

**27. AIRBORNE LANDINGS.** (V 11.07.29)

The air drop mission (Rule 23.G.2.b) details how SPs and air-droppable units are transported to and dropped in target hexes. Ground units with the parachute, air landing, glider infantry, or parachute commando symbols are air-droppable units. *Note: Units with the parachute infantry, parachute panzer and parachute panzer grenadiers symbols are not airborne units; the term parachute in this context is an honorary designation only.*

Units and supplies may air drop in any land hexes, except prohibited terrain, including hexes occupied by enemy units.

**27.A. AIRBORNE UNIT TYPES.**

Different types of airborne units require different forms of transport as described in Rule ????. They also have different abilities as shown below on the AIRDROP EFFECTS TABLE.

**27.B. PLANNING AND PREPARATION.**

Airborne landings involving units (but not SPs) must be planned in advance. The target hex of an air drop mission (Rule 23.G.2.b) and the unit(s) to be dropped there must be indicated. The number of turns in advance the mission must be planned will depend on the size of the air drop as shown on the AIRBORNE/ AMPHIBIOUS ASSAULT PLANNING TABLE.

**27.B.1. PLANNING PROCEDURE.**

The player writes down the identity of the unit involved in the operation and the target hex of the operation during his initial phase. This is done the required number of turns before the operation is to occur. A unit may only have one operation planned for it at a time.

A unit may have an operation planned in advance so as to occur on the turn it arrives as a reinforcement. *For example, if unit arrives in the reinforcement phase of the Jul 1 43 Axis turn, then a mission could have been planned so the unit air drops in the initial movement phase of the Jul 1 43 Axis turn.*

Any unit having an operation planned for it must be in play (as an air-droppable unit) or arriving as a reinforcement. *For example, the US 82<sup>nd</sup> Airborne Division could not have an airborne operation planned for one of its component regiments unless the division had been broken down into a HQ and three unsupported regiments.*

All ground units participating in any amphibious or airborne operation requiring planning time must start the turn in reserve (Rule ???). *Note: This includes operations that require no advance planning.*

Table 1 Airborne/Amphibious Assault Planning Table

AIRBORNE/AMPHIBIOUS ASSAULT PLANNING TABLE	
REs	PLANNING TIME
less than 1	No advance planning.
1 +	One turn of planning.
3 +	Two turns of planning.
6 +	Three turns of planning.
12 +	Four turns of planning.
18 +	Five turns of planning.
24 +	Six turns of planning.

*Note: 1) Multiply any commando REs by 1/2.  
2) Any involved air and naval units are not counted for planning purposes.*

RE Planning Time Modifiers and Effects (Cumulative):

- x 1/2 All air and naval transport capacity is doubled for all units landing in the assaulted hex during the turn.
- x 1/2 All attack and defence strengths are halved for all units landing in the assaulted hex until the next friendly initial phase.
- x 1/2 If the units are being air dropped in the reaction phase.

**27.B.2. DELAYING AN OPERATION.**

Any operation may be voluntarily delayed with no penalty except if delayed on the turn that it is to be performed. If it is to be delayed on this turn, there is a cost of 1/2 SRP per target hex and 1/4 SP per RE of units participating in the initial attack. These SPs are expended from the closest HQ or supply depot.

**27.B.3. CANCELLING AN OPERATION.**

Once planned, an operation may be cancelled at the player's option in any of his future initial phases, and a new operation for the unit may then be planned. A player may also cancel an operation during the phase in which it is to occur.

**27.C. SUPPLY CONDITION.**

If the units carrying out an airborne landing were in regular supply at their embarkation hex, they are in attack supply the turn they carry out their special operation. Required SPs for attacks by these units are taken from any depot within range of their embarkation hex. *Note: SPs need not be used if an OC within HQ range is used.*

A unit must be in full supply on the turn it is to perform or plan an airdrop.

**27.D. ISOLATION STATUS OF AIR DROPPED UNITS.**

Units carrying out an airborne landing in an initially defended hex are classed as isolated if they suffer combat losses; those in an initially undefended hex are only combat isolated.

