

Red Parachutes

Extended Player Aid Sheet

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Includes advanced rules; optional rules in italics.

S = Soviet; G = German; B = Both; P = Phasing; NP = Non-phasing;
OOS = Out of Supply; MA = Movement Allowance, EZOC = Enemy ZOC
AS = Attack Strength, DS = Defense Strength

Players can substitute 3 companies of the same type for a battalion unless stated otherwise.

Setup Notes

Soviet: Designate drop zone for each of the 3 airborne brigades.

Must select hex on West side of Dnepr 10+ hexes from map edge.

Definitions

Formations: Players may consider the following units assigned or unassigned: all German units; Soviet non-artillery mechanized, motorized, cavalry, & airborne units.

If formation HQ eliminated, all units still considered assigned.

Initial Segment (AM turns only)

G: If reinforcement schedule shows replacements for turn, accrue and spend replacement pts.

May remove infantry & engineer units & use their pts as replacements for same formation.

Roll 1d6 and consult German Replacement Table.

Spend 1 replacement pt. per step to build up remnant, company, or flipped units.

May spend pts. on units 3+ hexes from enemy & not OOS.

May not spend pt on disrupted or demoralized unit.

May rebuild recon company to battalion if battalion in Reduced Units box.

May only replace one step per turn per formation unless pts are used from a unit removed from same formation.

Must spend pt of same unit type.

Use infantry pts for infantry (all types) & engineers.

Use pts of same type & value for tank, recon, & AT.

Place rebuilt tank, recon, & AT ≥ 5 hexes from enemy.

May not rebuild other unit types, including artillery.

S: Attempt to improve bridgeheads.

Roll; if result = 1, then flip bridgehead pair to +2 side.

B: Resupply any reduced ammo artillery unit that can trace a supply line.

If AM turn, roll # of dice equal to # shown on turn track; result = salvos.

Each salvo = 1 ammo level.

Spend salvos to add ammo to artillery (ammo type irrelevant).

Must spend 2 salvos for each regiment/brigade.

May accumulate salvos for later use.

B: Place ADC side of hurt leader on its formation's HQ.

Place displaced leader on form's HQ.

Place any returning wounded leader on HQ & remove ADC.

B: Place any eliminated HQ on any unit of its formation not adjacent to enemy.

German Player Turn

P: Check supply path from units to sources.

G: Trace path - 12 hexes to in-supply German HQ.

S: Trace path to unit's in-supply formation HQ, per HQ's range. Exceptions: Parachutes and gliders always in supply, and trace path for independent units to any Soviet HQ.

Trace HQ path any length to road leading off friendly map edge.

Check both paths for blocks, which are: Unoccupied EZOCs, impassable hex-sides.

May trace across Dnepr only at bridgehead counters & bridge.

Remove OOS or Isolated marker from any unit/HQ now in supply.

Place OOS marker on any unit/HQ now OOS.

P: Add salvos to artillery units as in Initial Segment.

S: Place bridgeheads from Turn track or move existing bridgeheads.

Place arrow counter on Soviet side, other on German side.

Place/move on unimproved side.

Hexes need not be adjacent, but can have only 1 all-water hex & no other type of hexes between.

May move Soviet side up to 2 hexes.

May voluntarily remove; place on next AM turn ≥ 2 turns hence.

P: Perform engineering functions with non-demoralized units.

If night turn, disrupt any unit that performs an engineering activity; if already disrupted, demoralize.

G: Attempt to blow Kanev bridge w/engineer in terminus hex.

Roll; +1 if enemy occupies other terminus hex.

If result = 1-5, bridge blown; remove bridge counter.

Start/continue building IPs w/any infantry, cavalry, MG, recon, or parachute battalion or engineer company.

Must keep unit stationary in hex for 2 turns. Exception: May build w/engineer battalion in 1 turn.

P: Perform movement

P: May examine enemy units within 2 hexes (1 if night or enemy in town or city) of friendly units' start hexes.

Place reinforcements.

Enter reinforcements (in supply and with 2 ammo) at designated hex.

Pay cost of entry hex.

If entry hex enemy-occupied, delay until free.

S: Roll 2d6 for each reinforcement rifle division & remove steps per chart.

G: Break down battalions per breakdown chart.

