NOTES ON FALSHIRMSJÄGER

Alan Wambold

Re: the question on air-landing in FJ.

My original rules had the Germans designate an airfield as the destination for all air-landing units. They could only land in other hexes as a result of being diverted by AA fire, or if landing at the airfield would have a positive modifier on the air-landing table - if that is the case I allowed them to choose an alternate landing hex within 10 hexes of the airfield they were scheduled to land at.

Air-landings can only take place in airfield/airstrip, clear, dune, or highway hexes. When the Dutch were able to force the Germans to land away from the airfields the Germans smashed up a lot of Ju52s in crash landings. I don't know if the highway terrain type is still in the game - these were big four lane roads, wide enough to land on. The roads should be counted the same as clear terrain for the purpose of landing on - they were narrow, and often lined with trees.

I submit this information with the caution that this was the design intent - things may have changed in development. I hope this helps.

Alan Wambold

Frank,

Regarding FJ You wrote: "if the Germans are allowed free choice of dropzones the Dutch should be allowed free setups as well."

My sympathies are with the Dutch in this game, part of the reason I found it an interesting subject is that the Dutch army gets to kick the stuffing out of elite elements of the German army. I thought it's about time the Dutch get some respect in wargaming circles for their deed in mauling the 7th Flieger. However allowing a free Dutch deployment was not put in the game because I felt it was un-historical, and would also result is a very un-fun game (try it if you want a very short game, and an angry German opponent).

In 1940 an airborne invasion of this scale, and audacity, would not have been considered a likely event. The Dutch had to consider many threats, and invasion routes to guard against. In this game you know what's coming, and thus would deploy your forces to guard against a threat that would not be considered very likely to a Dutch commander in 1940.

The reason I allowed the Germans to have an option to change the drop zones in that's part of the fun of a game on airborne ops. I also feel that the historical German operation was far too ambitious, and the Germans underestimated the opposition they would meet with. Thus allowing the German some planning flexibility is a key to providing you with a game that allows both sides a chance to win. As opposed to just a simulation of how the German airborne invasion was defeated.

Alan Wambold

Mike:

You wrote: "After a few false starts, I land 60 FJ platoons and 12 LL companies on the first turn. The LL companies are landing on roads. Could I designate an occupied airfield, then devert them 10 hexes?"

In my original rules this was specifically forbidden - the Germans had to control an airfield/airstrip in order to designate it as an airlanding destination.

Alan Wambold

Re: FJ rules question

I'm dying to get my copy and see how this confusion came about - it's all so clear in the rules originally submitted. There is no air-landing phase until turn 2. This is explicitly stated in more than one place.

The game as originally submitted has 15 turns, the first two simulate 1 hour of time (0430 & 0530), and the rest 8 hours (am, pm & night). If this is still the case then there should be no German air-landings during turn 1 - only paradrops & the sea-plane landing.

Alan Wambold

Re: airlanding in FJ

Since I had Dean fax me a copy of the rules, I can give a more informed answer to these questions.

My intent with airlandings was that they try to land at an airfield - i.e. when they were dispatched from Germany the pilots were headed to a specific airfield that they felt they would be able to land at. The landings that occured all over the countryside were acts of desperation when the planes arrived at their destination and found the fields under AA fire, or stacked up with landed & wrecked Ju52s.

The first two paragraphs of 2.6 seem clear to me - the Germans need to control an airfield in order to bring air-landing units on the map (precluding doing so in turn 1), and this must be done at an airfield that is not occupied by enemy troops. The effect of rules 2.6a & 2.6b is that only Ju52s that scatter due to AA fire will land in a hext that does not contain an airfield.

The only substantive difference between my original submission and the published game was that I allowed a voluntary diversion to a clear, highway or dune hex if in landing at the airfield there would be a modifier on the Air Landing Table. This was to simulate the landings that took place in the countryside around Ypenburg, when it was clogged with wrecks & landed Ju52s.

