On to Berlin

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1.0 INTRODUCTION

Operation "Eclipse" was a plan by the Allied 1st Airborne Army for a two-corps airborne descent on Berlin (Spring, 1945) if Germany appeared on the verge of collapse. The plan was vetoed by, among other factors, the Allied decision at the Yalta Conference to leave the reduction of Berlin to Soviet Forces. **On to Berlin!** is a two-player tactical/ operational simulation of this hypothetical "last battle" of World War II in Europe. This variant supposes that Hitler was eliminated by chance on March 3rd, 1945, during his return from a conference with his Ninth Army's leadership. Allied plans are hastily dusted off to take advantage of this surprising development and the great aerial assault is launched March 21st. The playing pieces represent the actual units that could have taken part in this fight. Play continues for ten (10) turns, or until the Allied player captures the center of Berlin (the Reichstag), whichever comes first. Players score Victory Points for events throughout the game, then assess the outcome at game end. This second printing of **On to Berlin!** is not a complete game by itself; you must own the **Fortress Berlin** base game, appearing in *Against the Odds Magazine #8*, in order to play this game.

These rules follow the **Fortress Berlin** game rules in layout and sequence. Use all the rules from the **Fortress Berlin** base game except where noted below. In this rulebook, the notation "FB" means to refer to the **Fortress Berlin** base game, "OTB" means this **On to Berlin!** variant.

2.0 GAME COMPONENTS

Your copy of **On to Berlin!** should contain the following items:
- One set of 80 die cut ½" playing pieces representing Allied combat units, headquarters, and markers.
- One 8 page rulebook.

Not supplied with this game but also required for play is a copy of **Fortress Berlin** proper and two six-sided dice. We hope you enjoy this game. Should you have any difficulty interpreting the rules, please e-mail us at: gamesupport@atomagazine.com or write us at:

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Attn: On to Berlin!

phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

2.2.2 New Unit Type Symbol: OTB introduces a new unit type symbol for glider borne infantry:

Infantry-Type Units	Maneuver Mode (Front)	Combat Mode (Back)
Glider Borne Infantry		

3.0 BEFORE YOU BEGIN

Rules for ZOCs, Modes, Facing, etc. are the same in OTB! as in FB.

3.1 Allied Stacking
The Allied Player may stack up to 3 units in a hex if all of the units are of the same nationality (treat the 3 Polish parachute units as if they are British). Up to 2 units may stack if they are of differing nationalities.

4.0 SEQUENCE OF PLAY

On to Berlin! is played in "complete" turns, each of which is composed of alternating player-turns. During a player-turn, game actions are conducted in the set sequence specified below. Each step of the sequence is called a

segment. Play proceeds by segments, and with completion of the last segment of a player-turn, action reverts to the opponent. At the completion of the final segment of the German player-turn, the Turn Marker is moved ahead on the Record Track and play proceeds to a new turn. Each turn represents one day of time.

Play begins on March 21st (Turn 1) and continues for ten (10) days (turns) until March 30th, or until the Allied player captures certain locations in central Berlin, namely the Reichstag (hex 5015). Upon occurrence of either of these contingencies, play is finished and victory in the game is assessed.

GAME TURN SUMMARY
4.1 Allied Player-Turn
The Allied player is the first player in each turn.

4.1.1 Reinforcement Segment: The Allied player consults his game Order of Appearance (see OTB Module 15.0) to determine whether and where new units arrive in the game. Additionally, the Allied player checks for the availability of Airpower (see OTB Section 11.4).

4.1.2 Recovery Segment: All units that are marked with a red Disruption marker are considered reorganized and regain their full capability. Red Disruption markers are removed from play. During the Recovery Segment all Allied units on the map must trace Line of Communications (LoC) back to their parent division's Landing Zone hex.

4.1.3 Movement Segment: The Allied player may move units on the map according to the rules for Movement (see Module 7.0). At any time during this segment a unit with sufficient MPs can change from Maneuver to Combat Mode or vice versa (see FB Section 3.4).

4.1.4 Combat Segment: During this segment resolve any available Allied Air Strikes. Enemy units that have been targeted by Allied Artillery can be subjected to Bombardment Attacks (see FB Section 8.2). The Allied player may then attempt Direct Gun Fire (see FB Section 8.3) followed by Close Assault (see FB Section 8.4) with units that are in position and within range for these activities. Combat actions are resolved in the following sequence:
    Step 1.) Allied Airstrike, Bombardment and Mixed Bombardment attacks
    Step 2.) Allied Direct Gun Fire attacks
    Step 3.) Allied Close Assault announcements, followed by German defensive Direct Gun Fire attacks, followed by Close Assault resolution.

