

CONTENTS

- 1.0 INTRODUCTION
- 2.0 GAME COMPONENTS
- 3.0 SCENARIOS
- 4.0 SEQUENCE OF PLAY
- 5.0 COMMAND POINTS
- 6.0 DROP ZONES & AIRDROPS
- 7.0 STACKING
- 8.0 FOG OF WAR
- 9.0 ZONES OF CONTROL
- 10.0 GROUND MOVEMENT
- 11.0 COMBAT
- 12.0 AIRSTRIKES & NAVAL GUNFIRE
- 13.0 RETREAT AFTER COMBAT
- 14.0 PURSUIT
- 15.0 UNIT STATUS & REGROUPING
- 16.0 REINFORCEMENTS
- 17.0 DAY & NIGHT TURNS
- 18.0 SPECIAL UNITS
- 19.0 DEMOLITION
- 20.0 ROADBLOCKS
- 21.0 VICTORY CONDITIONS
- 22.0 OPTIONAL RULES

SCENARIOS

- 23.0 PALEMBANG
- 24.0 PRIMOSOLE BRIDGE

CREDITS

Design: Joseph Miranda

Managing Game Developer: Doug Johnson

Playtesting: Robert Boyens, William Crowslow, Dr. Christopher Cummins, Vincent Hoffman, Roger Mason, Tom Pratuch, Terry Rooker, Stephen Wagstaff

Proofers: Hans Korting, Michael C. Neubauer, Brendan Whyte

Map Graphics: Joe Youst

Counters: Dariusz Buraczewski

Production: Richard Aguirre



© 2020 Decision Games, Bakersfield, CA

PARATROOPER

GREAT AIRBORNE ASSAULTS: PALEMBANG & PRIMOSOLE BRIDGE

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Players should not remove the card.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game @ www.worldatwarmagazine.com/waw/e-rules

1.0 INTRODUCTION

Paratrooper is a game system simulating airborne operations. There are two players, commanding the airborne and the defending forces. Each game in the system will include one or more scenarios, representing different airborne operations. Units represent airborne (parachute, glider) and ground forces, plus air support. Combat resolution is quasi-tactical. Central to play of the game is the command system, with players expending command points to conduct special actions.

Important: The **Paratrooper** series uses a standard rule set. Scenarios do not use all standard rules. If a scenario rule differs from a standard rule, the scenario rule always takes precedence.

2.0 GAME COMPONENTS

The components to a complete game of **Paratrooper** include these rules, a 22×34-inch map sheet and 176 5/8-inch die-cut counters (called units and unit counters). Players must provide themselves with a standard six-sided die to resolve combat and other probabilistic events that occur during play.

2.1 Game Map

Each scenario has a map showing the terrain fought over during the original battle. Overlaid on the map is a hexagon grid. Players place their units within individual hexes. Each hex has a unique four-digit code for identification.

2.2 Game Charts

Air Drop Table (map): Randomizes the landing of airborne forces.

Combat Results Table (CRT): Determines the outcome of combat.

Command Points (CP) Chart: Designates the number of CP used to resolve certain game actions.

Engineering Table: Resolves engineering actions.

Terrain Effects Chart (TEC): Shows the effects of the various types of map terrain on movement and combat.

PARATROOPER GREAT AIRBORNE ASSAULTS:

2.3 Game Displays

Command Point Track: Used to track the number of CP available to each player. It reflects the current level of command control and morale. Reinforcements, Airstrikes & Eliminated Displays: Place units which are not on the map in these spaces.

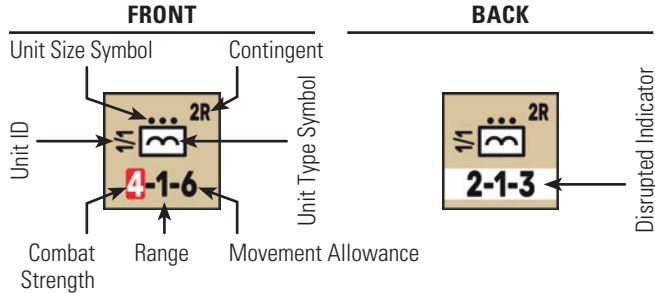
Turn Record Track: Shows the current game turn.

2.4 Game Units

Each scenario has a unique set of units, representing the actual combat forces that engaged in the original operation, plus various markers used for game administration. There are two general types of units: combat and strike.

Combat Units: Ground maneuver forces and strikes that represent air and sometimes naval power.

Example Combat Unit



Unit information:

Contingent: Upper right, higher level formation.

Size: The unit's echelon.

Type: See below.

Unit Identification: The historical number or name of the unit.

Combat Strength: The unit combat strength when firing or defending.

Important: A highlighted combat strength means the unit can employ pursuit to advance after combat (14.0).

Range: The maximum range, in hexes, at which a unit can fire.

Movement Allowance: The number of points available for determining movement based on terrain costs.

Combat Unit Back Printing: The front of the counter is the unit's combat effective side and the back of the counter is its disrupted side.

Important: Disrupted units lose their ability to conduct pursuit.

Unit types:

Most units in the game are non-airborne. Airborne units include any unit with one of the following graphics in the unit symbol. The following units are airborne:

Parachute: Units with the gull wing overlaid on their unit symbol



Glider: Units with the cross bar overlaid on the unit symbol.



Light (Non-mechanized)



Light (non-mechanized) Infantry



Commando



Heavy Weapons



Mortar/Infantry Gun



Artillery



Anti-tank (AT)



Anti-aircraft (AAA)



Engineers



Oil Refinery
Technical Troops



Logistic Support

Mechanized



Armor



Mechanized Heavy
Weapons



Mechanized Infantry



Armored recon



Wheeled recon



Self-propelled
artillery



Truck flamethrower



River Boat

Note: Scenarios may include additional unit types not shown here.

Unit sizes:

II: Battalion

I: Company

•••: Platoon

[•••]: Group

Strikes: Air and Naval Power



Airstrikes: Represent the effects of various air attacks on the map.



Naval Gunfire: Represent the effects of fire support from offshore warships.

Strike Strength: Is the number in the lower left corner. It represents the combat strength of the strike when firing. The reverse shows a generic symbol (not disruption).

2.5 Markers

On-Map Markers

These markers can be used on the map to indicate various things:



Air Supply: Parachute landings of supplies.



Demolition (Demo): The front indicates a destroyed installation; the reverse indicates a destroyed bridge.



Drop Zone (DZ): Hexes which have been prepared by recon and for airborne landings.



Roadblock: Hexes with defensive preparations.

PALEMBANG & PRIMOSOLE BRIDGE

Admin Markers



Command Points (CP): Indicates each player's Command Point (CP) total.



Turn: Used on the Turn Record Track.

2.6 Do or die

Players will have to provide a six-sided die to randomize various game functions.

Die roll modifier (DRM): if a game action calls for a die roll modifier, then after rolling the die add/subtract the number indicated to the result.

Example: The die roll is 4, if there is a +1 DRM the modified die roll would be 5. If there is -1 DRM the modified die roll would be 3.

2.7 Contingents

Each side includes one or more contingents, indicated by an alphanumeric in the upper right (2.4). All units on the same side are friendly to each other and can stack together, unless otherwise stated. The scenario rules list specific contingents.



Example: This unit is part of the Japanese 2nd Raider Regiment.

2.8 Abbreviations & Terms

CP: Command Point

Deployment: Placing units on the map by initial setup or as reinforcements.

DZ: Drop Zone

Enemy: All units controlled by the opposing player.

Friendly: All units controlled by the player.

Off-Map: The various displays in which the players place units.

On-Map: The part of the map with the hexagon grid representing the operational area.

May: The player can choose to take the action or not.

MP: Movement Points

Must: Requires that a player takes the action.

Occupy a Hex: Have a unit physically in a hex.

3.0 SCENARIOS

Each scenario will have its own setup instructions. Players determine the side each will control and then deploy their forces in the order given. After the setup is complete, initiate the first turn by following the Sequence of Play (4.0).

3.1 Victory

Each scenario will have its own victory conditions.

3.2 Rules Precedence

Rules in scenarios can supersede those in this rule book.

