

AIRBORNE COMMANDER – Eagles at Normandy

Rules revised by Francis K. Lalumiere, version B1.1

Major clarifications to the published rules are indicated in blue.

Modifications from version B1.0 are indicated in red.

TURN SEQUENCE

1. Fill the Battleground
2. Fill the Drop Zone
3. Draw 5 Cards
4. Deploy
5. Fight!
6. Recruit
7. V for Victory

Game Concept

Geronimo! Your troops are landing in Normandy. Gather your brothers and move out!

In *Airborne Commander*, you will mobilize your brave men to face a series of firefights in order to seize objectives and complete your mission. You'll build your deck with new troops while dealing with the ever-present threat of chaos in the form of Disorganized cards. The more disorganized your deck becomes, the harder it will be to pave the way for a successful invasion.

The Goal

The goal of the game is to draw through all the cards in the Allied deck or the Mission Deck and score as many points as possible. The more points you score, the higher service medal you will earn.

You will score points for destroying enemy units and capturing key objectives. You will lose points for Disorganized card in your deck.

There are two ways to lose the game before you are able to score.

You LOSE if:

The last Disorganized card is added to your discard pile. Your troops have been SCATTERED.

There are ever four Static Defenses on the Battleground at the end of a turn. Your troops have been CAPTURED.

The Cards

The cards in *Airborne Commander* are divided into four decks: Allied, Mission, Disorganized and Player.



The Allied deck contains the troops and equipment you hope to add to your fighting force throughout the game.



The Mission deck contains Axis units, objectives, static defenses and terrain cards, each of which present different challenges on the Battleground.



The Disorganized deck is made of a single type of card: Disorganized cards. Failing to oppose Axis units on the Battleground will force you to add Disorganized cards into your deck. These cards represent the chaos of battle and have no useful purpose. They simply take up valuable space in your deck.



To start, the Player Deck is made up of 11 cards: 8 Allied cards and 3 Disorganized cards. The Allied cards must be the 4 Paratroopers, 1 Pathfinder, 1 Corporal, 1 Sergeant and 1 Lieutenant that are marked with the paratrooper patch deck ID.

Card Anatomy



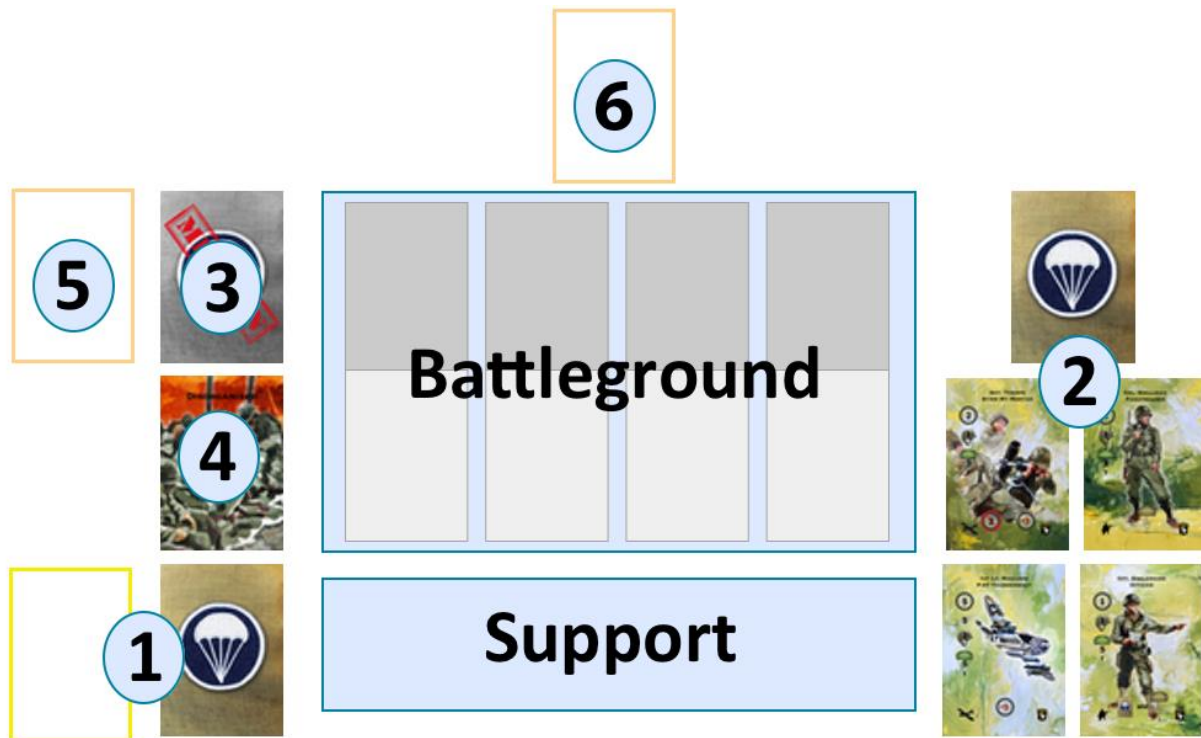
- 1 Name/Rank
- 2 Attack Value
- 3 Anti-Armor Value
- 4 Defense Value
- 5 Recruit Cost

