any Sea hex	Wild Swan, van Galen Ships
	D	6x 6-6 Inf Co, 2x 4-6 MG Co (all units 1/1 and 1/9), 2x 0-12 Truck Co (3, 4/1 MB) [2]
6	B	18x 5-8 Bicycle Co (1RW, 2RW)
	D	4-12 MC Co (1/3 Huz)
	C	12x 6-6 Inf Co, 4x 4-6 MG Co (all of 4/10, 1/11, 4/15 and 3/21),
	D	3-3-6 Mortar Co (Mtr/11), 1-6 AT Co (Pag/11) [3]
	D	3x 6-6 Inf Co, 4-6 MG Co (all of 2/9), 2-12 M-36 Arm Plt (3/1 NB) [1]
7	B	4x 2-6-10 Arty Co (KRA)
	A	2-12 French AMD-35 Arm Plt, 6-12 French Inf Co, 1-12 French MC Plt (1 DLM)
8	A	2x 3-12 French AMD-35 Arm Plt, 4-12 French MC Plt (25 DIM)
9	E	6-6 British Marine Co (R Mar/RN)
	Any Sea hex	De Twee Gezusters, Christian Cornelis Ships
10	B	3x 4-10-6 Arty Co (11 RA) [1]
11	E	4x 6-6 British Inf Co (1/IG, 2/IG, 3/IG, 4/IG)

German Information

Set Up:

(None start on the map)

Available for Air Drop:

All units of 7 Fliieger Division (**BUT NOT** General Student **or** the 7x 6-6 Ad Hoc Para Inf Co)

(60x 3-6 Para Inf Plt, 2x 1-6 Para AT Co, 1x 2-12 Para MC Plt, 1x 3-6-6 Para Arty Co, 1x 2-4-6 Para AA Co)

6x Paradrop Air Supply Heads

Available for Seaplane Landing:

3x 4-6 Inf Plt (11/III/16)

Available for Air Landing:

General Student

General Sponeck

All remaining units of 22 LL Division (38x 8-6 Inf Co, 12x 4-3-6 Wpn Co, 4x 3-6-6 Arty Co, 2x 7-6 Engineer Co, 1x 6-6 Engineer Co)

4x Airfield Air Supply Heads

German Reinforcements

Turn	Entry Zone	Units	
10	A	3x 8-12 MC Co, 4-3-12 MC Wpn Co, 2-12 Eng Plt, 2-6-12 Arty Plt, 1-12 AT Plt (9 Aufk Bn)	
		1x Bridge	
11	A	3x 8-12 Inf Co, 4-3-12 Wpn Co, 2-12 Eng Plt, 2-6-12 Arty Plt, 1-12 AT Plt (II/11 Mtrd Inf Bn)	Historical Air Drops: 4.25 & 5.27: 7/II/1 FJR, 8/II/1 FJR 8.23 & 8.24: 5/II/1 FJR, 6/II/1 FJR 9.20: 1/I/1 FJR 9.21: 2/I/1 FJR 10.22: 4/I/1 FJR 12.18: Two platoons of 3/I/1 FJR (Village Jumpers) 15.20: One platoon of 3/I/1 FJR 28.19: One platoon of 11/III/1 FJR (Stadium Jumpers) 29.24, 29.23, 31.25 & 32.25: 9/III/1 FJR, 10/III/1 FJR, 12/III/1 FJR, remainder of 11/III/1 FJR 48.16, 49.14, & 50.16: I/2 FJR 50.15: 5/II/2 FJR 57.04: Two platoons of 6/II/2 FJR 58.21: One platoon of 6/II/2 FJR
		5-10 Pz Plt, 3-10 Pz Plt, 4-10 Pz Plt (4/II/33 Pz Co)	
		1x Bridge	
12	A	5-RR Arm Train	
		3x 8-12 Inf Co, 4-3-12 Wpn Co, 2-12 Eng Plt, 2-6-12 Arty Plt, 1-12 AT Plt (I/11 Mtrd Inf Bn)	
		2x 3-10 Pz Plt, 4-10 Pz Plt (5/II/33 Pz Co)	
		3x 4-10-12 Arty Co (I/102 Art Bn)	
		1x Bridge	
13	A	2x 3-10 Pz Plt, 4-10 Pz Plt (6/II/33 Pz Co)	Seaplane Landings: 31.19: 11/III/16 (22 LL Div) Historically, the remaining units did not drop. Victory German Major Victory: +25 or more VP German Minor Victory: +10 to +24 VP Draw: +6 to +9 VP Dutch Minor Victory: +1 to +5 VP Dutch Major Victory: +0 or less VP
		8-12 Eng Co, 7-12 Eng Co (86 Pio Bn)	
		3x 3-4-10 Inf Gun Plt (701 sIG Co)	
		3x 4-10-12 Arty Co (II/102 Art Bn)	
		2x Bridges	
14	A	8-12 SS MC Co, 2-12 SS MC Plt, 4-3-12 SS Wpn Co, 2-3-12 SS Wpn Co, 2-12 SS AT Co, 3-12 SS Pz Plt (SS-AH Aufk Bn)	



