

“The Eagle Has Landed—the Ambush”



Studley Constable, England — September 20th, 1943

In the aftermath of Otto Skorzeny’s successful rescue of Mussolini at Gran Sasso, Hitler conceived of an even more daring operation involving the kidnapping of Winston Churchill. Planning for the operation “Eagle” would fall to the direction of Admiral Canaris of the Abwehr. Oberst Radl would put together the operation and identify the survivors of the 12th Fallschirmjaeger Special Operations Detachment led by Oberst Kurt Steiner. Steiner and his men disguised as Polish Paratroopers would arrive at Studley Constable on the east coast of England...where Churchill was expected to make a visit. The German plan was well in hand until a child’s accident would lead to the death of one of Steiner’s men and reveal that they were in fact German Fallschirmjaegers. Elements of the US 2nd Ranger Battalion located nearby were quickly activated and sent to Studley Constable to verify the existence of German Paratroopers. Steiner and his men prepared a welcome.

VICTORY CONDITIONS: The American Player wins at game end by controlling Joanna Grey’s House, the Office Building, Studley Arms Pub and the Mill. The American Player may also elect to destroy the British Truck in lieu of controlling one of the objective buildings.



Board Configuration:
(Board TEHL)

American Player moves First		1	2	3	4	5
German Player sets up First						

Elements of 2nd Ranger Battalion (ELR 4) (SAN 2) (Set up: enter as passengers on the road through Hex A10 & per SSR 5)

Col. Pitt’s Group

Lt. Frazier’s Group

Lt. Mallory’s Group

Lt. Beckett’s Group

12th Fallschirmjaeger Special Operations Detachment (ELR 5) (SAN 3) (Set up: HIP on or East of Row I)

5

Set up HIP in Joanna Grey House

On any SAN Activation, German Play may elect to activate Liam Devlin and place him in the Church.

Set up abandoned in Hex M4.

Special Rules/Notes:

1. EC are Moderate with no wind at start.
2. Kindling is N.A.
3. All hexes of the Church are Fortified with a Level 2 Steeple.
4. Joanna Grey’s house has a ground level and 1st level.
5. Americans enter as follows: Col. Pitt’s Group enters first on Turn 1 and must move to the Joanna Grey house and eliminate Joanna Grey. At start of Turn 1, the American Player makes a dr to determine how many of the three remaining groups enter on Turn 1—a result of 1-2 equals one group a result of 3-4 equals two groups and a 5-6 allows for all three groups to enter on Turn 1. Any groups that do not enter on Turn 1, will automatically enter on Turn 2. The Americans must enter as passengers and using the road must head to the Office in Hex K7. Once fired upon or in LOS of a known German unit, they Americans may immediately leave the road and their jeeps.

Aftermath: The inexperienced Rangers, led by an incompetent leader would drive their jeeps directly into a carefully prepared ambush. Steiner’s experienced men inflicted heavy losses on the Rangers, as they scrambled to find cover. The Rangers would be pinned down, but manage to hit a truck near the church and deprive the Germans of its use. It would be the only American success as the Rangers were forced to await reinforcements led by Captain Clark. Steiner and his men would relocate to the Church and await the next act in a drama no out of their control.