- 6 Unit Type
- 7 Support and Recruit
- 8 Deck ID
- 9 Victory Points
- 10 Effects



Setup

- 1 Prepare the Player Deck with the cards listed above and shuffle.
- 2 Shuffle the Allied Deck and leave room for 4 cards to be placed face-up next to it.
- 3 For the first few games, arrange the Mission Deck in **ascending numerical order**. Once you are familiar with the game, you may shuffle the Mission Deck to produce a more unpredictable experience.
- 4 Place the Disorganized Deck on the table near the Allied and Mission Decks.
- 5 The Recon Area starts empty.
- 6 The Axis Discard Pile also starts empty.



The Battleground

Combat in *Airborne Commander* takes place in an area on the table called the Battleground. There are two rows to the Battleground: an Axis row and an Allied row. There are four slots (or columns) to the Battleground. Each slot represents a firefight that can potentially take place each turn. Axis cards from the Mission Deck are played to fill the Axis row, while Allied cards are played to engage or suppress those Axis cards.

Support Area

Any number of cards may be played to the Support Area. While their Support actions may affect the outcome of combat, these cards are not directly engaged with Axis cards on the Battleground

Turn Sequence

1. Fill the Battleground

From the Mission Deck, you will play cards to fill [the Axis row of the Battleground](#), one card per slot, so that all four slots are full. The Battleground may contain a variety of cards but at most only one Objective and one Terrain card. If you draw more than one of these during this phase, set these cards aside, face up, in the Recon Area next to the Mission Deck.

On the first turn, the Battleground starts empty. Once the game is under way, step through this procedure each turn:

1. Consolidate any remaining Static Defense cards from the previous turn into a stack [that occupies](#) the right hand slot of the Battleground. These Static Defense cards take up only one slot. (NOTE: If there are ever four Static Defense cards on the Battleground at the end of a turn, you LOSE.)
2. Check the Recon Area for Objective or Terrain cards. If there are cards in the Recon Area, use these cards to fill the Battleground, keeping in mind there can never be more than one Objective and one Terrain card in play on the Battleground. [If the Recon Area contains more than one Objective card and/or Terrain card, select one Objective and one Terrain, and move them to the Battleground. Leave remaining Objective and Terrain cards in the Recon Area for now.](#)
3. Draw cards from the Mission Deck to fill any remaining slots in the Battleground. [If Objective or Terrain cards appear, move them to the Battleground—unless the Battleground already contains one of each, in which case the cards should to the Recon Area,](#) to be used on later turns.

NOTE: If the Mission Deck is ever exhausted, reshuffle the deck from the discarded Mission cards and draw cards to fill the Battleground. *If this occurs, this will be the last turn of the game.*

2. Fill the Drop Zone

The Drop Zone has space for four face-up Allied cards.

