



WORLD WAR III

TEAM YANKEE



Wolverines

HOME	56:22	GUEST
18		12
4 DOWN		QTR. 1
2 TO GO		



AIRBORNE ASSAULT

MISSION PACK



AIRBORNE ASSAULT

Every major power fielded airborne forces. In the Soviet Army, these were envisaged as deep penetration forces to seize vital bridges and towns that might delay the advance of the main force, and then hold them until the main advance arrived. By comparison, most NATO airborne forces were envisaged either as mobile blocking forces to drop in front of an advance to slow it down until a proper defensive force can arrive and stabilise the situation, or direct air assault troops

to capture key enemy positions in a coup de main ahead of the attacking forces. These forces were transported in a mix of transport aircraft and helicopters, with plenty of helicopter gunships in support.

The Air Assault mission and Airborne Operations rules allow you to recreate these types of operations on your gaming tables.

AIR ASSAULT MISSION SPECIAL RULES

AIRMOBILE RESERVES

In a mission with Airmobile Reserves, you may only deploy Aircraft and their Passengers and Parachuted infantry and vehicles from Airborne Formations at the start of the game. All other types of unit must be held in Reserve.

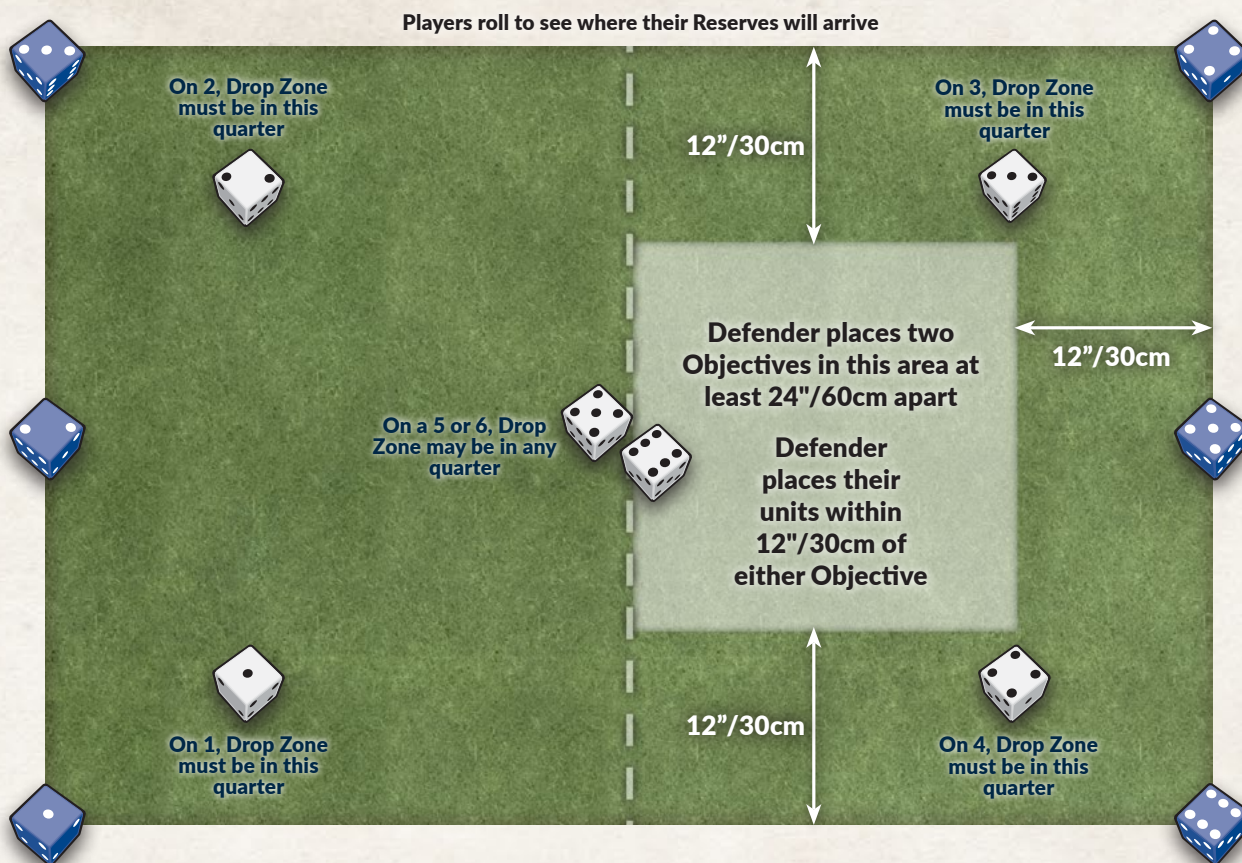
TRANSPORT CAPACITY

Something to note with airborne forces is that you may find that you don't have enough transport to move your troops and commanders and still have enough room for all the heavy weapons you'd like to bring along. Like real-life commanders faced with an large-scale airmobile operation (which were always limited by the amount of transport available), you'll just have to make hard decisions about what to take along and what to leave behind.

Teams that cannot fit on a Transport are left out of the game.



AIR ASSAULT MISSION



The advance is progressing well, but there is a potential bottleneck ahead. Your airborne troops must take the bottleneck and hold it until relieved.

SPECIAL RULES

- Airborne Assault (Attacker)
- Airmobile Scattered Delayed Reserves (Attacker)
- Deep Scattered Delayed Reserves (Defender)
- Meeting Engagement (Defender)
- Parachute Deployment (Attacker)

SETTING UP

1. The Defender places two Objectives anywhere on the table at least 24"/60cm apart and at least 12"/30cm from all table edges.

