

BATTALION FOR SPECIAL MISSIONS



VICTORY CONDITIONS: The German Player wins if he exits ≥ 21 VP off the west edge, ≥ 6 VP must be non-crew infantry.

Maastricht, Netherlands, May 10, 1940: The ancient city of Maastricht - the most southern Dutch city with its Roman roots - would see a lot of dramatic events on the first day of the war. The main-bridges over the Maas were one of the main targets in the German invasion plan. The Germans designed a plan that basically comprised two components. The first was the use of sabotage against each of the bridges. Specially trained soldiers - dressed in civilian clothes - would try to sabotage the charges and fuses. The second component was commando raids against the bridges by soldiers disguised as Dutch military or civil personnel. This task was designated the Sonderverband Hocke. In this instance these stealthy operating commando's would be assisted by another commando unit: Battalion zum Besonderen Verwendung 100 [Battalion for Special Missions]. It was equipped with some armored vehicles and instructed to race to the bridges and assist the raiders. The saboteurs failed miserably in their task with all of them being killed or captured. The mechanized guns and armored cars of BtlzbV100 rushed through the city to the vital bridges. At the Akerstraat - close to the station - elements of the rear-guard took a defensive position. They were armed with two anti-tank rifles. When the German armored cars approached their position they opened fire immediately. Very quickly it was hell on earth for the defenders. Still the two anti-tank rifle crews managed to disable the first two armored cars and possibly a third. These cars blocked the road. The Germans tried to evacuate the wounded crew-members from the cars. In the meantime more and more infantry and a self-propelled anti-tank gun were deployed by the invaders. The sandbags of the defenders were smashed away piece by piece by the fierce German fire. The latter were amazed that all the 20 mm grenades and machinegun bullets had not yet eliminated the opposition. When the German infantry had almost reached his position the commanding Dutch sergeant ordered an organized retreat. The squad safely reached the west bank of the Maas a little later.

BALANCE:

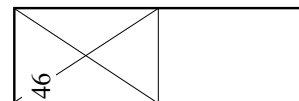


Change 6 to 4 in the VC.

BOARD CONFIGURATION:



One HS may set up HIP along with any SW/SMC set up with them.



Only hexrows R through GG are in play.

TURN RECORD CHART

DUTCH Sets Up First	1	2	3	4	5	END
GERMANS Move First						

ORDER OF BATTLE



Elements of the 2nd Battalion Grenadiers: Set up on/west of EE4:

[ELR: 3]

[SAN: 4]

E 2-4-8	9-1	LMG 2-6	ATR 20L 1-12	
8	2	2	2	2



Battalion zur Besonderen Verwendung 100: Enter on Turn 1 on the east edge:

[ELR: 5]

[SAN: 2]

2-4-8	9-2	8-1	LMG 3-8	DC 30-1	9-1 al	PSW 231 (8RAD)	PSW 231 (6RAD)	SPW 250/1	PzJg I
6			2	2		2		6	

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start.
- All German MMC/SMC/SW must enter as Passengers.

THE HERO MADURO



VICTORY CONDITIONS: The Dutch Player wins if he controls building 20P6 at game end.

Voorburg, Netherlands, May 10, 1940: During the morning of the 10th, the German air head in the Hague had reached its maximum. From then onwards the Dutch were able to constrict the pocket. The counterattack all started at Voorburg, where the Germans had overrun a heavy AAA battery in the early hours. This was their most northern edge of the air head. A number of airborne soldiers holed up in a huge mansion situated close to DeVliet and controlled one of the bridges from this point. At 1000 hours a young 2nd Lieutenant appeared, named Maduro. Maduro had been born in the Antilles but traveled to the Netherlands in November 1939 to offer his services. He was assigned to the Hussars defending the Hague. Upon his arrival, he organized the defenses and planned an assault. Under cover of a machinegun and an AT-gun the Lieutenant stormed over the bridge, followed by his men and managed to reach the mansion. The men entered the building and cleared it room by room. The occupying Germans were taken prisoner. The action was followed by a clean sweep of the entire park around the mansion which resulted in the capture of another 70 airborne troops. These series of actions, initiated by the young Lieutenant, resulted in the mop-up of the entire German stronghold in the north. Maduro's story ends in tragedy, however. After the ceasefire Maduro is arrested, escapes, joins the resistance and finally finds himself in Dachau where he dies of Typhus in April 1945. The Lieutenant was posthumously awarded the Knight 4th Class of the Military Order of William, the highest and oldest honor that Netherlands can award.