[If the Drop Zone begins this phase with more than 2 cards, select cards—and remove them from play—until the Drop Zone contains only 2 cards.](#) Then draw cards from the Allied Deck to fill each open space in the Drop Zone.

NOTE: *The game will end [at the end of the turn](#) the Allied Deck is exhausted.* This means the Drop Zone may contain less than four cards on the final turn.

3. Draw 5 Cards

Draw five cards from your player deck into your hand.

NOTE: It is possible to save cards from a previous turn and thus end up with a hand with more than five cards.

4. Deploy

You may play as many or as few cards as you wish from your hand to the Allied row of the Battleground or to the Support Area

Playing to the Battleground

When a card is played to the Battleground, it is played directly opposite an Axis card. Multiple Allied cards may be played to engage a single Axis card—they are simply deployed to the same slot. If multiple Static Defense cards are stacked in the right-hand Axis slot, Allied cards deployed there can attack any and all of the stacked cards. Just make sure you know what Axis card(s) your Allies are attacking.

Allied cards played to the Battleground are now engaged in a firefight. Each firefight will be resolved in the Fight phase of the turn.

You may play Allied cards to an Objective card on the Battleground *only if all other non-Terrain Axis cards have been engaged.* (This includes all Static Defense cards that may be stacked in the right-hand Axis slot.) In order to capture an Objective, the Allied card played in front of it must have an attack value greater than zero.

NOTE: Additional and/or different conditions may apply, depending on the Objective in play.

Playing to the Support Area

Any number of cards may be played to the Support Area. While their Support actions may affect the outcome of combat, these cards are not directly engaged with Axis cards on the Battleground.

Any cards not played during the Deploy phase may be used during the Recruit phase, or kept in hand for future turns.

Some cards have multiple Support Actions (indicated by AND between support icons), while others may force you to make a choice (indicated by OR between support icons).

NOTE: A Few cards may be played to the Support Area in addition to being used during the Recruit phase. Those cards are indicated by AND between the support icon and the recruit icon).

The following Support Actions are resolved as the card is played to the Support Area:



Command: Draw additional card(s). These cards may be used immediately.



Inspire: You may discard a Disorganized Card to the Player Discard Pile and draw the indicated number of cards (usually one) into your hand. These cards may be used immediately.



Medic: At the end of the Fight phase, you may return one destroyed Allied card to your discard pile (instead of removing it from the game).



Rally: You may discard a Disorganized Card back to the Disorganized Deck.



Resistance: You may remove an Axis card from the Battleground and place it at the bottom of the Mission Deck.

5. Fight!

Support Actions

Each Fight phase begins by using the support actions on cards in the Support Area.

The following Support Actions are resolved at the start of the Fight phase:



Suppression: The Suppression value on a card is the number of *unarmored Axis units and Roadblock cards* on the Battleground that the card can suppress. The suppressed cards may occupy different slots. **Suppressed cards do not return fire, and are considered engaged.** Armored Axis units and Axis Blockhouses cannot be suppressed. *Neither can Terrain or Objective cards.*



Fire Support: The Fire Support value on a card is an attack value that will be added to the attack value of Allied cards engaged in a specific firefight on the Battleground. Fire Support cannot be used against an unengaged Axis card. *Fire Support cannot be used against armored units.*

Cards providing Fire Support will not suffer the effects of any returned fire from Axis cards since they are in the Support Area.

Firefight

After Support Actions have been declared, resolve firefights on the Battleground, *in the order of your choice, by going through the following sequence for each firefight.*
Make sure to resolve an attack on an Objective last.

1. Check Objective and Terrain cards

Some Objective and Terrain cards may impose conditions that modify all firefights this turn. Apply these conditions where appropriate.

2. Allies Attack

Cards can produce two forms of attack, each with its own icon: small arms and anti-armor.