DEPLOYMENT

1. The Defending Player selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserves. They may not deploy any Formation HQ Units. They will dice to see where each Unit will arrive.
2. The Defender then places their deployed Units within 12"/30cm of either Objective.
3. The Attacker selects up to 60% of their Force to deploy, and holds the rest in Airmobile Scattered

Delayed Reserves. Only Aircraft and their Passengers and Parachuted infantry and vehicles may be in the deployed force.

4. The Attacking player places a Drop Zone marker in a random table quarter for each Parachuting Unit using the Parachute Deployment rules (see page 4).
5. They then place their deployed Parachuting Units on the table using the Parachute Deployment rules.
6. The Attacker's deployed Aircraft Units and their Passengers are loitering off table at the start of the game and will move on and land in the first turn.
7. Defending Infantry teams are in Foxholes at the start of the game. Attacking Units are neither in Foxholes nor Gone to Ground.
8. All Units on the table are Pinned Down or Bailed Out.

WHO GOES FIRST

The Defender has the first turn.

WINNING THE GAME




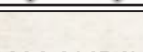
- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

PARACHUTE DEPLOYMENT

Deploy each airborne Unit or Transport Attachment by parachute separately as follows:

1. Roll a die to determine the quarter in which the Unit's Drop Zone marker can be placed. On a roll of 5 or 6, the player may choose any quarter to place the marker in.
2. Place the Drop Zone marker in the rolled quarter in any orientation.
3. Roll to determine the Unit's direction of Drift and place the Unit Leader against the appropriate face of the Drop Zone marker.
4. Roll again to see how far the Unit Drifts using the Parachute Drift Table.
5. Move the Unit Leader the indicated distance in the direction of Drift.
6. Deploy the rest of the Unit so that it is In Command and remove the Drop Zone marker.
7. The Unit does not start the game Dug In or Gone to Ground.

PARACHUTE DRIFT TABLE

DICE RESULT	DISTANCE
 or 	4"/10cm
	8"/20cm
	12"/30cm

ROUGH LANDINGS

If a Parachute Unit Leader's team ends their Drift in Difficult or Impassable Terrain or within 2"/5cm of an enemy team, they continue to Drift a further 4"/10cm.