Notice that the German player is permitted to reply with Direct Gun Fire attacks in defense prior to the final resolution of each Close Assault. Combats within types are adjudicated in the order chosen by the Allied player. Then each individual combat is completely resolved before play moves to the next one.

4.2 German Player-Turn
The German player undertakes the same activities in the same order and segments as just specified for the Allied player. In the Reinforcement Segment, the German Player checks his Order of Appearance (see Module 15.0) for reinforcements and withdrawals, and the availability of Airpower. In his Recovery Segment it is the black Disruption markers on Allied units that are removed, not red ones (but the German Player does not need to trace a LoC for his units). In the Combat Segment it is German Artillery and Airstrikes (if available) that may conduct Bombardment attacks, and German units that make Close Assaults. Defensive Direct Gun Fire would be from Allied units.

4.3 End of Turn Segment
Following the final activity in the Combat Segment of the German player-turn, the complete turn is finished. The Turn marker is moved ahead to the next space on the Record Track. Play then proceeds to the Allied player-turn of the next complete turn.

5.0 REINFORCEMENT SEGMENT

Same as in the FB game except there are no mandatory withdrawals.

6.0 RECOVERY SEGMENT

Allied units use the Soviet red Disruption markers from the base FB game in OTB.

6.1 Allied Supply

During the Recovery Segment all Allied units on the map must trace Line of Communications (LoC) back to their parent division's Landing Zone (LZ) hex (its source of supply). A LoC is a path of hexes from the unit, up to four hexes in length, to a road that can in turn be traced (any number of hexes) back to the area excompassing the airfield (the barbed wire perimeter) containing the LZ marker. The LoC cannot be traced through roads that run through ruins hexes. The LoC must also be free of enemy units/ZOC/German-controlled strongpoints. Friendly units negate enemy ZOCs for purposes of tracing a LoC. An Allied unit that cannot trace a LoC is immediately flipped to its Maneuver Mode side. It is not considered Disrupted, however. It can assume Combat Mode immediately once a LoC is re-established (and if it has sufficient MPs to convert its mode).

For Allied reinforcement units arriving from off-map, these units can choose to either trace a LoC back to any Allied controlled on map airfield, or back to the map-edge entry hex the unit(s) used to enter the game. Use the divisional LZ marker to indicate the source of supply that is being used.

8.0 THE COMBAT PHASE

Combat in OTB! is exactly like that in FB with the following restriction.

8.2 Inter-Allied Cooperation

US and British units may only participate in mixed bombardment attacks, and spot for bombardment units, with artillery units of the same nationality (i.e., British artillery only with other British units and US artillery only with other US units). There are no restrictions by formation for Allied unit to spot and/or participate in mixed bombardment attacks (i.e., any British ground unit may spot and be in mixed bombardment attacks with any British artillery unit, and any US ground unit may spot and be in mixed bombardment attacks with any US artillery unit).

10.0 FORTIFICATIONS

The German player begins the game occupying Berlin. Due to the surprise of the earlier-than-expected-battle brought on by the Allied airborne offensive, the German strongpoints are not considered complete. Modify FB Case 10.1.3 as follows:

10.1.3 Strongpoints: The following rules apply to these hexes in *OTB!*:
- Strongpoints provide a +2 PF to any one German combat unit that occupies the hex.
- Strongpoints provide a -2 DR modifier in combat.
- Strongpoints do NOT prevent a defending combat unit from suffering adverse advantage shifts for outflanking and armor superiority in close assault combats.
- Strongpoints do NOT have an intrinsic garrison.
- Units in strongpoints MUST abide by any R (retreat) combat results.
- Strongpoints are eliminated if the hex is entered or comes under the uncontested ZOC of an Allied unit, even in Built Up areas where ZOCs do not apply. Use the control markers to indicate the strongpoint's elimination. Allied units never benefit from a strongpoint.

11.0 SPECIAL UNIT RULES

Both sides would have mustered some special units during the battle. The rules here attempt to capture some of their strengths and weaknesses.

