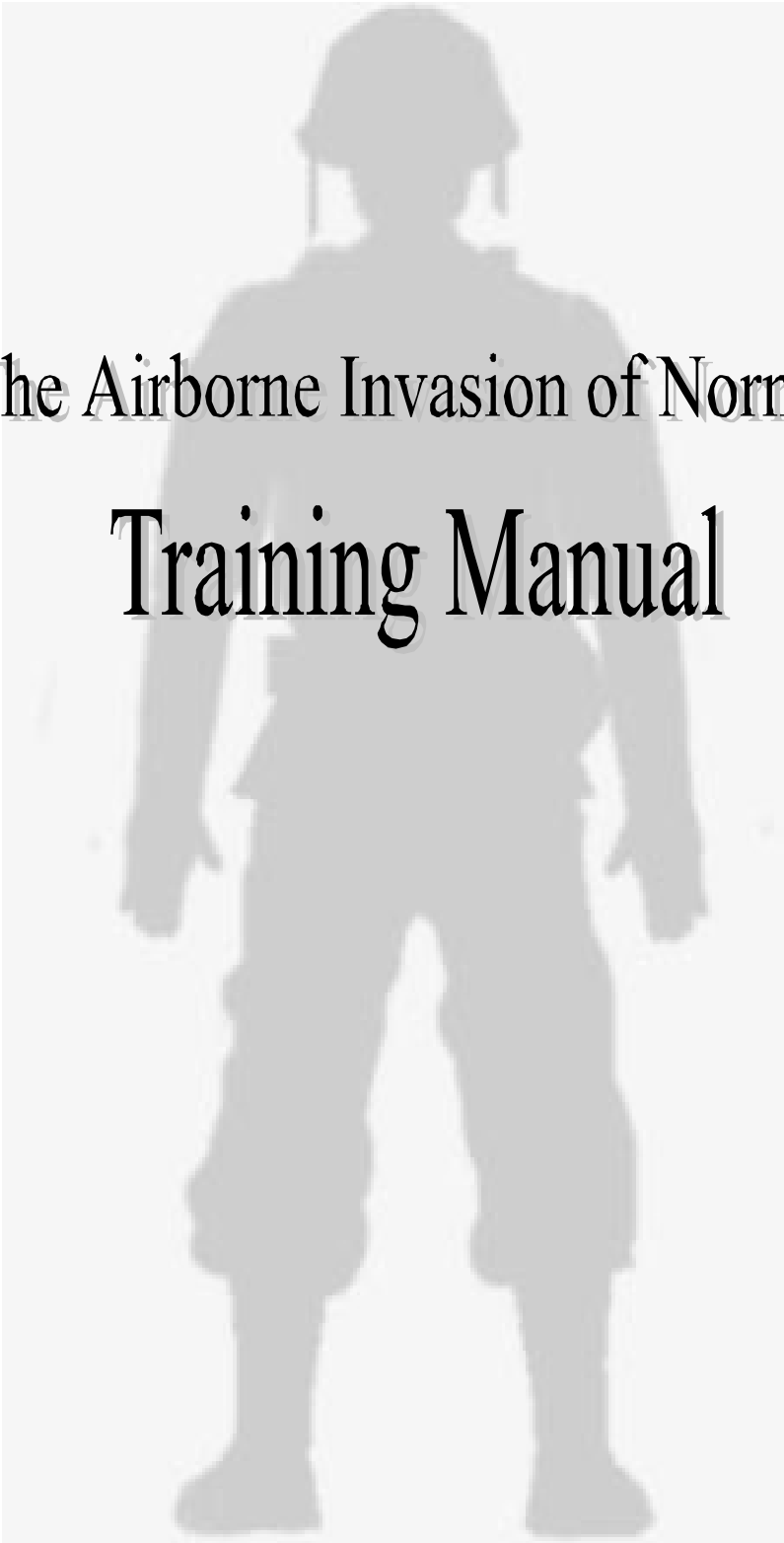




101st Airborne in Normandy



empire
INTERACTIVE



101: The Airborne Invasion of Normandy

Training Manual

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Getting Started

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SYSTEM REQUIREMENTS

Operating System:	Win 95/98/NT4+Service pack 3
CPU Type & Speed:	Pentium 90MHz (Pentium 133 MHz recommended)
Hard Drive:	200 MB free
Memory:	Win 95- 16 MB/ Win NT- 32 MB (Win 95- 32 MB recommended / Win NT- 48 MB recommended)
Graphics:	2 MB SVGA Video Card (640 x 480 resolution at 24-bit color)
CD-ROM Speed:	6x (8x recommended)
Sound:	Win 95/ 98 compatible sound card
Mouse:	Microsoft Mouse or compatible pointing device

INSTALLATION OF 101

DIRECT X

DirectX is required to allow 101 to work. DIRECTX 6 is on the CD for your use. Please be aware there are two versions, one for WINDOWS 95 and one for WINDOWS 98. DirectX needs to be installed manually, both versions can be found in the DIRECTX folder on the root of the CD.

INSTALLATION

101: The Airborne Invasion of Normandy installs automatically when you insert the CD. If the game does not AUTORUN, double-click on SETUP.EXE on the CD and you will be prompted through the set-up process. If you are unsure on how to do this please follow the instructions: On the Windows 95/98 desktop click on the START button, Click on the RUN button, Click on the BROWSE button, Click on the pull down arrow in "look in", Click on the CD drive `101 Airborne`, Double click on the 101 folder and finally click on SETUP, OK.

UN-INSTALLING 101

If you wish to remove 101, please open the Control Panel window and double click on the Add/Remove programs icon. You will now see an entry for 101 Airborne, click on it and select Add/Remove and follow the on screen instructions.

RUNNING 101

A new folder will be created in Program Files under Empire Interactive and 101. Selecting Empire Interactive, 101 and then 101 will run the game.

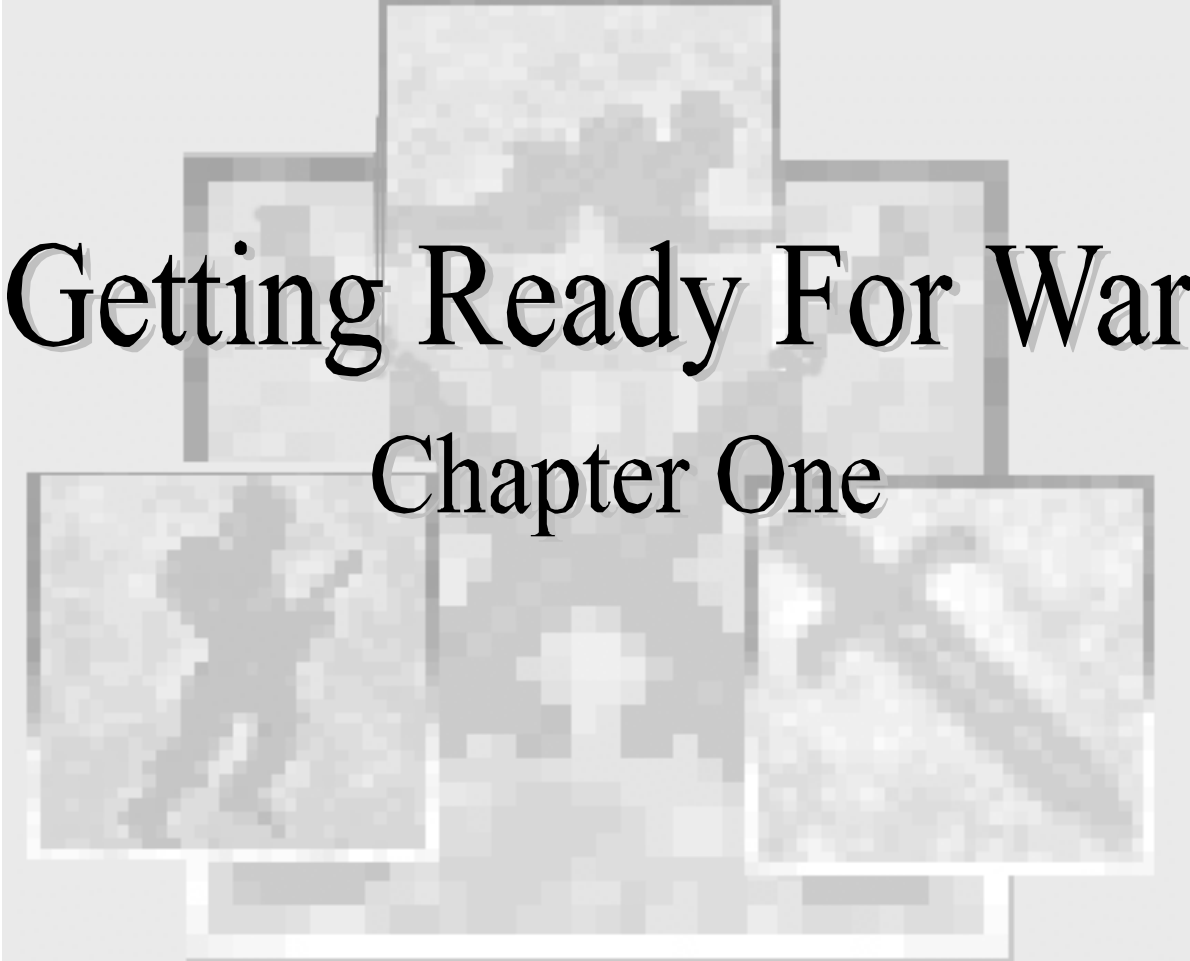
TECHNICAL SUPPORT

If you experience any difficulty with this game, contact Technical Support at support@empire.co.uk or 677 High Road, Finchley, London, N12 0DA. Tel: 0181-343-9143. Fax: 0181-343-7447.

GETTING STARTED

THE GAME BEGINS ON THE MAIN MENU. THIS MENU WILL ALLOW YOU TO CHOOSE YOUR OPTION OF GAME PLAY.

- **New Game-** Start a new game.
- **Continue Game-** Continues a game that is already in progress.
- **Load Game-** Load a previously saved game.
- **Save Game-** Save a game that is in progress.
- **Multi-Player-** Square-off with a friend in the Normandy countryside. One side controls the Americans while the other controls the Germans.
- **Options-** Adjust sound and graphics.
- **View Encyclopedia-** Allows you to view all the weapons and equipment used by the Americans and Germans.
- **View Intro and Credits-** Player is able to replay the opening animation as well as see developer credits.
- **Exit-** Exit game.



Getting Ready For War

Chapter One

TUTORIAL

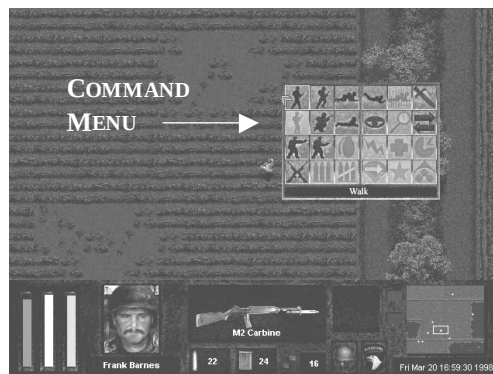
A BRIEF PERSUSAL OF THE MANUAL IS RECOMMENDED BEFORE THIS TUTORIAL IS ATTEMPTED. SELECT A SQUAD, EQUIP THEM AND THEN CHOOSE A MISSION. DO NOT WORRY TOO MUCH ABOUT HAVING THE CORRECT MIX AT THIS STAGE. PROCEED TO THE POINT WHERE YOUR MEN HAVE LANDED AND NEED TO GET OUT OF THEIR PARACHUTES. RIGHT-CLICK AND BRING UP YOUR *Command Menu* and click on the *Remove Parachute* icon (F7).

After 42 APs count down and about 3 turns go by, your man is free of his parachute. For each turn until the parachute is off, the Continuation of Action button, found on the Main Info Bar will need to be pushed to let the computer know that you wish to continue the action instead of say, ready a weapon. If you do choose to *Ready Weapon* in the middle of removing a soldier's parachute, the APs spent prior to the change will be lost. When he returns to the removal of his parachute, APs previously spent are lost. The process will have to start from the beginning.

Once the parachute is removed, it is time to explore. You right-click and bring up your Command Menu again. You will want to walk around a bit so click the *Walk* icon. The current soldier is suddenly surrounded by a group of dots.

These dots indicate the distance that a soldier may walk for the current turn. You'll notice that the dots are also different colors.

The first perimeter of dots are blue. The blue dots tell you how far you can move your soldier and still be able to fire an aimed shot at an enemy. The second group of dots are yellow. They indicate the distance that your soldier can travel and still be able to get off a *Snap Fire* shot at your enemy (a "shot from the hip").



THE THIRD GROUP OF DOTS ARE RED. IF YOUR SOLDIER WALKS TO A RED DOT, HIS APs WILL BE TOO LOW TO PERFORM ANOTHER TASK, EXCEPT MAYBE TAKE A LOOK AROUND FOR ENEMIES.

If you would like one of your men to move to a certain spot that is outside of his immediate area and do not wish to "baby step" him there, you only have to click on his ultimate destination. When it becomes his turn again, an icon in the left corner will indicate that the current soldier is in the process of moving. You need only to click the Continuation of Action button on the Main Info Bar to continue his move. In addition to continuation of movement, a soldier may also continue loading or unjamming a weapon, giving first aid and removing his parachute.

