



THE INTELLIGENCE HANDBOOK ON
ALLIED AIRBORNE FORCES IN NORMANDY



FLAMES OF WAR®
THE WORLD WAR II MINIATURES GAME

TOP SECRET: INVASION PLANS



U.S. 82nd Airborne Division



U.S. 101st Airborne Division



British 6th Airborne Division



Airborne invasion routes



Allied staging areas



Seaboard/Other invasion routes

ABBREVIATIONS

US = United States of America

Br. = Great Britain

Cdn. = Canada

Div. = Division



THE INTELLIGENCE HANDBOOK ON ALLIED AIRBORNE FORCES IN NORMANDY

Written by: Jason Moffatt, Phil Yates

Editors: Peter Simunovich, John-Paul Brisigotti

Historical Consultant: Andy Parkes

Assistant Writers: Jonathan Forsey, Alun Gallie, Richard Chambers

Proof Readers: Paul Beach, Chris Brick, Steven Ptak, Neal Smith

Graphic Design: Dion Holswich, Casey Davies

Miniatures Design: Evan Allen, Richard Carlisle

Cover and Internal Art: Vincent Wai

Terrain Modelling: Dale Pepperell

Miniatures Painting: Jeremy Painter,

Andrew Salisbury, Wayne Turner

Photography: Battlefront Studio

Playtest Groups: Sydney FOW Syndicate (Kim Alberto), Group North and the Adelaide Praetorians (Chris Such), Game Korps (Jerry Poore), Spritz of War (Nicolò Da Lio)

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CONTENTS

Allied Airborne in Normandy	2	La Fièvre	32
Choosing a Force	3	Parachute Rifle Company	34
British Airborne Forces		Glider Rifle Company	38
6 th Airborne Division	4	Divisional Support	41
Pegasus Bridge	6	US Airborne Arsenal	46
Parachute Company	8	Neuville-au-Plein	48
Airlanding Company	10	Lieutenant Turner Turnbull	49
Divisional Support	13	Sainte Mère-Eglise	50
British Airborne Arsenal	18	US Airborne Uniforms	52
Orne Bridgehead	20	Airborne Assaults	
Lieutenant-Colonel R.G. Pine-Coffin	21	Conducting an Airborne Assault	55
Merville Battery	22	Pathfinders	56
British Airborne Uniforms	24	Parachute Landings	56
US Airborne Forces		Coup-de-main Glider Assault	57
82 nd Airborne Division	26	Airborne Assault Summary	59
US Drop Zones Map	28	Mission Special Rules	60
101 st Airborne Division	30	Mission: Seize and Hold	61

This is a supplement for *Flames Of War*, the World War II miniatures game.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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ALLIED AIRBORNE IN NORMANDY

'What you get by stealth and guts you must hold with skill and determination.'
Major General Richard 'Windy' Gale, Commander 6th Airborne Division.

5 June 1944, D-1, 2300 hours: At airfields all across Southern England plane engines roar to life. The first, heavily laden aircraft lumber down the runway and into the air. On board are the brave young men of three airborne divisions, one British and two American. These highly skilled soldiers are trained to drop by parachute and glider deep behind enemy lines. On this night they will spearhead Operation Neptune, the amphibious and airborne invasion of German-occupied France.

As the huge aerial armada crosses the storm-tossed English Channel, below them stretches the largest naval armada in history. In a few hours these ships will throw thousands of Allied soldiers ashore on the coast of Normandy. If the enemy is able to rush reinforcements to the landing beaches the whole invasion could be thrown back into the sea. The enemy reinforcements must be stopped at all costs. This is the vital mission the Allied Command has entrusted to the airborne divisions.

As the commander of an airborne company you have been specially selected because of your leadership ability and initiative. You'll be leading your men into a battle where you know you'll be isolated, surrounded and fighting a larger, more heavily equipped and well supported enemy force.

Just to survive, your men will have to rely on their excellent fitness, training, discipline and fieldcraft. To be victorious they'll need all of your skill, aggression and daring to make the best use of the limited resources. On your shoulders rests the fate of the liberation of Europe. Go to it!

HOW TO USE THIS BOOK

The information contained within this book will enable you to create *Flames Of War* forces that accurately represent the US and British airborne units that fought in Normandy in 1944.

To make the information more accessible we've split the book into three sections.

BRITISH AIRBORNE FORCES **PAGE 4**

This section contains the unit history, Intelligence Briefings and painting guides to help you build a *Flames Of War* force based on the brave men of the British 6th Airborne Division.

US AIRBORNE FORCES **PAGE 26**

Like the British section, here you'll find unit histories, Intelligence Briefings and painting guides that allow you to field a *Flames Of War* force based on the US 82nd and 101st Airborne Divisions.

AIRBORNE ASSAULTS **PAGE 54**

Although you can always use your Airborne force in regular ground-based combat missions like those contained in the *Flames Of War* rulebook, playing games where your highly-trained force attempts to seize their objective from the air are a lot of fun.

In this section are contained the rules and combat mission for conducting an airborne assault.



CHOOSING A FORCE

Your first step when building a *Flames Of War* force is deciding what country your troops will be from. You have two choices: Great Britain or the United States. Each has their own unique equipment and tactical style of play. Next choose the type of company you want to lead. Each country has two types of airborne company, parachute and glider. Having picked your company select the individual platoons that will make up your company from the appropriate section, until you have reached your points limit, then wage war!

Before fighting a battle, you need to choose your force. To make sure that you and your opponent choose forces that will give a fair fight and an interesting game, every unit has a points value. Agree with your opponent on the maximum points value that you may spend on your armies. The limit for a typical game is 1500 points.

BRITISH

Respectfully known as the "Rote Teufel" – the Red Devils – by their enemies, the men of the British airborne divisions are amongst the finest of the British Army. With battle honours from Bruneval, North Africa, Sicily and Italy the paratroopers have already proven themselves as an elite, aggressive fighting force and are now prepared to cross the channel from England and take the fight directly to the German Army sheltering behind Hitler's Atlantic Wall.

PARACHUTE COMPANY

The tough-as-nails paras drop by parachute into battle. Lightly armed but incredibly proficient, they will move to quickly overcome enemy resistance at their objectives and 'Hold until Relieved'. To help them in this difficult mission the paras can call upon gliderborne reserves with heavier equipment like 6-pounder anti-tank guns, heavier 17-pounders and even the Tetrarch light tank. In the ground attack role the paras will be further reinforced by powerful equipment like Sherman tanks, and the 25-pounder guns of the Royal Artillery.

AIRLANDING COMPANY

The paratroopers of the Airlanding Company strike with deadly precision right at their objective in a gliderborne coup-de-main. With bulldog tenacity they clear the enemy positions in bloody close assault. Once secured, the coup-de-main party can be reinforced by divisional reinforcements landed by glider, equipment such as anti-tank guns and airborne light tanks. Like their parachutist comrades, when used in a ground attack capacity the Airlanding Company can expect to receive much heavier support from attached armour and artillery.

US

The fledgling arm of the US Army, the airborne divisions are already carving out a legend for themselves in the annals of the war. Blooded in the 'sideshow' in the Mediterranean, these men are about to undertake the 'Great Crusade' for which they have trained. Now their mettle will be tested in some of the most dangerous combat assignments ever undertaken.

PARACHUTE RIFLE COMPANY

The men of the Parachute Rifle Company are the cream of the American military. The volunteers undergo months of training and physical conditioning to prepare them for the rigours of parachuting into the midst of enemy held territory. The paratroopers will move faster, strike harder and hold their ground better than any other infantry force. To back them up heavier support can be landed by glider, and for a full-scale ground attack the paratroopers can be reinforced by tanks and artillery.

GLIDER RIFLE COMPANY

The brave glidermen of the Glider Rifle Company are not volunteers like the paratroopers and their organisation is more akin to their 'leg infantry' cousins. Unlike their British counterparts the US glidermen are not trained to conduct airborne assaults. Their vital role is to act as reinforcements to consolidate the positions seized by the paratroopers. To carry out this ground attack role the glidermen may receive tank or other heavier support. Whatever they are given to fight with, the men of the Glider Rifle Company are determined to prove themselves every bit the equal of the 'glory boy' paratroopers. Normandy will be their first real chance.

CHOOSING PLATOONS

The organisation charts in the Intelligence Briefings describe each platoon in the following parts:

Unit Name: The title of the platoon and the number you can have in each company.

Organisation Diagram: Showing the composition and internal organisation of the platoon.

Platoon: A list of the basic platoon choices available and the points cost of each.

Options: Some platoons are shown with part of the diagram in grey indicating additional options. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

Restrictions: In some cases there are additional restrictions on the availability of weapons and how many platoons of the same type your force may have.

As D-Day loomed, all across Southern England troops readied themselves for their allotted missions. It was the untried 6th Airborne Division that had been selected to swoop from the skies onto the eastern flank of the invasion beaches to safeguard the British and Canadian amphibious landings. The British paras had earned the intimidating nickname of 'Red Devils' due to their famous red beret, and the Red Devils of the 6th trained hard for their difficult task. On 24 April they participated in a full-scale dress rehearsal of the operation, with their colleagues from the 1st Airborne Division playing the enemy. Morale was high and every man knew what was expected of him.

Major-General Richard Gale commanded the 6th, his force comprised of three brigades: Brigadier Hill's 3rd Parachute Brigade; Brigadier Poett's 5th Parachute Brigade and the 6th Air Landing Brigade under Brigadier The Honourable Hugh Kindersley. Divisional support and attached units included the 22nd Independent Parachute Company and the Tertrarch light tanks of the 6th Airborne Armoured Reconnaissance Regiment.

Simultaneous with the pathfinder drop, six Horsa gliders carrying the small assault force, or coup-de-main party of Major Howard swooped from the darkness onto the bridges crossing the Caen Canal and Orne River. Three gliders were assigned to the swing bridge over the canal at Bénouville (subsequently christened 'Pegasus Bridge' after the British Airborne insignia) and three to the nearby bridge over the river east of Ranville. All but one of the gliders landed with precision just yards from their objectives, enabling the paratroopers from the 2nd Ox and Bucks Light Infantry to seize both bridges from the startled defenders after a sharp fight. The Germans had been caught so off-guard that the bridges were not even rigged for demolition. Howard's men then fought off enemy counterattacks that included old captured French light tanks.

Half an hour after the landing, Lieutenant-Colonel Pine-Coffin's 7th (Light Infantry) Parachute Battalion of 5th Parachute Brigade dropped to support Howard's men. Low cloud and anti-aircraft fire resulted in many of the paratroopers missing their drop zone and Pine-Coffin could initially gather only 200 of his force to defend the crucial bridges. The



6TH A

The Division's D-Day objectives were in a rough triangle between Ouistreham, Cabourg and Caen on the shoulder of Sword Beach, where Lord Lovat's 1st Special Service Brigade, the 3rd Infantry Division and 22nd Armoured Brigade would be coming ashore. The bridges over the Caen canal and the Orne and Dives rivers had to be taken to prevent enemy reinforcements reaching the beaches. At Merville the paras would have to storm a heavily fortified battery of coastal guns that threatened the landing craft of the invasion fleet.

Shortly before midnight on D-1, the vanguard of the Division took-off. Six Albemarle aircraft carried the Pathfinder teams of the 22nd Independent Parachute Company. These small groups of highly trained men were laden down with equipment, lights, radios and radar beacons, intended to mark the landing zones for the paratroopers of the 3rd and 5th Brigades. Already plans went awry. Many of the pathfinders landed off target, and some discovered their Eureka radar beacons did not work. In spite of these setbacks a sufficient number of pathfinders managed to land and mark the three drop zones near Ranville, Varville and Touffreville.

nearby village of Bénouville was fortified by A Company just in time to fend off the first of the German counterattacks that would continue for 17 hours.

The rest of 5th Brigade dropped east of the Orne to seize the town of Ranville and the nearby high ground. Lieutenant-Colonel Johnson's 12th (Yorkshire) Parachute Battalion dug in around Le Bas de Ranville, fighting off heavy German counterattacks that included tanks with the limited means at their disposal. Major Sim won the Military Cross for leading a group of 12 paratroopers against the attacking *Panzergrenadiers*, inflicting severe casualties and forcing them to withdraw. Sim's little group only withdrew when reduced to just three men.

13th (Lancashire) Parachute Battalion under Lieutenant-Colonel Peter Luard dropped near their objective Ranville, the village guarding the approaches to the Orne bridges from the east. Some unfortunate men landed in the village itself and were killed or captured. Sounding his hunting-horn Luard quickly assembled the remainder of the battalion and stormed Ranville, overcoming the German garrison by 0230 hours.



The 13th then became locked in a bitter struggle, holding off the counterattacks of the 125. *Panzergrenadierregiment* (armoured infantry regiment), of 21. *Panzerdivision*, throughout D-Day.

The troops and guns of 6th Airlanding Brigade landed by Horsa and Hamilcar glider and reinforced 5th Brigade's positions. Lord Lovat's commandos, marching inland from Sword Beach, reached the Caen canal bridge at 1400 hours bolstering the morale of the hard-pressed defenders. Yet much hard-fighting remained before the arrival of further infantry and the Shermans of the 13th/18th Hussars consolidated the paratroopers' position.

The 3rd Brigade's 8th (Midland Counties) Parachute Battalion under Lieutenant-Colonel Pearson and Lieutenant-Colonel Bradbrooke's 1st Canadian Parachute Battalion had meanwhile landed in the flooded plain surrounding the River Dives. A number of men had landed in the river itself, and the remainder had been widely scattered, needing local guides to help them reach their objectives. Struggling through the marshy terrain, the paratroopers successfully destroyed the bridges at Varaville, Robehomme, Bures and Troarn.

missed their target and landed some distance from the battery, the troops on board being immediately attacked by German reinforcements. Back at the battery, the assaulting paratroopers fought their way inside with grenades and hand-to-hand fighting. Otway lost 70 officers and men in the short, bloody struggle, but his troops eliminated the defenders and disabled the guns before withdrawing to dig in. Late in the afternoon on the following day, the survivors of the attack were finally relieved by some of Lord Lovat's commandos.

The Division remained in the line until 26 August, fighting off German counterattacks which were incredibly fierce around Bréville. The men of the 1st Canadian Parachute Battalion particularly distinguished themselves in this fighting. The build-up of reinforcements from the beachhead allowed the Division to advance towards Le Havre and the river Seine. As more men flooded ashore, the Division was withdrawn from the front into reserve, its crucial part in the Normandy campaign over.

Against the odds the 6th Airborne Division had completed their vital tasks on D-Day and after. The many months of planning and training, the leadership of their bold command-

AIRBORNE

Lieutenant-Colonel Otway's 9th (Eastern & Home Counties) Parachute Battalion faced the most dangerous task of all, silencing the guns at Merville. The battery was heavily fortified in concrete and earth bunkers, ringed by mines and barbed wire and strongly garrisoned. Yet if the guns could not be knocked out before the first landing craft approached 'Sword' beach the whole landings could be in danger. In preparation for their daring mission Otway's men and supporting sappers from 591st Squadron, Royal Engineers had trained exhaustively on a full scale mock-up of the battery in Berkshire.

But not all went to plan. A preparatory bombardment by the RAF fell wide of the mark and Otway himself narrowly avoided death or capture when he landed in the garden of the local German headquarters. The gliders carrying most of the sappers landed miles away depriving Otway's force of the demolitions equipment needed to breach the defences. Undaunted, Otway and his men pressed on. Using only their hands, a small party of sappers bravely cleared a path through the mines opening the way for an assault. Two gliders scheduled to crash-land on the roof of the bunkers themselves

ers and the resolve of the men had been well tested. Through their skill and bravery the Allies had gained a foothold in Europe.

Before the year was out the now battle-hardened Division was back in action. In December the Germans launched a surprise counteroffensive through the Ardennes forest. The paratroopers of 6th Airborne were rushed to the front to help stem the armoured tide, winning yet another battle honour in what would become known as the Battle of the Bulge.

On 24 March 1945 the Division took part in Operation Varsity, the airborne crossing of the River Rhine in Germany. The operation, although ultimately successful, proved to be a bloody one costing the lives of many brave paratroopers of the 6th Airborne.

Operation Varsity would be the 6th Airborne Division's last combat drop of the war. As ground troops they moved eastwards, forming a linkup with advancing Soviet troops at the Baltic port of Wismar just prior to the final capitulation of Nazi Germany.





PEGASUS BRIDGE



In a daring night landing the gliders swoop in and the fight begins immediately.



The German counterattacks are quickly routed, and the British paratroopers hold the bridge.





At the bridge, tenaciousness and audacity make up for the lack of men.



The Germans are forced to retreat with heavy losses while the 6th Airborne retains the bridge.





PARACHUTE COMPANY



INFANTRY COMPANY

A force based around a Parachute Company must contain:

- 1 Company HQ, and
- 2 or 3 Parachute Platoons.

Weapons Platoons available to a Parachute Company are:

- 0 to 1 Parachute Mortar Platoon.

Support Platoons available to a Parachute Company are:

- 0 to 1 Parachute Assault Platoon, Royal Engineers (p. 9),
- 0 to 1 Airlanding Platoon (p. 11),
- 0 to 1 Airlanding Anti-tank Platoon (p. 12),
- 0 to 1 Airlanding Heavy Anti-tank Platoon (p. 13),
- 0 to 1 Airlanding Battery, Royal Artillery (p. 14), or Field Battery, Royal Artillery (p. 17),

- 0 to 1 Airlanding Recce Platoon (p. 14), Airlanding Armoured Recce Platoon (p. 14), Centaur Platoon (p. 15), or Armoured Platoon (p. 15), and
- 0 to 1 Commando Platoon (p. 16) or Rifle Platoon (p. 16).

You may have up to **two** Support Platoons attached to your company for each Parachute Platoon you field.

MOTIVATION AND SKILL

The paras are all hand-picked volunteers. Years of hard training has made them some of the toughest troops on any battlefield.

A Parachute Company is rated **Fearless Veteran**.



HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ

65 points

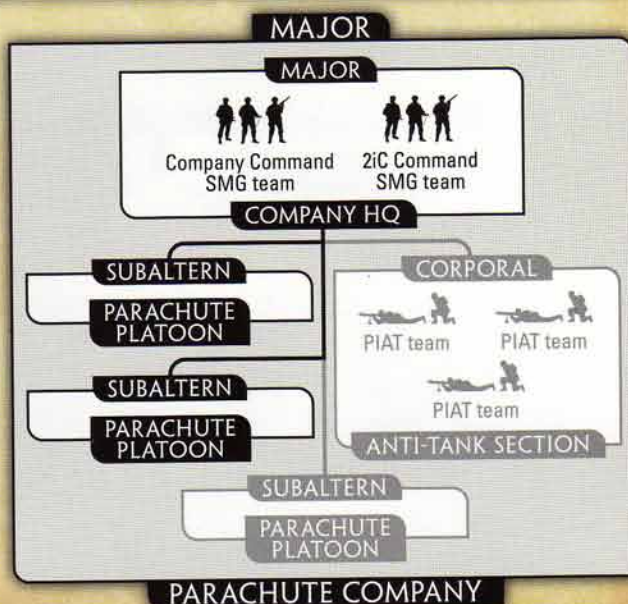
OPTIONS

- Add PIAT teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.

GAMMON BOMBS

All SMG teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.

Para officers are specially selected because of their leadership ability and initiative. They lead their men into battle knowing that they will be isolated, surrounded, and out-numbered.



COMBAT PLATOONS

2 OR 3 PARACHUTE PLATOONS

PLATOON

HQ Section with:

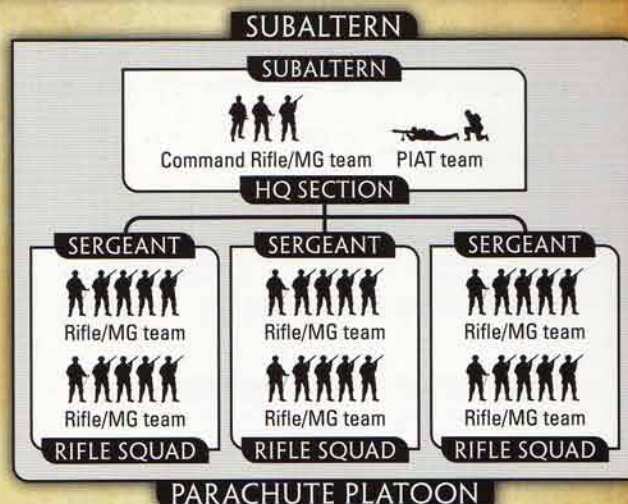
3 Rifle Squads	240 points
2 Rifle Squads	175 points

GAMMON BOMBS

All Rifle/MG teams in a Parachute Platoon carry Gammon Bombs giving them Tank Assault 3.

SECTION MORTARS

Each turn one of the Parachute Platoon's Rifle/MG teams may fire as a Light Mortar team firing Smoke.



WEAPONS PLATOONS

0 TO 1 PARACHUTE MORTAR PLATOON

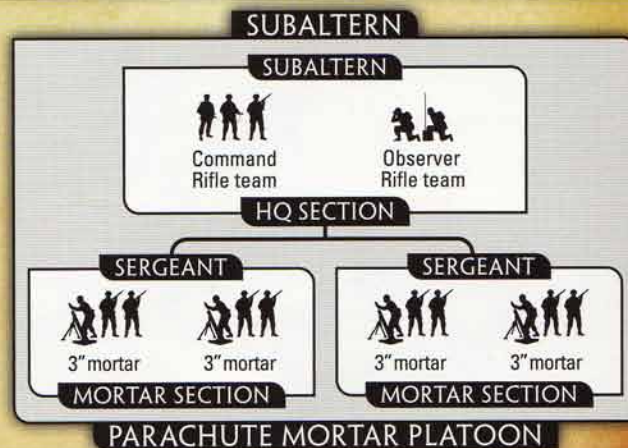
PLATOON

HQ Section with:

2 Mortar Sections	165 points
1 Mortar Section	95 points

VICKERS MACHINE-GUNS

You may replace the 3" mortar teams in one or both Mortar Sections with Vickers HMG teams at the start of the game before deployment.



