



AIRBORNE OPERATIONS IN WWII



The use of airborne troops was first seriously considered for military operations just after WWI. US General Billy Mitchell organised a demonstration where six soldiers parachuted from a Martin Bomber, landed safely and in less than three minutes had their weapons assembled and ready. Although US observers dismissed the concept, Soviet and German observers were impressed with the demonstration.

The Soviet Union took the idea and ran with it. Parachuting was introduced as a sport and military units were formed. By 1930 Soviet paratroopers were involved in military manoeuvres impressing the military leadership and by 1935 they could field two battalions.

The world began to take notice and by the mid-1930's several other European nations followed suit. The British organized parachute forces in 1936 and used them in their manoeuvres.

It was the Germans who fully embraced the concept. They began to train paratroopers and glider-borne soldiers for mass operations. Germany's first used airborne forces in combat in 1940 during the invasions of Norway, Denmark and the Netherlands. Paratroopers were used to seize several key objectives until reinforcing ground troops arrived. In Belgium a handful of glider-borne troops landed on Belgian border fortress of Eben Emael on 10 May 1940. They seized this most important anchor in the Belgian defence line, easing the way for the invasion of France.

The last major airborne operation undertaken by the Germans was the invasion of Crete on 20 May 1941. The British dominated the sea and the initial German sea-landing failed. However, the Germans had air superiority and landed gliders and paratroopers at four separate locations, three of which were airfields that could ensure the arrival of air-landed reinforcements. A vicious battle ensued, with three of the four air-landed forces being virtually destroyed. German reinforcements were poured in through the one remaining airfield and another sea-landing through this bridgehead met with greater success. However, this success did not come without cost, the Germans suffered 6,700 casualties out of a total force of 25,000. This loss of so many elite troops dampened German enthusiasm for airborne assaults and Hitler decided that airborne assaults were far too costly.

Impressed with the early success of the Germans, the Allies decided that airborne operations were a powerful tool. The Germans had bypassed 100 miles (160km) of British-controlled waters to seize Crete from a larger ground force. The Allies began to invest heavily in creating airborne units. In April 1940, the US finally approved plans for the formation of a test platoon of airborne Infantry. On 29 August the platoon made the first platoon jump held in the United States. This successful jump led to the creation of a force of more than 100,000 paratroopers that fought in every theatre during World War II.

By the end of World War II the US had used airborne troops in fourteen major offensives and dozens of smaller operations. US airborne forces mounted major assaults in Sicily in July 1943, Normandy in June 1944, Southern France in August 1944, and across the Rhine in March 1945. Smaller American airborne

landings occurred in North Africa in 1942 and in the Pacific.

British airborne troops also saw action in Tunisia and Sicily. In Tunisia, the 2nd Parachute Battalion dropped on an airfield at Depienne. The airfield was found to be abandoned and supporting troops never arrived, leaving the paratroops to fight their way back to Allied lines across 50 miles (80km) of enemy-held territory. The 3rd Battalion successfully captured the airfield at Bône and fought on in Tunisia as line infantry.

In Sicily the British launched their first major airborne operation of the war to start Operation Husky. Bad weather and friendly anti-aircraft fire meant that many of the gliders of the 1st Airlanding Brigade never made it to their landing zone, and most of the gliders were scattered or lost at sea. However, two gliders did arrive within 5 miles (8km) of the landing target, the *Ponte Grande* (Great Bridge). The bridge was taken, but quickly lost to counterattack, before the ground forces of the Eighth Army arrived to relieve the paratroopers and retake the bridge. Two days later a second operation was conducted to take a bridge further north, the *Ponte Primosole*. This time it was the 1st Parachute Brigade's turn. Once again friendly fire scattered the aircraft and gliders. 295 men made it to the bridge only to have to hold off tenacious counterattacks by 3. *Fallschirmjägerregiment* (the German 3rd Parachute Regiment, tough veterans of Crete) who had dropped in the area the previous day as part of the German reinforcement of Sicily. Once again the Eighth Army rescued the airborne troops retaking the bridge.

The most famous airborne operations involving Allied airborne forces were Normandy and Operation Market Garden. In Normandy, US, British and Canadian airborne troops were dropped behind the German beach defences. The airborne troops seized a number of key objectives and although not always successful, the landings proved crucial in confusing and delaying the German defenders, securing key bridges and crossroads.

