

# BATTLEFIELD WALKAROUND:

## PARATROOPER

By Gary Valenza 06/02/05

**1.0 Locale:** There are five standard ASL geomorphic boards utilized, Boards **1, 2, 3, 4, and 24**, which are used in various layout combinations for each scenario. The boards represent Normandy in June 1944 depicting battles involving the 82<sup>nd</sup> and 101<sup>st</sup> Airborne Divisions on D-Day or shortly thereafter.

**2.0 Land Forms:** There is considerable divergence in terrain from map to map, with terrain levels varying from -10 to +30.

**2.1 Hills:** Hills are large components of Maps 2 and 3, which all slope upward from +10 to +30 peaks on 2O5, 2BB5 and 3E3, 3I7, 3W6, and 3DD2.

**2.11 Hills:** Per SSR ATS PARA 16 and ATS PARA 18 Valley, Hill terrain and Cliff 24J2-J3 are Level 0.

**2.2 Brush:** Map 24 contains relatively small patches of Brush (ex. W8, X7, X8, Y7).

**2.3 Woods:** All five maps contain Woods, although it is rather insignificant on Map 1, but there are substantial woods hexes on the other four maps often in conjunction with other terrain features. (Woods with Path 24W4, 24W5, 24W6, 24V27)

**2.31 Swamp:** SSR in ATS PARA 14, all hills on all three boards are considered Swamp.

**2.4 Crops:** Maps 3 and 4 contain Crop hexes, with a substantial amount of crop hexes on Map 4. (4I7, 4I8, 4J5, 4IJ6, 4J7, 4J8, 4K5, 4K6, 4K7, 4K8)

**2.5 Cliffs:** These are extensive in Boards 2, 3, and 24. Note that ATS Rules prevent all units from crossing a Cliff hexside. As an **Optional Rule** you may wish to allow personnel units to treat Cliffs similarly to Precipitous Terrain with a +4 MP + COT to cross a Cliff hexside, and may carry one L weapon and becomes Winded. In order to cross the hexside, a unit must pass a MC. If this MC is failed by > 2; the unit is considered to have fallen and is eliminated. There is no LOS to climbing unit unless firer is on another hex forming the same Cliff. Any adverse result to fire (including failed MC) eliminates the unit crossing the hexside. Upon successfully crossing a Cliff hexside if a unit is now at a higher elevation it is immune to Indirect fire, unless the line of Indirect Fire from firer to target crosses directly through the Cliff hexside just crossed. (Hexsides 24J2-J3, 24J2-I3, 24I2-I3)

**2.51 Cliffs:** per SSR do not exist in ATS PARA 15

**2.6 Bocage/ Hedgerows/ Stone Walls (treat as ATS High Wall):** Except for Map 1, these terrain features (+10) are interspersed throughout the other 4 maps. (Wall: Hexsides 2D4-D5, 2F4-F5, Hedgerow/ Bocage: Hexsides 3Z3-Z4, 3Y4-Z3, 3Y3-Z2)

**2.7 Valley:** This is the most significant terrain form (-10 elevation) on Map 24 involving about 2/3 of the map with various other terrain features superimposed on it (including Cliffs and darker green Open Ground on Map 24). See 2.11 for SSR changes.

**2.8 Gully (Linear Depression, ATS Ravine):** Again these are features found on Map 24 only (24D9, D8, E8, E7).

**2.9 Paths:** Also exclusive to Map 24 (see Woods with Path in 2.3 Woods).

**2.10 Crag (treat as ATS Rock Strewn Terrain):** Map 24 contains two hexes with Crag, D7 and J3.

**2.11 Shell Holes:** Clusters of Shell Holes are found on dirt roads on Maps 2 and 3. On Map 4 there is one Shell Hole hex at S3.

**2.12 Orchard:** Map 24 also has occasional Orchard hexes (BB6).

**2.121 Orchard:** Per SSR in ATS PARA 15, Level +30 hills are Orchards.

**3.0 Terrain Forms:** Roads are the one terrain form found on all five boards, primarily dirt roads, as well as both wood (+10), and masonry (+20) buildings to greater or lesser degree on all of the boards. There is also one bridge on 24F6 crossing a gully.

**3.1 Buildings:** Map 1 is almost exclusively wood and masonry buildings with paved roads entwined among them, Map 2 has a few wood buildings interspersed throughout the map generally at the foot of a beginning hill slope. Map 3 has a large concentration of both wood and masonry buildings in the middle third of the map. Map 4 has a few wood buildings generally located in open terrain. Map 24 also has a large concentration of both types of buildings in the center of the map located in the Valley (+20 Masonry Building 1J4, J5, K4, K5, +10 Wood Building 1K2).

**3.2 Roads:** As mentioned Map 1 has substantial paved roads among the buildings, noting each paved road begins as a dirt road as it exits the map. The other four maps have dirt roads that bypass hills or woods. (Dirt Road 24I8-I10, Paved Road 1J6-J8).