SUPPORT PLATOONS

0 TO 1 PARACHUTE ASSAULT PLATOON, ROYAL ENGINEERS

PLATOON

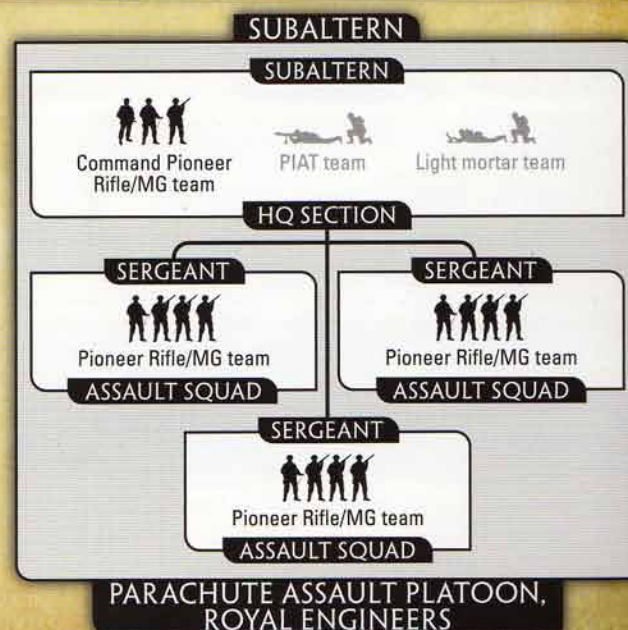
Assault Platoon	125 points
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OPTIONS

- Add PIAT team for +20 points.
- Add a Light Mortar team for +25 points.

FLAME-THROWERS

You may replace one Pioneer Rifle/MG team with a Flame-thrower team at the start of the game before deployment.



If you need someone to fix it, clear it, torch it, blow it up, fill it in, or build a bridge over it, these elite specialists are the men for the job.





AIRLANDING COMPANY



INFANTRY COMPANY

A force based around an Airlanding Company must contain:

- 1 Company HQ, and
- 2 to 4 Airlanding Platoons.

Weapons Platoons available to an Airlanding Company are:

- 0 to 1 Airlanding Pioneer Platoon,
- 0 to 1 Airlanding Machine-gun Platoon,
- 0 to 1 Airlanding Mortar Platoon, and
- 0 to 2 Airlanding Anti-tank Platoons.

Support Platoons available to an Airlanding Company are:

- 0 to 1 Airlanding Platoon, Royal Engineers (p. 13),
- 0 to 1 Airlanding Heavy Anti-tank Platoon (p. 13),
- 0 to 1 Airlanding Battery, Royal Artillery (p. 14), or

Field Battery, Royal Artillery (p. 17),

- 0 to 1 Airlanding Recce Platoon (p. 14), Airlanding Armoured Recce Platoon (p. 14), Centaur Platoon (p. 15), or Armoured Platoon (p. 15), and
- 0 to 1 Commando Platoon (p. 16) or Rifle Platoon (p. 16).

You may have up to **one** Support Platoon attached to your company for each Airlanding Rifle Platoon you field.

MOTIVATION AND SKILL

Airlanding troops are not volunteers, but they are put through the same intense training regime as the paras. This weeds out the weaklings leaving an elite force.

An Airlanding Company is rated **Fearless Veteran**



HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ 65 points

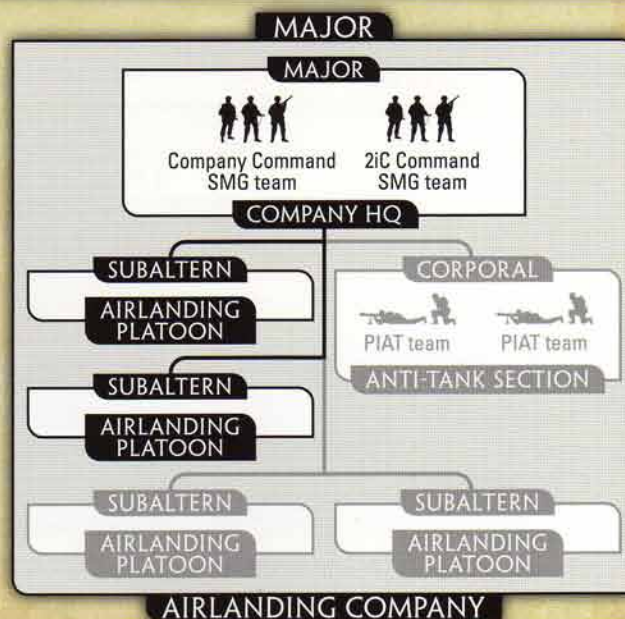
OPTIONS

- Add PIAT teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.

GAMMON BOMBS

All SMG teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.

An airlanding company arrives onto the battlefield on a wing and a prayer. Their commander is central to the success or failure of their critical mission, whether it be a coup-de-main assault on some strategic target or reinforcing the division's hard won gains from a secure landing zone.



COMBAT PLATOONS

2 TO 4 AIRLANDING PLATOONS

PLATOON

HQ Section with

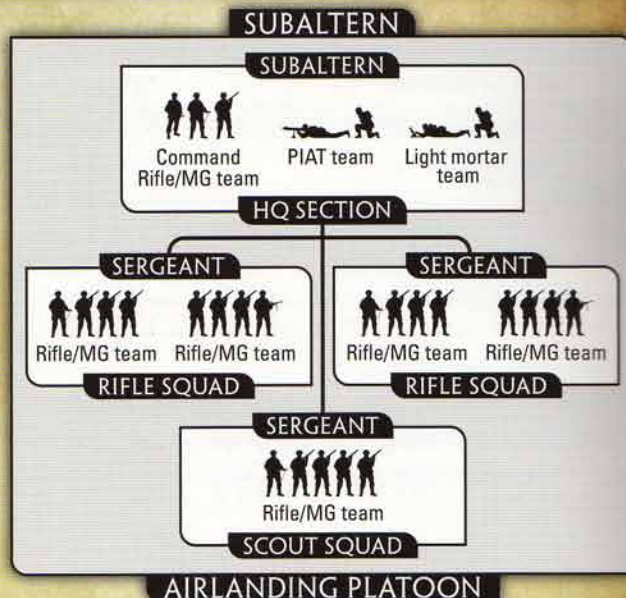
Scout Squad and:

2 Rifle Squads	230 points
1 Rifle Squad	170 points

GAMMON BOMBS

All Rifle/MG teams in a Airlanding Platoon carry Gammon Bombs giving them Tank Assault 3.

The airlanding platoon has to be slightly smaller in size to the standard infantry platoon in order to fit into a Horsa glider. Tough, motivated and well equipped these men are every bit as elite as their parachuting brothers-in-arms.



GAMMON BOMBS

Lieutenant Gammon devised the airborne forces most useful weapon, the No. 82 Gammon Grenade. This clever but simple device consists of a cloth bag with a fuse attached. Since every para carries sticks of plastic explosives that can be pooled for demolition work when needed (or used to start cooking fires!), all they require for a devastating anti-tank grenade is a way to detonate it. With the Gammon bomb they insert sticks of explosive, close the bag, pull the fuse, and throw.

WEAPONS PLATOONS

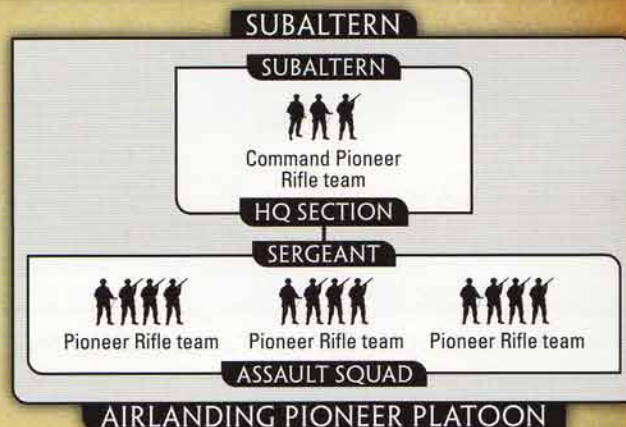
0 TO 1 AIRLANDING PIONEER PLATOON

PLATOON

Pioneer Platoon

105 points

The airlanding pioneer platoon provides the airlanding company with its own assault engineering capability. Their main role is to breach minefields, demolish obstacles, and assist in establishing the battalion's defences once the objective is taken.



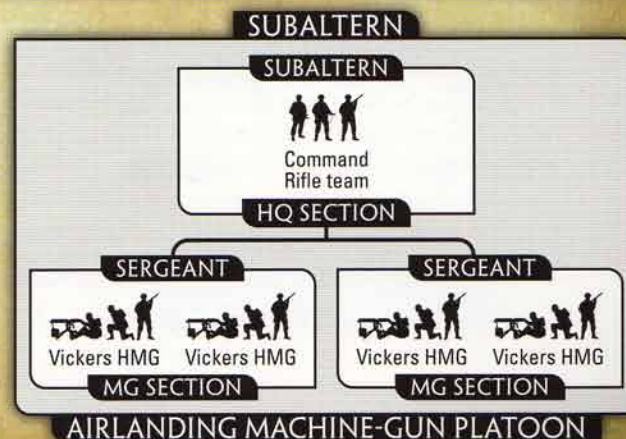
0 TO 1 AIRLANDING MACHINE-GUN PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections	160 points
1 Machine-gun Section	90 points

Armed with the enormously reliable Vickers Mark 1 medium machine-gun the machine-gun platoon gives heavy, sustained fire support for your company. Lacking the ammunition supply and training of the specialist machine-gun battalions, they cannot conduct machine-gun bombardments.



0 TO 1 AIRLANDING MORTAR PLATOON

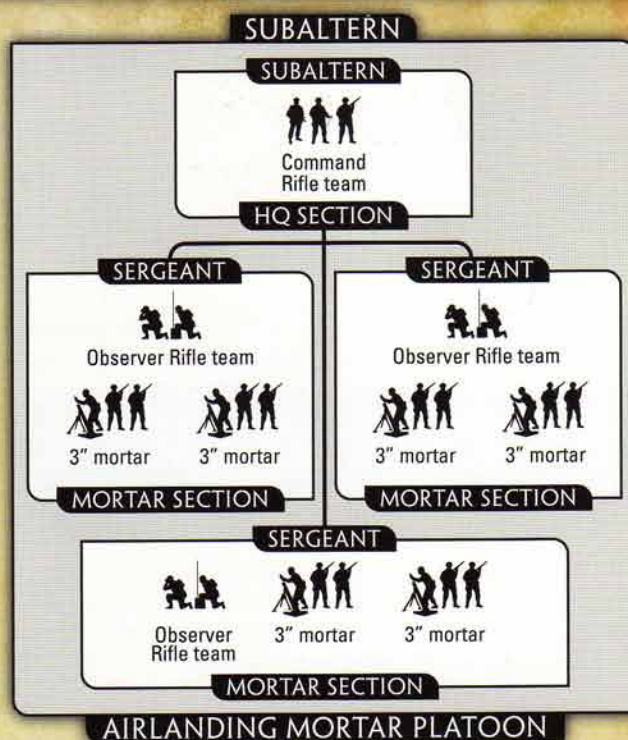
PLATOON

HQ Section with:

3 Mortar Sections	245 points
2 Mortar Sections	170 points
1 Mortar Section	95 points

With six tubes the airlanding mortar platoon is more effective than the equivalent unit of your parachuting friends. Landing by glider, the platoon is quickly ready for action, providing the company with its own integral, highly mobile and accurate light artillery asset.

With three observer teams available you can cover every likely enemy approach to spot targets quickly, giving further support to your company when attacking or protection when defending.



0 TO 2 AIRLANDING ANTI-TANK PLATOONS

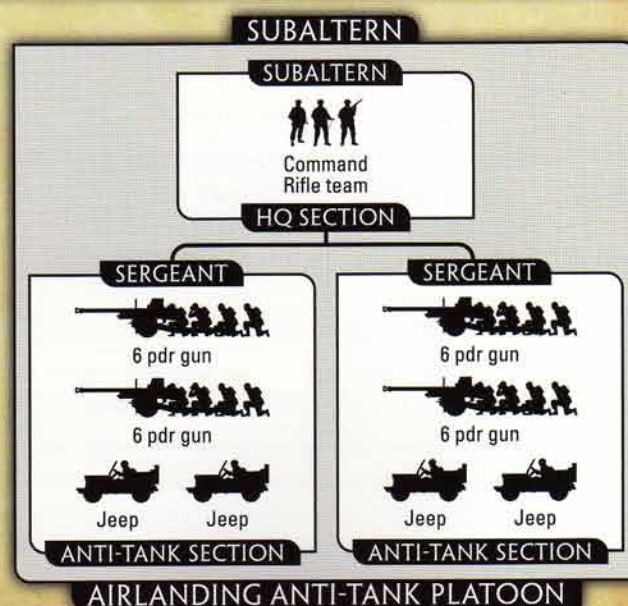
PLATOON

HQ Section with:

2 Anti-tank Sections	175 points
1 Anti-tank Section	95 points

Airborne companies by their very nature are lightly armed. Jerry's Panzers have the ability to make a meal of the toughest troops so you need anti-tank assets with you on the ground and in action immediately. This is where the ubiquitous 6 pdr-armed airlanding anti-tank platoon comes to the fore.

Landed in Horsa gliders together with their jeep tows, these manoeuvrable guns can hit any German armoured force for a six!



SUPPORT PLATOONS

0 TO 1 AIRLANDING PLATOON, ROYAL ENGINEERS

PLATOON

HQ Section with:

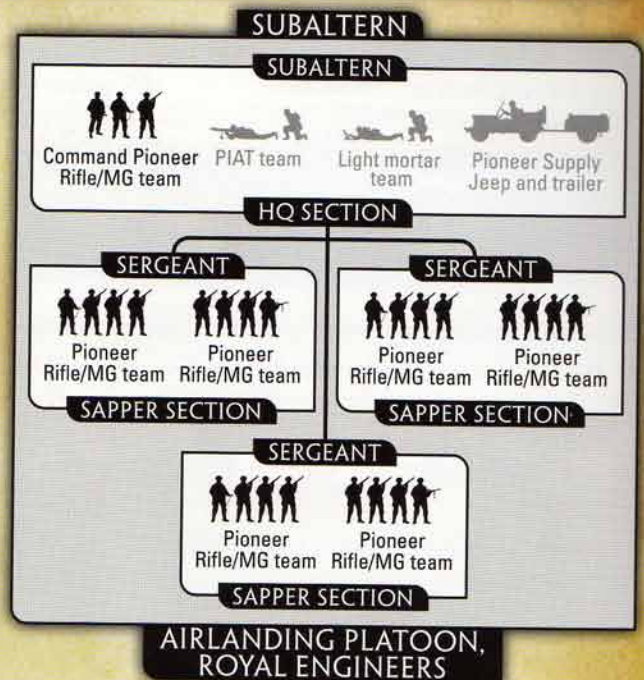
3 Sapper Sections	255 points
2 Sapper Sections	195 points
1 Sapper Section	135 points

OPTIONS

- Add Pioneer Supply Jeep and trailer at no cost.
- Add Light Mortar team for +25 points.
- Add PIAT team for +20 points.

FLAME-THROWERS

You may replace one Pioneer Rifle/MG team with a Flame-thrower team at the start of the game before deployment.



DIVISIONAL SUPPORT



MOTIVATION AND SKILL

Divisional support is a mix of airborne units and regular troops assigned to support them after landing over the

beaches. Unless noted otherwise, all divisional support Platoons are rated as Fearless Veteran.

AIR SUPPORT

Aircraft

Priority Air Support

Limited Air Support

Typhoon

220 points

170 points

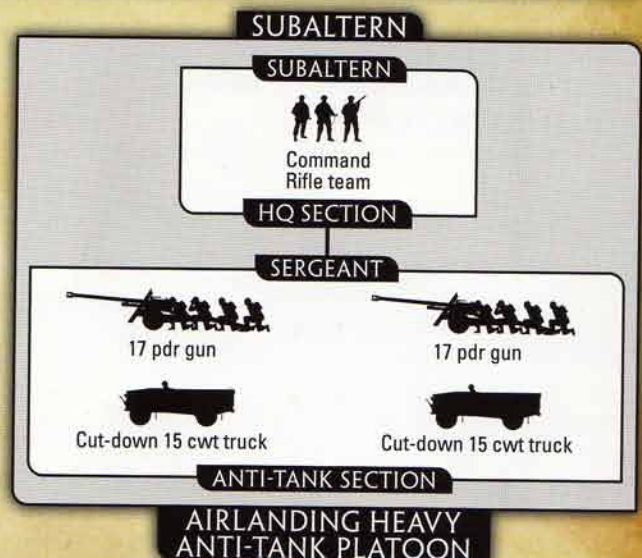
0 TO 1 AIRLANDING HEAVY ANTI-TANK PLATOON

PLATOON

Anti-tank Platoon 155 points

The heavy troops of the airlanding anti-tank battalion are the real ace-up-the-sleeve of any cunning airborne commander. Capable of bringing down even Jerry's heavy Tiger tank, your 17 pdrs must be deployed carefully to dominate likely armour approaches. You must maximise their destructive capability at a critical moment in the battle.

Despite its size, the 17 pdr gun can be delivered to the airborne bridgehead in the enormous Hamilcar glider, each of which can carry a gun and its cut-down Morris 15 cwt tractor.



0 TO 1 AIRLANDING RECCE PLATOON

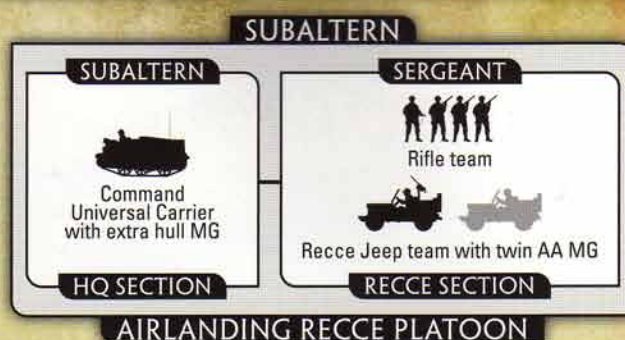
PLATOON

HQ Section with:

1 Recce Section 105 points

RECONNAISSANCE

An Airlanding Recce Platoon is a Reconnaissance Platoon.



0 TO 1 AIRLANDING ARMoured RECCE PLATOON

PLATOON

4 Tetrarch 205 points

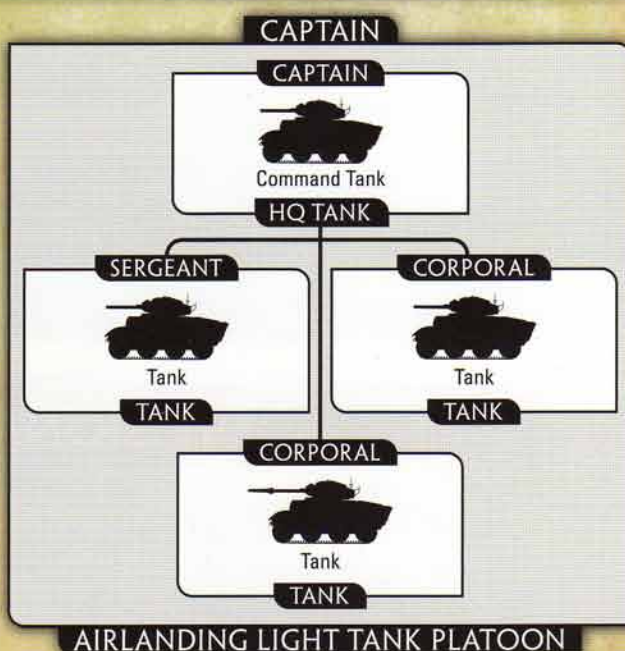
3 Tetrarch 155 points

- Arm Command Tetrarch tank with OQF 3" howitzer in place of OQF 2 pdr gun at no cost.
- Fit Littlejohn adaptor to up to two Tetrach tanks at no cost.

4 Cromwell IV 485 points

3 Cromwell IV 365 points

Fielding Cromwell IV tanks makes the platoon no longer count as an Airlanding platoon.



6th Airborne Armoured Recce Regiment arrived by glider late on D-Day with a squadron of Tetrarch light tanks. The Tetrarch soldiered on throughout the Normandy campaign, in August they were down to half their original strength and two platoons were issued Cromwell cruiser tanks as replacements.

LITTLEJOHN ADAPTOR

The 2 pdr was a pre-war design and lacked the punch to engage modern tanks by 1944. To improve its anti-tank performance, some guns were fitted with squeeze-bore

adaptors that accelerated sub-calibre shot to a higher velocity than normal, significantly increasing its anti-tank capability at the expense of anti-personnel capability.

0 TO 1 AIRLANDING BATTERY, ROYAL ARTILLERY

PLATOON

HQ Section with:

2 Gun Sections 140 points

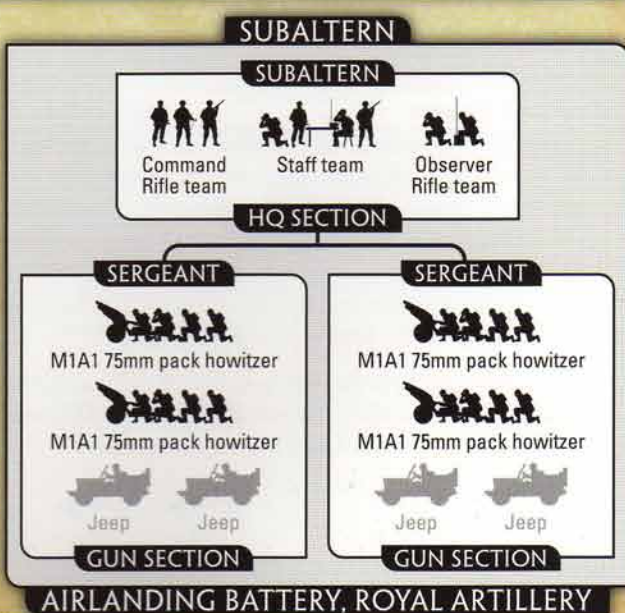
1 Gun Section 85 points

OPTION

- Add Jeep teams at no cost.