Dean Essig

Al really needs his copy of the final game before confusing you guys (his point is taken) as this is _my_ job. :-)

Peter: How come you keep finding the obvious rules statements _after_ you ask me to clarify something as it "isn't mentioned"?

Right, neither can overrun.

Off-Airport Landings: These only occur as the result of scatter. Al did have rules about alternates...rules we immediately found caused the player to overload the airfield beyond belief, then casually announce that all the excess was going to divert. Made it so that all the Germans were on the map very quickly and the rule was _always_ being used as a play gimmick, not as originally intended, I'm sure.

Air Landing on Turn 1: Peter, what part of:

"...but _can be_ (bold in original) done into an EZOC and into an airfield still "controlled" by the enemy, but currently devoid of enemy units." (2nd Para 2.6)

leads you to believe the Germans must control the airfield to do air landings?

The only requirement is that there is no Dutch unit present...a fact which is true at two of the small airfields near the coast (IIRC).

Yes, you can air land on turn 1, but only there (which really limits the usefulness of doing so...)

Alan Wambold

Dean,

I got my copy of the game on Saturday, it looks great.

My original intent was to not allow air-landings on turn one. In the original rules this was implied rather than stated. I guess nothing would have prevented the Germans from landing at the two fields near the coast - but their mindset was to capture the fields with paras & then fly in the Ju52s. Though, as you say, this shouldn't have a big impact - and may help balance things a bit.

Thanks for closing the loophole about diverting air-landings, this is certainly not what was intended:

> "Off-Airport Landings ... Al did have rules about alternates...rules we immediately
> found caused the player to overload the airfield beyond belief, then casually
> announce that all the excess was going to divert. Made it so that all the Germans
> were on the map very quickly and the rule was _always_ being used as a play gimmick,
> not as originally intended, I'm sure.

I am used to playing with a group who sticks to the spirit of the rule, rather than the letter - so sometimes my rules need loopholes
closed - sometimes they need to be closed so tightly that those playing the game lose some options - because some were abusing them.

Dean Essig

Peter: Correct...the use of control in the first para could throw some.

Steve's Q's:

> Do the Germans need to roll for air barrages on Turn 1? I think the answer is yes,
> but I am questioning whether they would attack with anything less than a full load of
> air support at the start of the campaign. Rolling a "2" out of the gate could really
> impact the Germans ability to get going.

Student might not be thrilled by the prospect, but this would represent his side-show operation getting the short stick in support. He would be told to make do...

> Airfield capacity is in JU-52 points, correct? Does this imply that for an airfield
> with a capacity of "8", eight airlanding units could land there? This would be in

violation of stacking. Is overstacking allowed at airfields on the turn of landing?

Ju-52 Points, correct. They'll have till the end of the Movement Phase to bust up the stack...just like regular reinforcements.

This may sound dumb, but do the airlanding terrain modifiers apply at airfields? At least one has road going through it, while others are "open". Or do they only apply if you scatter away from the airfield?

The last two mods only apply off-field (Roads & open hex stuff)...you'll be affected by wrecks (the only place you can), Standing Barrages, EZOCs and field capacity, of course.

Per 2.5b the platoon of stadium jumpers can move up to 3 "city" hexes on turn 1. As there is an intervening "village" hex between the stadium and the Maas bridge, it seems like the platoon cannot reinforce the bridge...correct?

Damn...they were supposed to make it to the bridge (obviously)...I'll change that rule to city or village hexes. Good catch!

Alan Wambold

In response to the question re: "stadium jumpers" in FJ; the rule should provide for them to move up to three contigious[sp?] city/village hexes, if this is what's needed to reach the Maas bridges (Hex 31.19) - I only have a copy of my original map with me now, and all the hexes between the stadium & the bridges are city hexes. If hexes 29.19 & 30.18 are city hexes on the published map then there is no need for any change to the rule.

Dean Essig

Stadium Jumpers: I just addressed that, the rule needs to allow city or village hexes, it's too specific requiring only city.

