

## **Rule 44. Airborne Operations**

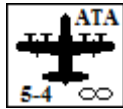
*In the original Assault series, scenarios with airborne units began in the post drop phase. This optional set of rules allows players to simulate the actual drop itself. There is a chance that a unit will suffer casualties in the actual drop through loss of personnel, equipment and vehicles in accidents that occur outside of actual combat.*

### **A. Airborne Transport Aircraft**

*Airborne capable units are transported via Airborne Transport Aircraft. Special Forces and Ranger units may conduct air drop operations via helicopter. Each ATA counter consists of several C-130 or AN-12 type aircraft. See the ATA Transport Capability Chart in the Transport Reference Guide of the Charts and Tables page. Airborne Transport Aircraft may be attacked by anti-aircraft fire. If ATA suffers adverse anti-aircraft fire result it and transported para units are removed from play. ATA fly at medium altitude. ATA performing Low Altitude Parachute Extraction System (LAPES) fly at low altitude. Heli-borne aircraft fly at low altitude.*

*The player conducting Airborne Operations must have Air Superiority to conduct Air Drop Operations (See Rule 38.B.1 Air Superiority).*

- 1. ATA Availability:** *Players roll for Air Superiority (See Rule 38.B.1). Next determine the number of ATA available per turn by rolling the die and cross referencing the result on the ATA availability table on the Transport Reference Guide Chart. The number of ATA available is per turn. The player determines the type of ATA as needed; i.e. either Air Drop or LAPES.*



### **B. Air Drop**

*Vehicles with frontal armor of 10 or less and un-armored vehicles may be deployed by either the LAPES or air-dropped.*

*Vehicles may not carry passengers while conducting air drops or LAPES. Vehicle crews are considered to drop in close proximity to their vehicles. (See Rule 44. C. for Soviet exception)*

#### **I. Air Drop Procedure**

- Determine weather (Use weather chart in CAS Availability Table)*
- Determine wind and wind direction (Use the wind table on the Conventional and Indirect Fire Chart)*
  - a. Light wind-***no drift unit lands in march formation in designated Drop Zone (DZ) hex.*

- b. **Moderate wind drift-** Designate the Drop Zone hex that the unit is to land in. Roll the die and divide by 2. This is the number of hexes that the unit will drift from the Drop Zone in the direction of the wind. Conduct a morale check. The unit is suppressed in march formation if the morale check is failed.
  - c. **Strong wind drift-** Designate the Landing Zone hex that the unit is to land in. Roll the die and divide by 2. Add +2 to this number. This is the number of hexes that the unit will drift from the Landing Zone in the direction of the wind. No morale check is conducted. The unit is placed in the final DZ hex suppressed in march formation.
  - d. The player conducting the air drop determines the orientation of each unit.
3. Adverse weather in Moderate and Strong Winds; adds an additional +2 for rain, +4 for fog, and +6 for snow to all landing zone drift die rolls. For Light Wind roll for wind direction and move unit +1 hexes in direction of wind for rain and +3 hexes for Fog and +5 for snow.
  4. Air drops occur in the Non-phasing player Airmobile movement phase. No suppressed air dropped units may rally until the Friendly 2nd Movement Phase following the air drop. Unsuppressed units may move in Friendly 1st Movement Phase after the air drop.
  5. Units that land in woods or marsh hexes lose 1 step if full strength 2 step unit; and are broken if it is a 1 step unit. Air-dropped Artillery and Air-dropped vehicles (non-LAPES) are eliminated if landing in woods hex or marsh hex. All units are eliminated if landing in full sea or lake hexes.



### **C. Low Altitude Parachute Extraction System (LAPES)**

- I. **LAPES Procedure-** LAPES ATA must fly 4 consecutive hexes at low altitude in clear non-slope terrain before depositing transported unit in 4<sup>th</sup> hex. Units cannot be LAPEd into a slope hex.

1. Determine the landing status:
  - a. On a roll of 1-3 the LAPE unit loses 1 step and is suppressed. A 1 step unit is eliminated.
  - b. On a roll of 4-6 the LAPE unit lands suppressed.
  - c. On a roll of 7-10 the LAPE unit lands in march formation.
  - d. The player conducting the LAPES determines the facing of the unit.
2. LAPES is not affected by weather conditions or wind drift.
3. No passengers may be carried by vehicles deploying via LAPES
4. No suppressed LAPES unit may rally until the Friendly 2nd Movement Phase following the LAPES.



#### **D. Soviet Airborne BMD-3 Units**

Soviet Airborne units that are equipped with the BMD-3 may air drop with passenger units loaded on board the BMD-3. Loaded passengers do not count toward the ATA transport capacity limits. This is the only exception to loaded vehicle restriction. Loaded BMD-3 may only deploy via air drop. Unloaded BMD-3 may still deploy via LAPES if desired. The passenger unit suffers the same damage as the transporting BMD-3 from the air drop procedure.



#### **E. AC-130 Spectre Gunship**

The AC-130 Spectre Gunship is an American C-130 Hercules modified for Close Air Support (CAS). The AC-130H is armed with two 20mm M-61 Vulcan cannon, one 40mm Bofors L/60 cannon and one M-102 105mm howitzer. The Spectre is also equipped with thermals, Low Light Level TV and laser ranging/designating equipment.

1. The AC-130 is available as a U.S. CAS aircraft. It may be selected in place of a Fighter Bomber aircraft on the CAS availability chart only if U.S. units are available. Only 1 AC-130 may be substituted for a CAS aircraft.
2. The AC-130, like the AV-8B, is not required to exit the map at the end of a strike mission and may continue to operate in all friendly movement, fire and CAS phases.
3. The AC-130 flies at 4 levels above the highest terrain in the hex and conducts movement as an Attack Aircraft in regards to the turning radius.

4. The AC-130 is subject to anti-aircraft (SAM, AAM, and Gun), opportunity and direct fire from units capable of \*, \*\*, and † fire.
5. The AC-130 may not conduct opportunity fire.
6. The AC-130 may laser designate targets for other aircraft, missile and artillery strikes.
7. All weapons may be fired simultaneously at the same target or individually at separate targets, up to the maximum rate of fire of each weapon system.
8. The AC-130 has a restricted firing arc 4-10 hexes to the left of the aircraft orientation. No weapon may fire into the 0-3 hex dead zone. The AC-130 conducts what is called a “pylon turn” to deliver continuous fire to a single point. See below:

