



THE AIRFIELD

A new map, counters, and rules for use with MBT / IDF

Disclaimer....

The following rules and DTP game pieces are completely unofficial and are in no way sanctioned by the owner(s) of the copyrights for MBT and IDF. They are merely one fan of the game's suggested rules for actions not covered under the original rules.

Enjoy.

/NE 2006



Airborne Operations

It most cases, it makes far more sense tactically to drop paratroopers in a relatively safe area then have them march to the objective as a consolidated group rather than drop them directly on a defended objective. In some cases, however, circumstances dictate that troops be dropped on or very near their objective, despite likely enemy resistance and the resulting chaos that will ensue. These rules attempt to address the latter circumstance (simply entering on foot from off-board addresses the former circumstance).

General: It has been assumed that the units are being dropped by C-130 or AN-12 aircraft from between 600 and 800 feet above ground level (AGL), that the dropping aircraft are traveling at 130 knots, that troops are jumping from both sides of the aircraft, and that wind /weather conditions are at tolerable levels and that wind-related drift has been accounted for by Pathfinders.

LGOP: The acronym stands for “Little Groups of Paratroopers” and refers to the manner in which air-dropped troops arrive in a disorganized fashion, assemble into small ad-hoc groups and make their way to their Assembly Area prior to being re-organized and sent to assault the unit’s objectives. Airborne units will go from ‘normal’ unit status on-board their aircraft to LGOP status when they jump and back to normal status once they reach their Assembly Area. When dropping troops (known as “sticks” when they jump from a plane), players will use a pair of LGOP counters for each full squad on the manifest for that aircraft (or a single LGOP for a half-squad if one is in the player’s OB at start). Ignore teams for this purpose – they are assumed to be part of the other LGOP’s. When in play, LGOP’s have the status and equipment of the troops from which they were created (e.g. if the OB lists the troops as Crack, the LGOP are Crack. If the OB lists squads as having LAW’s, etc., the LGOP do as if they were half-squads of that squad type). Note that there are two sides to an LGOP counter – one that shows them under canopy while still in the air (place this side up when they exit the aircraft) and another that shows a half-squad sized element on foot (flip the counter to this side after it undergoes its landing routine).

Aircraft Manifests: Prior to his aircraft entering the map, the player controlling the dropping side should create a manifest (not shown to the opposing player until after the game) of which units are in which aircraft (in the event that the aircraft is shot down or is forced to abort its mission, these units will be

eliminated or otherwise unavailable during the balance of the scenario). A blank aircraft manifest counter display has been provided for those who prefer to avoid bookkeeping. As with a written manifest, the display does not need to be shown to the opposing player. For the purposes of this map and scenario set, each aircraft has a stacking capacity of three squads and three teams [*Exception: if playing with the optional Command Element rule, a single command element can be added to any troop-carrying aircraft's load*]. If interest warrants it, a more detailed list of aircraft type and stacking capacity will be developed, possibly going back to earlier eras.

Drop Zones: Each aircraft must have a Drop Zone (DZ) identified prior to entering the map (the location and size of a DZ does *not* need to be shared with the opposing player). The DZ must follow a hex-grain and should be predominantly clear terrain. Though units may drop onto other terrain types, players should note that losses may result (see the Landing Table). Using military standards, a DZ should be at least three (3) hexes wide, preferably five (5) for a single aircraft (these are suggestions – the players may be as reckless as they like in establishing their DZ's). For each platoon-equivalent of troops (3 squads, 3 teams) jumping, the DZ should be ten (10) hexes long. If the aircraft in question carries more than this number of troops the DZ can either be made longer or the aircraft can return and drop the balance of its load on the same DZ.

In a multiple aircraft drop, all DZ's must be oriented along the same hex grain, and all aircraft must approach the DZ's along this hex grain and from the same direction. If an aircraft is unable to drop all jumpers or bundles in a single pass, it must utilize the method of off-board movement which will enable it to re-enter the map from the side it originally used to enter the map (20.1.2.2.2).

Drop Zone Hazards: As mentioned, players may choose to ignore the military's guidance on drop zone selection, possibly allowing their troops to be injured / eliminated depending upon where they land. One drop zone hazard that players may *not* ignore, however, is an aircraft at a lower altitude over the intended DZ. If this occurs, the drop is canceled and the aircraft must leave the map, returning to drop its load on the same or an alternate DZ.

Assembly Areas: Also prior to his aircraft entering the map, the player controlling the dropping side should secretly identify Primary and Secondary Assembly Areas (AA's) for his paratroopers. Typically these are assigned one per company (with attachments). Military doctrine suggests that AA's should be adjacent to the DZ if that DZ will be used again, or may be in the DZ if not. They should be (i) out of enemy line-of-sight, (ii) defensible terrain and (iii) easily recognizable. Primary and Secondary AA's may be no more than ten (10) hexes apart.