4.0 SEQUENCE OF PLAY

Each game turn consists of two player turns (one for each side), composed of phases (discrete segments of play). Players must take each game actions in the order of the sequence of play.

4.1 Phasing & Non-Phasing Players

The player currently taking his turn is the phasing player. The other player is the non-phasing player.

4.2 Sequence of Play

I. Airborne Player Turn: The airborne player conducts the below phases in the order given.

a) Command Point Phase (5.0): Reset command points to the current value (Turn Record Track).

b) Reinforcement Phase (16.0): Check for reinforcements available this turn.

c) Airborne Landing Phase (6.0):

1) Place DZ markers on the map.

2) Conduct airborne landings.

d) Engineering Phase (18.0, 19.0, 20.0 & 23.0): Conduct any engineering activity designated by the scenario.

e) Movement Phase (10.0): The phasing player may move units as desired.

f) Airstrike & Naval Gunfire Phase (12.0): Deploy airstrikes and naval gunfire markers on the map, then execute attacks with them.

g) Ground Attack Phase (11.0): Declare and initiate combat with ground units.

h) Regroup Phase (15.0): Expend CP to restore disrupted units to combat effective status.

II. Defending Player Turn: The defending player conducts his player turn in the same order and manner as the airborne player.

a) Command Point Phase (5.0): Reset command points to the current value (Turn Record Track).

b) Reinforcement Phase (16.0): Check for reinforcements available this turn.

c) Engineering Phase (18.0, 19.0, 20.0 & 22.0): Conduct any engineering activity designated by the scenario.

d) Movement Phase (10.0): The phasing player may move units as desired.

e) Airstrike & Naval Gunfire Phase (12.0): Deploy airstrikes and naval gunfire markers on the map, then execute attacks with them.

f) Ground Attack Phase (11.0): Declare and initiate ground combat with ground units.

h) Regroup Phase (15.0): Expend CP to restore disrupted units to combat effective status.

III. End of Turn: If this is the last turn of the scenario, the game comes to an end. Otherwise, move the turn marker forward one space and initiate the next turn.

5.0 COMMAND POINTS

Players gain Command Points (CP) and then expend them to conduct certain game actions.

5.1 Actions Requiring Command Points

Placing a DZ Marker: (6.1)

Conducting a Fast Move: (10.10)

Conducting Ranged Fire: (11.2.2)

Deploy Airstrikes and Naval Gunfire: (12.0)

Regrouping a Disrupted Unit: (15.2)

Conducting Engineering Operations: (19.0, 20.0 & 23.0)

Scenario Specific Actions: See scenario and special rules.

Important: All other game actions do not cost CP. A player can move and/or attack without expending CP.

PARATROOPER GREAT AIRBORNE ASSAULTS:

5.2 Command Point Phase



During each phasing player's Command Phase, the player resets the command marker to the number indicated on the Turn Record Track. This will be the CPs available for that player until the next friendly Command Phase.

5.3 Additional CP

Players may receive additional CPs per scenario special conditions and during the Command Phase.

5.4 Command Point Tracks

Players keep track of CPs by using the markers on the CP tracks. As a player expends them, reduce the marker. A player can never expend CPs such that they go below zero. Further, a scenario event cannot reduce the number of CP to less than zero.

5.5 Turn-Discrete CP Expenditures

Players cannot save CPs from turn to turn. Each side loses all CPs not expended during his turn at the start of the next friendly Command Phase.

6.0 DROP ZONES & AIRDROPS



The airborne player deploys parachute and glider units onto the map via airborne and airborne assault landings. Airborne units must be air dropped within a one hex radius of a drop zone marker. You must air drop all airborne units slated as reinforcements on the turn indicated by the scenario. If not dropped on the stated turn, they are permanently out of play.

Important: Do not count them as eliminated. They just never arrive during the scenario.

6.1 Drop Zone Deployment

Deploy DZ markers as the first step of the Airborne Landing Phase. Each Scenario lists the maximum number of DZ markers available and any special requirements or restrictions regarding the deployment of DZ. The hex a DZ marker occupies is the airborne DZ.

- Do not move or remove DZ markers once placed on the map.
- DZ markers deployed on turn one (any scenario) do not require the expenditure of CP.
- DZ markers deployed on all subsequent game turns require the expenditure of one CP.
- Place DZ markers in any hex (**Exception:** Those hexes prohibited to ground units) (TEC).
- Place only one DZ marker in each hex
- DZ continue to function for the remainder of the scenario, even if the defending player's forces have occupied the hex.
- DZ markers have no other effect on play. They do not:
 - a) Count for stacking.
 - b) Have any effect on or by combat.
 - c) Block enemy units.

6.2 Airborne Unit Landings

After deploying DZ for the current game turn, the airborne player deploys airborne units making air drops or glider landings onto the map.

Important: Reinforcements may arrive via air landings that do not require using the airborne landing procedure outlined below. Scenario instructions will identify these units and the procedure for landing them. Not all scenarios in this series use the glider and/or airborne landing rules (see scenario instructions).

- Deploy available airborne units on the map in the same hex as the DZ or any hex adjacent to a DZ.
- After deploying all airborne units, the airborne player checks each unit (one at a time) using the Air Drop Table.
- The airborne player is free to choose the order in which airborne units perform their landing checks.

6.2.1 Airborne Landing Procedure

Consult the Airborne Landing Table. For each unit:

- 1) Use the column corresponding to the terrain in which the unit is landing.
- 2) Roll one die and apply the below DRM.
 - +1 AAA DRM:** If the landing hex contains an enemy unit or is adjacent to an enemy AAA or heavy weapons unit. Only one modifier regardless of the number of in-hex or adjacent AAA or heavy weapons units.
 - +1 Night DRM:** If it is a night turn.

Important: AAA and night DRMs are accumulative.

- 3) Cross index the modified die roll with the result and apply the result to the unit.

Important: If a road, railroad, trail or sunken trail is in the hex, then use the other terrain in the hex to determine the column.

Example: The airborne player attempts to air drop a unit in a hex containing an enemy unit and is adjacent to a hex containing an enemy AAA unit. The DRM is +1. If the air drop took place at night, it would be a +2 DRM.

6.2.2 Scatter

If a unit receives a scattered result (S) consult the Scatter Diagram (on each scenario map) and roll one die to determine the direction of scatter using the scatter diagram on the map.

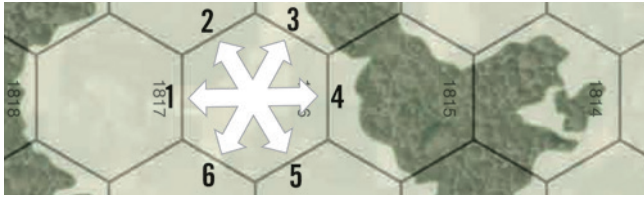
- After determining direction of scatter, roll a second die to determine the number of hexes the unit scatters. The result is the number of hexes the unit scatters (do not count the planned landing hex).
- Deploy the unit in the hex determined above.
- Then disrupt the unit.
- If a unit scatters off map, place it off-map on the map edge of the last hex. On the following turn, the unit must enter the map as a ground reinforcement via that map edge (16.0).
- Eliminate an airborne unit if it lands in a hex containing prohibited terrain (**Example:** A sea hex or an all-river hex).
- If a unit scatters (or intentionally dropped) into an enemy occupied hex and is not capable of air assault (6.2.3), eliminate the unit.

Important: Airborne units that are not air assault capable can be intentionally slated to land in an enemy occupied hex. However, if air assault capable units do not clear the hex, then eliminate them (6.2.3) as well as any non-assault capable units that landed in the hex.

- At the end of the Airborne Landing Phase, the airborne player must check for hexes that are overstacked. Disrupt all units in an overstacked hex. (7.3).

PALEMBANG & PRIMOSOLE BRIDGE

Example: The Japanese 1/1 parachute unit's planned landing hex is the DZ hex. The first die roll is 4, so the unit scatters in direction of the 4. The second die roll is 2, the unit disrupts and scatters two hexes away from the DZ.



6.2.3 Air Assault

Airborne infantry, airborne engineers and commandos can launch an air assault into hexes containing enemy ground units. Other airborne units, such as airborne heavy weapons and glider units are not air-assault capable.