- If the Unit Leader is still in Difficult Terrain, all Teams in the Unit must immediately either roll a Cross test if a Tank team or a Save if an Infantry team, or be Destroyed.
- If the Unit Leader is still in Impassable Terrain or within 2"/5cm of an enemy Team, the Unit is Destroyed.
- Otherwise, they deploy the rest of the Unit as normal at their new location.

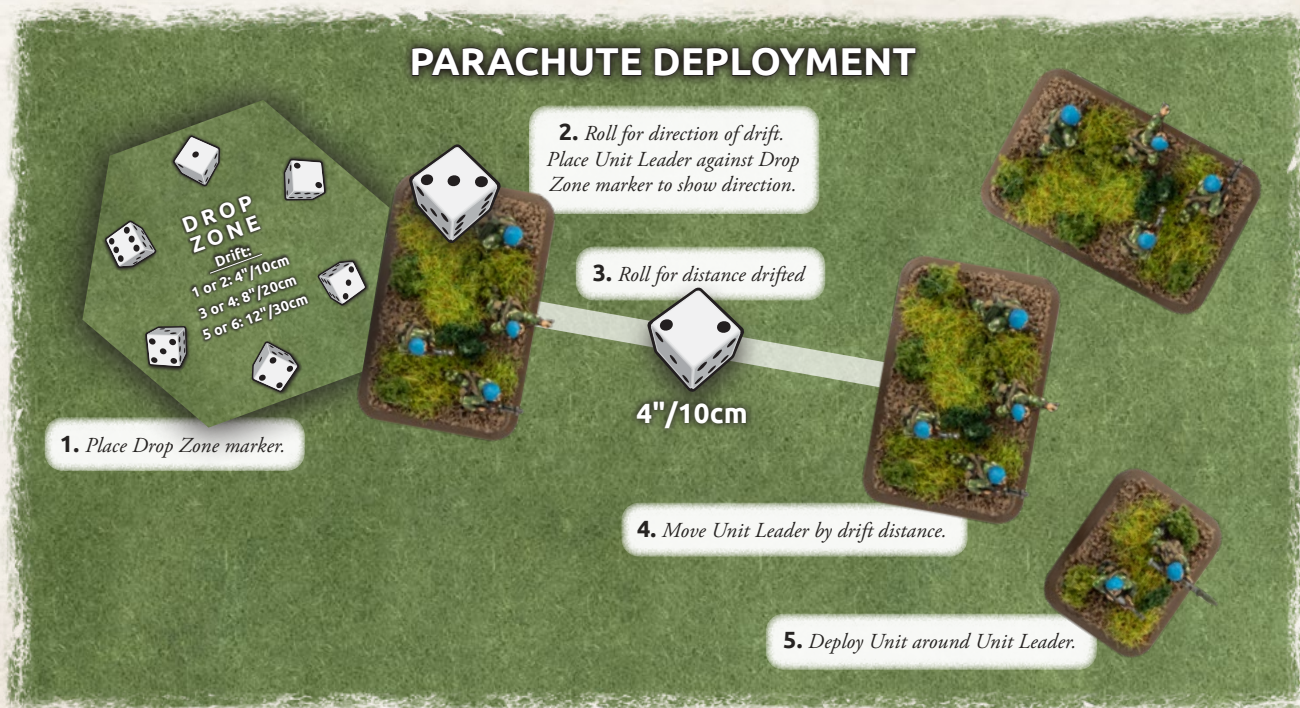
LANDING OFF TABLE

If the distance rolled results in the Unit Leader Drifting off the table, then the Unit goes into Reserve in addition to the normal Reserves.