**27.E. ENEMY REACTION TO AIRBORNE LANDINGS.**

If either player makes any airborne landings, the enemy player reacts to the landing during the reaction phase with the following restrictions and additions.

For each hex or grouping of up to three adjacent hexes in which an airborne landing was made, the reacting player rolls one die and consults the SUCCESS TABLE. *Note: Amphibious landings (Rule 37) are counted separately from airdrops.* The defender chooses the order in which the groups are rolled

for. All adjacent hex groups must be divided equally. For example, if four adjacent hexes were being assaulted, there would have to be two groups of two hexes. Note: Units rolling for reaction to a non-phasing players reaction phase airdrop may be used to attack normally in the next combat phase.

Table 2 Enemy Invasion/Airdrop Reaction Results and Modifiers

ENEMY INVASION/AIRDROP REACTION	
<b>Results:</b>	
D:	Disaster: Units in reserve within 5 hexes of the airdrop/invasion hex may move but at double the normal terrain costs with the restriction that they may not enter the landing hex.
F*:	Complete Failure: Reserves within 5 hexes of the airdrop/invasion hex may move normally with the restriction that they may not enter the landing hex.
F:	Failure: Reserves within 5 hexes of the airdrop/invasion hex may move normally but only one may enter the landing hex. The unit must start the reaction phase within 1/2M-2 hexes of the landing hex. One unit not in reserve, within 1/2M-2 hexes of the landing hex may move as if it started in reserve with all the normal restrictions.
S:	Success: Reserves within 5 hexes of the airdrop/invasion hex may move normally. As many units may enter the landing hex as desired but they must start within 1/2M-2 hexes of it. One unit not in reserve may move as if it started in reserve with all the normal restrictions.
S*:	Great Success: Reserves within 5 hexes of the airdrop/invasion hex may move normally. As many units may enter the landing hex as desired. One unit per invasion/airdrop hex not in reserve may move as if it started in reserve with all the normal restrictions.
<i>Note: 1) No reacting unit may start in an enemy ZOC. 2) All reserves may move normally except when entering a hex within 5 of the airdrop/invasion hex. In this case all terrain costs are doubled. 3) Units rolling for reaction to a non-phasing players reaction phase airdrop may be used to attack normally in the next combat phase.</i>	
<b>Modifiers (Cumulative):</b>	
-1	Airdrops.
-1	German airdrops before Aug 1 41.
-1	Commandos (only) are making airdrop/invasion.
-1	For each 5 hexes that one of the adjacent airdrop/invasion hexes is from the front line (or from enemy-owned hexes).
-1	If all of the group of adjacent airdrop/invasion hexes are unoccupied by enemy units.
-1	If the airdrop/invasion occurs during a surprise phase.
+1	If the transport units carrying the invasion/airdrop forces are either fired at by CDs or are fired upon by enemy air units bypassing their escorts.
+1	If the invasion forces are either engaged by enemy naval units or are found by a naval patrol (not naval strike) air mission.
+1	If one of the invasion/airdrop hexes includes a minor/standard port.
+2	If one of the invasion/airdrop hexes includes a major/great port

A reacting unit in a hex containing enemy units (such as due to an amphibious or airborne landing), may leave the hex. Alternately, it may attempt to overrun the enemy units in the hex. Follow the rules of overrun (Rule 12), including spending MPs for the overrun but ignoring any ZOC costs.

**27.F. EFFECTS OF AIRDROPS ON UNITS, SPs & SRPs.**

A unit may suffer negative effects either when making an air drop (Rule 23.G.2.b) or being transported to a hex captured during the friendly player turn. An SP may be scattered either when air dropped or when being transported to a hex captured during the friendly player turn.

During the mission resolution step, roll one die for each unit or SP making an air drop or being transported and consult the AIRDROP EFFECTS TABLE. Modify the die roll as indicated on the table, find the result, and immediately implement it.