In order to make sure airborne forces have ready access to artillery support, the airlanding light regiment lands with its American 75mm pack howitzers in Horsa gliders.

Even when the field regiments of the Royal Artillery have made it off the beach, with so many competing demands for fire missions, the airborne troops can be left to fend for themselves, so this integral light artillery support is essential.



0 TO 1 CENTAUR PLATOON

PLATOON

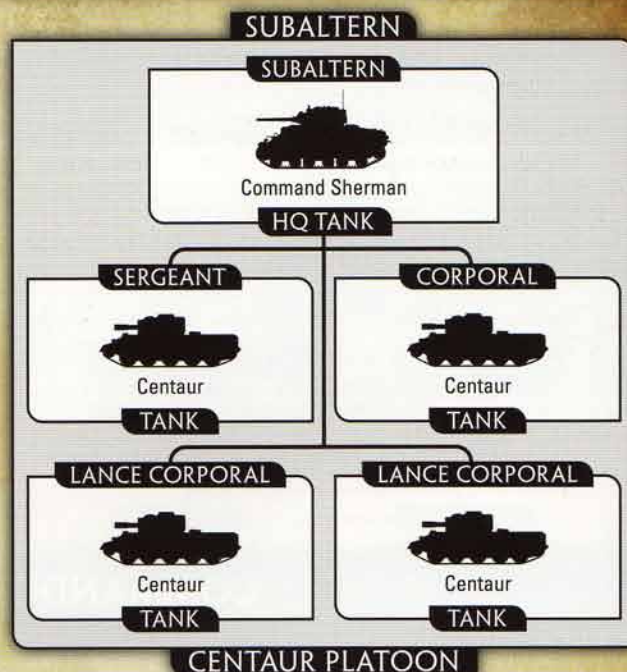
1 Sherman and:

4 Centaur	300 points
3 Centaur	240 points
2 Centaur	180 points

MOTIVATION AND SKILL

A Centaur Platoon is rated as **Confident Trained**.

X Independent Royal Marine Armoured Support Battery landed on Sword Beach on D-Day to give fire support for the initial landings. Later their equipment was handed over to the X Armoured Battery, RA. Under their new ownership the Centaur tanks gave good service as artillery in the airborne salient. In late August, due to a lack of British personnel, the Canadians loaned troops to crew these unusual vehicles.



0 TO 1 ARMoured PLATOON

PLATOON

3 Sherman III, or V	200 points
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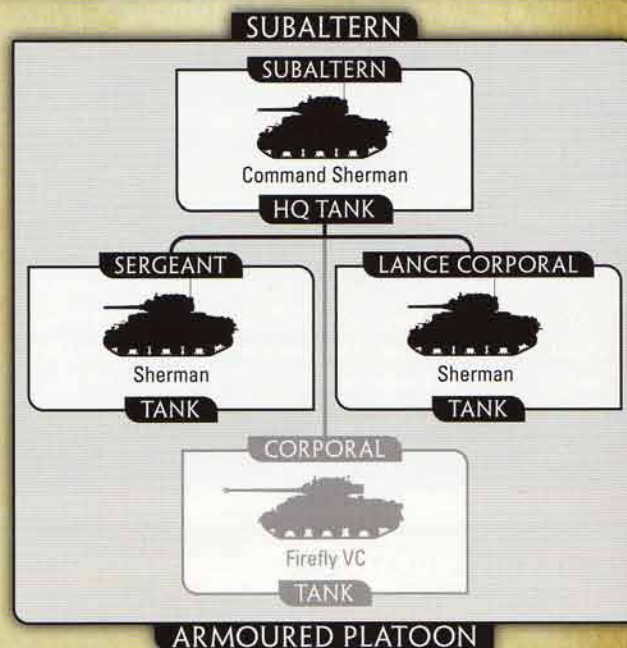
OPTIONS

- Add Firefly VC tank for +80 points.
- Arm any or all Sherman or Firefly tanks with a 0.5 cal AA MG for +5 points per tank.

MOTIVATION AND SKILL

An Armoured Platoon is rated as **Confident Trained**.

The DD tanks of the 13th/18th Hussars landed on Sword Beach in the early hours of D-Day. After fighting their way off the beach, they accompanied Lord Lovat's commandos on their march to relieve Pegasus Bridge. The Hussars remained in support of the Airborne Division during their early battles.



0 TO 1 COMMANDO PLATOON

PLATOON

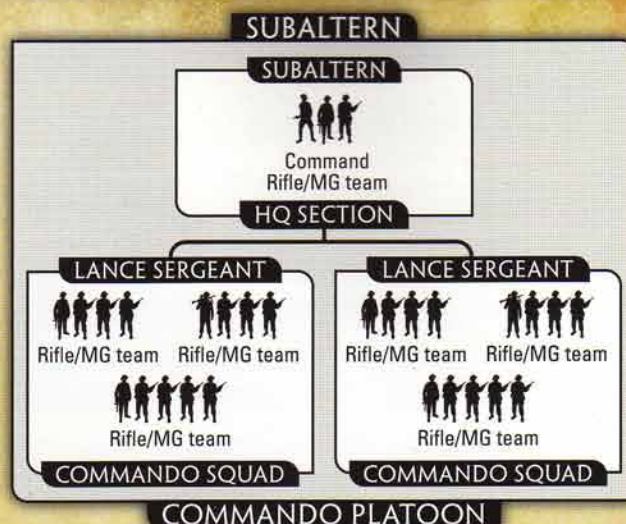
HQ Section with:

2 Commando Squads

220 points

OPTIONS

- Replace one Rifle/MG team with a Light Mortar team at no cost.
- Replace one Rifle/MG team with a PIAT team at no cost.
- Upgrade up to two Rifle/MG teams to SMG teams at no cost.



COMMANDO SPECIAL RULES

KNOW THE PLAN

Commandos are expected to be independent-minded (if not downright unconventional) sorts and every man is drilled in the plan before an attack. That way if the officers are killed, an NCO, or even a private can take over as needed.

Commando Platoons use the German Mission Tactics special rule.

FAIRBAIRN-SYKES

Under Captains W E Fairbairn and A E Sykes, a pair of tough Shanghai policemen, Commandos were trained in every imaginable method of killing and avoiding being killed in close combat. The Fairbairn-Sykes dagger they designed for the Commandos is still in use today.

Commando Infantry teams hit on a roll of 2+ in assault combat.

MIND AND HEART

The men trained at the Commando Basic Training Centre at Achnacarry, Scotland, never forgot their instructors' chant of 'It's all in the mind and the heart' as they scaled impossible cliffs and swam rivers in full kit.

All Commando Infantry and Man-packed Gun teams are Mountaineers.

NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out. Prolonged combats simply delay their mission, so the British Bulldog rule does not apply to Commando platoons.

0 TO 1 RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads

135 points

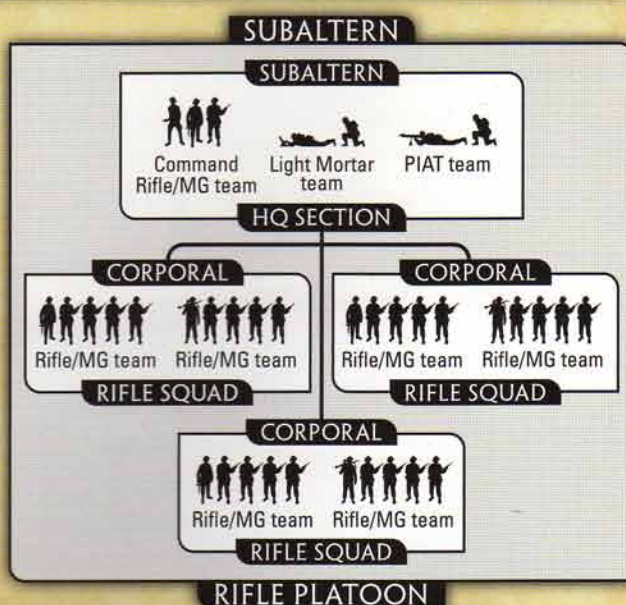
2 Rifle Squads

105 points

MOTIVATION AND SKILL

A Rifle Platoon is rated as **Confident Trained**.

Now that the airborne troops have done all the hard work the lads from the infantry regiments that the paratroopers volunteered to get out of, have finally arrived to lend a hand. Some of these men are veterans of every theatre of the war, some are wide-eyed new boys ready to do their bit after guarding the home-front for long years. Whoever they are you can rely on them to display every last bit of the tenacity the British soldier is famous for.



0 TO 1 FIELD BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop with:

Two Gun Troops with a total of:

4 Gun Sections 275 points

One Gun Troop with:

2 Gun Sections 165 points

1 Gun Section 100 points

OPTIONS

- Add 15 cwt trucks and Quad tractors at no cost
- Replace the HQ Troop jeep with a White scout car for +5 points.
- Replace any or all Observer Rifle teams and their OP Carriers with Observer Sherman OP tanks for +10 points per tank.

MOTIVATION AND SKILL

A Field Battery, Royal Artillery is rated as **Confident Trained**.

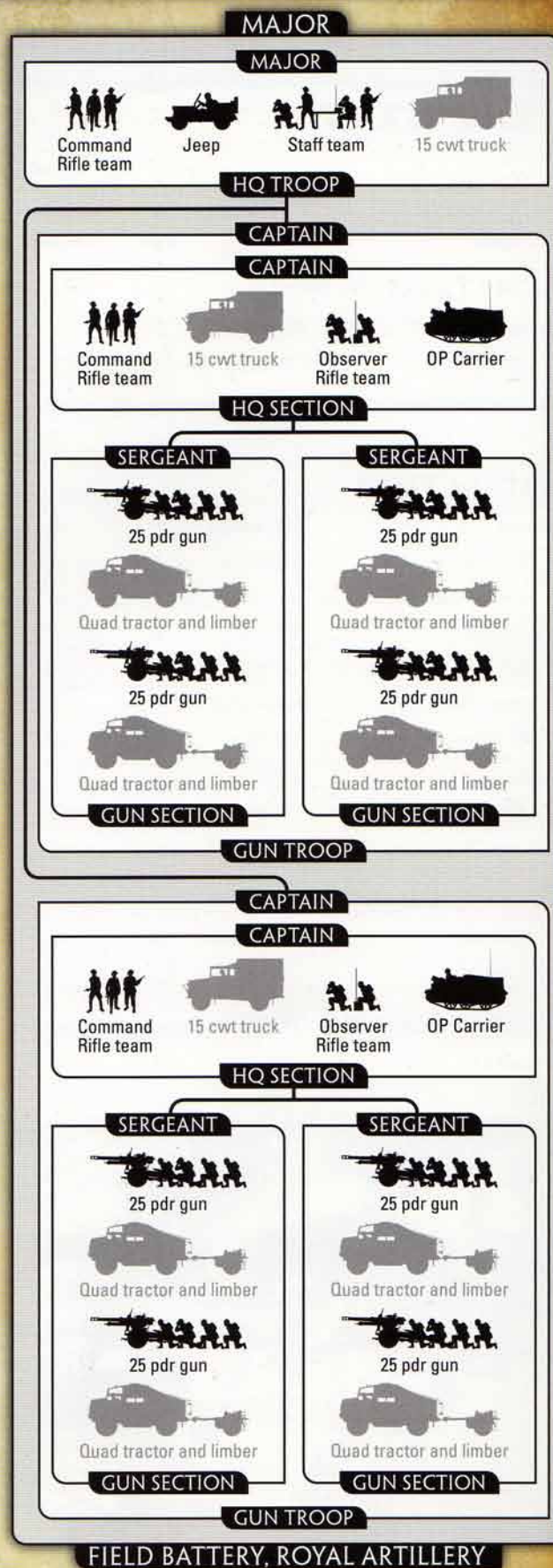
BIG BATTERIES

Although a Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The HQ Troop Command team and Staff team are Independent teams. If the HQ Troop Command team joins a Gun troop, it becomes the Platoon Command Team.

Although they count as separate platoons for all other purposes, a Field Battery deploys as a single platoon, all at the same time. For example, both Gun Troops are treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.



To prepare Jerry for a really big attack or to defend your brittle lines from one of his, nothing gets the job done like a devastating barrage from the highly trained professionals of the Royal Artillery.



With eight guns at their disposal and further batteries ready to support, when the airborne are lucky enough for the gunners to remember them, Jerry better start digging—once the barrage lifts the Red Devils won't be far behind.





BRITISH AIRBORNE ARSENAL



TANK TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

LIGHT TANKS

Tetrarch	Fully-tracked	1	1	1	Co-ax MG, Light tank.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
<i>With Littlejohn adaptor</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>5+</i>	<i>No HE.</i>
<i>With OQF 3" howitzer</i>	<i>24"/60cm</i>	<i>2</i>	<i>5</i>	<i>3+</i>	<i>Smoke.</i>

MEDIUM TANKS

Centaur	Fully-tracked	6	4	1	Co-ax MG, Protected ammo, Unreliable.
<i>OQF 95mm howitzer</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>3+</i>	<i>Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Cromwell IV	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Sherman I, II, III, or V	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly VC	Fully-tracked	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman OP	Fully-tracked	6	4	1	Hull MG.

RECONNAISSANCE

Universal Carrier	Half-tracked	0	0	0	Two Hull MG.
Recce Jeep	Jeep	-	-	-	Twin AA MG.

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>



GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down, No bombardment.
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
M1A1 75mm pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
<i>Firing bombardments</i>		64"/160cm	-	3	6	<i>Smoke bombardment.</i>
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
<i>Firing bombardments</i>		80"/200cm	-	4	5+	<i>Smoke bombardment.</i>

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team		cannot shoot			Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3. Teams with Gammon bombs are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
Morris or CMP 15 cwt truck	Wheeled	-	-	-	
Quad tractor	Wheeled	-	-	-	
White Scout Car	Jeep	1	0	0	
OP Carrier	Half-tracked	0	0	0	

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	



Sten Mk5

The Sten gun was a rudimentary but effective submachine-gun manufactured by the millions in factories across Britain.





ORNE BRIDGEHEAD



'You boys are late! It's all over bar the bloody shouting!' said the sentry, evidently one of Howard's men, as we doubled across the canal bridge. His jibe elicited much laughter from a small party of his comrades nearby. We reached the western bank and I looked about. Off to the right I could see three men hunched over a table, scrutinising a map by lamplight. One of them had on a pair of cowboy boots, 'Wooden Box!' I gave my men the order to halt and stand to, and quickly made my way across to the table.

'Lieutenant MacDonald reporting as ordered, sir.'

'MacDonald, where the bloody hell have you been?' said Pine-Coffin turning towards me. I could see Major Howard at his shoulder and another man I didn't recognise.

'Landed in a bog, sir. Only extricated myself with some difficulty,' I replied, indicating my sodden trousers.

'Never mind that, you're here now. Wait a moment will you.' He turned back to his little conference.

'I want to hold a line running

north-south from Le Port to Benouville.' As he spoke he traced his finger across the map. 'I've got A company, or what's left of it, here in Benouville, B company is in Le Port. The four battle outposts we planned are proving

to be a bit of a problem as they've got no weapons yet. C company is supposedly my reserve but I've already had to

parcel out some of it to the two others. MacDonald here is going to command my counterattack force... is that all you've got MacDonald?' he asked looking past me to the platoon I had assembled.

'Fraid so, sir. And some of them have only got their Stens.'

Wooden Box rolled his eyes and went back to his map.

'Because of the lack of radios, I've given the

outpost commanders authority to withdraw, but only under heavy pressure.' As if to add gravity to his words, just then the sound of mortar shells echoed along the banks of the canal, followed by the faint sound of machine-gun

fire. The three men continued talking for another five minutes. When they had finished, Howard and the other man walked past me towards the bridge at a brisk pace.

"A Company are having a bit of difficulty in these woods here. Seems Jerry's got clever and is trying to outflank them."

'Righto MacDonald, any sign of Major Smith yet?'

'No sir. He jumped before me and I've not

seen hide nor hair of him since.'

'Righto,' he said thoughtfully, and then after a pause, 'get those men formed up. I want them ready to move out at a moment's notice.'

'Yes sir.'

We didn't have long to wait. From the south came the sound of heavy fighting and a short time later a runner came into the Command Post. I was summoned to the map table where old Wooden Box was waiting.

'A Company are having a bit of difficulty in these woods here. Seems Jerry's got clever and is trying to outflank them. Take your fellows and clear that wood. Hold it until relieved. Understood?'

'Yes sir.'

"Because of the lack of radios, I've given the outpost commanders authority to withdraw."





LIEUTENANT-COLONEL R.G. PINE-COFFIN



Born on the family estate in Devonshire in 1908, Richard Geoffrey Pine-Coffin was destined to be a career army officer from an early age. Receiving his commission in the Devonshire Regiment as a Second Lieutenant in 1928, he was steadily promoted and in September 1941 joined the newly formed 2nd Parachute Battalion before assuming command of the 3rd Battalion in 1942. By now a Lieutenant-Colonel, he led his unit gallantly throughout the North African campaign, winning the Military Cross for his actions.

Pine-Coffin was recalled to England to command the fledgling 7th Parachute Battalion, part of the 6th Airborne Division, as preparations began in earnest for the assault on Hitler's Fortress Europe. On D-Day the 7th Battalion played a vital role in the airborne assault, reinforcing Major John Howard's coup-de-main force that had seized the strategically important bridges spanning the River Orne and Caen Canal. The bridge defenders came under repeated and sustained attack from numerically superior German forces, but Pine-Coffin coolly co-ordinated the defence throughout the day until he and his weary men were relieved by the beach-landed troops. For his part in this steadfast defence Pine-Coffin was awarded the Distinguished Service Order.

Fondly known by his men as 'Wooden Box', Pine-Coffin commanded the 7th Battalion through the remainder of the war, receiving a bar to his DSO during the battalion's final combat jump over the Rhine in March 1945.

CHARACTERISTICS

Pine-Coffin is an Infantry team, a Warrior and a Higher Command team rated as **Fearless Veteran**.

He is armed with a Sten gun rated as follows: Range 4"/10cm, ROF 3, Anti-tank: 1, Firepower: 6, full ROF when moving.

Pine-Coffin can join a Parachute Company for +50 points.

SPECIAL RULES:

Counterattack Platoon: When his front line requires reinforcement, Pine-Coffin utilizes a small ad hoc formation of men as a counterattack force.

At the end of any Starting Step in which the 2iC Command team is within 6"/15cm of Pine-Coffin you may form, or supplement, the Counterattack Platoon. To do so nominate up to two teams from any Parachute Platoon within 6"/15cm of the 2iC team. You may never nominate teams from a platoon of less than five teams. These teams become part of the Counterattack Platoon. The 2iC Command team becomes the Platoon Command team for the Counterattack Platoon, ceasing to be an Independent team and no longer counting as a 2iC team. Teams placed in the Counterattack Platoon are no longer part of their original platoons. The Counterattack Platoon counts as a platoon for all purposes except Company Morale Checks.





MERVILLE BATTERY



Red Devil paratroopers organise outside the main Merville battery defences, ready for the ensuing assault.

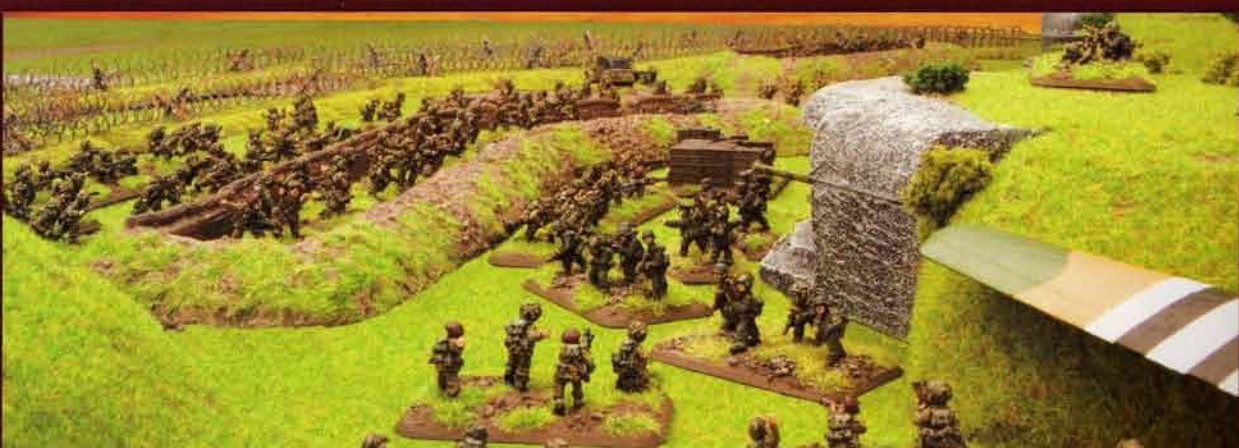


With the wire defences breached the Red Devils pour pressure on the defending Germans.





The battery's defences must be breached before the guns can be silenced.



Reinforcements arrive by way of another glider assault, the German battery is defeated!





BRITISH AIRBORNE UNIFORMS



Below, you'll find a comprehensive painting/uniform guide to help you get your Parachute or Airlanding Platoons into action with the correct colours as soon as possible.

The British Airborne soldier, like his comrades from the Rifle Companies, wore the Battledress. This consisted of a short jacket and trousers in a green-brown Khaki.

British paratroops wore their own special steel helmet. Usually it was covered with camouflage netting to which bits of camouflage-coloured fabric could be tied to aid concealment.

Over the standard Battledress they wore a Denison camouflage

smock, this was unique to the British airborne forces. The smock was designed in 1942 by a Major Dennison and was adopted and designated by the British Army as the "Airborne Smock Denison Camouflage". It was made from a light sand-green coloured denim material which was hand-painted with dark green and chocolate brown camouflage pattern.

