

SITUATION NO. 39


NORMANDY FRANCE, Part II

June 6, 1944: The 506th Regiment comes to earth near Ste.-Mere-Eglise, to be opposed immediately by elements of the 91st Infantry Division.

GERMAN

3 I 2 8 1514 1 X14	6 I 1 6 SMG 1348 1 X4	13 A 6 75mm 2 0223 0	2 H 12 75mm 2 0414 0 X3	20 H 12 150mm 2 0431 0	3 M 12 81mm 3 0523 1 X2	15 M 20 120mm 2 0547 0 X2	0 C 0 1 2205 14 X3	0 C 0 1 2104 3 X4
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ALLIED

4 I 2 8 1554 1 X12	3 M 8 75mm 3 0512 1 X3	 X15
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Glider Force

2 I 2 6 1517 1 X9	2 I 2 4 M5 1401 1 X3	20 H 25 2 0 X2	8 H 12 40mm 2 0331 0 X2	3 M 12 81mm 3 0322 1 X3	2 ClJ 2 2 2223 14 X4	 X19
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SET-UP

GERMAN: German units surviving Situation 38 are placed in the hexes they occupied at the conclusion of that game. All additional German units listed above are placed in Grancelles.

ALLIED: Allied units surviving Situation 38 are placed in the hexes they occupied at the conclusion of that game. All additional Allied units enter as per Paratroop Rules, west edge. Glider units may not enter play prior to turn 8.

SPECIAL RULES

- Landing hexes and turns must have been recorded for the Allied paratroops and gliders must have been plotted at the beginning of Situation 38. All Allied units entering play must land in "marked" hexes; otherwise they are subject to an additional survival roll with a -1 DRM applied.
- Complete Allied paratroop platoons surviving from Situation 38 are replaced with standard Allied infantry platoons (2/2/6/1) prior to play

TURN RECORD TRACK

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

SITUATION NO. 40


GROESBEEK HEIGHTS GERMANY

September 17, 1944: 508th Parachute Regiment and 376th Parachute Field Artillery Battery seize and defend the Groesbeek Heights from a force of low-level infantry composed of OKM, OKL and recently released convalescent personnel.


GERMAN

2 I 2 8 RIFLE 1 X18	6 I 1 6 SMG 1541 1 X4	13 A 6 75mm 2 0222 0 X2	15 M 20 120mm 2 0543 0 X2	4 H 10 20mm 1 0313 0 X3	6 H 12 37mm 1 0330 0
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ALLIED

4 I 2 8 1555 1 X12	20 H 25 2 0 X3	 X15
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Glider Force

1 I 1 6 1115 1 X6	9 A 5 57mm 2 0211 0 X3	2 ClJ 2 2 2221 14 X3	 X9
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SET-UP

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

SPECIAL RULES

- Glider force must enter a turn following the last paratroop drop turn.
- 75mm Pack Howitzers may also be paradropped; however, there is no scatter for landing para-artillery.
- Allied scout cars represent the transport vehicles for the 57mm AT; land with the artillery and associated glider and are loaded.

TURN RECORD TRACK

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

MAPBOARD ORIENTATION



V	C	D

VICTORY CONDITIONS

ALLIES: The Allied player wins by establishing an unbroken line of hexes occupied by or covered by the LOF of undispersed combat units from the major east-west stream to the south edge of Board C.

GERMAN: The German player wins by clearing a path 3 hexes wide from the western edge of Board D to the western edge of Board C.