Beginning the turn after they land non-disrupted LGOP's must move towards their (an) Assembly Area (AA). They are assumed to have Move orders automatically – no counters or command points are required for these orders. They may choose to use Quickmarch (17.4.2) at the player's discretion. Players seeking greater degrees of realism should assign each company (and its attachments) in the dropping formation to a given assembly area, ensuring the appropriate LGOP's make it to the correct AA. The path an LGOP takes to its AA need not be 'as the crow flies' if a covered route is available. Players, however, will have to exercise self-discipline in re-creating the desired effect – if it is clear the owning player is abusing the rule and is trying to send LGOP's hither and yon without expeditiously trying to reach the AA, he should be ostracized and ridiculed.

LGOP's which have not reached their AA may suspend their automatic Move orders and instead use OW, Fire/Move, or Fire orders as normal half-squads if (a) they have been fired upon in the prior turn or (b) have LOS to enemy units within two hexes of their position. If a turn passes without that LGOP being fired on and/or without enemy units being within two hexes and LOS, that LGOP must resume its movement toward its (an) AA.

If, during the course of play, the airborne player determines that a Primary AA is untenable in his opinion, he may make a one-time change from that Primary AA to the appropriate Secondary AA. Only one AA may be in play for a given company at any one time.

LGOP Conversion: Whenever two LGOP's are in the same AA they may be replaced by a normal squad from the appropriate company (upon the first conversion, place the appropriate "AA" marker in the hex). In the event that a player has an odd number of LGOP due to losses or aborted aircraft, the last LGOP to enter the AA may instead be converted to a half-squad. For every two squads created in an AA a player can also create a single team from that stick *provided the team equipment has already been brought to the hex (including by one of the LGOP's in question)*. If the team equipment is brought in subsequently to squads being created, the owning player may still create the appropriate number of teams allowed even if the created squads have since moved out of the AA. In the event all team equipment is lost, those teams are never formed during the scenario. If *both* LGOP's which formed a new squad had movement points left over when they entered the AA, the formed squad may use that movement point to leave the AA. Formed teams never have such leftover movement ability.

If the last LGOP to arrive at the AA has no counter-part on its way to the AA allowing creation of a squad, it may instead be converted to a half-squad (or if an equipment bundle is present a team of the appropriate type). If after all LGOP conversions have occurred the player has left over equipment bundles a regular squad may return to the AA and be split into two teams or a team and a half squad at the player's discretion.

Transport Aircraft Movement: Airdropping aircraft are at Low Altitude and Low Speed whenever they are on the map. Note that this is not the case for aircraft delivering vehicles or supplies via LAPES (see below). Dropping aircraft may not turn voluntarily during dropping operations (they may turn prior to commencing and after ceasing dropping operations).

Unlike regular aircraft, in a multiple aircraft drop, each wave of aircraft enters the map simultaneously, maintaining their positions relative to one another (aircraft may not stack nor may they follow one another directly by less than six (6) hexes). Move each aircraft a single hex before moving any aircraft a second hex. This may result in a staggered formation if turns are involved. Aircraft that failed to complete their drop do *not* need to re-enter the map in formation – only those aircraft which need to complete a drop should re-enter the map.

Unless specified by the scenario instructions, transport aircraft do not have a loiter time limit – they may re-enter the board as many times as necessary in order to complete dropping their load. Once their load has been dropped they leave the map permanently (unless otherwise called for by the scenario instructions).

Anti-Aircraft Fire: Anti-aircraft fire against dropping aircraft occurs normally despite the "group movement" of the wave of transports. Suppressed results may impact the aircraft's ability to drop troops and maintain formation. See the Transport Aircraft Suppression Table for details:

Transport Aircraft Suppression Table			
Results When Suppression Occurs...			
En Route to DZ	Over DZ	Over LAPES DZ	Beyond DZ
01-33 No Effect	01-30 No Effect	01-33 No Effect	0-30 No Effect
34-66 Evasive Action	31-50 Evasive Action	34-66 Evasive Action	31-75 Evasive Action
67-00 E.A. with Casualties; Abort on dr= 1-3	51-00 E.A. with Casualties	67-00 Evasive Action with chance of crash (dr 1-3 = crash, else NE)	76-00 E.A. with Casualties (if still applicable); Abort

Evasive Action (EA): For transport aircraft this result is different than for attack aircraft. Move the affected aircraft left and back one hex if DR was odd, or right and back one hex if DR was even (see example). During an Evasive Action maneuver over a drop zone no drops may occur in the hex to which the aircraft moved nor the hex immediately beyond it. If multiple suppressions occur, the effects are cumulative (i.e. in each hex the aircraft is newly suppressed it may not drop, nor in the following hex). If the player feels that the repositioned aircraft will drop its load in an undesirable area, the player may suspend the drop, re-entering the map in a subsequent turn if so desired.

