

SEIZE AND HOLD (AIRBORNE ASSAULT)

The glider is silent as it descends from the sky. Only the flak batteries shooting at the tug planes can be heard in the distance. Each member of your platoon instinctively holds their breath as the wooden glider drops lower and lower to the ground that no one can see. Still, the bump and grinding of a 'soft' landing startles you and you can't help but think that the enemy heard it too and you want to get out of this death trap...

SPECIAL RULES

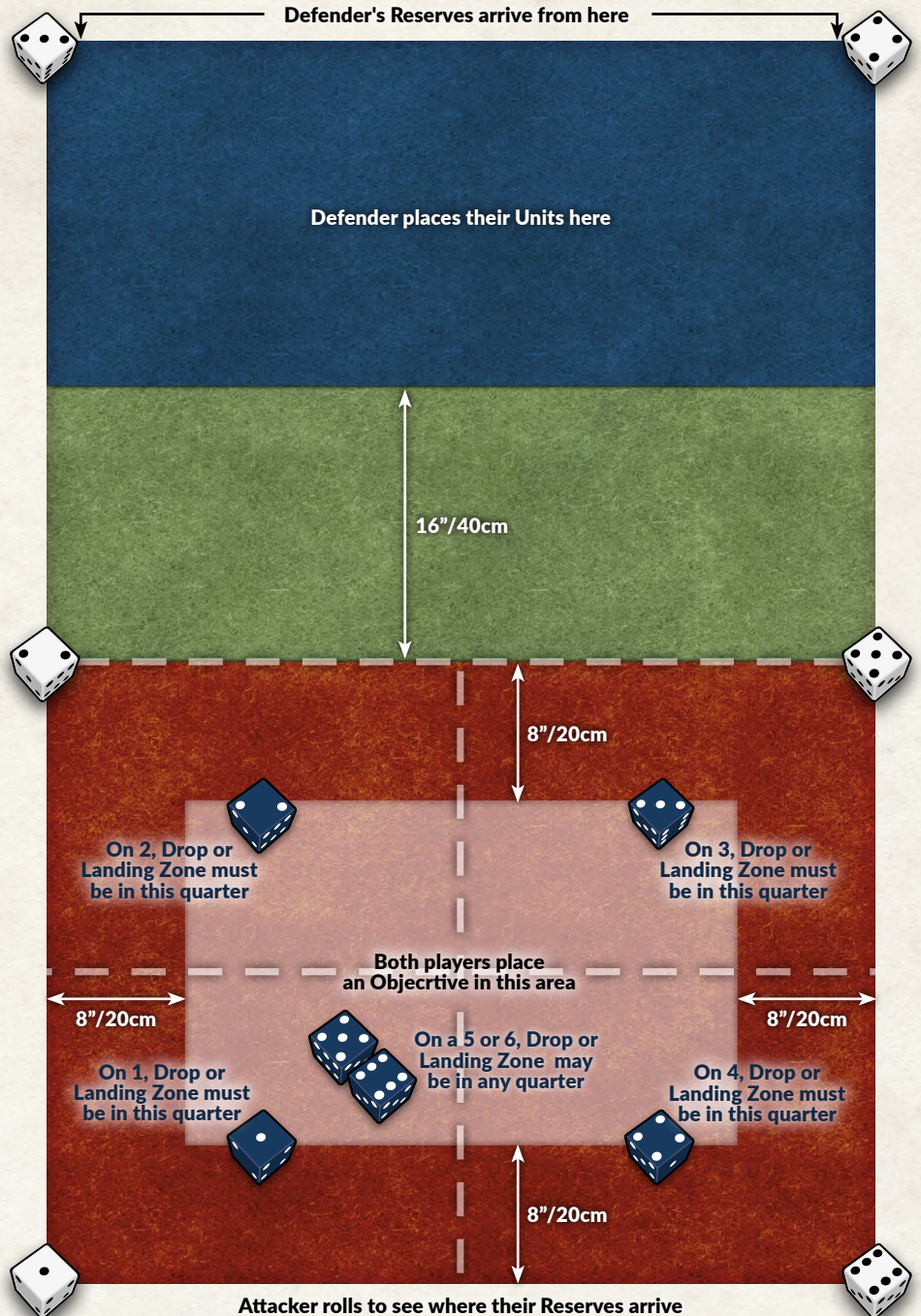
- Airborne Assault (Attacker)
- Immediate Reserves (Defender)
- Meeting Engagement (Attacker)
- Scattered Delayed Reserves (Attacker)
- Dawn (Both Players)

SETTING UP

1. The Attacker picks a short table edge to assault into. The Defender approaches from the opposite edge.
2. Both players, starting with the Attacker, place one Objective in the Attacker's table half, at least 8"/20cm from table centre line and all table edges.