Place battalion in Breakdown box.

Place companies with same type, morale, armor/AT value in battalion hex.

If battalion reduced, subtract 1 company for each step lost.

Determine movement allowance (round all fractions up).

• MA of mechanized or motorized unit w/OOS marker = -2.

• MA of leaders = 14 & may intermix strategic/regular movement.

• MA of Isolate unit = -1 for foot, -4 for mechanized & motorized.

• MA of demoralized unit = -2 for foot, -4 for mechanized & motorized.

• MA = * .5 if engineer attempted bridge demolition this turn.

• MA = * .5 if night and unit demoralized.

• MA = 0 if unit:

• Took replacement pt and is AM turn, *or*

• Attempted to cross Dnepr or assisted others to do so.

• MA = +left # on leader counter (foot/motorized-mechanized) if leader w/in 1 hex & unit (part of leader's formation or stacked w/such).

• MA = 3 HEXES if unit is flipped parachute company.

• G: MA of truck-borne reinforcements is + 6 on 1st two turns, per 18.14.

• S: May treat recon as foot by flipping; can't flip back.

Observe other general restrictions for all movement.

Use hex's worst possible cost unless moving by highway/road.

Must limber artillery unit to move it

Place Isolated marker on any OOS mechanized/motorized if it moves more than half its MA.

Use Out of Ammo markers for Isolated.

If night turn, disrupt any unit moving more than half its MA (round up).

If already disrupted, demoralize. Exceptions: Don't demoralize artillery if it only unlimbers; don't demoralize units attempting to cross Dnepr.

G: If entering bridgehead, place counters on Turn track next turn.

G: May move into, through flipped parachute companies.

S: If flipped parachute company starts stacked w/German, needn't move.

If move adjacent to enemy unit building IP, remove Under Construction marker.

Remove Under Construction marker if you move a building unit.

If you enter hex w/solo enemy leader, check for casualty; if he survives, displace as reinforcement for next AM segment.

S: May only cross Dnepr at Kanev bridge or bridgehead.

May designate ≤ 3 units/bridgehead as attempting crossing.

Roll 2d6 & check table on map; HQs = infantry.

G: May designate ≤ 3 units per bank hex as attempting Dnepr crossing.

Same as Soviet except may only cross 1 all-water hex.

Reduce cross-river costs if engineer adjacent to crossing.

Must leave engineer there for whole phase.

-2 to river crossing roll.

Can assist 2 battalions (= 6 companies) maximum per turn.

Move units strategically.

Pay strategic movement costs.

May not move within 2 hexes of enemy unit.

May only enter hexes that started phase friendly.

G: Unit may strategically move thru dispersed parachutes.

May not strategically move engineer that attempted bridge demolition this turn.

May strategically move foot unit MA x 2 if not disrupted or demoralized. If done in day turn, disrupt unit, if at night, demoralize unit.

Move non-infiltrating, non-strategic, units normally.

Eliminate enemy units w/O DS if enter their hex.

May always move 1 hex if not from EZOC to EZOC.

EZOCs: Pay costs to enter, leave; stop when enter.

EZOCs extend into all hexes eligible units can enter. Exception: Not across Dnepr even at bridgehead.

May limber, but not unlimber, artillery in EZOC.

Eligible: Stacks with 3+ AS; artillery with ammo.

Flipped parachute companies have no ZOCs even in own hex.

Flipped parachute companies ignore German ZOCs.

Pay to limber/unlimber artillery per Limber/Unlimber Table.

Can't unlimber if landed this turn.

Attempt to infiltrate units from EZOC to EZOC after other movement.

Must have sufficient MPs for terrain, EZOCs, and move as stack.

S: May always attempt with AT units.

Roll 1d6; check Infiltration Movement table on map.

No roll needed to infiltrate leaders.

Perform post-movement phase activities.

P: May examine enemy units w/in 2 hexes (1 if night or enemy in town or city) of friendly units; if friendly unit = recon, may examine at end of its movement.

NP: Eliminate any overstacked phasing units.

Max per hex = 5 units + 1 free HQ + any # of leaders.

P: Remove any unoccupied friendly IP.

P: Remove battalions from breakdown box, place on map & remove companies if companies of right type, morale, & armor/AT in same hex.