Subject Re FJ full bridge hexes at x1/4

> TEC should say Dx1/4 AND then a speciel note saying that units attacking
> FROM a full bridge hex is x1/4

** That's right. I'll make a note of it in the errata.

> "Another" small errata 3.3a list hex 28.27 (top p.8) , should be 28.17

** I'll check on this (don't know what's right until I look)...might apply
to the other scenarios as well...

Subject Re FJ Airlanding

> Have unfortunately erased the mail, but I believe that you mentioned that
> Airlandings were NOT allowed on turn 1.
>

> If so where does it say so in the rules ?
> Seeing both Ockenburg and Valkenbrug Airfields empty of any dutch defenders
> and in addition both beeing outside any AA-range, they sure look inviting
> to make a massive airlanding on......units landing at Ockenburg can even
> make it into Den Haag and occupy The Fishing Harbor etc. before the dutch
> get a chance to react.
>
> As this makes quite a bit of difference in my german strategy I would
> greatly appreciate a quick answer.

** They are allowed. The only requirement is that there not be any Dutch
unit _in_ the hex. The use of the word "controlled" in the first paragraph
of 2.6 (IIRC) is in error, the 2nd paragraph's explanation takes care of the
matter.

** I'm not sure how "massive" a landing you can make at those two _small_
airfields (Okenburg sucks because of the Dutch reinforcements...but you can
land there on turn 1 with my blessings if you want!

Subject Re FJ Airlanding

Which is _why_ I added a line to the errata deleting the use of the word
"controlled" in the first paragraph and allowing the 2nd paragraph to work
without conflict.

I thought I explained that already.

>Subject Re FJ Airlanding

> Air Landing They are allowed on an empty airfield, but
> NOT on turn one. Notice the first sentence of 2.6, which
> says on "any turn after the Germans control an airfield".
> So you need to take an airfiled on turn 1 (any airfield)
> and then you can begin airlanding on any friendly
> controlled or vacant field, even if in ZOC (but note the
> horrific ZOC penalty).

Subject FJ Errata

Here is the current, and oh-so-official FJ errata list

5-08 Fallschirmjaeger (10 May 01)
 1. The Air Supply Head diagram on page 7 has thelables for the values flip-flopped. On the counter shown,
the number of Ju-52 Points needed is 10 and the Supply Range is 25. The rules textual description is correct.
 2. Ignore the use of   _controlled_ in the first paragraph of 2.6. There is no requirement that the   airfeidl be
controlled by the Germans so as to be used, only that no Dutch units currently occupy the hex.
 3. The Stadium Jumpers in 2.5b can move three hexes of city or village terrain.
 4. The example of ship movement in 3.3a at the top of page 8 incorrectly lists the ending hex as 28.27. It
should say 28.17.
 5. The x1/4 strength modifier for a full-hex bridge should be clarified that it reads Dx1/4 when the defender
is in the hex and Ax1/4 when the attacker is attacking from the hex.

6. In the Ranged weapons section, the rules describe AA units as having a Blue number on a Light Blue backing. They are Purple, as the rest of the rules and the counters suggest.

Dean

Subject Re FJ Errata

> Some people on CSW are under the impression that in addition to this, the x1/4 applies to units attacking INTO a full hex bridge. Thus, attacking from a clear hex at one end of the bridge INTO the bridge hex is x1/4 attack (and x1/4 on the defender too of course). I think that is incorrect, and this errata seems to bear out my opinion. [although there is of course the possibility of attacking one of the full-hex bridge hexes from a land hex over a major water hexisde, which would be x1/4 on the attack].

You are indeed correct. Two units, one strength each. Defender sitting on the bridge, attacker coming overland...combat resolved as 41.

Dean

Subject Re FJ Question

> A Stuka attack affects the 6 adjacent hexes as well (Rules 1.9b). Does the 2-strength psychological/terror attack apply to any German units adjacent to the attacked hex? In other words, is it smart to attack a hex adjacent to German troops with Stukas or is the attack going to affect them too? (friendly fire??)

No, that "Stuka Plus" roll does not affect German troops. This isn't actually any fires (as you would guess by the zero chance of killing anything), but local psychological disruption caused by these infernal machines, etc.