You now have the basics. Your men can explore, hide and try to find and complete your Mission Objective. The example above is optimism at its best. Your men will quite frequently come down in a Hot DZ. The Germans will not let up for a minute. They will fight until either you are dead or they are. If you do land in a Hot DZ, you will need to know how to ready your soldiers' weapons and how to check the soldier's statistics so that you can return fire and be informed to make the appropriate decisions

BASE IN ENGLAND



101: The Airborne Invasion of Normandy is divided into two distinct sections: the Base in England and Tactical Combat.

You will start out at the Base in England. The first thing that you must do is choose a mission. Until you do, no soldiers, weapons or equipment will be available to you. Once you have chosen your mission and reviewed the briefing, you are free to roam the base to choose and outfit your stick (group of paratroopers).

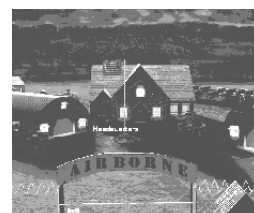
After you have chosen your men and outfitted them with equipment and weapons, you may either take them to the Training Grounds for practice, or you can order your men to board the plane and leave right away.

When your men land, you will then enter the Tactical Combat stage of the game. If you have assembled a good team and brought along the necessary equipment, you should do well. Most importantly though, the Tactical Combat stage will test your skills at leading the stick to victory.

HEADQUARTERS (HQ)

The first thing that you will need to do when you arrive at the Base in England is to report to Headquarters (HQ) to pick a Mission.

At the HQ you will be briefed and shown the "Normandy World Map" with icons indicating your intended Drop Zone (DZ) and location of your mission objective. The Colonel will point you to the map. Click on it to view the area where your stick (squad) should land.



The folder on the desk contains a detailed description of your mission. It includes information such as your departure time, an intelligence report, types of equipment and weapons vital to your mission and other classified information.

In addition to the main missions, there are secondary missions that you will come across as you traverse the Normandy countryside. You might run into allies that need your assistance or find orders on Germans giving you the location of a German operation. It will be up to you to decide whether or not to finish these secondary missions.

The Barracks



After you have chosen your mission, it is time to choose the soldiers that will accompany you to Normandy.

You will need to choose a group of officers from the Officer's Barracks and a group of privates from the Enlisted Men's Barracks.

By clicking on a soldier you can access his statistics. Each soldier varies in his strengths and weaknesses.

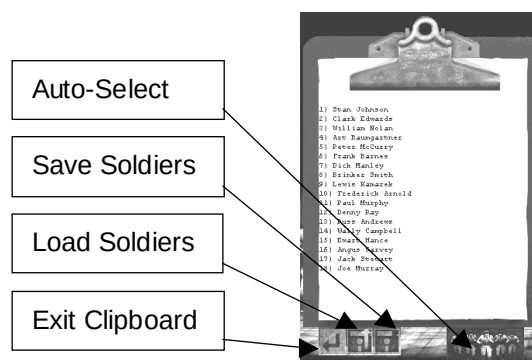
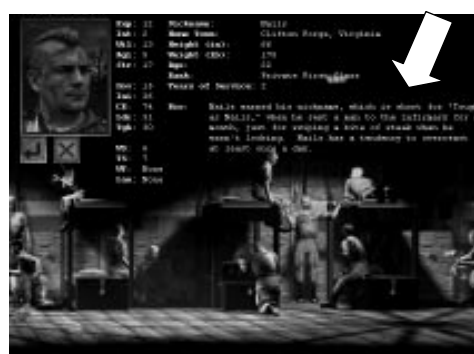
A large portion of 101's strategy is the combination of the soldiers in your stick. For example, if you have not selected a soldier who can speak French, and you come across a French Resistance fighter with vital information, you will not be able to understand them.

If you find that you like a particular soldier's statistics, just click on the "check" box to sign him up.

Some of the men have already been assigned to other sticks and may not be available to you. If a soldier's name is highlighted in yellow, he is free to join your stick. If his name is in black he is unavailable, and if his name is in green you have already selected him.

If you click the Clipboard in the bottom right hand corner, it will list the number of soldiers that you have chosen by name and rank. You can also save and load a stick from this screen. A helpful option is the Auto-select button. This will give you a random selection of men for your team consisting of 1 Captain, 1 Lieutenant, 4 men selected from Sergeants and Corporals with the rest of your stick being filled out with Privates.

CLICK ON AN INDIVIDUAL SOLDIER FOR HIS PERSONAL



SOLDIER STATISTICS

Each soldier in the game is unique and is made up of strengths and weaknesses. This is exemplified through the following rating system.

Base Ratings

Base ratings are used to determine other ratings. The other ratings are determined by the soldier's performance in Basic Training.

Experience (Exp) Combined with the *Intelligence* rating it determines the chance of success for a soldier in searches, finding land mines & booby traps, and spotting enemy units.

Intelligence (Int) Combined with the *Experience* rating it determines the chance of success for a soldier in searches, finding land mines & booby traps, and spotting enemy units.

Strength (Str) It is used to determine *Movement*, *Toughness*, and *Throwing Skill* ratings.

Agility (Agi) It is used to determine *Initiative*, *Movement*, *Weapons Skill*, and *Throwing Skill* ratings.

Will (Wil) It helps to determine *Combat Effectiveness*, *Initiative*, *Toughness*, and *Leadership* ratings.

Morale (Mor) *Morale* increases or decreases depending upon the situations around the soldier. There is a special section on *Morale* on page 23.

Calculated Ratings

Initiative (Ini) When a battle begins, all soldiers' (American & German) *Initiative* ratings are compared and the soldier with the highest rating goes first.

Combat Effectiveness (CE) This rating is a combination of the soldier's *Will*, *Intelligence*, *Experience* and *Morale* ratings.

Toughness (Tgh) It is determined by *Strength* and *Will*. The *Toughness* rating helps to determine how much damage is done to the soldier when he is shot or near an explosion.

Movement (Mov) Movement indicates the number of *Action Points* that a soldier will have at the beginning of every turn. For a more detailed description of *Action Points* turn to page 22.

ABBREVIATIONS

Base Ratings

Exp	Experience
Int	Intelligence
Str	Strength
Agi	Agility
Wil	Will
Mor	Morale

Calculated Ratings

Ini	Initiative
CE	Combat Effectiveness
Tgh	Toughness
Mov	Movement
Ldr	Leadership

Skills

WS	Weapon Skill
TS	Throwing Skill
WT	Weapons Training
	➤ M Machine Gun
	➤ B Bazooka
	➤ E Explosives
Lan	Language
	➤ F French
	➤ G German

RATING RANGES

Experience	1-40
Intelligence	1-20
Strength	1-20
Agility	1-20
Will	1-20
Morale Rating	STARTS AT 100
Combat Effectiveness	1-100
Initiative	1-100
Toughness	2-40
Movement	14-18
Weapons Skill	1-20
Throwing Skill	1-20
Leadership	1-80

SOLDIER STATISTICS CONTINUED

Calculated Ratings

Initiative (Ini) When a battle begins, all soldiers' (American & German) *Initiative* ratings are compared and the soldier with the highest rating goes first and the one with the lowest goes last.

Combat Effectiveness (CE) How well can the soldier perform while there are bullets whizzing close by? This rating is a combination of the soldier's *Will*, *Intelligence*, *Experience* and *Morale* ratings. (Note: Since your *Morale* is constantly changing through events of battle, so will your *Combat Effectiveness*)

Toughness (Tgh) How much punishment a soldier can take is represented by this rating. Everyone has a pain threshold and they differ quite drastically from person to person. It is determined by *Strength* and *Will*. The *Toughness* rating helps to determine how much damage is done to the soldier when he is shot or near an explosion.

Movement (Mov) *Movement* indicates the number of *Action Points* that a soldier will have at the beginning of every turn. *Action Points* let you know how many things you can do with one turn. For a more detailed description of *Action Points* turn to page 22.

Leadership (Ldr) the *Leadership* rating is used to determine how capable a soldier is at motivating his fellow soldiers. In addition, it is used to determine if a tough situation will affect his morale.

Fluctuating Ratings

AP	Action Points
HP	Hit Points/ Health
Mor	Morale
Exp	Experience
Ldr	Leadership
Ini	Initiative
CE	Combat Effectiveness

Skills & Special Training

Weapons Skill (WS) This rating lets you know how well a soldier can use his gun. It is a combination of his *Agility*, *Experience*, and *Combat Effectiveness* ratings.

Throwing Skill (TS) *Throwing Skill* is a combination of *Agility*, *Experience*, *Combat Effectiveness*, and *Strength* ratings.

Weapons Training (WT) Soldiers trained with bazookas, machine guns, and/or are trained in demolitions will have a better chance for success when performing those activities.

Where missions require you to blow things up you will need almost 40% more explosives if there is not a soldier present who is trained with explosives. If there are things that are going to blow up or booby traps that need disarming, your men will have a better chance for success if someone accompanies them who is trained in this field.

Languages (Lan)- Men with language training will be essential if you run into members of the French Resistance, captured German soldiers, or local farmers to name a few.

ENCUMBRANCE

You have chosen your soldiers and now it is time to outfit them. You can either go to the Quartermaster for supplies and equipment or the Armory for your soldier's weapons. The next logical step is to understand *Encumbrance*.

Encumbrance is a measure of weight and bulk. In other words, it tells you how much stuff your soldier can carry.

Encumbrance plays a big part in strategy because soldiers carrying too many things are hindered in their movements during Tactical Combat

When you are in Tactical Combat your soldier can carry up to 63 *Enc* without penalty. However when your men are jumping out of the plane they can only be carrying up to 57 *Enc* because your soldiers will have their parachutes. You can put surplus weapons and equipment in the equipment bags. However be careful not to store anything vital to a mission in the equipment bags as they are sometimes lost on the journey to the ground.

63

Each soldier begins with a 63 *Encumbrance* maximum.

57

Before the jump, each soldier's maximum *Encumbrance* drops to 57 to account for his parachute.

7

Only 7 weapon *Encumbrance* Points are allowed while jumping from plane.

10

Only 10 of the remaining 57 *Encumbrance* Points can be used for weapons without penalty.

5

A single weapon can not have an *Encumbrance* rating over 5 without penalty. The penalty reduces Action Points 1 for every point over 5.

For Example:

A soldier is carrying a . . .

Browning M1919 A4 - 8 Enc Pts.
Colt 1911 - +2 Enc Pts.
10 Enc Pts.

He's carrying the allowed 10 Enc Points for weapons, but he will still be penalized because his machine gun is over the 5 Enc max for one weapon. A machine gun is huge and if you don't think it would encumber your movement, go try it.

So, instead of the soldier being able to move for, say 18 APs, he will now only be able to move for 15.

8 Weapon Enc	18 Original APs
<u>-5 Enc Limit</u>	<u>-3 Enc Penalty</u>
3 Enc Penalty	15 Action Points

Trying to be realistic can be so confusing, can it not.

QUARTERMASTER



The Quartermaster is where you will get the equipment necessary for your men to make the best of their situations once they arrive in Normandy.

If you do not to search through the Quartermaster's for equipment, you can hit one of two buttons: *Get-All* or *Standard Issue*. These two buttons can be found on the Clipboards in both the Armory and the Quartermaster.

- *Get-All* grabs everything on offer.
- The *Standard Issue* button takes the basic load of equipment as issued by the US ARMY for a stick of 18 men.

Every item that is taken or not taken will have an affect on how your soldiers perform once they reach Normandy. For example, Soldier #1 hasn't got any cleaning patches so his weapon has a chance of jamming more often than one carried by Soldier #2 who was able to bring his cleaning patches along.

