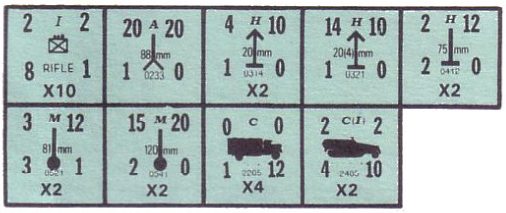
SITUATION NO. 35

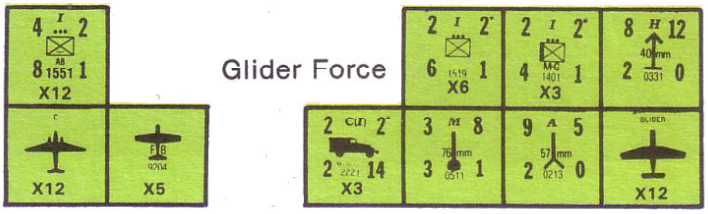
SYRACUSE SICILY

July 10, 1943: The British 1st Air Landing Brigade assaults the Italian city in advance of the invasion.

GERMAN



ALLIED



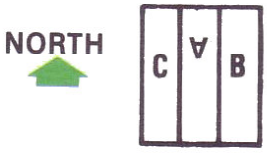
Glider Force

SET-UP

GERMAN: Set up first, anywhere on mapboard.

ALLIED: Enter as per Paratroop Rules, east edge.

MAPBOARD ORIENTATION



SPECIAL RULES

1. Night Modifications are in effect.
2. Allied scout cars represent artillery transport vehicles, land with the artillery and associate glider and are loaded.
3. Fighters carry bombs.

VICTORY CONDITIONS

ALLIED: To win, the Allied player must have LOF to each hex of the road on Board B extending from A8 to Q8 with undispersed Allied units.

GERMAN: Avoid Allied victory conditions.

TURN RECORD TRACK

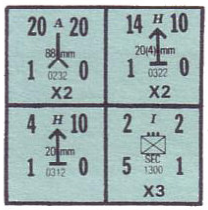
ALLIES move first

SITUATION NO. 36

GELA SICILY

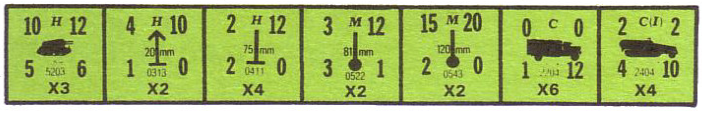
July 11, 1943: Units of the U.S. 82nd Airborne drop to prevent enemy armor of the 15th Panzer from reaching the coast.

GERMAN

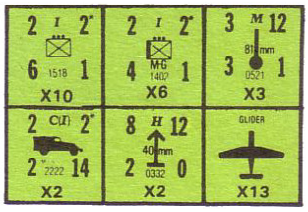


Reinforcements; enter turn 1, north edge

Reinforcements; enter turn 3, north edge



ALLIED



SET-UP

GERMAN: Set up first, anywhere on mapboard; reinforcements enter as indicated.

ALLIED: Enter as per Paratroop Rules, south edge.

SPECIAL RULES

1. Night Modifications are in effect.
2. Use Panther (W) counters to fill out Mk IV units.
3. Allied scout cars represent artillery transport vehicles; land with the artillery and associate glider and are loaded.

VICTORY CONDITIONS

GERMAN: The German player's victory conditions are dependent on the number of combat units exited south off Board A:

Exit 35 combat units: DECISIVE German victory
Exit 25 combat units: TACTICAL German victory
Exit 15 combat units: MARGINAL German victory

ALLIED: The Allied player's victory conditions are dependent on the number of German combat units eliminated:

Eliminate 30 German units: DECISIVE Allied victory
Eliminate 20 German units: TACTICAL Allied victory
Eliminate 10 German units: MARGINAL Allied victory

MAPBOARD ORIENTATION

TURN RECORD TRACK

ALLIES move first