

# V3<sup>99</sup> ASSAULT ON A QUEEN

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## HISTORICAL ACCOUNT

**LOCATION:** The Hague, Netherlands

**DATE:** 11 May 1940

**COMMENTARY:** Following the spectacular success of the parachute drop on the fortress of Eben Emael, it was feared the Germans would attempt a similar 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 move the Royal Family from Huis ten Bosch Palace to the Palace of Noordeinde deep in the Hague.

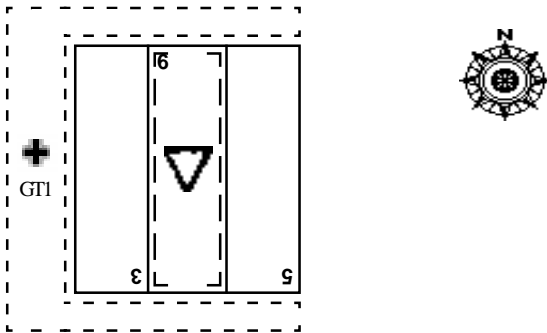
Dutch fears were well founded, as an elite element of the 22nd Luftlande Division had been brought in to stage such a raid. The mission had been well prepared, with accurate maps and up to date intelligence information regarding the Queen's movements. The raid was scrubbed however when the Ju-52s carrying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



## 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)		

## THE BATTLEFIELD AND CONDITIONS



Treat all hills as ground level terrain. Woods and buildings on those hill masses still exist, but at ground level.  
All buildings are wooden (EXC: buildings 6K8 and 6N4 are stone). Hex 6J8 is a third level building hex.  
Ignore all shellholes. Treat shellholes according to the other terrain in the hex.

EC are Moderate with No Wind at start.

## VICTORY CONDITIONS

The German player wins by exiting the Royal Family off any mapboard edge except the west.

## SCENARIO SPECIFIC RULES

**1** The Prisoner HS represents the Dutch Royal Family. The Royal Family must set up HIP in either building 6K8 or 6N4. It may only move/advance if accompanied by a Personnel unit or if it is a Passenger. The Dutch player may not make fire attacks from a Location containing the Royal Family (EXC: he may fire at any enemy unit which has fired at that Location). The Royal Family may not attack, escape, scrounge, possess SW, use Double Time or Dash. If a side eliminates the Royal Family it immediately loses.  
**2** Beginning on GT2, the Dutch player makes a dr in his RPH to determine if his reinforcements arrive. If the dr is  $\leq$  the circled number on the Turn Record Chart the reinforcements enter that turn.



**Special Raid Detachment, 16th Grenadier Regiment** enter on any one mapboard edge except the west.

**BALANCE:** add 1 to the Dutch reinforcement dr.

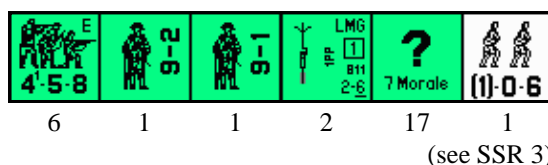
ELR: 4  
SAN: 0



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

**BALANCE:** deduct 1 from the Dutch reinforcement dr.

ELR: 3  
SAN: 2



(see SSR 3)

**Elements of the 6th Jager Regiment**

[ELR:3] enter along the west edge as per SSR 2.