EQUIPMENT CHART

Item	Enc	Description	Modifier
First Aid Kit US ARMY Airborne Issue	2	Container- Cloth bag w/ tie strings Contents- Sulfa powder, compress bandage, cloth tourniquet and disposable one-shot morphine syrette.	Allows First Aid to be administered
M-3 Trench Knife w/ M-8 Scabbard US ARMY Issue	2	Worn on the ankle by paratroopers.	Bonus in damage in hand-to-hand combat
M-2 Switchblade US ARMY Airborne Issue	1	Used by paratroopers to extricate themselves from their overly tight T-5 harnesses.	½ AP expenditure for parachute removal when present
M4 Gas Mask US ARMY Issue	2	For use in defense of chemical attacks.	-5 to morale if not present

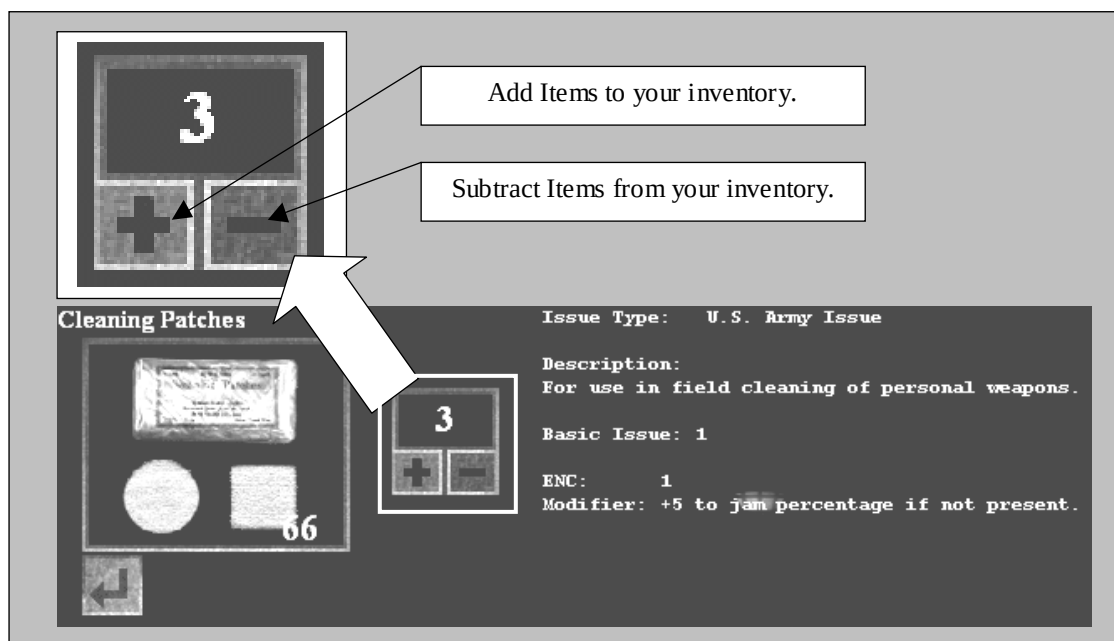
EQUIPMENT CONTINUED

Item	Enc	Description	Modifier
"Mae West" Flotation Vest US ARMY Airborne Issue	PI*	To be stripped off after landing.	PI*
Webbing Belt and Shoulder Braces US ARMY Issue	PI*	Used to attach equipment pouches, ammo pouches and packs for storage; also used to transport ammo and equipment.	PI*
M6 Mussette Bag US ARMY Airborne Issue	PI*	Can be strapped to the chest while jumping and then transferred to the back as a pack. Used for storing spare clothing and ammunition.	PI*
M1C Steel Helmet US ARMY Airborne Issue	PI*	Includes suspension system, leather sweatband and chinstrap.	PI*
Compass US ARMY Issue	1	Especially useful to paratroopers, since landing on night drops can be disorienting.	-3 to morale if not present
Flashlight US ARMY Issue	2	Called a torch by GIs, it is used for reading maps, searching dark areas and signaling.	-2 to morale if not present
Maps US ARMY Issue	2	Mission Map: Area of Operations Map showing mission objectives.	Overview map will only be functional if there is a soldier who is carrying a map.
Entrenching Tool US ARMY Issue	3	Folding shovel with screw lock folding hinge, steel blade and wooden handle.	-7 to combat effectiveness if not present
Cleaning Patches US ARMY Issue	1	For use in field cleaning of personal weapons.	+5 to the chance of weapon jamming if not present
Personal Items US ARMY Issue	2	Includes 1 razor, 2 cartons of cigarettes, 1 toothbrush and soap.	-7 to morale if not present
M42 Jumpsuit US ARMY Airborne Issue	PI*	Tan in color, the jumpsuit is worn with the legs tucked into the jump boots and bloused. These suits are gas impregnated.	PI*
M43 Jump Boots US ARMY Airborne Issue	PI*	A high laced boot that is designed to protect the ankles on landing. Very distinctive in design, paratroopers wore them with pride. (They were not issued to any other troops).	PI*

*- Pre-Issued

EQUIPMENT CONTINUED

Item	Enc	Description	Modifier
Spare Clothing US ARMY Issue	4	Includes one pair of socks, one pair of underwear and one shirt.	-7 to morale if not present
Field Ration D US ARMY Issue	1/ ration	Emergency ration consisting of a highly concentrated 4 oz. chocolate bar (containing cocoa, skim milk powder and oat flour).	-4 to morale per 8 hour period without food
Field Ration K US ARMY Airborne Issue	2/ ration	Each meal is packed in a waterproof cardboard box 6.5 inches long. Boxes are marked breakfast, dinner or supper. Breakfast consists of a fruit bar, Nescafe, sugar, crackers and a small tin of ham and eggs. Dinner and supper consists of a can of cheese or potted meat, crackers, orange or lemon powder, sugar, chocolate or other sweets and chewing gum.	-4 to morale per 8 hour period without food
Water Canteen US ARMY Issue	2	Aluminum canteen with a detachable cup, one quart capacity.	-6 to morale per 8 hour period without water, if not present.
Mess Kit US ARMY Issue	2	Aluminum construction with compartments.	-1 to morale if not present



THE ARMORY



Now that they have equipment, your men will need weapons. Individual weapons are selected in the same manner as equipment as described at the bottom of page 10.

WEAPONS CHART

Enc = Encumbrance
DR = Damage Rating

RT = Reload Time
PN = Penetration

AD = Ammo Depletion
RR = Reliability Rating

AC = Accuracy
TF = Type of Fire

Ammo = Ammunition
HC = High Concussion
BA = Bolt Action

LOAD = Rounds of ammo
DA = Double Action
SS = Single Shot

FMJ = Full Metal Jacket
SA = Semi- Automatic
DS = Disposable Single Shot

LRN = Lead Round Nose
FA = Full Automatic

Name	Nation	Enc	RT	AD	AC	DR	PN	RR	TF	Ammo	LOAD	Enc
Handguns												
Lebel M1892	FR	2	24	1-2	4	10	7	1	DA	LRN	6	1
P-08 Luger	GE	2	8	2-3	4	20	13	5	SA	FMJ	8	1
Walther PPK	GE	2	8	2-3	4	10	6	3	SA	FMJ	8	1
Mauser HSc	GE	2	8	2-3	3	10	7	3	SA	FMJ	8	1
Walther P38	GE	2	8	2-3	4	20	13	3	SA	FMJ	8	1
Colt M1911A1	US	2	8	2-3	4	15	11	3	SA	FMJ	7	1
OSS M1942	US	1	28	1	2	15	9	2	SS	FMJ	1 / 10	0
Submachineguns												
MP 35/I	GE	3	18	5-7	7	25	16	6	FA	FMJ	32	1
MP 38/40	GE	3	16	4-6	7	25	16	6	FA	FMJ	32	1
Thompson M1A1	US	4	16	6-8	7	15	12	6	FA	FMJ	30	1
M3A1	US	3	16	4-6	6	15	12	6	FA	FMJ	30	1
Bolt Action Rifles												
Fusil Mle 34	FR	4	16	1	9	70	145	2	BA	FMJ	5	1
Kar 98k	GE	5	16	1	9	75	155	2	BA	FMJ	5	1
M1903 A4	US	5	32	1	11	80	205	2	BA	FMJ	5	1
Semi & Auto Rifles												
MP44 (Stg 44)	GE	4	16	4-6	8	60	77	3	SA	FMJ	30	1
Gew 41	GE	5	16	2-3	9	80	175	3	SA	FMJ	10	1
FG 42	GE	6	16	6-8	9	75	165	6	FA	FMJ	20	1
Gew 43	GE	5	16	2-3	9	75	155	3	SA	FMJ	10	1
M1 Carbine	US	4	16	2-3	10	50	54	3	SA	FMJ	15	1
M1A1 Carbine	US	3	16	2-3	9	50	54	3	SA	FMJ	15	1
M2 Carbine	US	4	16	8-10	10	50	54	6	FA	FMJ	30	1
M1 Garand	US	5	14	2-3	9	80	19	3	SA	FMJ	8	1

WEAPONS CHART CONTINUED

Name	Nation	Enc	RT	AD	AC	DR	PN	RR	TF	Ammo	LOAD	Enc
BAR A2	US	6	16	4-6	7	75	17	6	FA	FMJ	20	1
Machine Guns												
MG 34	GE	8	24	6-9	7	75	165	6	FA	FMJ	50	2
MG 42	GE	8	24	9-12	7	75	165	6	FA	FMJ	50	2
M1919 A4	US	8	24	4-6	5	80	190	6	FA	FMJ	250	3
M1919 A6	US	8	24	4-6	6	80	190	6	FA	FMJ	250	3
Explosive Weapons												
Panzercheck	GE	7	20	1	8	10	9200	2	SS	HC	1	2
Panzerfaust	GE	7	-	1	6	10	17k	2	DS	HC	1	2
M9A1 Bazooka	US	7	20	1	7	10	14k	2	SS	HC	1	2

For a more detailed description of each weapon refer to Appendix B.

GRENADES & EXPLOSIVES

Enc = Encumbrance

AT = Arm Time

AD = Ammo Depletion

RG= Range

PN = Penetration

RR = Reliability Rating

Name	Nation	Enc	AT	AD	RG	PN	RR	Shrapnel Range	Concussion Range
Mk II Pineapple	US	1	2	1	30	17	2	0-3	0-8
Mk A3	US	1	2	1	40	19	2	None	0-8
Gr 24	GE	2	3	1	45	31	2	0-3	0-8
Satchel Charge	US/GE	3	3	1	30	46h	3	None	0-19
Demolition Charge	US	5	-	1	-	17k	2	None	0-19
Artillery Round	US/GE	-	-	-	-	17K	2	0-3	0-19
Mortar Round	US/GE	-	-	-	-	46h	2	0-3	0-19

EXPLOSIVES REQUIRED

Object	w/ Demolition Training	w/out Demolition Training
Fuel Depot	5 satchel charges or 3 demolition charges	7 satchel charges or 4 demolition charges
Railroad Gun	5 satchel charges or 3 demolition charges	7 satchel charges or 4 demolition charges
Bridge (road or railroad)	5 satchel charges or 3 demolition charges	7 satchel charges or 4 demolition charges
Artillery or Anti- aircraft Guns	3 satchel charges or 2 demolition charges	5 satchel charges or 3 demolition charges
Radio	1 satchel or 1 demolition	3 satchel charges or 2 demolition charges
Communication Lines	1 satchel or 1 demolition	3 satchel charges or 2 demolition charges

The completion of certain Missions requires that your men have a specific amount of explosives when they arrive at the objective location. Satchel and demolitions charges can be used together.

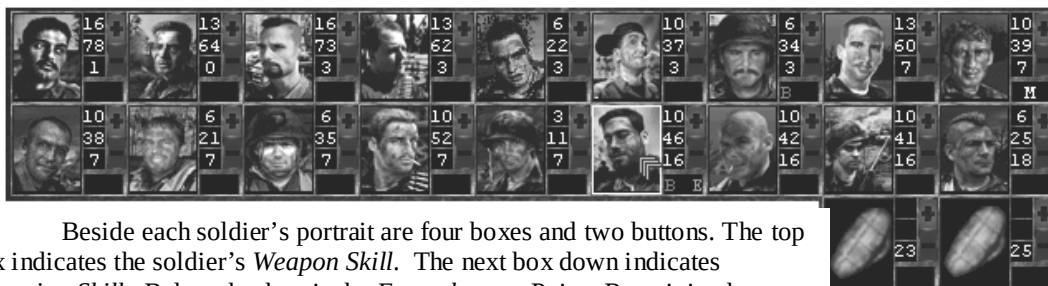
THE ASSEMBLY AREA

Remember the following as you assign weapons and equipment to your soldiers:

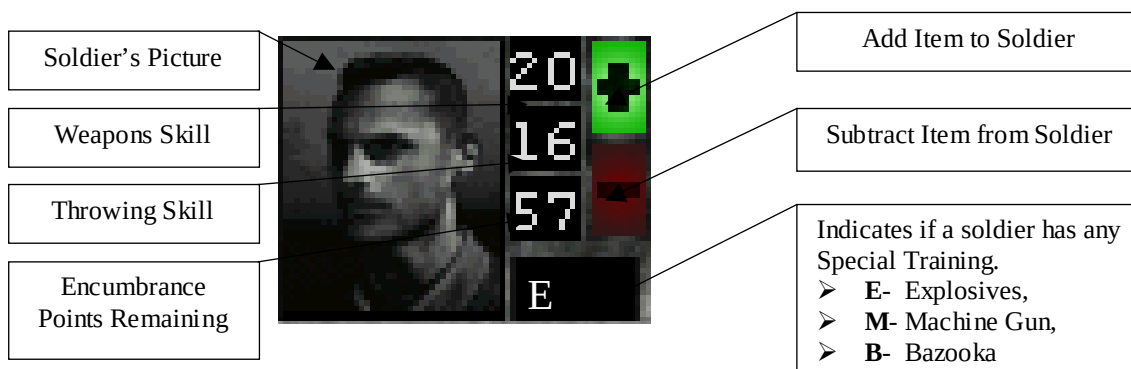
- Equip soldiers that have Weapons Training with the specific weapon they are trained to use.
- Put excess in equipment bags.
- Watch *Encumbrance* Points for even distribution of items.



BREAK DOWN OF THE ASSEMBLY SCREEN

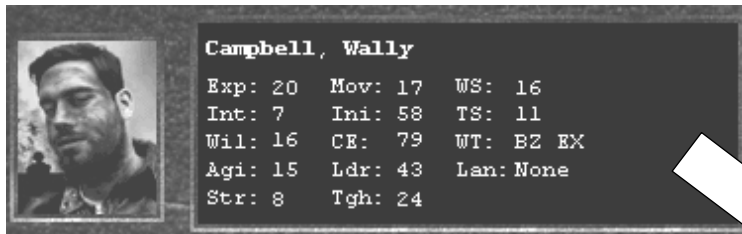


Beside each soldier's portrait are four boxes and two buttons. The top box indicates the soldier's *Weapon Skill*. The next box down indicates *Throwing Skill*. Below that box is the *Encumbrance Points Remaining* box. The bottom box displays any special Weapons Training that a soldier might have. With this you can distribute bazookas to soldiers with Bazooka Training (B), explosives to those with Explosive Training (E), and machine guns to those with Machine Gun Training (M).



