The Russian player rolls the dice once for each unit being paratropped. The die roll is cross-indexed with the wind speed on the Parachute Dispersal Table. The resulting letter is matched with the correct row in the Dispersal Chart corresponding to the unit being paratropped. Immediately behind the corresponding letter in the correct chart is a number or series of numbers. The first number in the series designates the number of breakdown units of the paratrooping unit which landed in the target square. The following number designates the number of breakdown units which dropped into the next adjacent downwind square.

Example

The Russian player is attempting to paratroop a SMG Company into target square X in a medium wind. He rolls a 6 which he cross-indexes with the column “medium” in the Parachute Dispersal Table. The result is an “E” which, when matched with row “E” in the SMG Dispersal Chart, gives the result of 02211101. Thus, no breakdown units land in target square X, but they are scattered in a string downwind from it. Note also that, due to the zero just before the last 1 in the result, no breakdown units land in square Y. No breakdown units drop past square Z.

E – Breakdown units may never separate. However, they may join together. For example, five Rifle breakdown units may join together to form an entire Rifle Company, but the Rifle Company may never separate into five breakdown units. This holds for any amount of breakdown units in the same square belonging to the same company.

F – Breakdown units, until (if ever), they have joined together to form an entire company, may be attacked selectively, in combination, or in any other manner subject to the normal rules.

G – Breakdown units’ defense and range are cumulative. For example, two Guards breakdown units stacked together have a combined defense of six and a range of two. However, each may fire separately, in which case their ranges are one. Range is cumulative because range is dependent upon how much fire one can accurately pump into a square. Obviously, the fewer guns one has to shoot with, the fewer bullets which will accurately reach the square being fired upon. Thus, the unit’s range of accurate fire is reduced.

Breakdown units’ combined range may never exceed the range of their entire company when whole. Units of different companies may not combine ranges.

H – The only exception to the above is that when seven SMG breakdown units are stacked together, their defense becomes ten, not seven. Also, when six are stacked together, their defense is eight. When five are stacked together, their defense is merely five. However, SMG breakdown units of different companies cannot obtain this bonus by stacking together.

I – To represent the advanced training of Russian para-units, these units may act as engineers, if, and only if, they have formed into one complete company unit. These para-units need not be stacked with another unit to gain engineer capacity.

J – In order to form a complete company, the breakdown units must begin their turn in the same square. In the turn of forming the company, the breakdown units may not attack in any manner, although the complete company may move in that turn (but not at the road movement rate). Breakdown units of different companies may never join together as one company.

K – Notice that landing “A” on all three Dispersal Charts has all of the breakdown units landing in the same square. These units may form into a company no sooner than the turn after they paratroop.

L – Para-units may not attack or move until the turn after they paratroop.

M – Breakdown units which, as a result of dispersal, land off the board, are considered eliminated.

N – Breakdown units which paratroop onto a German unit other than a lone wagon are considered eliminated. If breakdown units land on a lone wagon, that wagon must vacate that square on its next move. If breakdown units land on a loaded wagon, the wagon immediately unloads and the breakdown units landing in that square are eliminated. German units of all types except lone wagons may not move or fire in a turn which Russian units paratroop directly onto them.

O – If a Russian player picks as a target square a square in which the German player has a Wirbelwind, that complete para-unit is eliminated (Its plane was shot down.)

P – The same stacking rules exist for the Russian as always, except that now fractions must be taken into consideration. A stack in which a Russian AFV is stacked with breakdown units which, when totaled, equals less than one company, is considered to be an armored target.

VICTORY CONDITIONS

Basically, the Russian player tries to cut roads, while the German player attempts to prevent the cutting of roads with minimum casualties.

CUTTING A ROAD: A road is defined as having any unit, except for buildings, defending any square along the length of the road at the end of the game. In some cases, holding an intersection will block two roads simultaneously.

To block a road from a city square, it is necessary to hold the city square into which the road first enters.

The Russian player receives the following amount of points for cutting the following roads. Obviously, the deeper into German territory the cut road is, the more it limits the Germans, so the more points the Russian receives for cutting it.

PLAY BALANCE

Generally, the game is well balanced. However, if you find the German winning very easily, use hidden movement. If you are using third person hidden movement, consider breakdown units landing within four squares of a German unit to be seen by the Germans. If the Russian player wins too easily (a more likely occurrence), use Jerry Thomas’ Experimental PanzerBlitz: rules as given in the General, Volume 10, No. 1.