- If one of the air-assault capable units lands, (after resolving that unit's air landing procedure) in an enemy occupied hex, the airborne player must immediately execute an air assault prior to resolving any further air landings. Resolve an air assault combat normally (11.0) with the following exceptions:
- Ignore the terrain in the defender's hex for determining combat shifts.
- Each unit attacks immediately, even if more than one unit is slated to drop in a hex.
- A player cannot support an attack with fire from other units.
- Eliminate the attacking unit if the attack fails to clear all defending units from the hex. Eliminate the unit after all air assaults are complete.

Important: An airborne unit can be slated to drop into a hex containing an enemy unit, but if it scatters out of that hex and into an empty one, there is no air assault.

6.2.4 Post Landing

Units otherwise function normally in the turn of landing.

7.0 STACKING

Stacking is placing more than one friendly unit in the same hex at the same time. Stacking applies only to on-map units, not to those in off-map displays.

Important: The order that units stack in a hex is important when resolving enemy airstrikes (12.0).

7.1 Traffic Control

Stacking limits are in effect at the end of the Airborne Landing, Movement and Ground Attack Phases. There is no limit to the number of units that can enter and pass through a given hex over the course of a phase. Players must meet the stacking limit at the end of that phase.

7.2 Stacking Limits

These are set by scenarios.

7.3 Over-Stacking

If units are over-stacked at the end of any Airborne Landing, Movement, or Combat Phase, the violating player must apply a disruption result to all such units (15.0).

7.4 Over-stacked Hexes

If a hex is over-stacked, then only one unit (maximum) can fire out of it in any one Ground Attack Phase. The owning player can select which one. Units defend normally.

7.5 High Man

Players can change the order of the units in a stack during their Movement Phase. Both players can change the order of stacking after combat results calling for retreat or pursuit.

7.6 Enemy Forces

Normally, friendly units cannot stack with enemy units.

Exceptions:

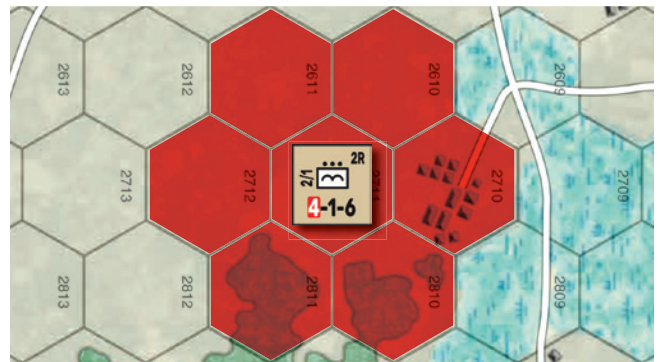
- Airstrikes attacking enemy units
- Airborne units landing in an enemy occupied hex (6.2.3).

8.0 FOG OF WAR

Players are free to examine enemy stacks at any point during their turn and during combat. Players cannot examine enemy off-map displays. You can always examine your own forces.

9.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground combat unit's hex constitute that unit's zone of control (ZOC).



Designer's Note: ZOCs represent the area controlled by a unit with its firepower and patrols, as well as the tendency of opposing forces to stop and engage when in contact.

9.1 ZOC Permanency

All ground combat units always exert a ZOC, regardless of phase or if they are combat effective or disrupted. ZOCs extend into and out of all types of terrain, across all types of hexsides, and into enemy occupied hexes.

9.2 ZOC & Movement

Units must halt their movement when entering any enemy ZOC (EZOC). There is no additional MP cost to enter an EZOC.

9.3 Disengagement

Units may only move out of EZOC if they:

- Retreat or pursue after combat (13.0 & 14.0); **or**,
- If they disengage. To disengage, move the unit out of the EZOC into a hex free of EZOCs. The unit can continue moving and even enter

PARATROOPER GREAT AIRBORNE ASSAULTS:

another EZOC, but only after moving through a hex clear of EZOC's. As soon as the unit enters another EZOC, it must halt and end its movement for the turn.

9.4 Infiltration

A unit can never move directly from one EZOC to another EZOC (See 18.0 Special Units).

Exceptions: Rules 14.0 Pursuit, and 18.2 Recon and Commando Infiltration.

9.5 Airborne Landings

Airborne units can land in EZOC. If the unit exerting the ZOC is an antiaircraft or heavy weapons type, there is a die roll modifier on the Air Drop Table.

9.6 ZOC & Combat

ZOC do not force combat.

- Disrupt any unit that retreats into an EZOC (13.3).
- A unit can pursue into or through an EZOC with no penalty (14.4).

9.7 ZOC & Reinforcements

EZOC do not block the deployment of reinforcements (16.0). However, a reinforcement unit that enters an EZOC must cease movement.

9.8 Regroup

Units can regroup in an EZOC (15.2).

10.0 GROUND MOVEMENT

Each combat unit has a printed movement allowance (MA). The MA of a unit is the number of movement points (MPs) that unit may expend during a Movement Phase. The active player may move his ground combat units as desired. Players move units from hex to adjacent hex, paying MPs for each hex per the TEC.

10.1 Restrictions

Players move units individually. A unit can use any number of its MPs in a single move. Players cannot save unused MPs from one phase to another, nor may they transfer MPs from one unit to any other unit.

10.2 Terrain Effects

A unit expends MPs as it enters each hex based on the type of terrain in it and (sometimes) along the hexsides. The TEC provides the number of MPs required to enter or cross each hex type.

10.3 Mechanized & Light Unit Movement

Mechanized units may pay different movement costs than light units.

10.4 Minimum Movement

A unit with a movement allowance of one or more can always move one hex (total) in a Movement Phase, within other restrictions. A unit cannot move into prohibited terrain using this rule, nor can it move from one EZOC to another EZOC (**Exception:** Recon and Commando units can move from one EZOC directly to another using infiltration (18.2)).

10.5 Hexsides

It costs additional MPs for a unit to cross certain types of hexsides (streams, rivers, and gullies). This is cumulative with the cost for entering the hex on the other side of the hexside terrain feature.

10.6 Road Movement



A unit moving along connected road hexes pays one half (0.5) MP per hex. This is regardless of other terrain in the hex.

10.7 Railroad & Track Movement



A unit moving along connected railroad or track hexes pays one MP per hex. This is regardless of other terrain in the hex.

Important: Unless specifically described in the scenario instructions, there is no special railroad movement.

10.8 Bridges



A road, railroad or track that crosses a river hexside via a bridge symbol indicates that a bridge crosses the river. Units move across bridges at the road or railroad/track rate. A demolished bridge negates this bonus (19.2).

Important: There must be a bridge symbol in a hexside for it to apply. If there is no bridge symbol, normal terrain costs apply.

10.9 No Off-Map Movement

Units cannot move off-map unless a special rule or scenario otherwise specifies this. **Exception:** See airborne scatter (6.2.2).

10.10 Fast Movement

A player can initiate fast movement for units. The active player must immediately declare a unit is using fast movement the moment the unit completes its normal move (prior to moving another unit). Use the following procedure:

- Designate the unit that will use fast movement.
- Expend one CP.
- Roll one die. The result is the number of additional MP the unit may immediately utilize.
- The player can do this for any number of friendly units by spending one CP per unit that uses fast movement.
- An individual unit can make only one fast movement in a single Movement Phase.

11.0 COMBAT

Players use combat to attack enemy units. There are two basic types of combat: airstrikes/naval gunfire and ground attack. Players can conduct ranged and/or adjacent ground combat. Resolve all combat on the Combat Results Table (CRT).

11.1 Attacking & Defending

The phasing player is the attacker. The non-phasing player is the defender.

- Attacking is voluntary. Units must defend if attacked.
- Once you have declared an attack, you cannot cancel it.
- The phasing player can conduct attacks in any order. There is no requirement to declare all attacks prior to conducting combat for each individual attack.
- A unit may not attack more than once per Ground Attack Phase.
- Normally, an attacking unit can only attack a unit once per Ground Attack Phase. **Exception:** See 13.3.
- A unit's attack and defense strengths are unitary. Players cannot divide a given unit's strength among different combats, either for attack or defense

11.2 Ground Combat

Players conduct ground combat during the Ground Attack Phase. There are two general types of ground combat: adjacent and ranged.

