



Where Eagles Dare Errata 12/16/14

Exclusive Rules

Page 9: 2.11 Streams

A Bulldozer Unit can only be placed on Club Route, or the Club Route Marker, and once placed, may never move.

Page 10: 2.15.7 Bridge Repair

A Bailey Bridge Unit can only be placed on Club Route, or the Club Route Marker.

Page 11: 2.15.7 Bridge Repair

Change “Just place the Bailey Bridge counter, truck side up and you may activate it and roll this impulse for repair (by paying a Direct Command of course as a second action)” to “Just place the Bailey Bridge counter, truck side up and you may activate it *on a subsequent activation* and roll for repair.”

Page 12: Ferry Example

In the example, the two references to a range modifier of -3, should be -2.

Page 13: Sand Dunes

The text “clear hex” should be “sand dunes hex”.

Page 13: Terrain

Add the following section:

2.20 Swamp

Swamp terrain has a blue dot in the center of the hex. A Leg Unit can enter a swamp hex for 4 movement points if not in Column, or 3 movement point if in Column. Wheeled and Tracked Units cannot enter a swamp hex unless they are in Column and traveling along a Road (in which case they pay the Road movement cost). Swamp terrain is not Blocking Terrain, and modify the Fire Rating of Units firing into the hex by +1 (it is a disadvantage to be fired on if in swamp).

Page 15: 4.0 Supply Drop Zones

The last listed 1st Airborne Sea Tail release hex should be 38.31 not 38.21.

Page 19: Lost Event

Remove any references to stacks. The Lost event is only applied to a single Unit.

Page 19: Dutch Event

Remove the following text: “The Dutch marker stays in the hex in which it was placed until the next time the owning player rolls an event. When that happens, place the Dutch marker back in the cup before an event is drawn so that it may be drawn again.” and replace with “Once placed, each time an Allied Division Activation chit is drawn, the Allied player rolls a die. On a roll of a 1 or lower, the marker is removed and placed back in the cup, otherwise it remains in place. If the roll is unsuccessful add a “Men At Work” marker to the Dutch marker, and subtract 1 from the die toll for each Men at Work marker that has been placed. Multiple Men at Work markers may be placed, one each time the roll fails.

Page 19: Explosion Event

The explosion may only target an Indirect HE unit that is capable of firing (i.e. not while being towed).

Page 19: S4.2 Exiting Piggyback Mode

The reference to Rule 5.12.4 should be S4.4

Page 21: S5.5 KG Huber

Changes the following sentence:

KG Huber enters on the 0700, September **18th** and is considered a 59th Infantry Formation.

Page 21: S6.1.2 Club Route Closed

Add to the end of the section “Units of the 231st Brigade do not have their Troop Quality reduced by 2.”

Page 21: S6.10 231st Brigade

Change the second paragraph to read “Additional, in *Where Eagles Dare*, it is considered to be a member of the Guards Armored Division.”

Page 22: General Comments

Add “Units may start piggy-backed”.

Page 23: Special Scenario Rules

Add the rule: The Allied artillery Unit can perform Indirect Fire with non minimum range restriction.

Page 24: Allied Setup

15/19 KRH should be B/15/19 KRH.

To clarify, 14 Fld Sqn, RE sets up in hex 66.157.

Page 25: Special Scenario Rules

Add the rule: Hex 67.162 is treated as a reinforcement hex. Additionally, there is no need to bring in the leader for KG Klemm, as all Units are In Command for the scenario.

Additionally, if KG Klemm arrives as a reinforcement, immediately add the 59th Infantry Division Division Activation Chit into the cup. KG Klemm can spend the Command Points of KG Walther.

Page 25: German Setup

KG Drewitz should be KG Dewitz.

Page 26: Allied Reinforcements

September 18, 1700, add the following units:

101st Airborne Division, 327 GIR: D/2/327; E/2/327, F/2/327; S(Mtr)/2/327 (placed in any hex of LZ W).

Change “A/84 Medium” to “A/86 Medium”.

Page 26: Special Scenario Rules

Add the rule: Hex 47.151 is treated as a reinforcement hex..

Page 27: Allied & German Setup

Both references to “Scenario 3” should be “Scenario 4”.