Dean

Subject Re FJ - Airport Capacity

> So that means the air head can be the only thing landing at the Airport in a given turn.
For as I recall the number of JU-52 Points needed equals the MAX for each Airport.

** Nope, nope, nope! The airport capacity is given in Ju-52 Points, its one Ju-52 point per unit carried (Student/Sponeck count as units as I recall). The two capacity numbers represent the normal and the absolure max landing capacity of the field in Ju-52's (not sure where you got the idea that it represented the needed number...if so, that would mean the best airbases are the most expensive to get into!)

Dean

Subject Re FJ - what am I doing wrong?

> OK I'm playing solo the 5.2 Scn of FJ and am beating the snot out of the Germans. It's the start of turn 3 and I have destroyed 23 JU-52 points, which leaves the germans with only 13 points to use to try to bring on anything.

** The number of Ju-52 points lost is very high...sounds like you are taking way too many flak losses...you looked before you lept with the paras, right?

> I feel that I might be doing something wrong with the Air Landings. When they come into the air field we roll on the landing table. If they scatter, do we then roll again on the table for the hex they scatter to?

** You do roll on the Landing Table again (unless you choose to abort), but there isn't another Flak roll, if you have been making them as well.

Dean

Subject Re FJ - what am I doing wrong?

> One more question, what about stacking limits? I don't seem to remember any special rules about stacking on the airfield. If I bring in the limit to an airfield the hex is way over stacked. I assume the german is "immune" to stacking limits for the landing phase? Then they have to unass the area in the first movement phase after that.

Standard SCS rules apply...normal stacking enforced at the end of the movement phase.

Dean

Subject Re FJ - what am I doing wrong?

> On the first roll I was getting at least a -2, both airfield had a wreck on
the first or second landing. Ockenburg is now at a -4.

Ockenburg is the one you said had a standing barrage, right? That would be a job for the para's (along with taking out all Flak). Just wanted to check to make sure you never put more than one Ju-52 Wreck marker on a field...

Dean

Subject Fallschirmjaeger question

Just two questions. These came up during a play with some historical background material at hand.

Turn 1 German Air support table?
Why is there no modifier to boost the German Air supporty for the turns 1 and 2? With a roll of 2 to 5 the actual landings will be a nightmare. Historical the Germans used their airpower to make the landings succesfull.

Dutch artillery firing into towns?
During my replay I found it easy to reduce the German units at the Rotterdam bridges using 10 RA. Although historical the use of artillery in Rotterdam was not allowed. The risk for civilians was to high. Should there be some kind of VP-system to hinder the use of art in the first turns?

Detlev

Subject Re Fallschirmjaeger question

> Turn 1 German Air support table?
> Why is there no modifier to boost the German Air supporty for the turns 1 and 2? With a roll of 2 to 5 the

actual landings will be a nightmare.
> Historical the Germans used their airpower to make the landings succesfull.

** Originally the game submission had a relatively elaborate set of timed modifiers applying to both sides at various times during the game. These were of a very small order of magnitude (+ or - one stuff) and were deleted during testing as having very little effect on anything (basically eyewash).

** My reasoning is that if the German manages to blow his rolls on one or more of the first few turns, congrats! OKW decided your side show was well supported as well as it is going to be...the Fuehrer expects you to make do, like everyone else, and win anyway.

> Dutch artillery firing into towns?
> During my replay I found it easy to reduce the German units at the Rotterdam bridges using 10 RA. Although historical the use of artillery in Rotterdam was not allowed. The risk for civilians was to high. Should there be some kind of VP-system to hinder the use of art in the first turns?

** I was not aware of the artillery not being allowed to fire into towns, but I would not be in favor of putting in additional little rules to cover this as 1) it adds to the rules weight for uncertain gains and 2) I can just see the Germans hiding in all the towns just to avoid Dutch artillery (OK, limit it to _just_ Rotterdam, which reinforces my first point against it by both adding even more rules weight _and_ limiting what little it does affect!).