Evasive Action with Casualties: EA occurs as above. In addition, randomly select one of the units on board the aircraft (ignore equipment bundles or vehicles/guns) and inflict a half-squad / team's worth of damage on it. Adjust the number of LGOP or equipment bundles leaving the aircraft accordingly.

In the event EA takes an aircraft off-map, it ceases drop operations and must, if the player wishes to drop its contents, go through the map re-entry sequence defined previously.

In the event EA takes causes two transport aircraft to be in the same hex, *both* aircraft cease drop operations. With two aircraft in the same hex there is a chance of collision. On a dr of 1-2 the aircraft collide, causing both to crash (roll for the crash distance separately). If the aircraft do not collide, randomly select one aircraft which will alter its heading in the subsequent impulse move so that the two aircraft separate (the other aircraft will continue moving on the original heading).

Aircraft recovery from suppression – aircraft that leave the map will recover from suppression during the following Adjust Markers step as any other unit.

In the event of a shoot-down, prior to the aircraft beginning the crash sequence, the unit on the manifest that is about to exit may still do so on a dr of 1-5 and, if that unit is successful, the unit after it may exit on a 1-3 in the following hex (exclude equipment bundles and vehicles – they may not attempt to exit a crashing aircraft).

In the event of an “abort” result the aircraft ceases drop activity immediately and moves towards the map edge as expeditiously as possible (moving in the same ‘group movement’ style, but no longer maintaining formation with the rest of the fleet), avoiding further AAA fire if possible. The aircraft and its contents are unavailable for the balance of the scenario. Any casualties suffered are counted as destroyed for the purposes of victory determination (any un-dropped troops on the aircraft are *not* considered destroyed for this purpose).

Equipment Bundles: Team equipment is reflected in the light blue / yellow equipment bundles. These may be picked up and moved to the Assembly Area by friendly units. Picking up an equipment bundle happens automatically at no cost when the hex is entered by any friendly personnel unit (a LGOP may only carry one bundle; a squad may carry two). Vehicles may carry three, but must spend a movement point to pick up each bundle. If a unit carrying a bundle is destroyed, so is the bundle it carried. If an enemy ground unit reaches a bundle first (and in the case of vehicles, spends a movement point in the hex) that bundle is destroyed. In the event of a rocket, artillery or mortar barrage in their hex, unattended equipment bundles are destroyed on a dr=1, otherwise they share the fate of the unit carrying them.

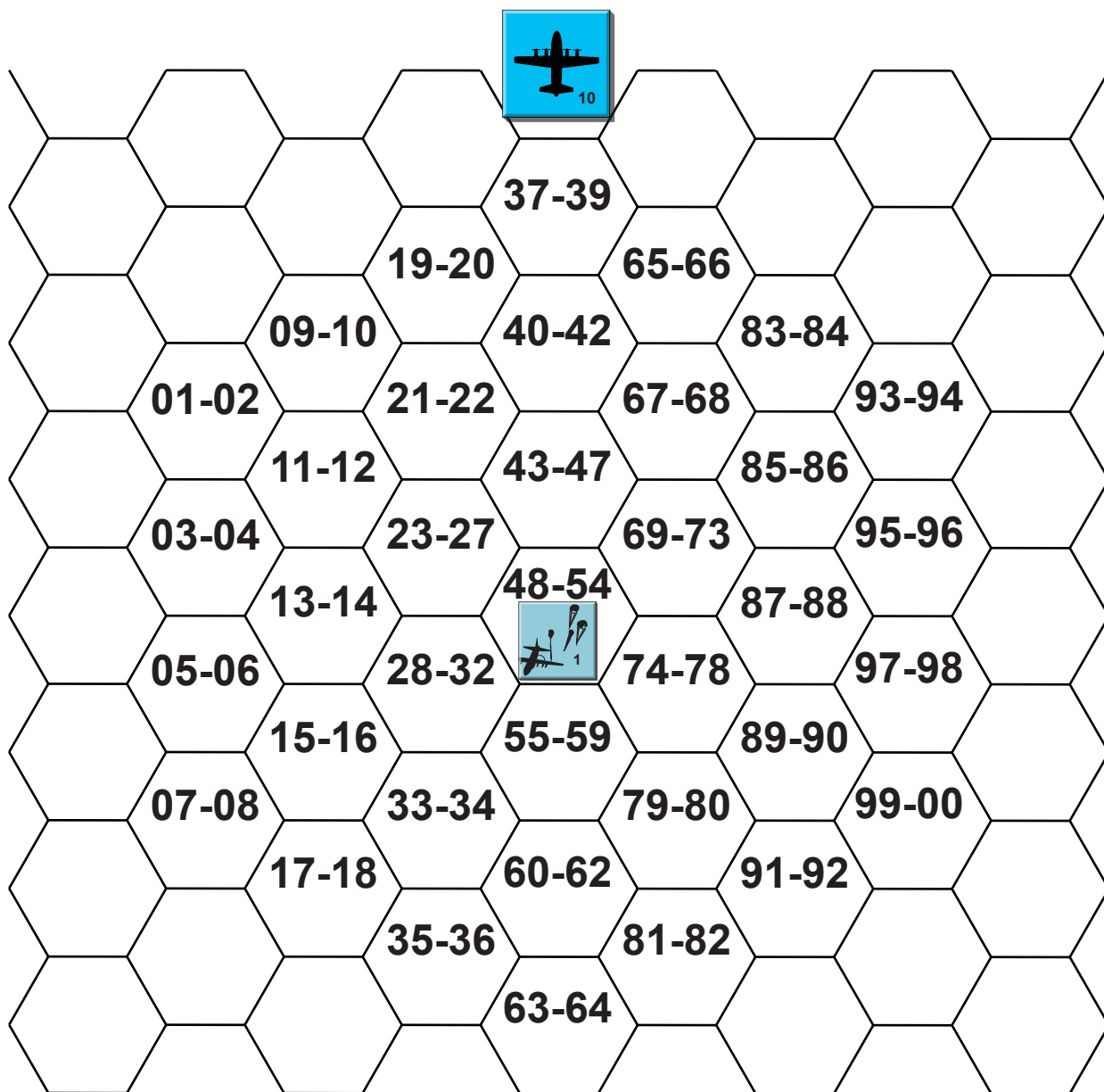
Drop Sequence: Commencing when the dropping aircraft enters its DZ, LGOP's and bundles are left in the path of hexes behind the aircraft as it moves from hex to hex. The sequence of dropped units is always “LGOP, LGOP, bundle.” Remember to place the LGOP and equipment bundle counters on their “under canopy” side (white / light blue) at this time. Aircraft continue flying and disgorging troops until either the entire DZ has been overflowed or the entire load has been dropped. In the event an aircraft has overflowed its DZ and still has troops / bundles / equipment on board, the owning player may elect to have the aircraft make additional passes until the load has been dropped. The owning player may also choose to abort the mission (in which case none of the units left on board will be received during the scenario in question). See the example attached.