Operation Market Garden was launched in September 1944. Over a period of six days almost 35,000 Allied soldiers dropped or landed in the battle areas along a corridor linking Eindhoven, Nijmegen, and Arnhem in the southern Netherlands. The British 1st Airborne Division, after initial success, soon found itself isolated. For seven days weather hampered the air-drop of supplies while the paratroopers held off German counterattacks. Eight days after the British paratroopers landed British armour finally broke through and allowed some to escape.

Operation Varsity, on 24 March 1945, was a joint American-British airborne operation involving more than 16,000 paratroopers and several thousand aircraft. The British 6th Airborne Division's objectives were the towns of Schnappenberg and Hamminkeln, clear part of the Diersfordt Forest, and three bridges over the River Issel. The US 17th Airborne Division's objectives were to capture the town of Diersfordt and clear the rest of the Diersfordt Forest. The operation was a success, with both divisions capturing Rhine bridges and securing towns that could have been used by Germany to delay the advance of the British ground forces. The operation was the last large-scale Allied airborne operation of World War II.

AIRBORNE ASSAULTS

The planning is over, the drop zones selected, timings finalised, parachutes packed, and the transports loaded. Everything is ready. The drop is on. In a few minutes your company will be spearheading a new airborne assault!

Airborne assault missions are totally different from any other mission you've tried. Plan as you might, the fickle wind and the vagaries of a parachute drop means that there will always be plenty of chaos and confusion for both sides. Your troops will be scattered across the table. Under armed, they must gather their weapons and regroup before the defenders muster the strength to destroy the enemy in their midst.

The special rules for Airborne Assaults presented here cover Parachute Landings and Glider Assaults, allowing you to bring your German, American and British paratroops into battle from the air as a unique option in addition to ground-based attacks. For late-war airborne operations, and less immediate engagements where troops concentrated on an objective after landing elsewhere such as the British in Tunisia and Sicily, use the Airborne Assaults rules and Seize and Hold mission on pages 54 to 61 of *D Minus 1, The Intelligence Handbook on Allied Airborne Forces in Normandy*.

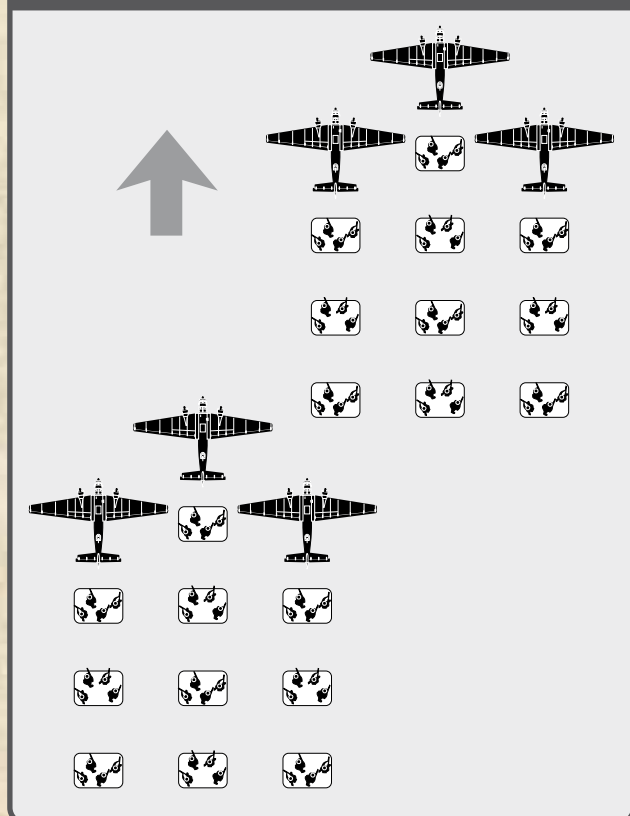
CONDUCTING AN AIRBORNE ASSAULT

Airborne assaults require a little more preparation and work than a normal battle, but you wouldn't have passed jump school if you were afraid of hard work! The steps to follow are:

1. **Select your flight line**
2. **Determine the wind direction**
3. **Select your glider landing points**
4. **Select your parachute drop points**
5. **Deploy parachute platoons**
6. **Roll for casualties on landing**
7. **Roll for glider landings**
8. **Shoot with glider machine-guns**
9. **Assault with glider passengers**

After that, it's on to the first turn of the game!