PALEMBANG & PRIMOSOLE BRIDGE

11.2.1 Adjacent Ground Combat

Attacking ground units must be adjacent to defending ground units. A player may attack a single defending hex from up to six adjacent friendly occupied hexes.

- A player must direct each attack against only one enemy occupied hex. If attackers are adjacent to more than one enemy occupied hex, each attacking unit can only attack one adjacent hex
- Units in the same hex may individually attack different enemy occupied hexes or can combine into a single attack against a single enemy hex.
- Players must attack units defending in the same hex as a single combined defense strength (unlike defense against airstrikes (12.5))

11.2.2 Ranged Combat

Ground units with a range factor of two or more can conduct ranged combat. They can fire from their own hex (exclusive) to the targeted hex (inclusive) a distance in hexes less than or equal to their range factor.

- Only attacking units can use ranged fire.
- The attacking player expends one CP. This expenditure pays for any number of attacks by ranged units that phase.
- The number of ranged units that can be involved in a single combat is set by the scenario rules.

Example: A scenario sets the ranged combat limit for two units. A player could commit up to two ranged units to a ground attack (at the cost of 1 CP).

- A unit cannot conduct a ranged attack if it is adjacent to an enemy unit. It can participate in an adjacent attack.
 - a) Ranged combat capable units may fire at enemy units that are not adjacent to friendly non-ranged units (i.e., conduct a barrage without any adjacent units participating in the attack); **or**,
 - b) Players may add ranged units to the total attack strength of any units conducting an adjacent attack.
- Ranged fires do not count for concentric attacks (11.4.2).
- Ranged attacks do not affect the units conducting them when resolving combat.
- Ranged fire can be through any type of terrain and units (there is no line of sight consideration).

Important: Disrupted units may lose their ranged fire ability.

Designer's Note: Spotting requirements are a part of CP expenditure.

Important: This rule does not affect airstrikes and naval gunfire attacks. The attack in a separate phase.

11.3 Combat Procedure

For each combat (barrage or adjacent) follow the sequence below.

- 1) Attack Declaration:** The attacker declares the units that are attacking and the hex under attack.
- 2) Attack Strength Determination:** Total the combat strength of the involved attacking units.
- 3) Defense Strength Determination:** Total the defense strength of the involved defending units.
- 4) Combat Strength Differential Determination:** Subtract the defense strength from the attack strength. The resulting number is the final combat strength (positive or negative) differential.

5) Consult the CRT: Use the final combat strength differential to determine the initial combat strength column.

6) Combat Shift Determination: Determine all column shifts for terrain and other factors. Make any adjustments for these shifts to the combat strength columns.

7) Combat Resolution: Roll one die and cross index the result beneath the final combat strength column. Implement the combat result immediately. Execute any retreats and pursuits.

11.4 Shifts

Certain game mechanics will shift the combat strength column used. These include concentric attacks (for ground combat), terrain, defending anti-tank units, and, for airstrikes, defending AAA units.

- Each column shift to the right shifts the attack one column in favor of the attacker.
- Each column shift to the left shifts the attack one column in favor of the defender.
- If both the attacker and defender have shifts, use the cumulative difference.
- If the final shift is to the left or right of the most extreme columns, use those columns.

Example: A combat strength of +5, shifted one to the left goes down to the +3 to +4 column.

11.4.1 Terrain

The TEC gives any shifts for each type of terrain.

In Hex Terrain: Defending units benefit from the terrain in the hex they occupy. This applies in all types of attacks (**Exception:** 6.2.3).

Hexside Terrain: Units defending against a ground attack benefit if all adjacent attacking units are across certain types of hexsides (**Example:** Rivers).

- Hexside shifts are in addition to any shift for in-hex terrain.
- If part of the adjacent attacking units attack across such terrain and others do not, then the hexside bonus does not apply. Ignore any units using ranged combat when determining if the hexside bonus applies.
- If there are different types of hexside bonuses, use the one most favorable for the attacker.

Example: If an attack against a defending unit is across a river and a bridge hexside, the defensive bonus would be (-1) for the bridge.

- Do not apply hexside shifts when:
 - a) An attack is composed entirely of ranged combat.
 - b) Conducting airstrikes and naval gunfire.
 - c) The hexside terrain is demolished (i.e., bridges, fortifications).
 - d) Conducting air assault attacks.

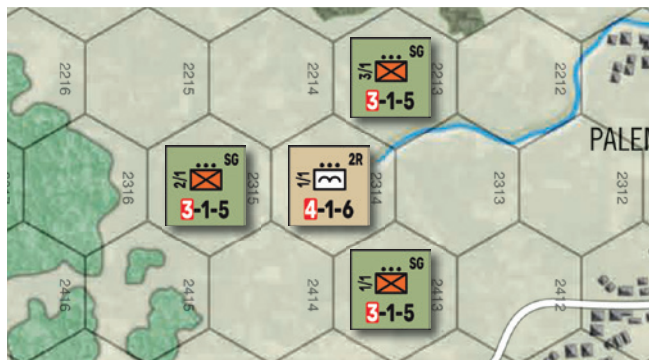
11.4.2 Concentric Attacks

If adjacent attacking units, their ZOCs or prohibited terrain/map edges surround a defending hex, then shift combat one column to the right.

Important: Units not participating in the attack do not qualify as blocking their hex or ZOC.

PARATROOPER GREAT AIRBORNE ASSAULTS:

The following diagrams are examples of valid concentric attacks.



11.4.3 Antitank Units



If adjacent attacking units include at least one mechanized class unit and the defender has at least one non-disrupted antitank unit then shift one column to the left. Only defending (never attacking) antitank units may qualify for this shift.

11.4.4 Night Attack

If the attack takes place during a night turn, shift one column left.

11.4.5 Engineers in the Attack



Attacking engineers can negate one defensive terrain shift. If there is at least one engineer in the attacking force, negate one in hex terrain shift.

Example: An attacking force has one engineer unit attacking and the defending force is in a town hex. Negate one of the two left shifts imposed by the town. Negate a maximum of one shift, no matter the number of engineer units participating in the attack.

11.4.6 Cumulative Shifts

A unit can take advantage of one shift for in-hex terrain, one for hexsides, plus any other shifts for other conditions.

11.5 Combat Results

Combat results are explained on the chart below the CRT. These results are variable depending on the type of attack (strike or ground combat). Results may require a player to select one unit for a disruption or elimination result (owning player's choice).

Disruption & Elimination: Eliminate disrupted units that suffer another disruption due to the current combat. Remove eliminated units from the map and place them in the Eliminated Units Display.

Retreats and Pursuits: See 13.0 and 14.0.

12.0 AIRSTRIKES & NAVAL GUNFIRE



Strikes represent the effects of airpower and naval gunfire on the battlefield. Scenarios will assign players airstrike and naval gunfire markers.

12.1 Airstrike Availability

Initially, place airstrike markers in the Reinforcements Display. When they become available (by scenario setup or reinforcement), move them to the Airstrikes Display. Deploy airstrikes on the map only when making an airstrike. Return airstrikes to the Reinforcements, Airstrikes or Eliminated Units Display after use. Each scenario will list the disposition of used airstrike markers.

12.2 Sorties

You conduct airstrikes during the friendly Airstrike & Naval Gunfire Phase.

- Expend one CP and deploy any number of available airstrikes from the Airstrike Display to the map.

Important: Expend one CP to commit any or all airstrikes, not one CP per airstrike.

- Scenario rules will provide the number of airstrikes a player can commit per hex.
- Deploy them in the same hex as enemy ground units.

Important: Airstrikes are not available during night game turns.

12.3 Coordination

The attacking player executes airstrikes one at a time. The active player chooses the order of execution.

Important: Conduct and complete the Airstrike & Naval Gunfire Phase prior to the Ground Attack Phase. You cannot combine air/naval and ground attacks into a single combat. You can use airstrikes/naval gunfire to soften up a hex that will be subsequently attacked by friendly ground units.

12.4 Range

Airstrikes can attack any hex on-map. Airstrikes cannot attack enemy off-map displays.

