

The Eagle Has Landed



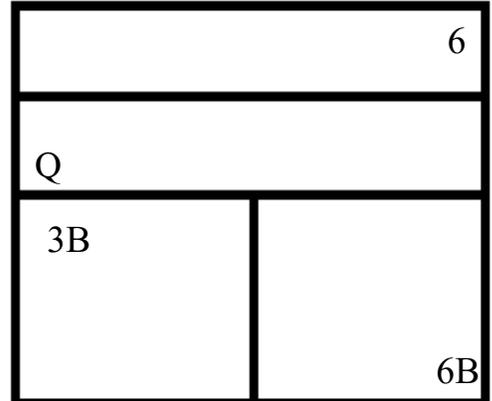
Studley Constable, England— September 1943:

Oberst Kurt Steiner and an elite Group of German Paratroops descend on Studley Constable with the intent to kidnap Winston Churchill.

A tragic mishap reveals them to the village as Germans. Local US Rangers stationed nearby head to the village to stop the German attempt.

Surrounded and outnumbered...Steiner and his men remain determined to succeed...

BOARD CONFIGURATION:



VICTORY CONDITIONS: Germans win by kidnapping Sir Winston Churchill and returning him to the German E-Boat.

TURN RECORD CHART

♣ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
☆ AMERICAN Moves First													



Elements 2nd Ranger Battalion (ELR 3) (No Sniper)

Col. Pitt's Group (Enter Turn 1 from Hex 6Q1)



Lt. Frazier's Group (Enter Turn 1 from Hex 6Q1)



Lt. Mallory's Group (Enter Turn 1 from Hex 6Y1)



Cpt. Clark's Group (Enter Turn 4 from Hex 6Q1)



Lt. Beckett's Group (Enter Turn 1 from Hex 6I1)



Churchill's Group (Enter Turn 8 from Hex 6Y10)





Remnants of Col. Steiner's 12th Parachute Detachment (ELR 5) (No Sniper)

Set up **HIP** in Area on Board 3b (Y4 to Y10 to DD9 to EE4 to Y4) At least 1 Half-squad must be located in Church Hex Y8. (10-3 is Col. Steiner, 8-1 is Cpt. Hans von Neustadt, and 1-4-9 is Feldwebel Brandt



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German Agent –Joanna Grey: Set-up HIP in any single hex building located on b3 in rows DD, EE, or FF.

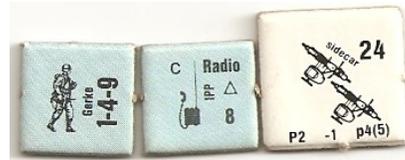


Studley Constable Villagers: Set up in Hex 3b Y8



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German Agent –Liam Devlin: Set-up HIP in b3 Hex Z15



German E-Boat: Enter per special rules



SPECIAL RULES:

1. Wheat is in season.
2. Place Roadblocks on Board 6 in Hexes I1, Q1 and Y1. US units may cross as if there is no roadblock.
3. Place bridge hexes on Board 3b Hexes CC16 and CC17 and on Board 6b Hexes
4. Game begins with the Germans already revealed and with villagers locked into the Church.
5. Joanna Grey's identity is also known, but her location is not known.
6. Liam Devlin's identity has not been compromised and he can move freely on the board and can secretly enter the church via the tunnel located in Board 3b Hex FF7 .
7. Board 3b Hex FF7 is the Minister's House. Place a truck counter in Board 3b Hex GG8. This is the minister's car and can be utilized by Steiner or any other German SMC. Once occupied the German player may move up to 12 MF in the car without detection as long as he does not come within three hexes of any US unit. The car and tunnel to it cannot be utilized until Liam Devlin arrives at the Church. His identity will then be revealed.
8. The Villagers are held until Cpt. Clark is within firing range of the Church. At the time, the prisoners are released and no further firing occurs during that turn.
9. The German E-Boat can only be contacted by Col. Steiner or Capt. Von Neustadt by utilizing any of the radios available in the game. Contact is made without die roll and the E-Boat will enter the game on the following turn on the German phase on Board 6b Hex Q15 and make landfall at Hex U16. It plays no further role until other German units embark for the return trip to Germany.
10. Churchill is represented by the 10-3 British Officer. His convoy enters the board and moves immediately to Shelton House which is represented by the chateau on Board 6. He will remain there in any hex by himself. All other British units must set up in individual hexes within the chateau and cannot move until a German unit comes adjacent to them.
11. STEINER— should Steiner escape to the minister's house and utilize the car for its 12 allotted movement points, he can continue to move in the car with a Question mark counter placed on it, or abandon the car and proceed HIP as long as he remains in concealment terrain and does not come adjacent to a US unit. Should he move in non-concealment terrain or come adjacent to a US unit, then a Question mark counter is immediately placed upon him and he will not be able to re-acquire HIP capability.
12. No German MMC may accompany Steiner, although one German SMC may travel with Steiner in HIP movement.
13. Churchill becomes Steiner's captive if Steiner is able to enter his hex without being revealed. Once captive, he must move with Steiner on foot with 4 MP or any vehicle which Steiner may acquire. At this point, Steiner may move once more with HIP movement unless moving through the field of vision of any US unit, at which point a question mark is placed on him.
14. Should Steiner succeed in bringing Churchill to the E-Boat the game ends with a German victory. All other results are a US victory.