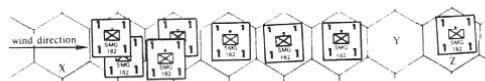


	breaks into 5 of these breakdown units:	
	breaks into 6	
	breaks into 8	

Rifle	Guards	SMG
A 5	A 6	A 8
B 221	B 321	B 332
C 2111	C 2211	C 2222
D 011111	D 021111	D 221111
E 02010101	E 02020101	E 02211101
F 001010101001	F 0101010101001	F 00200201010101

The Russian player rolls the die once for each unit being paratropped. The die roll is cross-indexed with the wind speed on the Paratroop Dispersal Table. The resulting letter is matched with the correct row in the Dispersal Chart corresponding to the unit being paratropped. Immediately behind the corresponding letter in the correct chart is a number or series of numbers. The first number in the series designates the number of breakdown units of the paratropping unit which landed in the target square. The following number designates the number of breakdown units which dropped into the next adjacent *downwind* square.

Example



The Russian player is attempting to paratroop a SMG Company into target square X in a medium wind. He rolls a 6 which he cross-indexes with the column "medium" in the Paratroop Dispersal Table. The result is an "E" which, when matched with row "E" in the SMG Dispersal Chart, gives the result of 02211101. Thus, no breakdown units land in target square X, but they are scattered in a string downwind from it. Note also that, due to the zero just before the last 1 in the result, no breakdown units land in square Y. No breakdown units drop past square Z.

E - Breakdown units may never separate. However, they may join together. For example, five Rifle breakdown units may join together to form an entire Rifle Company, but the Rifle Company may never separate into five breakdown units. This holds for any amount of breakdown units in the same square belonging to the same company.

F - Breakdown units, until (if ever), they have joined together to form an entire company, may be attacked selectively, in combination, or in any other manner subject to the normal rules.

G - Breakdown units' defense and range are cumulative. For example, two Guards breakdown units stacked together have a combined defense of six and a range of two. However, each may fire separately, in which case their ranges are one. Range is cumulative because range is dependent upon how much fire one can accurately pump into a square. Obviously, the fewer guns one has to shoot with, the fewer bullets which will accurately reach the square being fired upon. Thus, the unit's range of accurate fire is reduced.

Breakdown units' combined range may never exceed the range of their entire company when whole. Units of different companies may not combine ranges.

H - The only exception to the above is that when seven SMG breakdown units are stacked

together, their defense becomes ten, not seven. Also, when six are stacked together, their defense is eight. When five are stacked together, their defense is merely five. However, SMG breakdown units of different companies cannot obtain this bonus by stacking together.

I - To represent the advanced training of Russian para-units, these units may act as engineers, if, and only if, they have formed into one complete company unit. These para-units need not be stacked with another unit to gain engineer capacity.

J - In order to form a complete company, the breakdown units must begin their turn in the same square. In the turn of forming the company, the breakdown units may not attack in any manner, although the complete company may move in that turn (but not at the road movement rate). Breakdown units of different companies may never join together as one company.

K - Notice that landing "A" on all three Dispersal Charts has all of the breakdown units landing in the same square. These units may form into a company no sooner than the turn after they paratroop.

L - Para-units may not attack or move until the turn after they paratroop.

M - Breakdown units which, as a result of dispersal, land off the board, are considered eliminated.

N - Breakdown units which paratroop onto a German unit other than a lone wagon are considered eliminated. If breakdown units land on a lone wagon, that wagon must vacate that square on its next move. If breakdown units land on a loaded wagon, the wagon immediately unloads and the breakdown units landing in that square are eliminated. German units of all types except lone wagons may not move or fire in a turn which Russian units paratroop directly onto them.

O - If a Russian player picks as a target square a square in which the German player has a Wirbelwind, that *complete* para-unit is eliminated (Its plane was shot down.)

P - The same stacking rules exist for the Russian as always, except that now fractions must be taken into consideration. A stack in which a Russian AFV is stacked with breakdown units which, when totalled, equal less than one company, is considered to be an armored target.

VICTORY CONDITIONS

Basically, the Russian player tries to cut roads, while the German player attempts to prevent the cutting of roads with minimum casualties.

Cutting a road is defined as having any unit, except unloaded transport, occupying any square along the length of the road at the end of the game. In some cases, holding an intersection will block two roads simultaneously.

To block a road from a city square, it is necessary to hold the city square into which the road first enters.

The Russian player receives the following amount of points for cutting the following roads. Obviously, the deeper into German territory the cut road is, the more it hurts the Germans, so the more points the Russian receives for cutting it.

Road	Points for Cutting
Opustoschenia to Grabyosh	1
Grabyosh to Bednost (2)	1 each
North-South road through Bednost	2
Bednost to Golod	2
Golod to Uschas	3
Uschas to G-10	3
Uschas to Q-9	4
J-5 to Q-9	4
J-5 to A-3	4
J-5 to Q-1	3

German
 Marginal = 7 or less German units destroyed
 Tactical = 4 German units destroyed
 Strategic = 2 German units destroyed

Russian
 Marginal = 17 points
 Tactical = 21 points
 Strategic = 25 points

STRATEGY

German: In general, your A-class vehicles should be set up on the western half of board three, ready to repel the Russian Attack Force. Your H-class should be guarding the roads one and two, ready to respond quickly to Russian paratroops. However, you must be careful not to commit all of your rear guard in one area. Be prepared for a Russian second and third paratroop. You should be able to tell by what the Russian drops on turn one roughly how many units he has left to drop. You must respond quickly to a Russian drop, but not with everything you have. Garrison road intersections heavily, especially the intersection at J-5.

You should keep in mind that you only have to destroy one breakdown unit to keep the Russian from forming an entire company from the remainder of those breakdown units and gaining engineer capacity. It is much better to make a selective attack on one breakdown unit from each company, rather than to attempt to destroy one entire company at a time.

Russian: You must keep the German guessing. Do your best to keep him from knowing if you have any para-units left to drop. If the German commits most of his force in one area, seize upon that chance to land para-units wherever he isn't. This will give you time to group your breakdown units into complete companies.

On the first turn, don't paratroop units directly upon road intersections, for the German will probably have them well guarded. Usually it is best to paratroop most of your units onto board one, since roughly half of board two (and of course, all of board three), should be liberated by your attack force. However, give consideration to landing some of your para-units on board three to give your attack force a hand.

Remember that the later you drop your para-units, the less time the German will have to blast you off the road. However, due to the Paraforce Entrance Table, you cannot simply drop all of your units as late as you wish. You must decide whether it is best to drop your entire force together on turn one, or to drop parts of each paraforce separately on different turns.

If at all possible, the Russian should risk counterattacks on the Maultier. It is not as difficult as it might seem to get good odds against the German, if you have some whole companies to act as engineers.

Also, remember that when considering victory conditions, a wagon is just as valuable a target as a Panther. This is admittedly unrealistic, and I probably could have worked out a point system for German units. However, I doubt if any of you could have stood another chart.

PLAY BALANCE

Generally, the game is well balanced. However, if you find the German winning very easily, use hidden movement. If you are using third person hidden movement, consider breakdown units landing within four squares of a German unit to be seen by the Germans. If the Russian player wins too easily (a more likely occurrence), use Jerry Thomas' *Experimental PanzerBlitz* rules as given in the *General*, Volume 10, No. 1.