Dutch M-36 Armored Cars.

Developer's Notes

I spent a lot of effort on this game. Al's work, as always, was thorough and very detailed. My job consisted of making the game simpler to play and to work on balance.

First off, the subject itself is complex (all airborne invasions involve a whole slew of very specialized operations...and this one is no different). Not only do you have air drops, but also air landings and seaplane insertions. POWs and other captures exist. Ships exist. Small skilled assault units must be handled. Certainly, Al had enough things to deal with and the only way they could be dealt with was by special rules. My job was to find simpler ways of doing each of these jobs and to cut away anything that I could possibly do away with. In spite of this, due to the complexity of the subject, the special rules are still fairly lengthy. I believe what remains pulls its weight in making the game interesting and fun, but you'll be the final judge.

Examples: Both the Barrage and AA systems involved tables to roll on originally. I boiled these down to the essentially table-less versions you see here. The original game had a tank-antitank system that didn't apply to much of the game and then only very rarely (I scrapped that). German artillery was initially able to fire standing barrages, but such artillery only became

available at the very end of the game. German players also found standing barrages to be of little use to them anyway (even the Dutch rarely use them, but they need to have them available to seal off key bridges). The VP schedules worked into the hundreds of points (I divided all of them by 10 and eliminated some of the smallest point totals—ones that couldn't make it up to a full point, no matter what happened). The original Air Supply Heads had the player counting up the number of steps the thing was feeding each turn. The problem with this drill was that the bigger Air Supply Heads could supply almost all the Germans on the map. I took away the step counting and inserted a range in MPs (originally they were of the "trace any length" variety).

Al's usual amazingly accurate OOB research is all here. I only made one addition and that is the recon elements of SS-AH. Historically, the entire regiment (what you see plus the motorized infantry battalions) were all formed up near Rotterdam for the final attack that happened in the late afternoon on the 14th (what would be turn 16 here). While the infantry battalions were not involved in the game's action (though for a brief time they are, technically, on the map), I felt the presence of the recon elements would give them a little flavor plus help with the balancing issues below.

Balancing this game proved difficult and I spent much time on it. Early games

turned into German disasters (hence the hints below), but the final tests worked out quite well...if the German player kept his eyes on the prize and played a tight game. Along the way, I had to make adjustments to the VP costs of the Dutch variables (early games allowed them to come on too freely). In the end, it turns out that quite large changes in the situation as it appears on the map actually generate the difference between one side's minor victory to the other's. Getting a major victory (for either side) is quite difficult, but both sides (if played carefully) have a decent chance at a win. I have my own opinions of the probabilities involved in the three battles listed below, but I will keep them to myself to avoid stereotyping your play. Suffice it to say if you get destroyed in one game, carefully analyze what you did and adjust accordingly. It is tough to do well, but that statement applies to both sides.

Importantly, even though the number of scenarios is limited to three, the number of play variations are enormous. The rate and placement of the German landings, holding troops back for future landings, and so on have the effect of making each game very different (though they will have some common focus items, since the VP schedule remains the same from game to game). We haven't found any "perfect" strategy yet, as the possibilities seem endless.

