# WINGS OF WAR

**Katwijk, Holland, May 10, 1940:** The German invasion of the Low Countries was the advent of a new form of warfare, Blitzkrieg. And Blitzkrieg utlized a number of tactical and operational innovations including the use of airborne troops, troops delived by parachute and glider. The overall plan was to lay a carpet of airlanded troops across Holland to accellerate the advance of the ground forces. The 22nd Airlanding Division was tasked with capturing the airfields around the Hague. The first wave of transports crossed into Holland early in the morning and made excellent progress against light ant-aircraft fire. Despite this the fierce resistance at the airfields themselves caused heavy casualties. By the time the second wave of the 22nd Airlanding Division arrived, further landings were impossible. The order was given to divert to Katwijk where they landed on the beach, roads and open fields. The Dutch had forseen this eventuality and had erected obstacles in these areas. Dutch troops quickly seized the initiative and caused heavy casualties against the invaders. This put the German invasion in jeopardy . However, the intrepid fallshirmjager would soon rebound and defeat the Dutch.

**VICTORY CONDITIONS:** The German player wins if he controls ≥12 LVP at game end. 1 VP is awarded for each building controlled and 3 VP for each bridge hex controlled.

## BALANCE:

✠ Replace "12" with "11" in the Victory Conditions.

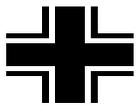🇳🇱 Replace "12" with "13" in the Victory Conditions.

## BOARD CONFIGURATION:

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| FE1 |
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## TURN RECORD CHART

| ✠ **GERMAN** Moves First | **1** | **2** | **3** | **4** | **5** | **END** |
|---|---|---|---|---|---|---|
| 🇳🇱 **DUTCH** Sets Up First | | | | | | |

## ORDER OF BATTLE

**2nd Battalion, 65th Infantry Regiment:** Enter on Turn 1 by Glider (See SSR 3):

**[ELR: 5]**

| 4-6-8 | 9-2 | 9-1 | 8-1 | HMG dm | LMG | DC | Glider (14PP) |
|---|---|---|---|---|---|---|---|

**[SAN: 2]**

| 11 | | | | 3 | 2 | 11 |
|---|---|---|---|---|---|---|

**Elements of the 29th Infantry Regiment:** Set up anywhere on board:

**[ELR: 2]**

**[SAN: 3]**

| 4-5-7 | 4-3-7 | 8-0 | MMG | LMG | Road block |
|---|---|---|---|---|---|

| 5 | 5 | 3 | 3 | 6 |
|---|---|---|---|---|

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with a Mild Breeze from the North.

2. Add overlay **Wd4** on P7-Q7, and **Wd2** on R2-S2.

3. No more than 1 ILH may be in any single hexrow.