

# "Fox Hunt"



## St Pierre-sur-Dives , France — July 19th-20th, 1944

Erwin Rommel, the famed "Desert Fox" had been seriously wounded on July 17th, 1944 by strafing Spitfires. After spending the 18th in the Luftwaffe hospital at Bernay, Rommel had been quickly moved to the forward HQ of the 1st SS Panzer Korps at the specific orders of Sepp Dietrich. For reasons known only to Dietrich, he wanted Rommel in his care on the 19th of July. Dietrich had Rommel placed in a Norman Cottage near his field HQ. Dietrich planned to have Rommel transported back to Germany the next day. But the French Resistance and SAS Captain Raymond Lee had other plans. Landing in a Lysander in a nearby meadow at midnight, Lee met with 100 French Resistance members. Their mission, directly from Churchill was to capture Rommel and fly him that very night to England. Someone, high up in the German command structure had revealed both Rommel's location and that he was possibly conspiring against Hitler. The information was so credible that Churchill immediately dispatched Captain Lee with the capture order.

**VICTORY CONDITIONS:** The French Resistance Player wins immediately upon exiting Rommel from any board edge. Any other result is a German victory.

**Board Configuration:**

HOLLIS



German Player set up first		1	2	3	4	5	6
FFI/SAS Player moves first							

**Task Force Lee (ELR 4) (Setup: enter Turn 1 on either or both the East and West Board Edges through a Woods Hex)**

**Elements of 1st SS Panzer Division Leibstandarte (ELR 4) (Setup: as per SSR)**

**Field Marshal Erwin Rommel & Cpt. Hellmuth Lang (ELR 4) (Setup: Placed HIP in one of the buildings)**

### Special Rules/Notes:

1. EC are moderate, with a mild breeze from SW at start.
2. Night Rules are in effect. The initial Base NVR is three hexes with no cloud cover and no moon. The French Resistance is the Scenario Attacker and the Germans are the Scenario Defender. The Majority Squad Type of both OB's is Normal. The French Resistance pay no MF penalties for night movement. At game start only the German Panther Crews and two Sentry Half-Squads have freedom of movement. Once the French Resistance are spotted or fire on any German unit, then all remaining German Units are granted freedom of movement.
3. French Resistance use British weapons without penalty. French Resistance are Stealthy.
4. French Resistance move through the woods along known trails and therefore spend only 1 MF per woods hex.
5. The stream is shallow.
6. SAS Cpt. Raymond Lee can rally and direct the fire of the French Resistance Units.
7. Rommel is unable to walk and must be carried by a full or half-squad. German Cpt. Hellmuth Lang becomes fanatic if Rommel is threatened. No other German units may initially be placed in the cottage housing Rommel and Lang.
8. Place one 3-4-8 sentry unit in the following Hexes at game start: B1 and F12. These half-squads are guarding the main road. They move up and down the road each turn, until the French Resistance are seen or fire upon any German unit. C5 and E6 are the respective destination hexes. Once reached, both units will return to their start hex unless the French Resistance have been spotted.
9. Place the Panther tanks as follows: H9 and H10. A single 2-2-8 squad is with each tank working on repairs. During each Rally Phase, the German player rolls a repair dr for each tank. On a 1, the tank repair is complete and the tank can function as normal. A roll of 6 indicates that the tank is immobilized for the remainder of the game, however the Turret MA and Machine Guns can be used.
10. The remaining German units are placed HIP in Cottages with no more than one half-squad per cottage. The radio must be placed with the 9-1 leader. The Kubelwagen must be placed adjacent to the Cottage housing the 9-1. The two trucks must also be placed adjacent to a cottage.

**Aftermath:** Captain Lee landed on schedule and in the early morning hours crept silently through the woods towards the isolated French cottage where Rommel was sleeping. After dispatching SS guards of the Leibstandarte Division, Lee and the resistance fighters began searching the many cottages. But luck was not with Lee. In a nearby meadow, two Panther tanks were undergoing repairs by their crews. Realizing what was happening, the Panther crews quickly mounted their tanks and began firing on the Resistance fighters. Finding their Piats ineffective against the Panthers, the Resistance fighters melted into the woods. Seriously wounded himself, Captain Lee would be flown back to England to recover in a London hospital. Rommel would return to Germany and to the end of his story. Years later at a Waffen SS reunion, the subject of Rommel came up and as he puffed on a cigarette, Sepp Dietrich whispered under his breath..."I nearly saved him..."

