GLIDER LANDING CHART (E. 8)

	PP	Model	Gun / Vehicle	
German	14	DFS230	no 5/8 " counter	
U.S.	19	Waco CG-4A	Vehicle note 51 (LVT4)	
British	29	Horsa II	Vehicle note 51 (LVT4)	

All SW/Guns dm if possible

MPh → Gliders placed on board

Facing Wind Direction on Avenue of Aproach to the ILH (Intended Landed Hex)

Hex Grain different of Paratroopers in same phase



DFF \rightarrow (From light AA E7.5; E7.511)

Change to AA mode (AAMG free) is a CA position.



Not from building, pillbox, blind hex.

Only DFF (marked w/ Prep Fire)

Use IFT DR ★ Vehicle Kill Number

DR=★ → Damaged & Evasive Action

 $DR = +1 \rightarrow Evasive Action$



Damaged = (Wound counter) $\rightarrow 2^{nd}$ Damaged = Eliminated

Evasive Action → Location Random DR

Color dr → direction Maintain Avenue of White dr → distance Approach direction

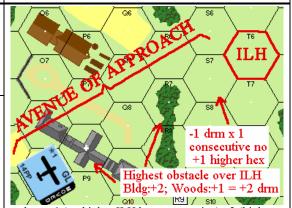


Landing (Δ) DR

Colored dr $\leq 1 \rightarrow$ lands in ILH Flip Glider on Green side Colored dr $> 1 \rightarrow$ miss ILH by dr-1 hexes







drm= -1 (no higher ILH hex consecutive) +2 (higher obstacle over ILH) = +1 drm (colored)

Landing colored drm

Per each consecutive hex along the avenue of Approach that is clear of an Oxbstacle whose topmost height is ≥ one level higher than the Base Level of the ILH. There can be no such Obstacle between the ILH and any of the non-Obstacle hexes for which a drm is claimed. Half-Level Obstacles and SMOKE do not apply

Per each full level above the Base Level of the ILH of the highest Obstacle that is within the Avenue of Approach.

Offboard Landing (Use reverse terrain E9.41 for landing drm) Moving Offboard \rightarrow 1 Hex x MPh (APh only to enter in board)

C	CRASH dr Final dr				
	≤6	Avoid crash			
	= 7	Damaged	WOUND dr: 1-4 3 MF 0 IPC ML/LD: -1		
	≥8	Eliminated (Truck Wreck).			

drn	Condition					
+1	 Not landing in final ILH Glider is damaged Night landings Landing during Gusts Landing on Shellholes, trench, hedge, marsh, fordable river, sangar, cactus hedge, huts, rice paddy (if landing across a bank hexside), panji (if landing across a Covered hexside), vineyard, Crest Line or Location that contains a vehicle/wreck/previously-landed glider. 					
+2	Landing in orchard, stone wall, graveyard, bocage, Depression, roadblock, cactus patch, olive grove, palm trees					
+3	Landing in woods, building/rubble, bridge, crag, cliff, jungle, bamboo, or in a Blind Hex* as determined by the avenue of Approach (* Bocage not create blind hex in this rule).					
+4	Landing in a Swamp					
	Blaze, Water obstacle no fordable → ELIMINATION					

DFPh → Use IFT DR ★ Vehicle Kill Number 0 size cs#7 Glider Hidrance (no TEM)

Infantry on board Vehicle/Gun → Removed next MPh

Damaged Glider → Casualty Reduction (random) and Passengers NMC All SW Malfunction Vehicle bogged

