

RETAKING YPENBURG AIRFIELD



Ypenburg Airfield, Holland, May 10th, 1940: After repelling the German probes on the southern edge of The Hague, a counterattack to retake the airfield was organized. The initial assault by two companies of the Grenadier Guards Battalion and a company and a half of recruits from the 4th Depot Battalion was pinned down in open ground by heavy machine-gun fire and Luftwaffe strafing. Just when it looked as if the attack would fail, an accurate barrage of 75mm fire from the 2nd Battalion of 2nd Artillery Regiment began to fall. Heartened, the troops rose and once again advanced towards the field which was covered with the still smoldering wreckage of JU-52's destroyed in the morning attack.



43
14

ABS:

G1-Dutch may Battle Harden any two squads
G2-G1+Dutch may Battle Harden two more squads
G3-G2+Dutch may Battle Harden two more squads

D1-German may Battle Harden any one leader
D2-D1+German may replace a MMG with a HMG
D3-D2+German may add 2 x 4-6-8's

VP's are awarded as follows:

Each building location, Foxhole Squad Capacity (i.e.: 2S FH=4 VP's) or Runway hex controlled on Board 14 is 2 VP's.

German Sets Up First	1	2	3	4	5	6	7
Dutch Move First							

Mixed elements of the 2nd Fallschirmjager Regiment and 22nd Airlanding Division with surviving aircrew: [ELR: 5] {SAN: 4}

Set up on Board 14

5 ² -4-8	4 ² -6-8	4-4-7	4-3-6	1-2-7	9-1	8-1	8-0	7-0	MMG 5-12	LMG 3-8	ATR 1-12	MTR 50*	?	Foxhole
X4	X3	X2	X2	X2					X2	X4			X7	X6

Elements of the Border Battalion, Grenadier Guards Regiment:

Set up on Board 43 On/East of Hexrow P in hexes >4

4-5-7	2-3-7	8-1	7-0	LMG 2-6
X7				X3

Set up on Board 43 On/East of Hexrow P in hexes >4

4-5-8	10-2	1-4-9	LMG 2-6
X5			X2

[ELR: 4] {SAN: 3}

Training Company, 4th Depot Battalion

Set up on Board 43 On/West of Hexrow P in hexes >4

4-3-7	2-2-7	9-1	8-0	LMG 2-6
X7				X2

Armored Car of the 4th Hussars:

Enter on Turn 1 along the East Edge of Board 43

M36	20
AC	0
37L	2 nd /2

SSR:

- EC are Moderate with no wind at start. All Woods are Plowed Fields
- Place overlays as follows: X10 on 14J8; OG1 on 14L5 and B1 on 14I7.
- All road hexes contain inherent Ditches. Ditches are considered the equivalent of Shellholes for all purposes. (EX: Vehicular Movement).
- Elite German MMC have underscored Morale (A19.13).
- Prior to all setup, place four Wreck and Three Shellhole counters each in hexes 14M6, 14J7 and 14G9. Make a random direction DR for each counter (FRU) and place it in that hex. If the resulting hex contains a building or, if rolling for a Shellhole counter a previously placed Shellhole counter, reroll. If the resultant hex is offboard the counter is lost.
- Germans may use HIP for any one MMC plus any SMC/SW that sets up with it.
- After all Setup, the Dutch Player may designate two Pre-registered hexes anywhere on the map. During Turn One Dutch PFP, a FF1 for a 70+OBA (HE only) is placed in each hex and Accuracy/Drift are rolled as usual. Barrage is NA. During DFP they may be corrected normally (i.e.: up to three hexes). No LOS or chit draws of any kind are required.

AFTERMATH:

The bombardment forced the Germans to abandon their machine-gun positions in the control tower and set several hangars on fire. The Dutch pushed forward aggressively and the defenders began to waver. Pushed out of the airfield's buildings, the survivors continued to resist amid the wreckage and bomb craters on the field. Captain Bottger, commander of the 3rd Company of Grenadiers, inspired his men by walking about upright calmly giving orders while smoking a cigar until killed near the end of the battle. At the end of the day, practically all the German Paratroopers and Airlanding troops that landed around Ypenburg Airfield were killed or captured.