SELECT YOUR FLIGHT LINE

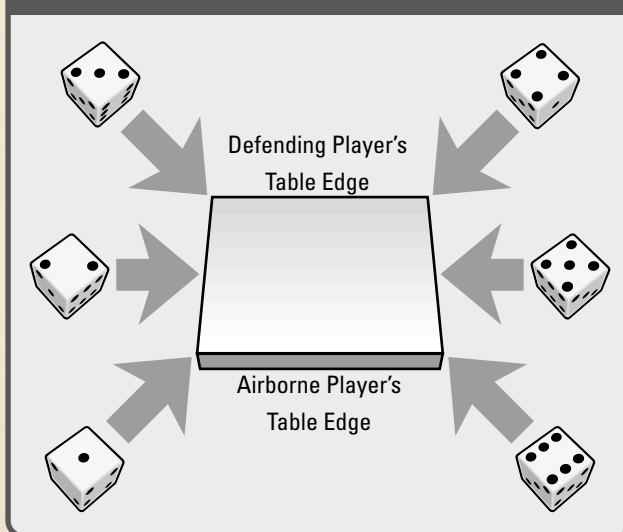


SELECT YOUR FLIGHT LINE

With so many aircraft trying to drop troops in the same area, they must all follow the same route to avoid collisions.

You must choose a line running across the table as your flight line. All of your aircraft will fly parallel to the flight line. Place an arrow or a pencil on the table to mark the flight line.

WIND DIRECTION



WIND DIRECTION

Although you can plan your flight line before takeoff, you can't control the wind. The strength and direction of the wind is one of the least predictable aspects of an airborne assault. However, since your parachutists will drift down wind while descending, 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 blowing from.

PARACHUTE LANDINGS

While assault gliders are great for pinpoint attacks on important targets, they are too expensive for the bulk of your force. Instead, most airborne troops land by parachute.

The Fallschirmjäger use three Junkers Ju52 tri-motor transports (nicknamed Tante Ju or Aunty Ju) to carry each platoon. Flown by experienced pilots, they fly in a tight 'V' formation low over the drop zone to ensure that the paratroops land close together.

US and British paratroopers use a pair of Douglas C-47 transport aircraft per platoon. Each platoon is split into two 'sticks' each. Unlike the Fallschirmjäger, US and British paratroopers jump high, but with more equipment. This means that they are more spread out and drift further when they land, but retain their rifles.

Paratroopers jump from their aircraft in rapid succession as it flies along the flight path. When they land, they will be spread out along the aircraft's flight line.

Since they are only over the battlefield very briefly, you don't need to model your transport aircraft.

SELECT PARACHUTE DROP POINTS

The first step in a parachute drop is deciding where you want each platoon to land. Despite the skill of your transport pilots, this isn't a precise art. The strength of the wind and the effects of enemy anti-aircraft fire or poor navigation can easily result in your platoon landing well off target.

Place a Command team on the table to mark each platoon's drop point. A platoon drop point may not be within 8"/20cm of another platoon's drop point (otherwise the transport aircraft will collide in mid air!)

DEPLOY GERMAN PARACHUTE PLATOONS

As the aircraft reaches the drop point, the *Absetzer*, or dispatcher, releases the containers, then the command team and the rest of the paratroopers jump in rapid succession.

Place Container

Roll a die and multiply the result by 4"/10cm, and place the platoon's container that far down wind of the drop point. This represents the container drifting down wind before coming to earth.

Drift Down Wind

To find out how far the paratroops drifted before landing, roll another die and multiply the result by 4"/10 cm, and move the Command team that far down wind of the drop point.