DEPLOYMENT

1. The Attacking player selects up to 60% of their Force to deploy, and holds the rest in Scattered Delayed Reserves. They will dice to see where each Unit will arrive from Reserve. Remember only Airborne Units may be deployed on the table.
2. The Attacking player places all of their Drop Zone and Landing Zone markers in random quarters of their table half using the Airborne Assault rules.
3. They then place their deployed Airborne Units on the table using the Parachute or Glider Deployment rules.
4. The Defender selects up to 60% of their Force to deploy and holds the rest in Immediate Reserve. Reserves arrive from their short edge.
5. The Defending player places their deployed Units in their table half, at least 16"/40cm from the centre line.
6. Defending Infantry and Gun teams are Dug In and Gone to Ground at the start of the game. Attacking Units are not Dug In.
7. All Infantry and Gun Units on the table are Pinned Down, and all Tank Teams are Bailed Out.



8. The game starts with the Night rules in effect. Players will roll to determine when Dawn arrives.

WHO GOES FIRST

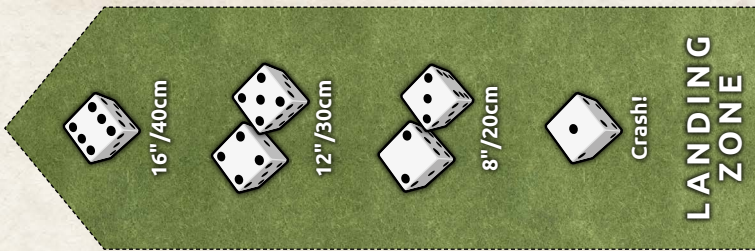
The Attacker has the first turn. As the game is a Meeting Engagement, the Attacker will Shoot as if they Moved and cannot use Artillery or Aircraft on the first turn.

WINNING THE GAME

- The Defender wins if they end their turn on or after the sixth turn Holding an Objective.
- The Attacker wins if they end a turn on or after the sixth turn with no Defending Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

AIRBORNE ASSAULT MARKERS

Landing Zone Marker



Drop Zone Marker



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MISSION TERRAIN PACKS

The *D-Day Mission Terrain Pack* makes it easier than ever to play Beach Assault and Airborne missions, containing rules, scenarios, and cardboard pop out bunkers and landing craft to get your beach landings on the table without the need for dedicated terrain pieces.

THIS SET CONTAINS:

- 1x 16"/40cm x 48"/120cm Beach Mat
- 5x Cardboard Punch-out Sheets
- 5x Defence Unit Cards
- 1x Mission and Rules Booklet



Includes 16"/40cm x 48"/120cm beach mat

FW262A

D-DAY: BEACH ASSAULT



It has never been easier to build a Bocage table!

This Bocage in this pack is:

- Pre-folded and glued, ready to play,
- Enough for an entire 4' x 4', or 120cm x 120cm Bocage table,
- Easily stored in a file box when not in use.

FW264A

D-DAY: BOCACHE COUNTRY

AIRBORNE ASSAULTS

Airborne landings are always confused and messy, especially so when conducted at night like those on D-Day. Troops are wildly scattered across the battlefield and neither side knows what's really going on!

AIRBORNE UNITS

Airborne Formations are marked as such at the top of their Formation HQ Unit Card. All Units in an Airborne Formation are Airborne Units.

To determine how they land, Airborne Units are classified into Parachute Units (whose name will start with Parachute) and Glider Units (all others).

AIRBORNE RESERVES

In an Airborne Assault mission, the Attacker may only deploy Airborne Units on table. All other Units must be in Reserve.

SCATTERED LANDINGS




Before deploying Airborne Units, divide the Attacker's Deployment Area into quarters numbered from 1 to 4. This will determine which area each Drop Zone or Landing Zone marker may be placed in.

PARACHUTE DEPLOYMENT

A Parachute Unit deploys using the Airborne Assault rules as follows:

1. Roll a die to determine the quarter in which their Drop Zone marker can be placed. On a roll of 5 or 6, the player may choose any quarter to place the marker in.
2. Place the Drop Zone marker in the rolled quarter in any orientation.
3. Roll to determine Unit's direction of Drift and place the Unit Leader against the appropriate face of the Drop Zone marker.
4. Roll again to see how far the Unit Drifts using the Parachute Drift Table.
5. Move the Unit Leader the indicated distance in the direction of Drift.
6. Deploy the rest of the Unit so that it is In Command and remove the Drop Zone marker.
7. The Unit does not start the game Dug In or Gone to Ground.

