

V15 THE EAGLE HAS LANDED

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CINEMATIC ACCOUNT

LOCATION: Sodbury by the Sea, England

DATE: 30 June 1943

COMMENTARY: An attempt by German raiders disguised as Polish paratroopers, to kill Prime Minister Winston Churchill was accidentally discovered. Colonel J. R. Sad of the US 3rd Ranger Battalion, stationed nearby, led an immediate assault on the raiders village base . . . after all, why suffer casualties with a reconnaissance.

The initial assault sped into the village at full speed and was met by a hail of gunfire from the raiders who were holed up in the church. The Americans were repulsed with severe losses. Colonel Sad survived the attack, but was killed by a German spy soon after.

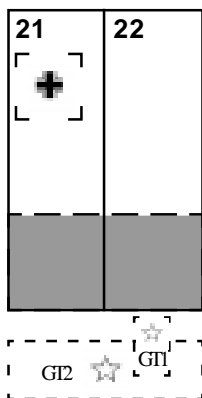
The Colonel's more prudent second in command led a second assault on the church, this time with the support of light AFVs. Armed only with small arms the raiders were unable to hold off the Americans this time, and the church soon fell. The victory was short-lived however when it was discovered that some raiders had escaped thru a handy secret tunnel. Churchill was still not safe.



TURN RECORD CHART

⊕ RAIDERS Sets Up First	1 ☆	2 ☆	3	4	5	6	7	8	END
☆ AMERICANS Moves First									

THE BATTLEFIELD AND CONDITIONS



Using a stanley knife, carefully cut from your mapboards all hexes south of hexrow U, as they are not required in this scenario.

The Church (21I5) is treated as a level 1 stone factory. Hex 21K4 has a level 1 and 2 steeple, each level with a HS stacking capacity (similar to P5.2).

All other buildings are wooden with ground floors only.

The stream is Flooded.

EC are Dry with no Wind at start.

VICTORY CONDITIONS

The Americans win immediately by Controlling the church. They lose immediately if the Raiders exit 1 VP off the south edge of the playing area after turn 1.

SCENARIO SPECIFIC RULES:

- 1 The Raiders are treated as British commandos for all purposes.
- 2 The Americans may not attack a German spy until it is identified as hostile. This occurs if the spy is ever in the same hex as a Raider counter or if it performs any hostile act (EX: block American movement, interdiction, cause concealment loss, prevent concealment gain).
- 3 The spies are treated as heroes but may not participate in fire groups.
- 4 The Raiders may secretly record the location of a tunnel (B8.6).
- 5 Jeeps must attempt to move adjacent to the church on turn 1. Jeep passengers may only dismount if they are in hexes adjacent to the church or have experienced an IFT/CC attack.



Survivors of a German Raiding Party set up within 5 hexes of the church, using HIP if in concealment terrain.

BALANCE: add a British HMG to the Raider OB.

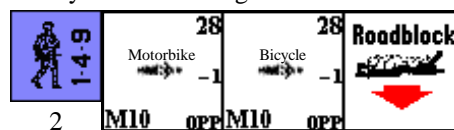
ELR: 5
SAN: 5



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German Spies (Patrick O'Sutherland and Rose Van Der Boer) and roadblock set up unconcealed on any road within eight hexes of the church.



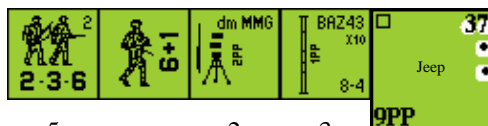
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Colonel J. R. Sad's Detachment enter on hex 22U2, as Passengers, using Convoy movement as per SSR5.

BALANCE: replace the 8-1 leader with a 9-2 leader.

ELR: 2
SAN: 2



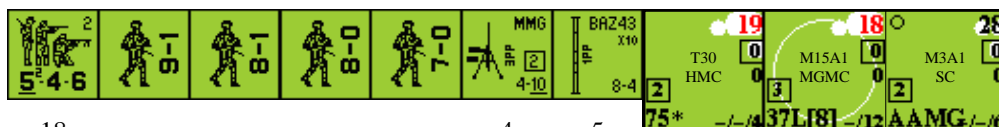
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5

Elements of 3rd Ranger Battalion enter on/after GT2 on south edge (hexrow U).



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