Place battalion at strength corresponding to strength of companies.

S: May combine parachute companies into battalions.

S: Perform parachutedrops (night turns only).

Consolidate previously dropped flipped parachute companies that didn't move this turn and aren't stacked w/German unit.

Roll; flip to front on roll of 1 or 2 -3 DRM if stacked w/non-airborne Soviet unit.

Select brigades to attempt drops this turn; for each, roll for each:

Roll 1d6 9/23; 2d6 9/24; 3d6 9/25; result = # droppable companies.

Increase number of dice rolled by 1.

9/26+: Any # companies droppable

Place droppable companies w/in 2 of brigade drop zone.

Must also place HQs, AT, glider artillery on nonflipped parachute companies.

Roll 3d6 for each and check Drop Table.

If scatters, roll 1d6 and check scatter diagram for direction.

Distance = roll 1d6 & multiply result x table multiplier.

If scatters off-map, place on edge.

If scatters into enemy-occupied or water hex, eliminate.

Place all surviving companies, HQs, ATs on flip ("?" side. Exception: Place glider artillery on front side w/2 ammo pts.

P: Resolve all bombardments.

Move this phase to Combat & resolve when you declare artillery support.

Declare which non-demoralized artillery will attack.

If unit used now can't use for offensive fire support this turn.

May bombard enemy unit only w/in artillery unit's range that is spotted by unit of artillery's nationality.

May only bombard hex once/phase.

Trace spotting range from any friendly to target unit.

Range = 2 hexes during day if target and intervening hex is not town, city, or woods.

Range = 1 (adjacent) otherwise.

Determine modified BV (as per table) of all attacking units.

Determine stacking in target hex
3 companies = 1 battalion; round fractions down, minimum = 1 battalion.

Roll 2d6 & cross ref BV with stacking on Bombardment Table.

Spend ammo for artillery used to bombard.

Implement results as in combat.

Perform combat.

G: May attempt to find flipped parachute companies in German-occupied hexes. Exception: May not search w/unit that strategically moved this turn.

Roll; 1 or 2 = may be attacked by unit in hex, all adjacent, artillery.

May make 1 attempt/battalion in hex.

P: Declare which units will attack (voluntary).

Max per stack = (2 battalions + 2 companies) or (2 battalions + 1 tank battalion). Exception: If 3 battalions of same regiment/brigade in same hex, then max = those 3 battalions + (one company or tank battalion).

S: Cavalry regiments, artillery regiments & brigades = battalions for combat.

Cannot attack w/units that strategically moved or flipped parachute companies. Exception: Artillery may provide support if not in EZOC.

Artillery in EZOC attacks using limbered AS & can't support: Declare as defending units.

Cannot attack solo leaders.

Max per stack = 4 units, no more than 2 of which are battalions.

Exception: If attacked from 4+ adjacent hexes, max = 3 battalions + 1 company.

Artillery in EZOC defends using DS and can't support.

B: Observe general rules for both attacking and defending units.

Count each HQ > 1 & each remnant as 1 company for combat.

P: Choose Attacker option: Standard, Probe, Feint, or Assault.

NP: Choose Defense option: Defend, Withdraw, DetDefense, Retreat.

May not select Withdraw if all attackers have greater MA than all defenders.

May select Retreat only if defender has recon unit.

B: Reveal options, cross-ref on matrix, & apply as appropriate.

NP: Determine artillery support.

Place artillery support markers on friendly unit being supported.

Unit being supported must be w/in artillery's range.

Cannot use unit for support if: it bombarded this turn, is demoralized, is in EZOC, is limbered, or is Out of Ammo.

Max artillery = printed DS of defenders.

If artillery assigned to formation supporting unassigned/different formation unit:

German: Halve support strength (round final up). Exception: If artillery adjacent to other formation's HQ, don't halve.

Russian: Support strength = 0. Exception: If artillery adjacent to other forma-

tion's HQ, halve.

If night turn, halve all artillery support (round final up).

Max artillery modifiers = night + 1 other modifier least favorable to owner.

Roll; if result = 1 or 2, (flip support marker to back) or (removed flipped marker & place Out of Ammo marker) on artillery used for support.

P: Determine artillery support; same as above except:

Automatically expend artillery ammo.

