Victory Decision
Advanced Wargaming Rules

World War II

Airborne Assault Scenario

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VICTORY DECISION
ADVANCED WARGAMING RULES

World War II
Airborne Assault

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Airborne Assault

Briefing: To prepare the ground for your normal infantry forces an airborne platoon has to secure a vital position deep within enemy territory. Their task is simple: take the objective and hold it until your ground forces arrive.

The Defender knows that an imminent attack will be spearheaded by Paratroopers. His forces are spread thin to cover as much ground as possible. If he can repel the Paratroopers attack he will gain an advantage over the entire region that will pay off in following engagements.

Gaming Area and Deployment: Set up a playing area on the recommended gaming table (see Chapter 13 – Gaming Area and Deployment - of the Victory Decision rulebook).

Starting the game: The Attacker places one Objective anywhere on the table. This is the tactical objective both sides are fighting for. Roll a D6 before the game starts, on a roll of 3+ use the Night Fight rules during the first 2 Game turns. The attacker activates the first unit automatically, after that roll for Initiative as normal.

Attacker - Scenario Special Rules in effect:

All of the attacker's units are in Reserve at the start of the game. All units are deployed by using the Parachute Force Deployment rules.

- Objectives,
- Random Game length,
- Reserves,
- Retreat,
- Victory Points

Defender - Scenario Special Rules in effect:

Divide your forces in two as equal as possible halves. You deploy only one half on the table before the battle. One of the units deployed before battle can be within 16" of the Objective. The rest of the units have to be at least 16" away from the objective.

The other half of your army enters as Reserves; units are brought on to the table from a random table edge after rolling 1D6 as shown below.
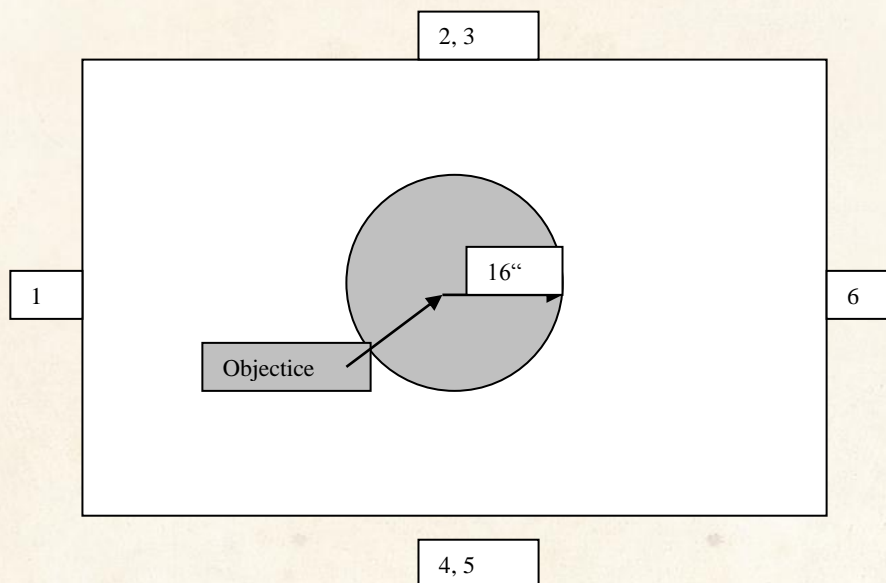
- Objectives,
- Random Game length,
- Reserves,
- Retreat,
- Victory Points

**Victory Conditions:** To win the game you must:

- avoid being forced to Retreat **AND**
- capture the objective and hold it in the end segment of the 4th or later turns.

If no player has captured the objective at the end of the 4th or 5th turns roll for another game turn using the Random Game length scenario. The game ends after turn 6, if still no player has capture the objective and no player has lost because of the Retreat scenario rule simply count Victory Points after the 6th turn to see who has won the battle.

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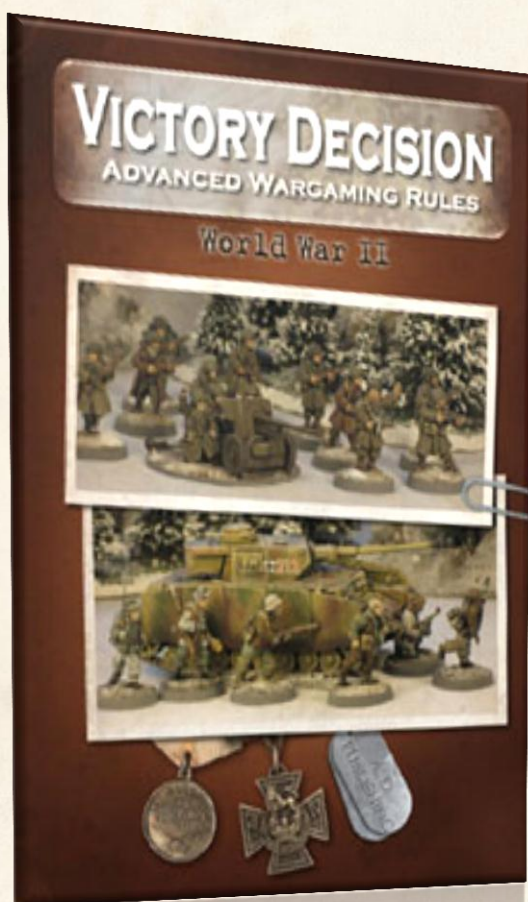
"Sure, we want to go home. We want this war over with. The quickest way to get it over with is to go get the bastards who started it. The quicker they are whipped, the quicker we can go home. The shortest way home is through Berlin and Tokyo. And when we get to Berlin, I am personally going to shoot that paper hanging son-of-a-bitch Hitler. Just like I'd shoot a snake!"

General George S. Patton - (addressing his troops before Operation Overlord) - **5th June 1944**

Even today's world is still living with the consequences of World War II, the most significant conflict in our history.

Victory Decision: World War II is an action based game that allows you to command a platoon sized force or more in this momentous conflict. It features a unique Leadership-modified alternate unit activation system. The result is a fun and fast paced war game that involves both players almost constantly.

These rules cover virtually all aspects of World War II gaming. Included are rules for:

- Moving, Hiding, Infiltrating and Spotting,
- Shooting and Concentrated Fire Actions,
- Assault and Close Combat Actions,
- Artillery and Air Strikes, Bunker Assaults, Night Fighting, Foxholes, Tank Pits and and and…

Victory Decision emphasises Troop Quality and Leadership and includes a detailed Vehicle combat system.

The rules cover individually based infantry miniatures and also group- or multibased miniatures, aka Infantry Stands. While designed with 20-28mm miniatures in mind the Victory Decision game system is flexible enough to handle any miniatures from 6mm to 32mm.

So whatever your existing miniature collection consists of, you can start playing right away.

This rulebook not only provides Scenarios but also Point based Army Lists for late war British, German, Soviet and US forces. All necessary Game Markers are also included within this book.

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