11.1 Leaders

Hitler begins the game already dead. Ignore all FB special Hitler rules in the OTB variant. Instead, Goering is the current Head of State (with Himmler as a potential rival). Goering and Himmler are not combat units and not affected by combat results. Goering and Himmler may leave the game only by capture. If Goering or Himmler is left behind in a hex in which all friendly units are destroyed or forced to retreat by Fire combat, he still cannot move and may be captured if his hex is subsequently occupied by the Allied player (he would already be captured if the combat were a Close Assault). The Goering and Himmler counters do not move from their initial set-up hexes but neither will kill himself if the Allies get too close.

11.1.1 General Uneasiness: SS units may not stack with German Army, Navy or Luftwaffe units, nor combine strengths with such units to make attacks against Allied units (and vice versa). SS units may stack and attack in conjunction with all other Axis units (VS, HJ, Police, etc.)

11.2 Plant Protection Battalions (PPB)

PPB are not used in the OTB variant (the very short notice of the attack really wouldn't allow them to be deployed).

11.3 Off-Board Artillery

The Allies do not have Off-Board Artillery in OTB, but must rely on Air Strikes instead. See OTB Section 11.4 below.

11.4 Airpower

One of the factors underlying Allied plans for success was massive air support. Use the *On to Berlin!* Air Strike Table below, beginning with turn 2 and for each turn thereafter. One of these Air Strikes received may be designated a "napalm" attack (see OTB Section 15.1 for napalm effects). As in FB, both Allied and German Air Strikes are resolved during their side's respective Combat Segments. See also Section 15.1 for resolving pre-game Air Strikes. Additionally, see Section 15.5 for use of Allied Air Strikes for off-map interdiction missions.

ON TO BERLIN! AIR STRIKE TABLE		
Dice Roll	**German Player Turn**	**Allied Player Turn**
2-4	0	9
5-8	0	6
9-11	0	3
12	1	0

12.0 VICTORY CONDITIONS

The variant game *On to Berlin!* can be won in one of two ways:

1.) The Allied player wins automatically if he captures both Goering and Himmler.

2.) Otherwise, the game continues for ten (10) turns or until the Allied player occupies the hex with the Reichstag (5015), whichever comes first. At that point the game stops and the players then compare their Victory Point (VP) totals. The player with the highest score wins. Both players earn VPs for various actions in the game in the amounts listed below.

12.0.1 German Victory Point Schedule: The German player receives VPs for the following events:
   2 VPs for each turn the German player holds the Reichstag.
   1 VP for each Allied unit eliminated in combat.

12.0.2 Allied Victory Point Schedule: The Allied player receives VPs for the following events:
   1 VP for each German unit eliminated in combat.

13.0 SET UP AND SCENARIO

Only the German player needs to set out pieces on the map. All Allied pieces enter the game as reinforcements under the rules pertaining to their arrival (see Module 15.0). To facilitate setup, both players may assist the German in setting out the pieces listed below which appear at fixed locations. Where the German player is required to exercise choice in deploying the forces listed below, clearly, the Allied player should not help in the setup. Unit factors that appear in the game setup instructions correspond to the Firepower Strength (or Gun Strength), Protection Factor, and Movement Allowance of the piece on its Combat Mode side.

Note: *Except for flak units, the German player must have any/all units begin the game in Maneuver Mode given the surprise of the attack.*

13.1 Fixed Deployments at City Center

At Goebbels' House (hex 5115):
  1x (1)-2-0 Hitler Youth (HJ) unit
At Arsenal (hex 5315):
  1x 2-3-6 Headquarters "Berlin HQ"
At Gestapo Headquarters (hex 5119):
  Leader "Himmler"
  1x 3-4-6 SS Mech Infantry Bn. ("Himmler Gd")
  2x 2-4-6 SS Mech Infantry Battalions (SS "LAH")
At Army Ministry (hex 4818):
  2x 3-4-6 Mech Infantry Battalions ("GD")
At Navy Ministry (hex 4819):
  1x 2-2-4 Naval Infantry Battalion ("MVK")
At Air Ministry (hexes 5117 and/or 5118):
  Leader "Goering"
  1x 1x 3-4-6 Mech Infantry Battalion ("H Goering" Division)
  1x 1-2-4 Luftwaffe Field Infantry Battalion
At Tiergarten (in or adjacent to hex 4516):
  1x 2-2-4 SS KG "Janums"

