

CASE YELLOW, 1940

The German Blitzkrieg in the West

SCENARIO 4 — FORTRESS HOLLAND

Netherlands City Capture Track

1	2	3	4	5	6
				Allied Victory	German Victory

Start with marker in 1 Box (Maastricht, to the south of the scenario map area, has been captured).

CITIES: Each city hex captured moves the marker one box to the right.

TOWNS: Three captured town hexes = one city hex. Move the marker one box to the right.

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

VICTORY CONDITIONS

German Operational Victory: the German marker is in the 6 Box on the track.

German Marginal Victory: the German marker is in the 6 Box on the track, but the Terror Bomb marker has been placed on map.

Allied Victory: the German marker is in the 5 Box, or lower, on the track.

Action Round Record Track

Action Round	Action Round	Action Round	Action Round	Action Round	Action Round	Action Round	Action Round
1	2	3	4	5	6	7	8

Allied At Start

 Light (-) XX 3527 1 2 5	 III XXX 3727 2 2 3	 1 XX 4123 1 2 3	 2 XX 4029 1 2 3	 4 XX 4128 1 2 3	 7 XX 4127 1 2 3	 8 XX 4228 1 2 3
3527	3727	4123	4029	4128	4127	4228

 Pee-l4 XX 3629 1 1 2	 Pee-h XX 3529 1 1 2	 Rotterdam XX 4024 1 2 2	 A X 3928 1 1 3	 B X 3828 1 1 3	 G X 3927 1 1 3
3629	3529	4024	3928	3828	3927

Place in hexes indicated. There are no Allied Reinforcements.

German Air Asset Box

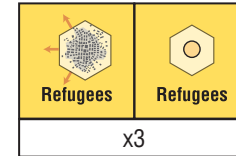


Available

Used

German Airborne Units

 1a/7FJ (III) 1/2 5 2	 2a/7FJ (III) 1/2 5 2	 1b/7FJ (III) 1/2 5 2	 2b/7FJ (III) 1/2 5 2	 22LL XX 2 4 2
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Refugees

Refugees

x3



Terror Bomb

x1

Refugee Markers

German player places at start of first German Move Action Round. Place as City or Town Refugee markers.

Available

German At Start

 9 Pz XX 3732 3 4 6	 SSLAH III 3732 1 3 6	 IX XXX 3532 5 3 4	 X XXX 3834 3 2 4	 XI XXX 3231 6 3 4	 XXVI XXX 3731 3 3 4	 208 XX 3734 1 2 4
3732	3732	3532	3834	3231	3731	3734

 SSV XX 4037 2 3 6	 225 XX 3536 1 2 4
3935	3535

Reinforcements

Enter during first German Move Action Round. SSV expends 2 MPs and 225 Division expends 1 MP to enter listed hexes. Units may continue moving up to full MA.