



**Game Length;** 4 Days (May 10th to 13th 1940)  
[German player sets up second and moves first]

### German Briefing

*In the future, victory will be won by jumping the front lines, with whole fleets of aircraft and attacking the enemy in his own home.*

*Giulio Douhet  
Command of the Air  
1921*

**Supply** - Air-assault units = none;  
18th Army = average

### Friendly edge

- none at the beginning of the game.  
- South edge once the 18th Army enters each table

### Activations

- 7th and 22nd Divisions 0 cards to start  
(see Special Rule #5) 2 card draw per day  
18th Army - 10 cards - 3 card draw per day

### Artillery

- none  
**Morale** - Para. battalions - Veterans (10)  
Panzer Battalions - Experienced (9)  
SS battalions - Experienced (9)  
Infantry battalions - Average (8)

**Air support** - 5 Tactical Ground support  
(Stukas) (Average)

**7th Division Briefing** -- *All land anywhere south of Rotterdam. Your mission is to secure the bridges across the Nieuwe Maas and Oude Maas. Secure these approaches to Rotterdam and hold them until relieved by the 18th Army*

**7th Airlanding Division** Historical landing  
COps and FUP DZ E

Prager Para. Battalion  
(3 SMG stands + command stand) DZ L  
Brandis Para. Battalion  
(3 SMG stands + command stand) DZ P  
Schultz Para. Battalion  
(3 SMG stands + command stand) DZ E

### 16th Infantry Reg't

HQ (command stand)  
Infantry Gun (light gun stand)  
1st Battalion Seaplanes  
(3 infantry stands)  
2nd Battalion Waalhaven field  
(3 infantry stands +1 hvy wpns stand)  
3rd Battalion Waalhaven field  
(3 infantry stands +1 hvy wpns stand)

### Deployment

To start the game, the German player notes the DZ where each of his battalions will jump and the turn of the jump. The 7th Division must land on the tables south of Rotterdam.

### Reinforcements

During the dawn phase of each turn the German player rolls a d10 to see if the 18th Army reaches Moerdijk. On May 10th a roll of "1" will indicate the arrival of the 18th Army. On May 11th a roll of "1", or "2" indicates the arrival of the 18<sup>th</sup> Army. On May 12th a roll of "1", "2", "3", "4" or "5" indicates the arrival of

the 18th Army. The 18th Army automatically arrives on May 13th, if it has not done so already

Once the 18th Army has arrived roll a d10 to determine the turn on which these units will cross the Moerdik Bridge (road 11). On the first turn the 9th Panzer Div. Recon Battalion must enter the table first. After that the units can enter in any order the German player wishes.

**18th Army Briefing**

-- all come on at road 11 as reinforcements  
*Upon penetrating the "Grebbe-Peel Line" in eastern Netherlands you are to break away from the main assault and make for Moerdijk, with all speed. There, you will link up with elements of the 7th Division and advance over the bridges held by them, to occupy Rotterdam.*

**9th Panzer Division**

C Ops and FUP  
 Recce Battalion  
 (3 stands of motorcycle infantry)

HQ (command stand)  
 33rd Pz Battalion- (3 Pz II)  
     10th PzInf Battalion  
         (3 infantry stands+ hvy wpns+ Inf.gun,  
         in trucks)  
     11th PzInf Battalion  
         (3 infantry stands+ hvy wpns.+ Inf.gun,  
         in trucks)

**254th Infantry Division**

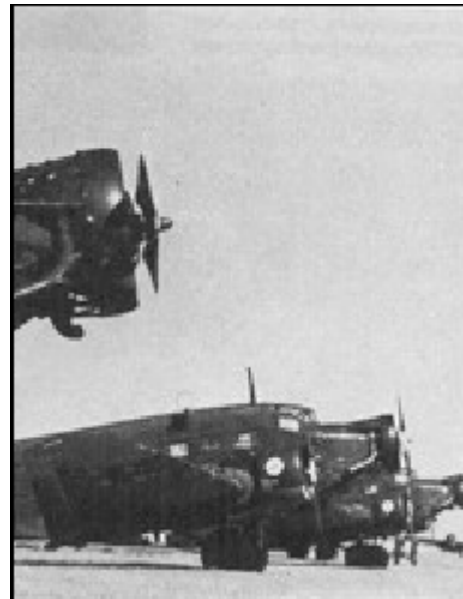
C Ops and FUP  
**164 Infantry Reg't**  
 HQ (command stand)  
 Infantry Gun (light gun stand)  
     1st Battalion  
         (3 infantry stands +1 hvy wpns stand,  
         in trucks)  
     2nd Battalion  
         (3 infantry stands +1hvy wpns stand,  
         in trucks)  
     3rd Battalion  
         (3 infantry stands +1 hvy wpns stand,  
         in trucks)

