SITUATION NO. 33
EBEN-EMAEL BELGIUM

May 10, 1940: Assault Battalion Koch strikes the fortress to open the way for the Blitzkrieg.

GERMAN

ALLIED

SPECIAL RULES

1. Fort counters must be placed on each of the following hexes: A-T7, A-S6, A-S7, A-R6 and A-R7.

2. All Allied units must be initially placed in fort counters.

3. Control of a fort is satisfied by sole occupation of the hex containing the fort by a combat unit, regardless of whether such unit is within or without the fort.

MAPBOARD ORIENTATION

NORTH

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10

SET-UP

ALLIED: Set up first, see Special Rules.

GERMAN: Enter as per Paratroop Rules, east edge.

VICTORY CONDITIONS

GERMAN: The German player's victory conditions are dependent on his elimination or control of Allied forts:

Eliminate/Control 4 forts: DECISIVE German victory
Eliminate/Control 3 forts: TACTICAL German victory
Eliminate/Control 2 forts: MARGINAL German victory

ALLIED: The Allied player's victory conditions are dependent on the number of forts he controls at the conclusion of the game:

Control 4 forts: DECISIVE Allied victory
Control 3 forts: TACTICAL Allied victory
Control 2 forts: MARGINAL Allied victory

GERMANS move first

SITUATION NO. 34
MALEME CRETE

May 20, 1941: Elements of the German 11th Air Corps assaults New Zealand defenders of the key Maleme airport.

GERMAN

Glider Force

ALLIED

SET-UP

GERMAN: Enter as per Paratroop Rules, north edge.
ALLIED: Set up first, anywhere on mapboard.

MAPBOARD ORIENTATION

NORTH

SPECIAL RULES

1. The British A12 armor unit may not be placed initially on Board C.

VICTORY CONDITIONS

ALLIED: The Allied player wins by "controlling" the ridge on Board C (hexes D9 through Q3). To accomplish this, the Allied player must have an undispersed unit with LOF to or in occupation of every hex of the ridge.

GERMAN: Avoid Allied victory conditions.

TURN RECORD TRACK

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

GERMANS move first