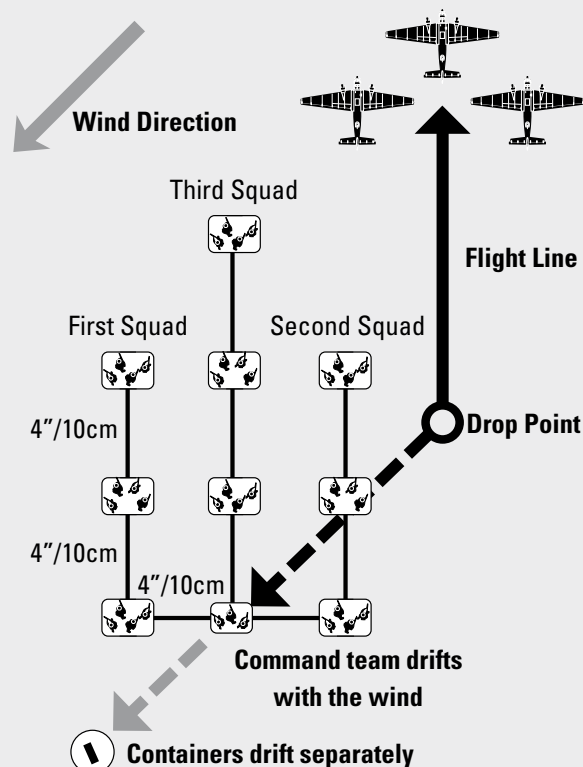
Place Parachute Platoon

A German parachute platoon deploys in three columns along the flight paths of its transport aircraft.

First Squad

The first squad or section flies in the left-hand aircraft. Place the first team of the squad 4"/10cm to the left of the Command team. Place any remaining teams in the squad 4"/10cm apart in a column parallel to the flight line.

Deploying a German Parachute Platoon



Second Squad

The second squad or section flies in the right-hand transport aircraft. Place the first team from the second section or squad 4"/10cm to the right of the Command team and place the rest of the teams in a column at 4"/10cm intervals parallel to the flight line.

Third Squad

If the platoon has a third or fourth squad or section, these land in the centre after the Command team. Place these teams in a column 4"/10cm apart parallel to the flight path with the Command team forming the head of the column.



DEPLOY US AND BRITISH PARACHUTE PLATOONS

As the aircraft reaches the drop point the dispatcher releases the containers, then the command team and the rest of the paratroopers jump in rapid succession.

Organise Sticks

To fit in a pair of Douglas C-47 Dakota transport aircraft, each platoon is split into two 'sticks', each containing an officer or NCO.

Normally a US Parachute Rifle Platoon operates as a single entity with the second Command team operating as a normal Rifle/MG or Carbine team unless the first is destroyed. However, if the sticks are widely separated on landing, they operate independently until they join up again.

At the start of an airborne attack, divide each US Parachute Rifle Platoon into two evenly-sized sticks, each containing a Command team. Treat each stick as a separate platoon until they are landed and in Command Distance of one another at the start of a turn. At this point the two sticks reunite into a single platoon and fight on as normal.

British Parachute Platoon also divided into two sticks, but only one has a Command team, the other stick moved towards the Command team as per the Moving When Out Of Command rule on page 49 of the rulebook.

With all other platoons with only one Command team, the entire platoon jumps from one aircraft as a single stick.

First Stick

The first stick flies in the left-hand transport aircraft. Place the Command team of the stick 4"/10cm to the left of the drop point.

Second Stick

The second stick flies in the right-hand transport aircraft. Move the Command team (or first team if British) of the stick 4"/10cm to the right of the drop point.

Finding the Landing Zone

Unlike Germans, US and British transport pilots were not given specific training for parachute operations and frequently had difficulty delivering the paratroopers to the right place, especially at night.

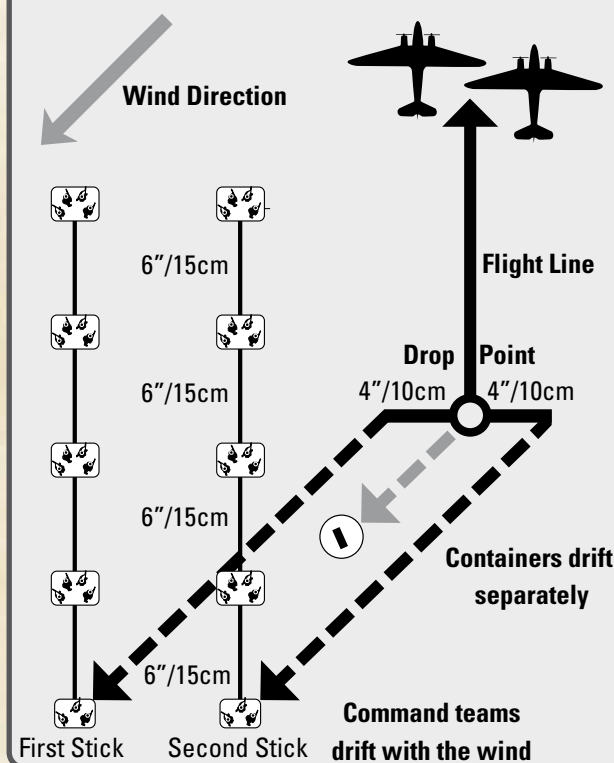
After all of your parachute drop points have been selected, roll a die for each platoon.

