

SPEARPOINT 1943

SITUATION VIII: SNIPER!

V1.0



GENERAL'S ORDERS

To cover our withdrawal, use our top sniper and pin down the American infantry who now occupy the village.



GENERAL'S ORDERS

We've cleared out most of the village; however, we lost an entire squad of men to a lone sniper yesterday. Find and take out that sniper so we can secure the village.

STARTING, COMMITTED UNITS

1X Sniper w/Veteran Soldiers, Field Camouflage

STARTING, COMMITTED UNITS

3X any type of Squad (Rifle Squad, Mortar Squad, etc.)

2X any type of Team (MG, Bazooka, etc.)

WIN CONDITIONS

- Germany must destroy or suppress (for 5 Turns, by surviving) all US Infantry.
- US must find and eliminate the German Sniper within 5 Turns.

SPECIAL RULES

- This Situation does not use Reserves Decks, hands, or a Draw phase.
- [Setup] Place **10 unique Command cards** face down in **3 rows** in the Battle Area in any arrangement with a minimum of **2 cards per row**. These cards represent buildings that provide **Defense +3** for Maximum **1 Squad** of Infantry OR **2 Teams** per building. This bonus also applies to the German Sniper.
- [Setup] The German player looks at each Command card and secretly writes down his Sniper's location based on the Command card title. The actual Sniper Unit card is kept out of the Battle Area in front of the German player.
- [Setup] Starting US Infantry begin the game along a single line closest to the US player in the open (not in buildings). There is no Rear Line in this Situation.
- During the Commitment phase, US units may either **move into or out of buildings or search** for the Sniper. The Sniper may not move. It takes two turns to reach the next building, leaving the Unit in the open between adjacent buildings for at least one turn. **Units may only search for the Sniper from the open.**
- If moving, place the Unit in the open for **1 turn** between adjacent buildings. During the next Commitment phase, you may place the Unit in the desired building adjacent to his current location or keep the Unit in the open.
- For each US Unit searching for the Sniper, roll **1D10**. On any roll of **10**, the Sniper is spotted and may be targeted and attacked for the remainder of the game. Each time the Sniper fires, the chance of US Infantry finding him **increases by 1** for all future searches. If found, reveal and place the Sniper in the building written down by the German player during setup.
- The Sniper may also be discovered inadvertently by physically entering buildings without searching. If any US Unit enters the Sniper-occupied building, reveal the Sniper. That turn, the Sniper automatically wins Initiative.
- If a Damage Card would be drawn for a US Unit, remove that Unit from the game instead.