

HUNTERS FROM THE SKY

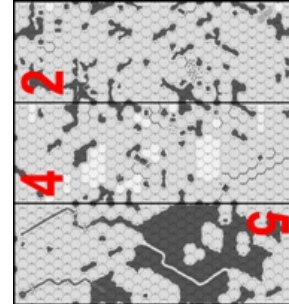
Scenario I

090417



THE RHINE RIVER, March 24, 1945: "Operation Varsity," the airborne phase of the Allies' Northern Rhine crossing, was to be the last airborne assault of the war. Artillery units and fighter-bombers pounded the German gun positions in the vicinity of the drop zones lifting just prior to the arrival of the first flight of transport planes. The 17th Airborne Division's first regiment to drop received little problems from ground fire, arriving so close behind the Allied bombardment phase. But the second regiment, the 513th Parachute was not so fortunate. With the Germans no longer deterred by the bombardment, the paratroopers received heavy small arms and anti-aircraft fire as they fell to the ground.

BOARD CONFIGURATION:



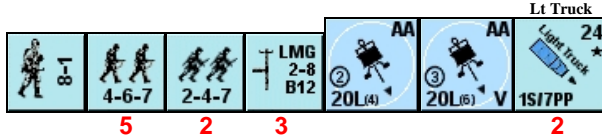
VICTORY CONDITIONS: To win, the German player must have undisputed control of the American "assembly building" as determined in special rule 1.1 at the end of the game or eliminate six American squads. Squads that have scattered off the playing area and have not reentered by the end of the game are considered eliminated for determining victory conditions. The American player wins by avoiding the German player's victory conditions.

TURN RECORD CHART:

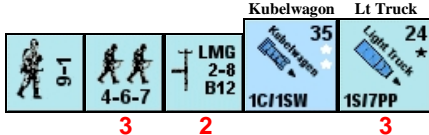
✚ German Sets up First	1	2	3	4*	5*	6	7	8	9	10	END
☆ American Moves First											



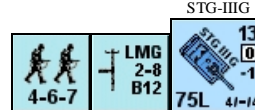
Elements, 84th Infantry Division - set up on any whole or half hexes on boards 2, 4 and/or 5:



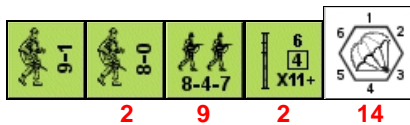
Reinforcement Group 1 - roll for entry starting turn 4:



Reinforcement Group 2 - roll for entry starting turn 5:



Elements, 513th Parachute Regiment, 17th Airborne Division - drop per rule (99) on turn 1:



SPECIAL SCENARIO RULES:

SSR 1.1: Before the game begins the American player must randomly determine his "assembly building" and secretly record his drop points. To determine the building prepare a special deck of playing cards consisting of four each aces, deuces, threes, fours, fives and sixes. Secretly draw one card. The card number drawn indicates the "assembly building" from the following table:

Card:	Entry Point:
ace	4Y9
deuce	4P6
three	4I10
four	2W9
five	2M9
six	4S2

The American player must reveal the building drawn in the German rally phase of game turn 4.

SSR 1.2: Hills 621 and 538 do not exist. Note that all woods hexes in these areas do exist.

SSR 1.3: AFVs may not enter any type of building hex.

SSR 1.4: All wheatfield hexes are considered "brushwood". Treat exactly like wheatfield hexes except it costs infantry units 2 MFs to enter.

SSR 1.5: The German reinforcement entry hexes are determined randomly on the turns indicated. Each German reinforcement group must roll one die separately when determining its entry hex according to the following table:

Die	Result
1, 2	5GG5/5GG6
3	2Q1
4, 5	4GG5/4GG6
6	Group does not enter this turn, roll again next turn.

SSR 1.6: The weather is considered "Moist" with no wind.

AFTERMATH: After a short but sharp fire fight, the paratroopers of the 513th Regiment were able to get the upper hand and finally assemble their battalions. With their regiments in order the objectives for the first day were all seized and linkup made by nightfall with the British ground troops assaulting across the Rhine River.

QUICK PLAY CROSS OF IRON
 AMERICAN VARIANT SCENARIOS
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 Bill Edwards, Bill Farone, Dale Wetzelberger, Don Greenwood
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