

# SITUATION NO. 35

## SYRACUSE SICILY

July 10, 1943: The British 1st Air Landing Brigade assaults the Italian city in advance of the invasion.

### GERMAN

2 I 2 8 RIFLE 1 X10	20 A 20 1 88mm 0 0233	4 H 10 1 20mm 0 0314	14 H 10 1 204mm 0 0321	2 H 12 2 75mm 0 0412
3 M 12 3 81mm 1 X2	15 M 20 2 120mm 0 0511	0 C 0 1 0205 12 X4	2 C(I) 2 4 2400 10 X2	

### ALLIED

4 I 2 8 1551 1 X12	Glider Force		2 I 2' 6 1519 1 X6	2 I 2' 4 1401 1 X3	8 H 12 2 40mm 0 0331
X12	X5		2 C(I) 2' 2 2221 14 X3	3 M 8 3 76mm 1 0511	9 A 5 2 57mm 0 0213
					GLIDER X12

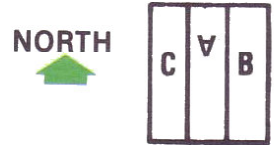
### SET-UP

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

### SPECIAL RULES

1. Night Modifications are in effect.
2. Allied scout cars represent artillery transport vehicles, land with the artillery and associate glider and are loaded.
3. Fighters carry bombs.

### MAPBOARD ORIENTATION



### VICTORY CONDITIONS

ALLIED: To win, the Allied player must have LOF to each hex of the road on Board B extending from A8 to Q8 with undispersed Allied units.  
GERMAN: Avoid Allied victory conditions.

### TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8	9	10
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# SITUATION NO. 36

## GELA SICILY

July 11, 1943: Units of the U.S. 82nd Airborne drop to prevent enemy armor of the 15th Panzer from reaching the coast.

### GERMAN

20 A 20 1 88mm 0 0232	14 H 10 1 204mm 0 0322
4 H 10 1 20mm 0 0312	2 I 2 5 1300 1 X3

Reinforcements; enter turn 1, north edge

14 A 8 8 1774 8 X2	14 H 10 6 5300 8 X2	6 I 1 6 1547 1	3 I 2' 8 1524 1 X12	2 C(I) 2 4 2403 10 X6
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Reinforcements; enter turn 3, north edge

10 H 12 5 5203 6 X3	4 H 10 1 20mm 0 0313	2 H 12 2 75mm 0 0411	3 M 12 3 81mm 1 0522	15 M 20 2 120mm 0 0543	0 C 0 1 0205 12 X6	2 C(I) 2 4 2404 10 X4
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### ALLIED

2 I 2' 6 1519 1 X10	2 I 2' 4 1401 1 X6	3 M 12 3 81mm 1 0521
2 C(I) 2' 2 2222 14 X2	8 H 12 2 40mm 0 0332	GLIDER X13

### SET-UP

GERMAN: Set up first, anywhere on mapboard; reinforcements enter as indicated.  
ALLIED: Enter as per Paratroop Rules, south edge.

### SPECIAL RULES

1. Night Modifications are in effect.
2. Use Panther (W) counters to fill out Mk IV units.
3. Allied scout cars represent artillery transport vehicles; land with the artillery and associate glider and are loaded.

### VICTORY CONDITIONS

GERMAN: The German player's victory conditions are dependent on the number of combat units exited south off Board A:  
Exit 35 combat units: DECISIVE German victory  
Exit 25 combat units: TACTICAL German victory  
Exit 15 combat units: MARGINAL German victory  
ALLIED: The Allied player's victory conditions are dependent on the number of German combat units eliminated:  
Eliminate 30 German units: DECISIVE Allied victory  
Eliminate 20 German units: TACTICAL Allied victory  
Eliminate 10 German units: MARGINAL Allied victory

### MAPBOARD ORIENTATION



### TURN RECORD TRACK

ALLIES move first

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