"Tiger 131"



Tunisia— April, 21st, 1943

As the Germans retreated north towards Tunis, a single Tiger 1 Tank loses its way in the dark and becomes immobilized in a muddy wadi alongside the road. The crew panics and abandons the vehicle. In the early morning hours, they are berated for failure to destroy the pristine Tiger. Now it will fall into Allied hands and end up in a Hollywood movie screams their Hauptmann. With the bulk of their forces already too far to the north, the Hauptmann gathers a few combat engineers and a single Stug and moves to destroy the Tiger before it falls into Allied Hands.

Board Configuration:

VICTORY CONDITIONS: The British Player wins at the conclusion of the turn in which a Good Order 3-Ton Truck is moved adjacent to the abandoned Tiger. The German player wins immediately by destroying the abandoned Tiger. Any other result is a draw.



Special Rules/Notes:

- 1. EC are moist with a Mild Breeze from the northwest at start.
- 2. The Germans are stealthy. The British tank recovery team is Lax.
- 3. Place the abandoned Tiger 1 in Hex T4 with CA facing T3/U4.
- 4. The British Mortar Section must attempt Radio Contact each Rally Phase.
- 5. Beginning on Turn 2, if Radio Contact is successful, the British Player rolls 1 Die and subtracts the current turn number from the Die Roll. If the modified roll is 2 or less the Tank Recovery Team enters the board in the next British movement phase through Road Hex I10.
- 6. The British 3 Ton Trucks are specialized Tank Recovery Trucks. Either one may move adjacent to the Tiger 1 and achieve the British victory conditions. Conversely, the loss of both trucks will deny the British victory conditions.



Aftermath: A single British mortar section had dug in on Hill 517 during the night. In the morning while scanning the road, they spotted the mired Tiger. Sensing an opportunity, they radioed for a recovery team. Despite German efforts, the recovery team succeeded in capturing the first Allied Tiger.

Scenario GJ015