DZ Re-Use: If a player chooses to bring his dropping aircraft on in waves rather than all at once, subsequent waves must either use new DZ's or wait six (6) turns before dropping onto an already-used DZ (they may wait off-board). Note that this delay does *not* apply to aircraft which left the map due to an incomplete drop – they may re-enter as soon as the rules allow and finish their drop.

Scatter Routine: Once an aircraft has ceased dropping troops / bundles, those troops & bundles dropped go through the scatter routine (be sure to orient the scatter diagram properly relative to the



Direction of Flight



Landing / Scatter Diagram

aircraft's flight path at the time of the drop). Consult the attached diagram and make a dice roll for each LGOP and each equipment bundle. Move the game piece to the appropriate hex and consult the Landing Table, and if necessary, roll to check for disruption or destruction. Once an LGOP or equipment bundle is on the ground flip it to its "On the Ground" side (orange / yellow). Go through this sequence stick by stick until all units in the current wave have landed. Once a unit lands, it is marked Spotted-Moved and may not move further that turn. Fire may *not* be directed at LGOP that have not yet landed (i.e. gone through the scatter routine). Once on the ground LGOP may be fired upon normally. Equipment bundles may not be fired upon in the air or on the ground.

Landing Table			
Terrain	No Effect	Disrupted	Destroyed
Clear, Scrub, Cultivated Field	Automatic	-	-
Rough	01-35	36-95	96-00
Building (any type)	01-25	26-75	76-00
Light Woods	01-30	31-90	91-00
Heavy Woods	01-20	21-85	86-00
Stream, stream bridge hex, Ditch	01-45	46-95	96-00
Block	01-65	66-95	96-00
Unsuppressed Enemy Unit (must have a GP rating other than bailed crew)	-	-	Automatic
Burning Hex	-	-	Automatic
All-Water Hex	-	-	Automatic
River Bridge Hex	01-20	21-40	41-00
Orchard	01-40	41-95	96-00
Farm Bldg / Estate	01-45	46-90	91-00
Airfield	01-90	91-00	-
Dispersal Bay / Gun Pit	01-75	76-98	99-00
Brew-Up, Smoke, Wire, Improved Position, Hasty Entrenchment, Friendly Unit in Hex	Use other terrain in hex		

*In the case of multiple terrain types in the same hex, use the terrain with the worst possible results.
If the jumper is exiting from a crashing airplane, add 10 to the DR.*

Landing Off-Map / Off-board: If a LGOP's scatter DR takes it off-map, it is considered to have landed in a hex with terrain matching that of its reciprocal hex (e.g. if it drifts two hexes off map from its current location, reverse the drift pattern and find an on-map hex. The terrain in the off-map hex matches this). LGOP that safely land off-map may enter the map on the *second* turn following their landing. If they are disrupted off-map add the time necessary for them to lose disruption to the time they spend off-map. If they are destroyed off-map, they go into the 'automatically destroyed' pile. Equipment bundles and vehicles that land off-map are considered destroyed and cannot be recovered.