PARACHUTE DRIFT TABLE

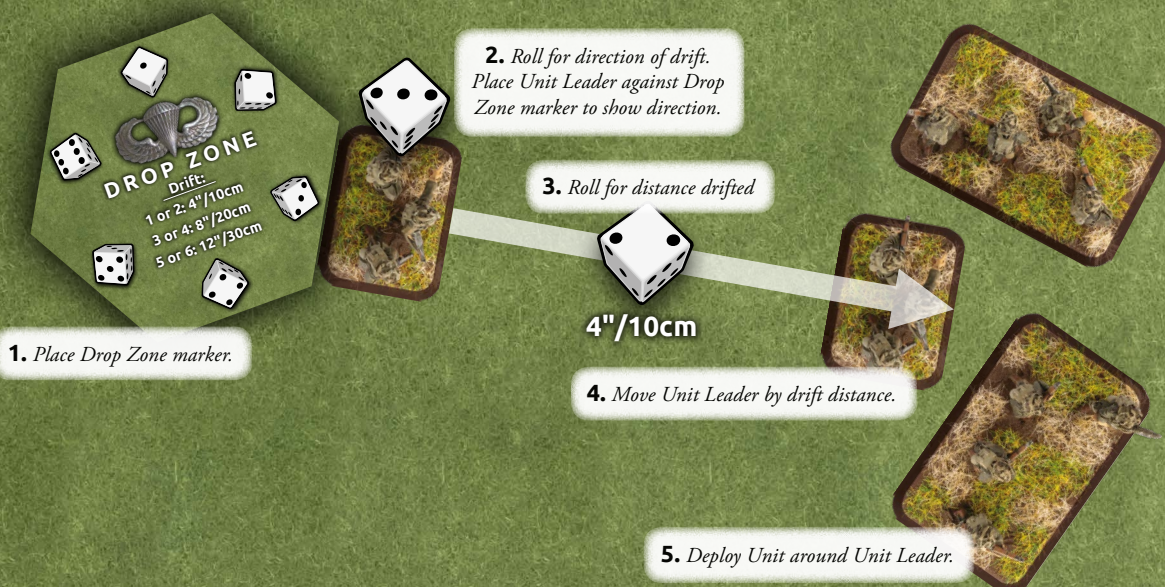
DICE RESULT	DISTANCE
	4"/10cm
	8"/20cm
	12"/30cm

ROUGH LANDINGS

If a Parachute Unit Leader ends their Drift in Difficult or Impassable Terrain or within 2"/5cm of an enemy team, they continue to Drift a further 4"/10cm.

- If the Unit Leader is still in Difficult Terrain, all Teams in the Unit must immediately roll a Save or be Destroyed.
- If the Unit Leader is still in Impassable Terrain or within 2"/5cm of an enemy Team, the Unit is Destroyed.
- Otherwise, they deploy the rest of the Unit as normal at their new location.

PARACHUTE DEPLOYMENT



GLIDER DEPLOYMENT

A Glider Unit deploys using the Airborne Assault rules as follows:





1. Roll a die to determine the quarter in which their Landing Zone marker can be placed. On a roll of 5 or 6, the player may choose any quarter to place the marker in.
2. Place the Landing Zone marker in the rolled quarter pointing in any direction.
3. Place the Unit leader behind the marker.
4. Roll to see how far the glider Skids using the Glider Skid Table.
5. Move the Unit Leader the indicated distance in the direction shown by the Landing Zone marker.
6. Deploy the rest of the Unit so that it is In Command and remove the Landing Zone marker.
7. The Unit does not start the game Dug In or Gone to Ground.

CRASH!

If a result of 1 is rolled for the landing, the glider Crashes and the Unit Leader is not moved.

When a glider Crashes, all Teams in the Unit must immediately roll a Save or be Destroyed. Infantry and Gun teams use their normal Save. Tank teams have a 4+ Save to survive the crash. The Unit is Pinned Down and its Tanks are Bailed Out.