BALANCE:



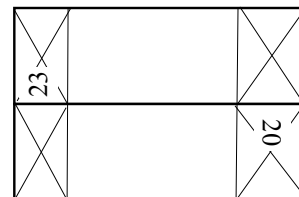
Remove one 437 squad from the Dutch OOB.



Add one Game Turn to the Scenario.

TURN RECORD CHART

 DUTCH Moves First	1	2	3	4	5	6	7	END
 GERMAN Sets Up First								



Only hexrows I through W on board 23 and K through Y on board 20 are in play

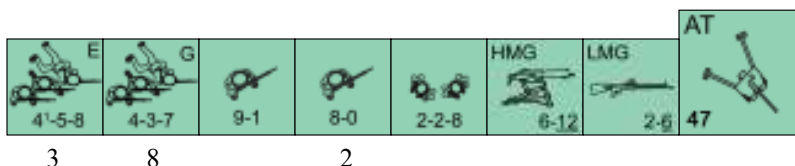
ORDER OF BATTLE

Hussars: Set up north of the canal:



[ELR: 3]

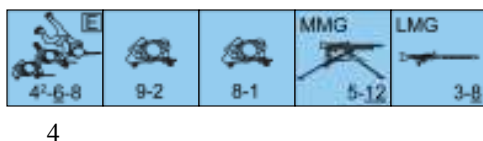
[SAN: 3]



Elements of the 7th Fleiger Division: Set up within 3 hexes of the 20P8 building:

[ELR: 4]

[SAN: 2]



SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. No more than one German MMC may set up per hex. The Dutch Player may boresight the AT Gun prior to German set up and may set up emplaced but not HIP regardless of terrain. If set up in concealment terrain, it may set up HIP.
3. The Allied Minor 9-1 starts play heroic. The 47 AT Gun is the Bohler M35 47mm Allied Minor Ordnance Note 26.

YPENBURG AIRFIELD



VICTORY CONDITIONS: The German Player wins at Game end if he controls all of the board 38 buildings AND there are no Good Order Dutch non-crew MMC ≤ 2 hexes of an airfield hex (including hexes like 38F9).

Ypenburg, Netherlands, May 10, 1940: One of the primary objectives of the airlanding operation was the capture of the Royal Family. As such the airfields around The Hague were targeted for immediate occupation. Ypenburg was defended by the 3rd Battalion Grenadiers, many AA guns of various calibers and six armored cars. When the German bombers arrived at 0400hrs several Dutch fighters took to the air and were immediately set upon by swarms of German fighters. The infantry on the ground faced their own hell from exploding bombs and buzzing bullets, but the defenders held on. Around 0445hrs the German airborne troops started to land. 600 troops has been ordered to seize the field but many were killed during the descent and as many as 3 of the loaded planes were shot from the air by the AA guns. Less than half of the transport planes were able to return to Germany. The heavy defenses forced the paratroopers to disperse and the transport planes to land in fields around the base. The battle on the ground had meanwhile started to develop into a series of very intensive engagements between the airbornes and the remaining defenders. East of Ypenburg the airbornes were denied access by the combination of some heavy machineguns and some hussars that belonged to the armoured car squadron. To the northwest the same happened. Also here machineguns prevented the Germans from a successful approach of the airfield. The German troops fell back on their strength, improvisation and ruthlessness. A soldiers battle was fought and the Germans even used POW's as human shields to assault the field. By late in the day the field was practically in German hands with only a few pockets remaining, but the defense had worked and the Royal Family had escaped. And the Germans were suffering many other setbacks in their efforts to capture The Hague.