13.2 Additional Luftwaffe Units

At Tegel Airfield (hex 3506 and surrounding airfield hexes):
  1x 2-2-4 Infantry Battalion ("H Goering")
  2x 6-2-0 Anti-tank Battalions ("Tegel")
  2x 6-3-0 Flak Battalions ("Tegel")
At Tempelhof Airfield (hex 5225 and surrounding airfield hexes):
  2x 6-2-0 Anti-tank Battalions ("Templhof")
  3x 6-3-0 Flak Battalions ("Templhof")
At Gatow Airfield (hex 1023 and surrounding airfield hexes):
  3x 1-2-4 Luftwaffe Infantry Battalions ("Officer School," "Ordnance School" and "Staff Academy")
  1x 6-2-0 Anti-tank Battalion ("Gatow")
  1x 6-3-0 Flak Battalion ("Gatow")
At each of the three Berlin Flak Towers (hexes 4218; 5208; 6113):
  1x 6-3-0 Flak Battalion ("Flak Twr")
At Tiergarten (hex 4915):
  1x 6-3-0 Flak Battalion ("Tiergrtn")
Near the Botanical Gardens (hex 3530):
  1x 6-3-0 Flak Battalion ("Botanical")
At Grunewald subway station (hex 2922):
  1x 6-3-0 Flak Battalion ("Grunwld")
Free Deployment units (anywhere on the map that is three or more hexes from the map edge):
  2x 6-3-0 Flak Battalions "Berlin"
  1x 6-2-0 "Berlin" Anti-tank Battalion
Minor Variant Possible: See FB 16.1

13.3 Other Berlin Forces

408th Artillery Command (place anywhere on the map within the Berlin strongpoint perimeter):
  1x 15-2-0 Artillery Regiment
  1x 9-2-0 Artillery Regiment
Engineer Forces (place on any major building or U-Bahn entrances):
  1x 2-3-4 Engineer Battalion "Lobeck"
  3x 1-3-4 Volkssturm Engineer Battalions

Anti-Tank Forces (place anywhere on the map on or within the Berlin strongpoint perimeter):
  6x 6-2-0 Anti-tank Battalions "Berlin"
Police Field Forces (place on any U-Bahn entrances):
 4x 1-3-0 Police Field Force Battalions ("Gendarmrie")
Freikorps Adolf Hitler ("FAH") may be placed on any strongpoint hex:
  1x 1-2-4 Infantry Regiment
Except for flak units, all German units must be set up in maneuver mode (to reflect the surprise nature of the offensive and confusion and pandemonium that ensued). Further, on Turn 1 each German unit may only move up to ¼ of the unit's printed Maneuver Mode MP Allowance.

13.4 Hitler Youth (HJ)

Place all other remaining HJ units in or adjacent to the Olympic Village Stadium (hex 2515) where they are attending a "Heil Hermann" Party Day rally. Once placed their movement is limited similarly to FB Case 11.2.2, but in *On to Berlin!* HJ units may only move once a SS or Luftwaffe unit is attacked by an enemy ground unit or by artillery bombardment (Air Strikes don't count).
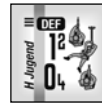
13.5 Volkssturm (VS)

These hastily mobilized units make up the bulk of German infantry strength for the Berlin battle. The German Player should randomly select thirty (30) Volkssturm units without regard to their combat values, according to the procedure established in FB Case 11.2.3. These units are to be freely deployed on the map on or within the Berlin strongpoint perimeter, and not within three hexes of the map-edges if outside the strongpoint perimeter. VS units may only move once a SS or Luftwaffe unit is attacked by an enemy ground unit (Air Strikes don't count).

13.6 Desertion

VS and HJ units must roll for desertion per FB Case 11.1.3 on any turn, beginning with turn two, the Allied player is leading in the VP total.

14.0 AXIS ORDER APPEARANCE

The German player receives the following reinforcements.

