

8.0 SCENARIO FOUR: FORTRESS HOLLAND

German planning for case Yellow included overrunning The Netherlands, but the need for experienced combat formations to carry out the feint in Belgium and the breakthrough in the Ardennes left little available for the task. Economy of force was the watchword for this German operation that was unquestionably the most innovative in the 1940 campaign. The Dutch were alive to the fact that their country could well be on the German hit list, and so they constructed successive lines of fortifications designed to shield their major population centers from frontal attack. It was an excellent 1914 plan of defense; unfortunately, it was 1940. The Germans did not intend to fight a World War One battle, preferring to knock The Netherlands out of the war quickly by a coup de main using a combination of airpower, motorized troops and parachute and glider formations.

The Dutch had waited till well past the eleventh hour to mobilize, and when the Germans attacked on May 10th most major ground units were still assembling. The German 9th Panzer and accompanying motorized units quickly breached the Peel Line defenses and began the dash for the major bridges around Rotterdam. Ahead of them were pockets of paratroopers dropped to seize and hold the critical major river bridges leading into the heart of Fortress Holland, and the prize, the Dutch capitol, Den Haag. Airborne troops were to capture the local airfields around that city, allowing the follow-on 22nd Luftlandungs Division to land, deploy and capture the seat of government. It was an audacious and innovative plan (for example, the Germans landed seaplanes on the Waal River with a detachment of assault troops and engineers to help capture the critical Waal River bridge into Rotterdam). It was also a risky plan. It depended entirely on the speed of the German advance, and the success of all the airborne operations. It failed. Interestingly, four years later, an equally ambitious Allied operation, Market-Garden, failed because critical elements of the plan could not be carried out.

German troubles began almost immediately. Whatever the problems on the frontier, Dutch security forces at the airfields around Den Haag were alert. German parachute units dropped to capture the airfields utilizing the element of surprise were caught in the open by heavy Dutch defensive fire and largely destroyed. The Germans were running a timed operation, landing transports containing troops of the 22nd Division almost immediately, based on the assumption that the airfields would be secure. Dutch anti-aircraft guns firing over open sights and Dutch armored cars quickly destroyed most of these aircraft. Those few troops who survived the landing joined the paratroopers in the fight for survival. Only at airfields northeast of Den Haag did the Germans enjoy initial success. Chaos reigned at the airfields south and east of the city. Frantic radio calls by the survivors forced the Germans into crisis management. They reinforced success by diverting some follow-on elements to the northern airfields and tried to retrieve the situation in the south by landing Ju-52 troop transports on the highways. The troops did go into action, but those planes not damaged or destroyed on the landings were later destroyed by the Dutch. Resistance by the Dutch 1st Division and Dutch forces in Den Haag was fierce, and when The Netherlands surrendered on May 14th, large parts of the city were still not firmly controlled. Slower than anticipated German advances allowed the royal family and government officials to evacuate and form a government-in-exile in England.

Further to the south—another complication. At Rotterdam the Germans did initially seize both ends of the great bridge over the

Waal, but inside Rotterdam, local commanders took the initiative to recapture the bridge. There were no first-line combat formations at Rotterdam, but officers and NCOs armed and organized the numerous reservists reporting for duty. Combining them with local defense troops and arriving elements of the Licht division, they attacked and eliminated the German bridgehead on the northern end of the bridge. German parachute units on the south side of the bridge were too weak to re-take the northern end, so for three critical days a standoff ensued. Finally, elements of the 9th Panzer Division arrived and plans were made to attack and recapture the bridge. A preliminary air strike was included in those plans.

That bombing attack immediately became controversial. The heart of Rotterdam was destroyed, and civilian casualties were immense. The Allies immediately branded the attack a Terror Bombing. The Germans tried, less successfully, to claim it was in support of the scheduled attack. The fact remains that German level bombers, not Stuka dive-bombers, made the attack, and Dutch front line positions were largely unscathed. Regardless of the intent, the bombing gave the victory to the Germans. Though most of the Dutch army was still intact further to the east facing the follow-on German infantry formations, the devastation of the bombing appalled Dutch leaders, and the realization that they were powerless to prevent further bombings led them to surrender.