BALANCE:



BOARD CONFIGURATION:



FE 1
38
46

TURN RECORD CHART

GERMAN Moves First	1	2	3	4	5	6	7	8	9	END
DUTCH Sets Up First										

ORDER OF BATTLE



Elements of the 65th Airlanding Regiment: Set up on boards 46 and FE 1 ≥ 3 hexes from board 38 See SSR2:

[ELR: 3]

[SAN: 3]

 4-2-6-8	2-4-8	 10-2	 8-1	 8-0	 dmMMG	 LMG 3-8	ATR	LT MTR dm
24	6		2	3	2	5	2	2



[ELR: 3]

[SAN: 4]

3rd Battalion Grenadiers & 2 le Eskadron

Pantserwagen: Set up on board 38:

									4	37L M36 AC	AA	2
										75L		
4-5-7	2-2-8	9-1	8-0	ATR	LMG	MMG	HMG	?		AA	37L M36 AC	
14	4	2	2	2	3	4-11	6-12	6	2	20L(4)		8

SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. All buildings are stone and all roads are paved including airfields.
- No more than 5 squad equivalents and 1 leader and 2 SW may set up on each board. The remainder of the German MMC enter on a randomly selected edge of the playing area. At the start of each German Player Turn the German player makes a dr. This # is the number of counters that may enter on that Player Turn with each group of units entering on a single Turn entering the same edge.
- The 75L AA Gun in the M27 FRC, Allied Minor Ordnance Note 14, the 20L AA Gun is the 20mm Oerlikon, Allied Minor Ordnance Note 35. Use a M38 for the additional required M36 in the Dutch OOB. This additional M38 is a M36 for all purposes. All Dutch units may set up concealed if otherwise allowed, the OOB Given "?" counters are for additional concealment/dummy counters.
- Each side receives Air Support. The Dutch player receives 3 Fighter-Bombers without bombs automatically on Turn 1. The German player receives 3 Fighter-bombers with bombs and 3 Fighter Bombers without bombs on Turn 1. The Dutch planes are recalled at the end of Game Turn 3 unless in melee, where they remain until the melee is over and are then immediately recalled. The German planes are recalled at the end of Game Turn 4 unless in melee, where they remain until the melee is over and are then immediately recalled.

ABDA COMMAND



VICTORY CONDITIONS: The Japanese Player wins upon gaining ≥ 32 VP. CVP are gained normally and double EVP are gained for exiting off the east edge, (EXC. Prisoners are worth 0 VP for all purposes).

Leuwiliang, Java, March 3, 1942: On the afternoon of the 2nd March "Black-force" under the command of Col. Blackburn was ordered to leave a detachment to hold the river line at Leuwiliang and move to the east to take part in the counter-attack on Soebang. The Australian 2/2 Pioneer Battalion with a company, under Captain Nason, were positioned to the right of the main road, overlooking the bridge over the Tjianten river at Leuwiliang and another company in reserve, guarding the left flank, saw the Dutch engineers blow up the structure. Two of the KNIL companies remained at the river and came under Blackburn's command. Early in the day of the 2nd, light Japanese tanks were observed across the river, but not engaged. Not until late in the day, when a large force was observed did the Aussies and the Dutch fire at the Japanese, reportedly causing a number of casualties. Heavy rains delayed the Japanese assault across the river until early the next morning. However, they were able to establish a small bridgehead on the eastern shore but were immediately counterattacked by the Australian 2/3 Machine-Gun Battalion. Blackburn called on the 2/131st American Field Artillery Regiment for artillery support. The forward observer dropped rounds as far back as he could see, destroying trucks and tanks, trapping the forward Japanese units. The artillery and machine gun fire swept the west bank of the river, devastating the Japanese unit. It was one bright spot in an otherwise tragic campaign.

BALANCE:



BOARD CONFIGURATION:



FE1

40

TURN RECORD CHART

	REPUBLICAN Moves First	1	2	3	4	5	6	7	END
	NATIONALIST Sets Up First								

ORDER OF BATTLE



Elements of 2/2 Pioneer Battalion, Aussie 2/3 Machine Gun

Battalion and 1st KNIL Infantry Division: Set up east of the river:

8-0	Radio
-----	-------

[ELR: 3]

[SAN: 3]

4-5-7	9-1	8-1	8-0	4-12	2-2	1-12
10				2	2	2

4-5-7	8-0	2-6	20L 1-12
4			



Elements of the 2nd Tank Regiment and 29th Infantry

Regiment: Enter on the west edge on Turn 1:

2

75* INF Gun	Type 97A TE-KE	Type 97B TE-KE
	2	2
Type 94 Truck	Type 97A CHI-HA	
2	2	

[ELR: 4]

[SAN: 2]

4-1-7	3-4-7	2-2-8	10-1	9-1	9-0	2-6	55° (1-18)	
11	10	4				2	4	2

SCENARIO SPECIFIC RULES:

- EC are moderate with no wind at start. PTO is in effect (EXC. Light Jungle). Roads exist and are not paved. All buildings are wooden, no hills exist treat as Level 0 with terrain rising from therefrom. All walls are hedges. The river is handled as a deep stream.
- The American SMC may set up HIP. The radio represents one module of 75 mm OBA (HE Only). Use American draw pile with scarce ammunition.
- Boresighting and kindling are NA.
- The Japanese Guns must enter towed with their crews as passengers. Each of the trucks must enter with at least 1 MMC.
- British and Dutch troops are Allied Troops.