Drop Zone Marker



PARACHUTE DEPLOYMENT



1. Place Drop Zone marker.

2. Roll for direction of drift.
Place Unit Leader against Drop Zone marker to show direction.

3. Roll for distance drifted

4"/10cm

4. Move Unit Leader by drift distance.

5. Deploy Unit around Unit Leader.

AIRBORNE UNITS

Airborne units are specially trained, equipped, and organised to conduct airborne operations. The following Formations may make an Airborne Assault in missions that use the Airborne Assault rules (page 2-4).

US ARMY AIRBORNE OPERATIONS

The main US Army formation for airborne operations is the UH-1 Huey Infantry Combat Team. These have integral UH-1 Huey helicopters (see *World War III: American*). They may replace their UH-1 Huey helicopters with CH-47 Chinook helicopters or land by parachute, and some of their light supporting vehicles can also land by parachute.

CH-47 CHINOOK

You may replace all of a UH-1 Huey Rifle Platoon's UH-1 Huey transport helicopters with two CH-47 Chinook transport helicopters (see page 8).

PARACHUTING INFANTRY

Divisions like the 82nd Airborne Division are trained to land by parachute. You may chose to drop your UH-1 Huey Infantry Combat Team by Parachute (see page 4). If you do this leave your UH-1 Huey helicopters out of the game.

PARACHUTING VEHICLES

The US Air Force has the capability of air dropping M551 Sheridan light tanks and HMMWV jeeps to support an air assault. If your force has the following Units, they can be dropped by parachute (see page 4):

- M551 Sheridan Tank Platoon
- HMMWV Cavalry Troop HQ
- HMMWV Scout Section
- HMMWV-TOW Anti-tank Platoon
- HMMWV Stinger SAM Platoon
- HMMWV Observation Post

USMC AIRBORNE OPERATIONS

The main US Marine Corps formation for airborne operations is the Marine Rifle Company with its AAVP-7 transports replaced with UH-1 Huey helicopters (see *World War III: American*). They may replace their UH-1 Huey helicopters with CH-46 Sea Knight or CH-53 Sea Stallion helicopters, and some of their light supporting vehicles can land by parachute.

CH-46 SEA KNIGHT

You may replace all of a Marine Rifle Platoon's UH-1 Huey transport helicopters with three CH-46 Sea Knight transport helicopters (see page 8).

CH-53 SEA STALLION

You may replace all of a Marine Rifle Platoon's UH-1 Huey transport helicopters with two CH-53 Sea Stallion transport helicopters (see page 7).

PARACHUTING VEHICLES

The US Air Force has the capability of air dropping HMMWV jeeps to support an air assault. If your force has the following Units, they can be dropped by parachute (see page 4):

- HMMWV Machine-gun Platoon
- HMMWV-TOW Anti-tank Squad
- HMMWV Stinger SAM Platoon
- HMMWV Observation Post

BRITISH AIRBORNE OPERATIONS

The main British formation for airborne operations is the Lynx Airmobile Company. These have integral Lynx helicopters for transport (see *World War III: British*). They may replace their Lynx helicopters with CH-47 Chinook helicopters.

CH-47 CHINOOK

You may replace all of a Lynx Airmobile Platoon's or Lynx Milan Platoon's Lynx transport helicopters with one CH-47 Chinook transport helicopter (see page 8).



WEST GERMAN AIRBORNE OPERATIONS

The main West German formation for airborne operations is the Fallschirmjäger Kompanie. These have integral UH-1 Huey helicopters (see *World War III: West German*). They may replace their UH-1 Huey helicopters with CH-53 Sea Stallion helicopters or land by parachute, and some of their light supporting vehicles can also be carried by CH-53 Sea Stallions.

CH-53 SEA STALLION

You may replace all of a Fallschirmjäger Zug's UH-1 Huey transport helicopters with one CH-53 Sea Stallion transport helicopter (see page 7).

You may add one CH-53 Sea Stallion transport helicopter for every two (or part thereof) Wiesel Tank teams in a:

- Wiesel TOW Panzerabwehr Zug, or
- Wiesel FK 20mm Flugabwehr Zug

for +1 point per helicopter.

