

Airborne Commander: SNAFU
StrataMax Games
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Description of Play

As the Airborne Commander, plan your drop. But no plan survives contact with the enemy. The SNAFU expansion explores the drop around Sainte Mere Eglise. From Heavy Flak to Snipers the situation is normal.

Card List

Allies: Hero Anti-Tank Gun, Radio Man, Sherman

Axis: Sainte Mere Eglise, Heavy Flak, Low Ammunition, Staff Car, Sniper, Assault Paratroopers, Panther

Allied Cards

Anti-Tank Gun: This card represents a hero who has risen to the challenge. At the end of a round where the Hero has survived combat and would normally be placed in the owner's discard pile, is returned to the owner's hand instead. The owner draws one less card into their hand. The Hero is discarded as normal at the end of the new round.

Radioman: The radioman can either add to the recruiting value or use his radio to try to make contact with nearby units. When used in this fashion the Drop Zone is temporarily expanded to 6 cards. Immediately draw 2 cards to fill the new spots. As usual, discard down to 2 cards at the end of the round.

Sherman: The Sherman card doesn't add any new abilities but does bring the first armored unit to the Allies. As you may note, none of the Axis cards have an anti-armor factor except the new Panther. You can assume the Sherman catches the remaining forces (such as the 88) while they are being used in artillery or anti-aircraft mode and not in an anti-tank role.

Axis Cards

Sainte Mere Eglise: [Terrain]: When drawn place the Sainte Mere Eglise card above the 5th slot on the battleground. All future terrain cards are now placed in the 5th slot instead of taking up one of the 4 slots on the battleground. As usual, only one terrain card is placed in the battleground each turn, with any additional terrain being placed in the Recon box for use in future turns. Terrain cards in the 5th slot are discarded at the end of each round.

Heavy Flak: [Terrain]: The skies are full of flak. Heavy Flak cannot be attacked and removed. At the end of the round, instead of discarding Heavy Flak to the Axis discard pile, place the

Heavy Flak card in one of the Allied Drop Zone locations. Any card in that location is immediately removed from the game. Heavy Flak remains in the drop zone for the rest of the game and may not be discarded. From now on, if the drop zone is full when it is time to refill it, only discard one Allied card. Likewise, if there is only one empty space, do not remove an additional Allied card.

- Low Ammo: [Terrain]: Ammo is running out. The Allied player must discard one MG, Mortar, Bazooka, Howitzer or Anti-Tank Gun from their hand if possible.
- Staff Car: [Infantry]: If the staff car is not destroyed at the end of the round, the General makes it to his unit and organizes the defense. Add a disorganized card to the player discard deck. Note: Suppressed is not destroyed.
- Sniper: When revealed, the Allied player immediately discards the highest ranking one defense card in their hand if they have one. In case of a tie, the allied player may choose the card discarded. Rank order: Major, Captain, Lieutenant, Sergeant, Corporal, Private. The sniper still participates in the battleground as usual for the rest of the round (i.e. if he is not engaged he causes disorganization, etc.)
- Assault Troops: The Assault ability denotes a unit that is able to advance even under heavy fire. This unit ignores 1 suppression. It is still possible to suppress this unit, but it takes applying 2 or greater suppression to it.
- Panther: The Panther does not add a new ability, except for an anti-tank value. Best to avoid.