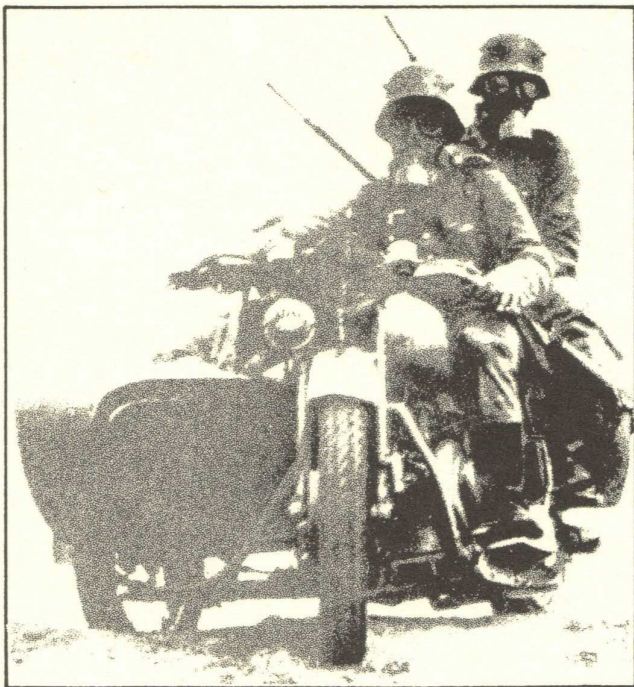


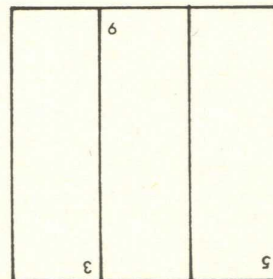
ASSAULT ON A QUEEN

Scenario 26



THE HAGUE, NETHERLANDS, May 11, 1940: Following the parachute drop on Holland, it was feared that the Germans would attempt a secret raid to seize Queen Wilhelmina, infant crown princess Beatrix, and other members of the Dutch Royal Family. Fearing the Germans would strike at any moment, it was decided to immediately move the family from Huis ten Bosch Palace to the Palace of Noordeinde, deep in the Hague, before the Germans could react.

Board Configuration




Rules Introduced: Sections 124 - 125









VICTORY CONDITIONS


To win, the German player must capture the Royal Family counter and move it off any board edge except the west. The Dutch win by preventing the German victory conditions.





TURN RECORD CHART

▽ Dutch sets up first	1	2	3	4	5	6	7	8	9	10	END
⊕ German moves first		①	②	③	④	④	④	⑤	⑤		

 **Special Raid Detachment, 16th Grenadier Regiment enters on any one board side except the west:**





 4-6-8	 10-3	 10-2	 9-2	 9-1	 LMG 2-8 B12	 28 PO -1 P4	 24 P2 -1 P4(6)
9					4	5	4

 **Elements of the Royal Dutch Grenadiers set up anywhere on board 6:**

 4-5-8	 9-2	 9-1	 LMG 2-6 B11+	?
6	2	17		

Plus a Royal Family counter

Elements of the 6th Jager Regiment enter via conditional release of Special Rules 26.4 & 26.5 along the west edge.

 4-4-7	and	 24 1S/5PP	2-12
 8-0	and/or	 LMG 2-6 B11+	1-6

SPECIAL RULES

- 26.1 Treat all hill masses as ground level terrain. Woods and buildings on those hill masses still exist, but as level one obstacles.
- 26.2 All buildings on board 6 are considered wooden buildings except for K8 and N4 which are considered stone buildings.
- 26.3 The Royal Family counter must start the game in one of the two stone buildings on board 6 using Hidden Initial Placement.
- 26.4 Beginning on turn 2, the Dutch player rolls one die during his Rally Phase to determine if reinforcements will arrive that turn. The die roll must be *equal to or less than* the circled number in that turn's time track for reinforcements to arrive. Dutch reinforcements may enter anywhere along the west edge.
- 26.5 Once it has been determined when the reinforcements will arrive the Dutch player must roll again to determine the composition of those reinforcements. The Dutch receive 4-4-7 squads *and* trucks equal to the roll of two dice, and 8-0 leaders *and/or* LMGs (2-6s) in any combination equal

- to the roll of one die. The composition die and dice rolls are modified by -1 for *each* turn prior to turn 4 that they arrive, *or* by +1 for *each* turn after turn 4 that they arrive. The Dutch may refuse their reinforcements after the reinforcement composition dice rolls are known in order to roll again on the following turn in hopes of gaining a larger reinforcement reaction.
- 26.6 Ignore all shellholes. Treat shellhole hexes according to the other terrain in the hex.
- 26.7 Hex 6J8 is a 3rd level building hex.
- 26.8 The Dutch may win by moving the Royal Family counter off the board, but are not allowed to move the Royal Family counter until turn 2.

AFTERMATH: The Dutch fears were well founded as an elite element of the 22nd Luftlande Division was to be brought in complete with motorcycles to stage the raid. The mission had been well prepared with accurate maps and up to date intelligence information regarding the Queen's movements. The raid was scrubbed however when the JU-52s carrying the group crashed during landing.