

1 9 4 0

EBEN-EMAE L

BATTLE FOR FORT



Author: Wojciech Zalewski

Cover: Arkadiusz Wróbel

Map: Wojciech Zalewski, Piotr Promiński

Team: Krzysztof Wojdyłło, Rafał Zalewski

“EBEN-EMAEL” presents the battle between Belgian and German forces at the Eben-Emael fort in 1940. The game contains a number of counters representing Belgian and German forces, as well as German equipment (shaped charges, flame throwers, etc.). The German player can also use ground-attack aircraft. The map shows the fort divided into sectors on which the units can move. The map also shows the fortifications that affect defence.

1.0 UNIT SCALE

The base combat unit is a squad. There are also counters that represent individual soldiers.

2.0 PHASES AND TURN SEQUENCE

2.1 Each turn is divided into the following phases: Prior to Phase I, the Germans place their gliders with paratrooper and equipment counters on the starting sectors. For each glider, roll 2d6. Result:



2, 3, 12 – the glider is removed from the game,
11 – one soldier from the glider is eliminated (landing losses),
10-5 – no effect,
4 – two soldiers from the glider are eliminated.
Afterwards, the counters from the glider are distributed freely over the fort sector.

Phase 0 – Draw Special Action Counters

They are used immediately or kept for later hours (see the scenario footnotes).

Phase I – German Artillery and Air Force Attacks

If allowed by the scenario, the Belgian positions can be attacked by artillery or

the air force (see the Artillery Fire table).

Phase II – German Movement

A. The German player can freely move their units until they reach a sector adjacent to a sector occupied by a Belgian unit (or reach their intended destinations).

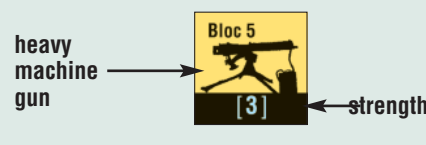
This phase ends when the German units have finished moving.

Footnote: Each unit can move only once.

B. During this phase, the Belgian artillery can fire on the German units (if allowed by the scenario).

Phase III – German Attack

German units adjacent to sectors containing enemy units can attack them. Each German unit can attack only once. Before the start of combat, Belgian heavy machine gun fire is conducted (if



the bunker is garrisoned).

Phase IV – Belgian Artillery Fire

The Belgians can use their artillery and mortar to fire on the German units.

Phase V – Belgian Movement

A. The Belgian player can freely move their units (units until they reach a sector adjacent to a sector occupied by a German unit).

Each unit can move only once.

B. During this phase, Belgian units can be fired on by the enemy artillery (see the Artillery Fire table) or heavy machine guns.

Phase VI – Belgian Attack

Belgian troops (unless in bunkers or fortifications) whose adjacent sectors are occupied by German forces must attack them. Each Belgian unit can attack only once.

Before the start of combat, German heavy machine gun fire is conducted (from the attack sectors).

3.0 MOVEMENT

3.1 Movement consists of moving a unit through the edge of a sector.

3.2 Each unit can move freely from one sector to an adjacent sector.

3.3 There are no limits restricting movement.

3.4 It is not allowed to enter a sector occupied by an enemy unit.

3.5 The unit must stop upon entering a sector adjacent to a sector occupied by an enemy unit.

3.6 A single sector cannot be occupied by units of more than 80 SP.

3.7 Movement across water is not allowed, except for landing operations (see Special Actions).

4.0 COMBAT

4.1 Battle results are determined by adding up the strength of all the attacking units and dividing the total by the strength of the defending units (3.5 = 3, 3.51 = 4). It is allowed to attack a single sector from multiple sectors.

Footnote:

- The strength of units attacking across a sector edge cannot exceed 80 SP,
- The strength of units defending across a sector edge cannot exceed 80 strength points.

4.2 To determine the combat results, calculate the Attacker (A) / Defender (B) strength ratio and find the result in the “Combat” table.



Example:

Four units with a strength of 29 attack a Belgian squad with a strength of 20.



A. A Belgian heavy machine gun fires on the enemy [3]. The German losses are shown in the “Heavy Machine Gun Fire” table. The losses are applied to a selected unit (-2).