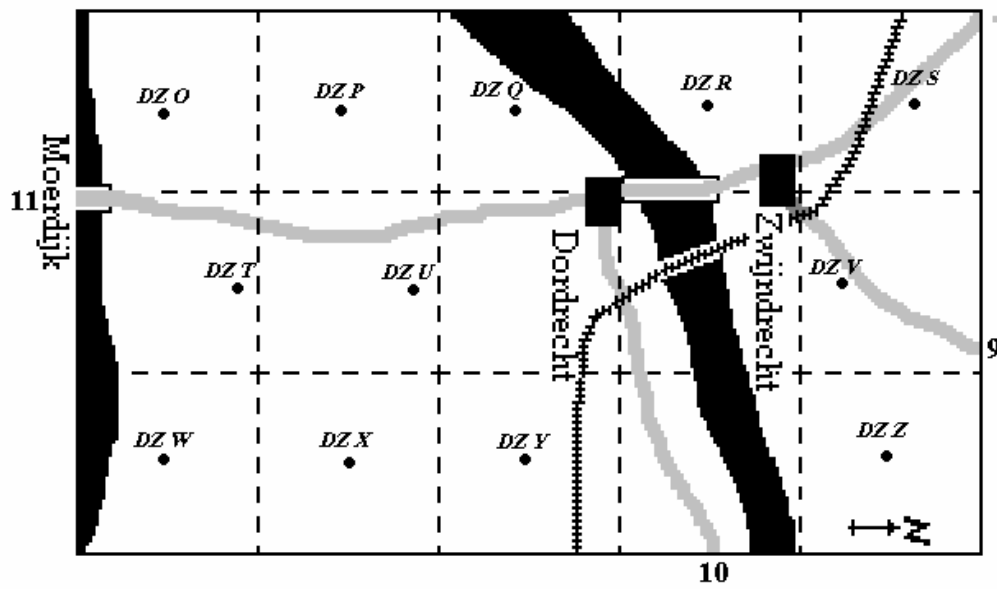
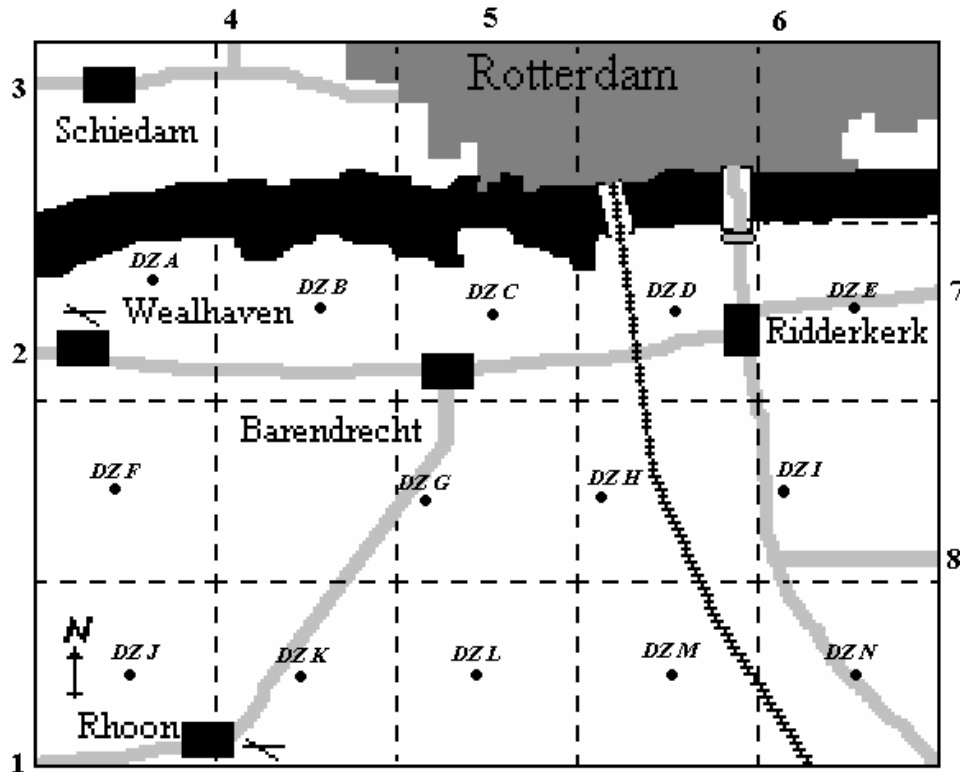
**Verfuegungs SS Divison**