Turn 1 (March 21, 1945)
Volkssturm Reinforcement Check

Turn 2 (March 22, 1945)
Volkssturm Reinforcement Check
At Entry Areas A-C:
9th Parachute Division:
  1x 2-3-6 Headquarters
  1x 3-2-4 Parachute Infantry Regt.
  1x 2-2-4 Parachute Infantry Regt.
  1x 1-2-4 Parachute Infantry Regt.
  1x 1-4-6 Assault Gun Battalion
  1x 6-2-0 Artillery Regiment

Turn 3 (March 23, 1945)
Volkssturm Reinforcement Check
At Entry Areas H-K:
56th Panzer Korps:
  1x 2-3-6 Headquarters
  1x 16-2-0 Artillery Regiment
  1x 12-2-0 Artillery Regiment
  1x 3-4-6 Motorized MG Bn (456)
  1x 3-4-6 Assault Gun Battalion
Panzer Division "Muncheburg"
  1x 2-3-6 Headquarters
  1x 1-4-6 Recon Battalion
  1x 3-5-6 Armor Battalion
  1x 2-4-6 Mech. Infantry Regt.

1x 1-4-6 Assault Gun Battalion
1x 2-4-6 Mech. Infantry Regt
1x 3-4-6 Mech. Infantry Regt
1x 6-2-0 Artilery Regiment

Turn 4 (March 24, 1945)
Volkssturm Reinforcement Check
At Entry Areas H-K:
18th Panzergrenadier Division:
   1x 2-3-6 Headquarters
   1x 3-4-6 Recon Battalion
   1x 5-5-6 Armor Regiment
   1x 3-4-6 Assault Gun Battalion
   2x 5-4-6 Mech. Infantry Regts
   1x 8-2-2 Mtrz. Artillery Regt.

Turn 5 (March 25, 1945)
Volkssturm Reinforcement Check
At Entry Areas H-K:
20th Panzergrenadier Division
   1x 2-3-6 Headquarters
   1x 2-4-6 Recon Battalion
   1x 6-2-0 Anti-tank Battalion
   2x 4-4-6 Mech. Infantry Regts
   1x 4-5-6 Armor Battalion
   1x 8-2-0 Artillery Regiment

Turn 6 (March 26, 1945)
Volkssturm Reinforcement Check

Turn 7 (March 27, 1945)
Volkssturm Reinforcement Check

Turn 8 (March 28, 1945)
Volkssturm Reinforcement Check

Turn 9 (March 29, 1945)
Volkssturm Reinforcement Check
At Entry Areas D-F
11th SS PzGren. Div. ("Nordland"):
   1x 2-3-6 Headquarters
   1x 1-4-6 Recon Battalion
   1x 3-4-6 Assault Gun Battalion
   1x 6-5-6 Armor Battalion
   2x 4-4-6 Mech. Infantry Bns.
   1x 8-2-2 Artillery Regiment
   1x 6-6-4 502nd Tiger Battalion
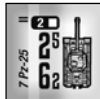
Turn 10 (March 30, 1945)
Volkssturm Reinforcement Check
Entry Areas T-V:
SS Group "Clausewitz":
   1x 1-4-6 Mech. Infantry Bn

14.1 Optional Variable Axis Reinforcements

The following rule can be used to balance play between opponents of differing abilities, as well as to introduce some "historical uncertainty" to the game.

The Allied airborne offensive would have not only generated a great deal of confusion for an already deteriorating German High Command, but would also have served as a huge "kick in the butt" to the Soviets' "final offensive." To reflect the difficulty the Germans would have had in redeploying critical assets to Berlin, apply the following rule to the following reinforcement formations:

- 18th Panzergrenadier Division
- 20th Panzergrenadier Division
- Muncheberg Panzer Division
- 11th SS Panzergrenadier Division

For each of these formations' units roll one six-sided die when first scheduled to appear in the game. The Allied player can add 1 to the die roll for each Air Strike not used for a bombardment attack earlier that turn (it is being used for off-map interdiction instead). If the DR is greater than the current game turn the unit may not enter this turn but must try again next turn. It's possible for some units not to be able to enter the game at all.
Exception: *Divisional HQ units are not subject to a DR entry. The division's HQ will automatically enter on the turn the first unit of the division enters the game.*
Note that the units of the 9th Fallschirmjaeger Division, LVI Panzer Korps, and Volkssturm are not subject to the provisions of this rule.

15.0 ALLIED ORDER APPEARANCE

The Allies begin with no units on the map.