Disruption: Disrupted LGOP's are incapable of movement, spotting or fire beyond the adjacent hexes surrounding them (treat them as suppressed for all other purposes). Mark them with a D2 counter. In the following turn flip the counter to the D1 side (the same restrictions on movement & fire still apply). On the following turn they are no longer disrupted and may be used normally.

Destroyed Units: Those destroyed LGOP which were not *automatically* destroyed on landing nor which

Airdrop Example

became casualties aboard aircraft are placed in a special pile. Ten turns after their drop, one half of those LGOP appear in their assigned AA and are otherwise ready for conversion to squads.

Optional: Command Element – if players choose to use the individual company command element counters, include two extra LGOP in the stick to which it is attached. When the first squad is formed in that unit's AA, roll a die. On a 1-3 the squad formed is the unit command element. If the roll is greater than 3 a normal squad is formed instead and the subsequent squad formed rolls again with a -2 drm. If the second squad formed is also not the command element, the third squad is automatically the command element. If players elect not to use the separate command elements use the same method (with the exception of adding LGOP's to the stick) to determine which squad the CO is attached to. Command elements are equipped as "Standard Infantry" on that nationality's data card.

Optional: Command Influence – Any undisrupted / unsuppressed command element (or squad with CO attached if using the standard rules) in the same hex as an LGOP at the start of a turn may 'convert' that LGOP into a half-squad (or in the case of two LGOP, a full squad, or if an equipment bundle is present, at the player's discretion it may become a team) without it first having gone to its AA. Alternatively, if players use the original rules and an LGOP is in the same hex as a squad annotated to have the CO attached, the same rules apply.

Optional: Objective Influence - if an LGOP lands (not moves) within two hexes of a scenario-specified objective and has LOS to it, the owning player may roll a d10. On a result of 1-5 the LGOP becomes a half-squad immediately and may move and fire normally in the following turn. On any other result the LGOP is subject to the requirement to move to its (an) AA.



Heavy Drop

Players whose OB is delivered via parachute and includes vehicles or guns will need to identify separate DZ's for these Heavy Drop items. They may not use the same DZ which paratroops have used unless six

(6) turns have already passed. Note that they *may* use a DZ designated for use by paratroops provided the Heavy Drop occurs before the personnel arrive at the DZ.

Heavy Drop DZ's should be 5 hexes wide by 7 hexes long (assuming a single item being dropped – add 3 hexes for each additional item). Aircraft are assumed to have a payload of no more than 2 HMMWV sized vehicles, or two guns, or a single armored vehicle (of the appropriate type – not every vehicle can be dropped from an airplane!).

Heavy Drop items scatter as per paratroops & equipment bundles. They are *automatically destroyed* if they land in any terrain other than clear terrain or cultivated fields, (Exception: If they land in a stream or orchard hex they are only destroyed on a DR of 51-00). A dropped vehicle requires one turn of preparation after the turn in which it arrives. During the turn of preparation treat the vehicle as though it is abandoned (i.e. no movement or fire possible). Following that it may move/fire normally. If unsuppressed enemy ground units enter the hex of a heavy-drop vehicle or gun during its turn of arrival or its preparation turn it is considered destroyed. Landed vehicles undergoing preparation may be targeted normally by all weapon systems in the game.

The following unit types may be air-dropped via Heavy-Drop:

- HMMWV (all types); Light Trucks, RSOV – Two (2) per aircraft
- Any game piece identified as a Gun – Two (2) per aircraft
- Med Trucks – One (1) per aircraft
- Wiesel Mk20A1 / Wiesel 1TOW – Two (2) per aircraft
- Scimitar AFV – One (1) per aircraft
- Scorpion AFV – One (1) per aircraft
- BMD – One (1) per aircraft
- ASU-85 – One (1) per aircraft



Low Altitude Parachute Extraction System (LAPES)

LAPES is a means of delivering large heavy items with greater accuracy than a Heavy Drop. Due to the

extremely low altitude the aircraft maintains in order to make such a drop, however, the flight path is very restricted. Not all transport aircraft are able to deliver cargo via LAPES – it must be specified in the scenario.

LAPES DZ's must either be entirely different than paradrop or heavy-drop DZ's or those re-used DZ's must not have been used for the prior six turns. Alternatively, the LAPES drop may occur *prior* to troops (not Heavy Drops) parachuting into the same DZ.

