

## G. Glider Survival

Upon landing, the following chart is consulted to determine if the glider unit is lost (crashed) or if it lands without mishap. This is intended to simulate the difficulty and frequent casualties encountered with glider landings in World War II. This procedure is followed for each glider unit individually.

**Glider Landing Survival Chart**

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

X = Glider unit is ELIMINATED with passengers.  
 D = Glider unit and passengers are DISPERSED.  
 — = NO EFFECT.

H. Gliders landing on hexes containing blocks or forts have a -1 DRM applied to the die roll on the Glider Landing Survival Chart.

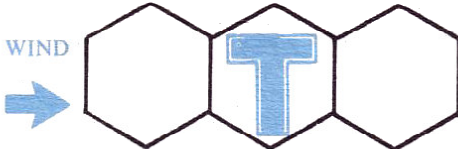
I. Gliders landing on minefield hexes have a -1 DRM applied to the die roll on the Glider Landing Survival Chart. Provided they survive the landing, the gliders and the passengers are subject to minefield attack as per standard *PL* rules.

J. Units landing in gliders may unload but may not move in the turn they land. They may participate in Direct Fire and CAT attacks.

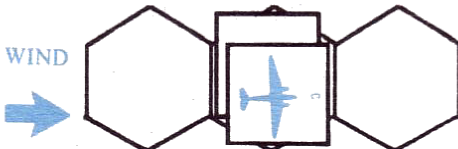
## IV. EXAMPLES OF PLAY

### A. Paradrop Sequence

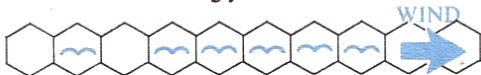
1. The paradrop sequence is executed in the Air Phase.
2. Two platoons of German Fallschirmjaeger are targeted for landing in target hex T during turn 3.



3. A wind speed of gusty from the sixth hexside is determined from the charts.
4. At the beginning of turn 3, all transport planes are moved to their target hexes, including two over hex T.



5. The transports are subjected to AA fire, with no effect.
6. Surviving transports drop their paratroopers in sticks. The drift chart is consulted with a die roll of "3", giving a scatter pattern of "I", and the units are scattered accordingly.



7. After the sticks are placed in the proper hexes due scattering, the Paratroop Jump Survival Chart is consulted for each stick. All sticks land in clear terrain and all survive the landing.

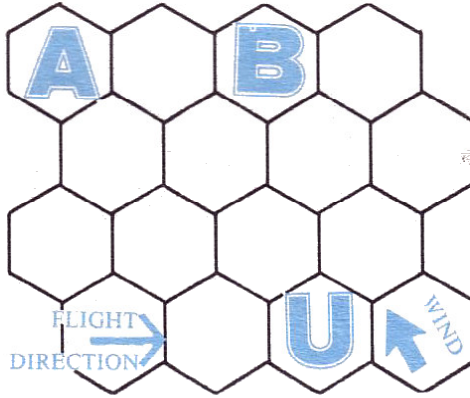
8. This procedure is repeated for each target hex.

### B. Glider Landing Sequence

1. Glider landings occur in the Air Phase.

2. Two Allied gliders are targeted for hex U in turn 2.
3. Wind speed is determined to be high and blowing from hexside four.
4. At the beginning of turn 2, all gliders start at the edge of the board in the hex row in which their respective target hex is located—in this case, hex row U.

5. Next, the drift of the gliders is determined; two die rolls bring a short landing and a long landing.
6. The gliders are moved, one to hex A (short) and one to hex B (long).



7. The gliders undergo AA attacks, with no effect.
8. The gliders are then considered landed and the Glider Landing Survival Chart is consulted. Both landed in clear hexes and survived the landing.
9. Units unload from gliders. Note that glider-borne units are not broken down and therefore need not combine in the next turn to be effective.
10. This procedure is repeated for each glider landing.

## V. OPTIONAL RULES

The following are some optional and experimental rules which have been suggested through the course of playtesting the scenarios. These were not incorporated into the above "standard" rules as they may alter play and play-balance dramatically. On the other hand, these can add still more realism and variety to the game.

