

“The Eagle Has Landed—Captain Clark”



Studley Constable, England — September 20th, 1943

Following Colonel Pitt’s disastrous assault on Studley Constable, the surviving Rangers fell back to regroup. Captain Clark gathered three fresh squads and equipped with a Half-track approached the Church under flag of Truce. Oberst Steiner and Captain Clark met face to face once more. The Germans would release the civilians held in the Church as Captain Clark entreated Oberst Steiner to surrender. Their congenial conversation at an end, Captain Clark returned to his men to coordinate a final assault on the Church.

VICTORY CONDITIONS: The American Player wins immediately upon controlling the Church. The German Player wins at game end if Oberst Kurt Steiner escapes on the Turn 5 Combat Phases as per SSR 4. Should Steiner not escape and the Americans not control the Church. A final Close Combat (No Ambush dr) with all remaining MMC & SMC combatants placed in the church is conducted Hand-to Hand to determine the winner. Mutual elimination results in a draw.



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 3) (Set up: 7 or more hexes from the Church)**



 **12th Fallschirmjaeger Special Operations Detachment (ELR 5) (SAN 3) (Set up: Concealed in or adjacent to the Church.)**



Wounded 4

Prior to start, the German player may scrounge for an abandoned Bazooka from the previous attack. Only MMC’s may attempt to search and are successful on a dr of 1-3. MMC’s that fail and roll a 6 lose concealment at start. The German Player may attempt 4 times, but only prior to start and only one Bazooka may be discovered. Captured Use penalties apply.

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. The escape of Oberst Kurt Steiner. On Turn 4—Liam Devlin enters the Church through the secret tunnel. On the German friendly Close Combat Phase, Steiner may attempt to escape by rolling a successful CC attack (He also applies his -3 Leadership to the roll) versus one of the following conditions: 3-2 odds if no US squad or AFV is within 2 hexes of the Church. For every unit within 2 hexes the odds go 1-1 (one unit within 2 hexes) 1-2 (two units within 2 hexes) 1-4 (three units within 2 hexes) 1-6 (4 units within 2 hexes).
5. No Quarter is in effect (A20.3)

Aftermath: As the civilians were evacuated from the Church, Liam Devlin appeared out of nowhere and incurred the wrath of the Minister. In a scuffle, Liam was able to relieve the Minister of his car keys as the unwound Bishop was escorted outside to the Americans. Oberst Steiner inquired as to how Mr. Devlin gained entry to the church. He revealed the secret tunnel and Steiner and the wounded Neustadt would successfully escape the church as the remaining Fallschirmjaeger held off the Americans as long as they could and to the last man. But Steiner’s mission remained and the fate of Winston Churchill remained in doubt.