12.5 Airstrike Resolution

All airstrikes in a targeted hex combine to attack each defending unit individually. Attack the top unit in the stack first, and then proceed down the stack from top to bottom following the steps set forth below:

- 1) Total the strike strength of all airstrikes in the hex.
- 2) Subtract the combat strength of the defending unit from the total strike strength of the airstrikes.
- 3) The result is the initial column used on the CRT.
- 4) Determine any shifts for terrain (TEC). Add any additional shifts for AAA.
- 5) Use the total adjusted shifts to determine the final CRT column.
- 6) The attacker rolls one die and cross indexes the outcome with the results on the CRT.
- 7) Apply the result.

Example: Two airstrikes, each with a strength of 4 (total 8) attack a defending hex with two enemy ground units, one with a combat strength of 6 and the second with a strength of 4. Prior to any shifts, the first attack will be at +2 and the second at +4.

PALEMBANG & PRIMOSOLE BRIDGE

12.6 Flak/Antiaircraft (AAA) Fire



If the defending hex contains or is adjacent to an undisrupted enemy AAA unit, shift the attack one column to the left. The maximum is one shift, regardless of the number of AAA units.

12.7 Air Attrition

Airstrikes eliminated during an attack do not apply their strike strength against the next unit in the stack.

12.8 Disposition

A player can only use an airstrike once per game turn. Normally, players can reuse an airstrike any number of times in a scenario. Airstrikes eliminated by AAA fire may or may not be replaceable (see the scenario rules).

12.9 No Air to Air

Friendly airstrike markers cannot attack enemy airstrike markers, and vice versa.

12.10 NAVAL GUNFIRE



Treat naval gunfire markers as airstrikes with the following exceptions:

- The owning player pays one CP to commit any or all naval gunfire markers in an Airstrike & Naval Gunfire Phase. This is in addition to the CP cost of airstrikes.
- Anti-aircraft fire does not affect naval gunfire markers.
- Naval gunfire cannot combine with airstrikes in a single combat; Resolve naval gunfire and airstrikes targeting the same enemy hex separately (and in the order chosen by the attacker).
- Players may use naval gunfire markers during night game turns. Shift any such attack one column left for night turns (11.4.4).

13.0 RETREAT AFTER COMBAT

When a combat result mandates a retreat, a player must move affected units the indicated number of hexes. Retreats are in terms of hexes, not movement points.

13.1 Retreat Procedure

The owning player rolls one die for each retreating unit. The result is the number of hexes the unit must retreat. Conduct the die rolls/retreats one at a time in the order chosen by the owning player.

13.2 Retreat Restrictions

Players may retreat units in any direction.

- They must end their retreat the number of hexes away from their start hex according to the die roll (no doubling back).
- Units may not retreat into hexes containing enemy ground units, prohibited terrain or off the map. Eliminate units if there is no other alternative.
- Units may retreat into and through hexes containing friendly units. If their retreat ends in violation of stacking, the retreating unit must retreat additional hexes until it no longer is in violation. If forced to end a retreat in a hex over-stacked, then apply the over-stacking penalties (disrupt all units in the over-stacked hex, 7.3).
- Units must always retreat the number of hexes indicated, regardless of their MA.
- Eliminate zero movement factor units if forced to retreat.

13.3 Retreating into EZOC & Multiple Defense

Retreating units can retreat into and through EZOC. Disrupt units that retreat into an EZOC (9.0). Eliminate the unit if already disrupted (even if disrupted during the retreat). A unit may end its retreat adjacent to enemy units (after disruption for retreating into an EZOC). A player can attack retreated defending units again, if the (newly adjacent) friendly units have not engaged in a previous attack.

13.4 Crossing Rivers



Disrupt units that retreat across a river hexside. Do not disrupt units that retreat across a river using an intact bridge.

13.5 Negating Retreats

Certain hex types can negate a retreat result. See scenario rules.

14.0 PURSUIT

When a combat result clears all defending units from a hex (whether by elimination or retreat), the attacker may conduct a special form of movement called pursuit. Pursuits are in terms of hexes, not movement points.

14.1 Units Capable of Pursuit



Combat effective ground units with a red box around their combat strength that made an adjacent attack can pursue. Units conducting a ranged attack (11.2.2) cannot pursue.

14.2 Pursuit Procedure

The player may immediately move surviving attacking ground units that were adjacent to the defender's hex either one or two hexes. Always count the hex that was the subject of the attack as the first hex. Any hex in which the pursuing units end their move is subject to stacking limits.

Mechanized Units: Can pursue up to two hexes.

Other Unit Types: Can pursue one hex.

14.3 Pursuit Path

The first hex must be the hex the enemy units formerly occupied. The second hex (if allowed) may be in any direction, regardless of the direction in which any defending units may have retreated. If a pursuit is more than one hex, units may stop any hex along the pursuit path.

14.4 Details

Pursuit is not normal movement and does not cost movement points. Defending units never pursue.

- Units may pursue only into hexes into which they could normally move.
- Pursuing units may move into and/or through EZOC without suffering any effects.
- Road movement does not increase pursuit distance.
- If there are any surviving defending units in a hex, then no pursuit may occur.

15.0 UNIT STATUS & REGROUPING

Units are in one of two following states:

Combat Effective (front side)

Disrupted (reverse side)

Normally, units enter play on their combat effective side, and become disrupted due to air landing, combat, retreating through an EZOC or across a river, and over-stacking. During the Regroup Phase (4.0), the player may return disrupted units to combat effective status by expending CP.

15.1 Effects of Disruption

Disrupted units have a reduced combat strength and reduced movement allowance on the reverse side of the counter.

- Disrupted AAA units and heavy weapons do not provide shifts for air defense against airstrikes and air assaults.
- Disrupted units cannot pursue.
- Disrupted engineers cannot conduct their special functions.
- Disrupted units cannot create roadblocks.
- Eliminate disrupted units that disrupt again.
- Disrupted units retain all other capabilities, including ZOC.

15.2 Regroup Procedure

During the Regroup Phase: expend one CP and flip one disrupted unit to its combat effective side. You can regroup any number of units if you expend one CP for each unit.

Important: Units may regroup in EZOC.

15.3 One Step Units

Eliminate one step units when disrupted.

16.0 REINFORCEMENTS

Players can receive additional units over the course of a game. Placing reinforcements on the map is called deployment. Usually, reinforcement is by a group of units called a contingent (per the contingent identification on the counter).

16.1 Reinforcement Timing

Scenarios will list the reinforcements by identification and turn.

- During the Reinforcement Phase, the active player determines if he is due any reinforcements that game turn.
- Place reinforcements in the appropriate Reinforcements Display.

Exception: Move airstrikes from the Reinforcement Display to the Airstrikes Display.

- During the appropriate phase of that player's turn, deploy reinforcements on the map.
- Deploy reinforcements on the indicated turn. Scenarios may allow a player to delay ground units to any turn after their scheduled arrival game turn.

Exception: A scenario may designate certain airborne units to deploy by air drops. These enter during the Air Landing Phase. You cannot delay airborne reinforcements (6.0).

Example: The airborne player receives two companies of airborne units. During the Air Landing Phase, he would deploy them on the map using the air landing rules.

16.2 Ground Reinforcements

Ground units enter the map from map edges listed in the scenario during the Movement Phase. Move them onto the map from the map edge, paying normal movement points. If more than one unit enters via the same hex, there is no additional delay.

16.2.1 Deployment

The first hex entered by a reinforcement cannot be an enemy occupied hex. The first hex entered may be into an EZOC, whereupon the reinforcement(s) must halt.

16.3 Air Landed Units

Scenarios may designate reinforcements that deploy by air landing.

- Players must place air landing units on an airfield not occupied by enemy units.
- Units so designated do not use the procedures for air landing outlined in 6.0.

Designer's Note: These are units flown in on transport aircraft.

16.4 Variable Reinforcements

Scenarios may provide variable entry tables. If a called-for ground unit reinforcement has already entered play, treat the outcome as no effect. Scenario rules explain variable air unit arrival.

Important: Random events may call for variable reinforcements.


17.0 DAY & NIGHT TURNS

Most turns are daytime. The Turn Record Track indicates night turns. If a turn is a night turn:

- Players normally receive fewer CP.
- Players cannot use airstrikes.
- All ground combats (both adjacent and ranged) and naval gunfire strikes receive a one column shift to the left.

