SITUATION NO. 31
STAVANGER NORWAY

ALLIED

GERMAN

Reinforcement: enter as per
Special Rule, south edge

SET-UP

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

SPECIAL RULES

1. The two town hexes of Sambleau are considered to be the airfield. Treat Sambleau hexes as clear terrain.
2. Reinforcements must land in the town hexes of Sambleau (the airfield) on the turn selected by the German player prior to the initial placement of the Allied player. Planes unable to land must exit and cannot return. All stacking rules do apply to the reinforcements and their transport.
3. Night Modifications are in effect.
4. Defensive DRM for units in Sambleau (the airfield) are not in effect but all other terrain effects are in force for the two hexes.

TURN RECORD TRACK

SITUATION NO. 32
MOERDIJN HOLLAND

ALLIED

GERMAN

Main body; enter on turn 5, east edge

SET-UP

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

SPECIAL RULES

1. The only usable bridge for crossing the north/south stream is the main span in hex A-V8. The others are not suitable for vehicles but may be used by non-vehicular units.

MAPBOARD ORIENTATION

NORTH

TURN RECORD TRACK

GERMANS move first

April 8, 1940: Paratroop units descend upon the airfield to pave the way for the main force.

May 9, 1940: Fallschirmjaeger units assault a vital bridge needed for the advancing armored spearhead.

VICTORY CONDITIONS

GERMAN: The German player wins by controlling both hexes of Sambleau at the end of the game.
ALLIED: Avoid German victory conditions.

GERMAN: The German player’s victory conditions are dependent on the number of combat units exited off the west edge of the mapboard: Control bridge hex A-V8 and exit 15 combat units: DECISIVE German victory
Control bridge hex A-V8 and exit 10 combat units: TACTICAL German victory
Control bridge hex A-V8 and exit no combat units: MARGINAL German victory
ALLIED: Avoid German victory conditions.