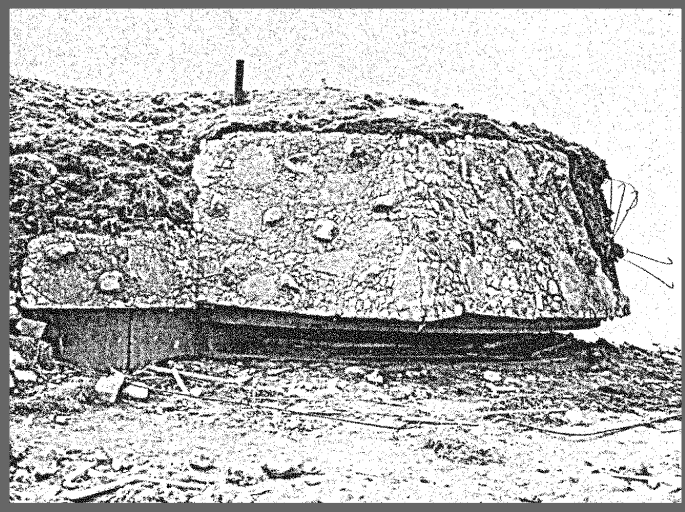


ON-LINE  
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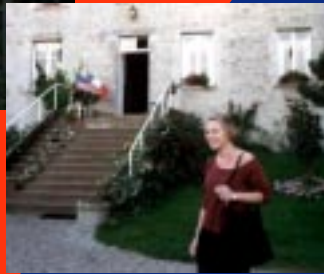
# CRITICAL HIT



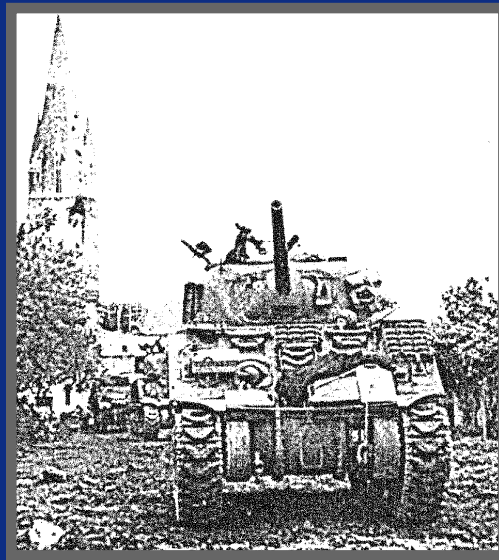
## POINTE DU HOC



**Merry  
CHristmas  
from  
Normandy!**



**NEWLY ENGAGED  
ADAM AND REBEKAH DROP  
INTO HEX AA9 WITHOUT  
A PARACHUTE!**



Scotland the Brave

# ON-LINE EDITION #3

## ORDERS FOR THE MAJOR

3

by Staff

*A Re-Cap of the play of the new scenario from SCOTLAND THE BRAVE I between two well known ASLers...*

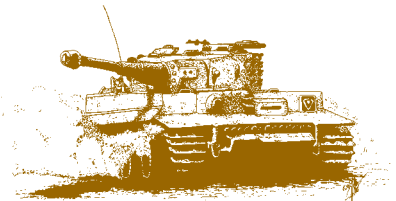


## TIGERS IN TUNISIA

7

by Rory Millard

*The introduction of a new secret weapon during the war in North Africa is detailed by our author, a veteran of the US Army Special Forces ...*



## THE TIGER IN ASL TERMS

10

by Andrea Matteuzzi

*Does this behemoth measure up in game terms to its reputation among military historians...*

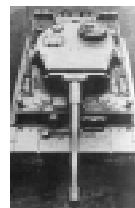


## NEW KID ON THE BLOCK

11

Scenario

*It's Tunisia 1942 and there's this big, dark form rumbling in our direction ...*



The  
Plan!



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# CRITICAL HIT



# Orders for the Major

**A** set of eight maps for Scotland the Brave I were pulled hot-off-the-presses on Friday before heading off to the ASL™ Fall Classic '98. Anticipating the availability of at least a handful of map copies, two scenarios from the set were included in the tournament. One was ORDERS FOR THE MAJOR (StB #9), a unique situation pitting a battalion of Argyll and Sutherland Highlanders, with one of its two companies trapped on one side of the Odon, against a combined arms force from the 10<sup>th</sup> SS Panzer Division *Fruntsberg*. What makes this situation unique is the fact that the British objectives delineate the necessity of a withdrawal in the face of 'orders' that the elements of A, B and C Companies trapped south of the Odon hold their positions during the early part of the firefight.

