

# REBUFF AT THE PAINT FACTORY



**Loosduinen, Holland, May 10th, 1940:** The German landings at Ockenburg Airfield had met with stiff resistance from the 22nd Depot Company. Now behind schedule, the paratroopers went ahead with their plan to attack The Hague from the south. To that end, a reinforced company was sent to take the village of Loosduinen and secure the assaults right flank. In the way was the 47th Mortar Company, an MG platoon, some 60mm guns dating from 1897 and any other personnel who happened to be in the area including members of the Royal Military Band. Lacking infantry support, this ad hoc group under the command of Captain F.J.H. van Roosmalen prepared to make a stand around the paint factory on the main road from Ockenburg.

## ABS:

G1-Dutch may replace MMG with HMG  
 G2-G1+Dutch may set up Guns emplaced  
 G3-G2+Dutch Reinforcements may enter on Turn 3

D1-German may Battle Harden any one leader  
 D2-D1+German may replace any LMG with an MMG  
 D3-D2+German may add 2 x 5-4-8's to any group(s)



(Only Hexrows R-GG all Boards, ≤ 7 on Board 37 and ≥ 4 on board 42 are playable)

## VP's are awarded as follows:

Each building on *Board 41* controlled is 1 VP except oBB6 and W9 which are worth 5VP each. (42 VP's are possible).  
 +Casualty Differential.

Dutch Set Up First	+	1	+	2	+	3	4	5	6	7
German Moves First										

**47th Mortar Company (reinforced) [ELR: 4] {SAN: 3}**

Set up anywhere on Board 41 and/or on Board 42 North of the GG6/CC5/R3 Road:

2-4-8	2-3-7	2-2-7	2-2-8	1-2-7	8-1	8-0	HMG 6-12	MMG 4-10	?
		X 2	X 6	X 4				X 3	X 6

wz. 06 INF 65*	M35 AT 47	Brandt MTR 81*
X 2	X 2	X 2

**HQ staff of the Grenadier Regiment**

Set up in Building 41 W9:

2-4-8	2-3-7	2-2-7	9-1	7-0
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**1st Company, 1st Grenadier Battalion**

Enter on Turn 4 on/adjacent to 41 Y10

4-5-8	4-5-7	8-0	LMG 2-6
	X 2		

**Elements of 3rd Company, 2nd Fallschirmjager Regiment and 65th Airlanding Regiment [ELR: 5] {SAN: 2}**

Enter on Turn 1 within three hexes of 33 R9

5-2-4-8	2-3-8	2-2-8	10-2	8-0	MMG (dm)	LMG 3-8	81*MTR (dm)
X 4						X 2	

Enter on Turn 2 within three hexes of 37 X7

5-2-4-8	9-1	8-1	LMG 3-8
X 5			X 3

Enter on Turn 3 within three hexes of 42 X4

5-2-4-8	2-3-8	9-2	7-0	MMG (dm)	LMG 3-8
X 3					

## SSR:

1. EC are Moderate with no wind at start.
2. Place overlays as follows: X14 on 41CC6/CC7; X12 on 41CC4/BB3. No hills exist, treat as level 0. 42GG9 and 33DD10 are full Orchard hexes. Building oBB6 is a Factory.
3. All German MMC have *underscored Morale* (A19.13).
4. Dutch Guns may not set up Emplaced or in any building location. *Note that this prevents HIP* (A12.13).
5. Neither side may declare No Quarter.

## AFTERMATH:

The initial attack down the Kijkduinsestraat was repelled by direct fire from the antiquated field guns stationed near the Paint Factory. The Fallschirmjagers then shifted the attack to the left through the wooded terrain around the Pieter de Hoogplein where they overran a mortar position and penetrated Loosduinen until also being stopped by direct artillery fire. Yet another flanking force worked its way past the wood due south of the town and almost took the HQ of the Grenadier Regiment before reinforcements from the 1st Company of the 1st Grenadier Battalion arrived from The Hague to drive them back.