British paratroops were also issued their famous red beret. Many even wore it into battle.



Beret: *Red* (947)

Helmet: *Russian Uniform* (924)

Camo Strips - Flat Earth (983)

Camo Strips - Green Ochre (914)

Smock: *Green Ochre* (914)

Camo - Reflective Green (890)

Camo - Flat Earth (983)

Webbing/Backpack: *Green Grey* (886)

Trousers: *English Uniform* (921)

Gaiters/Canteen: *Green Grey* (886)

Boots/Chinstrap: *Black* (950)

Skin: *Flat Flesh* (955)

Rifle Butt/Entrenching Tool: *Beige Brown* (875)

Rifle Barrel/SMG/Machine Guns: *Gunmetal Grey* (863)

Vehicles/Guns: *Russian Uniform* (924)

DENISON SMOCK



(A) Starting with a base of *English Uniform* 921 helps create visual depth on the figure whilst also providing a solid colour for (B) *Green Ochre* 914 to be applied. (C) *Reflective Green* 890 is added next, followed by (D) *Flat Earth* 983 in irregular stripes. The two camo colours should cover roughly 50% of the smock between them. Finally (E) giving the figure a light dry brush with *Green Ochre* 914 helps break up the hard camo lines, whilst leaving the recesses darker.

PAINTED EXAMPLES



TROUSERS AND BOOTS



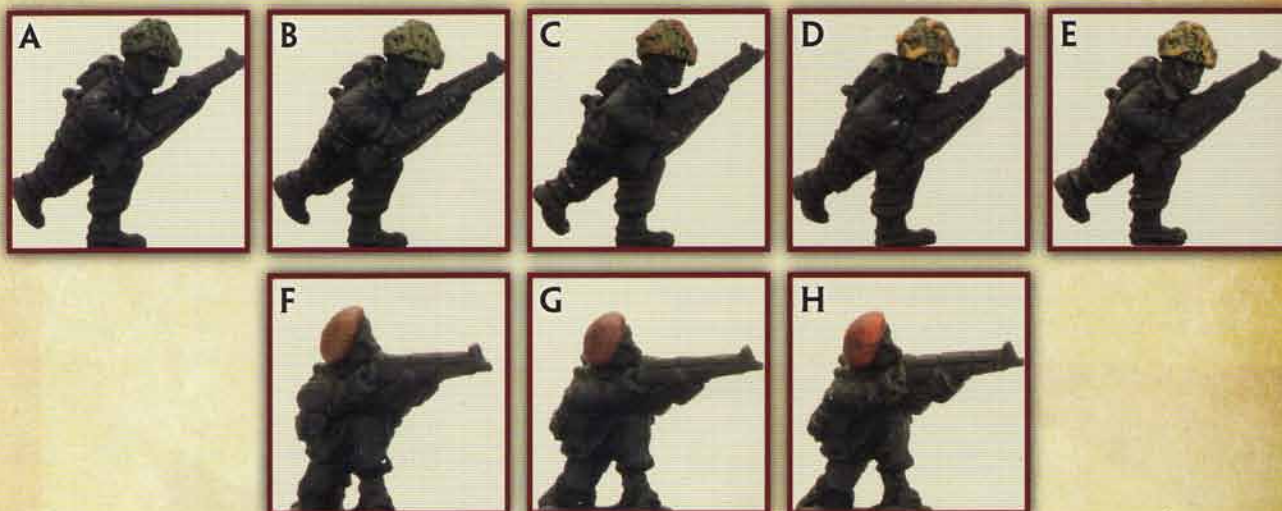
(A) *English Uniform 921* trousers, and *Black 950* boots. Highlight the trousers by mixing a small amount of *Green Ochre 914* with *English Uniform 921* (B) or by using *Green Brown 879* (C). If you are fielding a Canadian airborne company, a base of *Brown Violet 887* (D) followed by a highlight of *Russian Uniform 924* (E) is a good way to recreate their greener fabric colour.

WEBBING, BACKPACK AND GAITERS



(A) A shading base of *Russian Uniform 924* followed by (B) *Green Grey 886*. Mixing a little *White 951* with *Green Grey 886* to highlight. (C) Entrenching tool handle *Beige Brown 875* (D) and any extra gear – mortars, grenades and binoculars *Reflective Green 890* shading colour, *Russian Uniform 924* base/highlight. (E) Shows a completed paratrooper.

PAINTING HELMETS AND BERETS



Helmets. (A) Start with a shading base of *Reflective Green 890*, then a heavy dry brush of *Russian Uniform 924* (B) Paint the hessian strips with *Flat Earth 983*, (C) then pick out half the strips again with *Green Ochre 914* (D). (E) Finish by giving a light dry brush with *Green Ochre 914*.

Beret. (F) Base coat with *Flat Brown 984*, followed by (G) *Red 947* mixed with a small amount of *Dark Blue 930*. (H) Highlight with *Red 947*.

TIPS

Where adding white to a colour is suggested for a highlight, you can also use *Buff*, or *Iraqi Sand*, this will leave the highlight colour less stark.

Green Ochre works well with greens and browns.



By the time of the Normandy landings, the 82nd Airborne Division was a battle-hardened outfit with many veterans within its ranks. The 'All American' Division, as it was known, had earned a reputation for hard fighting in the Sicily, Salerno and Anzio landings in the Mediterranean. For Operation Neptune, the Allied amphibious and airborne invasion of Normandy, the 82nd was reorganised to include two new regiments, replacements for the 504th Parachute Infantry Regiment which had only recently arrived in England from Italy and was still regrouping. Under the command of General Ridgway were Colonel Ekman's 505th Parachute Infantry Regiment, Colonel Miller's 507th Parachute Infantry Regiment and Colonel Lindquist's 508th Parachute Infantry Regiment, plus Colonel Lewis' 325th Glider Infantry Regiment and supporting arms including Lieutenant-Colonel D'Allesio's 456th Parachute Field Artillery Battalion.

On D-Day the 82nd, along with the 101st Airborne Division, was to land in a broad wedge inland from Utah Beach at the base of the Cotentin Peninsula. The airborne divisions were to seize and hold vital causeways, road junctions and river

paratroopers fell into recently flooded areas where they struggled to rid themselves of their harnesses and heavy equipment. Even the fortunate ones who landed on firm ground found themselves many miles from their specified drop zones (DZs) and faced with the daunting task of forming up in the dark and reaching their assigned objectives.

The 505th had the furthest to go, tasked with seizing the critical road junction in the town of Ste. Mère-Eglise. The 505th's 3rd Battalion under Lieutenant-Colonel Krause landed relatively intact on its correct drop zone, just outside the town. A dozen paratroopers had landed on the town itself and were mown down by the German garrison (one survived, hanging from the church spire). Inexplicably the garrison then returned to their barracks. Krause's troops attacked immediately using only bayonets and grenades. By dawn a large US flag, specially brought by the commander for the occasion, was fluttering over the town square.

The 505th's 2nd Battalion under Lieutenant-Colonel Vandervoort also landed close to its drop zone and Vandervoort gathered 600 troopers to him in 30 minutes, a record for D-Day. The colonel had broken his ankle upon



82ND

bridges, preventing German reinforcements from rushing to the invasion beaches and facilitating the movement inland of the American amphibious force. Specifically, the 82nd was to seal off the Cotentin from the south, destroy the bridges over the Douve, hold its banks to protect VII Corps, occupy both banks of the Merderet River and take and hold Ste. Mère-Eglise.

An aerial armada of 378 C47 Skytrain aircraft carrying the division's 6,418 paratroopers roared across the channel in the early hours of 6 June, following pathfinder units that had gone out just a few hours beforehand. The aircraft travelled in the wake of the formations carrying the 101st and so had to contend with more alert German air defences, though thankfully not the hail of 'friendly' fire from the invasion fleet which had crippled the division in the Sicily campaign. Further C47's towing Waco gliders lifted the men of the 325th and crucial supplies toward four landing sites.

Dense fog and heavy anti-aircraft fire led to widespread dispersion of the parachute drops, as the young pilots struggled to maintain speed, formation and direction. Many luckless

landing but remained in command, using his rifle as a crutch. As the battalion headed for their objective of the little hamlet of Neuville-au-Plain, north of Ste. Mère-Eglise, they were recalled by Ekman to attack Ste. Mère-Eglise itself. The 505th's commander was unaware that Krause had already successfully captured the town. In what was to prove one of the most inspired decisions of the entire operation, Vandervoort sent 48 men under Lieutenant Turnbull to set up a defensive line at Neuville. This tiny blocking force fought furiously, holding off a much larger force from 1058. *Grenadierregiment* (infantry regiment) for four hours, a mission from which only 16 of them returned. Turnbull and his men had prevented the Germans from approaching Ste. Mère-Eglise from the north at a critical moment for the defenders in the town.

Back in Ste. Mère-Eglise, German armoured vehicles and paratroopers of 6. *Fallschirmjägerregiment* counterattacked at 0930 hours, pitching US paratroopers against their opposite numbers for the first time. Krause's men held off repeated assaults, Krause being wounded twice in the process, and the key objective remained in American hands.



Upon landing, Lieutenant-Colonel Kellum's 1st Battalion of the 505th moved on their objective, the strongly defended bridge over the Merderet River at La Fièvre. Three determined assaults by the paratroopers failed to dislodge the Germans. When Kellum was killed leading one of them Major McGinty took command only to lose his life also. General Gavin arrived after capturing Chef-du-Pont bridge and with a force of 500 men from various units captured the bridge. The paratroopers pressed forward in the hope of linking up with the 507th and 508th who had landed to the west, but their advance was beaten back by German forces, who retook the western end of the bridge. Despite reinforcements, all efforts to recapture the western end failed. It wasn't until the night of the 8/9 June with the arrival of a special task force containing tanks and artillery under veteran paratrooper Colonel Raff that the La Fièvre bridge could be captured once and for all.

The 507th was particularly badly dispersed, Miller's men landing largely in marshy ground west of the Merderet and unable to assist in the fight for La Fièvre. Lieutenant-Colonel Timmes, commanding the 2nd Battalion, assembled 50 men but was pinned in an orchard north of Cauquigny by superior German forces. The remnants fought on in small

gliderborne reinforcements were landed in the afternoon and evening of D-Day, the largest landing involving 176 Horsa and Waco gliders. Unfortunately, few of these gliders found their landing zones and many were destroyed in crashlandings hitting trees, hedgerows, cattle and specially emplaced obstacles known as Rommel's Asparagus. Despite the chaos of these landings, Colonel Lewis was able to gather the bulk of his men and the 325th played a key part in capturing La Fièvre.

In the days that followed D-Day, the 82nd was reinforced by ground troops moving up from the invasion beaches. The division consolidated their positions, gathered in stragglers and received further supplies. Whilst their airborne role was over, their part in the fighting was not. The Division struck westwards to cut off the Cotentin Peninsula, swinging south through Etienneville, crossing the Douve river and capturing the high ground overlooking La-Haye-du-Puits. On 11 July the battle-weary 82nd was relieved and placed into reserve, before being sent back to the UK to refit. The Division's losses in Normandy amounted to 46 percent in killed, missing and evacuated wounded. In his post-battle report

AIRBORNE

pockets, ambushing and harassing the defenders to great effect, though Millet himself was captured after being split from his men whilst moving toward Amfreville.

The 508th, nicknamed the 'Red Devils', fared slightly better. Their task was to secure the left flank of the 82nd's landings, including the bridges over the Douve river. Only 124 troopers hit their drop zone, whilst others landed in the 101st's area, some only narrowly avoiding plunging to their deaths in the English Channel. Lieutenant-Colonel Shanley, commanding the 2nd Battalion was able to gather two companies of men and move on the bridge at Pont l'Abbé, but his force ran into strong opposition short of the bridge and were forced to dig in on Hill 30. Eventually, the 508th was able to gather several hundred men and capture the approaches to Chef-du-Pont, hampering German efforts to reach Ste. Mère-Eglise. Paratroopers from the 508th also ambushed the staff car of General Wilhelm Fally of 91. *Luftlandedivision* (Airlanding Division), giving him the dubious honour of being the first German General captured in the invasion.

General Ridgeway summarised the hard-fought campaign with taciturn eloquence: '...33 days of action without relief, without replacements. Every mission accomplished. No ground gained was ever relinquished.'

After reorganising, the 82nd took part in the disastrous Operation Market Garden, dropping by daylight to capture key bridges in the Netherlands. In this operation men of the 82nd conducted an opposed river crossing to capture the bridge at Nijmegen, a bloody and heroic action that prompted General Dempsey of the 2nd Army to say upon meeting the 82nd's commander, "I am proud to meet the commander of the greatest Division in the world today."

In December, the 'All-Americans' were rushed into the line to block the advance of the Sixth Panzer Army near St. Vith in the Battle of the Bulge.

Through their valiant actions in the liberation of Europe the paratroopers and glidermen of the 82nd Division, the first Airborne Division in the US Army, had established the traditions of the airborne warrior for generations to come.



TO CHERBOURG

MONTEBOURG

COLOMBY

F R A N C E

MERDERET RIVER

4 Miles

ST. SAUVEUR-LE VICOMTE

PONT L'ABBÉ

LA FIERE

CHEF-D

DOUVE RIVER

BOUPTE

ST. JORES



US 82ND AIRBORNE UNITS

MORE THAN 6,400 MEN

- Drop Zone N.** 506th Parachute Infantry Regiment (PIR) and 15 sticks of miscellaneous troops.
- Drop Zone O.** 505th PIR, Division HQ and 6 sticks of miscellaneous troops.
- Drop Zone T.** 507th PIR.



US 101ST AIRBORNE UNITS

MORE THAN 6,600 MEN

- Drop Zone A.** 502nd PIR, 377th parachute field artillery battalion.
- Drop Zone C.** 3rd battalion 501st PIR. 1st and 2nd battalions 506th PIR, Division HQ.
- Drop Zone D.** 1st and 2nd battalions 501st PIR, 3rd battalion 506th PIR, 326th airborne engineer battalion.

Note: Each dot represents one stick (one plane load) of approximately 15 men.

LA-HAYE-DU-PUITS



4 Miles
12 Miles

KEY

- German gun batteries and bunkers.
- German unit HQ positions.
- Artillery units.
- Armoured units.
- Built up areas.
- Bridge.

0 1 2 3 4
Miles



When the 101st Airborne Division formed at Camp Claiborne, Louisiana on 15 August 1942, their commander proclaimed that the unit had 'a rendezvous with destiny'. That rendezvous took place on 6 June 1944 when the men of the "Screaming Eagles", named for the emblem upon their shoulders, dropped from the skies into Normandy. Although not a veteran formation like the 82nd, the men of the 101st were superbly trained and motivated. Under the command of General Mark Taylor were Colonel Johnson's 501st Parachute Infantry Regiment, Colonel Mosely's 502nd Parachute Infantry Regiment and Colonel Sink's 506th Parachute Infantry Regiment, supported by the artillery and men of the 327th Glider Infantry Regiment. Their mission was to seize and hold the bridges and causeways over the River Douve, inland from Utah Beach.

Over 6,600 paratroopers in 490 C47 aircraft of the 52nd Troop Carrier Wing set off in the early hours of D-Day, heading for their designated drop zones which had, they hoped, been marked out by the pathfinders who had left England late the previous evening. Although the 101st benefited from the fact that German defences were caught off guard, the Division's

They were, despite their march, the first airborne troops to welcome the 4th Division ashore.

General Taylor landed in the 501st Regiment's drop zone near Ste-Marie-du-Mont. After finding his artillery commander Brigadier-General McAuliffe and the 501st's Colonel Johnson, Taylor was joined by his chief of staff, the division engineer and other staff officers and only a handful of enlisted men, prompting him to later remark that 'never in the annals of warfare had so few been commanded by so many.' Taylor's band grew, absorbing stragglers as they headed toward Vierville. En route they battled with German paratroopers, the famous *Fallschirmjäger*, of Von der Heydte's 6. *Fallschirmjägerregiment*. Based in Carentan on the day of the invasion this unit was part of Ramcke's 2. *Fallschirmjägerdivision*, the bulk of which was refitting at Cologne.

The 501st's 3rd Battalion under Lieutenant-Colonel Julian Ewell headed east to clear a path off the beaches at Poppeville. They were joined by a small part of the widely dispersed 2nd Battalion led by Lieutenant-Colonel Robert Strayer. After bitter fighting, the paratroopers secured the inland access so critical to the success of the amphibious landings.



101ST

drop was still badly dispersed. Some 1,500 men landed outside their designated areas, many being killed or captured. The 377th Parachute Field Artillery Battalion lost all but one of its twelve 75mm pack howitzers in ground recently flooded by the defenders.

The 502nd was assigned the northernmost drop zone of the 101st's three regiments. They were to clear the German defences around St-Martin-de-Varreville and secure causeways leading up from the invasion beaches for the amphibiously landed 4th Infantry Division. The Regiment's 2nd Battalion assembled quickly and captured the town without difficulty, also securing an abandoned coastal gun position. The 1st Battalion converged on Le Méziers, to find the German garrison still in their barracks eating breakfast. Staff Sergeant Summers and 15 paratroopers armed with small arms, bazookas and grenades stormed the buildings, inflicting over 100 casualties.

The 3rd Battalion dropped well off course, landing in the 82nd's area. Lieutenant-Colonel Robert Cole gathered approximately 250 men and marched hard through the night to occupy some of the causeways that were their objective.

The 1st Battalion's commander, Lieutenant-Colonel Carroll was killed very soon after landing, forcing Colonel Johnson to take direct command. The Battalion's objective was a heavily defended lock at La Barquette. The defenders, assisted by well sited 88mm guns, were only dislodged after Johnson summoned naval gunfire from the cruiser USS Quincy to blast them from their positions.

Of the three parachute infantry regiments Colonel Sink's 506th fared the worst. Low cloud and vigorous anti-aircraft fire broke up the formation of transport planes carrying the regiment, resulting in a chaotic drop pattern for the paratroopers. The 1st Battalion was badly scattered in its drop near Foucaville and Beauzeville-au-Plain near the northern tip of Utah Beach. The weakened battalion captured their objective, the Poupeville causeway, but the towns in the area were heavily defended and the Battalion was pinned down near Haut Fournel until relieved by troops coming up from the beaches.

The 2nd Battalion landed largely in the 82nd's sector, well off target, and had to march over 20 miles (32km) to consolidate

near Ste-Marie-du-Mont. Those who managed to converge on this point then set off, enduring an ongoing struggle with the ubiquitous *Fallschirmjäger* on their way to St-Côme-du-Mont. By the time they reached their objective, the Houdienville causeway, in the early afternoon troops of the 4th Infantry Division had already overrun it.

On the afternoon of D-Day paratroopers from the 2nd Battalion fought a famous small unit action at Brecourt Manor. Led by Lieutenant Winters the men attacked and disabled a German battery of four 105mm guns that were firing onto one of the causeways leading off Utah Beach.

The 3rd Battalion landed north of the Douve and east of St-Côme-du-Mont. The local German defenders had correctly identified the area as a likely drop zone and ringed it with firing positions, setting fire to several barns to provide illumination. Into this trap the battalion now literally fell. The commander, Lieutenant-Colonel Wolverton, was killed as the defenders picked off the paratroopers as they floated down. Only five officers and 29 men reached the Battalion objective of two wooden bridges, but they fought stubbornly against all efforts to dislodge them. Reinforced by a few strag-

cessful landings at Utah Beach.

The seizure of their D-Day objectives was not the end of 101st's role in the campaign for Normandy. Next the Division was tasked with capturing the town of Carentan, a crucial road junction between the Utah and Omaha Beaches. On 11 June, on the way to Carentan, Lieutenant Colonel Cole's 3rd Battalion of the 502nd ran into strong German opposition. The light artillery available made no significant impact on the defenders, so Cole ordered his men to 'fix bayonets' and charge. Cole and the men with him heard his order, as did his executive officer Major Stopka and the men with him, but many other paratroopers remained where they were, pinned down by heavy German machine-gun and mortar fire. Cole and his men swept through the defences wiping out the startled defenders. Their action was one of the rare bayonet charges by the US Army in World War II. Cole received the Medal of Honor and Major Stopka the Distinguished Service Cross.

The 101st now attacked the town from the northeast and southwest. Von der Heydte's formidable but much depleted 6. *Fallschirmjägerregiment* defended grimly but the tough

AIRBORNE

glers, the men of 3rd Battalion held the bridges until sappers arrived and destroyed them, thus denying key river crossing points to the Germans.

The glider operations supporting the hard-pressed paratroopers were chaotic. Much of the heavy equipment, like jeeps and guns, was damaged or destroyed on landing, and most of the gliders missed their designated landing zones. The Divisional deputy commander, Brigadier-General Donald Pratt, was killed in a crash landing, the second US general to become a casualty of the war. Fortunately, other personnel casualties amongst the glidermen were relatively light.

As the landing zones were cleared of obstacles, like the simple but effective Rommel's Asparagus, subsequent landings were more successful. The Division was able to consolidate and re-supply, all the while enduring running battles with the German defenders. In spite of few of their landings going according to plan, Taylor's men had largely succeeded in their objectives. By securing key features and fighting the enemy wherever they were found, disrupting communications and causing confusion, the 101st contributed greatly to the suc-

cessful fighting US paratroopers finally evicted them. The 17. *SS Panzergrenadierdivision* 'Götz von Berlichingen' (armoured infantry division) counterattacked and drove back the paratroopers southeast of the town, but the 'Screaming Eagles' held on until reinforced by the 2nd Armored Division. Carentan was finally secured on 12 June.

The Division was evacuated back to England by sea the following month, having suffered 4,670 casualties of the approximately 13,000 men of the Division who had jumped or crashed onto French soil.

The 101st Airborne Division had proved itself by trial of fire to be soldiers of the hardest kind. On D-Day and after they had forged a tradition that would be upheld by the men of the 'Screaming Eagles' through famous operations like Market Garden and the legendary defence of Bastogne during the Battle of the Bulge.