Instead of a long-winded description here of the respective Orders of Battle, you'll find the combatants and all the details for each side and the firefight overall on the facing page. Print out this color version of the scenario for a special treat.

## THE SETTING

The terrain truly has a Norman feel to it. Small patches of woods, criss-crossed by trails, and hedges (no bocage in this region) abound, with small stone villages and hamlets, linked by unpaved roads bridges over numerous small rivers and gullies. Orchards and grainfields are also common,

with the usual stone church with steeple, and village cemetery becoming hotly contested terrain.

The *human* (as opposed to cardboard) combatants involved were Brian Martuzas and Ray Tapio. The setting was mid-day at the ASL™ Fall Classic with about thirty other attendees on hand. Brian was the German and the author was the British player.

The combatants can literally set up *right on top* of one another in the portion of the battlefield south of the Odon (see Figure 1.) The British elements of A, B and C Companies must set up within two hexes of M27. The enemy forces to their south may set up on or south of hexrows numbered 28. Thus, depending on whether the British opt to set up right in the front lines, there are myriad opportunities for the forces of both sides to begin the game adjacent for immediate PBF.

The above referenced kicker for the men of A, B and C Companies is found in the wording of Special Rule #5: "No Good Order British unit south of the Odon River may enter a stream (the river is a Shallow Stream in game terms) or bridge hex until turn four." The elements of HQ, D and S Companies north of the river *may* cross over using bridges or on the two bridges linked by a raised road in I24-I25. Tactically, this eventuality is unlikely due to the presence of so much enemy firepower up front.

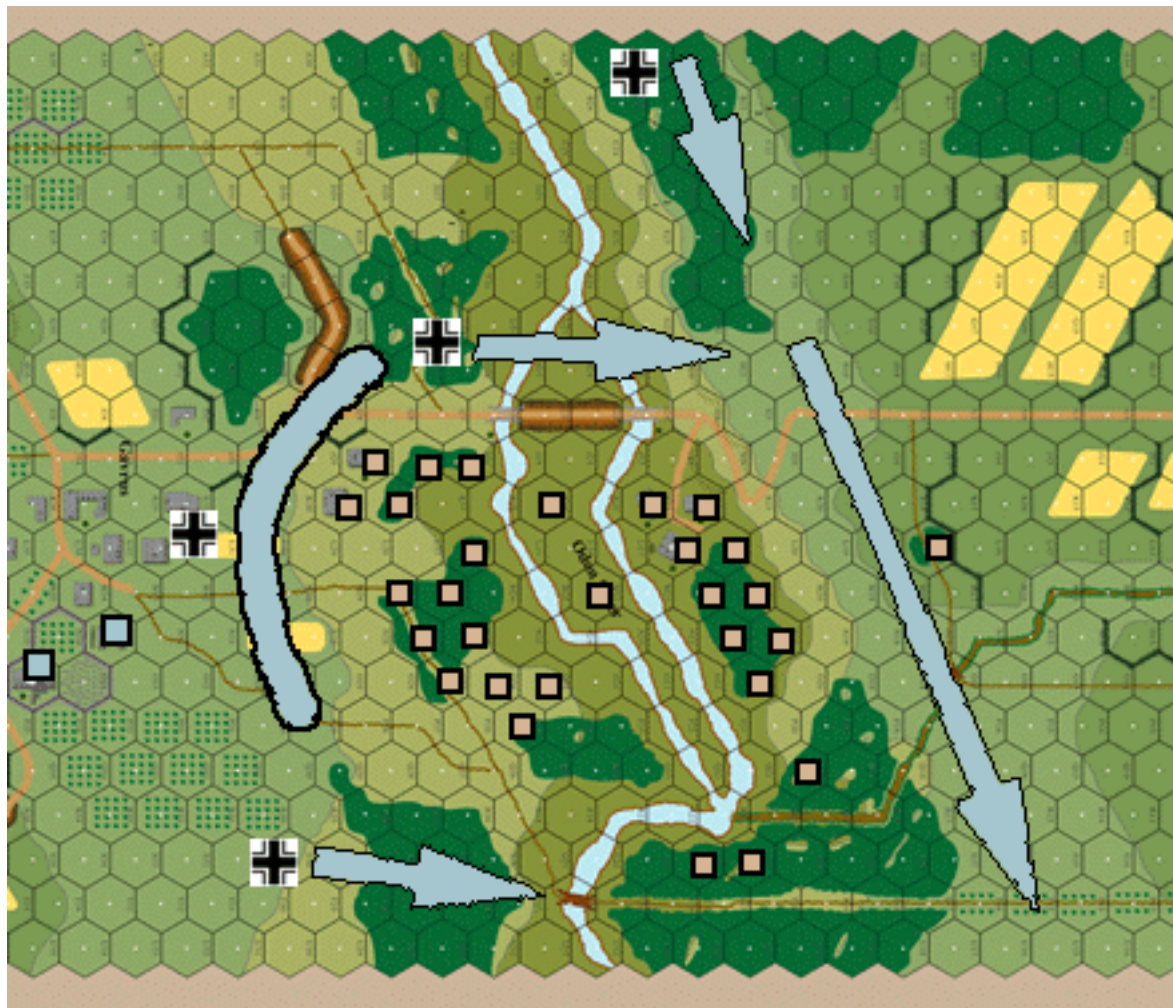
The German player is provided a strong, well-supported combined arms force complete with two batteries of 81mm Battalion Mortars, a platoon of StuG III SP-guns and mobility in the form of a platoon of half-tracks. The entire German force begins south of the river with the exception of a small force of infiltrators pressuring the west flank of the British from a large patch of woods on the western edge of the battlefield.