15.1 Allied Pre-Game Turn

After the German player has completed his set-up, and before resolving his pre-game Air Strike bombardment, the Allied Player must (secretly) initially assign one (and no more than one) parachute division to capture each of the five German major airfields in or around Berlin. These are:

Name	Location
Templehof	South Berlin
Tegel	North Berlin
Gatow	West Berlin
Orienberg	Off the map to the north
Rechlin	Off the map to the south

Since this is an "Allied" assault, at least one of the parachute divisions assaulting Berlin's airfields on the map must be British and at least one must be American. The British 52nd Air Landing Division may not be used in the first turn and must be held in reserve. Indicate choices by placing a parachute division's corresponding Landing Zone (LZ) marker on an airfield hex on the map (or simply north or south of the map for the off board airfields). Now the Allied player is permitted to conduct a pre-game turn before the game begins (simulating the terrific air attacks in days previous to soften up the defenders). The Allied player receives eighteen Air Strike markers he may place on any target hexes. Up to six Air Strikes during this pre-game turn may be designated "napalm" attacks. Units undergoing napalm attacks may not claim any Protection Factor or Die Roll Modifier benefits for the terrain type they are in.

15.2 Allied Forces

The Allied Player has one air landing and five parachute landing divisions to conduct his assault. These are:

Formation	Confusion Factor
British 1st Parachute Division	1

1 x 2-3-4 Headquarters
1 x 3-2-0 AT Bn.
1 x 4-2-0 Artillery Bty.
3 x 3-2-4 Parachute Infantry Bns.
3 x 4-2-4 Glider Infantry Bns.
3 x 4-2-4 Parachute Infantry Bns. (Polish)
1x Landing Zone marker

British 6th Parachute Division	2

1x 2-3-4 Headquarters
1 x 3-2-0 AT Bn.
1 x 4-2-0 Artillery Bty.
1 x 4-2-4 Parachute Inf. Bn.
6 x 3-2-4 Parachute Inf. Bns.
3x 4-2-4 Glider Infantry Bns.
1x Landing Zone marker

British 52nd Air Landing Division	1

1 x 2-3-4 Headquarters
1x 6-2-4 Mtn. Infantry Bn.
1x 6-2-4 Hvy. MG Bn.
9x 5-2-4 Infantry Bns.
4x 4-2-0 Artillery Bns.
1x Landing Zone marker

US 17th Parachute Division   2
1x 2-3-4 Headquarters
1x 5-2-4 Engineer Bn.
1x 3-2-0 AT Bn.
6x 2-2-4 Parachute Infantry Bns.
3x 3-2-4 Glider Infantry Bns.
4x 4-2-0 Artillery Btys.
1x Landing Zone marker

US 82nd Parachute Division   1
1x 2-3-4 Headquarters
1x 6-2-4 Engineer Bn.
1x 3-2-0 AT Bn.
6x 3-2-4 Parachute Infantry Bns.
3x 4-2-4 Glider Infantry Bns.
4x 4-2-0 Artillery Btys.
1x Landing Zone marker

US 101st Parachute Division   1
1x 2-3-4 Headquarters
1x 6-2-4 Engineer Bn.
1x 3-2-0 AT Bn.
4x 3-2-4 Parachute Infantry Bns.
2x 4-2-4 Parachute Infantry Bns.
3x 4-2-4 Glider Infantry Bns.
4x 4-2-0 Artillery Btys.
1x Landing Zone marker

15.3 Air Drop Procedure

Regardless of the outcome of his pre-game Air Strikes, on Game Turn 1 the Allied player skips the first two segments and begins with 4.1.3 (Maneuver Segement), proceeding with the Air Drop procedure for each parachute division against the objective that was selected for that division. Each parachute division's corresponding Landing Zone (LZ) marker on the map represents the initial aiming point for all the units. Each division's air drop is resolved completely before going on to the next division.

15.3.1 Landing Units in Berlin: For the three parachute divisions assaulting Berlin directly, use the following procedure:

1.) The Allied player must roll a six-sided die for each unit in the division. If the roll is equal to or less than the division's Confusion Factor, that unit got lost, or delayed, or failed to take off. In any event, set the unit aside. It may try again the next turn.

2.) The Allied player now determines the success of his drop. Allied units are broadly divided into two classes, parachute and glider-borne units. All weapons, HQs, and infantry units with the glider Unit Type Symbol are considered glider borne units. All other infantry and engineer units are considered parachute type troops by default.

    a.) The Allied player may place any glider-borne unit in any unoccupied Clear, Park, Airfield, or Road hex within 6 hexes of the division's LZ marker. Each glider-borne unit must check for scattering upon landing. Roll a six-sided die. If the number is less than or equal to the division's Confusion Factor, the unit scatters in a random direction. Roll one six-sided die for direction, and another for distance. Subtract one from the initial scatter check for each Flak Tower with an undisrupted AA unit in it. Subtract one from the initial scatter check for each other AA unit within 6 hexes of the unit's LZ marker. If a glider-borne unit scatters onto a non-Clear, non-Park, non-Airfield, or non-Road hex, the unit is "attacked", subtracting as a DRM the unit's PF, on the E column of the Lower Matrix.