ASSEMBLY AREA CONTINUED

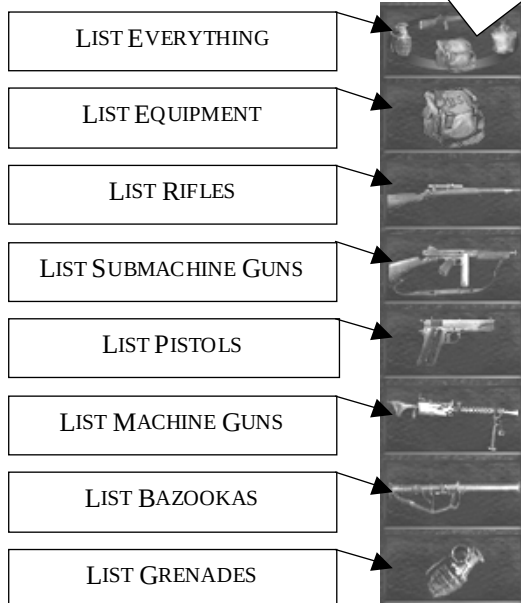
SOLDIER AREA



More information is available at a quick glance for any of the soldiers in your stick. Click on a soldier and his picture and statistics will appear. In addition, the individual soldier's inventory will be listed in the *Information Area* described on page 15..



CATEGORY ICONS



Once you click on one of the *Category Icons*, as shown to the left, you will receive a listing of the item or items in the *Information Area* (described on page 15).

By pushing the “+” button or the “-” you can add or remove items.



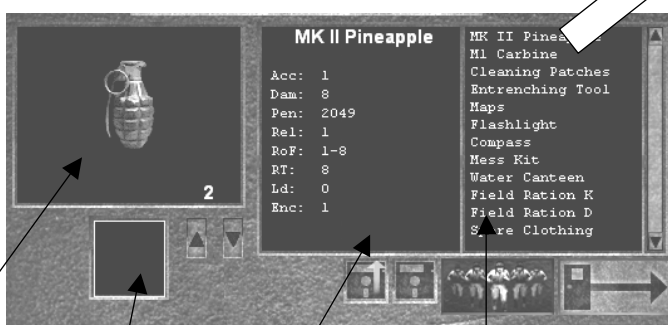
To add an item to a soldier push the “+” button.

To take an item away from a soldier push the “-” button.

ASSEMBLY AREA CONTINUED

INFORMATION AREA

When you first arrive at the Assembly Area, everything in inventory will be displayed in the far right box. Highlighting an item in inventory will prompt detailed information which appears in the box to the immediate left and a picture of that item in the box to the far left.

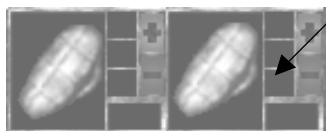


Equip-All



- Select rifles and click *Equip-All* to disperse rifles randomly etc.
- For a quick Equip-All, choose *List Everything* and hit *Equip-All*.

Equipment Bags

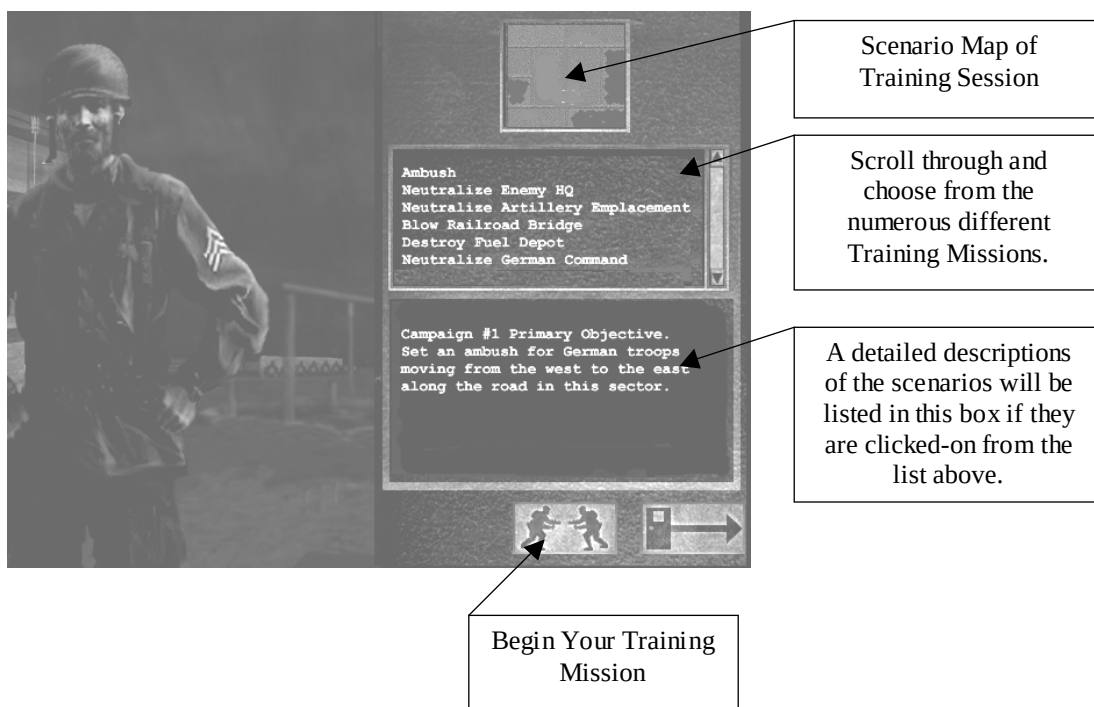


- Filling equipment bags works in the same manner as for equipping individual soldiers.

THE TRAINING GROUNDS

In the Training Grounds, you will find scenarios that will correspond with the Primary Objectives found at Headquarters.

In addition to Primary Objective practice, the Training Ground incorporates extra scenarios.



Note:

The Training Grounds does not automatically select men and outfit them for you. You will have to select these prior to your training. Beware though, the training grounds are very tough. You could end up with units injured before you have even started a mission.

THE AIRFIELD

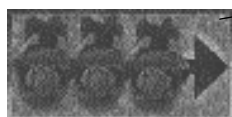
You now have all your soldiers, weapons and equipment. You should consider a strategy of their seating arrangement on the plane.

REQUIRED EQUIPMENT- In the Headquarters, the folder on the desk contains all the information that is necessary for your mission. Did you read it? Did you make sure that the amount of explosives the mission called for is accounted for in your men's inventory?

- **SAVE YOUR PLANNING** - It is a good idea to save your men, weapons, and equipment as you go along. You can go back and save your planning, until you click the Take-Off button.
- **SEATING ORDER MATTERS** - Since your plane has a chance of being shot down by the Germans, the soldiers at the end of the jumping order do not have as good of a chance of surviving as the soldiers who jumped earlier.
- **MAPS**- Make sure that you packed maps and that the men who carry them are well dispersed in the plane. If none of the soldiers with maps survive, you will not be able to access the Mission Map that will help you find your way to the Primary Objective.

The soldier boxes in the Airfield contain the same information as they did in the Assembly Area.
(pg. 14)

Click on a soldier to display his inventory here.



The Auto-Seat button will have the computer randomly seat your men for you.

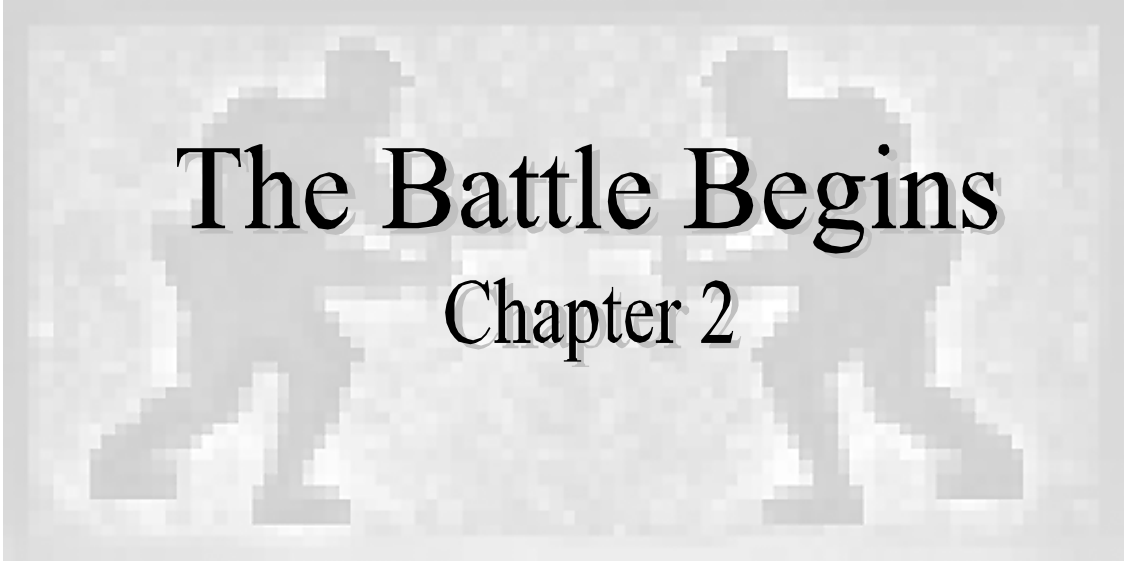


Take-Off



Exit back to the Base.

Getting Ready for War

A pixelated, grayscale illustration of two figures in a combat stance, possibly from a video game. The figures are positioned on either side of the title, facing each other. The figure on the left is in a crouched, ready position, while the figure on the right is in a more aggressive, forward-leaning stance. The background is a light, textured gray.

The Battle Begins

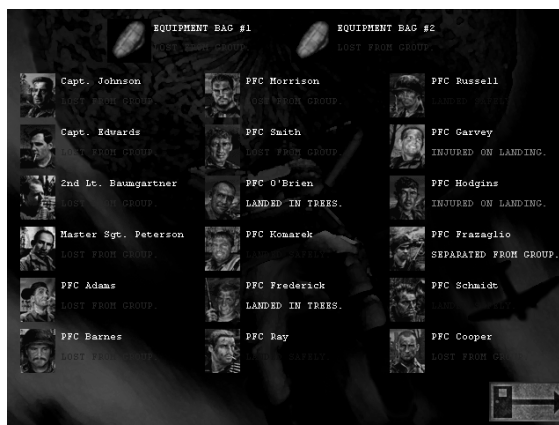
Chapter 2

GREEN LIGHT

Your men are now on their own. As they fall into enemy occupied territory several things can happen to them.

POSSIBLE EXIT RESULTS

- SEPARATED FROM GROUP
- LOST FROM GROUP
- PARACHUTE FAILED
- LANDED SAFELY
- LANDED AND WAS INJURED
- LANDED IN TREES
- TAKING FIRE
- TAKING FIRE- HIT
- RETURNING FIRE
- RETURNING FIRE- SHOT GERMAN



EQUIPMENT BAG POSSIBLE RESULTS

- EQUIPMENT BAGS LOST
- EQUIPMENT BAGS LANDED SAFELY

The landing summary screen displays how each man fared in the jump. You can go straight to this screen by hitting your **Escape** key.

Lost from Group & Separated from Group

If your men are separated from the group, they are merely lost for the moment. As you explore the countryside, you may again be reunited with them.

If they are lost from the group, they landed too far off course and they will be on their own.

GET OUT OF THAT PARACHUTE

It will take 42 APs (Action Points) for each soldier to remove his chute (if a soldier is carrying a switchblade it will take half of that). It is not imperative that they do this first, though. If a German soldier(s) is firing at a paratrooper who is trying to remove his parachute, ducking and firing back takes top priority. He can get out of the chute once he has incapacitated or killed the German(s).

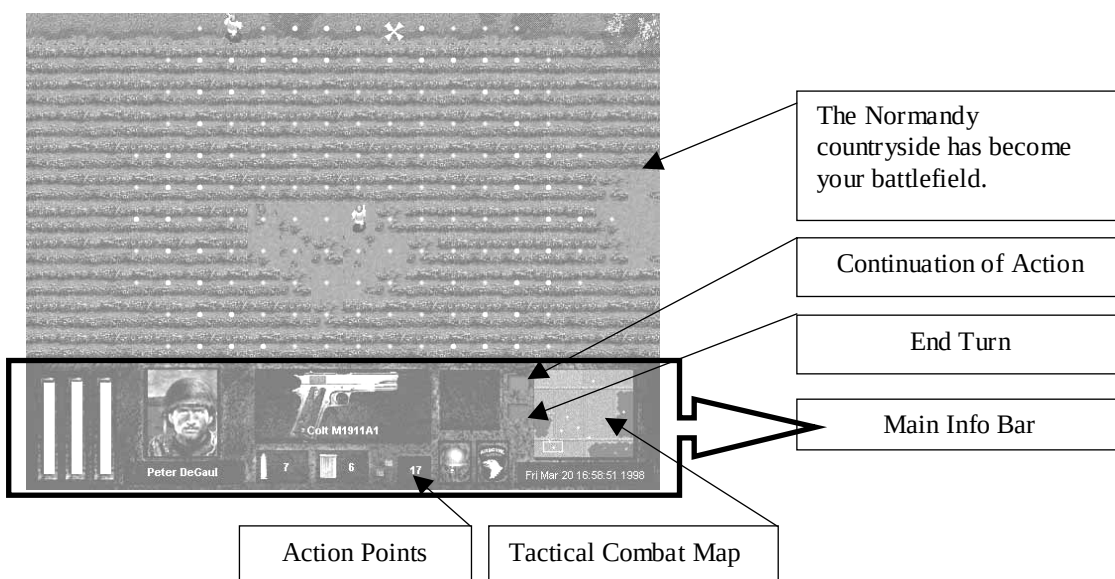
LOST & CONFUSED?

