

A THORN IN THE FLESH

DORDRECHT, THE NETHERLANDS, 13 May 1940: After a day of heavy street fighting against a numerically and qualitatively superior enemy total exhaustion and desorganisation threatened the Dutch troops. To prevent total collapse of the Dordrecht fortress the Dutch commanders decided to withdraw their troops behind the outer ring of canals around the old town. The plan was carried out early in the night, except for some roadblocks guarded by sentries in the streets south of the bridges and a group of the Dordrecht garrison commanded by *Luitenant Plasschaert*. This group had been guarding the bridges since the 10th of May and hampered and even obstructed all traffic crossing the bridges over the Oude Maas. The activities of Plasschaert's group were a thorn in the flesh of General Student. Fearing his division would be split up, he ordered to clear the inner town and to liquidate the Dutch bridgehead near the Oude Maas.

VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 5 VP off the north edge.
Prisoners do not count for VP purposes.

MAPBOARD

CONFIGURATION:

23	
	20



Only Hexrows A-P on Board 23 and R-GG on Board 20 are playable.

BALANCE:

German: The second group (see SSR 5) enters automatically on turn 2.
Dutch: Add a Hero to the Dutch OB.

TURN RECORD CHART:

DUTCH sets up first	1	2	3	4	5	6	7	END
GERMAN moves first								

DUTCH:

Elements of 2nd Bn, 1st Cyclist. Regt, Dutch Light Division [ELR 3]: set up on Board 23 on / west of hexrow M {SAN 3}

4-5-7	2-2-8	8-1	8-0	HMG	LMG	?	AT	Road Block
6					2	8	47	3
							SSR 4	

Elements of the Dordrecht Garrison [ELR 2]: set up within two hexes of 23 C7:

4-3-7	2-2-8	9-1	LMG	AT
2				47
				SSR 4

GERMANS:

Elements of 1st Bn, Airlanding Regt 72, Fliegerdivision 7, supported by tanks of 9. Pz Div [ELR 3]: set up / enter as per SSR 5 {SAN 3}

4-6-7	9-2	8-1	7-0	HMG	MMG	LMG	PzKpfW IVD
13		2				3	75*
							14
							2

SPECIAL RULES:

- EC are dry with no wind at start. Kindling is NA.
- The Canal is Deep. Bridge 23 P7 does not exist. All Buildings are stone.
- Due to the dense urban nature of the terrain, VBM of a hexside sharing two Building hexes is NA.
- The Dutch use Italian 47mm AT Gun counters to represent their PAG 47 AT Guns. All features are considered identical. The Gun of the Dordrecht Garrison has no AP ammo available.
- Prior to setup, the German player secretly divides his force, forming two groups. Each group must contain at least 5 squads (or equivalents) and one Pz IV. There is no limit to the number of SMC / SW per group. One group must set up on Board 20 on hexes with a coordinate ≤ 6 . The second group enters anywhere along the east edge (south of the Canal) on a RPh reinforcement $dr <$ the current turn number, or automatically on turn 4.
- The Optional Rule described in Footnote 18 (Page A42) is in effect.
- One Dutch MMC and any leaders / SW stacked with it may set up using HIP.
- Use of the IIFT as found in the 1989 ASL Annual is recommended.

AFTERMATH: Supported by a tank the Germans advanced towards the most western bridge over the canal. The Dutch sentries and Plasschaert's group withdrew after their gun had been destroyed by a German tank. At this moment a second German tank accompanied by infantry approached from the east. The withdrawing Dutch were surprised by this move and the Germans moved up to the canal and started firing at the AT-gun which was destroyed by a direct hit after firing a few rounds. The defenceless Dutch fled before the continuing enemy fire. The Germans failed to make use of their success, however: multiple roadblocks slowed down progress and after the attack against another, more eastern bridge failed, the Germans withdrew. According to General Student, his troops were out of supplies, but probably he was more impressed by the heavy tank losses (16) during the Dordrecht street fighting.