C Ops and FUP  
**Germania SS Motorized Infantry Reg't**  
 HQ (command stand)  
 Infantry Gun (light gun stand)  
     1st Battalion  
         (3 infantry stands +1 hvy wpns stand,  
         in halftracks)  
     2nd Battalion  
         (3 infantry stands +1 hvy wpns stand,  
         in halftracks)  
     3rd Battalion  
         (3 infantry stands +1 hvy wpns stand,  
         in halftracks)

**Der Fuhrer SS Motorized Infantry Reg't**

HQ (command stand)  
 Infantry Gun (light gun stand)  
     1st Battalion  
         (2 infantry stands +1 hvy wpns stand,  
         in halftracks)  
     2nd Battalion  
         (2 infantry stands +1 hvy wpns stand,  
         in halftracks)





**Dutch Briefing**

*There is no such thing as a battle of the air. There is only a battle of the land. We have practically no planes ? No matter; we will win the war without them. The Air Force will not play, in the next war, the role which certain military commentators foresee. It will quickly lose its effectiveness as a result of using up its material and personnel. It will burn itself out in a flash*

*General Gamelin  
Head of French Armed Forces  
1939*

**Supply** = average

**Friendly edge** - North edge of Rotterdam maps

**Activations** - 0 cards to start ;

6 cards draw per day

**Artillery** - inferior; 4 templates, 12 rounds, 6 replacements

**Morale** - Royal Guards - Veterans (10)

Karabiniers - Average (8)

Huzaren battalions - Average (8)

Infantry & Jager - Average (8)

Militie & Garrison - Inferior (7)

**Air Support** - none FLAK

Both tables -- Light AA

**Dutch Forces****1st Garrison Division**

Anit-tank company (light gun)

**2de Garrison Reg't**

HQ (command stand)

1st Battalion (1 infantry stand) Pijnacker

2nd Battalion

(1 infantry stand + hvy wpn stand) Delf

3rd Battalion

(1 infantry stand) within 12" of Rotterdam

**5de Garrison Reg't**

HQ (command stand)

1st Battalion Waalhaven airfield  
(1 infantry stand)

2nd Battalion Rotterdam bridge bunker  
(1 infantry stand + hvy wpn stand)

3rd Battalion (1 infantry stand) Schiedan

**5de Militie Division**

C Ops and FUP Zwijndrecht  
Anit-tank company (light gun)

**12de Militie Reg't**

HQ (command stand)

1st Battalion Zwijndrecht  
(3 infantry stand + hvy wpn stand)

**15de Militie Reg't**

HQ (command stand)

1st Battalion Dordrecht  
(2 infantry stand + hvy wpn stand)

2nd Battalion

(1 infantry stand) Moerdijk

**Deployment**

The Garrison and Militie battalions must set up with at least one stand in the indicated town or airfield. Garrison units may not voluntarily leave the town, bunker or airfield.

**Reinforcements**

The Dutch player should secretly roll two d10 for each of the following divisions. The sum of each pair of dice indicates which turn of the **game** that division arrives. (Example a roll of "8" would indicate that the division will arrive on turn 8 of the first day while a roll of "15" would indicate that the division arrives on turn 5 of the second day.) Once the turn of arrival has been determined for each division roll a single d10 for each division to determine the road that the units will use to enter the gaming tables.

