

Greg Dahl's Paratrooper and Glider Summary Sheet

PARATROOPS

1. Place units in cloaking box for each 5/8" parachute counter.
Each can contain one squad, one smc.
Place each Sw (dismantled if possible) in a separate box represented by a 1/2" counter.
[British keep their lng, light mortar, radio. Ami's keep their light mortars.]
2. Group the parachute counters into groups of 5 (wing).
Only one wing can contain less than 5.
3. Secretly designate the drop zone for each wing. This will be the center hex of the five counters.
4. **Rph:**
Attacker makes dr.
1-3 => Use designated drop hex.
4-6 => Use new drop point determined by standard drift DR.
5. **Mph:**
A. Make a separate drift DR for each parachute counter (including 1/2" ones).
Color is direction, White is distance.
Germans Halve the white dr.
Russians add 50% to white dr.
B. Adjust for wind. Move two hexes downwind for mild breeze. 4 hexes downwind for heavy winds.
6. **DFP:**
Light AA Fire and small arms fire (E7.51)
[LOS blocked if adjacent full-level obstacle between it and the target.
Only Hazardous movement, LV, and Smoke (E.6) drm apply.
Can only affect one parachute counter per HEX.
Use standard 7ML for Mcs. Only one MC is taken for all contents. All pass or fail.]
7. **LAND:**
A. EXC Germans, all 5/8" (not 1/2" sw) counters can move one hex. [Blaze/Water are eliminated.]
B. Flip 1/2" counters and cannot be inspected till recovered.
[See E9.41 for offboard landing.]
8. **Injuries**
A. All 5/8" counters landing in wood, forest-road, crag, building, shallow-stream, marsh take a NMC().
B. All others take NTC() => Fails = All Squads deploy to HS and one of the two is moved one hex downwind.
[Adjust to 1MC/1TC in Mild Breeze, 2MC/2TC in Heavy Wind]
9. **Final Fire**
Use TPBF if landing in same hex.
10. NO Advancing Fire or Rout.
11. **Aph**
No advance. Remove 5/8" parachute counters.

[NOTE: Pre-1942 Germans are partially armed. Squad = 228(8) HS = 128(7)

At end of each Mph must make dr Less than equal to one.

drms: Leader+1 if cx -1 for each new hex entered in this Movement Phase. If it succeeds - it becomes a normal squad/hs]

GLIDERS

1. Place units in cloaking box based on Glider capacity (E8.1) [See us vehicle note 51(LVT4)]
2. Place gliders in Intended Landing Hex (ILH) facing current wind direction.
Avenue of approach is 5 hexes preceding ILH (E8.2)
3. DFF

Attack with light AA Fire (E7.5, E8.21)

Can only attack once per hex per turn - resolved on the star line of the IFT.

No DRM for fimo/ffnam

Any # inside the star on the glider is a positive modifier.

If DR is < * number from IFT = Glider is eliminated

If DR is = * number from IFT = Glider Damaged and makes Evade DR

If DR is one greater * number from IFT = Evade DR

If DR is 2 > * number from IFT = N/E

Evade DR (E8.211) = Make random direction DR. Avenue of approach does not change.

Damage (E8.41) = > If already damaged, it is eliminated.

All SW/Gun are malfunctioned.

One unit suffers KR (random selection)

All others take NMC.

After this phase, the hex they are now in is the Final ILH.

4. LAND DR (E8.22)

Must rolls <= 1 on final colored die of DR.

drm :

-1 for each hex clear of terrain (at the same level as the landing hex) preceding the landing hex. half level and smoke do not apply.

+1 for each full level above the level of the ILH for the highest obstacle in the avenue of approach.

If Fails this DR => White die of >= 4 is an overshoot.

<= 3 falls short

Distance = one hex for each # greater than 1 on the final colored die.

5. Crash DR (E8.23)

Make final dr <= 6

Final DR = 7 => Damaged

Final DR > 7 => Eliminated

(see 8.23 for drms)

+1 Not in final ILH

glider is damaged

night

landing in shellholes, trench, hedge, marsh, crest line, location contains wreck/vehicle/glider

+2 Orchard, stone wall, graveyard, bocage, Depression, roadblock

+3 Woods, Building/rubble, bridge, crag, cliff, blind hex (as determined by avenue of approach)

6. All ground units can perform DFPh using * vehicle line of IFT.

Arial modifier on glider counter does not apply. CS# = 7 (A7.308)

7. Place all glider contents on board

8. Advancing Fire phase (units fire at 1/2 FP)

9. Advance phase - may advance out of hex.