

Snipers Vs. Rangers

by 7times7is49

The Americans approach what they know to be an occupied village, but there is no visible activity indicating a German presence.

OBJECTIVE:

The Germans must defend the victory objective marker from the Americans. Victory is awarded to which army possesses the victory objective marker hex and all adjacent hexes at the end of round 12. Play

continues into sudden death if the objective is not reached at the end of round 12.

"Rangers, lead the way!"

Rounds: 12

Starting Initiative

Americans

Actions

3

Reinforcements

Reinforcements occur in their respective hexes unless under control of the enemy army.

Special Rules

American Ranger or British Commando Specialization

May be represented by a Fatigued token.

Shoot and Scoot: This squad does not receive penalties to their

Movement or Firepower during Fire-

and-Movement actions (i.e. May move full distance and does not halve their Firepower).
Raid: +2 to Assault attacks.

American, British, or German Sniper Specialization

Note: This squad consists of only one Infantry, Elite Infantry, or Officer figure.

May be represented by an Op Fire token.

Conceal: As an action, this squad may fatigue itself when out of enemy LOS to become concealed.

Deadeye: In all attacks against infantry, this squad has a base Range of 8 and +2 Firepower. During an attack, if one or more hits occur, immediately destroy one figure of

your choice from the targeted squad. Firepower bonus is neglected if this squad becomes Assaulted.

Limited Choice of Actions: May not make suppressive, Fire-and-Movement, or Assault attacks.

No Mixed Fire: May not participate in attacks with other squads.

Side 1

Division One

- 7 Squad Bases
- 13 Regular Infantry
- 5 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew



x 1



x 2

Division Two

- 6 Squad Bases
- 10 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew
- 1 SdKfz 251 Half Track



x 1



x 2

Starting Strategy Cards: 1 Strategy Decks

- German Reinforcements I
- Morale I

Operations Cards

- No Surrender
- Camouflage

Deployment Zone

Squads deploy in any dark gray hex for Division I. Division II deploys in any light gray hex.

Special Rules

Division I receives a Sniper Specialization and Division II receives a Sniper Specialization. See rules for squad

composition and abilities. Remove the Take Down the Beast cards from the Morale I Strategy Deck.

Side 2

Division One

- 6 Squad Bases
- 12 Regular Infantry
- 6 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew
- 1 M3A1 Half Track
- 2 GMC CCKW 353 Truck



x 1



x 1

Division Two

- 6 Squad Bases
- 13 Regular Infantry
- 5 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew
- 1 M3A1 Half Track
- 2 GMC CCKW 353 Truck



x 1



x 1

Starting Strategy Cards: 1 Strategy Decks

- American Reinforcements I
- Supply I

Operations Cards

- Seize The Initiative
- Double Time

Deployment Zone

Division I deploys in any dark green hex. Division II deploys in any light green hex.

Special Rules

Division I receives two Ranger Specializations and Division II receives two Ranger Specializations. See rules for abilities.