Dean

Subject Re Fallschirmjaeger question, Dutch arty

> > Dutch artillery firing into towns?
> > During my replay I found it easy to reduce the German units at the
> > Rotterdam bridges using 10 RA. Although historical the use of artillery in
> > Rotterdam was not allowed. The risk for civilians was to high. Should there
> > be some kind of VP-system to hinder the use of art in the first turns?

10 RA is powerful, but it is easily neutralized by air or assault troops. It is well worth a "suicide" run by a stack of 3-6s to take these guys out, or to commit substantial air units.

Peter McCord
UCR

Subject Re FJ Questions

> Rule 1.7c seems to contradict rule 1.6. Rule 1.6 says ranged weapons,
> including artillery, can fire at hexes that are not adjacent to them.
> However the second paragraph of 1.7c says, "It is not possible to fire a
> barrage and do regular combat in the same turn--as units will be unable to
> barrage as they will be in an EZOC." Is 1.7c incorrect in stating that
> artillery must be in an EZOC to conduct non-barrage combat? Or is
> artillery an exception to rule 1.6 in that it cannot engage in ranged
> non-barrage combat? (i.e. artillery can only do ranged combat as a barrage.)

The artillery could do barrage and regular combat in the same turn _if_ they find a unit (stack) without a EZOC to attack.

Artillery can't fire ranged barrage if in a EZOC.

NO UNIT can participate in regular combat at ranges greater than one.

Dean

Subject Re FJ Question

What happens if a paradrop or airlanding occurs on an occupied hex? Or is this even possible?

>>>>>You a shift it three hexes in any direction or abort the landing. I don't think it's possible.

The airdrop/airlanding procedure sure could use an example of play. Could somebody write one and include it with the errata?

>>>>>>This has been addressed at ConSimWorld. Let me try.
Airdrop place in target hex, resolve AA, scatter, end.
Airlanding place at airport, resolve AA, scatter, resolve airlanding, scatter, resolve air landing scatter... untill you can't take it anymore.

I'm assuming that the airlanding unit must initially try to land at an airfield. Is this a valid assumption?

>>>YES

 Or may it try to land in a road, clear, or dune hex instead of at an airfield?

>>>>NO. You can only land at these as a result of scatter from AA or the ailanding table.

For the AirSupply heads, they MUST attempt to land at their named airfield?

>>>>>Yes.

 Can they scatter off the airfield and still function?

>>>>>No. If they sctter, they abort. I use airdrops out of AA range. They drop without scatter.

Subject Re FJ Question

Hey Henry!

> What happens if a paradrop or airlanding occurs on an occupied hex? Or is
> this even possible?

** I'd say destroy the landing unit, but then it should _never_ happen given that anything that does scatter can either abort or use the three hex adjustment to avoid such an occurence.

> The airdrop/airlanding procedure sure could use an example of play. Could
> somebody write one and include it with the errata?

** If I ever have the time, I'll write one up. Then I'll hunt down and kill anyone who nitpicks it...

> I'm assuming that the airlanding unit must initially try to land at an
> airfield. Is this a valid assumption? Or may it try to land in a road,
> clear, or dune hex instead of at an airfield? (These are Ju-52's, not
> helicopters or gliders. At Crete the Germans did make landings on the
> beach near Maleme Airfield, but they didn't try to land just anywhere.)

** They must initially try to land on an airfield.

> For the AirSupply heads, they MUST attempt to land at their named airfield?
> Can they scatter off the airfield and still function?

** Yes and if they scatter they must automatically abort.

Dean

Subject Re Another FJ question

On the Victory Points awarded to the German player for Dutch reinforcements. I just want to make sure I'm reading this right.   In scenario 5.3 for the turn six reinforcements--if the Dutch player takes the reinforcements for entry area C, the German gets three points?

>>>>>>>>>>>YES.

If the Dutch player takes the reinforcements for entry area D, it's one point if he takes the three 6-6 infantry companies, etc.

>>>>>>>>>>>>>>>YES.

but no point if he takes only the 4-12 MC company?