ATTACK ACROSS THE PADDY FIELDS



VICTORY CONDITIONS: The Japanese Player wins immediately upon gaining ≥ 34 VP. EVP off the west edge and CVP are gained normally.

Babad, Java, March 5, 1942: The Japanese conquest of the Netherlands East Indies was progressing far smoother than anticipated. Java had been isolated and the Imperial GHQ advanced the schedule of its conquest by a month. According to the plan the 16th Army was to land at Java in three places with the 48th Division landing at Krangan and occupying Soerbaja. A series of defensive actions and the destruction of roads and bridges delayed the advance of the 48th Division. The 48th Reconnaissance Regiment advanced down the east flank of the division and crossed the Solo River at Bodjonegro on the 3rd. By the 5th they had reached the outskirts of Babad where they ran into a strong force of Dutch infantry and Marines. The Japanese tanks including some M3 Stuart tanks (captured on the Philippines) were forced to travel down the road while the infantry spread out into the paddy fields on each side of the road. Several Japanese tanks were hit by AT guns but the recon tankettes rushed the Dutch positions and in conjunction with the infantry drove the defenders out after 4 hours of combat.

BALANCE:



BOARD CONFIGURATION:



35

TURN RECORD CHART

DUTCH Sets Up First	1	2	3	4	5	6	7	8	END
JAPANESE Moves First									

ORDER OF BATTLE



Elements of 6th NEI Infantry and the Dutch Marine Battalion: Set up on/west of J:

[ELR: 3]

[SAN: 4]

1 4-5-7	2 2-2-8	3 9-1	4 7-0	5 4-11	6 2-6	7 20L 1-12	8 37L	Kanon-wagon*
8	2		2		2	2	2	3



48th Reconnaissance Regiment, 48th Division: Enter on Turn 1 on the east edge:

[ELR: 3]

[SAN: 2]

1 4'-4-7	2 2-2-8	3 9-1	4 9-0	5 4-11	6 2-6	Type 97B TE-KE	8 60° (1-18)	M3 LT*
12	2		2	2	2	4	2	2

SCENARIO SPECIFIC RULES:

1. EC are PTO (EXC. Light Jungle and Roads exist). All Grain/kunai is paddy fields. Paddy Fields are irrigated
2. The Japanese receive a module of 70mm Battalion MTR OBA (HE, Smoke) directed by an offboard observer at Level 1 on the west edge. The location of the observer is selected prior to all set up. The module can not attempt battery access until after Game Turn 2.
3. Use American M3 LT, American Vehicle Note 2 to represent the captured Japanese tanks, captured use penalties do not apply. These vehicles do have HE ammunition.
4. Please see the back of the cover sheet to see details on the Kanonwagon.

THE WAKAMATSU UNIT



VICTORY CONDITIONS: The Japanese Player wins if he controls all of the building hexes (EXC. 32N8) at game end.

Chatel, Java, March 5, 1942: On 5 March the detachment commander decided to destroy the Allied position north of Bandoeng before they could be finally firmly consolidated and ordered his detachment to proceed to Bandoeng. The Wakamatsu Unit (three infantry companies supported by the main strength of the mountain artillery battalion) left Soebang at 1100 on 5 March. With the task of penetrating Dutch defense positions south of Tjiater and advanced immediately to the plains of Bandoeng. At 1730, it attacked the 2nd (European) Company of the 1st KNIL Infantry Battalion under the command of KNIL Captain M. Koositra. They managed to destroy some of the vehicles and tanks of the Wakamatsu Unit, using a 5cm naval gun. By nightfall, the Japanese troops had seized the second line of positions held by the units of the 5th KNIL Infantry Battalion under the command of KNIL Major C.G.J. Teerink, whose first units arrived at Tjiater at 1830. During this time, the 3rd Air Brigade used almost its entire force to support the detachment. At dawn on the 6th, the Wakamatsu Unit continued its attack and, at the same time, defeated the reinforcements attempting to relieve the Dutch troops. Then, passing to the left of the Dutch defense positions, the unit advanced toward the mountain and the Dutch's rear and took the positions by storm. Although, the unit did not completely overcome the Dutch force until nightfall, this victory gave it complete control of the mountain pass.