8.1 Required:

- Player Aid Cards One and Two
- Scenario Four Map Card and Set-Up and Track Card. This card lists the units needed for the scenario, provides their set-up or entry hexes and also contains the following:
 - ◊ Scenario Round Action Track
 - ◊ Netherlands City Capture Track
 - ◊ German Air Asset Box
 - ◊ German Airborne Unit Box

8.2 Scenario Length

One Turn, comprising Eight Action Rounds

8.3 Scenario Area

All full map hexes on the map card.

8.4 Marker Placement.

- a. The German VPs x 1 marker is placed on the 1 Box of the Netherlands City Capture Track (one Netherlands city, Maastricht, to the south of the map area has been captured by other German troops).
- b. The four Allied red-letter Move-Round and Attack-Round action chits are placed in an opaque cup. The four white-letter Allied Move/Attack Round action chits coded S-3 are set aside and not used this scenario. The German player keeps out one of his Move/Attack Round action chits since he is the Initiative player, and places the other three Move/Attack action chits in the opaque cup with the four Allied Move Round and Attack Round chits. The seven chits are now mixed.
- c. The German player places his remaining action chit in the Action Round One box of the Action Round Record Track as a Move Action.
- d. The Terror Bomb marker is placed in the Terror Bombing Box.
- e. Three Refugee markers are placed in the Refugee markers Box.
- f. Other markers should be placed near at hand for use during the game.

8.5 Unit Placement

Refer to the Scenario Four Set Up and Track Card. Allied player sets up first.

8.6 Supply

All units are considered to be in supply for the entire scenario.

8.7 Scenario Special Rules

a. Refugees. Normally the German player places Refugee markers in the End Phase, however the refugee problems for the Allies began as soon as the German attack commenced. Prior to German movement in the first German Move Action Round, the German player will place the three available Refugee markers. All three are to be placed according to refugee placement rules in Netherlands controlled towns and cities.

b. German Airborne Operations

1) The German player *must* use the four parachute units of the 1/7FJ and 2/7FJ during the German Paradrop Segment of the Air Phase of the scenario game turn.

Reminder: Parachute units must always be dropped into hexes no more than ten hexes distant (nine hexes intervening) from a supplied German ground unit, and only one parachute unit may be dropped into a hex. Parachute units may be dropped into clear hexes only. Clear hexes may contain Defensive Works, Towns or Cities.

2) Remove the four regimental units from the German Airborne Units Box, place one unit on each of four allowed target hexes within The Netherlands.

3) The 22nd Division is removed from the German Airborne Units Box and placed on map immediately after the parachute units are placed.

4) The 22nd Division is placed on one of the parachute units before the German Airborne Landing Table die roll for the parachute regiment is made.

5) Roll for parachute unit step loss on the German Airborne Landing Table. Apply any losses.

6) After making the German Airborne Landing Table die roll for the parachute unit in the hex, make a German Airborne Landing Table die roll for the 22nd Division. Apply any losses.

7) The 22nd Division and the parachute regiments cannot move during the first German Move Action Round following the air landing.

c. Allied Movement Restrictions. All Netherlands units with a black star on their counters are prohibited from moving during the first Allied Move Action Round.

DESIGN NOTE: A very late Netherlands mobilization meant that large numbers of Dutch reservists were still in transit to their units even after the fighting had begun. Most Netherlands units must wait until the second Allied Move Action Round to move to simulate incomplete mobilization early in the fighting.

d. Modified End Phase. The only three required sections of the End Phase for this scenario are:

1) Terror Bombing Segment. The German player has the option to place the Terror Bomb marker on map on a Netherlands controlled city hex. After placement, move the marker in the Netherlands City Capture Track one box to the right.