## BRITISH SET UP AND PLAN

The isolated men of A, B and C Companies were assigned a two-fold mission: the majority would hold in place, tying down a larger enemy force for the entirety of the firefight; interdicting or outright halting any use of the exposed bridges and raised road crossing the Odon from I26-I23. Their comrades would support their mission across the river to the north in the form of fire placed on probable German positions and the vital crossing points. By keeping fire on the crossings, it was hoped the long way west of the raised road would be utilized, buying time for the retrograde movement needed to exit more VP than lost to enemy fire.

The key to the positions and objectives of A, B and C Companies is the M27 woods and its environs, including allowable set up terrain hexes P25, O25 and O26. Special Rule #6 allows for set up of British MMC in foxholes in allowable terrain.

Figure 1



Every hex of the M27 woods will have a 1S-2S foxhole placed in it, as will P25, O25 and O26. These are filled with riflemen. A 10-2 rally leader sets up his command post in N26. An 8-1 rally leader mans another CP (in retrospect, this would have been a fine spot for the other 10-2). The rally leaders have one job: to keep sending men back into the line (forcing the German to spend time firing at them and getting in a few licks of their own with steady 8 FP +3 attacks.) This command post in N26 is not a trivial position. It is the key to the whole plan and must be protected from armored encroachment. To that end, one of the potent 76LL AT-guns is set up HIP in L17 (CA: K18-L18) and the other is in Q20 (CA: Q21-P20). From these spots, a wide range of hexes can be covered, protecting the rear of the M27 woods position and the crossings. Fire can also be placed from the AT-gun in Q20 into R25 in the event of a direct threat to the British exit points from this quarter.

The crossings are further protected by

HMG fire from positions in S21 and O20 (with the gun). Another HMG post is set up in T21 to cover the 'back-door' and the footbridge at T24. One PIAT is placed in K25 with the others placed in the group of buildings/woods around the M22 set up area. The A, B and C 51mm mortar is placed in M24 to cover the crossing and enemy entry into J26-J27. All non-building set up points receive foxholes to protect the occupants from OBA and direct fire.

The remaining positions include sacrificial lambs in the K29 and I28 buildings and the woods around K28. These unfortunates have the assignment of buying time while they hunker down in their foxholes and farmhouses.

The Bren Carriers set up in G23 and H22 need to take their leader for a ride off the battlefield's east edge for the value of their victory points. The FO from 131 Regt. RA is to be used in an opportunistic manner; drop artillery where it is needed. His jeep is also to flee ASAP for its value in VP.

## GERMAN SET UP AND PLAN

The writer must divine the plan from the conversation during and after the game with German player Brian Martuzas. That said, Brian displayed an aggressive play style not seen from him in past outings. When asked, Martuzas attributed his newfound style of play to "all the campaigns, dude" that he has been playing during his playtesting duties for *Pointe du Hoc* and other modules.

