**SITUATION NO. 33**

**EBEN-EMAEL BELGIUM**

**GERMAN**

```
  3 1 2 3 1 2
  10 x6 8 x8 x10
```

**ALLIED**

```
  1 2 5 6 8 9 10
  5 x10 x10 x10 x10 x10 x10 x10
```

**SPECIAL RULES**

1. Fort counters must be placed on each of the following hexes: A-T7, A-S6, A-S7, A-R6, and A-R7.
2. All Allied units must be initially placed in fort counters.
3. Control of a fort is satisfied by sole occupation of the hex containing the fort by a combat unit, regardless of whether such unit is within or without the fort.

**SET-UP**

ALLIED: Set up first, see Special Rules.
GERMAN: Enter as per Paratroop Rules, east edge.

**VICTORY CONDITIONS**

GERMAN: The German player's victory conditions are dependent on his elimination or control of Allied forts:
- Eliminate/Control 4 forts: DECISIVE German victory
- Eliminate/Control 3 forts: TACTICAL German victory
- Eliminate/Control 2 forts: MARGINAL German victory

ALLIED: The Allied player's victory conditions are dependent on the number of forts he controls at the conclusion of the game:
- Control 4 forts: DECISIVE Allied victory
- Control 3 forts: TACTICAL Allied victory
- Control 2 forts: MARGINAL Allied victory

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**SITUATION NO. 34**

**MALEME CRETE**

**GERMAN**

```
  3 5 2
  8 1534 x12
```

**ALLIED**

```
  1 2 6 3 5 6 2
  10 x10 x10 x10 x10 x10 x10
```

**SET-UP**

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

**MAPBOARD ORIENTATION**

```
NORTH  

C  A  D
```

**TURN RECORD TRACK**

```
1 2 3 4 5 6 7 8 9 10
```

**SPECIAL RULES**

1. The British A12 armor unit may not be placed initially on Board C

**VICTORY CONDITIONS**

ALLIED: The Allied player wins by "controlling" the ridge on Board C (hexes D9 through Q3). To accomplish this, the Allied player must have an undispersed unit with LOF to or in occupation of every hex of the ridge.

GERMAN: Avoid Allied victory conditions.