Table 3 Airdrop Effects Table

AIRDROP EFFECTS TABLE		
Die Roll	Result on Unit	Result on SP/SRP
6	+3 ST	NE
5	+2 ST	1/6 S
4	+1 ST	1/4 S
3	+0 ST	1/6 S
2	NE	1/2 S
1	+1 MP	2/6 S
0	+2 MP	3/4 S
-1	+3 MP	5/6 S
-2	+4 MP	11/12 S
-3	+5 MP	E
-4	+6 MP	E
-5	+7 MP	E
-6 or less	+8 MP	E

**Results:**

- NE: No Effect: The unit or supply point lands safely.
- # S: Supply Scattered. Reduce the SP by the #.
- + # ST: Success: Add # to the Success Table roll for air drop surprise.
- + # MP: Place the appropriate "+ # MP" marker on the unit.
- E: Eliminated: The unit or SP is immediately eliminated.

**Modifiers (Cumulative):**

- +2 Airborne assault occurs on an invasion surprise turn.
- +1 Airborne assault occurs on a surprise turn.
- +1 If a unit uses a glider as part or all of its transport.
- +1 Unit is a commando.
- +1 Unit is dropping onto a friendly unit.
- 1 For dropping in a hex occupied by an enemy unit before the reaction move (this includes amphibiously assaulting units if the airdrop is made in the defending players reaction phase).
- 1 For dropping in an enemy partial ZOC.
- 1 For dropping into a non-clear terrain hex (in addition to other terrain).
- 1 For dropping into a hex containing an enemy fortification.
- 1 For dropping into a forest, swamp or wooded swamp hex.
- 1 For dropping into a major city (addition to the non-clear terrain modifier).
- 1 If transporting air unit flies at extended range.
- 1 For dropping during daylight if the air drop mission flew at night.
- 1 For every 5 hexes (or portion thereof) after the first 5 hexes a Soviet air unit flies its cargo to the target hex.
- 1 For every 10 hexes (or portion thereof) after the first 10 hexes a non-Soviet air unit flies its cargo to the target hex.
- 1 For dropping in the exploitation movement phase.
- 2 For dropping in the reaction movement phase.
- 2 For dropping into a mountain hex.
- 2 If dropping a parachute division HQ.
- 2 For dropping at night.
- 2 For using a US type T air unit as part of its transport before Jan 1 44
- 2 For a drop during any kind of mud, rain, winter or snow weather.
- 2 For dropping in an enemy full ZOC.
- 3 For dropping in an enemy double or triple ZOC.
- 4 For a drop by a commando with no parachute symbol, a Soviet parachute infantry, or a Guards glider infantry.
- 1 Transport has a "\*" (flown) marker on itself after AA fires.
- 2 Transport has a "Returned" after AA fires.
- 3 Transport is "Damaged" after AA fires.
- 4 Transport is "Aborted" after AA fires.
- 5 Transport is "Ineffective" after AA fires.
- 6 Transport is "Eliminated" after AA fires.

**27.G. GROUND OPERATIONS.**

### 27.G.1. HEX OWNERSHIP.

An airborne unit with no “# MP” marker on it gains temporary ownership of the hex it dropped into at the start of the next movement phase if the hex is not occupied by enemy units. An airborne unit with a “# MP” marker on it cannot gain ownership of a hex. *For example, if an Allied parachute unit air drops in an unoccupied Axis-owned hex that contains an airbase (in the initial movement phase). The unit receives a “1 MP” marker when dropping in the hex; but the airbase does not suffer collateral damage upon capture (due to a successful die roll). Therefore, the unit does not gain ownership of the hex at the start of the next movement phase. If it had not received a “# MP” marker, the airbase could have been used normally during the exploitation phase.*

Full ownership of a hex is gained as per Rule ??? (27.H).

### 27.G.2. SEIZURE OF INSTALLATIONS.

During the same movement phase in which an airborne unit airdrops, it may attempt to seize (with no collateral damage) one enemy-owned installation. The installation must be in the hex of the air drop or on one of its hexsides. *For example, a bridge would be on the hexside.* The phasing player rolls one die and consults the SUCCESS TABLE (Rule ???). *Note: If several airborne units drop in a hex, they must each declare the installations they are attempting to seize before any die rolls are made.*

Any installation captured with no collateral damage may be used immediately by the capturing player for any purpose as long as normal hex ownership conditions are met (Rule ???). *Note: Enemy units in the same hex as the seized installation must still be attacked during the combat phase by all units entering the hex. Seizing an installation does not stop the air dropped unit from attacking enemy units. For example, if an airdropped unit successfully seized an airbase, additional combat units could be air transported to the airbase during the same movement phase. All units would be required to attack any defenders still in the hex.*