Max artillery = 2 x printed AS of adjacent attackers.

If artillery = disrupted battalion, support strength = -1, min = 2.

May also double artillery but change ammo to Out & disrupt artillery.

P: If AM or night turn, may attempt surprise.

Roll; if result = 1 or 2, attacker gets 1R & defender gets no defensive support; otherwise, treat as normal combat.

Attacker may only allocate 1 artillery unit in support.

B: Determine which units participate based on morale value & determine morale shift for combat.

Pick morale level to be used for combat.

Morale of 1 or more units in combat must be \geq selected level.

If unit has Isolated marker, morale = -1 (min 0).

If unit is demoralized, morale = -1 (cumulative with above).

Determine who participates.

Units \geq morale level participate automatically.

For others, roll once per combat per side; unit w/morale = level -1 fails on 1-2; if level -2, fails on 1-3; else on 1-4.

Do not include failing attackers; for failing defenders, include .5 x DS and .5 x tank/AT value (round down).

Calculate shift: If attacker's level > defenders, shift Right = difference (max 3); if equal, no shift; if defender's greater, shift Left = .5*(up) difference (max 2).

Determine armor/AT effects on

strengths and shifts.

B: Prerequisites: Each armor/AT unit must be stacked w/legal-type unit participating in same combat to use armor/AT value. Exceptions: Recon alone may do so, and may use AT values of lone defending German mechanized & engineer.

B: Pick highest armor (attacker) and AT (defender) values.

If unit has Isolated marker, armor = -2; AT = -1 (both minimum 0).

If unit is demoralized, armor = -2, AT = -1.

P: Determine effects on strength: if defender's AT level \geq attacker's level + 2, halve (round up) tank and recon AS Determine armor/AT combat shifts.

P: Shift 1R (max 3) for each armor level.

NP: Cancel 1 attacker shift for each AT level.

P: If attacking armor level < defender's armor level, shift 1L; apply even if no attacking armor.

P: If (attacking tank steps of highest value):(defending tank + AT steps of highest value) \geq 5:1, shift 1R.

No additional effect if defender has no tank/AT.

NP: Perform AT fire.

For each defending step w/armor/AT value, subtract an attacking unit's armor value from defending value.

Roll 2d6; check AT Fire table & implement result.

P: Determine total attacking strength.

Modify for terrain, supply, disruption, demo, morale checks.

If unit has OOS marker, AS = -1 (min 1).

If unit has Isolated marker, AS = *.5 (individually, round up).

If attacker = disrupted battalion, AS = -1, min = 2.

If attacker is demoralized, AS = modi-

fied AS *.5 (up).

Cumulate modifiers except not both OOS and Isolated, and not both disrupted and demoralized.

Add artillery support calculated above.

NP: Determine total defending strength.

Modify for terrain, supply, demoralization, morale checks.

Modify for IP except if IP is in a town hex.

If defender is demoralized, DS = modified AS *.5 (round up).

If unit has Isolated marker, DS = *.5 (individually, round up).

DS of any unit that retreated into hex this player turn = 0.

Add artillery support calculated above.

P: Determine ratio (standard rounding).

B: Determine net shifts; all are ODDS shifts, not columns.

Surprise: 1 Right if attempt was successful.

Morale: Use shift calculated above (max 3Right; 2Left).

Armor: Use shift calculated above (max 3Right + massed 1Right; 1Left).

Leaders: 1 in favor of leader's side if leader with or adjacent to units of his formation involved in combat & roll \leq lower right #.

May use 1 leader per combat max.

May use any one leader a max of 2 attempts per turn.

German Regimental Integrity:

Attacker: Shift 1 Right (2 max) if all units of infantry regiment adjacent to defender, not demoralized, & 1 or more units attack.

Defender shifts 1 Left (1 max) if undemoralized unit of same regiment with or adjacent to undemoralized defender.

At least 2 units must be in play to use.

Soviet mixed formation attacks:

Shift 1 Left if units from > 1 Soviet rifle division attack.

Envelopments: If attacking from 4+ adjacent hexes, shift 1 Right.

Engineers: If defender in city/town & each adjacent attacking hex has engineer unit with AS > 0, shift 1 Right.

P: Cross-reference defender's terrain w/final odds column & roll 2d6.