**6de Infantry Division**

C Ops and FUP

Anti-tank battalion

(2 light gun stands and trucks)

6de Huzaren Reg't

(3 Inf Support Tank stands)

(light armour, MG armed, med.speed)

**12de Infanterie Reg't**

HQ (command stand)

1st Battalion ( 3 infantry stands)

3rd Battalion ( 3 infantry stands)

**15de Militie Reg't**

HQ (command stand)

- 1st Battalion Dordrecht  
(2 infantry stand + hvy wpn stand)
- 2nd Battalion Moerdijk  
1st company (1 infantry stand)

**Deployment**

The Garrison and Militie battalions must set up with at least one stand in the indicated town or airfield. Garrison units may not voluntarily leave the town, bunker or airfield.

**5de Oost-Indische Reg't**

HQ (command stand)

- 1st Battalion ( 3 infantry stands + hvy wpns)
- 2nd Battalion ( 3 infantry stands)
- 3rd Battalion ( 3 infantry stands)

**4de Infantry Division**

C Ops and FUP

- 1ste Karabiniers Reg't (3 med. tank stands)  
(light armour, light gun, med speed)

**7de Infantry Reg't**

HQ (command stand)

- 1st Battalion ( 3 infantry stands)
- 2nd Battalion ( 3 infantry stands)
- 3rd Battalion ( 3 infantry stands)

**8de Infantry Reg't**

HQ (command stand)

- 1st Battalion  
( 3 infantry stands + 1 hvy wpns stand)
- 2nd Battalion ( 3 infantry stands)
- 3rd Battalion ( 3 infantry stands)

**Light Division**

C Ops and FUP

**27de Jager Reg't**

HQ (command stand)

- 1st Battalion ( 3 bicycle-infantry stands)
- 2nd Battalion ( 3 bicycle-infantry stands)
- 3rd Battalion ( 3 bicycle-infantry stands)

**Victory Conditions**

The German player must have a C Ops of the 18th Army inside Rotterdam by the end of the fourth day (May 13th) in order to win. If the German has control of the Moerdijk, Dordrecht and Rotterdam bridges but no elements of the 18th Army over the Rotterdam Bridge (historical result) the game is considered a tactical draw (Hitler will have to divert air power from other theatres to subdue the Dutch). Any other result is considered a Dutch Victory.

**Special Rules**

1. The north map is connected to the south map via the Moerdijk/Rotterdam road, as indicated by the grey transit arrow. Any unit, of either side, moving via road off the south-east corner of the north table is immediately placed on the north-west corner of the south table or vice versa. Indeed, units should be able to fire between tables if the target is in range. NOTE the compass roses ! To fit the map onto the page we have rotated the southern map 90o. this should be taken into account when moving or firing between tables

2. The 1<sup>st</sup> Battalion of the 16<sup>th</sup> German Infantry Reg't were transported by seaplane. They can be placed down anywhere on the Oude Maas or Nieuvre Maas. These planes still must suffer through the Anti-Aircraft fire, but do not suffer from drift and will land exactly where the German player wishes, without a landing roll.

3. The 2nd and 3rd Battalions of the German 16th Infantry Reg't, as well as the 47th German Infantry Reg't and the 65th German Infantry Reg't were transported by Junker 52 aircraft and so must land at an airfield.

The German player must secretly notes what turn the units will land, on May 10th.

4. Prager's Para. Battalion had special training in "accuracy" jumping. One company actually dropped into a sports stadium ! After the landing points of this battalion are determined the German player may move it up to 2" in any direction.

5. Prager Para. Battalion, Brandis Para. Battalion and Schultz Para. Battalion can be activated all together for the cost of one battlegroup (2AP at start of day).

6. All units of the German 7th Division automatically activated at the beginning of the game. After the first day (May 10) they must be activated through Activation Cards

7. All Dutch artillery are "on-call" for the first day (May 10)

8. Units of the 7th Airlanding Division may only enter Rotterdam as far as the north end of the bridge over the Nieuwe Maas. Units of the 9<sup>th</sup> Panzer Division and all Dutch units may enter Rotterdam.

9. The Dutch 1st Garrison Div. may not voluntarily leave the town or bunker where they are initially deployed. The Dutch 1st Garrison Div. does not have a C Ops or FUP. They do not suffer +10% from being outside 12" from their C Ops on a Morale Check. However, they may not rebuild during the Replacement Phase of the Night Turn. In addition, Garrison units may not redeploy during the Night Turn.