2) Netherlands Surrender Segment. Determine if The Netherlands surrenders [see 6.7 for surrender criteria].

3) Victory Determination Segment. Determine the level of victory [see 6.7]

8.8 Victory Conditions

The German player must force The Netherlands into an early surrender, and surrender requirements are identical to all other scenarios—six Netherlands cities, or their equivalents, must be German controlled by the end of the scenario turn. The German player tracks German controlled cities on the Netherlands City Capture Track. At the end of the scenario turn, if:

- the German marker is in the 6 Box on the track—German Operational Victory.
- the German marker is in the 6 Box on the track, but the Terror Bomb marker has been placed on map – German Marginal Victory.
- the German marker is in the 5 Box, or lower, on the track—Allied Victory.

CITY – Each city hex captured moves the marker one box to the right. On map available cities:

- Den Haag (hex 4224)
- Eindhoven (hex 3528)
- Nijmegen (hex 3830)
- Rotterdam (hex 4024)
- Utrecht (hex 4127)

TOWN – Three captured town hexes = one city hex. For each three cities captured, move the marker one box to the right. On map available towns:

- Apeldoorn (hex 4131)
- Arnhem (hex 4031)
- Breda ((hex 3725)
- Delft (hex 4123)
- Enschede (hex 4135)
- Gouda (hex 4125)

TERROR BOMBING – If the Terror Bombing Marker is placed on a city hex under Netherlands control, move the marker one box to the right.

8.9 Play Notes

Allied Player. As you have probably picked up from the narrative, The Netherlands had no real chance of surviving the German onslaught. Your task as the Allied player is to survive to fight a second turn, or failing that, to force the German player to become the villain in the court of world opinion by resorting to terror bombing to bring about Netherlands surrender. It's all about tying up German forces that are needed elsewhere. Your units are not strong, and most are immobile during the first Allied Move Action Round, so you do not have a great deal of operational flexibility. If you have the opportunity, do not hesitate to move the Licht Division and any other available Dutch units to block the approaches to both Rotterdam and Utrecht. Those units will likely be lost, but the German player will need to take one of the two without terror bombing in order to win big. If the German is careless, take any opportunity to re-capture German occupied town and city hexes.

German Player. This is not a situation where it pays to be cautious. Copying the historical strategy, Den Haag can be captured during the Paradrop segment, barring bad die rolls. Nijmegen and Eindhoven should fall to the German player during the course of

the turn. However, it is much more difficult to capture either of the two remaining cities – Rotterdam or Utrecht. Your 9th Panzer and LAH units will need to operate far ahead of your infantry to have a chance of capturing either. Remember that you win by capturing city and town hexes, and not destroying the bulk of the Netherlands army, except when necessary to open avenues for further advance. Landing the 22nd LL at Den Haag is not the only option, though it's very tough for the Allied player to force it out if it survives. Landing the 22nd LL at Gouda allows the German player the opportunity to move and attack either Rotterdam or Utrecht. The downside to this option is that if the Action Chits fall wrong, the Allied player will move units to block the division, leaving you without Den Haag, Rotterdam or Utrecht. Again, depending on how the Action Chits are drawn, the German player can swing the 9th Panzer and LAH north to mount a powerful attack on Utrecht, possibly in conjunction with the 22nd LL. This will make capturing Eindhoven more problematic with infantry alone. A reminder: ZOCs do not extend across major river hexsides. The Allied player can move laterally with impunity and cross such hexsides to occupy hexes that will stop or delay your forward progress, or to recapture cities or towns left unoccupied.

9.0 Fortress Holland Introductory Tutorial

Air Phase

Air Asset Availability: Per set up sheet, the German player has three Stuka Air Assets available for use in the German Air Assets Box.