- On a roll of 3+, the pilots have found the right drop zone and the command teams and their sticks will land as normal.
- On a roll of 1 or 2, the pilots drop the platoon far from the drop zone. Remove the command teams and container from the table. You still need to roll for casualties on landing.

If a platoon missed the drop zone, roll a die at the start of each turn. On a roll of 6, the platoon finds their way back to the table having found the correct drop zone having recovered their container.

When the platoon finds its way back to the table, roll another die as if determining the wind direction to decide from which table

DEPLOYING A US OR BRITISH PARACHUTE PLATOON



edge or corner they will arrive. If they arrive from a corner, they must enter the table within 16"/40cm of the corner, otherwise they may arrive anywhere on the table edge. Place the command team at the edge of the table to indicate their arrival point and move the platoon onto the table from this point in the Movement Step.

Place Container

If the pilots found the landing zone, roll a die and multiply the result by 6"/15cm and place the platoon's container that far down wind of the drop point. Since US and British paratroopers make their jump from higher altitudes than the Germans, they and their containers drift further before landing.

Drift Down Wind

To find out how far the US and British paratroopers drifted before landing, roll another die and multiply the result by 6"/15cm, and move the Command team that far down wind of the drop point.

Place Parachute Platoon

A US or British parachute platoon deploys in two columns along the flight paths of its aircraft.

First Stick

Place the teams of the first stick in a column at 6"/15cm intervals parallel to the flight line.

Second Stick

Place the teams of the second stick in a column at 6"/15cm intervals parallel to the flight line.



ROLL FOR CASUALTIES ON LANDING

They say its not jumping out of the aircraft that hurts you, it's stopping at the bottom! Unfortunately, landing injuries of up to 25% are not out of the ordinary in airborne landings.

Roll a die for each team landing by parachute requiring a score of 2+ to land safely in open terrain or 4+ to land safely in rough terrain. Any teams that land off the table need to roll 3+ to survive their landing.

Any roll less than these results in the loss of the team and its removal from the game. Teams and platoons lost this way do not count as Destroyed for Platoon and Company Morale Checks, so keep them separate from later casualties.

Being seriously tough, Independent teams and containers are never casualties on landing, so you do not need to roll for them.



Landing Off the Table

Sometimes, either through misjudgement or particularly strong winds some or all of a platoon's teams or its container will land off the table. In this case, the airborne player has two options. Either count the surviving teams landing off table as lost (but not Destroyed) and out of the game as those on table fight on without them, or remove the whole platoon (but not its container) as they search for the missing teams.

If you remove the platoon (which you must if its container lands off table), the surviving teams will all return to the game together using the Reserves mission special rules. The platoon will return from the table edge that they straddled on landing. If they landed in a corner, they will return from the table edge over which they lost the most teams. If the container landed off the table, the platoon has recovered it when they return, otherwise, they still must do so.

Landing On the Enemy

Any teams landing within 2"/5cm of an enemy team must move further away from the enemy team at the first possible opportunity. A team that lands directly on top of an enemy team is immediately Destroyed.

WEAPONS CONTAINERS

German paratroopers drop from very low altitudes to ensure a tight drop with little scatter. To do this they use fast-opening parachutes. The down side is that they cannot carry their weapons with them when they jump because the shock of the parachute opening will rip them from their grasp. Instead, the paratroops drop their weapons in containers and collect them when they land. To offset this vulnerable situation, a few Fallschirmjäger jumped into battle with their submachine-guns strapped to their bodies.

Until the platoon recovers its own container, they only have their pistols for armament. Consequently they shoot as Pistol teams, regardless of their usual type, except that SMG teams in a platoon are considered to have dropped with their weapons and therefore operate with their normal weapon ratings.

Like their German counterparts, US and British paratroopers drop all of their machine-guns, mortars and heavy weapons in containers and collect them when they land. Since the US and British paratroopers drop from higher altitudes, they are able to jump with their personal weapons (usually an M1 Garand or Lee-Enfield rifle), consequently they shoot as a Rifle team if they are a Rifle or Rifle/MG team, or as a Carbine team for US and Rifle team for British in other cases.

Each parachute platoon has one container marker dropped with

it. This container should be marked with coloured stripes to identify which platoon it belongs to. Red, blue, yellow, and green are common colours.