Page 27: Allied

101st Airborne Division, 501 PIR: Leader/502, S(Mtr)/1/502 are placed in hex 56.125, should be Lead-



er/501; S(Mtr)/1/501

101st Airborne Division, 501 PIR: A/1/501; B/1/501; C/1/501; D/2/501; E/2/501; F/2/501; S(Mtr)/2/501 are placed within 5 hexes of the Leader/501, change D/2/501; E/2/501; F/2/501 with G/3/501; H/3/501; I/3/501

Page 27: German

KG Chill, KG Huber: 4./KG Huber (piggybacked) arrives as a 1-step Unit.

Page 29: Special Scenario Rules

Add the rule: The Units that arrive with the German reinforcement event with the pale blue stripe (1./2 FJ; 2./2 FJ; 3./2 FJ; Gr.W/1/H2 2FJ), if they are In Command by any German Leader, 2 Command Points may be spent for an Action instead of the typical 1 Command Point to activate a Unit.

Change "Club Route runs from 66.163 to 94.122, The Best Spur is not in play." to "Club Route runs from 66.163 to 94.112, The Best Spur is not in play."

Add the rule: Allied Units may not move within three hexes of the German Artillery Park.

Page 29: Special Scenario Rules

For the Artillery Strikes, change "No other modifiers apply to this attack" to "No negative modifiers apply to this attack".

Page 30: German Flak Units

KG Walther: delete hex 56.189.

Page 30: German Setup

Eindhoven Regional Command: Independent change the phrase "(the one that cannot move)" to "(this Unit is treated as an immobile Unit)".

Page 30: Allied Drop One

Drop One is missing the following three sticks:

Stick Nine (arrives via Parachute): D/2/506; E/2/506; F/2/506; S(Mtr)/2/506 (DZ B) (**506 PIR**)

Stick Ten (arrives via Parachute): G/3/506; H/3/506; I/3/506; S(Mtr)/3/506 (DZ B) (**506 PIR**)

Stick Eleven: C/326 Eng (DZ B) (**Independent**)

Page 30: Allied Set Up

Change: **Guards Armored, Independent:** B/2 HHC to hex 42.229 (not 42.228).

Change: "XXX Corps Club Route Marker is placed in hex 42.231" to "XXX Corps Club Route Marker is placed in hex 42.229".

Page 31: Markers

Joes Bridge starts Allied controlled, and not wired.

Page 31: Chits

Add the 59th Infantry Division Action chit to the list of chits.

Page 33: German Reinforcements

Add the following reinforcement on September 19 at 1300:

KG Walther, Independent: 1./1 Pionier; 2./1 Pionier

(placed together with KG Walther, Pz-Brig 107 in either Entry Area A, B or C).

For the September 21, 1700 reinforcements change "**KG Walther, KG v.d. Heydte**" to "**KG Walther, KG Hoffman**".

For the September 21, 1700 reinforcements **KG Chill, KG v.d. Heydte** delete 5./I from the reinforcements.

Delete the Pz.Ers Units that arrives September 20 at 0700.

Page 34: S7.4 Voluntary German Rout

German Units may only rout when active.

Page 35: MG1.0 Events

Add the following section to the events rules:

If the "Reinf" random event is drawn in the TDC half of the combined game, either an 82AB formation can be selected (and up to 2 steps of "Lost 82AB" arrive) or a 1stAB formation can be selected (and up to 2 steps of "Lost 1AB" can arrive).

The counter limits for the combined game are 3 Lost 82AB for the WED half of the game, and 2 Lost 82AB and 1AB (each) for the TDC half of the game.

Page 35: MG1.3 Rout

Add "1st Airborne Division" to the following list of Divisions, "If a 82nd Airborne Division, Guards Armored Division, 43rd Infantry Division, Hohenstaufen Division or Frundsberg Division is routed."

59th Infantry Division Player Aid Chart

The optional KG Huber arrival date should be 9/18, not 9/19.

Terrain Effects Chart

Raised Road & Raised RR costs on the TEC for Leg Units should be "OT x2".

Counter Errors

The Guards Armored Artillery Parks should all have values of 0, not 1.

The German artillery unit 1./Krause should not have the black transport box around its step dots.

The Allied Bulldozer counters should have a movement rating of "No", not 10.

Pak/KH Hnke should have a truck on the back of the counter (TQ 2, Movement 18 (black), defense +2, Fire Rating "No"), and the transport box around the step dots on the front.

Where Eagles Dare Clarifications

Page 14: 3.4.1 The Drop Table

The +1 modifier for every German non-88 flak Unit that projects a Fire Zone into the airborne zone is for flak Units only.

Page 34: Allied Victory Points

For points calculated when the last Guards unit exits the map, ignore any bridge units or artillery parks (and units within these parks), which are unable to move.