Small arms attack can only damage infantry units, glider units and roadblocks. *Please note that Axis armored units also bear this icon—they are still considered to return fire with small arms, even though they are armored units.*



Anti-armor can only damage armored units and blockhouses.



Defense Values



Trooper: Represents paratroopers with light equipment.



Glider: Represents heavy equipment which was either brought in by glider or storage container.



Armor: Represents armored units (both mobile and immobile). The card may only be damaged by anti-armor weapons and immune to suppression.

Allied Attack Results

Add the attack value of all Allied cards engaged in a firefight. Compare this total to the defense value of the engaged Axis card.

If the Allied attack total is *higher* than the Axis defense, the Axis card is DESTROYED: [at the end of the Fight phase \(and after it has returned fire\)](#), you will place it in your SCORE PILE.

If the Allied attack total is *equal or lower* than the Axis defense, the Axis card SURVIVES: [at the end of the Fight phase \(and after it has returned fire\)](#), you will simply discard it.

NOTE: Small arms units may engage Axis armor units but cannot damage them.

3. Axis Unit Returns Fire

Each unsuppressed [Axis card](#) with an attack value returns fire at any Allied cards engaged with it, regardless of whether the Axis card was DESTROYED or SURVIVED.

Axis Attack Results Against Single Allied Card

If the Axis attack value is *greater* than the Allied card's defense, the Allied card is DESTROYED: at the end of the firefight, remove it from the game.

If the Axis attack value is *equal or lower* than the Allied card's defense value, the Allied card SURVIVES: at the end of the [Fight phase](#), place it in your discard pile.

Axis Attack Results Against Multiple Allied Cards

Choose one of the Allied cards to be the first to withstand the Axis attack. If the Axis attack value is *greater* than the selected Allied card's defense value, the Allied card is DESTROYED: at the end of the [Fight phase](#), remove it from the game.

[The firefight continues.](#)

Subtract the defense value of the just destroyed Allied card **+1** from the Axis attack value. Now compare this adjusted attack value to the defense value of another Allied card in the same firefight. If the adjusted attack value is still greater than the defense value of the new Allied card, that card is also DESTROYED.

[Repeat this process until either all Allied cards in this firefight have been destroyed, or one of those Allied cards has survived the Axis attack. Either of those conditions ends the firefight.](#)

Remaining Allied cards SURVIVE.



Example: PFC Cockitt and Pvt. Eckhart engage a Blockhouse. The Allied attack total is 5, which is greater than the Blockhouse defense value of 3. The Blockhouse is DESTROYED and will be placed in the Score Pile.

The Axis returns fire with the Blockhouse attack value of 3, and Pvt. Eckhart is selected to face the Blockhouse. The Axis attack is higher than the defense value of 2, and so Pvt. Eckhart is destroyed. Subtracting Pvt. Eckhart's defense value +1 from 3 leaves 0. PFC Cockitt SURVIVES and the firefight is over.

4. Unopposed Axis Units

Any Axis unit (**NOT Objective cards, Terrain cards or Static Defenses**) left unengaged or unsuppressed will wreak havoc on Allied forces. For each such unit, add a card from the Disorganized Deck to your discard pile.

These Disorganized cards serve no purpose other than to take up space in your deck. When drawn, they count as a card in your hand, thus limiting the number of effective cards you can play on your turn.

If you ever add the last Disorganized card to your discard pile, you lose immediately. Your forces have been SCATTERED. If you finish the game without losing, Disorganized cards will score negative points.

5. Static Defenses

Axis Static Defense cards are not considered units.

Engaged Static Defense cards (or suppressed, in the case of Roadblocks) that survive will be discarded at the end of the Fight phase.

While unopposed or unsuppressed, they do not add Disorganized cards to your discard pile, but they remain in play for the next turn.

Surviving Static Defense cards will be consolidated into a single stack at the beginning of every turn, taking up a single slot (on the far right) of the Battleground.

