SITUATION NO. 37

SALERNO ITALY

ALLIED

GERMAN

SET-UP

ALLIED: Set up first, anywhere on Board A and/or Board D. Paratroops enter as per Paratroop Rules, west edge.

GERMAN: Set up second, anywhere on Board C.
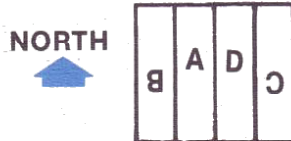
SPECIAL RULES

1. Night Modifications are in effect.

2. Control of a board or town is defined as having the majority of un-dispersed combat units on the relevent whole hexes.

MAPBOARD ORIENTATION

NORTH

VICTORY CONDITIONS

GERMAN: The German player's victory conditions are dependent on the areas controlled by German units:

Control Grancelles: DECISIVE German victory
Control Board D: TACTICAL German victory
Control Board C: MARGINAL German victory

ALLIED: The Allied player's victory conditions are dependent on the areas controlled by Allied units:

Control Grancelles, Boards C & D: DECISIVE Allied victory
Control Grancelles and Board D: TACTICAL ALLIED victory
Control Board D: MARGINAL Allied victory

TURN RECORD TRACK

GERMANS move first

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

SITUATION NO. 38

NORMANDY FRANCE, Part I

GERMAN

ALLIED

SET-UP

GERMAN: Set up first, anywhere on mapboard.

ALLIED: Enter as per Paratroop Rules, west edge.

SPECIAL RULES

1. During the pre-game Allied plot of landing hexes, the Allied player must also select landing hexes for the main body to be used during Part II (Situation 39).

2. Night Modifications are in effect.

3. The selected landing hexes for the main body must be marked by moving a pathfinder (platoon or stick) into the hex, remaining stationary for one full game turn. After this, place a wreck counter in the hex to represent the flares placed for the later landing of paratroops. German combat units may move into such marked hexes—provided no Allied unit remains in the hex—and voluntarily remove the wreck counter, extinguishing the flares. The Allied player is not allowed to set dummy flares.

MAPBOARD ORIENTATION

NORTH

VICTORY CONDITIONS

ALLIED: The Allied player's victory conditions are dependent on the number of hexes marked with flares (wreck counters):

31 + hexes marked: DECISIVE Allied victory
21-30 hexes marked: TACTICAL Allied victory
11-20 hexes marked: MARGINAL Allied victory

GERMAN: The German player wins if fewer than eleven hexes are marked. (*Note:* in order to advance to Part II of the duel scenario, the Allied player must have marked a minimum of 11 hexes.)

TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8