**Situation No. 39**

**Normandy France, Part II**

**German**

**Allied**

**Glider Force**

**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 Granville.

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**

1. 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.

2. Complete Allied paratroop platoons surviving from Situation 38 are replaced with standard Allied infantry platoons (2/2/6/1) prior to play to represent casualties, fatigue, ammunition depletion. Such retain all special paratrooper capabilities.

3. Night Modifications are in effect.

**Victory Conditions**

Allied: The Allied player’s victory conditions are dependent on control of Granville:

- Control of all hexes of Granville: DECISIVE Allied victory
- Control majority of hexes of Granville: TACTICAL Allied victory
- Control one hex of Granville: MARGINAL Allied victory

German: The German player’s victory conditions are dependent on control of Granville:

- Control all hexes of Granville: DECISIVE German victory
- Control majority of hexes of Granville: TACTICAL German victory
- Control one hex of Granville: MARGINAL German victory

**Situation No. 40**

**Groesbeek Heights Germany**

**German**

**Allied**

**Glider Force**

**Mapboard Orientation**

**Victory Conditions**

Allied: 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.