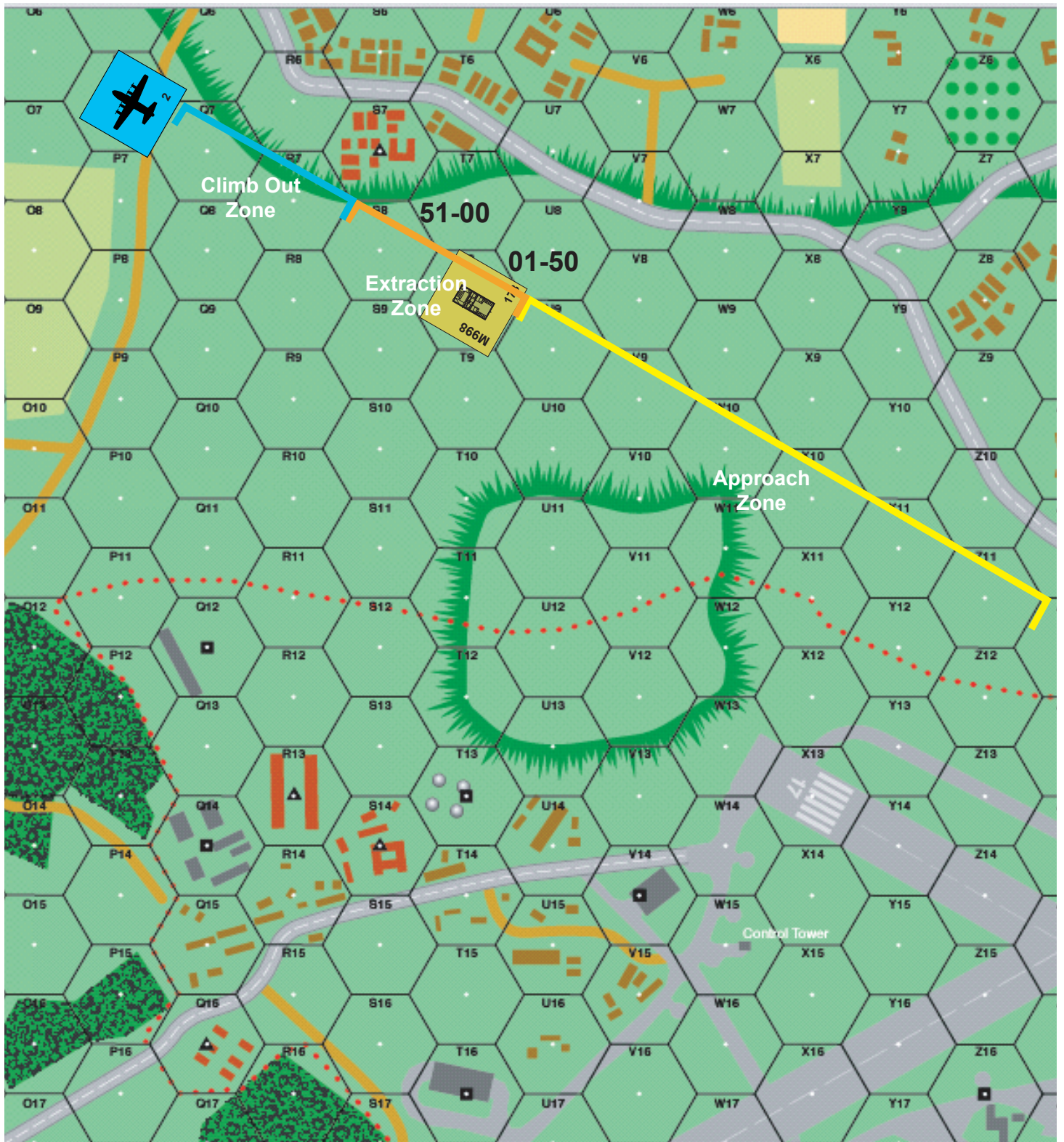
LAPES DZ - The flight path of a plane making a LAPES drop is a straight line of ten hex length. The first six hexes are the approach, the next two hexes are the extraction zone and the final two hexes are the climb-out zone. During the entire ten-hex length of this DZ, the aircraft is considered at Low Speed and NOE altitude and there may not be ANY obstructions (trees, orchards, hills, buildings) in the flight path. Unlike DZ's, the player does not have a choice regarding the flight path being clear – the aircraft and delivery method necessitate that all ten hexes be clear terrain – it simply can't be done otherwise. Prior to and after the ten hex flight path the aircraft is considered to be back at Low Speed and Low Altitude.

Scatter Procedure – because of the method of delivery the dropped cargo generally skids to a stop in a straight line. For this reason the scatter routine is simply to determine in which of the two hexes in the Extraction Zone that the cargo stops moving.

