

FEW AND FAR BETWEEN



ASL SCENARIO S33

Scenario Design: Chas Argent



SCHERPENZEEL, THE NETHERLANDS, 13 May 1940: In an effort to break Dutch forces holding the so-called Grebbe Line, the Germans on 13 May committed Infanterie-Division 227 to an attack near the town of Scherpenzeel. The axis of this attack would allow the Germans to approach the line without having to cross the water barriers that protected it. The intent was for two regiments, the 366th and the 412th, to attack simultaneously; but the 412th found itself delayed by Dutch outposts it encountered while deploying for the attack.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans win at game end by Controlling all buildings within 2 hexes of yFF5.

BALANCE:

- ▼ Add one LMG to the Turn 2 reinforcements.
- ⚡ Exchange the *PzKpfw IIA* with a *PzKpfw IIF*.

TURN RECORD CHART

▼ DUTCH Sets Up First	⚡	1	2	3	4	5	END
⚡ GERMAN Moves First							



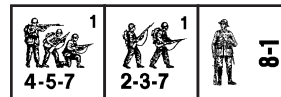
Elements of 2nd Infantry Division [ELR: 3] set up on/west-of hexrow yBB:



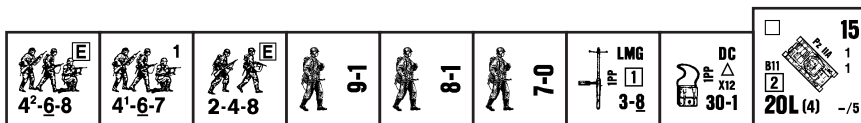
6

2

Enter on Turn 2 along the west edge:



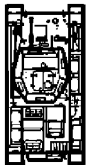
Elements of Infanterie-Regiment 412 [ELR: 3] enter on Turn 1 along the east edge:



2

5

2



SPECIAL RULES:

1. All Grain are Plowed Fields. Plowed Fields cost 1½ MF per hex entered and are treated as Open Ground for all other purposes.

AFTERMATH: Instead of participating in a major coordinated attack, the 412th found itself stymied by a series of small engagements with the Dutch. Eventually the release of the division's reserve regiment was required to stabilize the situation. Infanterie-Regiment 366, meanwhile, was so pounded by Dutch artillery fire while it sat in place waiting to make the original attack that it was forced to withdraw. Though the fall of the Grebbe Line had been delayed by another day, these small victories were few and far between for the beleaguered Dutch.