NOTE: If a turn ends with four Static Defense cards on the Battleground, you lose immediately. Your forces have been CAPTURED!

6. Capture Objectives

An Objective card in the Battleground must be engaged by an Allied card in order to be captured. The Allied card must have an attack value greater than zero. An Objective card cannot be suppressed.

In order to capture an Objective card, all other non-Terrain Axis cards must have been engaged or suppressed. (This includes all Static Defense cards that may be stacked in the right-hand Axis slot.) Also, the Allied card which engaged the Objective card must have an attack value greater than zero.

IMPORTANT NOTE: You cannot capture an Objective if you were forced to take a Disorganized card during this turn. You also cannot capture an Objective if the special conditions on the Objective card have not been met.

If you choose not to engage an Objective card, it will not return fire, nor will it force you to take a Disorganized card into your discard pile.

7. Cleanup

Clean up both rows of the Battleground after all firefights have been resolved.

Axis Cards

DESTROYED Axis cards go to your SCORE PILE.

SURVIVING Axis units (engaged or not) go to the AXIS DISCARD PILE.

SURVIVING Static Defenses cards that were engaged or suppressed go to the AXIS DISCARD PILE.

SURVIVING Static Defense cards that were NOT engaged nor suppressed remain in play and are stacked in the right hand Axis slot of the Battleground.

Allied Cards

DESTROYED Allied cards are removed from the game.

SURVIVING Allied cards from the Battleground and the Support Area go to your discard pile.

6. Recruit



Any cards remaining in your hand with a Recruit Value may be used to “buy” cards from the Drop Zone.

Each card on the Drop Zone has a Recruit Cost. You can spend the Recruit Value on cards left in your hand to meet or exceed the cost of a card in the Drop Zone.

NOTE: Certain cards may be played to the Support Area and yet remain to be used for their Recruit Value. This is indicated on those cards.



Normally, you can only recruit one card from the Drop Zone per turn.

However, a **Pathfinder** card played during the Recruit phase allows an additional card to be recruited. A Pathfinder can spend 2 Recruit points toward two different Allied cards in the Drop Zone. You can supplement those Recruit points with the Recruit Values of cards in your hand (or in the Support Area, where appropriate).

NOTE: Two Pathfinders would allow you to recruit up to 3 cards, and so on.

Cards spend during the Recruit phase are also placed in your discard pile.

Disorganized cards remaining in your hand must be placed in your discard pile.

Any other cards left in your hand are kept for the next turn.

7. V for Victory

Check to see if any endgame conditions have been met. If they do, proceed to scoring (if necessary). If they do not, begin another turn starting with the first phase: Fill the Battleground.

Endgame Conditions

If there are no cards left in the Disorganized Deck, your forces have been SCATTERED. You LOSE.

If there are four or more Static Defenses on the Battleground, your forces have been CAPTURED. You Lose.

If you exhaust either the Allied Deck or the Mission Deck without being SCATTERED or CAPTURED, compute your score in the following manner.

(In the case of an exhausted Mission Deck, don't forget to reshuffle the Axis Discard Pile and play one last turn.)

- | | |
|--|-------|
| - Each captured Objective | 2 VPs |
| - Each destroyed Axis armored unit | 1 VP |
| - Each destroyed Axis blockhouse | 1 VP |
| - Each destroyed Axis non-armored unit | ½ VP |
| - Each destroyed Axis roadblock | ½ VP |
| - Each Disorganized card in your deck and discard pile | -1 VP |

You will be awarded a service medal based on your score.

Less than 0	Campaign Ribbon
0-2 VPs	Victory Medal
3-5 VPs	Bronze Star
6-8 VPs	Silver Star
9-11 VPs	Distinguished Service Cross

Special Victory Condition: The Medal of Honor

Immediately upon collecting Axis cards and Objectives worth 12 or more VPs, the game ends.

You do not have to count Disorganized cards (in your deck and discard pile) against your VP total. You have earned a Medal of Honor!

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