Have fun!



Burning Ju-52's at Ypenburg.



One of the He-59 Seaplanes arriving in the center of Rotterdam—as civilians watch. A disbelieving city policeman arrived to arrest the assault troops. They killed him.

Player's Notes

These notes are addressed to the German player. I believe he has the tougher job in this game and the Dutch player can infer what he has to do by simply countering what I suggest the German player must do.

A number of playtests ended with crushed German forces. Each of these can be traced to one or more of the following not being done. Doing them well is a pretty big challenge.

Land Hard, Land Fast! You absolutely **must** get as many troops on the ground as fast as you can. This must be done with due respect to the Air Landing Table effects of over-loading the airfields. Naturally, the smart player will want to hold some troops back as reserves, but the bigger issue is to get enough guys on the ground fast enough to counter the seemingly vast numbers of Dutch units. Key here, beyond organization, is to take one or more airfields right off the bat.

Fight all Three Battles! The game usually involves fights for the Dordrecht bridges (to include the bridges near Moerdijk), the bridges in Rotterdam, and the area just to the left of Den Haag (with the attendant airfields in each zone), unless the German player chooses to write off one or more of these battles. I suggest going after all three at once. This broadens your ability to get troops on the ground (see above) and splits the Dutch between several battles (see Attrition, below). At some point in the game (hopefully quite late for your purposes), one or more of these battles may fail, but your goal is to divide the Dutch between several fires and that will still have happened.

Win the War of Attrition! Be advised, the Dutch have a huge advantage in the number of steps available. You have got to keep your combat “thrasher” machine operating effectively and at high speed at all times. You must not allow troops to sit idle. If the overall exchange rate of losses between the two sides is not much more than 1:1, you are doomed. Take every opportunity to push that exchange rate to 2:1 or better—attack all over the place, use your barrages, but be smart about it. Never give him a break.

The Luftwaffe. Your artillery is largely absent (real artillery, that is). In its place, you get a large number of very good air barrages. Use them well. Not only can they help with the attritional battle above, but they are critically important when it comes to securing weak flanks (by placing DGs on key Dutch units), suppressing AA units and ships, and generally saving your bacon in threatened areas. Waste them and you will hang yourself.

The Cavalry. Around turn 10, you'll begin to feel you cannot survive and that your future is bleak. Just at that point, the rescuers arrive in the form of the ground forces. These can smash the Dutch faster than anything else you have—but only if they can get across the river using the bridges near Moerdijk. Keep that in mind.

Conclusion. The above is a set of hints in outline form. Actual execution is up to you, but I wanted to give the German player a couple of pointers to avert a high learning curve. I hope I've given you enough, but not too much. Good luck in your “Death from Above” aspirations!

