



SCENARIO: FOXES & RABBITS

Wehrmacht Snipers vs US Airborne



FOXES & RABBITS

The bullet carved a great chunk out of the roadway, throwing up a cloud of gravel and loose stones.

Pvt. Murphy dived for the waterlogged ditch beside the track as another round screamed in, this time catching a paratrooper in the chest.

From the bottom of the ditch, Murphy peered at the village. Bombed-out houses gaped like crooked teeth, once-tranquil gardens churned up by shell-fire.

The wounded paratrooper flopped like a dead fish, blood spurting from the sucking wound in his chest.

Careful to keep his head just above the grassy embankment, Murphy strained his eyes for the telltale flash of the sniper's scope...

Throughout history, sniper teams have proven to be a massive force multiplier. Two men with a telescopically-sighted rifle and a pair of binoculars can hold up an entire platoon providing they've taken up a good position and can hold their nerve.

Learning from their experiences in Stalingrad, the German army produced some of the war's best marksmen. They also had access to some of the best optics in the world, a deadly combination when paired with high-powered Mauser rifles.

In Normandy, both Wehrmacht and Waffen-SS units used snipers to great effect, halting Allied progress with a few well aimed shots.

The Forces:

Waffen-SS

- » 1x Veteran 1st Lt + Attendant
- » 2x Veteran Sniper Teams
- » 1x Waffen-SS Squad with 3x rifles, 1x SMG and 1x LMG

US Airborne

- » 1x Veteran 2nd Lt + Attendant
- » 2x Paratrooper Squads (Normandy) with 3x rifles and 3x SMGs
- » 1x Paratrooper Squad (Normandy) with 5x rifles and 1x BAR
- » 1x Medium Mortar

Special Rules:

Vulpine Cunning: The German player's snipers begin the game hidden by a random number of markers (you could use tokens, poker chips, or playing cards)

Each turn, he chooses one of the markers and assigns an order dice to it as if it were the sniper. The marker acts exactly like the sniper team would.

If a US unit gets within 12" of a marker, the US player may attempt to reveal it by passing an Order Test.

If the test is successful, the marker is immediately removed. If the revealed marker conceals the sniper team's actual position, place them on the board and remove all markers associated with that sniper.

Markers may be engaged with shooting attacks and accrue pins as normal. If pins accrue on the marker concealing a sniper team, they are transferred upon the team being revealed.

Critical Injuries: Every time the US player takes a casualty from one of the German sniper teams, roll 1d6. On a 6, that model is not removed from the battlefield.

Instead, tip it on its side and place it in the spot where it was hit.

This Critically Injured model can be stabilised and carried if a US unit is issued a Down order while at least 1 member of the unit is within 1" of the casualty.

Once a casualty has been picked up, it cannot be issued with Run orders, and 1 member of the unit cannot fire its weapon.

If a unit carrying a Critically Injured model takes a Down order, the model is dropped and must be picked up again.

"There are snipers everywhere. There are snipers in trees, in buildings, in piles of wreckage, in the grass. But mainly they are in the high, bushy hedgerows that form the fences of all the Norman fields and line every roadside and lane." - *Ernie Pyle, American War Correspondent*

The Scenario



Set-up:

The German player rolls 1d3+1 for each sniper and places a number of markers in his deployment zone equal to the result, carefully making a note of which marker actually contains the sniper.

Once the markers have been placed, the US player deploys his force.

With the US troops on the table, the German player deploys the rest of his force.

Objectives:

The US player must move his forces through the village and off the board via the table edge opposite his deployment zone.

The German player must cause as many US casualties as possible.

First Turn:

The battle begins! There is no first wave or reserves in this scenario, all units must be deployed at the start of the game.

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 German player gets 3 Victory Points for killing the US officer, and 1 Victory Point for every other casualty.

The US player gets 1 Victory Points for each model that exits the battlefield via the opposite table edge and 3 Victory Points for each Severely Wounded model returned to their deployment zone.