If you are lost and confused when you land, you should be. The soldiers that landed in Normandy in 1944 were. Consult the map that you were first shown back at Headquarters.

Does anything around you resemble a landmark on the map?

- No? Then move your men through the countryside until something does look familiar and you are no longer lost.
- Yes? Good. Now make your way to your objective.

MAJOR ITEMS ON THE TACTICAL COMBAT SCREEN



For full Main Info Bar description, refer to page 32.

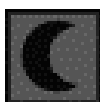
STATUS ICONS THAT APPEAR ON TACTICAL COMBAT SCREEN

The status Icons that appear on the screen help you understand the situation at hand. They will appear at the top left-hand corner of the Tactical Combat screen.



Out of Ammo

When the current soldier's weapon runs out of ammo, this icon will appear



Night

The screen remains bright to make for easier play, so this icon will represent night. Your men can move around with less chance of being spotted, but they are also less likely to spot an enemy or *Search Area* because line of sight is decreased in darkness.



Jammed Weapon

This icon appears if the current soldier's weapon jams.



Suppressed Soldier

If the current soldier is being suppressed by enemy fire, he will lose his turn. If this occurs, he will not be under your control until he is no longer being suppressed by enemy fire.



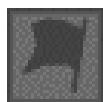
Broken Weapon

This is an icon you will not want to see if your soldier is in a heated battle.



Panicked Soldier

Your soldier has panicked and will try to flee the battlefield. He will lose his turn and will not be under your control while he is panicked. If you see this icon, quickly have another soldier try to *Motivate* him.



Surrendered Soldier

Your current soldier has surrendered. If this occurs, he will no longer be under your command until you kill all the Germans on the map.



Berserk Soldier

This icon, *Berserk Soldier*, appears when your soldier is completely out of control, running blindly into battle. He will not be under your control while he is berserk.

ACTION POINTS

An Action Point (AP) is the basis for all actions performed. A group of APs executes a task. The more difficult the action, the more APs it takes.

The difference in APs between walking and running may confuse you at first. *Walk* requires 4 APs, while *Run* requires only 2 AP. When you walk, you can't cover as much ground as you would if you were running. The difference of the APs is a direct result of this logic. **Note:** **When running, a soldier is unable to spot enemy soldiers, traps or mines, or go through hedgerows.**

ACTION POINT VALUES

ACTIONS	APs Assigned	COMMENTS
STANCE CHANGES		
STANDING TO CROUCH	2	
CROUCH TO STANDING	3	
CROUCH TO PRONE	2	
PRONE TO STANDING	2	
PRONE TO CROUCH	3	
MOVEMENTS		
WALK	4	
RUN	2	
BELLY CRAWL	6	
DIVE	3	Prone at End of Dive
MODIFIERS TO MOVEMENT		
	(x)AP	
MOVE THROUGH LIGHT COVER	1.50	
MOVE THROUGH DENSE COVER	2.50	Can't <i>Run</i> Through
MOVE THROUGH HEDGEROW	3.00	Can't <i>Run</i> Through
COMBAT		
READY A WEAPON	6	
AIMED FIRE	6	
SNAP FIRE	2	
LOAD WEAPON	<i>Reload Time</i> of the Weapon	
THROW A GRENADE	3	
FIGHT HAND TO HAND	4	
OTHER ACTIONS		
SEARCH BODY/PRISONER	8	Searches for letters or orders only.
SEARCH AREA	1	
GET OUT OF PARACHUTE	42	
ADMINISTER FIRST AID	6	Per 10 Points of Damage
CLEAR JAM	36 minus <i>Reload Time</i> of the Weapon	

MORALE

Morale plays an enormous part in how a soldier performs. A soldier's *Combat Effectiveness* is directly affected by fluctuations in his *Morale*. And remember that a soldier's *Initiative*, *Weapons Skill* and *Throwing Skill* change with his *Combat Effectiveness*.

MORALE MODIFIERS

POSITIVE EVENTS

Event	Which Soldiers Will Be Checked
Enemy Wounded	All Soldiers
Enemy Incapacitated	Soldiers with Line of Sight
Enemy KIA	Soldiers with Line of Sight
Friendly Machine Gun Fire	Soldiers with Line of Sight
Enemy Breaks	Soldiers with Line of Sight
Friendly Tank Fire	Soldiers with Line of Sight

NEGATIVE EVENTS

Event	Which Soldiers Will Be Checked
Team Member Wounded	All Soldiers
Team Member Incapacitated	Soldiers with Line of Sight
Team Member KIA	Soldiers with Line of Sight
Enemy Fire	Soldiers within 6 feet of Target
Artillery Attack (each round)	All Soldiers
Mortar Attack (each round)	All Soldiers
Grenade Explosion	Blast Radius of the Grenade
Enemy Machine Gun Fire	Soldiers with Line of Sight
Team Member Breaks (Panics or Berserks)	Soldiers with Line of Sight
Enemy Tank Fire	Soldiers with Line of Sight
Soldier's Weapon Breaks or Jams	Affected Soldier
Soldier Runs Out of Ammo	Affected Soldier

COMMAND SCREEN

The Command Menu is the interface that allows you to command your soldiers. Your Command Menu is displayed when you right-click on the Tactical Combat screen.



Notice in the example to the left, that some of the icons are dark and others light. The darker icons are commands that the soldiers are able to perform.

By holding the pointer over an icon, the display at the bottom will prompt you on its function.

Once an icon on the Command Menu has been pressed, the desired location, person, or object can be selected with a left-click to complete the action.

COMMAND MENU ICONS



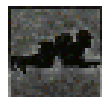
Walk

The *Walk* command allows the soldier to search the area around him as he is moving. He will not be able to cover as much distance as he would running, but he won't miss as much in transition.



Run

A soldier is able to cover more ground if the *Run* command is chosen. Although, a soldier will not spot Germans, traps, mines, etc. while in this mode of movement.



Crawl

Crawl, slowly moves a soldier, but allows for less of a target for the enemy to shoot at.



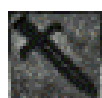
Dive

A soldier may need to quickly "hit the dirt" and the *Dive* command will come in handy.



Hide

Germans are everywhere. Hide!!! This action lessens the likelihood of being spotted by the enemy.



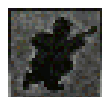
Hand-to-Hand

A soldier is able to fight hand-to-hand with this command for those times when his ammo has been depleted and he comes upon a German.



Stand

The *Stand* command puts a soldier back into an upright position from either a crouch or prone position. (Naturally it will take more Action Points to stand from a prone position than from a crouch position.)



Crouch

Crouch to avoid enemy fire while maintaining better accuracy of return fire than in the stand position.



Prone

The *Prone* command moves a soldier to a position that is less likely to take enemy fire. But, it is harder to throw a grenade or to get a line of sight on the enemy in the prone position.

The Battle Begins

	Search Area	As your soldiers explore the countryside they will need to keep a constant eye out for hidden objects, traps, land mines and the enemy.
	Search Body/Prisoner	If your men come across Germans who surrender or a dead body that may contain needed items, the <i>Search Body/Prisoner</i> command will come in handy. The soldier must be adjacent to the body. (Only documents are searched for with this command.)
	Exchange	Exchanges can be made from soldier to soldier, soldier to body, or soldier to ground. <i>Exchange</i> is a useful command to move weapons and equipment where it is needed most.
	Aimed Fire	<i>Aimed Fire</i> is a more accurate form of firing a soldier's weapon. The soldier actually takes the time (and APs) to get off a good shot, unlike with <i>Snap Fire</i> .
	Snap Fire	<i>Snap Fire</i> is a "shot from the hip". A soldier doesn't have enough APs for an <i>Aimed Fire</i> or other actions are required of a soldier, <i>Snap Fire</i> will have to do. This type of fire is mainly used for suppressive fire. If a soldier hits with snap fire . . . he got lucky.
	Grenade	Tosses a grenade to the desired location after a grenade has been readied.
	Motivate	Your men, from time to time, will be daunted by the horrors of war and their morale will drop. A <i>Motivate</i> command might snap them back and allow them to function more efficiently.
	Administer First Aid	One of your soldiers is wounded and first-aid is needed. Administer First Aid command must be activated and then a soldier chosen to receive the aid. The soldier administering the first-aid must be standing adjacent to the recipient.
	Rest	It is going to be a long week for your men. From time to time, they will need rest in order to recoup some of their stamina and get a bite to eat. Approximately 2 hours pass during this time.
	Ready Weapon	To change a soldier's weapon, activate the <i>Ready Weapon</i> command, which will take you to the Weapon Bar where you will choose his next weapon.
	Load Weapon	To reload a soldier's weapon, the <i>Load Weapon</i> command must be activated. The amount of time this action takes depends upon the individual Weapon.
	Unjam Weapon	Weapons are known to jam and must then be unjammed --makes sense doesn't it. The amount of time needed to unjam a weapon depends upon the individual weapon.
	Remove Chute	This will be one of the first commands you will use, unless it is your desire to drag a parachute around Normandy.
	Leave Map	When your soldiers reach the edge of the map they will have the option of leaving the map and heading to the next one.
	Move Group	Tired of moving your men individually off a particular map? Use the <i>Move Group</i> command to quickly move your men as a whole to a desired location.

CONTINUE ACTION ICONS

The *Continue Action* command helps to make gameplay smoother. It allows you to make a command that would take multiple turns only once. After a command which will take several turns has been made, you have two options: 1) hit *Continue Action* (found on the Main Info Bar) to continue performing the action or 2) choose another command.

If another action is chosen before the completion of the action, the process will have to start from the beginning. All previous Action Points are lost.

Remove Parachute



The first *Continue Action* icon you will probably see. It requires 42 APs to remove a soldier's parachute, so, this action will take a few turns. Hit *Continue Action* if the soldier is not in any apparent danger from the enemy.

Walk



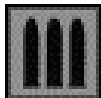
There may be a particular spot on the map that you would like a soldier to *Walk* to that is outside the perimeter of his current range. Just choose the destination location and at the beginning of each new turn you will be prompted with this icon.

Run



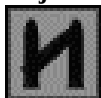
As in the continuation of the *Walk* command, *Continue Run* is a continuation to a desired spot on the map.

Load Weapon



Some of the weapons may take a couple of turns to reload. This icon will appear if a soldier is still in the act of reloading.

Unjam Weapon

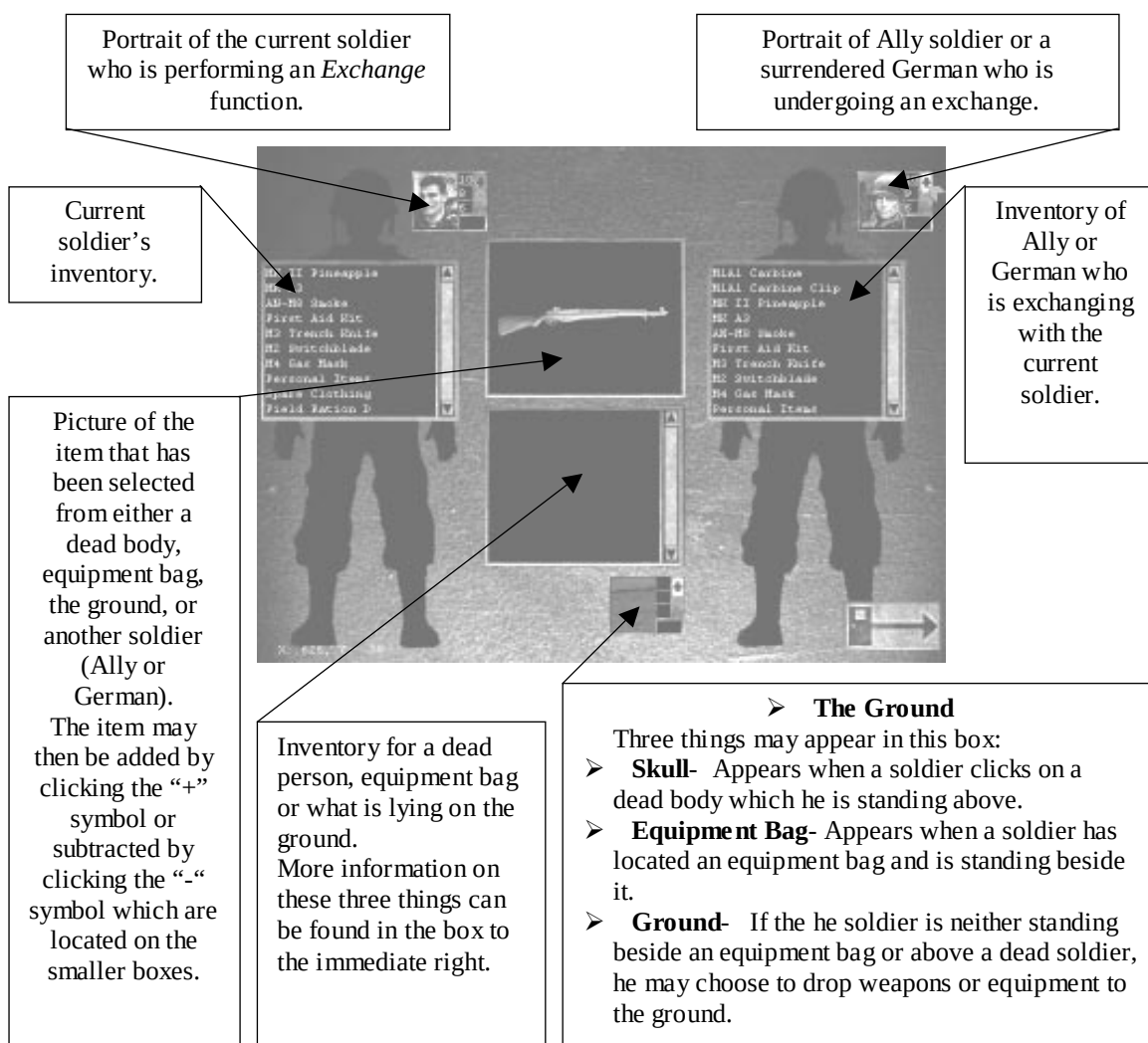


If a soldier's weapon jams, unjamming it may be a top priority. This action could take a few turns, so you will be prompted with this icon if a soldier is in the middle of this action.