18.0 SPECIAL UNITS



18.1 Engineer Units

 **Special Assault:** If an undisrupted engineer unit is participating in an adjacent attack against enemy units that would receive terrain benefits (for hexes or hexsides), then the attack receives a one column shift to the right (cumulative with all other offensive and defensive shifts).


Example: The defender is behind a river. Instead of a (-2) shift, the attack would have a (-1) shift.

Demolition, Bridge Building: Engineer units can provide enhancements for these (19.0 & 22.0).

18.2 Recon & Commando Infiltration

  Units with the recon or commando symbol (either light or mech) have a limited ability to move through EZOC. If they are combat effective and begin their movement in an EZOC, they can move one hex directly into another EZOC, but must then cease their movement. This does not apply to retreats.

18.3 Airdropped Supplies

 Markers represent airdropped supplies. The scenario rules may provide air supply markers. Air supply markers do not count for stacking. There is no CP cost to airdrop supplies; however, the number of air supply markers provided limits the total number of airdrop missions allowed.

- The airborne player can drop them in any hexes on the map, except for all sea or all-river hexes (DZ marker not required).
- Conduct the airborne landing procedure (6.2.1) normally.
- Disruption does not affect air supply markers.
- Scatter results causes them to scatter (but not disrupt).
- Air supply markers that scatter off-map are eliminated.
- An eliminated air supply marker is permanently out of play.

PALEMBANG & PRIMOSOLE BRIDGE

18.3.1 Effect

The airborne player can expend 1 CP to regroup all friendly disrupted units in and adjacent to a hex with an air supply marker. The airborne player then permanently removes the marker from the game. There is no requirement to use air supply markers on the turn of arrival.

19.0 DEMOLITION



A player can attempt to destroy certain terrain features via demolition. Conduct demolition in the Engineering Phase. Players can demolish the following hex and hexside features

(not all features are present in each scenario):

Refineries

Fortifications

Bridges

Other features specified by scenario.

19.1 Procedure

Demolition occurs during the friendly Engineering Phase.

- Any type of undisrupted ground unit can conduct demolition. Use the corresponding column on the Demolition Table.
- The player must have an undisrupted ground unit in or adjacent to the hex or hexside of the feature he wishes to demolish.
- Declare the unit attempting the demolition.
- Expend one CP. Make the expenditure for each demolition attempt.
- Consult the Demolition Table. Locate the appropriate column based on the type of unit attempting the demolition (engineer units have a better chance of success).
- Roll one die and apply the result.
 - “-”: No Effect
 - Dx**: Demolition Succeeds
- If the demolition attempt was against a hex feature, place a demolition marker in the hex.
- For a bridge hexside, place the reverse side of the demolition marker in an adjacent hex with the arrow pointing towards the demolished bridge.

Important: The number of markers provided is not a limitation on the number of demolitions that may occur. Players may make additional markers.

19.2 Effects of Demolition

In Hex: Units defending in the hex do not receive the defensive benefit of the hex feature demolished.

Hexside: Bridge ceases to exist. Use river crossing movement costs, and river defensive benefits.

Important: Demolished hexes or hexsides may increase or reduce the amount of VP's that the hex is worth to each player.

19.3 Restrictions

The unit conducting the demolition cannot move in the following Movement Phase. It can perform other actions normally.

- A player may attempt only one demolition per hex or hexside in a single Engineering Phase.
- Players cannot demolish a demolished hex or hexside again. A demolished hex feature does not affect the hexside, and vice versa.
- Players may not rebuild a demolished terrain feature unless a scenario specifically calls for it.

Important: Scenarios may allow for removal of demolition markers. In that case, the hex could be the target of another demolition attempt.

20.0 ROADBLOCKS



Roadblock markers represent units digging in and/or conducting enhanced patrols. Conduct the construction of roadblocks during the Engineering Phase.

20.1 Procedure

Roadblock construction occurs during the friendly Engineering Phase.

- The player must have an undisrupted ground unit in the hex in which the player wishes to create a roadblock. The hex may be adjacent to an enemy unit.
- A maximum of one roadblock marker can be in a hex.
- The unit building the roadblock cannot move in the following Movement Phase. It can perform other actions normally.
- Players may build a roadblock in any hex, excepting fortification hexes and all-sea or all-river hexes. Players may place a roadblock in a hex not containing a road, trail or railroad.
- Expend one CP and place a roadblock marker in the hex.

20.2 Effects

Defending units in a hex with a roadblock marker receive a one column shift to the left against all types of attacks (**Exception: 6.2.3 Air Assault**). This leftward shift is in addition to any other shifts that defensive terrain may grant.

Example: A roadblock built in a town hex would grant a total of three leftward shifts (two shifts for the town, plus one for the roadblock).

20.3 Duration

The roadblock remains in place if there is at least one friendly ground unit in the hex. This does not have to be the unit that constructed the roadblock. The instant that there are no friendly units in a roadblock hex, remove the roadblock marker.

Important: Players cannot capture/use roadblock markers built by the opposing side. Eliminate the roadblock if the units defending them vacate the hex for any reason.

21.0 VICTORY CONDITIONS

There are two ways to win a scenario: Sudden Death and End Game Victory Check.

21.1 Sudden Death

A scenario may have a sudden death condition. If a player attains that condition at any point in the scenario, the game ends and that player wins.

21.2 End Game Victory

After the final turn of the scenario, players total their victory points (VP). Scenario rules contain VP information, usually in terms of occupying hexes and/or eliminating enemy units. The side with fewer VPs subtracts its total from the side with more VPs. The higher side wins the level of victory listed. If neither player attains any victory level, the game ends in a stalemate.

22.0 OPTIONAL RULES

In addition to the below optional rules, scenarios may have scenario specific optional rules.

22.1 Emergency Air Drops

The airborne player can drop airborne units (and air supply markers) in any hex on the map (**Exception: All-sea or all-river hexes**). If the hex is not on or adjacent to a friendly DZ marker there is an additional +1 DRM on the Air Drop Table.



22.2 Bridge Repair & Building

Engineers can remove bridge demolished markers. Scenarios may allow players to place bridge markers. The player must have an engineer unit in a hex adjacent to the hexside he wishes to bridge. Expend the indicated number of CP, then perform bridge repair or bridge marker emplacement.

Important: When using this optional rule, players may destroy rebuilt bridges, this is an exception to 19.3.

22.2.1 Bridge Repair Procedure

The engineer unit must be undisrupted and adjacent to a hexside with a bridge demolished marker.

- Declare the repair attempt and expend 2 CP.
- Roll one die and consult the Demolition Table, Engineer Unit Column.
- A result of Dx successfully repairs the bridge.
- If successful, remove the bridge demolished marker from the hexside. The bridge is fully functional.

22.2.2 Bridge Building Procedure

The engineer must be combat effective, and adjacent to a river or stream hexside. Players cannot bridge all-river hexes.

- Declare the bridging attempt and expend 3 CP.
- Roll one die and consult the Demolition Table, Engineer Unit Column.
- A result of Dx successfully builds the bridge.
- If successful, place a bridge marker pointing to the hexside bridged.
- The bridge marker functions as a printed bridge hexside.
- Players cannot place a bridge marker on a hexside containing a printed bridge or another bridge marker.
- Players may remove bridge markers by demolition (19.0). At this point the hexside reverts to its original status.
- The number of bridge markers listed in a scenario is the limit. Players cannot replace demolished bridge markers. Once demolished, remove them from the map.

Designer's Note: Due to counter restraints the counter set does not provide bridge markers. Players can create their own or use other markers to denote a built bridge.

SCENARIOS

23.0 PALEMBANG:

AIR ASSAULT ON SUMATRA, FEBRUARY 1942

Historical notes: A major Japanese objective during their opening offensive in the Pacific War was the oilfields and refineries of the Dutch East Indies. Palembang was the site of a major petroleum complex, and so the Japanese 2nd Raiding Regiment parachuted into the area. Through a combination of surprise and audacity, the paratroopers seized both the refineries and the airfield to the town's north. But they lacked the strength to hold them against a combined Dutch-British defense. However, a Japanese amphibious force moved up the Musig River and proved enough to consolidate control although this resulted in extensive damage to the refineries.

