FALLSCHIRMJÄGER OVER THE HOLLANDSCH DIEP

May 10th, 1940 nearly 20,000 German paratroopers landed on either side of the nearly mile-wide Hollandsch Diep. The bridges crossing that river had to be secured in preparation for the German advance on the Hague—seat of the Dutch government. Before sunrise, the anti-aircraft defenses and garrison at Moerdijk and Willemsdorp respectively, came under German attack just ahead of the Fallschirmjäger Regiment 1, Battalion II landing.

The map is 72 inches square. Each hex is 4” high from straight edge to straight edge.
**Southern Defenses:** On turn 1 deploy within 6 inches east, south, or west of any buildings in Zevensbergschen.

3rd Company, III/28th Infantry Regiment:  
1 x Command Infantry, 2 x Infantry

28th Infantry Regiment, Regimental Gun Company (Elements):  
1 x 6-Veld Infantry Gun

12th MG Company:  
1 x Command Infantry, 3 x MMG

**Willemsdorp Defenses:** On turn 1 deploy within 6 inches of any buildings in Willemsdorp; deploy the ATG on the northern side of the river between the bridges.

Group Willemsdorp:  
1 x Command Infantry, 1 x 50mm ATG, 1 x MMG

Elements, I/41st Infantry Regiment:  
1 x Command Infantry, 1 x Infantry

**AA Defenses, Moerdijk Area:** On turn 1 deploy within 6 inches any buildings in Moerdijk.

1 x Command Infantry, 1 x Car,  
1 x 75 Vickers AAG, 3 x AAMG

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**Reinforcements**

**I Battalion, 28th Infantry Regiment:** Arrives on turn 4 within 6 inches of the northern road entrance.

HQ Company  
1 x Command, 1 x Car

3 x Infantry Cos.:  
@ 1 x Command Infantry,  
@ 2 x Infantry

MG Company:  
2 x MMG

28th Infantry Regiment, Regimental Mortar Company (Elements):  
1 x 81mm Mortar

Bicycle Infantry Company,  
6th Border Infantry Battalion: Arrives on turn 5 within 6 inches of the southern road entrance.

1 x Command Bicycle

Infantry,  
2 x Bicycle Infantry

**6th Border, Infantry Battalion:** Arrives on turn 6 within 12 inches of the southern road entrance.

HQ Company:  
1 x Command Infantry, 1 x Car

2 x Bicycle Infantry Company:  
@ 1 x Command Bicycle Infantry,  
@ 2 x Bicycle Infantry

1 x Weapons Co.:  
1 x MMG, 1 Light Truck

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**Tactical Notes:**
Speed is vital. You must reinforce Willemsdorp and Moerdijk before the Germans can gain a foothold. Their airpower will make this difficult, so stick to cover as much as possible to reduce negative effects on your troops’ morale. Your biggest assets are your anti-aircraft defenses in Moerdijk. If these can hold out despite air strikes, their firepower should allow you to hold Moerdijk long enough for help to arrive.

**Note:**
Stands in the Southern Defense Group in entrenchments may not fire at stands north of their positions. They were meant to repel an invading army on the ground, not from troops landing behind their position, so the firing steps were on the wrong side.

**Victory Conditions:** Prevent German control of Moerdijk, Willemsdorp, and one of the buildings at the ends of the railway bridge.
GERMANS

Northern Assault Force
II Battalion Fallschirmjäger Regiment 1:
Arrive on turn 2 between Willemsdorp and the bridges.

Headquarters Company: Drop at least 6 inches of east of any buildings in Willemsdorp.
1 x Command

5th & 6th Fallschirmjäger Company:
@ 1 x Command,
@ 2 x Fallschirmjäger

Southern Assault Force
II Battalion Fallschirmjäger Regiment 1:
Arrive on turn within 12 inches of the bridges’ south ends.

7th Fallschirmjäger Company:
1 x Command Fallschirmjäger,
2 x Fallschirmjäger

8th Company: 1 x Command Heavy Weapons
2 x Heavy Weapons

Off-Map Artillery & Air Power:
4 x BF109E Fighters
4 x BF110 Fighters
3 x JU-87 Bombers

Notes:
German airpower was significant in reducing Dutch defenses. You need to clear Willemsdorp and Moerdijk before the Dutch reinforcements can reach them. If you can do this, then you should be able to repulse their attacks. If they can get to the towns before you control them, you may not have the numbers to dig them out. Use your airpower wisely—it is your greatest asset available. On turn 1, the Germans may place four of their air strikes using any of the planes available.

Victory Conditions: Control of Moerdijk, Willemsdorp, and either the building at the northern end of the railway bridge, or the building at the southern end of the railway bridge.

The Aftermath
The German attacks rendered Dutch anti-aircraft defenses toothless, enabling a relatively smooth drop by the German paratroopers. Once the fallschirmjäger hit the ground, however, they were in for a formidable fight. The Dutch were determined to hold the bridgehead and fought desperately for nearly six hours before the Germans finally wrested control. Although reinforced by the 6th Border Infantry Battalion, the Dutch attempts to dislodge the Germans and take back the bridge were unsuccessful.

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