No team in the platoon, including SMG teams, can observe for artillery bombardments or launch assaults until the platoon has recovered its equipment. The only exception to this is the platoon can assault an enemy platoon that is preventing them from retrieving their container.

Recovering Containers

To recover the platoon's container, a team from the platoon must start a turn adjacent to the container. At that point all teams in the platoon are armed and immediately revert to their normal type of team. Remove the container once it has been recovered.

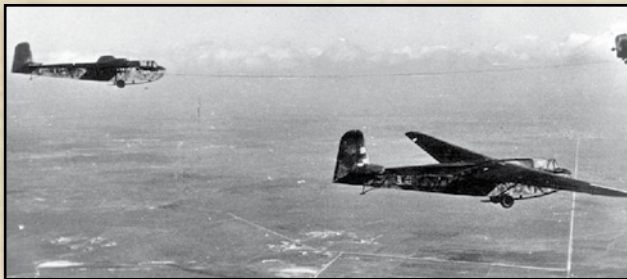
Moving Containers

Any infantry team starting adjacent to a container may drag it up to 4"/10cm in the Movement Step. The container cannot be moved in the Shooting or Assault steps (no, you cannot move a container in Stormtroopers movement!) This allows a team that has recovered its own weapons to drag another platoon's containers back to it. It also allows enemy platoons to steal your containers and make off with them!

GLIDER ASSAULTS

The German DFS 230 assault glider allows small assault parties to land and assault vital positions before the enemy is even aware that they are under attack. The gliders approach the target in a very steep dive at speeds of up to 125 mph (200 km/h) before pulling up for a short landing run slowed by a braking parachute. The resulting attack was swift and deadly. By comparison the British Horsa glider was altogether bigger and more sedate. Each Horsa glider carried a full platoon of infantry, but used as much more cautious approach at when landing at night.

Only glider-equipped German Fallschirmjäger Platoons, Fallschirmjäger Artillery Batteries, and British Airlanding Anti-tank Platoons may land by glider. Each platoon or battery is assigned three (or four for Fallschirmjäger Artillery Batteries) German DFS 230 gliders or four British Horsa gliders. Each glider carries two Infantry teams or one Gun team, with the lead glider having the Platoon Command team as well.



Select Glider Landing Points

The first step in a glider-borne assault is to place your gliders at the start of their landing runs facing into the wind. Pick a landing point with plenty of clear space ahead of the glider so it doesn't crash before it stops its landing run.

Roll for Glider Landings

Once down, each glider pilot attempts to brake his glider as soon as possible, as a long landing run increases the risk of a crash.

To find the length of a 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.

If the glider's body runs into rough terrain, an enemy gun or vehicle, or the body of another glider, the glider crashes and stops immediately. However, if a glider's wings hit an obstacle, they just snap off and the wingless fuselage carries on unharmed. The glider only crashes if the fuselage itself hits an obstacle.

If a glider crashes, the passengers may be killed or injured. Roll a die for each team carried in a crashed glider. On a roll of 5+ they survive, but on a lesser roll, they are Destroyed. Due to the grisly nature of glider crashes, any teams destroyed in a crash count as casualties for Platoon Morale Checks.

If the glider's body passes through or ends its run on the position of an enemy Infantry 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.

Shooting from Gliders

German DFS 230 gliders have a machine-gun mount above the wing allowing the passengers to fire their machine-gun as they came in to land. The British Horsa lacked this feature.

As long as a glider carrying a Fallschirmjäger Platoon has not crashed, one Infantry team can fire their machine-gun as a vehicle-mounted AA MG immediately on landing, even though the game hasn't properly begun yet.

Glider carrying a Fallschirmjäger Artillery Battery are too full of guns and ammunition to spare any space for a machine-gun and cannot shoot. British Horsa gliders are also unable to shoot.



Glider Passengers Assault

The biggest advantage of landing by glider, aside from landing fully armed in a tight group, is the surprise element. Glider troops can launch an assault before the defenders are even aware that an attack is under way.

After landing, a glider-equipped Fallschirmjäger Platoon can either launch an assault or attempt to move using the Stormtroopers special rule. Even though the game hasn't started, the assault is fought like a normal Assault Step. The troops dismount from the doors of the glider just beneath the wings, so measure their movement from that point.