### 27.G.3. ZOCs.

An airborne unit exerts a reduced ZOC during the player-turn in which it performs an air drop. Its ZOC may also be reduced again if it receives a “+# MP” marker. *For example, a airborne regiment would exert no ZOC in adjacent hexes (reduced partial ZOC) but would exert a partial ZOC in the hex it occupies (increased and then reduced partial ZOC) if it is has no “+# MP” marker.*

### 27.G.4. SUPPORT.

Due to the immense surprise effects airborne operations achieved during the early period of World War II, air-droppable units are classed as being self-supporting during 1939-41 on the player turn they make an air drop (Rule 9.A).

### 27.G.5. AIRBORNE OVERRUN.

Units dropping in an enemy-occupied hex may overrun the enemy units if the dropping units achieve overrun conditions (per Rule 12, ignoring all MP costs) and roll an OR# result on the CRT. The overrun occurs in the mission resolution step of the air operation, after all units dropping in the air operation have landed. Only units dropping in that air operation may participate in the airborne overrun of the hex; other friendly units may not join in.

### 27.G.6. AIRBORNE COMBAT.

Any unit performing an air drop may only attack enemy units in the same hex.

During the initial movement phase, units may air drop in an enemy-occupied hex. During the following combat phase,

these units must attack the enemy units in the hex. Friendly units in other hexes may also join in the attack, per the standard combat rules.

An airdrop is classed as a form of surprise attack if the correct roll is made on the SUCCESS TABLE. If a player chooses to use the air drop bonus on an attack, the airborne units must take required losses (Rule 11.O) and the first casualty taken by the attacker must be an airborne unit. *Note: Airdrop and special forces surprise attack bonuses (Rule 47) are combined for the main combat die roll. For example, an airborne commando would get both modifiers if successful die rolls were made.*

Table 4 Airborne Surprise Results and Modifiers

AIRBORNE SURPRISE	
Results:	
F*:	Complete Failure: No effect.
F:	Failure: +1 Surprise Attack bonus to main CRT die roll.
S:	Success: +2 Surprise Attack bonus to main CRT die roll.
S*:	Great Success: +2 Surprise Attack bonus to main CRT die roll. All attacking airdropped units are self-supporting.
Modifiers (Cumulative):	
+1	Minimum of ½ RE of attacking airdropped units.
+2	Minimum of 1 RE of attacking airdropped units.
+2	Airdrop made before September 1 42.
+3	Minimum of 3 REs of attacking airdropped units.
<i>Note: All airdropped units in 1939-41 are self-supported on the player-turn of the airdrop.</i>	

When differing sides occupy the same hex, combat is resolved as normal except that any result that does not require the defender to retreat, allows the defender and the air dropped units to have dual ownership of the hex with no further casualties. All other units treat the result normally.

Retreating units are subject to the effects of all ZOCs they enter, including the ZOCs of enemy units in the hex from which the retreat is conducted. *Example: A parachute regiment is dropped in a hex occupied by an enemy division. During the combat phase, the parachute regiment must attack, and the eventual combat result requires it to retreat. Since any hex it can enter is in the partial ZOC of the division (reduced from a full ZOC since it participated in combat) in the drop hex, the parachute regiment will suffer retreat losses as per Rule ???.*

### 27.G.7. AIR DROPPED SUPPLY POINTS.

A supply point may be air dropped in an enemy-owned hex in a player-turn. However, if the hex is enemy-owned at the end of that player-turn, the SP is removed from play.

### 27.H. EFFECTS ON ENEMY SUPPLY.

Units that perform air drops do not immediately gain ownership of the hexes they enter for enemy supply tracing purposes. Instead, they gain ownership of these hexes as follows:

- 1) In the following enemy initial phase if they can trace a supply line to a regular supply source.
- 2) In the next friendly initial phase (regardless of supply) if there is at least 1 RE in the hex. *For example, a friendly supply line is traceable through hexes containing enemy airborne units that do not qualify for hex ownership.*

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