Paradrop Segment: The German player decides to place his four parachute regiments in the following in-range hexes: 4224, 4125, 4027 and 3924.

Note: hex 4224 (Den Haag) is barely within range, being ten hexes from the German XXVI Corps.

The German player elects to commit the 22nd LL Division to hex 4224 and places it on top of the parachute regiment in that hex.

Now the fun begins! Time to see which airborne units survive. The German player refers to the German Airborne Landing Table and rolls for each unit.

Hex 4224 (Den Haag). First roll is for the parachute regiment. The hex is clear but contains a city, so a +3 DRM is added to the die roll of 4, making the modified die roll 7. Elimination! The parachute regiment is removed, having suffered the result it suffered historically. Next the German player must roll for the 22nd LL, and since the parachute unit received an E result, it too gets a +3 DRM. The die roll is 5, so the final die roll is 8. The elimination result reduces the 22nd LL by one step and it is turned to its reduced side. Since the final result was 8, the survival of the division is in doubt and a die roll with no DRMs is made. A die roll of 6 would eliminate the surviving step, but a 3 is rolled. The battered 22nd LL hangs on to the Den Haag hex.

The Netherlands City Capture Track marker is moved to the 2 Box.

Hex 4125 (Gouda). The presence of a town in the clear hex adds a +1 DRM to the die roll of 2, making the final result 3. The regiment survives. For the moment, the Germans control one town and have a Bridgehead over the major river crossing hexside.

Hex 4027. This hex contains Defensive Works, so a +1 DRM is added to the die roll of 4. The final result of 5 allows the parachute

regiment to survive by the narrowest of margins. Now that the regiment occupies the hex, the Defensive Works are eliminated and a Defensive Works (DW) Destroyed marker is placed under the regiment. This regiment also projects bridgeheads into both Utrecht and hex 3926.

Hex 3924. This hex also contains Defensive Works, so a +1 DRM is added to the die roll of 1. The final result of 2 allows the parachute regiment to survive. Now that the regiment occupies the hex, the Defensive Works are eliminated and a Defensive Works (DW) Destroyed marker is placed under the regiment. This regiment also projects bridgeheads into both Rotterdam and hex 3825.

The German player declines to use any of his Stuka Air Assets in the Stuka Dive Bombing segment, preferring to save them for column shifts in combats during the Action Phase.

Supply Phase

All units are in supply for the turn of this scenario.

Action Phase

The Action Chit in box 1 of the Action Round Record track is a German Move Action chit. The three surviving Parachute Regiments and the 22nd LL Division cannot move since this is the first German Move Round. All other on-map and reinforcement German units will move.

Prior to movement, the German player places his three Refugee markers. The Rotterdam and Utrecht city hexes receive Refugee markers on their city side. The Breda town hex receives a Refugee marker on its town side.

German Movement

XI Corps enters hex 3330 at a cost of 3 MPs (1 for clear terrain, +1 MP for crossing a major river hexside and +1 for entering a hex with Defensive Works). A DW Destroyed marker is placed in the hex (the +1 MP movement penalty no longer applies). The XI Corps spends its last MP to enter clear hex 3329.

The IX Corps repeats the same movement pattern as the XI Corps to move through hex 3531 and end movement in hex 3530.

The XXVI Corps spends 2 MPs to enter hex 3831 (1 MP for hill terrain and +1 MP for the Defensive Works). A DW Destroyed marker is placed in the hex and the XXVI Corps spends one more MP to enter Nijmegen. Since Nijmegen is now German controlled, the marker in the Netherlands City Capture Track moves to the 3 box. The XXVI Corps cannot advance further because all hex and hexside terrain costs more to enter or cross than the 1 MP remaining.

X Corps spends 1 MP to enter clear hex 3933 and 2 MPs to enter forest hex 3932. Its one remaining MP remains unspent because advancing across the IJssel into a Defensive Works hex will cost 3 MPs. The 208th Division spends all four of its MPs to join X Corps in hex 3932.