Fallschirmjäger Artillery Batteries and Airlanding Anti-tank Platoons carried in gliders remain as passengers until their normal Movement Step.

Shooting at Teams in Gliders

The gliders are only markers showing where the troops land and cannot be shot. Teams inside gliders do not benefit from Concealment as the troops are so tightly packed in. However, teams behind a glider body are Concealed.



AIRBORNE ASSAULT MISSION

The nature of air assaults requires a number of special rules to recreate the most important elements of this style of battle in the Death From Above mission.

SPECIAL RULES

Against The Odds

Airborne assaults are always gambles. Even in a good landing the attacking force will lose many of their men and lots of essential equipment.

To allow for the inevitable losses suffered on landing, the airborne attacking force has 25% more points than the defender. In a 1500 point game, the airborne force would be 1875 points, while in a 2000 point game, the airborne force would be 2500 points.

Night Attack

Unlike the German airborne forces, the US and British paratroopers elected to make their combat jumps at night to minimise casualties. When a US Parachute Rifle Company or a British Parachute Company attacks in Death From Above, the game starts at night with the Night Fighting rules in effect.

Total Air Superiority

There is no doubt in the minds of the air force as to where the main effort will be once an airborne assault is under way. The air force makes every effort to protect their transport aircraft and support the paratroops on the ground.

If the attacking player has air support they may make one free Ground-attack by a flight of one to three aircraft after the defender deploys but before the attacker deploys.

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.



Scattered Reserves

One of the biggest problems with defending against an airborne assault is that the assault could happen almost anywhere, or worse still everywhere at once! The defending reserves are scattered across the countryside to cover all of the likely landing zones.

The Scattered Reserves special rule operates in the same way as the Reserves special rule with the following exceptions.

To reflect the way the reserves are scattered and the chaotic nature of airborne operations, the defender's reserves could arrive from almost anywhere. When each platoon arrives from the reserves, the defender rolls a die to decide 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.

Units containing armoured vehicles will always arrive from reserve after units without armoured vehicles. Units containing Tank teams will always be the last platoons to arrive from reserve.

DEATH FROM ABOVE MISSIONS IN TOURNAMENTS

As it is only possible for certain armies, the Death From Above mission won't normally appear as one of the assigned missions in a tournament. However, it makes for such an interesting game that it would be a shame not to play it at tournaments. To make this possible, a player commanding an Early or Mid-war German Fallschirmjägerkompanie or Fallschirmjägerkompanie, a Mid-war British Parachute Company, or a Mid-war US Parachute Rifle Company may submit an alternative force for Death From Above missions, as well as their normal force. If they do this, they may use this force to play the Death From Above mission any time they would normally play the Free-For-All mission.

The alternative force must include the same Headquarters, Combat, and Weapons platoons as the player's main force, but may add extra options or squads to them, and may have different Support platoons and air support. Remember the Against The Odds special rule applies, so this alternative force will have 25% more points than the main force.

The airborne player must have a copy of these rules with them, and before the game begins, the airborne player must allow their opponent to read the Airborne Assault rules, the Death From Above mission, and the special rules.

DEATH FROM ABOVE

Death From Above missions use the Airborne Assaults rules on pages 2 to 6, and the **Against The Odds**, **Night Attack**, **Total Air Superiority**, **Surprise**, and **Scattered Reserves** special rules on page 7.

The Death From Above mission reflects the daring airborne assaults conducted by the German, US and British airborne forces.

YOUR ORDERS

Attacker

Once again your army is on the move. To ensure a speedy victory for the ground forces, your parachute force must first capture vital positions deep in the enemy rear.

Your goal is to take an objective point and hold it against the expected enemy counterattack.

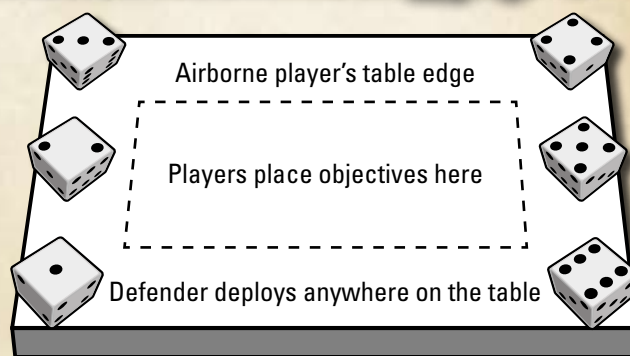
Defender

The enemy has launched a major offensive and your task is to protect key facilities in the rear areas. While you are far from enemy ground troops, attack from the air is always possible.

