

e. Close Assault Phase

B. Special Unit Capabilities

1. Paratroop units (*complete platoons only*) have all the capabilities of Engineer units. They can remove mines and blocks, demolish bridges and create blocks according to the standard *PL* rules. CAT attack odds and die roll are also modified accordingly.

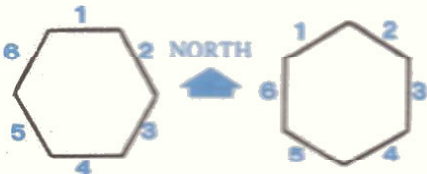
2. 88mm and 90mm artillery batteries may be used in their anti-aircraft role.

C. Night Modifications (Due to the fact that most of the scenarios take place during the hours of darkness, modifications must be made as below. These will be in effect only when specified by the scenario in play.)

1. Reduce all ranges by half (rounded down).
2. Limit spotting to four hexes.
3. Cut all vehicular movement by 3MP (*Exception: wagons*).

D. Wind Direction Determination

Wind direction is a key element in any paratroop. To simulate this factor, wind direction is randomly determined by rolling a die prior to each turn and consulting the appropriate diagram below according to mapboard orientation:



This gives the players the direction the wind is blowing from. For example, a die roll of six indicates, with the second given mapboard orientation, the following wind direction:



E. Wind Speed Determination

As with wind direction, wind speed too is a critical factor. Wind speed is randomly determined by rolling a die and consulting the following chart:

Wind Speed Chart

Die Roll	Low	Gusty	High
1			
2	X		
3		X	
4			X
5			X
6	X		

F. Only two platoons (or their equivalent) are permitted to land in a single hex. Likewise, only two gliders may land in a given target hex. When more than these limits land in a hex, due to scatter, all friendly units in the hex are dispersed.

G. Gliders and transport planes may be subjected to anti-aircraft fire in the anti-aircraft phase.

H. Transport planes behave as other aircraft and must conform to standard *PL* rules in all respects.

I. All parachute and glider units need not land during the initial game turn. However, their turn and hex of landing must have been written down prior to the enemy player's initial set up.

II. PARATROOP RULES

A. Paratroops land during the Air Phase segment of the controlling player's turn.

B. Paratroop units are dropped by "sticks", one platoon per plane load. Two full platoons may be targeted for any one hex per turn.

C. Drift Determination

Due to wind speed and direction, all paratroop units are scattered according to the following charts:

Drift Pattern Chart

Wind Speed Die Roll	Low	Gusty	High
1	A	G	M
2	B	H	N
3	C	I	O
4	D	J	P
5	E	K	Q
6	F	L	R

The letter determined by rolling a die and cross-indexing with the current wind status is then matched with the following drift diagram. The first number indicates the maximum number of "sticks" which may land in the target hex. Further numbers indicate the "sticks" which may land in the appropriate hexes. Sticks always drift downwind. Drift of all units targeted for landing in a given hex in a turn is determined but once.

Paratroop Drift Diagrams

A 8
B 6 2
C 4 2 2
D 2 2 2 1
E 1 2 2 2 1
F 0 1 1 2 2 1 1
G 0 1 1 1 2 1 1 1
H 0 1 1 1 1 1 1 1 1
I 0 1 0 1 1 1 1 1 1 1
J 0 1 0 1 1 1 1 1 1 0 1
K 0 1 0 1 1 1 0 1 1 1 0 1
L 0 0 1 1 0 0 1 1 0 0 1 1 1 0 0 1 1
M 0 0 1 0 0 1 1 0 1 0 0 1 1 0 0 1 1
N 0 0 1 0 0 1 0 0 1 0 0 0 1 1 0 0 1 1
O 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 1
P 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 1
Q 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1
R 0 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1

For example: there is a gusty wind and a "3" is rolled on the Drift Pattern Chart, indicating the pattern for the drift would be an "I" pattern. The wind is from the west. The result would appear on the mapboard as below:



Units which land offboard due to the drift are lost. It is possible that sticks belonging to different platoons will land in the same hex; the total number of sticks landing in a single hex may not total more than the equivalent of two platoons. If more than the equivalent of two platoons land in a single hex, all are dispersed.

D. Paratroop Survival

Each paratroop stick is subjected to jump survival according to the following chart:

Paratroop Jump Survival Chart

Die Roll	1	2	3	4	5	6
Terrain						
Sea	X	X	X	X	X	X
Forest	X	X	X	X	D	—
Town	X	X	X	D	—	—
Gully	X	X	D	—	—	—
Swamp	X	X	D	—	—	—
Stream	X	X	D	—	—	—
Slope	X	D	—	—	—	—
Clear	D	—	—	—	—	—

X = Paratroop unit in ELIMINATED
D = Paratroop unit is DISPERSED
— = NO EFFECT

E. Parachute units landing in hexes containing enemy units are subjected to immediate attack by all undispersed units in that hex which have not fired in that turn's anti-aircraft segment.

F. Paratrooped units may not move in the turn in which they are dropped, but may participate in CAT attacks, albeit without the favorable -2 DRM.

G. Paratrooped units landing on mines are subjected to minefield attacks at the appropriate time in the turn sequence.

H. Undispersed "sticks" may form whole platoons. Sticks need not combine with sticks of their own plane load to form a complete platoon, but must combine with sticks of their own type. In order to complete the combination, sticks must begin a friendly player turn in a hex free of enemy units. Before any other action, simply replace the appropriate number of sticks with a platoon counter. These newly-formed platoons may move but may not participate in Direct Fire attacks; they may, however, take part in CAT attacks. Units may not form whole platoons on turn of landing. Once formed, whole platoons may not break down into sticks.

III. GLIDER RULES

A. Gliders fly according to the general rules for aircraft. However, gliders must enter the mapboard headed in the direction and hex row in which the target hex is located.

B. As with paratroops, the turn(s) of landing and landing hex(es) must be chosen and written down prior to the defensive player's initial placement.

C. Gliders may carry one fully-formed platoon or artillery battery. Artillery may only be carried in gliders, never airdropped (*Exception: Scenario 10, Groesbeek Heights*).

D. Gliders are subject to anti-aircraft fire during the Air Phase.

E. Only two gliders may land in any given hex in a single game turn. Glider units do count toward stacking limits. As with paratroopers, exceeding this limit causes all friendly units in the hex to become dispersed.

F. Glider Drift and Landing

As they were not powered craft, gliders too are subject to drift. The following procedure is consulted during the landing segment of the Air Phase in determining the landing of gliders:

1. Determine, by rolling one die, if the glider lands on target, short or long. "On target" is indicated by a die roll of 3 or 4; "long" by a roll of 5 or 6; "short" by a roll of 1 or 2. This would place the glider in one of three hexes:

DIRECTION OF FLIGHT



2. Check the wind direction and speed for the current turn (as determined during the beginning of the turn) and shift the glider unit one hex in that direction for a low wind, two hexes for a gusty wind, or three hexes for a high wind. This procedure is followed for each glider unit individually.

For example: a glider has been targeted for hex A. A gusty wind is blowing from the number five hex-side. The die roll indicates the glider would land short of hex A. The drift correction makes the actual landing occur in hex B.