EXCHANGE SCREEN

The Exchange Screen is accessed from the Command Menu by clicking the *Exchange* icon. It requires 10 APs to perform an *Exchange*, but there will be times when they will be Action Points that are well spent. An individual soldier is able to exchange items between himself and another soldier by simply clicking on another soldier after the *Exchange* icon has been activated. Or he can recover weapons off of a person that is dead. He is also able to discard weapons or equipment to the ground that are no longer necessary and are consuming *Encumbrance* Points.

The Battle Begins



The Exchange Screen allows the current soldier to perform the following tasks:

- Check the inventory of a prisoner or a dead body and allow for the transfer of any wanted items from the body;
- *Exchange* weapons or equipment between two of your soldiers;
- Drop items to the ground to relieve soldiers of items that are no longer needed and are consuming *Encumbrance* Points.
- Pick items off of the ground.

AUTO-WALK

A great feature of 101 that allows you to sit back and watch your men sweep the countryside for Germans is *Auto-Walk*.

Right-click to bring up the Command Menu. Then issue the *walk* command and left-click on the spot where you would like the soldier to eventually reach. When he finishes his move, hit F9 instead of End Turn. Each man will continue walking unless he spots a German, is shot at by a German, or if he spots a landmine or an equipment bag.

If you decide you would like to take back control of a soldier before he has spotted something or has been shot at, hit F9 again.

OPPORTUNITY FIRE

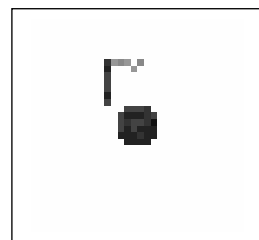
Opportunity fire is a must to make for a more accurate game. If a German for example, takes his turn and moves so that one of your men can now spot him, your man may take the opportunity to take a shot at him (he has to have at least 2 AP left from a previous turn). The same goes for a soldier that you may move out into the open exposing himself to the enemy.

LAND MINES & BOOBY TRAPS

Obstacles that your men are likely to run up against at some point are land mines and booby traps. A soldier's ability to spot either of these items is based on his *Experience* and *Intelligence*.

If a land mine is spotted, a marker as shown to the right will be displayed at its location.

If a booby trap is spotted, it is automatically disabled. Your men will only be able to spot a landmine or booby trap if they are Walking or Crawling. A soldier who is *Berserk*, *Panicked*, Running, or diving will not spot them.



MORTAR & ARTILLERY

Your men can expect to meet resistance from mortar and artillery attacks. These attacks are devastating – they kill your soldiers and often adversely affect your men's *Morale*.

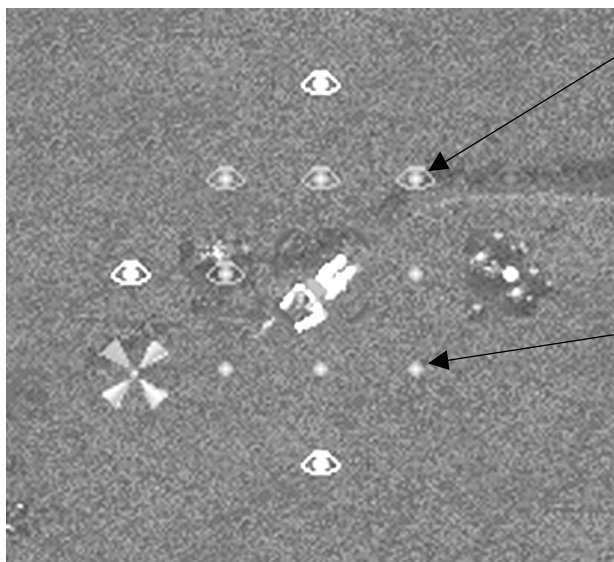
SPOTTING

It will be a good idea to *Search Area* before you begin a soldier's actions. This gives him a higher chance of spotting enemies and other items.

Your men with higher *Intelligence* and *Experience* will spot the enemy quicker as well as equipment bags, land mines & booby traps.

You will also shown whether or not your soldier can be spotted. This will be indicated by the perimeter dots around the soldier turning into eyeballs. But, it only applies to the line of sight for Germans who have been spotted by your soldier.

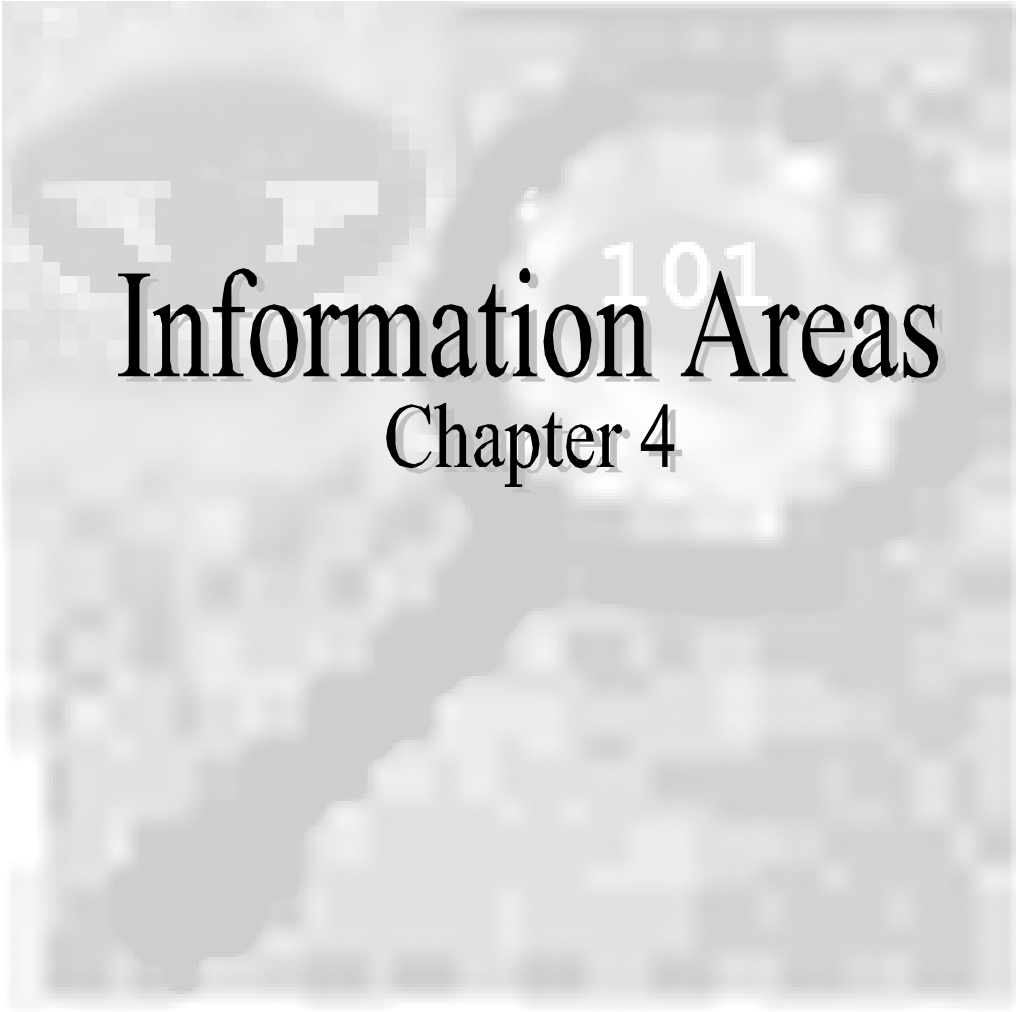
LINE OF SIGHT EYEBALL MARKERS



If he moves to any one of the dot locations which has been replaced by an eyeball, he will still be in the line of sight of the enemy unit(s) that spotted him.

If he moves to where there is not an eyeball he will no longer be in the line of sight of the current enemy but may still be spotted by another enemy.

The eyeballs are not in place to show you safe places to move. They are merely visual representations of what the paratrooper can see and work out.



Information Areas

Chapter 4

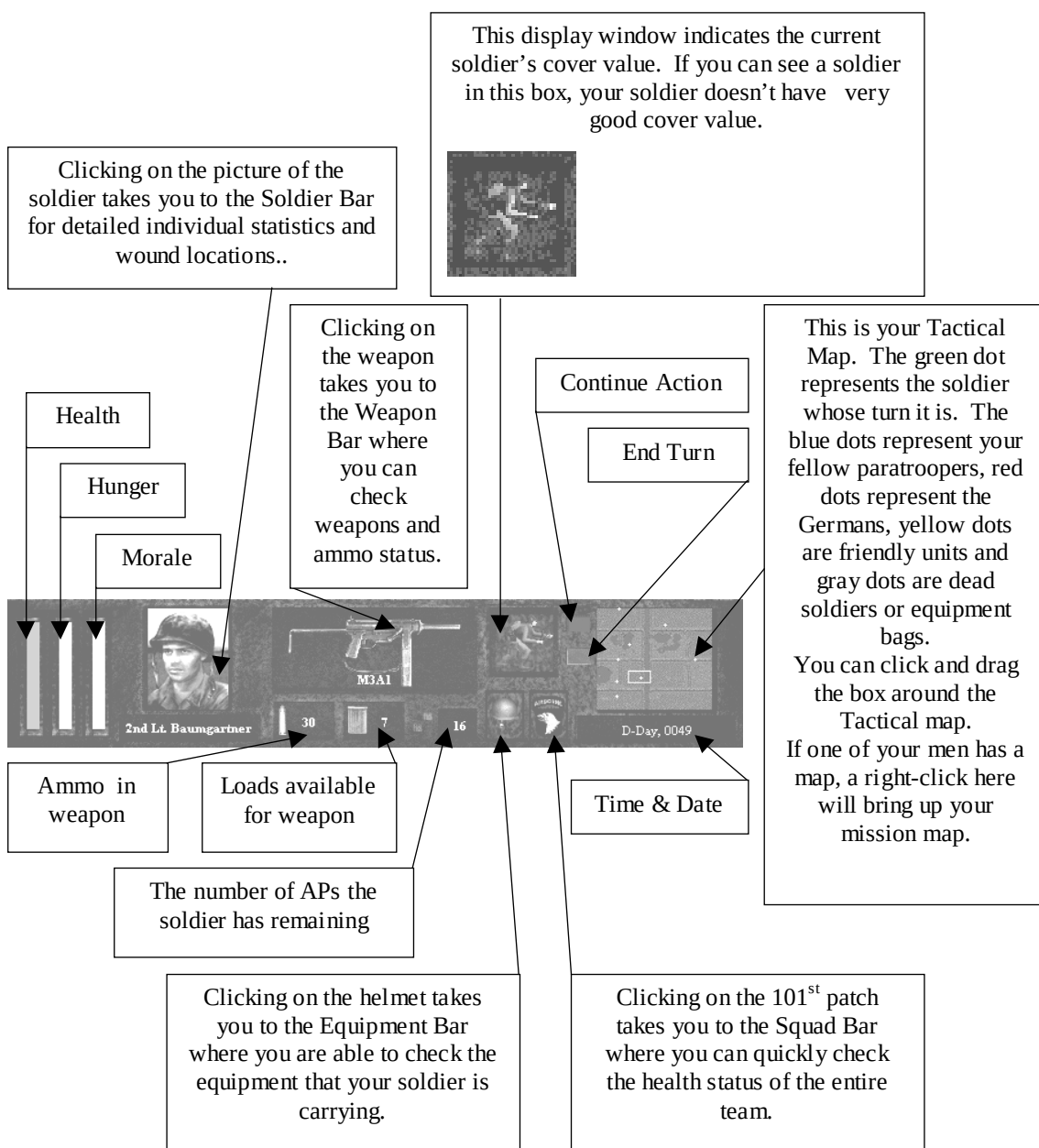
INFO BARS

Through your Info Bars you can check on the status of a soldier's health, weapons, equipment and individual statistics. You will also be able to view your men as a group for a quick status check.

