

Where Eagles Dare
Campaign Game
USA Reinforcements

Drop 1

Stick One - LZ W (Arrives via Glider- DELAY)



Stick Two – DZ A1 or A2 (Arrives via Parachute)



Roll a die to determine if Stick Two arrives at DZ A1 or A2. Even roll = A1; Odd roll = A2. Historically, Stick Two landed at A2.

Stick Three – DZ A (Arrives via Parachute)



Stick Four – DZ A (Arrives via Parachute)



Stick Five – DZ C (Arrives via Parachute)



Stick Six – DZ C (Arrives via Parachute)



Stick Seven – DZ C (Arrives via Parachute)



Stick Eight – DZ B (Arrives via Parachute)



Stick Nine – DZ B (Arrives via Parachute)



Stick Ten – DZ B (Arrives via Parachute)



Stick Eleven – DZ B (Arrives via Parachute)



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Drop 2

Three Divisional Jeeps available



Stick One – LZ W (Arrives via Glider)



Stick Two – LZ W (Arrives via Glider)



Stick Three – LZ W (Arrives via Glider - DELAY)



Stick Four – LZ W (Arrives via Glider - DELAY)



Stick Five– LZ W (Arrives via Glider -DELAY)



Glider Pilots – available on 1500 game turn after Drop 2 and 3. Must be removed at end of Night turn after drop.



66.156



66.157

15/18 KRH (Independent) – arrives via the Club Route release rule, 4.3.1



Placed in hex 66.157

44 RTR (Independent) – arrives via the Club Route release rule, 4.3.1



Placed in hex 66.157

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Drop 3

Three Divisional Jeeps available



Stick One – LZ W (Arrives via Glider – 2 DELAY)



Stick Two – LZ W (Arrives via Glider - DELAY)



Stick Three – LZ W (Arrives via Glider - 2 DELAY)



Stick Four – LZ W (Arrives via Glider - DELAY)



Stick Five – LZ W (Arrives via Glider - DELAY)



Stick Six – LZ W (Arrives via Glider – DELAY)



Stick Seven – LZ W (Arrives via Glider – DELAY)



Stick Eight – LZ W (Arrives via Glider - DELAY)



Stick Nine – LZ W (Arrives via Glider - DELAY)



Stick Ten – LZ W (Arrives via Glider)



Sea Tail – released via the Club Route release rule, 4.3.1



When released, up to 6 steps of combat losses returned to game. All supply Drop Zone rules no longer in force and division is always in supply