PARATROOPER LANDING CHART (E. 9)

Set up → 1.) Establish Wind Direction	1 STICK		
2.) Grouping → Wings of 5 Sticks	Parachute	⅝"	≤ 1 ½"
	Content	1 Squad equivalent + 1SMC	1 SW
3.) Pre-designate DROP POINT per Wing – Distant ≥5 hex any drop point			

Pre-1942 German Paradrops
Partially Armed until locate arms canister
Each End MPh that moves ≥1 hex
make dr(Δ) ≤ 1 [-1 drm per hex moved] [+1 drm CX]

Status	Squad	HS	Crew
Normal	5-4-8	2-3-8	2-2-8
Partially	2-2-8 [8]	1-2-8 [7]	1-2-8 [8]
Mark with counter (acquired or any)			

RPh → Each Wing dr (Δ) = 1-3 Drop Point predesignate
4-6 Drop Point Random Selection
Random Selection
dr per select Board
Drift placement procedure (E3.75) of Drop Point
1.) Draw drift counter
2.) Put in coordinate number 5 of his hexrow
3.) Random Location for definitive hex
Place Wing – 1 Stick in drop Point and 2 sticks each side of Hexrow

DRIFT
At end of **MPh →** Drift DR (Random Location DR)
German ½ white dr – Russian +50% FRU white dr
SW own drift [British retain LMG, Lt mortar, Radio]
[U.S. retain Lt mortar]

Adjust wind drift

Wind Drift	Downwind
Mild Breeze	2 hex
Gusts	3 hex
Heavy Wind	4 hex

FIRST FIRE MPh   **FINAL FIRE** DFPh   **DFF & SFF→** (Small Arms & light AA IFE)
Afects 1 Stick per Hex
1 only MC/TC per Stick ML=7.

LOS blocked by blind hex ; Hidrance LV/Smoke only
Hazardous move DRM (-2)
No Sniper in effect.   No PTC, PIN, HoB

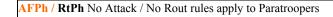**Landing**
Paratroops may move 1hex [EXC: German]
⅝" → KEU
½" → Flipped (until be recovered)

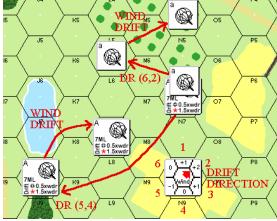**Offboard Landing** (Use reverse terrain E9.41 for landing drm)
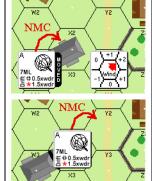Moving Offboard → 1 Hex x MPh (APh only to enter in board)
SW recovered only by offboard Paras

INJURIES		No Wind	Mild Breeze	Heavy Wind/Gust
⅝" landing on	woods, forest-road, crag, building, shadow stream, cactus hedge, cactus patch, olive grove, Jungle(see G2.213), Bamboo, Swamp (see G7.32), Inngated Rice Paddies, or marsh hex	**NMC** (Δ) 7 ML	**1MC** (Δ) 7 ML	**2MC** (Δ) 7 ML
⅝" landing on	LANDING ON Building Hex	**NMC** & move 1hex downwind	**1MC** & move 1hex downwind	**2MC** & move 1hex downwind
All ⅝"	IF FAILS → deploy in HS (1HS+SMC accompanie moved 1 hex downwind)	**NTC**	**1TC**	**2TC**

AFPh / RtPh No Attack / No Rout rules apply to Paratroopers

APh → Place on board Paratroopers (no move if not already deployed)

by David Galán