PARACHUTING INFANTRY

Fallschirmjäger are trained to land by parachute. You may choose to drop your Fallschirmjäger Kompanie by Parachute (see page 4). If you do this leave your UH-1 Huey helicopters out of the game.

PARACHUTING VEHICLES

The Luftwaffe has the capability of air dropping Wiesel armoured weapons carriers. If your force has the following Units, they can be dropped by parachute (see page 4):

- Wiesel TOW Panzerabwehr Zug
- Wiesel FK 20mm Flugabwehr Zug

SOVIET AIRBORNE OPERATIONS

The Soviet Army maintained the largest airborne force in the world, equipped with large amounts of specialist equipment. The three main formations for airborne operations are the BMD Air Assault Battalion (see *World War III: Red Dawn* page 13), the VDV Afgantsy BMD Air Assault Company (see *World War III: Red Dawn* page 20), and Afgantsy Air Assault Battalion (see *World War III: Soviet*).

MI-8 HIP

You may add one Mi-8 Hip transport helicopter for every eight (or part thereof) Infantry teams in a:

- BMD-1 or BMD-2 Air Assault Company,
- BM-37 82mm Mortar Platoon,
- VDV Afgantsy BMD Air Assault Platoon,
- VDV Afgantsy BM-37 82mm Mortar Platoon, or
- Afgantsy Air Assault Company

for +1 point per helicopter. Ignore any attachments when calculating the number of helicopters.

The Battalion HQ rides in one of the Transport helicopters.

PARACHUTING INFANTRY

Air assault troops can also be trained to land by parachute. You may choose to drop your BMD-1 or BMD-2 Air Assault Company, VDV Afgantsy BMD Air Assault Platoon, or Afgantsy Air Assault Company by Parachute (see page 4).

PARACHUTING VEHICLES

The Soviet Army developed numerous specialist air assault vehicles to support their air assault battalions. If your force has the following Units, they can be dropped by parachute (see page 4):

- 2S9 NONA-S SP Mortar Battery
- ASU-85 Assault Gun Company
- BRDM-2 Recon Platoon
- BTR-RD Anti-tank Platoon
- BTR-ZD 23mm AA Platoon

In addition, the BMD-1, BMD-2, and BTR-D Transports of the Transport Attachment Units of the following Units can be dropped by parachute:

- BMD-1 or BMD-2 Air Assault Company
- BM-37 82mm Mortar Platoon
- VDV Afgantsy BMD Air Assault Platoon
- VDV Afgantsy BM-37 82mm Mortar Platoon

As usual, these Transport Units operate independently once landed. They can carry their Infantry Unit as normal once they move close enough to their Infantry for them to Mount.

WARSAW PACT AIRBORNE OPERATIONS

Warsaw Pact armies (Czechoslovakian, East German, and Polish) lacked dedicated airborne infantry (as opposed to airborne raiding troops), but could conduct airborne operations with their regular infantry.

MI-8 HIP

You may add one Mi-8 Hip transport helicopter for every eight (or part thereof) Infantry teams in a Wheeled Motor Rifle Company or BTR-60 Mot-Schützen Kompanie for +1 point per helicopter. Ignore any attachments when calculating the number of helicopters. The Battalion HQ rides in one of the Transport helicopters. If you do this leave all BTR-60 or OT-64 transports out of the game.

CUBAN AIRBORNE OPERATIONS

By the mid-1980s the Cubans could field a brigade of 3000 to 4000 airborne and air mobile troops that could be used as an intervention force.

MI-8 HIP

You may add one Mi-8 Hip transport helicopter for every eight (or part thereof) Infantry teams in a BTR-60 Compañía de Infantería for +1 point per helicopter. Ignore any attachments when calculating the number of helicopters. The Battalion HQ rides in one of the Transport helicopters. If you do this leave all BTR-60 transports out of the game.