BALANCE:



BOARD CONFIGURATION:



Only hexrows R to GG are in play on 38 and A to P on 32 are in play.

TURN RECORD CHART

 DUTCH Sets Up First	1	2	3	4	5	6	7	END
 JAPANESE Moves First								

ORDER OF BATTLE



[ELR: 4]

[SAN: 2]

230th Inf. Regiment, Shoji Detachment (Wakamatsu Unit): Enter on Turn 1 on the west edge (See SSR 2):



12

2

2

2

2

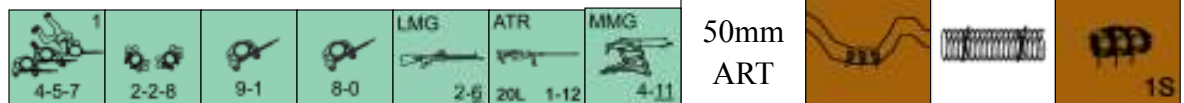
4

2nd (European) Company, 1st KNIL Infantry Battalion: Set up on/west of hexrow 38Z4 AND ≥ 3 hexes from a Japanese entry hex:



[ELR: 3]

[SAN: 3]



14

2

4

10

4

SCENARIO SPECIFIC RULES:

- EC are moderate with no wind at start. PTO is in effect (EXC. Light jungle and roads exist).
- Prior to play the Japanese Player selects ≤ 8 counters from his OOB. These counters may enter on Turn 3 on the north edge between 32J10 and 38FF10.

CUP O' JAVA



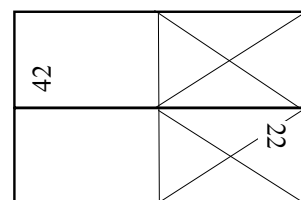
VICTORY CONDITIONS: The side that controls the most buildings at game end wins. If both control the same number than the Dutch Player wins. The Dutch Player starts play controlling all buildings.

Buitenzorg, Java, March 5-6, 1942: The Japanese invasion of Java had so far gone according to plan. Despite limited successes by the Allies, the Japanese had everywhere made great strides in overcoming the defenses. The 2nd Division had run into the Australian and British "Blackforce" at the Tjianten River. However, by March 4th the Allied troops were withdrawing towards Buitenzorg, a key road junction in western Java. The town was occupied by a mixed group of KNIL regulars and Native troops. The Japanese being very confident that their Blitzkrieg tactics would be successful kept pushing forward. Despite having no information on the town defenses, the Japanese launched themselves in wave after wave of attacks. Early in the morning the Japanese finally penetrated the City's defenses. However, it was soon determined that many of the Dutch defenders had withdrawn from the City, to the defense of Bandoeng. The Japanese aggressive tactics were rewarded by the capture of this key town.

BALANCE:



BOARD CONFIGURATION:



Only hexrows Q through GG are on board
22 and A through Q on board 42 are in play.

TURN RECORD CHART

JAPANESE Moves First	1	2	3	4	5	6	7	8	END
DUTCH Sets Up First									

ORDER OF BATTLE



[ELR: 3]

[SAN: 2]

Elements of the Fukushima, Sato and Nasu Detachments: Enter on the Turn indicated on the west edge: Turn 1

1 4'-4-7	1 9-1	1 8+1	1 2-6	?
6			2	6

Turn 2

1 4'-4-7	1 2-2-8	1 9-0	1 2-6	1 2-6	Type 97A Chi-Ha
5					2



[ELR: 3/2]

[SAN: 4]

10th Co. 2nd KNIL Infantry Regiment and 1st KNIL AA-AT Unit:
Set up on/east of hexrow 42C-22EE
[ELR:3]:

1 4-5-7	1 2-2-8	1 9-1	1 8-0	1 4-11	1 2-6	1 20L(4)	1 47
12	3		3	2	4		2

Landstrom Battalion "Buitenzorg":

Enters on Turn 4 on the east board edge
[ELR:2]:

1 3-4-7	1 8-1	1 2-6
6		2

SCENARIO SPECIFIC RULES:

- EC are moderate with no wind at start. PTO rules are in effect including light jungle, (EXC. All roads exist). All buildings are wooden and have level 0 only. The Stream is dry.
- Night Rules are in effect. The Japanese Player is the scenario attacker and is lax for the first 3 Game Turns, normal for Game Turns 4 and 5 and stealthy thereafter. The Dutch Player is the scenario defender and is normal. The initial NVR is 4 and there is no moon and no clouds. The Japanese player does not use cloaking.
- The Japanese player also receives the following on Turn 3: 3-4-7 x6, 9-0, LMG, Lt. MTR, ? x4, DC x2, Type 97A Chi-HA x2.

VAN DE PLOEG TO THE RESCUE



VICTORY CONDITIONS: The side with the most VP wins. CVP are gained normally, as are exit victory points for exiting infantry units off the south edge. The Dutch Player receives full EVP for those units that set up onboard at the start of the game and half EVP (FRU) for the reinforcing units. The Dutch Player wins if there is a tie.

Porsea, Sumatra, March 14, 1942: By March 1942, the Japanese had torn a huge swath of destruction through the Pacific. Malaya and Singapore had fallen, the Americans were being driven back into Bataan and the Netherlands East Indies that the Dutch had ruled for 300 years had been conquered in 3 months. Although official Dutch resistance ended on March 9, when the Dutch on the main island of Java surrendered a large army still remained to the north, on Sumatra. This army intended to fight as long as possible. After capturing the main airfield at Palembang in mid-February the Japanese slowly drove the defenders northward up the island. On March 12 the Japanese invaded Northern Sumatra. The Japanese invaded in three prongs intending on surrounding and annihilating the defenders. After a relatively unopposed landing the Japanese main body drove inland along the Simpang Raja River. The Dutch continued with a series of delaying actions falling back towards the town of Balige. A Lt. K Van de Ploeg was placed in charge of the troops in the Prapat area north of Balige. However shortly after setting up his command he was ordered back to Balige as his force was in danger of being cut off. As his men fell back they left a small detachment in Porsea to delay the Japanese. The Japanese however quickly bypassed Porsea in pursuit the retreating Dutch. After a persuasive argument, Van de Ploeg received permission to counterattack with two armored cars to break through to the isolated platoon. The counterattack initially made good progress and reached the center of the village, although it remained under heavy fire. Van de Ploeg shouted over a megaphone for the trapped defenders to escape but no Dutch troops were seen. After 10 minutes enemy mortar fire began falling and the Dutch troops had to retire. After an adventurous return trip to headquarters Van de Ploeg was immediately promoted to Captain for his courage and intrepidity.

BALANCE:



BOARD CONFIGURATION:



	47
	50

TURN RECORD CHART

JAPANESE Moves First	1	2	3	4	5	6	7	END
DUTCH Sets Up First								

Only hexrows Q through GG are in Play

ORDER OF BATTLE



[ELR: 2]

[SAN: 3]

North Sumatra Garrison Battalion: Set up 1 on the south edge within 3 hexes of 47BB7 (See SSR 4):

3-4-7	3-3-6	8-1	2-6	7-0
3	5		2	

Reinforcements: Enter on Turn 1 on the south edge: 2



4-5-7	4-3-7	9-1	7-0	2-6
6	4		2	2

Elements of Kokushi Detachment: Enter on/after Turn 1 along the north edge:



[ELR: 4]

[SAN: 2]

	3-4-7							20L A
4-1-7		9-1	9-0	2-2-8	4-11	55° (1-18)	2-6	ATR
6	8				4	2		

SCENARIO SPECIFIC RULES:

- EC are PTO (EXC. Roads exist) including light jungle. No hills exist treat as level 0 with all terrain rising therefrom. All streams are dry.
- The Japanese receives a module of 70-mm Battalion MTR OBA with HE only. This module is not available until Game Turn 4 and is directed by an offboard observer at Level 4 along the north edge. The offboard observer's hex is preselected prior to all setup.
- No Dutch unit set up on board may move or advance (EXC. Rout) off board 47 until a reinforcing unit is within 2 hexes and within LOS of an originally onboard set up unit. No Dutch unit may exit the board until Game Turn 6. The Dutch AC enter having expended 14 MP.
- On board Dutch units must set up in/adjacent to a hut hex. The Dutch LT MTR is the ...