LA FIÈRE



Paratroopers of the 82nd strike towards the vital bridge across the Mederet River at La Fièvre.



Bazookas account for a German armoured counterattack.





First they must clear the stubborn German defenders from buildings at the eastern end of the bridge.



Despite mounting casualties the brave paratroopers launch yet another attack.



PARACHUTE RIFLE COMPANY



INFANTRY COMPANY

A force based around a Parachute Rifle Company must contain:

- 1 Company HQ, and
- 2 or 3 Parachute Rifle Platoons.

Weapons Platoons available to a Parachute Rifle Company are:

- 0 to 1 Parachute Machine-gun Platoon, and
- 0 to 1 Parachute Mortar Platoon.

Support Platoons available to a Parachute Rifle Company are:

- 0 to 1 Parachute Field Artillery Battery (p. 37) or Glider Field Artillery Battery (p. 42),
- 0 to 1 Parachute Engineer Combat Platoon (p. 37) or Glider Engineer Combat Platoon (p. 42),
- 0 to 1 Glider Rifle Platoon (p. 39),

- 0 to 1 Glider Intelligence and Recon Platoon (p. 41),
- 0 to 1 Glider Anti-tank Platoon (p. 42),
- 0 to 1 Tank Platoon (p. 43), Tank Destroyer Platoon (p. 43), or Anti-aircraft Artillery (Self-Propelled) Platoon (p. 43),
- 0 to 1 Cavalry Recon Platoon (p. 44),
- 0 to 1 Chemical Mortar Platoon (p. 44), and
- 0 to 1 Field Artillery Battery (p. 45).

You may have up to **two** Support Platoons attached to your company for each Parachute Rifle Platoon you field.

MOTIVATION AND SKILL

All paratroopers are volunteers, have undergone rigorous training and take pride in their elite airborne role.

A Parachute Rifle Company is rated **Fearless Veteran**.



HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ

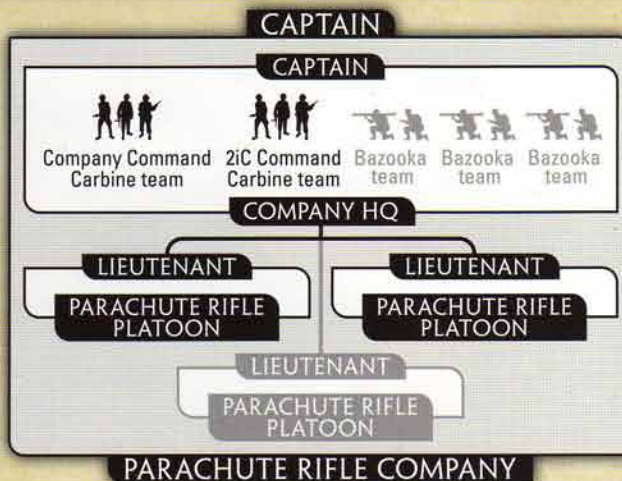
35 points

OPTIONS

- Add Bazooka teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.

GAMMON BOMBS

All Carbine teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.



COMBAT PLATOONS

2 OR 3 PARACHUTE RIFLE PLATOONS

PLATOON

HQ Section with:

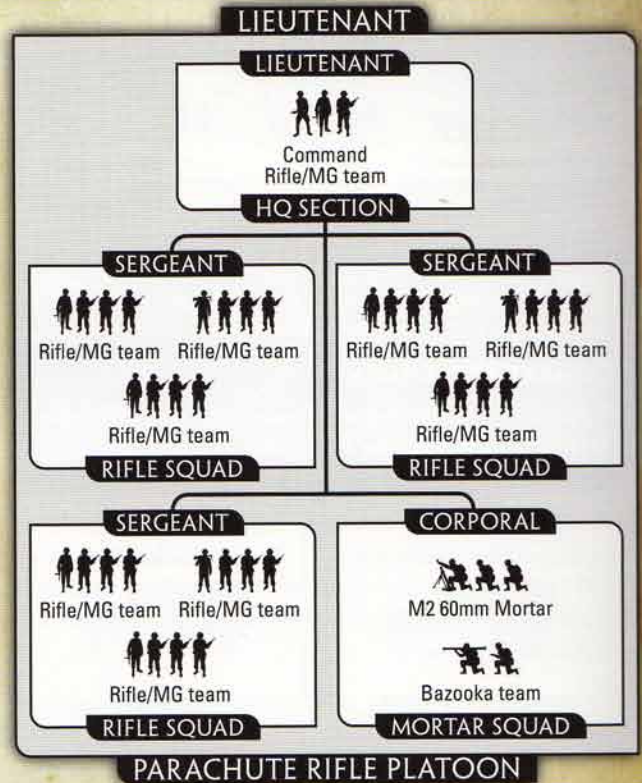
3 Rifle Squads and Mortar Squad	365 points
2 Rifle Squads and Mortar Squad	270 points

GAMMON BOMBS

All Rifle/MG teams in a Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3.

The men of the parachute infantry regiments represent the cream of the American military. Unlike the conscript army of citizens, in the Airborne every man's a volunteer—fitter, tougher, more motivated and better paid than the average dogface.

If you've gotta' go to war you may as well make sure your buddies are the best of the best, even if that means being prepared to jump out of planes to get at the Krauts. With the best equipment and a never-say-die attitude, these guys are ready to take on all comers.



WEAPONS PLATOONS

0 TO 1 PARACHUTE MACHINE-GUN PLATOON

PLATOON

HQ Section with:

2 Sections	200 points
1 Section	105 points

OPTION

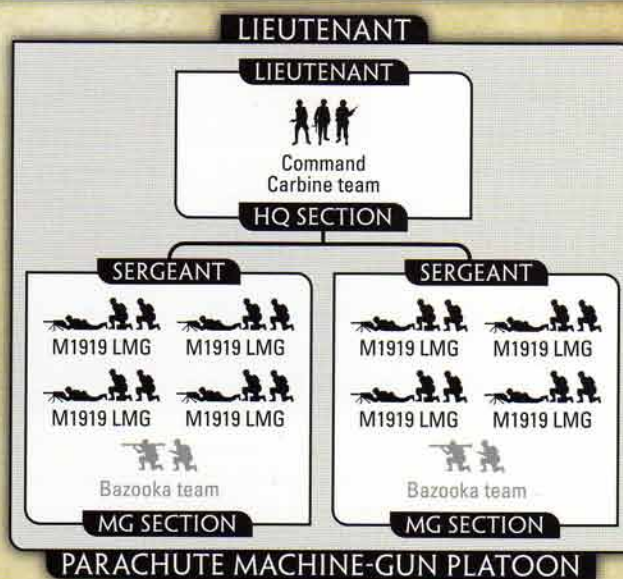
- Add Bazooka teams for +20 points per team.

COMBAT ATTACHMENTS

A Parachute Machine-gun Platoon may make Combat Attachments to Combat Platoons.

Landing by parachute means everything needs to be light, including your machine-guns. The air-cooled Browning M1919A4 light machine-guns of the parachute machine-gun platoon fit the bill perfectly weighing just 41lb (18.5kg) complete with tripod.

They provide the airborne troops with a weapon capable of laying down a steady stream of fire to keep Fritz' heads down,



just when you need them to. Although they don't have the weight of fire of the infantry's heavy water-cooled M1917 machine-guns, having eight in the platoon more than makes up for it.



0 TO 1 PARACHUTE MORTAR PLATOON

PLATOON

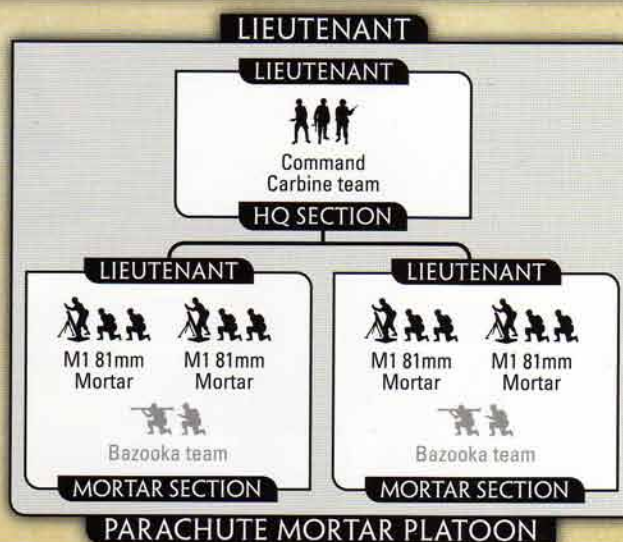
HQ Section with:

2 Sections	150 points
1 Section	80 points

OPTION

- Add Bazooka teams for +20 points per team.

As the battle develops, you'll want access to more and more fire support to take your objectives. First cab off the rank is always the M1 81mm mortars of the battalion's mortar platoon. Quick to deploy, mobile and accurate, it's likely these men will have fired their whole mission before the big boys on the beach will have got the sand out of their radios.



SUPPORT PLATOONS

0 TO 1 PARACHUTE FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

2 Sections	135 points
1 Section	80 points

OPTION

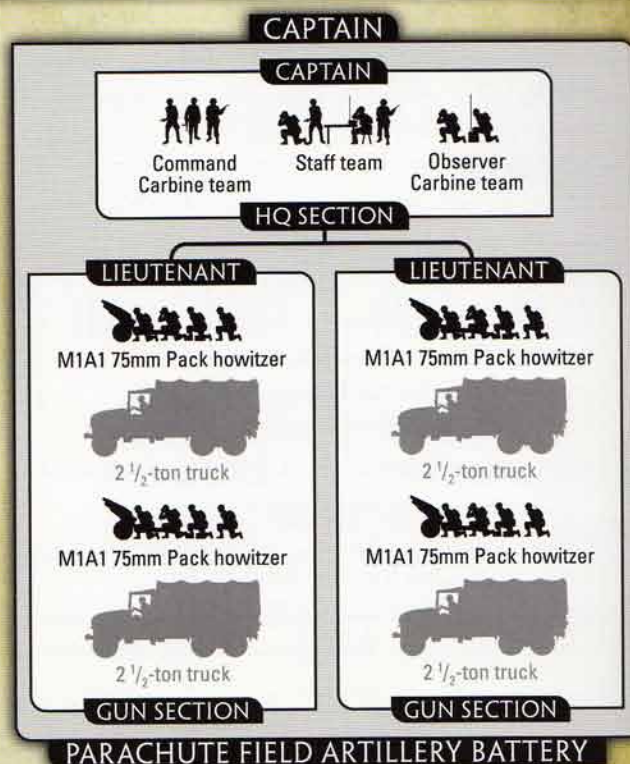
- Add 2½ ton trucks for +5 points for the platoon.

Adding trucks makes the battery no longer count as a Parachute platoon.

Vital to the survival of the airborne division is the air-transportable parachute field artillery battery equipped with the M1A1 75mm pack howitzer.

Each gun can be broken down into six parachute loads. These are all tied together and dropped as a single aircraft load. If all goes well, they'll still be all together on landing. The bundles are quickly located by the crew and assembled so as to go into action in support of the parachute infantry regiments immediately. Of course, that's how it goes in the drills. In combat, in the dark, things don't necessarily go so sweet.

Once the GI's have joined up with your men, the parachute artillery can requisition trucks for long moves. Getting every thing loaded and unloaded takes a bit of work though, as the cannon has to be loaded in the back with the crew because it is too fragile to tow.



Enough yakkin'. We've got a left wheel and a gun sight to find. Get on with it boys!

Now, where'd I put that spanner?

0 TO 1 PARACHUTE ENGINEER COMBAT PLATOON

PLATOON

HQ Section with

Weapons Squad and:

2 Operating Squads	210 points
1 Operating Squad	150 points
No Operating Squads	90 points

OPTION

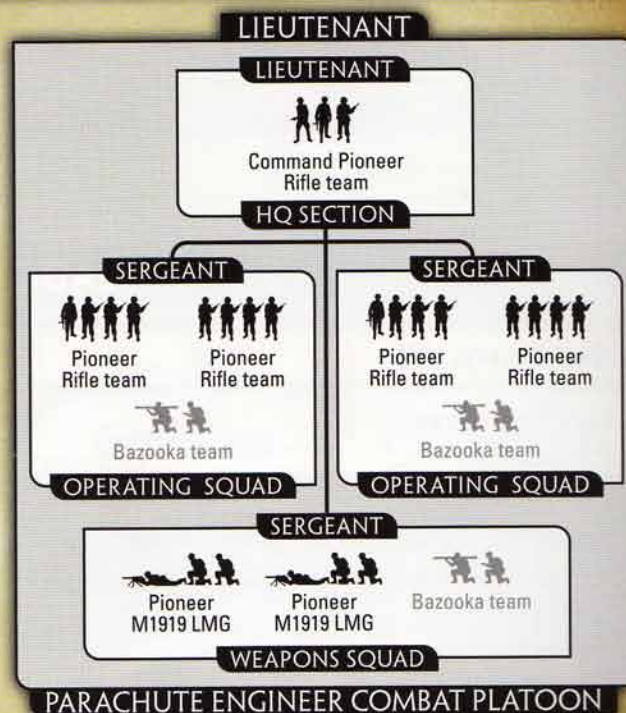
- Add Bazooka teams for +20 points per team.

M1919 LMG TEAMS

You may replace any or all Pioneer M1919 LMG teams with Pioneer Rifle teams at the start of the game before deployment.

The parachute engineer combat platoon lives up to the combat part of its name. Not only are the engineers expected to carry out the standard military engineering tasks of the US Army, they are also expected to fight anywhere, any time. On top of that, they have an unusual way of getting to work!

Easily some of the best men in the division, the engineers must be able to lay and clear mines, barbed wire, and other obstacles. They must be able to build and demolish bridges



and fortifications. Well-armed, with a light machine-gun squad to give covering fire, they can perform their duties in the teeth of enemy opposition and even take the battle to them if necessary.





GLIDER RIFLE COMPANY



INFANTRY COMPANY

A force based around a Glider Rifle Company must contain:

- 1 Company HQ, and
- 2 Glider Rifle Platoons.

Weapons Platoons available to a Glider Rifle Company are:

- 0 to 1 Glider Weapons Platoon,
- 0 to 1 Glider Machine-gun Platoon,
- 0 to 1 Glider Mortar Platoon, and
- 0 to 1 Glider Light Anti-tank Platoon.

Support Platoons available to a Glider Rifle Company are:

- 0 to 1 Parachute Rifle Platoon (p. 35),
- 0 to 1 Glider Intelligence and Recon Platoon (p. 41),
- 0 to 1 Glider Anti-tank Platoon (p. 42),

- 0 to 1 Glider Field Artillery Battery (p. 42),
- 0 to 1 Glider Engineer Combat Platoon (p. 42),
- 0 to 1 Tank Platoon (p. 43), Tank Destroyer Platoon (p. 43), or Anti-aircraft Artillery (Self-Propelled) Platoon (p. 43),
- 0 to 1 Cavalry Recon Platoon (p. 44),
- 0 to 1 Chemical Mortar Platoon (p. 44), and
- 0 to 1 Field Artillery Battery (p. 45).

You may have up to **two** Support Platoons attached to your company for each Rifle Platoon you field.

MOTIVATION AND SKILL

The glider troops are all stout soldiers, ready to fight.

A Glider Rifle Company is rated **Confident Trained**.



HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ

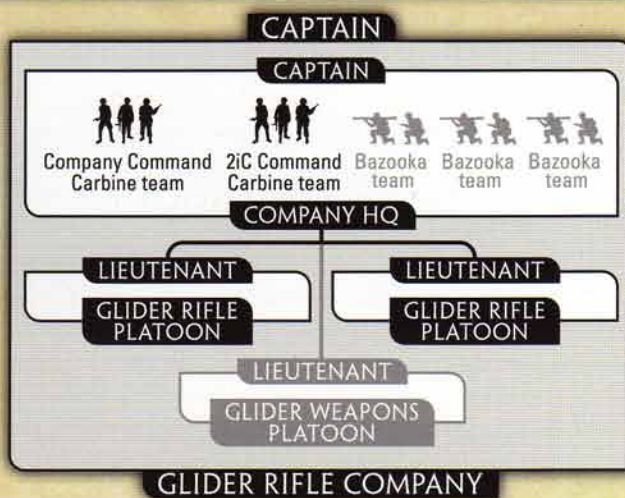
15 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add up to three Sniper teams for +50 points per team.

When your number's up your number's up! Your regiment has been assigned the dubious honour of going to war in wood and canvas flying boxcars. Still you've got a job to do and a vital role to fulfil. Those 'glory boy' paratroopers wouldn't survive five minutes without all the men and equipment arriving in your gliders.

The US Army does not consider a glider rifle company to be any different from any other rifle company, aside from



the need to cut down on numbers to fit in gliders. They are uniformed, equipped, and paid as normal riflemen, despite requiring them to land and fight behind enemy lines.



COMBAT PLATOONS

2 GLIDER RIFLE PLATOONS

PLATOON

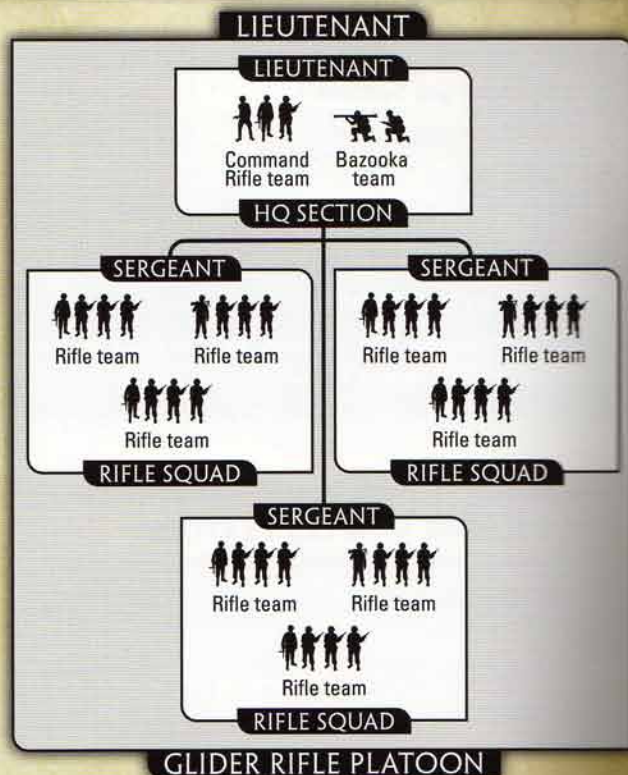
HQ Section with:

3 Rifle Squads	155 points
2 Rifle Squads	110 points

The glider rifle platoon is basically the same as its standard 'leg infantry' cousins. Aside from normally having one of the weapons platoon's mortars attached, the only difference is that there are only two rifle platoons in each company. This makes the battalion small enough to be transported in small Waco gliders.

With its own bazooka for anti-tank work, each glider rifle platoon is a self-contained unit able to hold a position alone until reinforcements arrive.

Armed with M1 Garand semi-automatic rifles and Browning Automatic Rifles (BAR), the platoon can lay down a considerable volume of fire when advancing into an attack as well.



WEAPONS PLATOONS

0 TO 1 GLIDER WEAPONS PLATOON

PLATOON

Weapons Platoon	115 points
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COMBAT ATTACHMENTS

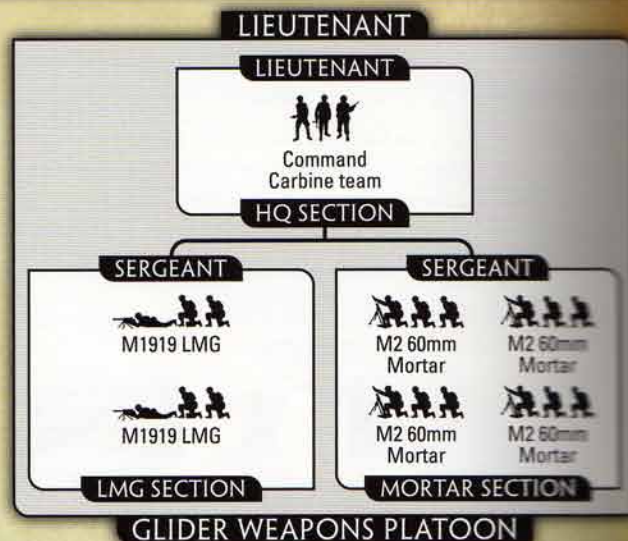
A Glider Weapons Platoon may make Combat Attachments to Combat Platoons.

A glider rifle company relies on the support of its weapons platoon for immediate firepower. The platoon's two Browning M1919A4 light machine-guns and four M2 60mm light mortars are always at its disposal to back the rifle platoons.

The weapons platoon is even more important in the glider rifle company than in a normal rifle company, as the only way to make up for the missing rifle platoon is with better use of firepower.

Initially the mortars were permanently assigned out with one in each rifle platoon and only two in the weapons platoon. Experience soon showed that a more flexible approach was desirable and the mortars were centralised and allocated out as needed.

Although one mortar with each platoon is still a common deployment when a wide frontage needs to be held, when the company is operating on a smaller frontage a single, more powerful mortar section can pay dividends with its concentrated firepower.



Always make sure that your weapons platoon is in a central position where it can cover both rifle platoon's frontage. Put the machine-guns forward with the command element and site the mortars back where they can fire without being seen. That way you can harass the enemy as they advance without drawing fire. Once the enemy closes, use the machine-guns to drive off their assaults while maintaining the pressure with the mortars.

When making your own assaults, move the weapons platoon up into a concealed position overlooking the enemy defences and keep up the fire to pin the enemy down as the riflemen advance into the assault.