Note: Do NOT subtract the unit's PF for this DR if the unit is landing on a built up, flak tower or strongpoint hex. (This is war, deal with it!) Ignore "R" results but apply all others.

    b.) The Allied player may place any parachute unit in any unoccupied Clear, Park, or Airfield (no Roads in this case) hex within 6 hexes of the division's LZ marker. Each parachute unit automatically scatters upon landing. Roll one six-sided die for di-

rection, and another for distance. Add one to the distance die roll for each Flak Tower with an undisrupted AA unit in it. Also add one to the distance die roll for each other AA unit within 6 hexes of the unit's LZ marker. If a parachute unit scatters onto a non-Clear, non-Park, or non-Airfield hex, the unit is "attacked", subtracting as a DRM the unit's PF, on column D of the Lower Matrix.

Note: Do NOT subtract the unit's PF for this DR if the unit is landing on a built up, flak tower or strongpoint hex. (This is war, deal with it!) Ignore "R" results but apply all others.

15.3.2 "Eventful" Landings: Any units that land on an enemy unit are displaced to any adjacent hex free of an enemy unit/flak tower (Allied player's choice). Airborne units that scatter onto all-water hexes can be displaced to the nearest hex with land (Allied player's choice) that is free of enemy units. The unit is automatically disrupted following any "attack" from landing. Any airborne unit that scatters off-map returns the next turn in Maneuver Mode at the closest lettered map-edge hex.

Allied units may land normally in either Maneuver or Combat Modes. Those that land in Combat Mode may not move after landing but may attack adjacent enemy units. Those that land in Maneuver Mode may move up to ¼ of the unit's printed MP allowance (drop any fractions).

Designer's Note: *Perfected earlier in the war by the German Fallschirmjager, "dive gliding" produced speeds in excess of 125 miles an hour based upon the angle of descent. If spotted, gliders would evade ground fire with this daring technique. It required deploying a braking parachute and making frequent changes in the diving angle or even spinning for a short time. One can only marvel at what the crew and passengers endured in training and their pre-combat flights! This refutes accusations that gliders were "compact targets," that could be rendered "dead meat" in the face of an alert defense. Furthermore, if release occurred at the right altitude, say 13,000 feet, a glider could coast to the target area from as far away as 20 miles before going into the dive. This radical innovation in tactics made possible glider assaults in areas heretofore thought immune, executing spot landings in a variety of terrain (including built-up areas), in clearings only yards long. Although gliding flight was the accepted standard, after-action reports confirmed that most of the several hundred gliders belonging to a division could land on target. Using these tactics, the real Operation "Varsity" executed in March 1945, achieved a 90-95% accuracy rate with its gilder assault troops.*

15.3.3 Landing Units at Off-Map Airbases: Two target airfields are located off the map (in relatively open terrain). A simplified Air Drop procedure is used. The Allied player reveals which of his divisions is assaulting which off board airfield. Place all the units in an opaque cup. The German player may randomly draw a number of units equal to the division's Confusion Factor. These are revealed, and are then considered eliminated from play (VPs are not awarded in these cases).

15.3.4 Allied LZ Elimination: An Allied LZ is eliminated if the hex it occupies is entered by a German unit or comes within an uncontested German ZOC. The LZ may not be replaced. The elimination of a LZ does not confer a VP award to the German player (but it still makes it darned inconvenient for the Allied player).

15.4 Reinforcements
The Allied player has three sources of possible reinforcements.

15.4.1 Lost Units: Units that fail to make the initial drop onto the Berlin map may try again each subsequent turn using the Air Drop procedure above.

15.4.2 Off-Map Assaulting Units: The two divisions assigned to capture the two off-map airfields to the north and south of Berlin may appear at the north or south edges of the map, respectively. To determine when they arrive, in the Allied Reinforcement Segment each turn, roll one die for the off-map division and add the division's Confusion Factor to the score. If the final number is less than the current game turn, the division arrives at any Entry hex along the corresponding map edge as a reinforcement unit.