>>>>>>>YES.

Subject Re FJ Question OverStacking

Give them till the end of the movement phase...that way they get a chance to break up the stack, which is the purpose of delaying the overstacking till the end of a phase in the first place.

> A question popped up on how to play overstacking, which can occur with Air
> Landing and paratroop units. The rules permit overstacking of units during
> any given phase which must be corrected at the end of each phase (or enforced
> at the instant of overrun). Given the effects of Air Landing and AA fire on
> where paratroops or gliders actually land (due to the effects of scatter), we
> found it normal that one would bring in units which exceed the stacking
> limits of the initial target hex because one expects that a certain number of
> the incoming units will actually land elsewhere. What happens if you
> misjudge this result and at the end of the "Seaplane, Paradrop, Air Landing
> Phase" you have an overstack?
>
> Is the "Seaplane, Paradrop, Air Landing" segment a "phase" within the meaning
> of the stacking rules for the SCS series (Rule 4.0 Stacking Enforce

> stacking at each phase's end and at the instant of overrun)? Are excess
> units destroyed? Can they be aborted?
>
> This would seem to be a not uncommon event given the Paradrop and Air Landing
> rules coupled with the Capacity and Maximum Capacity rules pertaining to air
> bases. I am just trying to square this effect with the ability to overstack
> arriving reinforcements during the movement phase as long as the overstack in
> corrected by the end of the movement phase.

Subject Re FJ Question OverStacking

> What happens if airlanding units overstack on an airfield in a standing
> barrage, and the number of DG units exceeds stacking?

Then you start killing off the excess since they cannot unstack. Next time look before you leap!)

Subject Re Falls query

Capacity is counted as counters, so it is more efficient to land the 22nd than say the 7th Flieger (2 steps to 1, same for Ju-52 points you can use 1 Ju-52 to carry a 2 step 22nd vs a 1 step para unit. Yes, the 22nd must airland. You can also airland the paras, but I'm not sure when that is better than just parachuting in, but you could if you want to.

Stacking. You can go over the stacking limit for landing, look at each
airfield they have a CAP value and MAX value. When you go over the CAP you have a negative landing DRM. You can't go above the MAX value.

At the end of the movement phase you check your stacking limit and kill off those over stacked. So you can airland more than the stacking limit at airfields and then move them off during the movement phase and at the end of movement enforce stacking.

Artillery can really cramp the Germans style. German air is also pretty
effective against the poor Dutch who is unlucky enough to stop in the open.

Subject Re FJ Question Du Jour

> Although movement is prohibited across rivers, units may attack at 1/2
> across river hexsides. If an attack is made against a hex across a river
> and the hex is vacated as a result of the combat, may the attacking
> infantry units use the ferry to advance into the hex after combat?
> Dean, what's the official answer?

If the attacking unit _could_ use the Ferry (i.e. not armor), then it can advance into the hex (the enemy left the river bank because of the fire, _then_ your guys crossed in the Ferry).

If the unit couldn't move using the Ferry (either), then it still can't
advance (due to the P terrain).

Niek van Diepen

Bob, there is an ongoing discussion on FJ, including your question, on the SCS board. The short answer is: yes, they can be airdropped on turn one if you use the non-historical drop options, and they are available later if they do not jump on turn 1.

The long answer is: no, the specialists weren't able to jump (at least, not with their equipment), and 7/II/2FJ and 8/II/2FJ and also 5/II/2FJ weren't jump-trained yet. All these units were airlanded at Waalhaven. My suggested compromise (unofficial!!!) is to let all para's jump (or airland if you wish), and the specialists airland. The rationale for the jumpers is that the Dutch really did not know how many there were.

Subject: Re: FJ question
The airfield CAP is just what the guy can throw into the airfield on a given turn...it is not affected by units sitting in the airfield's hex. Now, once you dump all those units there (in addition to any just sitting in the hex already) you'll have to move enough out to avoid stacking penalties at the end of the Movement Phase.

That might be what you just said, and then again it might not...my head's spinning right now for understandable reasons :-)