If Evasive Action causes a LAPES drop to occur in any hex occupied by personnel units those personnel units are automatically suppressed. If it occurs in a hex occupied by a vehicle, *both* the dropped item and the occupying vehicle are destroyed on a dr=1. Increase this dr for each vehicle in the hex beyond the first (in this case, still only one of the in-hex vehicles is eliminated). If Evasive Action causes a LAPES-dropping aircraft to enter a hex containing a vertical obstacle, that aircraft instead crashes into the obstacle on a dr 1-8. Under any circumstances where the vertical height of the obstacle is two or more levels, the crash is automatic.

Equipment Recovery / Use – Use the same post-drop rules as with Heavy Drop items

Those units which can be Heavy-Dropped may also be dropped using LAPES.



LAPES Example

The Airfield Map Special Rules

1. Orchards [example: Hex J27] - these are hexes filled with a grid of small green circles. Players may choose to ignore these and treat them as open ground. Alternatively, treat same-level LOS through two or more as blocked whereas through one it would be -5. For LOS from higher levels, treat each orchard hex as a 1-level woods hex (i.e. it will begin to block LOS to hexes behind it). GP defense value in the hex is +2. For purposes of movement vehicles entering orchard hexes must be/become buttoned up and movement cost is half of the listed rate for Light Woods (round up).

2. Cultivated Fields [example: Hex H22, S23, BB28] - these are randomly shaped areas on the board of varying colors. They have no effect on game play and are just there for decoration. Alternatively, for those who want to reflect the softer state of the ground in these areas, add 1/4 of a movement point for such hex entered during the Summer and Fall, and 1/3 of a movement point in Spring. During Winter months they are treated as any other open ground hex.

3. Farm Buildings / Estates / Isolated buildings [examples: Hexes Y8, K15, Y17] - these are building hexes with a small number of structures (typically around 3). Players may choose to ignore these and treat them as open ground. Alternatively they are like any other building hex EXCEPT they only provide protection for 2 stacking points of Leg units and 2 stacking points of vehicular units, rather than the 10 stacking points indicated in 12.2.2 of the MBT rule book. As per 12.2.2, additional units may stack in the hex, they are simply treated as being in open ground. Players should agree before the game starts on how to reflect which units are gaining the protection and which are not when the hex is stacked in excess of the limits given above.

4. Streams – With the exception of the wider stream at the east end of the map (example: Hex UU17), streams on this map (example: Hex TT10) are not significant obstacles to vehicular movement. They are fordable everywhere but even more easily at locations where a ford is shown (if present, these will be a splotchy brown mark where a stream and trail intersect). Forging at ford costs 2 movement points rather than the normally required 4.

5. Airfield

5.a Airstrip [example: Hex Y18] - due to the method of construction, there is less cover than in normal open ground. Treat units as if in Clear terrain but also apply a +3 AP Point Effect Modifier

or a +5 GP Point Effect Modifier as appropriate.

5.b Dispersal Bays [examples: Hexes CC17, HH12, HH18] - treat as open ground for vehicular units. 3 stacking points of Leg units will receive benefits as if they were in Ditch terrain.

5.c Hangars [example: Hex V14] – Despite there only being a single building depiction in the hex, treat these like a standard building hex except that no higher floors are available for spotting or any other purpose.

5.d Fence [example: Hex FF11] - ignore for game purposes - there for victory condition determination only.

5.e Control Tower - A 2 stacking point limit for leg units applies in addition to a 2 stacking point vehicle limit. All other units in the hex are treated as if in open ground

5.f Fuel Depot - Due to the inability of a unit to enter the structures for cover, only the -2 AP Point Effect Modifier for being in a "Building Hex" can apply to AP Point Effect fires. Apply a -10 GP Point Effect Modifier in the case of GP attacks against units in this type of hex. An effective attack by Iron bombs, Heavy Artillery CLGP, or Super Heavy artillery will cause a fire to erupt in the hex.

5.g Ordnance Storage – Despite there only being a single building depiction in the hex, treat this as a standard building hex. An Effective attack by Iron bombs, Heavy Artillery CLGP, or Super Heavy HE fire will result in a massive explosion of this building. This explosion will destroy all contents of the hex and will inflict an attack of 50 GP factors against all adjacent hexes.

5.h Gun Pits [example: Hex HH17] - treat as open ground for vehicular units. 2 stacking points of Leg units will receive benefits as if they were in an improved position.

6. Combination Terrain Hexes [example: Hex ii17, TT18, etc.] - use common sense - a vehicle on a road through woods using the road rate does not benefit from the woods; a unit using a road which is covered on one side but not the other is treated as if in open ground to fire from the uncovered side.