B. A unit that has sustained losses can participate in combat.

C. The adjusted strength of the attacking Germans is now 27. The Belgians have a strength of 20. The terrain type of the defending unit is taken into account. The strength of the attacking units is divided by:

- 2 – forest, buildings,
- 2 – trenches,
- 3 – bunkers.

Modifiers are not cumulative, apply the modifier that is most favourable to the defender.

Assuming that the Belgians are fortified [2], the strength of the Germans is reduced to 14 (27/2).

14:20 = 1:2 strength ratio. A die roll of 10 means that the attacker sustains losses of 3 – and these losses are marked on the “German Losses” track (the unit counters that sustained losses are also reduced). The defender loses are 0 (any losses are marked on the “Belgian Losses” track. The losses are immediately marked on the “Losses” track.

4.3 The German units that participated in combat remain on the map.

If the player decided to retreat from the defended sector, the enemy units can enter that sector.



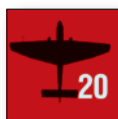
5.0 ARTILLERY

Artillery fire strength is shown on the counter. **SP 16** Strength is not added up, each counter fires independently. The results are shown in the “Artillery Fire” table.

To determine the losses of the units under fire, the results from the table are divided by the defensive modifier of the terrain.

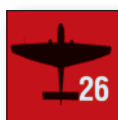
6.0 SPECIAL ACTIONS

Special actions are applied when they are drawn from the special counters pool. They can be drawn by both players. The drawn counters do not return to the pool. The number of counters drawn is listed in the scenario.



Airstrike 20

The Germans can attack with ground-attack aircraft with 20 strength points.



Airstrike 26

The Germans can attack with ground-attack aircraft with 26 strength points.



On this turn, German units gain a +1 combat modifier. Flamethrower +1

The counters must be allocated to specific gliders. This is a single-use action that can be used in any combat. Adds a +1 combat modifier.



Artillery 1

The Belgian artillery fires with a strength of 1.



Blocked Door

The doors to the Bloc 1 and 2 bunkers are blocked. The Belgians cannot get out of their bunkers.



Blocked Door

The doors to the Maastricht 1 and 2 bunkers are blocked. The Belgians cannot get out of their bunkers.



Blocked Door

The doors to the Mi Nord and Mi Sud bunkers are blocked. The Belgians cannot get out of their bunkers. Shaped Charge



The Germans receive an additional shaped charge from the airdrop.



Sappers

A German sapper company arrives at Bloc 1, which is blocked off (it is not possible to leave or fire on the enemy from the bunker).



Counterattack

40 Belgian soldiers appear at Bloc 1. This unit can be used to fight the German forces. After the battle, the unit is removed from the map.



Glider 12

Glider 12 can land in the fort as an additional glider. Only if there is a sector free of previously landed gliders.



Counterattack

40 Belgian soldiers appear at Bloc 2. This unit can be used to fight the German forces. After the battle, the unit is removed from the map.



Counterattack

20 Belgian soldiers appear at Bloc 4. This unit can be used to fight the German forces. After the battle, the unit is removed from the map.



Counterattack

20 Belgian soldiers appear at Bloc 3. This unit can be used to fight the German forces. After the battle, the unit is removed from the map.



Counterattack

20 Belgian soldiers appear at Bloc 5. This unit can be used to fight the German forces. After the battle, the unit is removed from the map.



Canal Bunker

The Canal Bunker is destroyed by cannon fire. If any Germans were present in that sector, roll a die:

- 1-2 – no losses,
- 3-4 – 1 soldier eliminated,
- 5-6 – 2 soldiers eliminated.



Counterattack

20 Belgian soldiers come out of each bunker (with an exit). After combat, each of these counters is removed from the map. This action can only be performed during turns 14 and 15.



Tunnels

German soldiers enter the tunnels of the fortress. This action can only be performed during turns 14 and 15 and causes the game to end automatically.



Airstrike 14

The Germans can attack with ground-attack aircraft with 14 strength points.



The sequence presented above is followed until all attacks resulting from the deployment of troops have been resolved at the end of the movement. The next turn starts when this sequence is finished.