Players: The airborne player controls the Japanese forces. The defending player controls the Allied (British, Australian and Dutch).

Game Turns: The scenario is eight game turns. First turn is 14 February 1942 (Morning). The last turn is 16 February 1942 (Afternoon).

23.1 Defending Player

Defending Player Setup: The defending player sets up first.

Contingents:

BR: British AAA units defending the airfield.

2A: 1/2 Australian Machinegun Battalion.

SG: South Sumatra Garrison Battalion

TC: Territorial Command South Sumatra

Initial Deployment:

On or adjacent to the Airfield: All 5 BR units

Any Musi River Hex or Hexside: SG Patrol Boat

Any Town or Refinery Hex: All units of the SG Battalion

Command Points: See Palembang Turn Record Track.

Stacking:

Ground Units: 4 platoons per hex; companies count as three platoons.

Airstrikes: 1 per hex.

PALEMBANG & PRIMOSOLE BRIDGE

Fire Coordination: A maximum of one Allied ground unit can make a ranged attack per combat.

Reinforcements: Each turn starting with the 14 February, Afternoon game turn during the defending player Reinforcement Phase, the defending player rolls one die. The result indicates any unit(s) received this turn. The Allied player must deploy reinforcements on the turn the event occurs.

- 1:** All TC units
- 2:** 2A unit
- 3:** 1 airstrike marker (not available if a night turn).
- 4–5:** No Effect
- 6:** Panic: If the Japanese occupy two or more objective hexes: reduce Allied CP by two, if not there is no effect.

If the result calls for reinforcements, roll one die to determine the map edge the units enter on.

- 1–2:** North (1418 to 3318)
- 3–4:** East (0405 to 0414)
- 5–6:** South (1901 to 3301)

Airstrike Availability: A player may only use an airstrike marker on the turn it arrives, and only on morning and afternoon turns. If a player rolls the event again, the player may place it again for that turn. If shot down by AAA, the player cannot place the airstrike marker again (eliminate the airstrike marker).

23.2 Airborne Player

The airborne player sets up second.

Contingents:

- 2R:** 2nd Raiding Regiment
- T1:** Tanaka Detachment First Group
- T2:** Tanaka Detachment Second Group

Initial Deployment:

- Airstrikes:** 4× airstrikes.
- DZ Markers:** 3; deployed on Turn 1 (at zero CP cost). Place on any open or marsh hexes.
- Air Supply marker:** Drop on any turn.

Command Points: See Palembang Turn Record Track. See scenario special rule 23.3.

Stacking:

- Ground Units:** 4 platoons per hex; companies count as three platoons.
- Airstrikes:** 2 per hex.

Fire Coordination: Up to two Japanese ground units can make a ranged attack per combat.

Reinforcements: The airborne player must deploy reinforcements on the turn the event occurs.

14 February (Morning): 2nd Raider Regiment (2R). Must air drop 12 airborne infantry, airborne engineer or airborne heavy weapons platoons (airborne player's choice of which 12 units; cannot include the 2R anti-tank platoon, see below).

14 February (Afternoon): Must air drop the 2R anti-tank platoon. May deploy 1 DZ during this turn, or any ensuing game turn. This costs 1 CP. Place the DZ in any clear or marsh hexes.

15 February (Afternoon): Must air drop the remaining four airborne units.

Variable Entry: Starting with the 14 February (Afternoon) game turn, during the airborne player's Reinforcement Phase, the player rolls one die. If one of the below results has already occurred, only the airstrikes are available.

The result indicates any unit(s) received this turn:

- 1–2:** 1× airstrike (not available if it's a night turn); if it is the 15th or 16th of February (any turn during those days), deploy all T1 units; if the T1 contingent has already entered play, then deploy all T2 units.
- 3–4:** 2× airstrikes (not available if it is a night turn).
- 5:** 3× airstrikes (not available if it is a night turn).
- 6:** 4× airstrikes (not available if it is a night turn).

Ground reinforcements enter on the east map edge within three hexes of the Musig River (hexes; 0408, 0409, 0410, 0412, 0413 or 0414). If enemy units occupy all such hexes, then they arrive on the next turn on any east map edge hex (hexes; 0405, 0406, 0407, 0408, 0409, 0410, 0412, 0413 or 0414). If enemy units occupy all east map edge hexes, then the reinforcements enter on either the north or south map edge, but the chosen entry hex(es) must be within ten hexes of the east map edge (0405 to 0414).

Airstrike Availability: The player may only use an airstrike marker on the turn it arrives, and only on morning and afternoon turns. If rolled again, a player may place it for that turn. If shot down by AAA, a player cannot place the airstrike again (eliminate that airstrike marker).

23.3 Special Rules

Additional Airborne CPs: The airborne player gains two additional CPs each Airborne Command Point Phase if any Japanese ground units occupy the airfield objective hex (hex 3016), and there are no enemy units adjacent to it. The Allies receive zero CPs for controlling the airfield.

Patrol Boat: A player can only deploy and move/retreat this unit along any river hexes (full or partial). Treat the unit as a ground unit in all other respects. The unit does exert a ZOC in all adjacent hexes.

Demolishing Refinery Hexes: The Allied player can attempt to demolish refinery hexes.

Refinery Fires: Each time a player directs any ranged fire or airstrike against units in a refinery hex, the attacking player must roll one die after completion of the combat. Results:

- 1–4:** No Effect
- 5–6:** Fire!

Flamethrower Truck: If eliminated in a refinery hex, then roll one die after completion of the combat. Results:

- 1–3:** No Effect
- 4–6:** Fire!

If the result calls for a fire, place a demolished marker on the refinery hex. If already demolished, there is no die roll.

Japanese Oil Refinery Technical Troops: If the Japanese have an oil refinery technical troop unit in an oil refinery hex that already has a demolished marker, the Japanese player can remove the demolished marker by expending 2 CPs. The oil refinery technical troop unit must begin the airborne player's Movement Phase in the demolished refinery hex and cannot move during that phase.

PARATROOPER GREAT AIRBORNE ASSAULTS:

Important: Players may destroy repaired refineries as an exception to 19.3 that does not allow a demolished item to be demolished again.

23.4 Victory Conditions

Sudden Death: Starting with Turn 2, if one player's units occupy all objective hexes and the other player has no units on the map, then the game immediately ends and the player with the on-map units wins a decisive victory.

End Game Victory: Players gain VP at the end of the game as follows:

Occupation of Objective Hexes:

Refineries (intact): 10 each

Refineries (demolished): 5 each

Airfield Objective (hex 3016): 10

Railroad Station (hex 2504): 5

Benteng Kuto Besak (hex 2110): 5

Utilities (hex 2012): 5

Important: Only the three refinery hexes marked as objectives count for VP.

Enemy Ground Units in the Eliminated Units Display:

Japanese Airborne (all types): 2

All Other Allied and Japanese: 1

Airstrikes: 1

Levels of Victory: Subtract the lower total from the higher total, the difference is the level of victory achieved by the side with the higher total.

41 or More: Strategic Victory (highest)

26–40: Operational Victory

11–25: Tactical Victory

0–10: Draw

Historical Outcome: Japanese operational victory; they seized the airfield and refineries, but the NKPM refinery was demolished by the Dutch.

24.0 PRIMOSOLE BRIDGE:

CLASH OF AIRBORNE, SICILY JULY 1943

Historical Notes: Operation Husky, the Allied invasion of Sicily, kicked off on 9 July 1943. On the night of 13 July, the British 1st Parachute Brigade airdropped behind Axis lines to seize control of the Primosole Bridge crossing the Simeto River. Montgomery considered

the bridge vital for his Eighth Army advance up the coast, and so initiated Operation Fustian. But the air drop turned into something of a disaster with over half the transports shot down or missing the target. About 300 British paratrooper and glider troops (out of 1900 dropped) landed near the bridge, defended by local Italian forces and elements of the German 1st Fallschirmjaeger Division. A back and forth battle ensued, with more German Fallschirmjaeger (airlifted into nearby Catania) until the lead brigade of British 50th Infantry Division drove up from the south. Axis forces fell back, and the British ended up in control of the bridge. But the delay caused by the fighting held up Eighth Army's drive on Catania and Messina. In the scenario, British airborne forces represent a collection of units that historically made it to the drop zones.

