



# NIGHT DROP IN HOLLAND



## Historical Background

### Briefing

Allies: 6 cards. (Direct from HQ, Counter-Attack, Close Combat, Move Out, Behind enemy lines and Recon in force)+ air sortie. Parachute your troops before Axis first turn: (2 snipers (troops 10), 1 engineer unit (troops 4), 3 infantry with antitank guns (Mediterranean Theater), 1 unit with a heroic leader (Actions 8) and 4 elite infantry units). For each unit: choose a drop zone and drop it at a height of 30 cm (12 in). If the unit lands on an enemy unit or in a river hex, it is lost. If it lands on a forest or village, roll two dice, if a star is rolled, remove one figure. If it lands on a hedgerow, roll one die, if a star is rolled, remove one figure. If it falls off the board, it arrive during the third allied turn by the side of the board it fell. If a unit falls on a friendly unit or on an airplane, put it on an adjacent hex.

Axis: 5 cards. You go first

### Conditions of Victory

Allies: 5 medals (4 of enemy losses and bridge medal). You must hold the bridge until the tenth allied turn (arrival of reinforcements)

Axis: 7 medals (6 of enemy losses and bridge medal)

### Special Rules

Night attack rules are in effect. During the first turn, the visibility is of one hex (only close combats are allowed). The second turn the visibility is of two hexes and the third turn of three hexes. On fourth turn normal visibility and combat conditions take place. During night, Barrage and Air Sortie cards cannot be played.

Air rules are in effect: Give the allies one Air Sortie card and shuffle the other one in the card deck. The allied

player can fly a Spitfire during daylight.

If the radar is occupied use Radar Alert (Actions 11)

The village with a church is a church. (Terrain 19)

All Allied units are elite and can move two hexes and still battle except for those with antitank guns who can only move one hex and battle or two hexes without battling. They also all can ignore the first flag rolled against them.

From sixth turn, the Allies can have reinforcements (2 armour units and one elite armour unit) by playing an Armour Assault card. They arrive by the Allied side of the road.

During one turn, both Axis and Allies play a card, except for the first turn where the allies drop instead of activating units.

### Setup order

- 1 x11
- 2 x6
- 3 x6
- 4 x5
- 5 x5
- 6 x3
- 7 x2
- 8 x1
- 9 x1
- 10 x1
- 11 x1
- 12 x1
- 13 x1
- 14 x5
- 15 x2
- 16 x2
- 17 x1
- 18 x1