Footnotes:

- Aerial bombardment results are shown in the "Artillery Fire and Air Attack" Table.
- In the event that the targeted positions contain both equipment and soldiers, losses are first applied to the equipment. Each heavy machine gun, cannon or mortar has a value of 1.
- The range of anti-tank guns, mortars and artillery covers the entire map.
- If the sector (with a bunker), where the Belgians want to exit, contains a German unit, then the maximum strength of the exiting unit is 20 men.
- If the sector (with a bunker), where the Belgians want to exit, does not contain any German units, then the maximum strength of the exiting unit is 60 men.

MG fire

	[SP]	[3]	[6]	[9]
2D6	2	6	9	12
	3	5	8	11
	4	4	6	10
	5	3	5	9
	6	2	4	8
	7	1	2	6
	8	2	3	7
	9	3	4	8
	10	4	6	9
	11	5	7	10
	12	-	-	-

Artillery Fire and Air Attack

	[SP]	1	2-6	7-12	13-17	18-21	22-25	26+
2D6	2	6	9	11	13	15	17	19
	3	5	8	10	12	14	16	18
	4	4	6	8	10	12	14	16
	5	3	5	7	9	10	12	14
	6	2	4	5	7	9	11	13
	7	1	2	4	6	8	10	12
	8	1	1	3	5	7	9	11
	9	1	1	2	4	6	7	9
	10	-	1	2	3	4	6	8
	11	-	-	1	2	3	5	7
	12	-	-	-	-	-	-	-

The results are divided by the terrain or fortifications modifier of the sector occupied by the defending unit. Strata ostrzeliwanego to 3.

Example: If the targeted unit was in a fort (modifier: 3) and the artillery fire result is 9, then the 9 is divided by 3. The target unit sustains losses of 3.

Fractional results are rounded to the nearest integer, $3.5 = 3$.

COMBAT TABLE

		1 : 4	1 : 3	1 : 2	1 : 1	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1
2D6	2	10/1	9/1	8/1	7/1	6/2	5/3	4/4	3/5	2/7
	3	9/-	8/1	7/1	6/1	5/1	4/2	4/3	3/4	2/6
	4	8/-	7/-	6/1	5/1	4/1	4/1	3/2	2/3	2/5
	5	7/-	6/-	5/1	4/1	4/1	3/1	2/1	2/2	2/3
	6	6/-	5/-	4/-	4/1	3/1	2/1	2/1	2/1	2/2
	7	5/-	4/-	4/-	4/-	3/1	2/-	2/1	2/2	1/3
	8	4/-	4/-	3/-	3/-	3/-	2/1	2/2	1/3	1/4
	9	4/-	3/-	3/-	3/-	2/1	2/2	1/3	1/4	1/5
	10	4/-	3/-	3/-	3/1	2/2	2/3	1/4	1/5	1/6
	11	4/-	4/1	3/1	2/2	2/3	2/4	1/5	1/6	1/7
	12	5/1	4/1	3/2	2/3	1/4	1/5	1/6	1/7	1/8

The result before the slash applies to the attacker, the result after the slash applies to the defender.

Example: 6/2 means that the attacker sustains losses of 6 strength points, while the defender sustains losses of 2 strength points.

The defender can retreat by 1 sector to reduce the losses by 1 strength point.

THE LANDING

The gliders and the aircraft towing them took off like they did before. This time, however, the crews took shaped charges, flame throwers and light machine guns with them. The soldiers quietly boarded the gliders and waited. With a slight jerk, the twelve gliders took off down the runway, one by one. The machines ascended and, after gaining altitude, formed an aerial convoy, escorted by fighters. The sun rose over the horizon, shining on the lands near the border.

Nine of the 12 gliders landed inside Eben-Emael, while the other two were forced to land on German territory due to broken tow cables. The glider carrying the leader of the attacking force, Lt. Witzig, was one of them. Soldiers jumped out of the gliders while the machines were still

moving. It took the Belgians completely by surprise. Within minutes, 7 bunkers and 14 of the 16 guns were neutralised by the Germans.

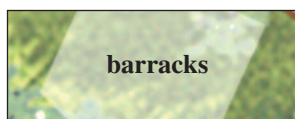
At 5:40, a report was received that the fort had been captured, and everything was proceeding as planned. However, instead of passively observing the events unfold, the Belgians quickly counterattacked. Their attempts were unsuccessful since the Germans captured the fortifications and continued fighting from inside them. The fighting continued throughout the night, but the attackers remained undefeated. At dawn, a battalion of sappers entered the fort as the advance guard of the units coming from the east.