The SS V Motorized Division spends 2 MPs to enter map hex 3935, 2 more MPs to enter clear hex 3834, and its last 2 MPs to cross the Rhein River hexside into hex 3833.

The 225th Division spends 1 MP to enter the map at hex 3535, 1 MP to enter city hex 3534, and its last 2 MPs to cross the Rhein and end movement in city hex 3533.

The 9th Panzer and LAH Motorized both move together, expending 1 MP to enter clear hex 3731, 3 MPs to enter hex 3730 (a DW Destroyed marker also gets placed in this hex), 1 MP to enter clear



Graphic 8.1: End of first Action Round, prior to Motorized Movement.

hex 3729, and the final MP of the 9th Panzer is spent on a Bridgehead attempt. The die roll on the Bridgehead Creation Table is favorable, and a bridgehead marker is placed in hex 3629. A Bridgehead marker negates the column shift on the Combat Results Table and allows the attacker to gain more favorable odds.

German movement is complete [refer to graphic 8.1]

Combat After Movement.

Most German motorized units (those with a red box around their MA) can attack after movement in a Move Action Round ends. Combat is identical to combat in a Combat Action Round except that motorized units can only advance one hex if victorious instead of two hexes.

The 9th Panzer and LAH Motorized attack the Dutch Peel(a) unit. The German units have 4 combat factors and the Peel(a) has 1. The initial odds are 4 to 1. Defender terrain can provide column shifts to lower the odds, and if more than one type of terrain is present, the shifts are cumulative. The attack comes through a river hexside, but since the Germans have a bridgehead, this shift is negated. The Defensive Works in the defender hex provide a one column shift to the left and reduce the odds to 3 to 1. Each attacking Panzer division (up to three) provides a one column shift to the right, bringing the odds back up to 4 to 1. There is only one chance in six

(an Engaged result) to prevent the Germans from advancing into the hex, but advancing is critical to overall German success. The German player removes one Stuka Air Asset from the Air Assets Available Box and commits it to shift the odds one column right to 5 to 1 where an advance is guaranteed. The die roll eliminates the Peel(a) unit. The 9th Panzer and LAH advance into the vacated defender hex. The Bridgehead marker is removed. A DW Destroyed marker is placed in the hex refer to graphic 8.2]. The Stuka asset is placed in the Air Assets Used Box. The German Move Action Round is complete.



Graphic 8.2

The German player draws the next Action chit from the cup and it is an Allied Combat Action chit that is placed in box 2 of the Action Round Record Track.

The Allied player sees only three realistic opportunities to attack, and two of them are quite unfavorable.

1) 1st Dutch Division could attack the 22nd LL in Den Haag, but the initial odds would be 1 to 2, and even the most favorable result where both sides lose one step (both units are one step units), the hex would still remain German controlled because it was last occupied by the Germans.

2) The Rotterdam division could attack the adjacent parachute regiment in hex 3924 at initial odds of 2 to 1. The major river hexside reduces those odds to 1 to 1. At 1 to 1 odds there is one chance in six that the defender will retreat. Another one chance in six that if both units lose one step the city will remain under Netherlands control. However, there are two unused Stuka Air Assets, and if they are both committed, the odds drop to 1 to 3 where there are four chances out of six that the Rotterdam division would be eliminated, allowing the parachute regiment to walk into Rotterdam unopposed.

The Allied player knows that there are still two Allied Move Action chits in the cup. The first could bring the Licht Division to make a far more effective attack. The second could bring the neighboring 1st Division, also with the same result. The prudent course of action is to wait and not attack.

