WORLD WAR II SCENARIO

HOLDING THE POINTE

WITH FOX COMPANY

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Written by Little Wars TV

D-DAY. 6 JUNE 1944. 1600 HOURS.

After scaling the cliffs of Pointe du Hoc, Fox Company of the 2nd Ranger Battalion pushed inland. Rangers located and spiked a battery of 155mm German guns found in a farm field south of the highway. Their D-Day objective completed, the force of approximately 200 Rangers formed a defensive perimeter to await relief.

It proved to be a difficult wait.

Multiple German counterattacks to retake Pointe du Hoc were brewing that afternoon and night. One of the first to hit kicked off in the late afternoon from the southwest. A German heavy weapons company from the 3rd Battalion, 726th Grenadier Regiment, smashed into the American flank. These fields and hedgerows were held by Captain Otto Masny's Fox Company.

This is a company-level scenario written for SNAFU, a fast-play wargame released in 2026. The scenario is presented to be adaptable to other rules like **Crossfire**, **Fireball Forward**, even **Flames of War**. It's an excellent starter scenario for new players, requiring a small table, limited miniatures, and a short turn limit.

Historically, Ranger platoons on D-Day were formed with two assault sections and one weapons section. Each assault section included a rifle squad and machine gun squad, coordinating together by commanded independently. Despite fewer men per platoon, the Rangers landed on D-Day with considerable firepower.

Opposing the Rangers, the 732nd Grenadier Regiment was an untested occupation unit. Despite a lack of combat experience, these German troops were well led and fought hard. The 12th Heavy Weapons Company made the assault, deploying its HMG sections as infantry squads with two machine guns each.



Battlefront 15mm, painted by LWTV Tony

F COMPANY, 2ND RANGER BN.

VETERAN Training (4 Initiative Points)

1 Company Commander (+2)
1 Sniper team
1 60mm mortar (3 Fire Missions, off-table asset)
2 Platoon Commanders (+1)
2 Rifle platoons (2 rifle squads, 1 MG team)

12TH COMPANY, 3RD BN., 726TH REGT.

GREEN Training (5 Initiative Points)

1 Company Commander (+2)
1 8cm mortar (4 Fire Missions, off-table asset)
3 Platoon Commanders (+1)
2 Rifle platoons (3 rifle squads)
1 Rifle platoon (3 rifle squads with MGs, rated +)

OBJECTIVES

The Germans must seize the farmhouse in the middle of the table to win the scenario. Historically, this was a small compound of a few buildings.

The game lasts 4 or 5 turns. The Rangers expect to receive naval gun support soon. At the end of Turn 4, roll 1d6. On a 5+ naval gunfire lands, halting the German attack. On a roll of 1-4, play one more turn.

The Rangers deploy first, anywhere north of the paved highway. The Germans start Turn 1 with the first action, with all troops entering from the western edge, anywhere from the bottom corner up to the minefield.

SCENARIO NOTES

In SNAFU 1" = 25 meters. Shooting ranges are 12" for rifles and 24" for machine guns or the sniper. All hedgerows break line of sight unless a unit is up against them. The hedgerows, farmhouse, and trenches are -2 heavy cover. The barbed wire halts movement, meaning that units must spend an Initiative Point to move, stop at the wire, and then spend another IP to cross when the initiative returns.

Two minefields are on the table. Any unit moving into, through, or out of a minefield must take a Training test. Failure ends movement and results in Suppression.

The cliffside and beach area are inaccessible.

TABLETOP MAP

The table is approximately 3'x4'.