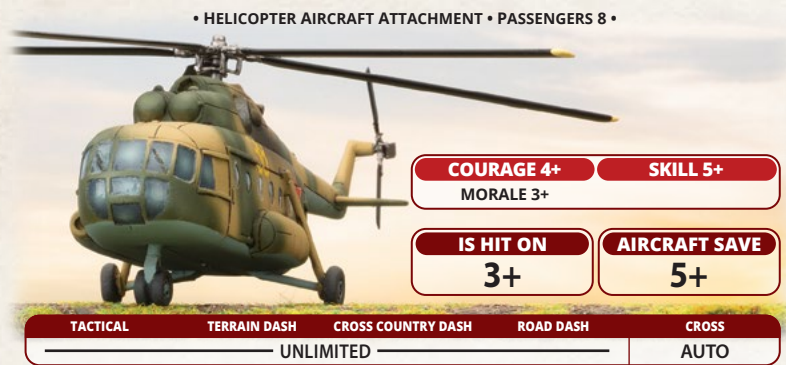
VDV MI-8 HIP TRANSPORT HELICOPTER

DOOR GUNS: Mi-8 Hip helicopters have door mounted PK machine-guns to cover their passengers as they dismount and mount during air assault missions. Helicopters are vulnerable to enemy ground fire when coming into the landing zone, so unload and load quickly, and tend not to waste precious ammunition and time on other targets.

Unlike other Helicopters, Mi-8 Hips can Shoot while Landed. However, their Door Guns can only Shoot in the turn that they Land.

The Mil Mi-8 (NATO reporting name: Hip) is a medium twin-turbine transport helicopter used by the Soviet VDV and Air Assault Brigades to transport air-landing infantry. As well as being used as a transport helicopter. It can carry up to 24 fully equipped troops and is armed with one or two side-mounted PK machine guns.

The Mi-17 is the export version used by over twenty different countries.



WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Door PK MGs	16"/40CM	4	4	2	6	Door Guns

FIELDING MI-8 HIP HELICOPTERS

You may add one Mi-8 Hip transport helicopter for every eight (or part thereof) Infantry teams in a BMD-1 or BMD-2 Air Assault Company, VDV Afgantsy BMD Air Assault Platoon, or Afgantsy Air Assault Company (excluding optional attachments) for +1 point per helicopter.

The Battalion HQ rides in one of the Transport helicopters.

Any BMD-1, BMD-2, and BTR-D vehicles will be parachuted in to join their infantry.

1. LUFTLANDEDIVISION CH-53 SEA STALLION TRANSPORT HELICOPTER

DOOR GUNS: CH-53 Sea Stallion helicopters have door mounted MG3 machine-guns to cover their passengers as they dismount and mount during air assault missions. Helicopters are vulnerable to enemy ground fire when coming into the landing zone, so unload and load quickly, and tend not to waste precious ammunition and time on other targets.

Unlike other Helicopters, CH-53 Sea Stallions can Shoot while Landed. However, their Door Guns can only Shoot in the turn that they Land.

After trying out several heavy-lift helicopters, including the CH-47 Chinook, the West German Heer decided on the Sikorsky CH-53 Sea Stallion for the role. In June 1968 they ordered 110 to be built under licence by West German company VFW-Fokker. The *CH-53G Mittlerer Transporthubschrauber* (Medium Transport Helicopter) served with *Heeresfliegerregiment 15* (15th Army Aviation Regiment), *Heeresfliegerregiment 25*, and *Heeresfliegerregiment 35*. US Marines also used CH-53 Sea Stallions alongside their CH-46 Sea Knights during the intervention in Grenada in 1983.



WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Door MG3 MGs	16"/40CM	4	4	2	6	Door Guns

FIELDING CH-53 HELICOPTERS

US Marines

You may replace all of a Marine Rifle Platoon's UH-1 Huey transport helicopters with two CH-53 Sea Stallion transport helicopters.

