




# SITUATION NO. 37

## SALERNO ITALY

### ALLIED

9 A 5 57mm 0212 0 X3	12 A 10 76mm 0220 0 X2	40(H) 32 105mm 0445 0	3 M 8 76mm 0512 1 X3	2 I 2' MG 1411 1 X18	2 I 2' MG 1411 1 X3	0 C 0 2706 14 X6
10 A 8 8 8 X3	11 A 8 9 8 X6	14 A 10 10 9 X3	4 I 2 8 1552 1 X12			

### GERMAN

4 H 10 20mm 0311 0 X4	14 H 10 204mm 0321 0	3 M 12 81mm 0521 1 X2	15 M 20 120mm 0521 0 X2	20 A 20 88mm 0231 0 X2
3 I 2' 8 1511 1 X15	6 I 1 6 1549 1 X3	40(H) 32 105mm 0442 0 X2	60(H) 36 150mm 0451 0 X2	10 H 12 5 5002 6 X3
11 A 8 7 712 8 X8	12 A 8 12 5200 8 X2	0 C 0 1 2202 12 X6	2 C(I) 2 4 2400 10 X10	

### SET-UP

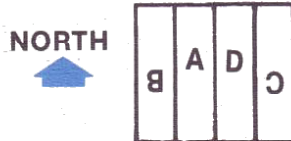
ALLIED: Set up first, anywhere on Board A and/or Board D. Paratroops enter as per Paratroop Rules, west edge.

GERMAN: Set up second, anywhere on Board C.

### SPECIAL RULES

- Night Modifications are in effect.
- Control of a board or town is defined as having the majority of undispersed combat units on the relevant whole hexes.

### MAPBOARD ORIENTATION



### TURN RECORD TRACK


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


# SITUATION NO. 38

## NORMANDY FRANCE, Part I

### GERMAN

3 I 2' 8 1512 1 X7	20 A 20 88mm 0234 0 X3	4 H 10 20mm 0314 0 X2	14 H 10 204mm 0322 0 X2	3 M 12 81mm 0523 1	15 M 20 120mm 0541 0	0 C 0 1 2201 12 X6	2 C(I) 2 4 2401 10 X3	X	X10		X6
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### ALLIED

4 I 2' 8 1553 1 X9	3 M 8 76mm 0511 1 X3	
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### SET-UP

GERMAN: Set up first, anywhere on mapboard.

ALLIED: Enter as per Paratroop Rules, west edge.

### SPECIAL RULES

- 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).
- Night Modifications are in effect.
- 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



### 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
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September 14, 1943: U.S. 82nd Airborne units land to reinforce the hard-pressed 36th Infantry Division.

June 6, 1944: Pathfinders of the 82nd Airborne land near Ste.-Mere-Eglise to mark the way for the main drop.