We'll start with the *Main Bar*, which is the central Info Bar; it displays all basic information that is vital to gameplay.

MAIN INFO BAR

The *Main Bar* displays the current soldier, his weapon, how much ammo he has for that weapon, his cover value, his location on the map, his morale level, his health and hunger status and how many APs he has to work with.



SOLDIER INFO BAR

The Soldier Bar displays all the vital statistics of an individual soldier. To reach the Soldier Bar, Click on the current soldier's picture on the Main Info Bar.

Exp: 40	Mov: 16	AP: 16	WS: 16
Int: 14	Ini: 79	HP: 1000	TS: 13
Wil: 17	CE: 94	Mor: 100	WT: None
Agi: 8	Ldr: 71	Sec: 0	Lan: None
Str: 10	Tgh: 27		

Current Soldier

Wounded Area Display.
If a soldier is wounded, the location of that wound will be highlighted in this area.

Shin

When cursor is pointed at the wounded area, a specific location is displayed here. (i.e. shin)

SQUAD INFO BAR

- Blue- Ok
- Wounded- Orange
- Incapacitated- Red
- Suppressed- White
- Panic- Yellow
- Berserk- Purple
- KIA- Black

Incapacitated

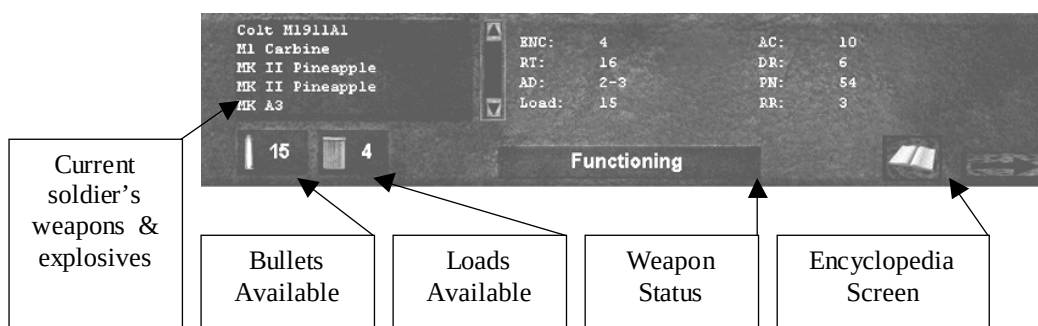
The Squad Bar is a great way to see the condition of all your men's health status at once using the color coded system listed above

WEAPON INFO BAR

To activate the Weapon Bar, click the weapon on the Main Info Bar. The *Weapon Bar* shows the current soldier's weapon and ammo inventory as well as the weapon's status (jammed, broken or functional).

A list of your soldier's weapons will be displayed in the text box on the left. The highlighted weapon's description is displayed in the right text box.

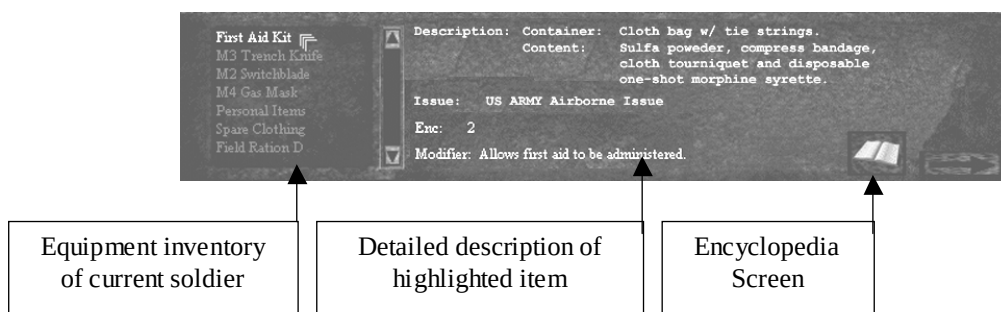
The Encyclopedia Screen can also be accessed from the *Weapon Bar* where you can obtain a more detailed description of your weapons and equipment



EQUIPMENT INFO BAR

The Equipment Bar works in the same way as the Weapon Bar. The equipment that your soldier has will be displayed in the text box on the left. The highlighted equipment's description is displayed in the right text box. To change to the description of another piece of equipment, simply highlight the item in the left box that you would like to know more about.

The Encyclopedia screen is accessed in the same way as from the Weapon Bar.



DIARY

. The Diary is accessed only when your men move from map to map. These entries will also keep you updated on your game information and score.



ENCYCLOPEDIA

The Encyclopedia gives a detailed account of all weapons and equipment in the game, German and American.



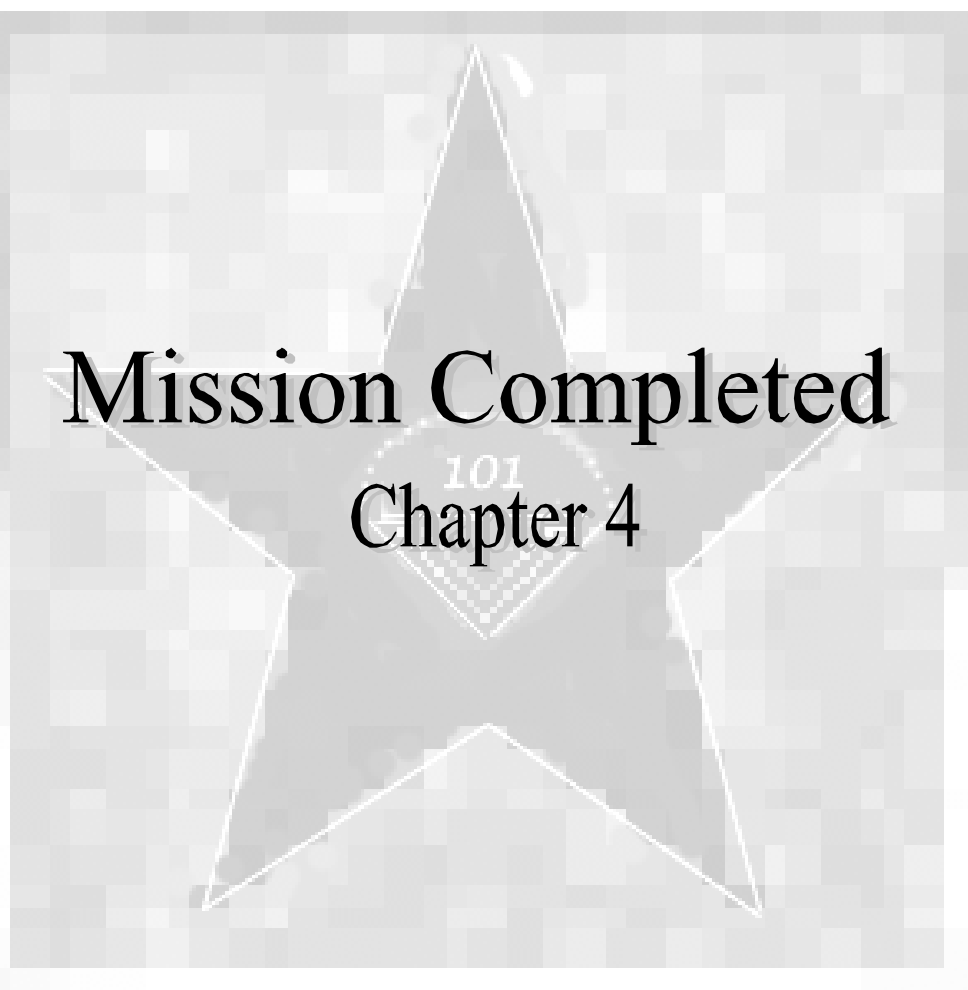
LETTERS & ORDERS

Your men will find orders on the enemy. They will also come across letters that have been written by Germans and American alike.

The orders will from time to time contain vital information.

Letters and Orders can only be obtained from a dead body or prisoner by using the *Search Body/Prisoner* command on the Command Menu. A *Look* command only looks for objects about the landscape. You should “Search” anyone you come across to be sure that you don’t miss something vital for a mission.





Mission Completed

Chapter 4

Mission Completed

YOU HAVE COMPLETED YOUR MISSION

Once you have completed your mission your job will be to neutralize the enemy. In addition to killing Germans, there may also be Secondary Missions left for your soldiers to complete. While your men are securing the countryside, there will be people that you may run into who need help. It is your decision what actions to take.

The game will automatically end at the end of three “game days”.

SCORING & AWARDS

An over-all score is being calculated throughout the entirety of gameplay.

Scoring

Total Score	{(Successful Mission Points + Enemy Killed Points + Hour Points) + (Enemy Killed Points – Allied Killed Points)}
Total Possible Score	(225 + Secondary Mission Activation Points)
Successful Mission Points	+50 for Main Missions +30 per Secondary
Enemy Killed Points	2 Points / KIA or Incapacitated Enemy Unit
Hour Points	1 per hour from 0000 hours D-Day
Allied Killed Points	10 per Ally Soldier KIA or Incapacitated

Points Awarded Soldiers

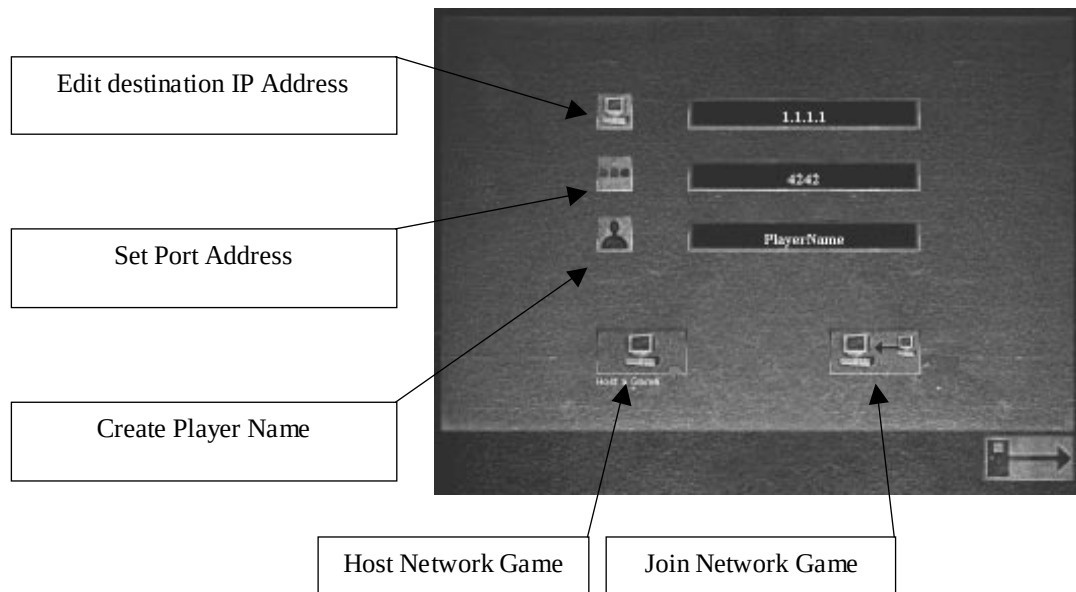
Activity	Points Rewarded
Each Mission Completed Successfully	(Successful Mission Points / Active Ally Units)*2
Each Hour	1/3
Each German Killed or Incapacitated or Enemy Tank Killed by Individual	3
Each Land Mine or Booby Trap Found	3
Each Tank Killed	18 / Active Soldiers (The entire group is rewarded. If an individual soldier killed the tank, he is rewarded here as well as individually.)



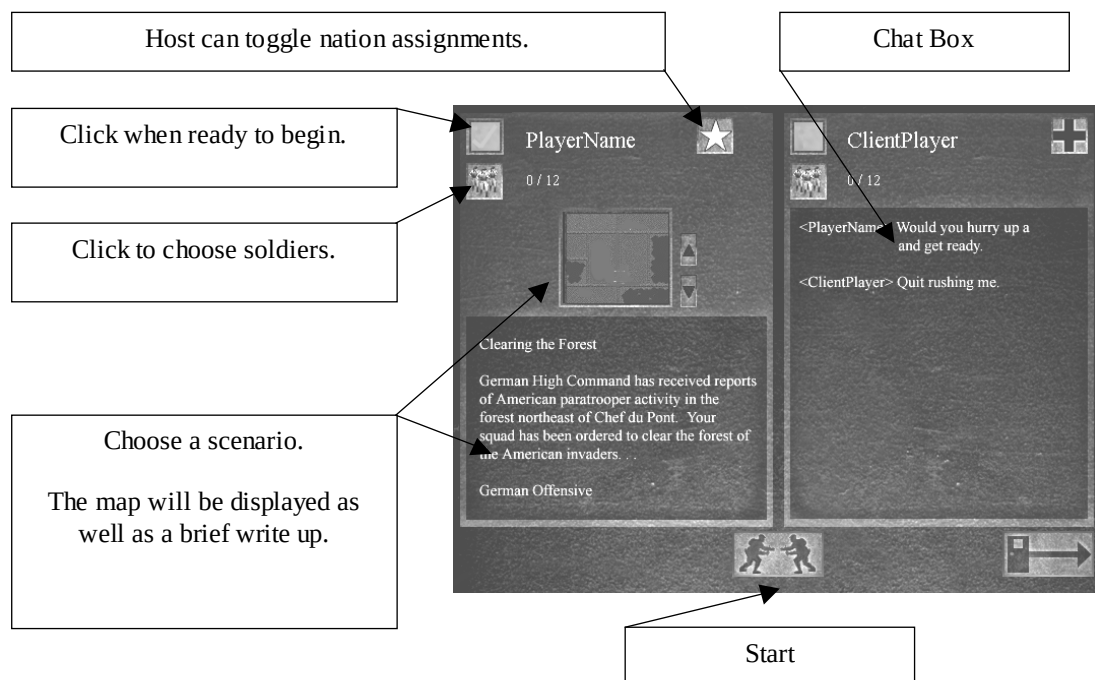
NETWORK SETUP

For full and up-to-date information on Network setup and use, please consult the readme file on the 101 game CD.