Abbreviations

AA	Antiaircraft
Arm	Armored
Art or Arty	Artillery
AT	Antitank
Aufk	Aufklärungs
Bn	Battalion
Co	Company
Cuir	Cuirassiers
DD	Destroyer
De	Delft
DIM	Division d'Infanterie Motorisée
Div	Division
DLM	Division Légère Mécanique
Do	Dordrecht
Eng	Engineer
Etp Com	Etappen Commando
Flg	Flieger
FJ	Fallschirmjaeger (also Fallschirmjäger)
FJR	Fallschirmjaeger Regiment
GB	Grensbataljon or Gunboat
Ge	Genie Depot
Ges	Geschützatterie
Gp	Groep
GRDI	Groupe de Reconnaissance de Division d'Infanterie
Gren	Grenadier
Huz	Huzaren
Huz MR	Muzaren Motor Regiment
HvH	Hoek van Holland
IG	Irish Guards or Infantry Gun
Inf	Infantry or Infantry Depot
Jag	Jager
Kon Mar	Koninklijke Marine
KRA	Korps Rijdende Artillerie
Krad	Kradschützenzug
L	Lichte (Light)
LeF	Leichte Flakbatterie
Lu or LL	Luftlande
Lvg	Luuchtvaartgroep
MB	Motorbataljon
MC	Motorcycle
MG	Machinegun
Mi	Mitrailleur
Mo	Moerdijk
MS	Mine Sweeper
MTB	Motor Torpedo Boat
Mtr	Mortar
Mtrd	Motorized
NB	Noord Brabant
Nu	Numansdorp
P&T	Pontonniers en Torpedisten Depot
Pag	Pantserafweergeschut
Pak	Panzerabwehrkanonen
Para	Parachute
Pio	Pioneer
PG	Patrol Gunboat
Plt	Platoon
Pol-NB	Politietroepen-Noord Brabant
Pz	Panzer
R Gr	Reserve Grenadier
R Mar	Royal Marines
RA	Regiment Artillerie
RDP	Régiment de Dragons Portés
RN	Royal Navy
Roz	Rozenburg
RW	Regiment Wielrijders
Sec	Security
sIG	Schwere Infanterie Geschütz
SS-AH	Liebstandarte Adolf Hitler
T	Transport
T Hs	Technische Hogeschool
VI	Vlaardingen
Vw Lsk	Vrijwillig Landstormkorps
Wa	Waalhaven
Wi	Willemsdorp
Wpn	Weapons
Wr	Wielrijders
VP	Victory Point
Yp	Ypenburg
Z	Zware

Combat Results Table

Two Dice	Odds							
	1:3	1:2	1:1	2:1	3:1	4:1	5:1+	
2	A3r1	A2r1	A2r1	A2	A2	A1	A1D1	2
3	A2r1	A2r1	A2	A2	A1D1	A1D1	A1D1	3
4	A2r1	A2	A2D1	A1D1	A1D1	A1D1	D1	4
5	A2	A2	A1D1	A1D1	A1D1	D1	D2r1	5
6	A2	A1	A1D1	A1D1	D1	D2r1	D2r1	6
7-8	A1	A1	A1D1	A1D2	D2r1	D2r1	D2r2	7-8
9	A1	A1D1	A1D2r1	D2r1	D2r1	D2r2	D2r2	9
10-11	A1	A1D2r1	A1D2r1	D2r1	D2r2	D2r2	D3r3	10-11
12	A1D1	A1D2r1	D2r2	D2r2	D2r2	D3r3	D3r4	12
13	A1D2r1	A1D2r2	D3r2	D3r3	D3r3	D3r4	D4r4	13
14	D3r2	D3r3	D3r3	D3r4	D3r4	D4r4	D4r5	14

Notes:

A—Attacker Result
 D—Defender Result
 #—Step Loss
 r#—Retreat Hexes

Assault Units: Double their combat strength when attacking in **overrun** combat. Also, give them a +2 die roll modifier on the Combat Results Table if **all** attacking German units in an overrun combat are Assault Units. Neither of these effects apply to regular combats or any defense.

Ignore retreat results against units in City hexes.

Air Landing Table

Modified Roll	Result
1 or less	Destroy one Ju-52 Point Place Wreck in airfield Scatter as per 1.8d.
2	Destroy one Ju-52 Point, land at the airfield
3 or more	Landing occurs without loss

Modifiers:

- 1 Landing into an EZOC (friendly units do not negate this)
- 1 Landing into an airfield with a Wreck Marker in it.
- 2 Landing at an airfield handling more than Normal Capacity this turn.
- 2 Landing in a hex with a Standing Barrage in it
(Units are attacked by the barrage after they land, normally, as well).
- 1 Landing in a Highway/Road or Dunes hex
- 2 Landing in an Open hex.

Landings are not allowed into Orchard, Marsh, Woods, City, Village, or any Prohibited movement hex.

Paradrop Terrain Losses

Do not apply to Village or Stadium jumping units.

- 1) **City Hex.** Eliminate two steps. (One "step" in the case of an Air Supply Head)
- 2) **Village or Woods Hex.** Eliminate one step.
- 3) **All-Sea/Water (includes Bridge hexes) or Enemy Occupied Hex.** Abort and return the units undropped to the German player for later entry.