Players: The airborne player controls the British forces. The defending player controls all Axis contingents.

Turns: The scenario is nine game turns long. The first turn is 13 July 1943 (Night) turn. The last turn is 16 July 1943 (Afternoon) turn.

24.1 Defending Player

Defending Player Setup: The defending player sets up first.

Contingents:

1FM: 1st Fallschirmjaeger Machinegun Battalion

1FP: 1st Fallschirmjaeger Pioneer Battalion

4F: 1st Battalion 4th Fallschirmjaeger Regiment

372: 372 Italian Coastal Defense Battalion

Ar: Italian Arditi Special Forces Unit

GS: Group Schmalz

KS: Kampfgruppe Stangenberg

Initial Deployment:

In fortifications: All Italian 372 units

Anywhere on the Map: All 1FM units.

The defending player may place no more than one Axis unit per hex.

Command Points: See Primosole Turn Record Track.

Stacking:

Ground Units: 4 platoons per hex; companies count as three platoons

Airstrikes: 1 per hex

Fire Coordination: Up to two Axis units can make a ranged attack per combat.

Reinforcements: Starting with the 14 July (Morning) game turn during the defending player Reinforcement Phase, the defending player rolls one die. Results show any units received this turn. Once a ground reinforcement contingent enters play, treat any further die roll for it as no effect.

1: All KS units

2: All 1FP units

3: All 4F units

4: All GS units

5: Arditi unit

6: 1× airstrike; plus select one Axis contingent (from the above) not yet deployed.

Reinforcement Deployment: All Axis units enter on the north map edge, or on the west map edge (north of the Simeto River). The defending player may delay ground reinforcements until later turns.



PALEMBANG & PRIMOSOLE BRIDGE

Airstrike Availability: A player may only use the Axis air unit on the turn rolled, and only if morning or afternoon. If rolled again, the player can deploy it again. If shot down by AAA, if a die roll calls for the reinforcement again, replace the unit.

24.2 Airborne Player

The airborne player sets up second.

Unit Abbreviations

CLY: County of London Yeomanry (Sharpshooters)

DLI: Durham Light Infantry

PF: Pathfinders

RD: Royal Dragoons

Contingents:

1P: 1st Parachute Brigade

4A: 4th Armoured Brigade

151: 151st Infantry Brigade

Initial Deployment: All ground units, airstrikes and naval gunfire markers enter as reinforcements

Command Points: See Primosole Turn Record Track.

Stacking:

Ground Units: 4 platoons per hex; companies count as three platoons

Airstrikes: 1 per hex

Naval Gunfire: 1 per hex (but not in same hex as an airstrike).

Fire Coordination: Up to two British units can make a ranged attack per combat.

Reinforcements:

DZ Markers: Six total; the player must deploy them on the first turn (at zero CP cost). Deploy them in any hex (except for All-Sea hexes).

Airborne Units: 13 July (Night) turn. Roll one die and add 12 to the result (to get a number from 13 to 18). This is the number of airborne units from the 1st Parachute Brigade (1P) the player must drop this turn (airborne player's choice of which units are air dropped). This is the only turn that units can be air dropped.

Important: This is a night drop and incurs the +1 DRM to the Air Drop Table.

Ground Units: Starting with the 14 July (Morning) game turn, the airborne player rolls one die during the airborne player's Reinforcement Phase. The result indicates any unit(s) received this turn:

1–2: All remaining 1P units

3–4: 4A and 151 contingents; on the turn rolled, the airborne player selects and deploys any seven units from the 4A and/or the 151 contingents (seven units, total). The next time the player rolls the above, deploy all remaining 4A and 151 units.

5: 1× naval gunfire marker

6: 1× airstrike marker

Important: If all units for any results of 1 to 4 are currently on the map or eliminated, treat the repeated result as a No Effect.

Reinforcement Deployment:

1P: All units that did not drop on Turn 1 enter on the west map edge.

4A, 151: Enter on the south map edge.

The player must deploy 1P reinforcements on the turn the event occurs. The player may delay the 4A and 151 reinforcements.

Airstrike Availability: The airborne player can only use the airstrike marker on the turn rolled, and only if it is a morning or afternoon turn. If the event occurs again, the player can place it again that turn. If shot down by AAA, replace the airstrike marker the next time as a reinforcement.

Naval Gunfire Unit: Once rolled, it remains in play for the remainder of the game. (It still takes CP to use it.)

24.3 Special Rules

Additional Airborne CP: The airborne player gains one additional CP each airborne player Command Point Phase if British ground units occupy both Primosole Bridge hexes (hex 1929 and hex 2029), and there are no Axis ground units adjacent to them. The defending player does not receive a CP for controlling the bridge hexes.

Evacuation of 1st Parachute Brigade (1P): The airborne player can move 1P units off the south map edge, starting on the turn that any 4A or 151 reinforcements deploy. Move the units to the south map edge, expend one MP for each unit, and remove each unit from the game permanently. The Allies get additional VP's for this. (This does not apply to units which scatter or retreat off the map.)

Fortifications: Fortifications captured by the airborne player grant three shifts leftward on the CRT if the airborne player's units are defending in those fortification hexes.

***Order of Battle Note:** British units represent various platoons forming up into 'ad hoc' companies and battalions.*

24.4 Victory Conditions

Sudden Death: Starting with Turn 2, if one player's units occupy all objective hexes and the other player has no units on the map, the game immediately ends and the player with the on-map units wins a decisive victory.

End Game Victory:

Players gain VP at the end of the game as follows:

Occupation of Hexes:

To Catania (hex 0529): 10

Bottoceto (hex 0936): 5

North Primosole Bridge (hex 1929): 10 (5 if bridge is demolished)

South Primosole Bridge (hex 2029): 10 (5 if bridge is demolished)

Enemy Ground Units in the Eliminated Units Display:

German (all types): 2

Italian Arditi: 2

Italian 372 Units: 1

British Paratrooper and Glider Units: 2

All Other British Units: 1

Airstrike Markers: 0

British 1P Brigade units evacuated (per unit): 1

Levels of Victory: Subtract the lower total from the higher total, the difference is the level of victory achieved by the side with the higher total.

41 or More: Strategic Victory (highest)

26–40: Operational Victory

11–25: Tactical Victory

0–10: Draw

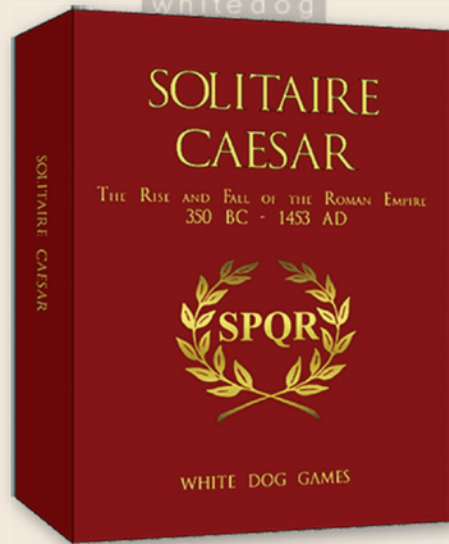
Historical outcome: Draw. British gained control of the Primosole Bridge, but the Germans withdrew intact and reformed their line to the north.

NEW GAME LINES AVAILABLE NOW!

CSL Games



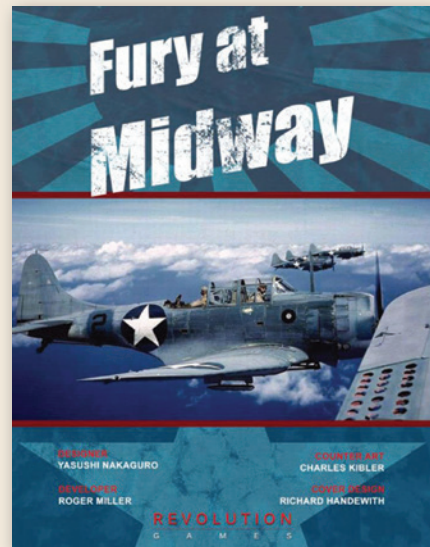
White Dog Games



Legion Games



Revolution Games



See more games online!
Shop.DecisionGames.com | (661) 587-9633