

## GLIDER LANDING CHART (E. 8)

	PP	Model	Gun / Vehicle	
<b>German</b>	14	DFS230	no % counter	All SW/Guns dm if possible
<b>U.S.</b>	19	Waco CG-4A	Vehicle note 51 (LVT4)	
<b>British</b>	29	Horsa II	Vehicle note 51 (LVT4)	

  

<p><b>MPh</b> → Gliders placed on board Facing Wind Direction on Avenue of Approach to the ILH (Intended Landed Hex) Hex Grain different of Paratroopers in same phase</p>																									
<p><b>FIRST FIRE MPh</b> <b>DFP</b> → (From light AA E7.5; E7.511) Change to AA mode (AAMG free) is a CA position. Not from building, pillbox, blind hex. Only DFP (marked w/ <b>Prep Fire</b>) Use IFT DR ★ Vehicle Kill Number DR=★ → Damaged &amp; Evasive Action DR=★+1 → Evasive Action Damaged = (Wound counter) → 2<sup>nd</sup> Damaged = Eliminated</p>	<p><b>AA ROF: -1 on place /removal</b></p> <p><b>WOUND dr: 1-4 3 MF 0 IPC ML/LD: -1</b></p>																								
<p><b>Evasive Action</b> → Location Random DR Color dr → direction   Maintain Avenue of Approach direction White dr → distance   Approach direction</p>																									
<p><b>Landing (Δ) DR</b> Flip Glider on Green side </p> <p>Colored dr ≤ 1 → lands in ILH Colored dr &gt; 1 → miss ILH by dr-1 hexes  White dr ≤ 3 miss large White dr ≥ 4 miss short</p>	<p><b>-1 drm x 1 consecutive no +1 higher hex</b> <b>Highest obstacle over ILH Bldg:+2; Woods:+1 = +2 drm</b></p> <p>dr = -1 (no higher ILH hex consecutive) + 2 (higher obstacle over ILH) = +1 drm (colored)</p>																								
<p><b>Landing colored drm</b></p> <p><b>-1</b>   Per each consecutive hex along the avenue of Approach that is clear of an Obstacle 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</p> <p><b>+1</b>   Per each full level above the Base Level of the ILH of the highest Obstacle that is within the Avenue of Approach.</p>																									
<p><b>Offboard Landing</b> (Use reverse terrain E9.41 for landing drm) Moving Offboard → 1 Hex x MPh (APh only to enter in board)</p>																									
<p><b>CRASH dr</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Final dr</th> <th>Condition</th> <th>Icon</th> </tr> </thead> <tbody> <tr> <td>≤ 6</td> <td>Avoid crash</td> <td></td> </tr> <tr> <td>= 7</td> <td>Damaged</td> <td></td> </tr> <tr> <td>≥ 8</td> <td>Eliminated (Truck Wreck).</td> <td></td> </tr> </tbody> </table>	Final dr	Condition	Icon	≤ 6	Avoid crash		= 7	Damaged		≥ 8	Eliminated (Truck Wreck).		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>dr</th> <th>Condition</th> </tr> </thead> <tbody> <tr> <td></td> <td> <ul style="list-style-type: none"> <li>○ Not landing in final ILH</li> <li>○ Glider is damaged</li> <li>○ Night landings</li> <li>○ Landing during Gusts</li> </ul> </td> </tr> <tr> <td>+1</td> <td> <ul style="list-style-type: none"> <li>○ 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.</li> </ul> </td> </tr> <tr> <td>+2</td> <td>Landing in orchard, stone wall, graveyard, bocage, Depression, roadblock, cactus patch, olive grove, palm trees</td> </tr> <tr> <td>+3</td> <td>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).</td> </tr> <tr> <td>+4</td> <td>Landing in a Swamp Blaze, Water obstacle no fordable → ELIMINATION</td> </tr> </tbody> </table>	dr	Condition		<ul style="list-style-type: none"> <li>○ Not landing in final ILH</li> <li>○ Glider is damaged</li> <li>○ Night landings</li> <li>○ Landing during Gusts</li> </ul>	+1	<ul style="list-style-type: none"> <li>○ 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.</li> </ul>	+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
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<p><b>DFPh</b> → Use IFT DR ★ Vehicle Kill Number 0 size cs#7 Glider Hdrance (no TEM)</p>																									
<p><b>AFPh/CCPh</b> → Infantry on board Vehicle/Gun → Removed next <b>MPh</b></p>	<p>Damaged Glider → Casualty Reduction (random) and Passengers NMC All SW Malfunction Vehicle bogged</p> <p><b>WOUND dr: 1-4 3 MF 0 IPC ML/LD: -1</b></p>																								

*by David Galán*