



# SCENARIO: SCREAMING EAGLES

US Airborne vs German Heer



# SCREAMING EAGLES

Flak and tracer split the tranquil summer night, bursting among the lumbering transport planes.

In the bellies of the olive-drab Dakotas, hundreds of men fretted nervously with their equipment, flinching at every explosion.

Every so often, the flak would find its mark and a Dakota would spiral out of the sky, smoke & flame belching from its engines, scattering helpless paratroopers like a farmer sowing a field.

An Air Force crew chief calls out a warning, and the over-burdened paratroopers get to their feet, hooking up their static lines and checking each other's equipment.

The red light changed to green and the paratroopers dived out of the aircraft door, into the lethal firework display bursting around them.

Chutes blossomed like mushrooms and the soldiers of the 101st and 82nd Airborne drifted down towards the Norman bocage country...

## The Forces:

### US Airborne

- » 1x 2nd Lt + Attendant
- » 1x Pathfinder Squad with 6x SMGs
- » 1x Paratrooper Squad with 5x Rifles and 1x LMG.
- » 1x Paratrooper Squad with 3x SMGs and 3x Rifles.

### German Heer

- » 1x 1st Lt + Attendant
- » 1x Veteran Heer Grenadier Squad with 2x LMGs and 3x Rifles
- » 1x Regular Heer Grenadier Squad with 2x Assault Rifles and 3x SMGs
- » 2x Ostruppen Squads with 1x LMG and 4x Rifles



**Sticks in the Wind!:** The US player deploys using the following special rules;

- » Place the first model of each squad 6" apart along the table centreline. For every successive model in that squad, roll 2d6 on the table below;

Roll:	Result:
2	Move the model 6" up then 3" to the left.
3-6	Move the model 3" to the left and 3" up.
8-11	Move the model 3" to the right and 3" down.
12	Move the model 6" down and 3" to the right.

If a double is rolled, that model begins the game with 1d3+1 pin markers, representing a particularly nasty landing!

**Regroup!:** The US player's force will deploy out of coherency. On Turn 1, when the US player draws an Order dice, he **must** issue an Advance order to each of his squads.

That squad must pass an Order test and move towards the closest squad member. Once the squad is back within normal coherency, it may act as normal.

If the squad fails its order test, it may not act. Units that take pin markers from hard landings may not move, and add these pin markers to the unit upon regrouping.

**Hasty Assault:** The German platoon commander has organised a hasty counter attack to engage the landing paratroopers.

The German force is divided into three waves which deploy as per the table below.

Wave	Composition	Deployment
1	2nd Lt + Ostruppen Squad	Move onto the table on Turn 2, from the western board edge.
2	1x Ostruppen Squad + Regular Grenadier Squad	Move onto the table on Turn 3, from the southern board edge.
3	Veteran Grenadier Squad	Move onto the table on Turn 4, from the northern board edge.



# The Scenario



## Set-up:

The US player deploys one model from each unit 6" apart along the table centreline, then rolls to scatter the rest, as per the Sticks in the Wind! special rule.

The German player moves his units onto the table from turn 2, as per the Hasty Assault special rule.

## Objectives:

The US player must regroup his scattered force and exit the battlefield via the northern board edge, while minimising casualties as much as possible.

The German player must prevent the US paratroopers from escaping the battlefield.

## First Turn:

The US player begins to regroup his scattered force, by making an order test for each unit and moving them towards each other.

## Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US player gains 3 Victory Points for each squad that successfully leaves the battlefield.

The German player gains 2 Victory Points for each US casualty caused.

*"After ten months of infantry training, I realized my survival would depend on the men around me. Airborne troopers looked like I had always pictured a group of soldiers: hard, lean, bronzed, and tough. When they walked down the street, they appeared to be a proud and cocky bunch exhibiting a tolerant scorn for anyone who was not airborne."*  
- Dick Winters