0 TO 1 GLIDER MACHINE-GUN PLATOON

PLATOON

HQ Section with:

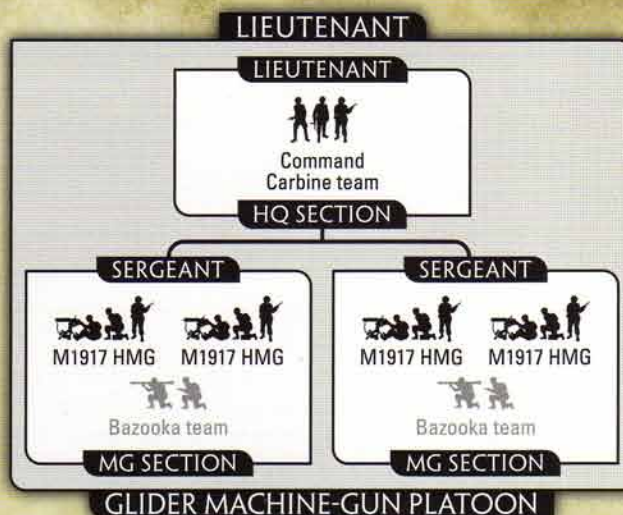
2 Machine-gun Sections	100 points
1 Machine-gun Section	55 points

OPTION

- Add Bazooka teams for +15 points per team.

COMBAT ATTACHMENTS

A Glider Machine-gun Platoon may make Combat Attachments to Combat Platoons.



0 TO 1 GLIDER MORTAR PLATOON

PLATOON

HQ Section with:

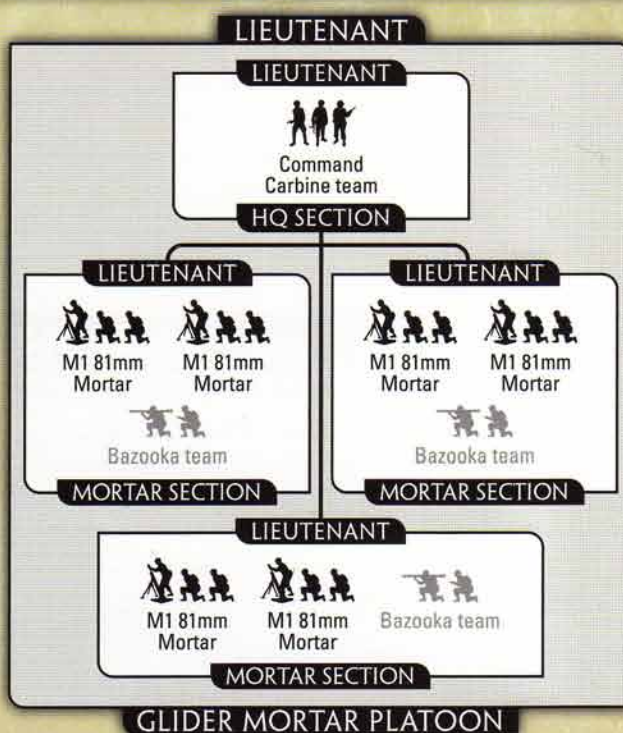
3 Mortar Sections	140 points
2 Mortar Sections	95 points
1 Mortar Section	50 points

OPTION

- Add Bazooka teams for +15 points per team.

Light artillery like mortars is a vital asset to airborne troops as there is never enough real artillery available. The short range of the mortars is more than made up for by their speed of response and flexibility.

They can keep up with the rifle companies when advancing, thanks to the folding trolleys they use to carry weapons and ammunition, and drop a heavy bombardment at a moment's notice.



0 TO 1 GLIDER LIGHT ANTI-TANK PLATOON

PLATOON

HQ Section with:

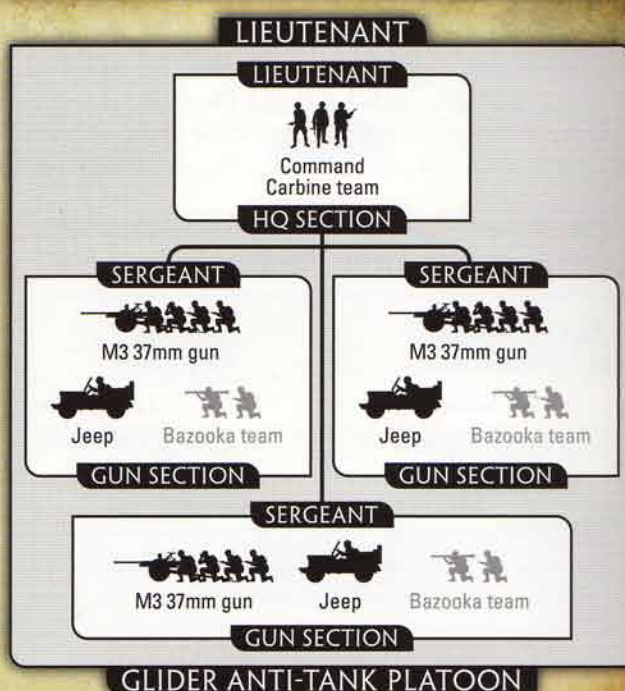
3 Gun Sections	70 points
2 Gun Sections	50 points

OPTION

- Add Bazooka teams for +15 points per team.

Unlike the Limey's, our gliders don't carry tanks. So, until the Tin Cans arrive from the beachhead, the men of the glider anti-tank platoons are all that stand between you and the Kraut Panzers.

Whilst the old M3 37mm gun is probably past its use-by-date, it's all that fits in the Waco gliders we've got to land them in. With some skill in deployment and an ounce of luck it can still make those German tankers think twice. Against the lightly-armoured vehicles you'll mostly see in the first few hours, you have them over a barrel.



DIVISIONAL SUPPORT



MOTIVATION AND SKILL

Divisional support is a mix of glider units and regular troops assigned to support them after landing over the beaches.

All divisional support Platoons are rated as **Confident Trained**, except where noted as **Confident Veteran**.

AIR SUPPORT

Aircraft	Priority Air Support	Limited Air Support
P38 Lightning	190 points	150 points
P47 Thunderbolt	190 points	150 points

0 TO 1 GLIDER INTELLIGENCE & RECON PLATOON

PLATOON

HQ Section with:

3 I & R Squads	85 points
2 I & R Squads	65 points

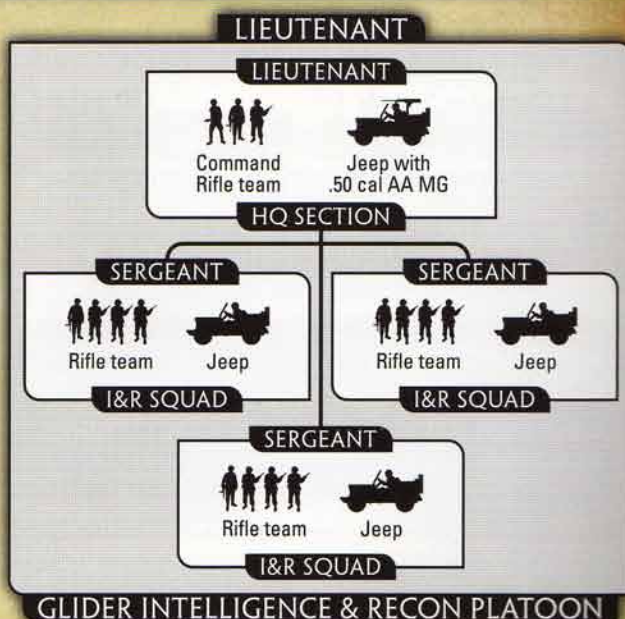
OPTION

- Arm any or all unarmed Jeep teams with an AA MG for +5 points per Jeep team.

RECONNAISSANCE

A Glider Intelligence & Recon Platoon is a Reconnaissance Platoon.

The divisional reconnaissance group has two glider-landed reconnaissance platoons. Equipped with machine-gun-armed jeeps, they are ideal for scouting for enemy counterattacks or as part of a mobile reserve.



0 TO 1 GLIDER ANTI-TANK PLATOON

The divisional anti-tank battalion has heavier British airborne 57mm (6 pdr) guns landed in British Horsa gliders—an excellent example of inter-allied cooperation! The heavier guns give the division real punch when the Panzers start rolling.

A Glider Anti-tank Platoon is organised like a Glider Light Anti-tank Platoon on page 41, except that it is equipped with M1 57mm guns instead of M3 37mm guns for an additional +5 points for the platoon.

0 TO 1 GLIDER FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

3 Gun Sections	120 points
2 Gun Sections	85 points
1 Gun Section	50 points

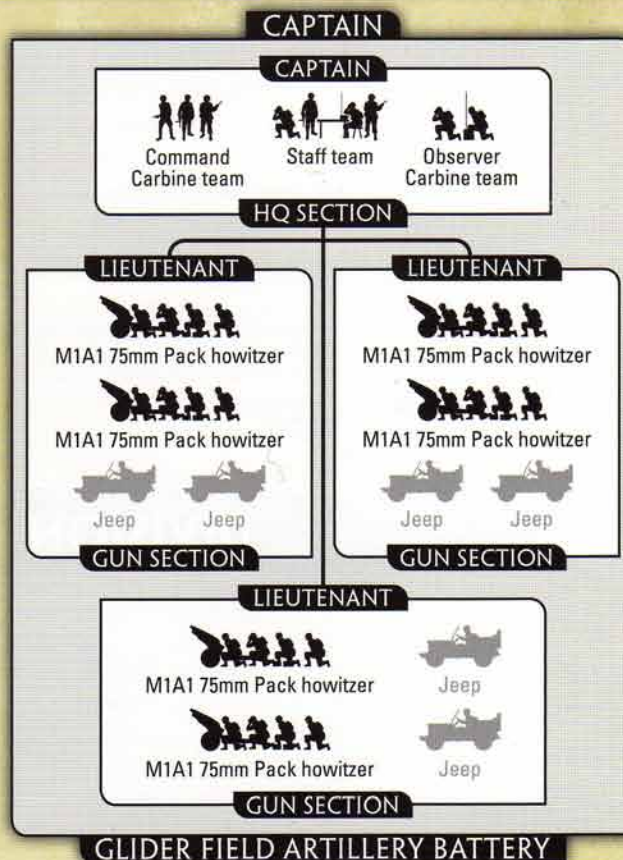
OPTIONS

- Replace all M1A1 75mm pack howitzers with M3 105mm light howitzers for +15 points per Gun Section.
- Add Jeeps at no cost.

Unlike the parachute field artillery battalion that falls from the sky in several pieces, needing to be located and assembled, the glider field artillery battalions arrive as whole units, complete with their own transport. This makes them more powerful in the long run, although they are slower to deploy.

Another difference is that with only two battalions to support, the glider field artillery battalion has just two six-gun batteries instead of three four-gun batteries.

The final advantage of the gliderborne artillery is the ability to fly in the big M3 105mm light howitzer. While still small for an artillery piece, it is big by airborne standards.



0 TO 1 GLIDER ENGINEER COMBAT PLATOON

PLATOON

HQ Section with

Weapons Squad and:

2 Operating Squads	140 points
1 Operating Squad	100 points
No Operating Squads	60 points

OPTION

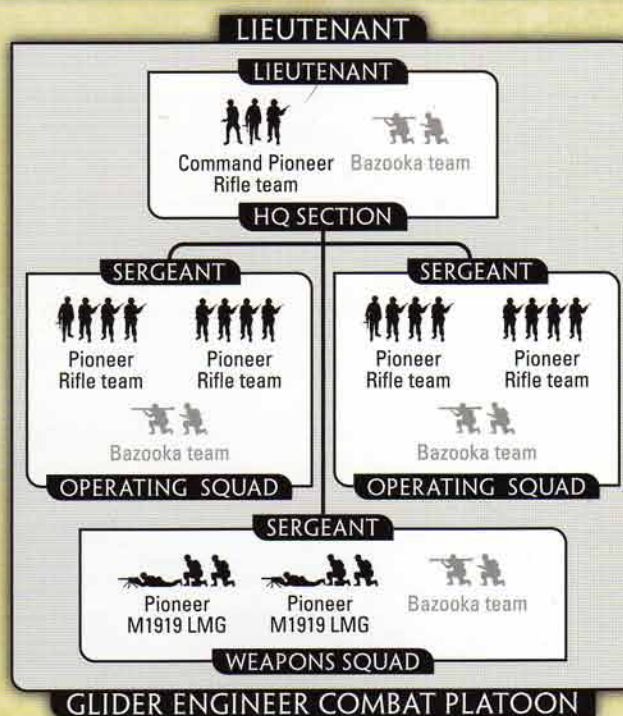
- Add Bazooka teams for +15 points per team.

M1919 LMG TEAMS

You may replace any or all Pioneer M1919 LMG teams with Pioneer Rifle teams at the start of the game before deployment.

The men of the Glider Engineer Combat Platoon are able to lay and clear mines, barbed wire and other obstacles to allow the Glider Rifle Platoons to get on with the war.

They must have all the military engineering skills of their more glorious parachuting brothers-in-arms, but be prepared



to enter the theatre in about the most dangerous method some egghead could think of.

0 TO 1 TANK PLATOON

PLATOON

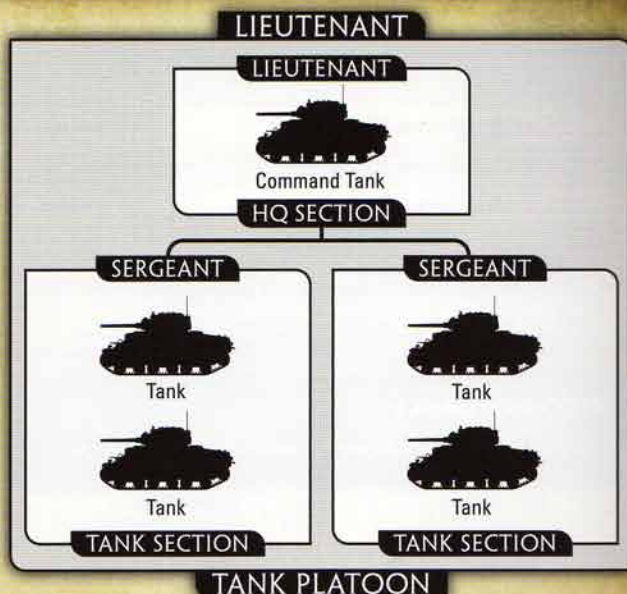
5 M4, M4A1, or M4A3 Sherman	450 points
4 M4, M4A1, or M4A3 Sherman	355 points
3 M4, M4A1, or M4A3 Sherman	265 points

5 M5A1 Stuart	300 points
4 M5A1 Stuart	245 points
3 M5A1 Stuart	190 points

MOTIVATION AND SKILL

A Tank Platoon is rated as Confident Veteran.

The two airborne divisions each had half a tank battalion assigned to them on D-Day. As soon as they fought their way off the beaches, the tanks joined the paratroopers giving them much needed support to take their last objectives. For much of the battle the 'Screaming Eagles' had either the veteran 70th



Tank Battalion or the equally experienced 1st Battalion, 66th Armoured Regiment of the 2nd 'Hell On Wheels' Armoured Division in support.

0 TO 1 TANK DESTROYER PLATOON

PLATOON

With M10 3in GMC:

2 Tank Destroyer Sections	435 points
1 Tank Destroyer Section	225 points

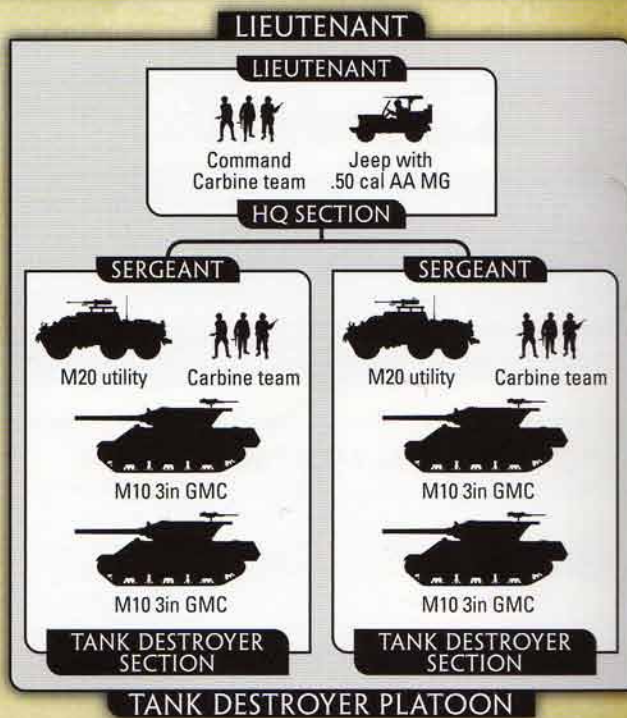
MOTIVATION AND SKILL

A Tank destroyer Platoon is rated as Confident Veteran.

TANK DESTROYERS

A Tank Destroyer Platoon uses the US Tank Destroyer special rules.

C Company of the 899th Tank Destroyer Battalion operated in support of the 82nd 'All American' Airborne Division from D+10 to D+12. This tank destroyer battalion has a long history going back to the first use of M10 3in GMC tank destroyers at El Guettar. They followed the 9th Infantry Division back to Britain after the fighting in Sicily.

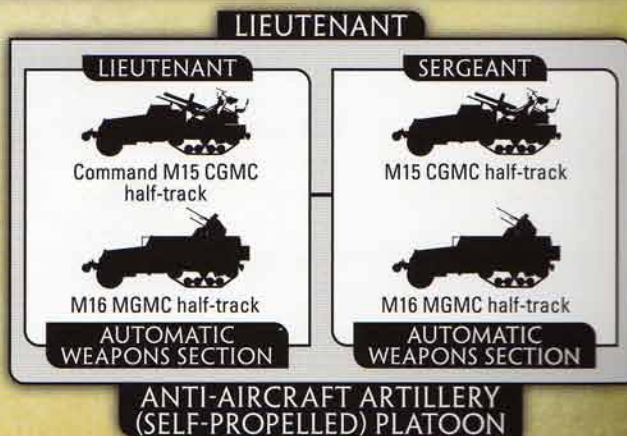


0 TO 1 ANTI-AIRCRAFT ARTILLERY, (SELF-PROPELLED) PLATOON

PLATOON

2 Auto Weapons Sections	160 points
1 Auto Weapons Section	80 points

1st Platoon, A Battery, 474th AAA AW (SP) Battalion supported 101st 'Screaming Eagles' Airborne Division from D+3 to D+5. Their role was to protect the paratroopers from the expected *Luftwaffe* attacks. Total Allied air superiority over the beachhead meant that German aircraft were rarely seen in daylight making the AAA (SP) platoon unnecessary.



0 TO 1 CAVALRY RECON PLATOON

PLATOON

3 Cavalry Recon Patrols	175 points
2 Cavalry Recon Patrols	115 points
1 Cavalry Recon Patrol	60 points

OPTION

- Mount M2 60mm mortars in Jeep teams as Portees at no cost.

RECONNAISSANCE

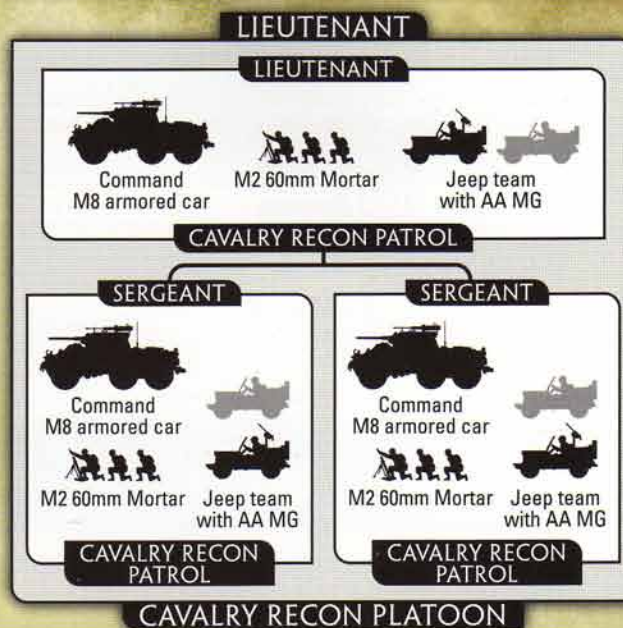
Cavalry Recon Patrols are Reconnaissance Platoons.

The lead elements of 4th Cavalry Group were some of the first troops ashore in France on D-Day. They operated on the Cherbourg flank of the forces in the Cotentin Peninsula, briefly working with the 82nd Airborne Division as they cut the peninsula. Later they cooperated with the 101st Airborne Division in mopping up the scattered German forces in the peninsula while heavier forces besieged Cherbourg.

The cavalry have a unique organisation. Each platoon is divided into three patrols. Each patrol has three components: an armoured car, a mortar for fire support, and a jeep. Standard operational procedure has each patrol operating independently to cover the maximum area.

CAVALRY RECON PATROLS

Cavalry Recon Patrols operate as separate platoons, each with their own Command team. Although its sections count as separate platoons for all other purposes, a Cavalry Recon Platoon deploys all at the same time as a single platoon. For example, the entire Cavalry Recon Platoon is treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.



The patrol advances in a series of bounds. Before each bound the mortar sets up in a concealed position and either the jeep or the armoured car probes forward to the next covered position. If it draws fire, it immediately retires under cover from the fire of the stationary element.

Once the probe reaches the next piece of cover, the fire element advances to join it.

0 TO 1 CHEMICAL MORTAR PLATOON

PLATOON

HQ Section with:

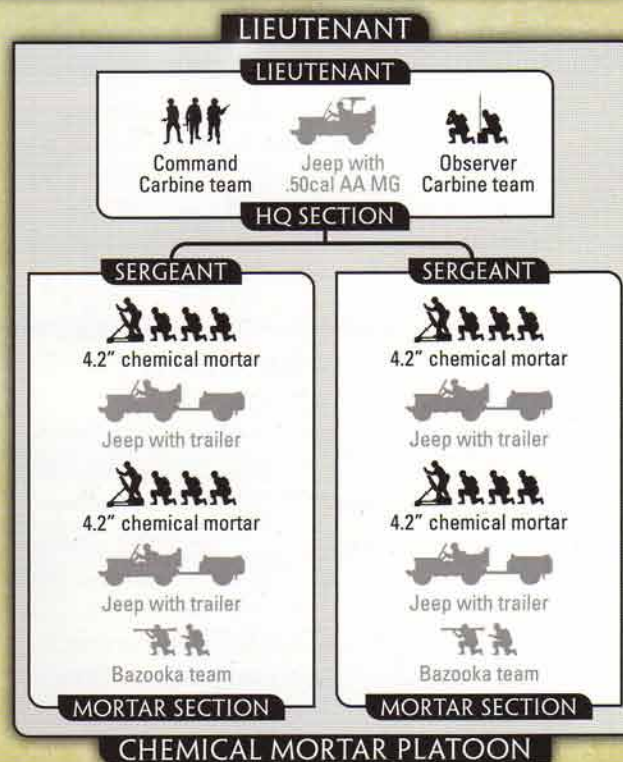
2 Mortar Sections	135 points
1 Mortar Section	75 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers at no cost.