Your mission is to hold both objectives by driving the attacking force back to a safe distance.

PREPARING FOR BATTLE

1. The player with the airborne force is always the attacker. If both players have 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 attacking player now removes one of the objective markers that they placed (not the objective that the defender placed).
6. The attacker selects their table edge and flight line, and rolls for wind direction.
7. The attacking player deploys their troops using the Airborne Assaults rules.



Beginning The Battle

1. The defending player has the first turn.
2. The defending forces suffer the effects of the Surprise special rule at the start of the game.
3. All teams are moving at the start of the battle, so infantry in the open are not concealed and have not gone to ground.

ENDING THE BATTLE

The battle ends when:

- 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 and the airborne assault has failed.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

VICTORY POINTS

Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3



DEATH FROM ABOVE



Airborne operations required all of the forces involved to be air transportable, either dropped by parachute or landed by glider. Therefore only certain platoons will be available to a company about to undertake an airborne operation. The following companies from North Africa, The Complete Intelligence Handbook for Forces in the Mediterranean 1942-1943, can be used as airborne forces in Death From Above.

GERMAN FALLSCHIRMJÄGERKOMPANIE (TUNISIA AND ITALY)

North Africa pages 43 to 47

The following platoons can be taken in a Fallschirmjägerkompanie to be used with the Death From Above Mission. These platoons are divided up into those that land by Parachute and those that land by Glider.

By Parachute

- Company HQ
- Fallschirmjäger Platoons
- Fallschirmjäger Machine-gun Platoons
- Fallschirmjäger Mortar Platoon
- Fallschirmjäger Light Gun Platoon
- Fallschirmjäger Light Anti-tank Gun Platoon
- Fallschirmjäger Heavy Mortar Platoon
- Fallschirmjäger Anti-aircraft Gun Platoon
- Fallschirmpionier Platoon

By Glider

- Fallschirmpionier Platoon
- Fallschirmjäger Artillery Battery

No Transport teams are available during an airborne mission and cannot be fielded.

Glider Assaults

Fallschirmpionier Platoons often land by glider in a surprise strike at the start of an airborne assault. The gliders are small and only carry eight men so the squad must pick its best soldiers for the operation.

You may land a Fallschirmpionier Platoon by glider instead of by parachute for an additional cost of +75 points for the platoon. This gives the platoon one glider per Pioneer Squad. The HQ Section travels with a Pioneer Squad in the lead glider.

A platoon that lands by glider reduces each Pioneer Squad to two Pioneer Rifle/MG teams instead of three. If you land by glider you may also replace one of the Pioneer Rifle/MG teams in each platoon with a Pioneer HMG team at no cost.

GERMAN FALLSCHIRMPIONIERKOMPANIE

North Africa pages 48 to 49

The following platoons can be taken in a Fallschirmpionierkompanie to be used with the Death From Above Mission. These platoons are divided up into those that can land by Parachute and those that land by Glider.

By Parachute

- Company HQ
- Fallschirmpionier Platoons
- Fallschirmjäger Platoon
- Fallschirmjäger Light Anti-tank Gun Platoon
- Fallschirmjäger Anti-aircraft Gun Platoon

By Glider

- Company HQ
- Fallschirmpionier Platoons
- Fallschirmjäger Artillery Battery

The Company HQ of Fallschirmpionierkompanie may land by glider for free if all of the Fallschirmpionier Platoons do so.

BRITISH PARACHUTE COMPANY

North Africa pages 212 to 215

The following platoons can be taken in a Parachute Company to be used with the Death From Above Mission.

- Company HQ
- Parachute Platoons
- Parachute Mortar Platoon
- Parachute Platoon, Royal Engineers

By Glider

- Airlanding Anti-tank Platoon

No Transport teams are available during an airborne mission and cannot be fielded.

US PARACHUTE RIFLE COMPANY

North Africa pages 252 to 255

The following platoons can be taken in a Parachute Company to be used with the Death From Above Mission.

- Company HQ
- Parachute Rifle Platoons
- Parachute Machine-gun Platoon
- Parachute Mortar Platoon
- Parachute Anti-aircraft Artillery Platoon
- Parachute Field Artillery Platoon
- Parachute Engineer Combat Platoon

No Transport teams are available during an airborne mission and cannot be fielded.