Brian opted for an up front attack plan with his best firepower at the point. Massive amounts of SS firepower gathered in front of the British positions around K29. His three StuG SP-guns squatted in front of this position for point-blank fire into the buildings and woods here. Brian also placed a machine-gun nest in the upper level (1<sup>st</sup> Level) of the Chateau in N33, with both MMGs and the 9-2. One radio was placed in the steeple in O35, manned by an 8-0 while the other radio was toted in the battle-lines by another 8-0. Brian's half-

tracks sat tight around the J hexrow, with no Passengers loaded.

Brian's plan developed to reveal an enveloping move with infantry heading east, along with one half-track in support to make for the footbridge at T23. Another large group of foot soldiers crossed the Odon north of the raised road, making the woods around E22, before making a right hook eastward, heading for the British exit points. A strong force of SS soldiers remained in the center of Brian's lines, hammering away at the British dug in around M27.

The German plan was aimed at threatening the British exit points from both north and south. The right hook move aimed to take advantage of the ASL™ plateau effect of the level two and three hills north of the Odon.

## THE OUTCOME

The gambit of placing my 10-2 in K29 almost paid off as almost all of the early and heavy German firepower failed to break the 10-2; he kept his men in Good Order. However, as often happens in ASL™, the 36 FP shot fails only to see the 4+2 shot do all the damage. The net result of all the FP went that way but the 10-2 had kept a lot of German shooting. An AFV in L28 and Germans in J29 forced the Surrender of the British in K29. However, all was not lost as that potent 76LL AT-gun in L17 entered the fray during the turn one British FFPh by taking out one SP-gun. Another was eliminated during the PFPh of British turn one.

The battle soon evolved along the lines of both plans. A long firefight ensued around the M27 position; this line never fell and the 10-2 in N26 was never broken. OBA fell on the position but the fox-holes kept a viable defense in place the entire game. Around turns 4-6, return fire from the British in this hedge-hog started scoring; a series of bad morale check rolls had Brian reeling and SS squads breaking all around his K29 positions.

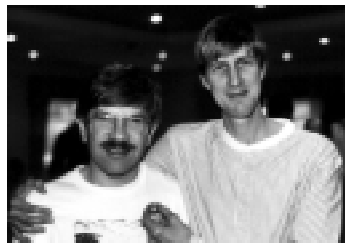
The German thrust north of the raised road proved a great success. Joining the infiltrators, Brian's force on this flank eventually overran my AT-gun in L17 and the ASL™ plateau effect of the hills prevented resistance to this sweep by my positions in and around M22. One important loss in this cross-country march was the

KIA of the 8-0 manning the second radio. This OBA module never came into play.

The German thrust across the footbridge lost its supporting half-track to the AT-gun in Q20, leaving a platoon of SS with a 9-1 leader to cross the foot-bridge and enter the T20 woods. A stalemate ensued between this force and the British defenders in those woods. My hand was forced to send my FO to this position and a SR was placed right on top of his hex in T18 for possible deployment utilizing the LOS down the trail to T22.

The British plan began to be effective as German losses mounted in the firefight for M27. As turn four approached, I peeled a few squads and the 8-1 leader out of the P25-O25-O26 positions for a crossing of the Odon at R22. They succeeded in making it into the T20 woods without much of a problem. The Jeep and both Bren carriers were able to exit the board. More men were peeled out of the M22 position before the Germans could gain vantagepoints along the crest lines north of the Odon. Brian's early prediction of victory rang hollow in the face of this serious British re-deployment.

The pendulum swung the other way as the German right hook saw a platoon of Germans complete their maneuver and arrive at S16-T16. A tally of losses after six full turns indicated the battle would turn on a close-in fight in the woods. After hours of action we called this friendly game a draw as Brian was due to leave in a few minutes for a date with his new Finnish-American girlfriend. He left in high spirits after forcing a draw.



## SQUADS WRITE!

We are looking for a few good men and boys to write for CH magazine. We're not going to leave it up to you to figure out the topical matter.

We're looking for the following articles and the opportunity to make one of these your own will be assigned on a first come, first served basis. And you don't have to be a wordsmith. An interest and working knowledge of the game is all you need. We'll do the rest. Below is a list of the topics we seek in the here and now.