West Germans

You may replace all of a Fallschirmjäger Zug's UH-1 Huey transport helicopters with one CH-53 Sea Stallion transport helicopter.

You may add one CH-53 Sea Stallion transport helicopter for every two (or part thereof) Wiesel Tank teams in a Wiesel TOW Panzerabwehr Zug, or a Wiesel FK 20mm Flugabwehr Zug for +1 point per helicopter.

PASSENGERS 10

A CH-53 Helicopter Team can carry ten Infantry Teams or two Wiesel Tank Teams as Passengers.

2ND MARINE DIVISIONS CH-46 SEA KNIGHT TRANSPORT HELICOPTER

DOOR GUNS: CH-46 Sea Knight helicopters have door mounted M60 machine-guns to cover their passengers when they dismount and mount during air assault missions. Helicopters are vulnerable to enemy ground fire when coming into the landing zone, so unload and load quickly, and tend not to waste precious ammunition and time on other targets.

Unlike other Helicopters, CH-46 Sea Knights can Shoot while Landed. However, their Door Guns can only Shoot in the turn that they Land.

• HELICOPTER AIRCRAFT ATTACHMENT • PASSENGERS 6 •



COURAGE 4+

MORALE 3+

SKILL 4+

IS HIT ON

4+

AIRCRAFT SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

The Boeing Vertol is a twin-engine medium-lift helicopter with a tandem rotor arrangement. During the Vietnam War, the CH-46 Sea Knight was one of the prime US Marine troop transport helicopters, filling the space between the smaller UH-1 Huey and the larger CH-53 Sea Stallion. Marine CH-46 helicopters were used to deploy the 8th Marine Regiment into Grenada during Operation Urgent Fury in 1983.

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Door M60 MGs	16"/40cm	4	4	2	6	Door Guns

FIELDING CH-46 SEA KNIGHT HELICOPTERS

US Marines
You may replace all of a Marine Rifle Platoon's UH-1 Huey transport helicopters with three CH-46 Sea Knight transport helicopters.

TEAM YANKEE CH-47 CHINOOK TRANSPORT HELICOPTER

DOOR GUNS: CH-47 Chinook helicopters have door mounted M60 machine-guns to cover their passengers as they dismount and mount during air assault missions. Helicopters are vulnerable to enemy ground fire when coming into the landing zone, so unload and load quickly, and tend not to waste precious ammunition and time on other targets.

Unlike other Helicopters, CH-47 Chinooks can Shoot while Landed. However, their Door Guns can only Shoot in the turn that they Land.

• HELICOPTER AIRCRAFT ATTACHMENT •
• PASSENGERS 8 •



COURAGE 4+

MORALE 3+

SKILL 4+

IS HIT ON

4+

AIRCRAFT SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

The Boeing CH-47 Chinook is a twin-engine heavy-lift helicopter with a tandem rotor arrangement. The counter-rotating rotors make a vertical rotor in the rear unnecessary and the entire engine output can be used to generate lift and propulsion. Its main roles include the transport of troops, vehicles, guns, and supplies. In Vietnam, American CH-47 crews quickly learned to mount a M60 machine-gun in each of the forward doors, and sometimes installed either an M60 or M2 .50cal machine-gun to fire from the rear cargo ramp. CH-47 Chinooks are widely exported and used by many national armed forces around the world. CH-47 Chinooks serve with the U.S. Army, the British Royal Air Force, Argentina, Canada, Australia, and Iran among others.

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Door M60 MGs	16"/40cm	4	4	2	6	Door Guns

FIELDING CH-47 CHINOOK HELICOPTERS

US Army
You may replace all of a UH-1 Huey Rifle Platoon's UH-1 Huey transport helicopters with two CH-47 Chinook transport helicopters.

British
You may replace all of the Lynx transport helicopters in a Lynx Airmobile Platoon or Lynx Milan Platoon with one CH-47 Chinook transport helicopter.