87th Chemical Mortar Battalion landed at Utah on D-Day. After supporting the 4th 'Ivy' Division for a week, two companies were attached to the airborne divisions for their attacks before being assigned to the 79th 'Cross of Lorraine' Infantry Division. For the short time they were attached to the paratroops, the mortars rendered valuable assistance in their attacks.

The chemical mortars were designed for firing gas shells, but are just as good with the high explosive shells they actually use. Their lightweight mobility and quick response times make them perfect for supporting the airborne forces.



0 TO 1 FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

2 Gun Sections 145 points

1 Gun Section 80 points

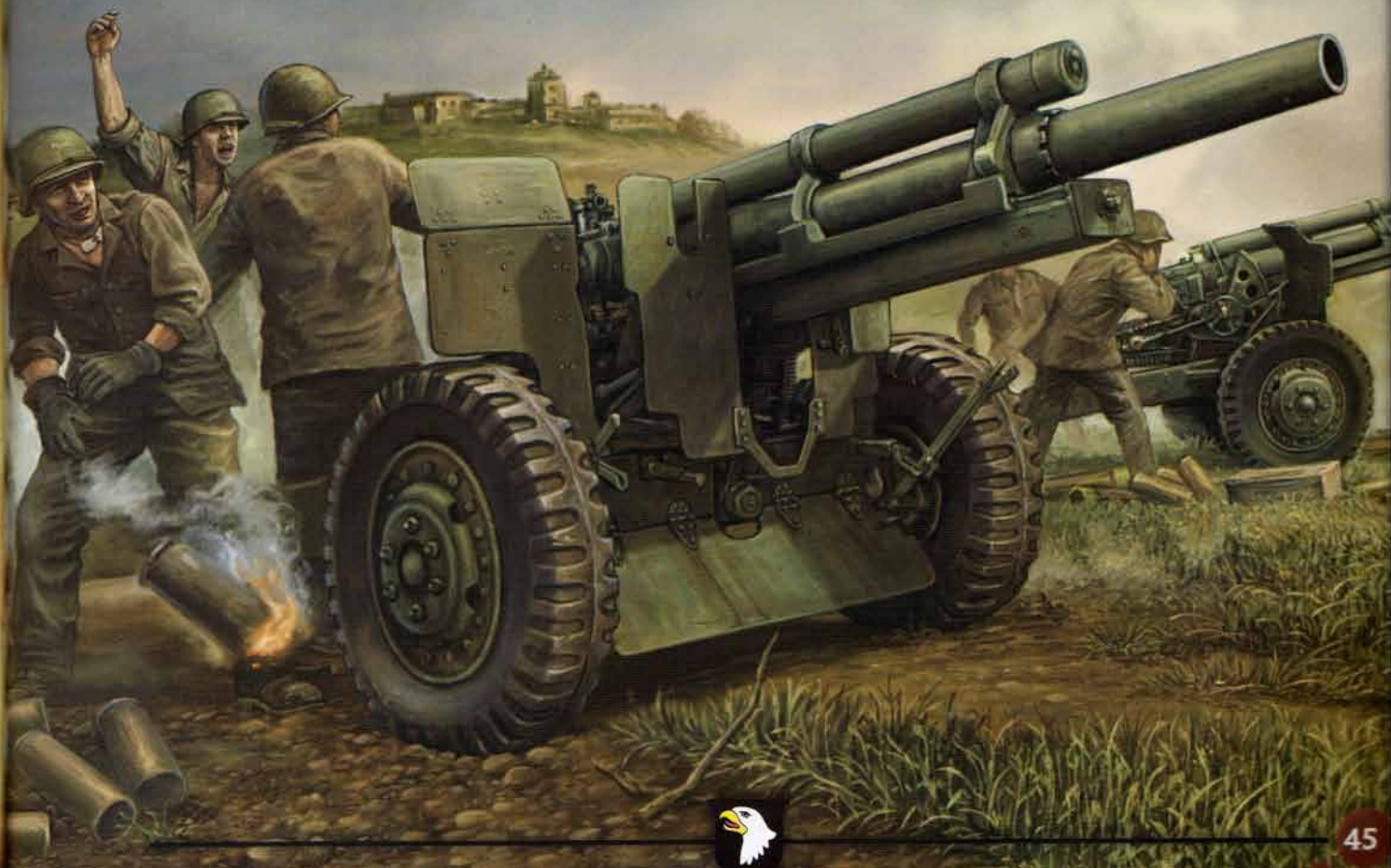
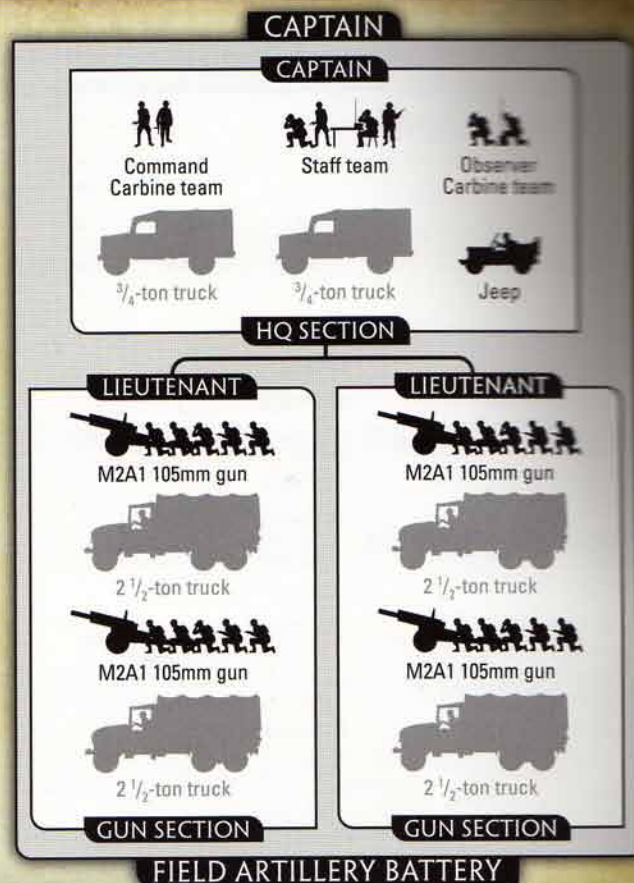
OPTION

Add $\frac{3}{4}$ -ton and $2\frac{1}{2}$ -ton trucks at no cost.

Once the army made it ashore on the beaches of Omaha and Utah, they began to support the airborne forces with field artillery. A week after D-Day both airborne divisions had an additional four artillery battalions under command!

The airborne divisions only have a weak artillery component, so the additional guns of the field artillery battalions were most useful in breaking up German counterattacks and pounding the Krauts into submission ahead of the paratroopers' attacks.

Although they are the same calibre as the glider artillery's light howitzers, the field artillery's M2A1 105mm howitzers have a longer range and, if things get rough, a gun shield making them much more versatile.





TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

TANKS

M5A1 Stuart	Fully-tracked	4	2	1	Co-ax MG, Hull MG, AA MG, Light tank.
<i>M6 37mm gun</i>	<i>24"/160cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Stabiliser.</i>
M4, M4A1, or M4A3 Sherman	Fully-tracked	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/180cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>

TANK DESTROYERS

M10 3in GMC	Fully-tracked	4	2	0	.50 cal AA MG.
<i>M7 3in gun</i>	<i>32"/180cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Slow traverse.</i>

ANTI-AIRCRAFT

M16 MGMC (quad .50 cal)	Half-tracked	1	0	0	Awkward layout.
<i>M45 quad .50 cal MG</i>	<i>16"/40cm</i>	<i>6</i>	<i>4</i>	<i>5+</i>	<i>Anti-aircraft.</i>
M15 CGMC (37mm)	Wheeled	1	0	0	Awkward layout.
<i>M15 37mm combination mount</i>	<i>24"/160cm</i>	<i>4</i>	<i>5</i>	<i>4+</i>	<i>Anti-aircraft.</i>

ARMoured CARS

M8 armored car	Wheeled	1	0	0	Co-ax MG, .50 cal AA MG.
<i>M6 37mm gun</i>	<i>24"/160cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	

VEHICLE MACHINE-GUNS

Vehicle MG	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
.50 cal Vehicle MG	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>



GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG team	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down.
M1917 HMG team	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Can fire over friendly troops.
<i>Firing bombardments</i>		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
4.2in Chemical mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
M1 57mm gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
M1A1 75mm pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
<i>Firing bombardments</i>		64"/160cm	-	3	6	Smoke bombardment.
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Smoke.
<i>Firing bombardments</i>		56"/140cm	-	4	4+	Smoke bombardment.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
<i>Firing bombardments</i>		72"/180cm	-	4	4+	Smoke bombardment.

ADDITIONAL SPECIAL RULES

M1919 LMG teams and M2 60mm mortar teams may use the US special rule Truscott Trot as if they were Infantry teams.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

TRUCKS

Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge 3/4-ton or GMC 2 1/2-ton truck	Wheeled	-	-	-	

ARMoured PERSONNEL CARRIERS

M20 utility	Jeep	1	0	0	Passenger-fired .50 cal AA MG.
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
Rifle/MG team	16"/40cm	2	2	6	
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3. Teams with Gammon bombs are rated as Tank Assault 3.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	1+	
P47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	





The men doubled across the countryside in the early morning light. Little rivulets of sweat ran from beneath the helmet, and across the young face of Lieutenant Turnbull. Even here, miles inland, the salty taste of his sweat mixed with salty air and reminded Turnbull of the struggle which must be unfolding right now on the landing beaches. The thought stiffened his resolve. His battalion commander had charged him with a mission, one that had been meant for the entire battalion, but must now be completed by only Turnbull and the forty-odd men of his platoon. As they approached their objective, Neuville-au-Plein, the men fanned out. They skirted the hamlet coming to a stop at its northeastern edge atop a rise that commanded the road running north.

'You men dig-in behind that hedgerow, I want firing positions facing north at intervals of ten yards. Hardy... you and Dykes take up a firing position with the bazooka at the edge of that building over there, cover the road and keep low. Michaelman, take your men and the machine-guns and get over to the orchard across the road. I'm reckoning if you get one under

that tree and the other about three hundred yards to the northwest you should be able to set up a pretty good crossfire converging on the road. Get to it men.'

As his men worked Turnbull moved from position to position, his keen eyes surveying the fields of fire at each point. An hour later all was in readiness. All eyes trained north, in expectation of a counterattack.

Mid-morning Lieutenant Colonel Vandervoort arrived in a jeep towing a 57mm gun. Turnbull had his men set up the gun by a house with the road stretching away before it like a shooting gallery. Along that road somebody was now approaching. Through his binoculars Vandervoort could see a large party of men and vehicles, possibly a battalion in strength and undoubtedly German. Apparently they were prisoners, for flanking them were a few men in the baggy green garb of paratroopers waving aircraft recognition flags.

'I don't like it, sir' said Turnbull.

'I don't like it either,' responded his superior. 'Have your machine-guns fire a burst across their bows.'

Turnbull gave the instruction, and a machine-gun barked rudely at the strange column. Instantly it dispersed, the 'POW's' deploying efficiently on either side of

the road as two self-propelled guns rushed to the fore. Within seconds all hell broke loose, machine-gun and mortar fire whizzed and whistled towards the hamlet, followed by the loud report of one of the self-propelled guns.

'Hell!' said Vandervoort as he and the Lieutenant dove for cover. Already Turnbull's men were replying in kind, and a well-aimed shell from the 57mm knocked out one of the self-propelled guns. Above the rising crescendo of gunfire Turnbull heard his commander: 'Lieutenant, I don't have any reinforcements to give you. You must stop these bastards here... all day long if you can. I'll get back to Ste. Mère-Eglise and see what I can do.'

'Don't worry about us. If you'll excuse me, sir.' With that Turnbull was up and running towards the anti-tank gun.

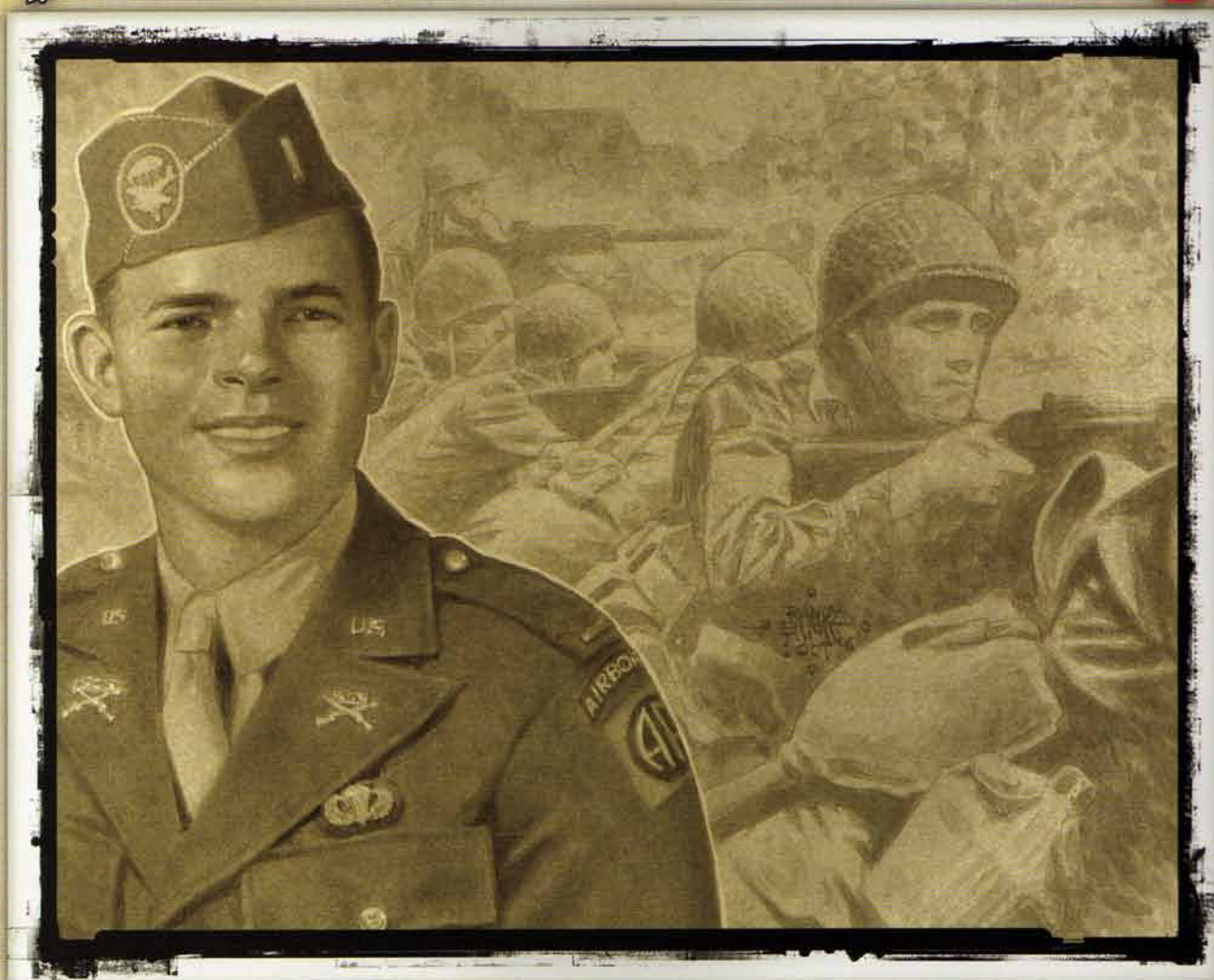
"Lieutenant, I don't have any reinforcements to give you. You must stop these bastards here..."

"You men dig-in behind that hedgerow, I want firing positions facing north at intervals of ten yards."





LIEUTENANT TURNER TURNBULL



Turner Brashears Turnbull III was born in Durant Oklahoma in 1921. The youngest of three children, he was raised into a proud Native American family. His father was a full blood Choctaw whilst his mother was Scottish.

At the age of 18 he enlisted in the Oklahoma National Guard and the following year, 1940, was drafted into active service. Excelling as a natural soldier and leader, a young Second Lieutenant Turnbull found himself a home in the fledgling 82nd Airborne Division.

Fighting in Sicily he was seriously wounded and spent four months in England regaining his strength. Refusing to accept a ticket home Turnbull rejoined his men in preparation for the invasion of France.

In the early hours of 6 June 1944, Turnbull and his comrades of the 2nd Battalion/505th parachuted behind enemy lines to pave the way for the massive seaborne invasion. As the battalion formed up to head towards their objective, the little hamlet of Neuville-au-Plein, they were urgently summoned to assist in capturing Ste. Mère Eglise, a vital communications centre. The battalion commander, Lieutenant-Colonel Vandervoort, tasked Turnbull and his single platoon with establishing the defensive line at Neuville-au-Plein.

Turnbull quickly and expertly set up his platoon on the high ground at the northern end of the hamlet. No sooner had

they dug in than the Germans launched a counterattack.

For eight long hours Turnbull and his men held firm against overwhelming odds, their numbers ever dwindling until, almost out of ammunition, the survivors withdrew to US lines.

With little time for rest, Turnbull again led the remnants of his platoon into battle on 7 June. As he manoeuvred through the hedgerows the shrill whistle of a mortar bomb heralded the end. He was killed instantly. Lieutenant Turner Brashears Turnbull was posthumously awarded the Silver Star.

CHARACTERISTICS

Turnbull is a Command Rifle/MG team and a Warrior. He can replace the Command team in any US Parachute Rifle Platoon for +25 points.

SPECIAL RULES

Master Tactician: Turnbull is an expert at siting his platoon's weapons so as to maximise their firepower in defence.

Any platoon commanded by Turnbull doubles the number of dice rolled for each of its weapons in Defensive Fire. ROF 1 weapons that are Pinned Down still add +1 to their Score required to hit, but roll two dice instead of one.





SAINTE MÈRE-EGLISE



Scattered paratroopers gather together to form a capable fighting force for the assault on Ste. Mère-Eglise.



The German defenders pull out to reorganise and counterattack to try and reclaim the town.





Advancing is treacherous as each hedgerow must be cleared of defenders.



Paratrooper reinforcements arrive to finally secure the town.





US AIRBORNE UNIFORMS



Below you'll find a comprehensive painting/uniform guide to help you get your Parachute Rifle and Glider Rifle platoons into action with the correct colours as soon as possible.

The first combat uniform issued to US airborne troopers, the M1942, was purpose designed for airborne troops by Maj. William Yarborough (who was also the designer of the US Airborne parachute wings). The design included features such as pockets cut on the diagonal to allow easy access while wearing webbing equipment and large, expanding, bellows style leg pockets that became a trademark of the wartime US airborne trooper. The M1942 uniform was used only by paratroopers and wasn't issued to glider troops.

The Paratroopers taking part in combat jumps in North Africa, Sicily, Italy and Normandy wore this uniform and even one battalion that jumped during "Market Garden" in Holland was still wearing this uniform. This uniform was made from light cotton that was a pale greenish-tan colour. Due to the vagaries of the manufacturing process the shade could vary greatly.

Being made from lightweight cotton, the knees and elbows tended to wear out quickly so many an airborne trooper bribed

his unit parachute rigger to sew patches over the elbows and knees. The material commonly used for this was cotton duck from old parachute packs and was olive drab in colour (*US Dark Green 893*).

After the US airborne forces were withdrawn from Normandy they were refitted and brought back up to strength ready for the next mission. This included the widespread issue of the brand new M1943 olive drab uniform to the veterans of the 82nd and 101st divisions. This wasn't just a paratroop uniform but the beginning of the US Army's push to standardize the combat uniform. All airborne units received the M1943 uniform, even the glider troops, but the paratroopers were quick to modify theirs by adding bigger leg pockets.

The new airborne divisions arriving fresh from the States already wore this new uniform and it was the uniform seen dropping from the sky, or climbing out of a glider, during Market Garden in Holland and Varsity over the Rhine and into Germany proper.



Helmet: *Brown Violet (887), Camo - Khaki (988)*

Vehicles/Guns/Binoculars/Grenades: *Brown Violet (887)*

Uniform: *50/50 mix of Khaki (988)/ Green Grey (886)*

Webbing/Backpack: *Green Grey (886)*

Gloves: *Desert Yellow (977)*

Boots/Blade Handle/Holsters: *Flat Brown (984)*

Skin: *Flat Flesh (955)*

Rifle Butt/Entrenching Tool: *Beige Brown (875)*

Rifle Barrel/SMG/Machine Guns: *Gunmetal Grey (863)*

GLIDER TROOPS UNIFORM

The gliderborne troops wore basic US infantry uniform of the Rifle Companies. The only allowance for airborne duties was the issue of jump boots to some fortunate troopers, other than that you can paint your glider troops as ordinary infantrymen in the M1941 uniform.

Helmet: *Brown Violet (887)*. **Jacket:** *Khaki (988)*. **Webbing/Gaiters:** *Green Grey (886)*. **Trousers:** *US Field Drab (873)*. **Boots/Helmet Strap:** *Flat Brown (984)*.

