

# SITUATION NO. 31

## STAVENGER NORWAY

April 8, 1940: Paratroop units descend upon the airfield to pave the way for the main force.

### ALLIED

1 I 2	3 M 12	8 H 12	5 H 10	5 H 6
5 RIFLE 1	3 81mm 1	2 40mm 0	1 20mm 0	1 20mm 0
X10	0521	0332		

### GERMAN

3 I 2	C
8 PARA 1	X12
X12	X12

### Reinforcements; enter as per

2 I 2	C
8 RIFLE 1	X9
X9	X9

Special Rule, south edge

### SET-UP

ALLIED: Set up first, anywhere on mapboard.

GERMAN: Enter as per Paratroops Rules, south edge.

### SPECIAL RULES

1. The two town hexes of Sambleau are considered to be the airfield. Treat Sambleau hexes as clear terrain.
2. Reinforcements must land in the town hexes of Sambleau (the airfield) on the turn selected by the German player prior to the initial placement of the Allied player. Planes unable to land must exit and cannot return. All stacking rules do apply to the reinforcements and their transport.
3. Night Modifications are in effect.
4. Defensive DRM for units in Sambleau (the airfield) are not in effect but all other terrain effects are in force for the two hexes.

### MAPBOARD ORIENTATION



### VICTORY CONDITIONS

GERMAN: The German player wins by controlling both hexes of Sambleau at the end of the game.

ALLIED: Avoid German victory conditions.

### TURN RECORD TRACK

GERMANS move first

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

# SITUATION NO. 32

## MOERDIJK HOLLAND

May 9, 1940: Fallschirmjaeger units assault a vital bridge needed for the advancing armored spearhead.

### ALLIED

1 I 2	3 M 12
5 RIFLE 1	3 81mm 1
X13	0522
8 H 12	0 C 0
2 40mm 0	1 WAGON 3
X3	X3

### GERMAN

3 I 2	C
8 PARA 1	X12
X12	X12

### Main body; enter on turn 5, east edge

6 A 2	2 A 2	5 A 2	2 I 2	2 I 2	3 M 12	0 C 0
6 PZKW III 8	5 PZKW III 10	5 PZKW III 9	4 PZKW I 8	8 RIFLE 1	3 81mm 1	1 20mm 12
X4	X4	X9	X2	X9	X2	X11

### SET-UP

ALLIED: Set up first, anywhere on mapboard.

GERMAN: Enter as per Paratroop Rules, east edge.

### SPECIAL RULES

1. The only useable bridge for crossing the north/south stream is the main span in hex A-V8. The others are not suitable for vehicles but may be used by non-vehicular units.

### VICTORY CONDITIONS

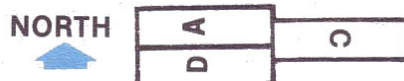
GERMAN: The German player's victory conditions are dependent on the number of combat units exited off the west edge of the mapboard:  
Control bridge hex A-V8 and exit 15 combat units: DECISIVE German victory

Control bridge hex A-V8 and exit 10 combat units: TACTICAL German victory

Control bridge hex A-V8 and exit no combat units: MARGINAL German victory

ALLIED: Avoid German victory conditions.

### MAPBOARD ORIENTATION



### TURN RECORD TRACK

GERMANS move first

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----