GLIDER SKID TABLE

DICE RESULT	DISTANCE
	Crash!
	8"/20cm
	12"/30cm
	16"/40cm

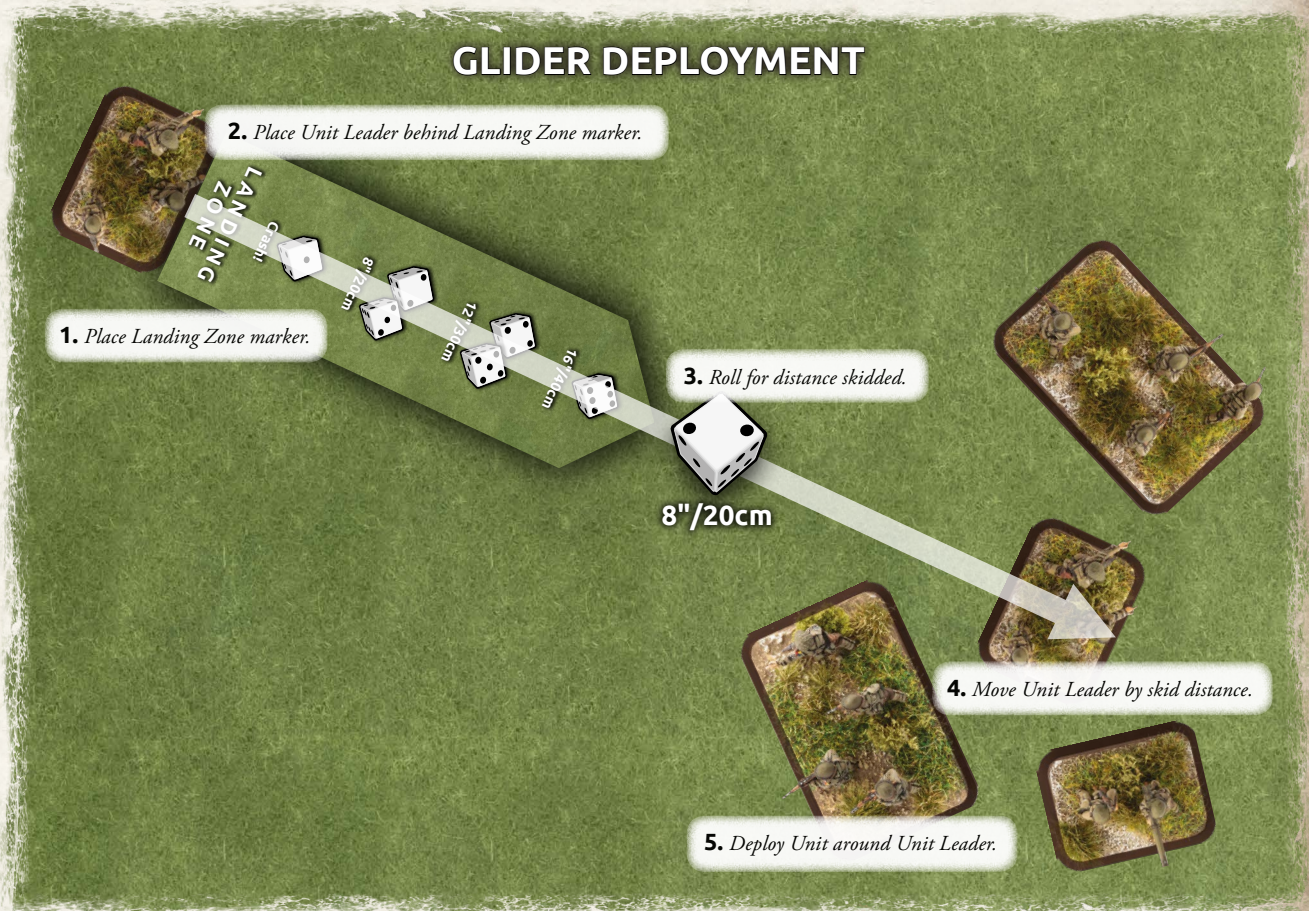
ROUGH LANDINGS

If a Glider Unit Leader Skids into Difficult Terrain, then the Unit Leader stops in contact with the Difficult Terrain and the glider Crashes.

If a Glider Unit Leader Skids into Impassable Terrain, then the Unit is Destroyed.

If a Glider Unit Leader ends their Skid within 2"/5cm of an enemy team, they continue to Skid a further 4"/10cm. If the Unit Leader is still within 2"/5cm of an enemy Team, the Unit is Destroyed. Otherwise, they deploy the rest of the Unit as normal at their new location.

GLIDER DEPLOYMENT



LANDING OFF THE TABLE

If the distance rolled results in the Unit Leader Drifting or Skidding off the table, then the Unit goes into Reserve in addition to the normal Reserves.