UNIFORMS



M1942 variation 1. (A) *Brown Violet 887* shading colour, followed by (B) *50/50 mix of Khaki 988/Green Grey 886* basic colour. (C) Highlight by mixing a little *White 951* into the second step colour. (D) Completed uniform.





M1942 variation 2. (A) *Brown Violet 887* shading colour, followed by (B) *Green Brown 879* basic colour. (C) Highlight with *Khaki 988*. (D) Completed uniform.



M1943. (A) *German Camo Dark Green 979* shading colour followed by (B) *Dark Green 893* basic coat. (C) Highlight by adding a small amount of *Green Grey 886* into the basic colour. (D) Completed uniform.

WEBBING, BOOTS AND GLOVES



Webbing. (A) *Khaki 988* shading colour, followed by (B) *Green Grey 886*. **Boots.** (C) *Flat Brown 984*. **Gloves.** (C) Shading colour *Beige Brown 875*, basic colour *Desert Yellow 977*.

HELMETS AND EQUIPMENT



Helmet. (A) *Brown Violet 887* base coat. (B) Camo strips *Khaki 988*, followed by a light dry brush of *Green Grey 886* (C). **Equipment.** Grenades (D), bazookas (E), guns, binoculars and vehicles *Brown Violet 887*.

SKIN TONE



(A) Shade *Beige Brown 875*. (B) Base *Dark Flesh 927*. (C) Highlight *Flat Flesh 955*.



AIRBORNE ASSAULTS

After months of training and preparation in England D-Day is finally here! Lead the men of your Airborne Company in a daring airborne attack as they spearhead the invasion of North-west Europe.

FORCES FOR AIRBORNE ASSAULTS

Although many of the airborne units of the Allied Airborne divisions have been converted from regular 'ground-pounders', all have received special training and equipment to enable them to undertake airborne operations. Once their airborne mission is complete they will be reinforced by supporting ground-based troops, containing much heavier equipment and landed in Normandy by sea.

Unlike their British counterparts, the US glider rifle companies, although landed from the air, are not trained to conduct airborne assaults. Rather they are delivered to the battlezone a few hours after the main paratrooper assault goes in, with the intention of providing reinforcements to the hard-pressed paratroopers.

Only a British Parachute or Airlanding Company or a US Parachute Rifle Company may conduct an airborne assault using the Seize and Hold mission.

When conducting an airborne assault your force must only contain support platoons that have Parachute, Glider or Airlanding in the title.

Additionally, no Snipers may be included in your force for an airborne assault as every rifleman is expected to engage in close combat!



PREPARE YOUR AIRBORNE FORCE

For months now your planners have been beaver away finalising force composition, aircraft payloads, timetables, and flightpaths. Every soldier and his equipment has to be accounted for in the plan. Because of the dangers of travelling by air to the battlefield, senior commanders were always transported in separate planes or gliders.

Before Deployment in an airborne assault you must assign all HQ support weapons to platoons. No platoons may make combat attachments for an airborne assault.

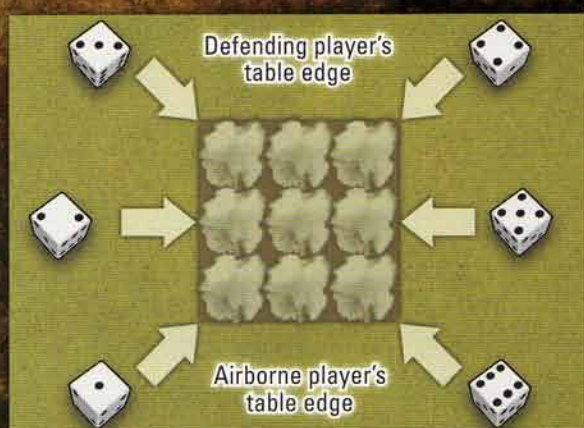
Each of the Independent teams in your force must join a platoon for the purposes of deployment. However, your Company Command team and 2iC Command team must join different platoons for an airborne assault.

PREPARATION

Before Deployment: Assign HQ support weapons and Join all Independent teams to platoons.

CONDUCTING AN AIRBORNE ASSAULT

WIND DIRECTION



ROLL FOR WIND DIRECTION

Despite the best efforts of meteorologists, wind direction is one of the least predictable aspects of airborne assaults. However, since your parachutes will be scattered by it and your gliders will make their landings in the face of it, the way the wind is blowing has a major impact on your airdrop.

To determine the wind direction, the airborne player chooses either long table edge as their own, then rolls a die and checks the Wind Direction Diagram to determine where the wind is coming from.



PATHFINDERS

A few hours ahead of the main airborne assault force small teams of highly trained paratroopers equipped with lights and radar guidance equipment are dropped on the target areas. The pathfinders quickly find the pre-planned landing and drop zones for the main party and set about marking them with lights and activating their Eureka radar beacons to guide the aircraft in.

During your deployment choose any table edge or corner and place your Pathfinder marker on it. During the game whenever you roll for Scattered Reserves any die roll of 2 or 5 will result in the platoon arriving on the table edge or corner marked by your Pathfinder marker. If the marker is located on a corner, any platoons arriving there must enter the table within 16"/40cm of the corner.

PATHFINDERS

Place Pathfinder marker on any table edge or corner. Platoons will arrive here from Scattered Reserves on roll of 2 or 5.



British pathfinder.



US pathfinder.

PARACHUTE LANDINGS

In preparation for the largest airborne assault in history the Allied airborne commanders have devised new tactics for their parachute forces. Instead of dropping the men 'on the objective' and relying upon the tough paratroopers to form themselves into small groups and launch somewhat haphazard attacks as they are able, drop zones have been carefully selected near the intended objectives. Around each drop zone is a series of rendezvous points (RV's) where each paratrooper must report upon landing. As soon as the unit commander has collected enough troops to begin their assault they get underway and make for their objective.

Parachute platoons do not deploy on table at the start of the game, instead each platoon will move on during the game as detailed in the mission rules.

DEPLOYMENT

Parachute platoons do not deploy on table.

CONTAINERS

Heavier weapons and equipment for the paratroopers, like machine-guns and mortars, have to be dropped in special containers and recovered after landing. This was priority number one for the paratroopers.

All Parachute platoons have collected their containers and are fully armed when they move onto the table during the game.

MARSHES

The coastal region of Normandy contains many tidal marshes, most notably in the area directly behind Utah Beach on the Cotentin Peninsula. These marshes were of major concern to the Allies because they restricted access inland to a few narrow but vital causeways. The capture of these causeways was one of the most important tasks assigned to the US airborne divisions on D-Day. Additionally, the German defenders flooded many fields in the surrounding area, and also in the area of the Orne and Dives Rivers, in an effort to counter possible Allied airborne assaults. The marshes created by the flooding, as well as the tidal marshes, proved to be a very effective defence as many heavily-laden paratroopers fell straight into them and, being unable to disentangle themselves from their equipment, drowned.



COUP-DE-MAIN GLIDER ASSAULT

The Rifle platoons of the British Airlanding Company were trained to conduct a coup-de-main, an airborne assault aimed directly at vital enemy positions, ahead of the paratrooper landings. Once the enemy position was seized the coup-de-main party would be reinforced by paratroopers as well as gliderborne reserves.

Only the Combat platoons of a British Airlanding Company may make a Coup-de-main Glider Assault. If they do so add +145 points to the cost of each platoon conducting the assault. If they do not, their glider is considered to have landed off-table and the platoon will move onto the table as detailed in the mission rules. All other Airlanding or Glider platoons land off-table and move onto the table as detailed in the mission rules.

Each Coup-de-main platoon is carried in a single Horsa glider. Independent teams that have joined the platoon are carried in the platoon's glider for no additional cost.

COUP-DE-MAIN

British Airlanding Platoons may Coup-de-main, if not, they arrive on table as per the mission rules.

CONDUCTING A COUP-DE-MAIN

The Coup-de-main gliders are always at the vanguard of the airborne assault. Unless they are unlucky enough to miss their landing zone.

Attempt to land all Coup-de-main gliders at the start of the first Movement Step.

Each time you attempt to land a Coup-de-main platoon you should complete the following steps for each glider before moving on to the next glider.

FIND THE LANDING ZONE

Several miles from the pre-planned landing zones, the tow planes release your gliders. Out of the blackness of the night sky the gliders swoop towards their objectives. The glider pilots have spent many hours studying aerial reconnaissance photos and maps of the target area. Their keen eyes scan the onrushing ground looking for familiar landmarks to guide them. It is all down to the skill of your pilots to find the landing zone.

For each glider conducting a Coup-de-main, roll a die.

- *On a roll of 2+ the glider finds the Landing Zone.*
- *Otherwise the glider misses the Landing Zone, the glider will land off-table and the platoon it is carrying is now in reserve.*

FIND THE LANDING ZONE

Roll 2+ for each glider to find the Landing Zone.

GLIDER LANDING RUN

Having successfully identified the landing zone, the ultimate test for your glider pilots is still to come. They must pick an area as free from obstacles as possible and attempt to land their flimsy wooden flying machine, and its valuable cargo of fighting men, safely.

Pick a landing point anywhere on the table, place the glider on that point facing into the wind. To find the length of the glider's landing run, roll a die. Move the glider forward 2"/5cm for each point on the die roll.

On a landing run roll of 1, the glider crash lands due to pilot error or enemy fire.

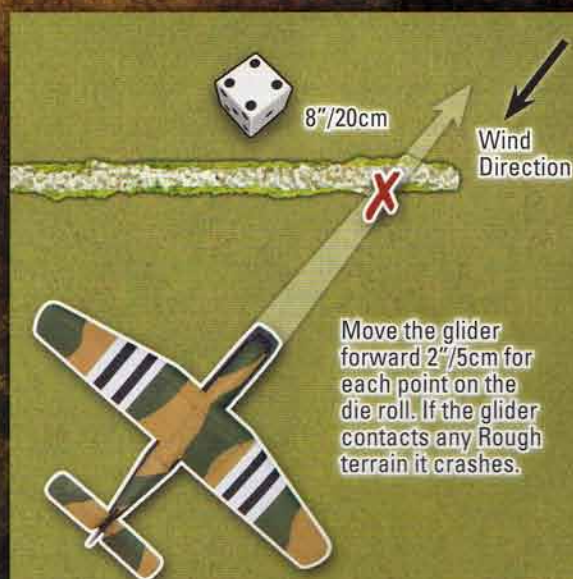
OBSTACLES

As the flimsy glider slides along the ground, obstacles strewn across the landing zone, trees, hedges, even enemy fortifications, lurch out of the darkness, threatening to bring the landing run to a premature end.

If the glider's fuselage runs into Rough terrain, an enemy gun (except Man-packed Gun teams), an enemy vehicle or the fuselage of another glider. The glider crash lands and stops immediately. However if the glider's wings hit an obstacle, they just snap off and the wingless fuselage carries on unharmed. The glider only crash lands if the fuselage itself hits an obstacle.

If the glider's fuselage passes through or ends its run on the position of an enemy Infantry or Man-packed Gun team, the defending player moves the team aside just far enough to avoid the body of the glider as they dive out of its path.

GLIDER LANDING RUN



GLIDER CRASH LANDINGS

Glider crash landings are extremely dangerous. The wood and fabric structure of the gliders offers practically no protection in a crash and in fact the splintering framework is a deadly hazard in itself.

If the glider crash lands, the passengers may be killed or injured. Roll a die for each team carried in a crashed glider except Command teams. On a roll of 5+ they survive, but on a lesser roll they are Destroyed.

CRASH LANDINGS

Each passenger, except Command teams, must roll 5+ to survive crash landing.



AFTER LANDING

DISMOUNTING GLIDERS

Once on the ground, whether their landing was smooth or rough, the Coup-de-main party aren't going to hang around. They realise that speed is key to the success of their mission and the sooner they can get out of this contraption, the sooner they can get at the enemy.

Once the glider has come to a stop, all teams immediately dismount anywhere adjacent to the fuselage of the glider. The platoon may either:

- *move as normal in this Movement Step, or*
- *launch an assault, if they are able, in the Assault Step.*

For this turn only, however, they may only perform one or the other action, not both. All movement is measured from the fuselage of the glider.

Additionally, because they are totally focused on getting amongst the enemy the platoon may not conduct any shooting in the Shooting Step, regardless of whether they move or not.

DISMOUNTING GLIDERS

Teams dismount adjacent to glider. Coup-de-main platoons may launch an assault or move, but may not shoot this turn.

SHOOTING THROUGH GLIDERS

The broken-up fuselage of the flimsy gliders can provide some concealment from, but no real protection against, enemy gunfire.

Gliders are only markers showing where troops land and cannot be shot. Gliders provide Concealment to any teams targeted through them.

MOVING THROUGH GLIDERS

Although gliders are just wood and wires, they are still enough of an obstacle to throw the track of an unwary tank.

A glider counts as Very Difficult Going to teams attempting to move through it.

ROMMEL'S ASPARAGUS

In an attempt to counter airborne assaults, Field Marshal Rommel ordered the erection of thousands of 8 to 12 foot high wooden stakes in possible landing fields all across Normandy. Dubbed *Rommelspargel* or Rommel's Asparagus, some of these stakes were booby trapped with mines atop them and linked by wire. This ingenious arrangement permitted cattle to graze safely, yet if any gliders attempted to land amongst the stakes they would crash.

The Seize and Hold mission allows the defending player to place three Rommel's Asparagus markers to counter glider landings. Each marker should be modelled 8"/20cm long by 2"/15cm deep. They count as Rough terrain (Difficult Going), and therefore force any glider that contacts a marker to crash land.



AIRBORNE ASSAULT SUMMARY

1 ROLL FOR WIND DIRECTION

- Choose a table edge, roll a die, and consult Wind Direction Diagram.

2 DROP PATHFINDER

- Place Pathfinder marker on any table edge or corner. When rolling for Scattered Reserves a roll of 2 or 5 will result in a platoon arriving at this table edge or corner.

DURING THE GAME:

- Roll for reserves to bring any Parachute, Glider or Airlanding platoons that are in reserve onto the table.
- At the start of the first Movement Step conduct any Coup-de-main glider landings.
- In the first Movement Step move that portion of your force that is not in reserve, onto the table.
- All platoons arrive on table from Scattered Reserve.

GLIDER LANDINGS

FOR EACH GLIDER:

1. ROLL TO FIND LANDING ZONE

- Roll 2+ to find Landing Zone, otherwise *lands off-table*, platoon is in Reserve.

2. MAKE GLIDER LANDING RUN

- Place Glider and roll for landing run distance.
- Glider crash lands on a roll of 1 or if contacts Rough Terrain, Gun team, vehicle or glider.
- Roll 5+ save for teams (except Command teams) in crashed glider.

3. DISMOUNT GLIDER

- All teams immediately dismount adjacent to the glider.
- In the first turn Coup-de-main platoons may move in their Movement Step or launch an assault in their Assault Step, not both.
- Coup-de-main platoons may not shoot in their first Shooting Step.



MISSION SPECIAL RULES

NIGHT ATTACK

The Allied airborne forces launched their D-Day offensive at night to maximise the surprise and confusion amongst the defenders prior to the dawn beach landings.

When an Allied airborne company attacks in a Seize and Hold mission the game starts in darkness and uses the Night Fighting rules (on page 154 of the Flames Of War rulebook) until morning breaks.

- *At the start of the defender's turn three, the defender rolls a die. On a score of 5+, morning has broken.*
- *If the roll is unsuccessful, at the start of the attacker's next turn they roll two dice with morning breaking on any roll of 5+.*
- *If it is still dark at the start of the defender's next turn, they roll three dice, and so on until morning breaks on any roll of 5+.*

Once morning breaks the Night Fighting rules are no longer used, and it is daylight for the remainder of the game.

NIGHT TRAINING

In preparation for their mission, the Allied airborne troops trained extensively at night, and studied maps and aerial photographs of their target area.

The British Parachute Platoon, Airlanding Platoon, and the US Parachute Rifle Platoon may ignore the usual rules regarding movement at night and may instead move normally.

SURPRISE

Although they may be expecting an airborne assault, the speed with which the attack begins always catches the defenders by surprise. Many of the troops will be away from their positions, eating, sleeping, or otherwise unprepared.

To simulate the time taken to get the defending force fully ready to fight, all defending platoons on the table start the game Pinned Down and all defending armoured vehicles on the table start the game Bailed Out.

Defending teams may not start the game mounted in their transport vehicles or on tanks, and as normal, may not mount Bailed Out transport vehicles or tanks until the crew have remounted.

RESERVES

An airborne commander can't afford to wait around until all of their company have gathered at the rendezvous point. As soon as they have enough troops to begin their mission they head for their objective. The rest will have to follow as soon as they have formed up.

In the Seize and Hold mission both players hold half their platoons in reserve (the Attacker ignores any platoons conducting a Coup-de-main). Place these platoons to one side at the start of the game.

At the start of your first turn roll a die. On a roll of 5+ your first reserve platoon arrives. It may be any platoon of your choice, subject to the Unload the Gliders special rule.

At the start of each subsequent turn roll again adding one more die than the previous turn. Each roll of 5+ results in another platoon arriving from your reserves.

When a reserve platoon arrives place its Platoon Command team at your edge of the table to remind you of its arrival. During your Movement Step move the newly-arrived platoon on from the table edge indicated in the mission briefing.

UNLOAD THE GLIDERS

Gliderborne reinforcements carry heavier equipment like anti-tank guns and vehicles and are slower to unload and get to the battlefield.

During the game all Glider or Airlanding platoons, except those that land on the table in a Coup-de-main, may only arrive on table after all Parachute platoons. Glider or Airlanding Support platoons must arrive last of all.

SCATTERED RESERVES

In an airborne assault both sides' reserves are scattered over a wide area and could arrive at the front from just about any direction.

When each platoon arrives from reserve, the player rolls a die to determine from which table edge or corner it will arrive (the mission map shows the edge or corner for each roll). If the reserves arrive from a corner, they must enter the table within 16"/40cm of the corner.



SEIZE AND HOLD

The Seize and Hold mission reflects the daring airborne assaults conducted by the US and British Airborne forces on D-Day.

Seize and Hold missions use the Airborne Assault rules on pages 54-59 and the **Night Attack**, **Night Training**, **Surprise**, **Reserves**, **Unload the Gliders** and **Scattered Reserves** special rules.

YOUR ORDERS

ATTACKER

In just a few hours the bulk of your army will be thrown ashore on the beaches of Normandy. To ensure a speedy advance for the ground troops, and to disrupt enemy counterattacks, your force must capture vital positions deep in the enemy rear.

You must seize an objective point and hold it until a link-up can be established with your ground troops.

DEFENDER

The enemy has launched his long expected invasion! While your force is far from the beaches, attack from the air is always possible.

Your mission is to hold both objectives and drive the attacking force back to a safe distance.

PREPARING FOR BATTLE

1. The player with the Allied airborne force is always the attacker. If both players have Allied airborne forces, both players roll a die. The highest scoring player is the attacker.
2. The defender places one objective anywhere on the table at least 16"/40cm from the table edges.
3. The attacking player places two objectives anywhere on the table at least 16"/40cm from the table edges.
4. The defender must hold at least half of their platoons in reserve at the start of the game. The remaining platoons deploy anywhere on the table.
5. The attacker must hold at least half of their platoons in reserve, ignoring any that are to be used in a Coup-de-main. The remaining platoons are not deployed on table at the start of the game and will instead move onto the table in the attacker's first Movement Step.
6. The attacking player now removes one of the objective markers that they placed (not the objective that the defender placed).
7. The defender may now place up to three Rommel's Asparagus markers anywhere on the table.



8. The attacker selects their table edge and rolls for Wind Direction.
9. The attacker places the Pathfinder marker using the Airborne Assault rules.

BEGINNING THE BATTLE

1. Neither player may make any Reconnaissance Deployment moves.
2. The attacking player has the first turn. Remember to roll for Reserves in the Starting step.
3. At the start of their first Movement Step the attacker lands any Coup-de-main gliders.
4. In their first Movement Step the attacker moves that portion of their force that is not in reserve onto the table as if arriving as Scattered Reserves. All reserves arrive on the table as Scattered Reserves.

ENDING THE BATTLE

The battle ends when either:

- the attacker starts any turn from turn 6 holding any objective, or
- the defender starts any turn after turn 6 with no attacking teams within 16"/40cm of either objective.

DECIDING WHO WON

The airborne player wins if they hold any objective. The attack has gained a foothold and reinforcements are on the way.

Otherwise the defender wins. The airborne assault has failed.

Calculate your Victory Points using the Victory Points Table on page 195 of the *Flames Of War* rulebook.

This is a supplement for Flames Of War the World War II Miniatures Game.
A copy of the rule book for *Flames Of War* is necessary to fully use the contents of this book.



5 June 1944, D-1, 2300 hours:

At airfields all across Southern England plane engines roar to life. The first, heavily laden aircraft lumber down the runway and into the air. On board are the brave young men of three airborne divisions, one British and two American. These highly skilled soldiers are trained to drop by parachute and glider deep behind enemy lines. On this night they will spearhead Operation Neptune, the amphibious and airborne invasion of German-occupied France.

As the commander of an airborne company you have been specially selected because of your leadership ability and initiative. You'll be leading your men into a battle where you know you'll be isolated, surrounded and fighting a larger, more heavily equipped and well supported enemy force.

Just to survive, your men will have to rely on their excellent fitness, training, discipline and fieldcraft. To be victorious they'll need all of your skill, aggression and daring to make the best use of the limited resources. On your shoulders rests the fate of the liberation of Europe. **Go to it!**

INSIDE YOU WILL FIND:

- History of the British 6th and the US 82nd and 101st Airborne Divisions.
- Complete organisations for British Parachute and Airlanding Companies, and US Parachute Rifle and Glider Rifle Companies
- Exploits of British Lieutenant-Colonel R.G. Pine-Coffin and US Lieutenant Turner Turnbull.
- New airborne assault rules including rules for pathfinders, parachute landings and coup-de-main glider assaults.
- New airborne mission: Seize and Hold.
- Extensive uniform painting guides.
- Inspirational colour photos.



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