INITIAL SET UP:

BELGIAN:



x 600



FOOTNOTES:

- None of the fortifications are manned by the Belgians.
- The Germans cannot enter the fortifications, but they can blow them up with shaped charges to prevent Belgian troops from getting out.

GERMANS:

The Germans have 11 gliders at their disposal, with 85 soldiers able to fight.

VICTORY CONDITIONS:

The map shows the Victory Points (for the German side only).

- German overwhelming victory for controlling of **17+** VPs.
- German major victory for controlling **13–16** VPs.
- German minor victory for controlling **9–12** VPs.
- German tactical victory for controlling **5–8** VPs.
- German defeat for controlling of PZ **4** or less.

FOOTNOTES:

- Historical scenario.
- The game lasts 15 turns.
- Special Actions. Draw one action per turn. Afterwards, the counter is removed from the game.
- The ground-attack aircraft can operate only once in a single turn.
- If, as a result of the die rolls, the first 9 gliders have landed in the fort, then gliders 9–12 are removed from the map.



– Before the landing, the Germans can attack with ground-attack aircraft with a strength of 26.

- The loss of 85 German soldiers is considered an automatic victory for the Belgians.
- The loss of 329 Belgian soldiers is considered an automatic victory for the Germans. The sectors that can be fired upon from the Mi Nord bunker are indicated by the white dots.



FULL COMBAT READINESS

For at least a year, a wake-up call before dawn, cleaning, and manning the guard posts and positions were the daily routine at the Eben-Emael fort. Each soldier knew his duties by heart and could reach his position with their eyes closed. At the break of dawn, the sun shone on the forests far away on the German side. The Maastricht bridges appeared in the distance.

Against the backdrop of the morning sky, observers spotted tiny dots of transport aircraft approaching the Dutch border. At first, there was no cause for concern, since the Germans often carried out such provocative actions, but when the machines finally crossed the border, alarm was sounded throughout the fort. The incessant

ringing and flashing would wake even the dead. Soldiers inside their bunkers held their machine guns tightly and the artillery gunners extended their towers above ground level.

The incoming gliders were observed all the time and as soon as they landed on the grassy field between the Belgian bunkers, they were immediately fired upon with machine guns. The fragile gliders offered no protection. The bullets cut through the fuselage like paper, wounding and killing German soldiers. Those who managed to survive hid among the burning gliders and tried to attack the bunkers.

INITIAL SET UP:

BELGIAN:



FOOTNOTES

- All the fortifications are manned, with 20 soldiers in each; the rest of them are in the barracks.
- The Germans cannot enter the fortifications, but they can blow them up with shaped charges to prevent Belgian troops from getting out.

GERMANS:

The Germans have 11 gliders at their disposal, with 85 soldiers able to fight.

VICTORY CONDITIONS:

The map shows the Victory Points (for the German side only).

- German overwhelming victory for controlling of **17+** VPs.
- German major victory for controlling **13–16** VPs.
- German minor victory for controlling **9–12** VPs.
- German tactical victory for controlling **5–8** VPs.
- German defeat for controlling of PZ **4** or less.

FOOTNOTES

- Hypothetical scenario.
- The game lasts 15 turns.
- Special Actions. Draw one action per turn. Afterwards, the counter is removed from the game.
- The ground-attack aircraft can operate only once in a single turn.



- Before the landing, the Germans can attack with ground-attack aircraft with a strength of 26.
- The loss of 85 German soldiers is considered an automatic victory for the Belgians.
- The loss of 329 Belgian soldiers is considered an automatic victory for the Germans.

SINGLE PLAYER GAME

In the case of a single-player game, the player fights with the Germans. Belgian units shoot at the first German unit that moves. The Belgians come out of the bunkers similarly to the two-player game and attack the nearest German units. The combat procedure is identical to the two-player game. After the fight, the Belgian units go down to the tunnels. - Special Action Tokens are implemented immediately after being drawn or remain in the player's hand until the end of the day. After the end of the turn, they are put out of play.

GRY STRATEGICZNE

WAR GAMES

KRIEGSSPIELE

JEUX DE GUERRE



+48 502 053 736

www.taktykaistrategia.pl

tsgzalewski@gmail.com