South Vietnamese paratroopers jump from U.S. Air Force C-123 transports in an air assault against the Viet Cong in the Tay Ninh province, March 1963

Designer's Notes:

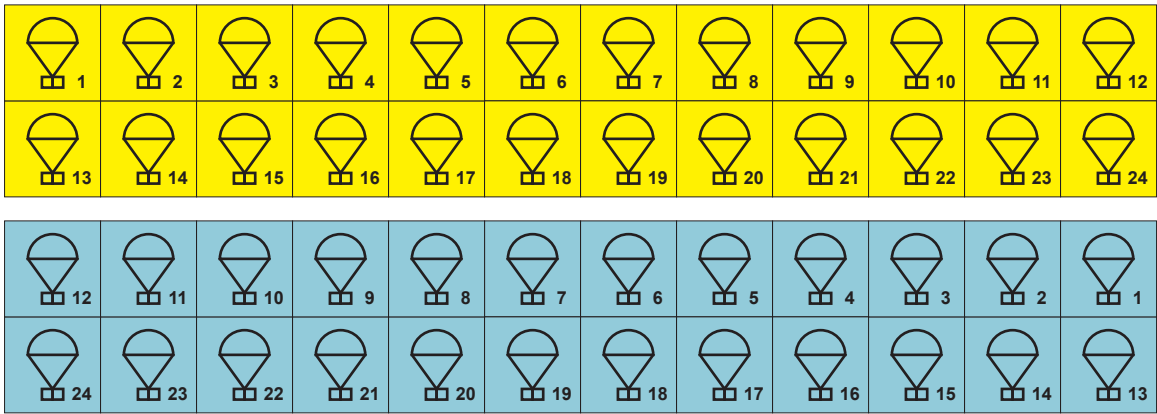
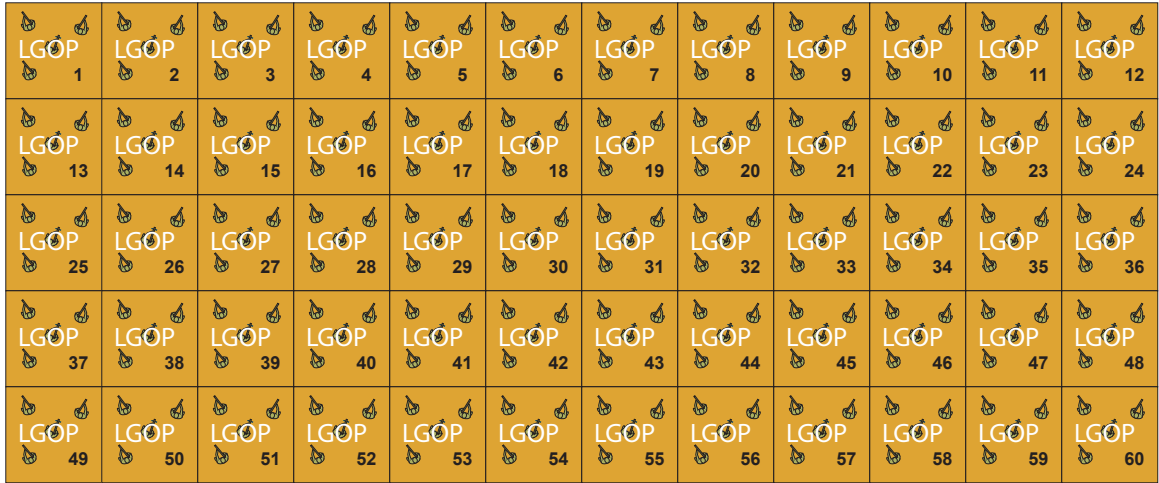
Scatter Procedures: *Most of us have heard or read stories about troops dropped so far from their DZ's that they were walking for hours, if not days to reach their Assembly Areas. Those, however, were felt to be such exceptions to the rule and, in terms of unit cohesiveness, so miniscule as to not warrant treatment in these rules. The bulk of the unit will arrive in the same place within the same period of time.*

LGOP: *Unit cohesion is typically lost during a drop as paratroopers are scattered across and often beyond the DZ, hence the use of LGOP counters instead of the normal squad / team counters. Once in an AA units are re-organized, becoming the normal game pieces.*

Equipment Bundles & Teams: *The method used to deliver team equipment and the teams themselves is clearly a compromise. Tracking numerous additional pieces, however, would tend to make the game bog down, particularly for the defending player.*

No Fire vs. Descending LGOP: *The effect of ground troops firing on descending paratroopers is accounted for in the automatic destruction of units that land on armed enemy units. Fire versus descending paratroops from greater ranges would be relatively ineffective on the scale of MBT.*

Destroyed LGOP's Reappearing: *The intent here is to model those troops who were (i) stunned upon landing, (ii) trapped in trees or on buildings, (iii) occupied dealing with the wounded, and (iv) some fragment of those dropped more widely.*



AA
1

AA
2

AA
3