STEP 1. NETWORK SETUP

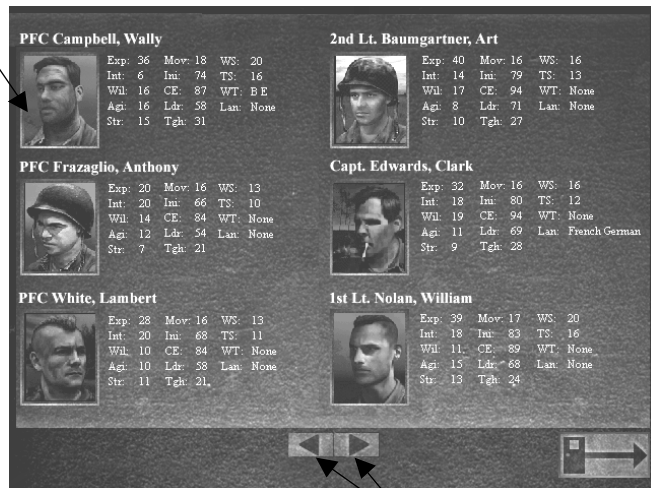


STEP 2. GAME SETUP



STEP 3. CHOOSE SOLDIERS

Scroll through the soldier pages using the previous and next keys. Click on the soldier's picture to either activate or deactivate the soldier. You will be able to choose up to 12 men.



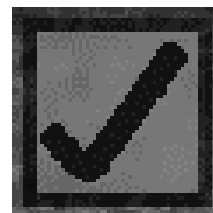
Previous & Next List of Soldiers

STEP 4. CHAT OR CLICK READY

You have now:

- Configured your modem settings.
- Decided who was going to be the host and who was going to join.
- Chosen who was to be the Americans and who would be the Germans.
- Picked the scenario to be played.
- Chosen your men.

Now it is up to each player to click the "I'm Ready" button and it is off to Normandy you go.



"I'm Ready!"

Appendix A

History of the 101st Airborne in Normandy

The 101st Airborne in Normandy Rendezvous with Destiny

“The 101st Airborne Division has no history, but it has a rendezvous with destiny. Like the early American pioneers whose invincible courage was the foundation stone of this nation, we have broken with the past and its traditions in order to establish our claim to the future.”

- General W. C. Lee
First CO, 101st Airborne Division

Beginnings

On August 16, 1942 the 82nd Infantry Division was divided into two separate airborne divisions, the new 82nd Airborne and the 101st Airborne Divisions. Spending a short time at Camp Claiborne, Louisiana, they then moved to Ft. Benning, Georgia for parachute and glider training. After training, they were assigned to Fort Bragg, North Carolina before departure to the European Theatre.

The two divisions would ultimately become arch-rivals, except during combat, when during the course of the D-Day jumps, some men from the 82nd Airborne and 101st Airborne would fight side by side, due mainly to the inaccuracy of the pilots in delivering them to their respective drop zones.

The soldiers, at the time of the Divisional split, were given the option of refusing parachute training. However, the Army could order any man into a vehicle, so the glider candidates were coerced into glider training without a refusal option. Throughout the war, this would remain an irritation with the glider troops, since the paratroopers were paid an extra \$50 per month as hazardous duty pay. The glider troops, who were often injured in glider landings, did not receive the extra money. Although both troops were considered “airborne” and wore the same insignia, the paratroopers considered themselves superior and guarded their status with unique symbols: jump boots, bloused trousers, and qualification wings.

Organization

The 101st Airborne consisted of the following regiments and battalions on D-Day, 1944:

327th Glider Infantry Regiment
401st Glider Infantry Regiment
502nd Parachute Infantry Regiment

HHB Division Artillery
321st Glider Field Artillery Battalion
377th Parachute Field Artillery Battalion

Appendix A

907th Glider Field Artillery Battalion
81st Airborne Antiaircraft Antitank Battalion
326th Airborne Engineer Battalion
326th Airborne Medical Company
101st Counter Intelligence Corps Det
Headquarters Company, 101st Airborne Division

Military Police Platoon
Reconnaissance Platoon
801st Airborne Ordnance Maintenance Co
426th Airborne Quartermaster Company
101st Signal Company

In addition, the 501st Parachute Infantry Regiment and the 506th Parachute Infantry Regiment were attached to the 101st Airborne to bring the division up to strength prior to D-Day.

England

Most of the 101st Airborne shipped out for the British Isles in September 1943. The remaining troops, mainly the 501st Parachute Infantry Regiment (PIR), followed in January 1944.

Once in England, the troops were mainly situated in and around Hungerford, at Chilton Foliat and Denford. Other troops including HQ/1 were stationed some distance away at Aldbourne, while HQ was at Littlecote. These areas overlapped and spilled into two counties: Wiltshire and Berkshire.

The troops continued their training while in England, practicing jumps and different combat scenarios. The men got into a bit of mischief while in England. They participated in several brawls and many fines were levied for poaching game (mainly deer) and blowing up trout in the local streams with hand grenades.

Pathfinders

In preparation for D-Day and the jumps that lay ahead, a call for volunteers went out. These troops, called Pathfinders would be specially trained teams that would jump one hour ahead of the main Serials. The Pathfinder's job was to set up special lighting and radar sets to be triggered by signals sent from each incoming plane. The lighting and radar sets would guide each plane to a specific DZ. This system of identifying the DZs would be rendered useless if the Pathfinders were dropped off course or neutralized by enemy fire. Many times this occurred adding to the general chaos of the D-Day drops.

As the first men to land in German occupied France, the men of the Pathfinder teams were viewed as "suicide squads." In the years after the war a reputation of honor, bravery and a bit of insanity followed these men that lives on to this day.

The Plan

As the D-Day Invasion grew near, plans were finalized and presented to General Eisenhower. General Eisenhower agonized many hours over the decision to send the paratroopers in ahead of the Normandy Beach invasions. The reports showed that expected casualties for the paratroopers was set at 80 percent and at 90 percent for the gliders. Finally, General Eisenhower let the orders stand, as the need for securing roads and neutralizing the Germans behind Utah Beach was of extreme importance.

The 101st Airborne's plans called for 10 Serials (groups of planes heading to specific locations) to leave at staggered times from 6 separate airfields commencing around 2300 hours on D-Day -1. These planes, after forming up, would fly a route carrying them over the English Channel, the Atlantic Ocean, Northwestern Coastal France and into the Normandy area. Each serial had a specific target Drop Zone (DZ) in which to drop its men. The Serials, their departing airfields, planned DZs, and actual drop areas were:

Appendix A

Serial No.	Departure Airfield	Planned DZ	Actual Drop Areas
1	Greenham Common Airfield	DZ A	Near DZ C
2	Greenham Common Airfield	DZ A	Far North of DZ A
3 & 4	Membury Airfield	DZ A	DZ A vicinity, Far North & West of DZ A, English Channel
5 & 6	Uppottery Airfield	DZ C	Far North & NW of DZ C, DZ A, Near DZ A
7	Welford Airfield	DZ C	Near DZ C, Far South of DZ C
8 & 9	Merryfield Airfield	DZ D	DZ D, South & SE of DZ D
10	Exeter Airfield	DZ D	Near DZ D

The sticks (planeload of paratroopers) had specific missions to accomplish. The missions all concentrated on taking specific roads, bridges and villages in order to make the Army's push off the beachheads easier. In addition, the gliders would deliver artillery, medical, and HQ equipment into the rear in order to facilitate communications and actions on D-Day.

D-Day minus 1

The men of the 101st spent the last hours before departure being briefed as to their missions at sand tables. These dioramas were constructed of sand, small sticks, coloring, and carved soap. The finished products were 3-D terrains of the LZs and objective areas. Those men lucky enough to actually land near their planned DZs found the sand table briefings helpful in gaining their bearings.

Another last minute activity was the haircut. A great many men had their hair cut in the "Mohawk" style of the American Indians as a show of unity. This proved to be a plus, because when the Germans saw the haircuts, some thought the paratroopers were actual American Indians and feared that they would be scalped. Other styles of haircuts included shaved heads, and letters cut into the hair spelling out the word "VICTORY" when the soldiers stood side by side with their heads bowed.

As the time approached for the flights to commence, the men became more solemn and their thoughts turned to what lay ahead. Last minute preparations included securing their equipment and checking their parachutes. The men, unsure of when re-supply would come – if at all – overloaded themselves with ammunition and food rations. Many men carried weapons that should have gone into equipment bags - items such as bazookas, for instance. Many men who overweighted themselves with equipment ended up injured on landing.

The Flight to Normandy

The actual flight to Normandy lasted about an hour, but the men had to endure up to two hours of circling the airfields while planes were launched in their Serials. Most men used this time to pray or sleep (air sickness pills made sleep possible). As the Serials formed up, the planes left on their course to their designated LZ (Landing Zone).

The C-47 pilots, carrying the paratroopers into Normandy, were told to hold their course and formations and to avoid taking evasive maneuvers. Most of these pilots, though, were inexperienced in actual combat flying and the neat formations broke up as the planes neared the Cotentin Peninsula, where they came into a fog and cloud bank. The pilots instinctively spread out to avoid mid-air collisions. After emerging from the cloud banks, the pilots tried to tighten their formations, but they were less than 10 minutes from the DZs. As they approached the Drop Zones, heavy flak came up from the Normandy landscape and many pilots did take evasive actions.

The planes were supposed to approach the targets at an altitude of 1500 feet and slow to allow the paratroopers to exit safely. Few pilots did this however. Most sticks jumped at either too low or too high of an altitude, and all but a few were going way too fast. Some pilots never turned on their green “go” lights and returned to England with their paratroopers. Two pilots, after forgetting to turn on the go lights, did so after they were back over the English Channel resulting in the drowning of two entire sticks from the DZ A serials.

The Jumps

As the green lights came on, the men in the planes jumped as they were taught. Most realized that they were going too fast and some even realized they were too close to the ground. One paratrooper lived to tell of his chute opening to full capacity just as his feet hit the ground. The speed of the planes caused many men’s equipment to be ripped from them as they exited the planes. In addition, the high speed of the planes caused most sticks to be spread over a large area, rather than coming down in a concentrated zone. Planes were shot down before the men could exit and took their sticks to the ground in a heated blaze. Some sticks landed up to 8 miles from their intended DZs. Needless to say, the actual jumps were mass confusion.

Over 1000 men of the 101st were so far from their intended DZs, they were considered to be beyond the consolidated bridgehead. They were scattered from just south of Cherbourg to just north of St. Lo and as far to the east as Point du Hoc. The overall strategic effect of this was quite positive as it misled the Germans to believe the landing force was much larger than it actually was.

Other men, jumping off course, came down in flooded hedgerows and drowned in less than three feet of water due to the weight of their equipment. Still others came down in areas occupied by Germans and were under fire as they drifted towards the ground. Others were under fire even as they tried to free themselves from their parachutes. Many of the troopers still living say they have never been as frightened as they were that first night.

On the Ground

For the lucky ones that lived through the jumps, the nightmare was just beginning. The Germans were alerted to the paratrooper invasion by this time and were out searching for the paratroopers. The soldiers were scattered all over Normandy and most were not even sure where they were. They spent the first night evading Germans and trying to find friendly units. Some would spend the first two weeks doing so.

Those lucky enough to land together and close to their DZ made their way towards their objectives, all the time picking up stragglers in ones and twos. Some members of the 101st ended up in the 82nd Airborne’s DZs and spent the first several weeks fighting alongside the 82nd. Other paratroopers were taken prisoner by the Germans only to be released within hours by other troopers and imprisoned the Germans. Sometimes this would happen two and three times to the same groups of men . . . released, captured, released, captured.

Firefights were plenty that first night and early morning as the troopers ran in to large groups of Germans and some even reached their original objectives, fighting to victory. Order was slow in coming, but a majority of the healthy men would be in a group, fighting for an objective, before sundown of D-Day.

Beyond D-Day

By D-Day +2 most of the paratroopers were in the line of supply from the Army advancing off the beach landings. The 101st would fight alongside the Regular Infantry throughout the first part of June. In July, they would be sent back to England for re-outfitting. It goes to the bravery, training, and fighting spirit of the men that the expected casualties that Eisenhower received in pre-D-Day reports turned out to be over-exaggerations. Casualties barely reached 35% for the 101st, nowhere near the 80% initially predicted. During their time in Normandy, the 101st fought bravely, acquiring a status of legendary proportions as the Screaming Eagles.