3) The third attack is much more promising. The Dutch 7th Division in Utrecht and the G Brigade in hex 3927 are both adjacent to the parachute regiment in hex 4027. Initial odds are 4 to 1, shifted left one column to 3 to 1 by the river hexsides. The German player will surely be hesitant about committing the valuable Stuka Air Assets to this attack. The attack is declared. No Stukas are committed. The odds remain 3 to 1, the die roll indicates Defender Retreat, and the parachute regiment must retreat two hexes. It cannot retreat into any of the hexes specified by the German Retreat Compass, but can retreat into other hexes if necessary. The German player chooses to retreat this unit to join the parachute regiment already in Gouda. Both Dutch units advance into hex 4027 [refer to graphic 8.3]. Any German advance from the south will now have to fight through one more hex. Both units are now close enough to reach Rotterdam on the Second Allied Move Action Round if needed. The Allied Combat Action Round is complete. The Allied player really wants the next chit drawn to be an Allie Move Action.



Graphic 8.3

Disappointment! The next chit drawn is German, and the German player chooses to make this a Combat Action Round. The chit is placed on its Combat side in box 3 of the Record track. The German player makes only one attack. Since motorized and non-motorized units can both attack in a Combat Round, he declares an attack by the IX Corps, 9th Panzer and LAH against the Peel(b) unit in hex 3529. The initial odds are 9 to 1. Terrain shifts for river hexsides,

defensive works and woods bring the odds back to 6 to 1. Since maximum odds are 6 to 1, the German player dispenses with making a Bridgehead attempt. Even if successful, the odds would still be reduced back to 6 to 1. The Die roll eliminates the Peel(b) unit and the German units may advance. The 9th Panzer and LAH are both motorized and allowed to advance two hexes in a Combat Round. They must first advance into defender hex 3529, placing a DW Destroyed in the hex, and then advance a second hex into Eindhoven, hex 3528. The marker is moved to the 4 box of the captured Cities Track. The IX Corps advances into the vacated defender hex 3529 [refer to graphic 8.4]. The German Combat Round is over.



Graphic 8.4: German First Combat Action Round completed.

The Allied player is worried. The 9th Panzer and LAH are now adjacent to one of his key units, the Licht Division. He needs to move it away.

More disappointment! The next chit drawn is the second Allied Combat chit. It is placed in box 4 of the Record Track. The Allied player is still willing to bet on the next chit being an Allied Move Action, so he still does not attack. He declares the Allied Combat Round to be over. There is no more chance for the Allied player to attack this turn. He is now limited to moving units only in order to block German advances toward either Rotterdam or Utrecht. He still feels that barring incredible luck, attacking would have only made his position worse. When forced to use the Allied Move only or Combat only action chits, the Allied player has far less flexibility than his German opponent who can decide whether a chit is best used as a Move Action or a Combat Action.

Getting worse. The next chit is German. The German player has to choose how best to use it. If used as a Move action, he can secure Arnhem and Apeldoorn, making three towns German controlled and moving the marker one box. Delaying the advance may allow the Allied player the chance to advance and occupy them. The 9th Panzer and LAH will not be able to reach hex 3924, and if they cannot reach that hex, they cannot make an attack on Rotterdam. If, however, a Combat Round is chosen, a successful two hex advance after combat against the Licht Division would allow these units to reach hex 3924 on the next Move Round. Easy decision. The German player declares his second Combat Action Round and the chit is placed as a Combat Action in box 5 of the Record track. His final chit will have to be used as a Move Action because no side can conduct more than two Move and Two Combat Action Rounds in an Action Phase.

The initial odds are 4 to 1 and there are no terrain shifts. The Ger-

man receives one shift for his 9th Panzer, making final odds 5 to 1 since no Stukas are being committed. The Licht Division has one chance in six of retreating to safety, but alas, the die roll calls for the defender to lose one step. Being a one step unit, the Licht Division is eliminated. Both the 9th Panzer and LAH advance through defender hex 3527 and stop in hex 3627 to complete their two hex advance [refer to graphic 8.5]. Thus ends the second German Combat Round.



