

# SITUATION NO. 33

## EBEN-EMAEL BELGIUM

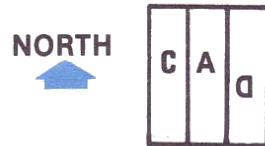
May 10, 1940: Assault Battalion Koch strikes the fortress to open the way for the Blitzkrieg.

|        |                           |                          |                                |                          |                         |          |              |
|--------|---------------------------|--------------------------|--------------------------------|--------------------------|-------------------------|----------|--------------|
| GERMAN | 3 I 2<br>10 1121 1<br>X6  | 3 I 2<br>8 1553 1<br>X12 | 3 M 12<br>81mm<br>0522 1<br>X2 | 2 H 12<br>75mm<br>0415 0 | STUKA                   | C<br>X12 | GLIDER<br>X9 |
| ALLIED | 1 I 2<br>5 RIFLE 1<br>X10 | 5 H 6<br>20mm<br>1 0     | 8 H 12<br>40mm<br>0322 0<br>X2 | 6 A 3<br>47mm<br>X3 0    | 20(H)32<br>75mm<br>X2 0 | X<br>X6  | 40<br>X5     |

### 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.

### MAPBOARD ORIENTATION



### TURN RECORD TRACK

|   |   |   |   |   |   |   |   |   |    |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|

GERMANS move first

### 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

# SITUATION NO. 34

## MALEME CRETE

May 20, 1941: Elements of the German 11th Air Corps assaults New Zealand defenders of the key Maleme airport.

### GERMAN

|                          |          |             |
|--------------------------|----------|-------------|
| 3 I 2<br>8 1554 1<br>X12 | C<br>X12 | STUKA<br>X5 |
|--------------------------|----------|-------------|

Glider Force

|                           |               |
|---------------------------|---------------|
| 2 I 2<br>8 RIFLE 1<br>X12 | GLIDER<br>X12 |
|---------------------------|---------------|

### ALLIED

|                           |                   |                            |                        |
|---------------------------|-------------------|----------------------------|------------------------|
| 1 I 2<br>5 RIFLE 1<br>X18 | 6 A 3<br>10 A12 5 | 5 H 6<br>20mm<br>1 0<br>X2 | 20(H)32<br>75mm<br>2 0 |
|---------------------------|-------------------|----------------------------|------------------------|

### SET-UP

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

### MAPBOARD ORIENTATION



### TURN RECORD TRACK

|   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|

GERMANS move first

### 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.