Cannot attack if final odds column off left side of table.

Resolve one attack before going to the next one.

Replace artillery support markers on owning artillery units.

If night, use Night row on CRT.

B: Owner determines & removes any resulting step losses *Exception: Enemy selects 2nd step lost.*

Steps lost = result *0.5 (round up for attacker, down for defender).

Must remove from directly participating unit w/appropriate strength (attack or defense) > 0.

If engineer bonus used, take half (round up) losses from them.

Take casualties 1st from units that didn't fail morale.

All artillery have only 1 step.

Final step for tank battalions, recon battalions = company.

Soviets: Most have only 2 steps; only mechanized have remnants.

Use company for Soviet parachute remnant.

If unit now remnant, place full counter in Reduced box; if remnant eliminated, place original in Eliminated box.

Do the same for tank battalions reduced to companies.

If attacker has armor unit(s) and defender's AT level = attacker's armor level + 1, must take attacker's 1st step from tank unit w/highest armor value; if \geq attacker's level + 2, defender chooses .5 (up) of attacker's losses.

If leader in hex, roll 2d6; if roll \leq (2 + steps lost), eliminate leader.

If roll = (3 + steps lost), roll 2d6; 2 x result = days out.

Enemy result -1 if can't fulfill own step losses.

If all defending units eliminated, take losses from others in stack.

B: Perform any remaining portion of result as retreat.

May attempt to stand fast (defender attempts first).

If DetDefense, defender must attempt.

Roll; -1 DRM if unit stacked w/formation leader or Soviet unit on improved bridgehead.

If result < unit's morale, convert all hexes of retreat to step losses.

If result \geq morale, retreat unit normally.

Must retreat all units in defending hex.

Must retreat all participating attackers; may retreat others.

If all attackers eliminated, may still retreat others.

Retreat must follow these priorities:

1. Not into EZOC, not overstacked.

2. Not into EZOC, but overstacked.

3. 1 hex away from attackers.

4. Into friendly-occupied EZOC, not overstacked.

5. Into friendly-occupied EZOC, overstacked.

6. Into a vacant hex in EZOC.

Lose 1 step per stack for each EZOC entered.

Must retreat leaders w/units in its hex.

Eliminate any unit that can't retreat (can't retreat into prohibited hex).

Eliminate retreating unlimbered non-SP artillery; limber, retreat SP artillery.

B: Place any resulting Disruption or Demoralization markers on participating units.

If disrupted unit disrupted again, demoralize it.

If demoralized unit demoralized again, remove 1 step.

B: If night turn, disrupt all attacking units (including artillery).

If disrupted prior to combat result, demoralize.

P: May advance victorious attacking units & units stacked with them # hexes retreated by defender along retreat path.

Cannot advance in excess of stacking limits, into prohibited terrain, if retreated, or if not adjacent.

May attempt Dnepr crossing if otherwise available.

Max advance: All Soviet & all (non-artillery, non-limbered self-prep artillery)

foot = 2; German motorized non-artillery = 3; German tank, recon, mechanized, motorized infantry = 4; non-SP artillery = 0.

May advance from EZOC to EZOC, but length of advance -1 for each EZOC exited.

If advancing unit places enemy artillery into its ZOC, remove that artillery's support marker if being used for support.

Check stacking at end of advance.

If defender stood fast & was eliminated, may advance only # hexes = greater of (unfulfilled result or 1 hex).

If enter hex w/solo enemy leader, treat as during movement.

P: Place Isolated marker on all OOS attacking units.

NP: Roll 1d6 for all OOS defending units in combat.

Roll of 1-3 = place Isolated marker.

G: Perform breakthrough combat with any units that advanced \geq 1 hex.

May not examine Soviet stacks.

At least 1 attacker must be with or adjacent to formation leader.

Roll; if result \leq formation leader's tactical #, perform normal combat but neither side gets support.

May advance winners but cannot perform breakthrough again.

P: Recover from disruption (to normal) or demoralization (to disruption) all units that did not spend MPs, build, or attack this player turn.

If not adjacent to enemy, recover automatically.

If adjacent to enemy unit, roll; if result \leq current morale, recover.

Soviet Player Turn

Same as German with roles reversed.

Game Turn Indication

Advance turn marker.