Graphic 8.5

Regret. Finally an Allied Move Action chit is drawn and placed in box 6 on the Record Track, but there are no Dutch units that can move! All surviving units have a black star by their set-up hexes. They cannot move during the first Allied Move Action Round (they are still mobilizing). The only hope now is the second Allied Move Action chit, and it has to be drawn now.

Final Disappointment. The seventh chit drawn is German. The dreaded second Move Action Round. The chit is placed as a Move Action in box 7 of the record Track.

The X Corps and 208 Division both enter hex 4032 at a cost of 3 MPs. A DW Destroyed marker is placed in the hex. The X Corps moves into hex 4031 (Arnhem) with its last MP. Two Netherlands towns now under German control. The 208 Division expends its last MP to enter hex 4131 (Apledoorn). Three town hexes now German controlled. Three towns equal one city. The marker is moved to the 5 box on the City Capture Track.

The 9th Panzer and LAH expend 2 MPs to enter the Breda town hex (having a fourth German controlled town hex will probably not matter, but a German control marker is placed in the hex as the German units move onward). The Refugee marker is also removed. Refugees have no effect on German units. Refugee markers are simply removed when a German unit enters a hex containing one. Both units expend 2 MPs to cross the Wilhelmina Kanaal hexside because the far hex is still Allied controlled, and their final 2 MPs are expended to cross the Maas major river hexside. They both end movement in hex 3924 stacked with the parachute regiment located there.

The remaining German units move, but their movement is anticlimactic to the Movement Round Combat about to take place. For final movement positions for these units refer to graphic 8.6. After movement ends, the German player declares one combat involving the 9th Panzer and LAH against the Rotterdam Division in hex 4024 (Rotterdam). Initial odds are 4 to 1. Terrain shift is one column left for city. The parachute unit bridgehead negates the river hexside shift. There is no panzer shift attacking into city hexes, so adjusted odds are now 3 to 1. But wait, there are two unused Stuka Air Assets, and both are committed to this attack, raising the final odds to 5 to 1. The valiant Rotterdam Division is eliminated, the 9th Panzer and LAH advance into the Rotterdam hex. The Refugee marker is removed. Since Rotterdam is now German controlled, the marker on the captured city track is moved to the 6 box. The German player has his Operational Victory assured.



Graphic 8.6: End of German second Move Action Round. 7 of 8 Rounds completed.

The second Allied Move Round is perfunctory. Breda is retaken, but the Germans still have their six hexes.

Game Turn End Phase.

1) Terror Bombing Segment. The German has all six hexes, so placing the Terror Bomb marker is unnecessary. It remains off map.

2) Netherlands Surrender. With six cities (or their equivalent) under German control, the handwriting is on the wall. According to scenario victory conditions, The Netherlands surrenders.

3) Victory Determination. Since the marker is in the 6 box of the City Capture table and the Terror Bomb marker is not on map, the German player earns an Operational Victory. He has done better (perhaps been luckier) than his historical predecessors.

COMMENTS: This scenario could not have turned out better for the German player, and it could have turned out much worse. In fact, it almost always will turn out worse. Allied chit pulls were terrible. In many cases the Licht Division will be able to move to hex 3825, and from that hex prevent the 9th Panzer and LAH from reaching hex 3924.

For example, the sequence: GE Move—AL Move—AL Combat would allow the attack and elimination of the German parachute regiment, and its Bridgeheads in hex 3924.

So would GE Move—GE Combat—AL Move—AL Combat

The possibilities for Allied success are numerous. They just did not occur in this scenario. If this scenario modeled the historical campaign, the 9th Panzer would end in hex 3825 or 3924 awaiting either the Terror Bomb marker to be placed or the first Action Round of Turn 2 to attack.

There are other paths to victory, or defeat, for the Germans. Perhaps the push on Utrecht will succeed. Perhaps landing the 22nd LL Division somewhere besides Den Haag will work better. Try the scenario again and find out!