

Big Game Hunting

France - 1944

SNAFU Scenario - Medium

Background:

A historical Scenario: Somewhere in France, 1944. A Panther, along with the remnants of a Panzergrenadier Company, are causing trouble near a small village.

A US Army Infantry Company, along with some armored support, are sent to kick them out.

Objective:

The Americans win if they can destroy the Panther. The Germans win if they can eliminate all the American Armor. 7 turns maximum. Any other result is a draw.

Strength:

US Army -
All Units Regular Training (7 IPs)

- 1 CC (+2)
- 60mm mortars (4 FMs) (light, off table)
- 2 Bazooka teams, 1 PC (+1)
- 1 MG team

A Company

- 3 platoons, 3 squads w/ 1 PC (+1) each

Armored Support

- 3 Sherman Tanks (3/2 ARM, 3 PEN)
- 1 PC (+1)

Panzergrenadier Company –
All Units Regular Training (5 IPs)

- 1 CC (+2)
- 2 platoons, 3 squads w/ 1 PC (+1) each
- 2 MG teams, 1 PC (+1)
- 2 Sd.Kfz 251 Half Tracks
- (1/1 ARM, 2 PEN)
- 1 Panther (4/2 ARM, 4 PEN)

Deployment:

Table size is 3' by 3'.

The Americans begin with the initiative and can enter anywhere on the southern table edge.

The Germans can use hidden deployment anywhere on the northern half of the table (18").

Scenario Specific Rules:

Recon By Fire: American infantry can target a terrain feature with direct fire, revealing any hidden units on a 7+.

Hidden Deployment: Hidden units are marked before the game starts, and only revealed when moved, firing, or discovered.



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Map: The wheat fields, hedge lines, buildings, and woods all count as heavy cover. 2 tilled fields near the center of the table are light cover, but do not break line of sight (LOS).