### A. Field-of-Fire for Artillery

This rule and its explanation is found in the *PL* rulebook. Utilization of this optional rule will have considerable effect on the defending player. This restriction will make necessary the careful deployment of all artillery units, especially AA batteries.

### B. Opportunity Fire

This rule is also to be found in the *PL* rulebook. Its purpose is to prevent the phenomenon referred to as "Panzerbush", the unrealistic running of units from cover to cover past enemy units. In this regard, it is highly recommended for these scenarios. [A further modification of the Opportunity Fire rules of *PL* can be found in Volume 12, Number 2 for additional realism.] The movement requirement for aircraft (as their movement factor is considered infinite in the scale of the game system) in the LOS of an AA unit is satisfied by five hexes.

### C. Crash Landings

In some situations, a "D" result on the AA Combat Results Table is not a realistic representation. Rather than add another table to the body of the rules, this optional rule is offered to reflect crash landings necessitated by severe damage, not immediately fatal, to transport aircraft.

1. Transport aircraft, including gliders, which suffer a "D" result on the AA Combat Results Table

are referred to the following procedure. A die is first rolled to determine if the pilot will attempt a crash landing. An even roll indicates that normal glider or parachute procedures are followed for that aircraft. An odd die roll result means that the pilot opts for a crash landing attempt. To determine the success of the attempt, a single die is rolled: an even number means that the aircraft has survived the crash landing; an odd result indicates it has been destroyed and is removed from play along with all passengers.

2. All sticks, if the aircraft survives the landing attempt, land in the same hex; there is no drift.
3. Sticks must still combine to form whole platoons; landing in the same hex does not remove this requirement nor foreshorten it.
4. Surviving sticks and glider-borne platoons are automatically dispersed upon crash landing to simulate the initial confusion of such a landing.

### D. Varied Unit Combination

It is easy to foresee that often there will be fewer survivors than the required number of sticks to make up a full platoon. This can result in many scattered sticks, unable to form effective combat units, a frustrating state of affairs. This rule is an alternative reminiscent of "step reduction" in reverse, giving the paraforce commander an option he would not otherwise enjoy.

1. Reduced strength German and Allied platoons may be formed as follows:

$$\begin{array}{l}
 \text{German} \\
 \begin{array}{|c|} \hline 2 \text{ I} \dots 2 \\ \hline \text{PARA} \\ \hline 6 \text{ 1559 } 1 \\ \hline \end{array} = \begin{array}{|c|} \hline 1 \text{ I} \dots 2 \\ \hline \text{PARA} \\ \hline 2 \text{ 1/55 } 1 \\ \hline \end{array} \times 2
 \end{array}$$

$$\begin{array}{l}
 \text{Allied} \\
 \begin{array}{|c|} \hline 3 \text{ I} \dots 2 \\ \hline \text{AB} \\ \hline 6 \text{ 1559 } 1 \\ \hline \end{array} = \begin{array}{|c|} \hline 1 \text{ I} \dots 2 \\ \hline \text{AB} \\ \hline 2 \text{ 4/61 } 1 \\ \hline \end{array} \times 3
 \end{array}$$

2. The same procedure for forming complete platoons is followed for these reduced strength platoons.
  3. These partial or reduced strength platoons have all the capabilities of engineers *except* for the increase in odds advantage in CAT attacks.
  4. These units may not combine further, either with sticks or other reduced strength platoons, to form complete paratrooper platoons.
- [These units are not included in the counter mix located in the insert of this issue.]

## Bibliography

For those interested in reading of the further exploits of the paraforces in World War II and creating more Para-Leader scenarios, the following are recommended:

- Fallschirmjaeger* by R. Boehmler (1969)
- Saga of the All-American* by W. Forrest Dawson (private printing)
- Paratrooper!* by Gerard M. Devlin (1979)
- Air Assault* by John R. Galvin (1969)
- The Glider War* by James E. Mrazak (1975)
- A Bridge Too Far* by Cornelius Ryan (1974)
- The Longest Day* by Cornelius Ryan (1959)
- Hunters From The Sky* by Charles Whiting (1974)

## The Scenarios

The following are scenarios based on various airborne operations of World War II. It should be noted that both standard *PANZER LEADER* and *PANZER LEADER 1940* (Volume 15, Number 2) counters are used, as well as the new paraunits found in the insert of this issue.