❶ A replay of any scenario from the following modules:

- ▶ Pointe du Hoc
- ▶ Stonne 1940
- ▶ Shanley's Hill
- ▶ Dzerhezinsky Tractor Works
- ▶ Timmes Orchard

❷ A campaign game replay (not move by move) of any CG from the following modules:

- ▶ Pointe du Hoc
- ▶ Stonne 1940
- ▶ Scotland the Brave I
- ▶ Dzerhezinsky Tractor Works

❸ A solitaire mission for any of the following modules:

- ❶ Pointe du Hoc
- ❶ Scotland the Brave I

❹ Any articles consisting of photos from your travels to any 20th Century Battlefield with caption

❺ Article/Scenarios for our Dad's in World War II series which begins in CH 5/2. An acceptable set includes at least one photo of your dad in uniform, a scenario set during a firefight he took part in, and a short biographical piece on your dad (or mom). The more photos and captions regarding your dad the better and you are not restricted to just one for the scenario card.

✉ Send all submissions to the attention of Trevor Holman, Managing Editor, Critical Hit Tactical Level Gaming magazine, PO Box 279, Croton Falls, NY 10519.

\$ Payment for all published articles will consist of one copy of the magazine they appear in. Dad's in WW II authors receive three issues of the magazine. All photos are returned upon request and all voluntary submissions become the property of Critical Hit, Inc. in the absence of other arrangements.

# ORDERS FOR THE MAJOR

StB #9

⊕ BRITISH Sets Up First [260]	1	2	3	4	5	6	7	8
⊕ GERMAN Moves First [254]								



Elements of 2nd Battalion, The Argyll and Sutherland Highlanders set up as directed:

Elements of HQ, D, and S Companies set up ≤ 2 hexes from M22:

1 4-5-7	9-1	8-1	8-0	FP: 8 Rng: 3 X#: 10	FP: 2 Rng: 7 ROF: 1	MA: 51' Rng: 2-11 ROF: 2
8				2	2	

{ELR: 4}  
{SAN: 3}

Covering force of Elements 97th Anti-Tank Regt. and 1st Middlesex Regt. (MG) set up on hexes numbered ≤ 21:

2-2-8	FP: 6 Rng: 14 ROF: 3	MA: 76LL ROF: 2 M#: 6
5	3	2

88mm OBA



Remnants of A, B, and C Companies set up ≤ 3 hexes from M27:

1 4-5-7	10-2	8-1	8-0	FP: 8 Rng: 3 X#: 10	FP: 2 Rng: 7 ROF: 1	MA: 51' Rng: 2-11 ROF: 2
14	2	2	2			

Elements of S Company Carrier Platoon set up in hexes G23 and H22:

8-1	MP: 16 MA: 8MG ROF: 24" MG: 1 PP: 4
	2

Forward Observation Officer of 131 Field Regt. RA enters on or after turn two on hex I14:

9-1	MP: 37 MA: -/+2 ROF: 1 PP: 9
Cnct: 8 Radio	



Elements of 10th SS Panzer Division Frundsberg set up on or south of hexrow A28 to U38:

6-5-8	9-2	9-1	8-1	8-0	FP: 3 Rng: 8 ROF: 1	FP: 3 Rng: 8 ROF: 1	Cnct: 8 Radio	MP: 16 MA: -/+3 ROF: 1 PP: 15	MP: 13 MA: 75L MG: -/+2" ROF: 1
16			2	2	2	2	2	4	3

{ELR: 5}  
{SAN: 2}

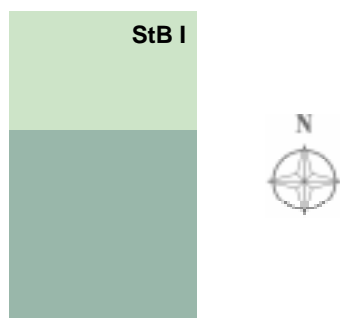
2 x 81mm OBA



Infiltrators enter on turn one between hexes A22 to A25, inclusive:

3-4-8
2

## BOARD LAYOUT:



(Only hexes numbered ≥ 14 are playable)

**OBJECTIVES:** The Germans must gain more Casualty VP than the number of VP (including prisoners) exited by the British from between hexes U14 and U20, inclusive, at game end.

**GAVRUS, 30 June 1944:** Field Marshal Montgomery had "closed down" the battle of Epsom and 11th Armoured Division had been pulled out of the bitterly contested Odon bridgehead. But the Argylls remained in their isolated outpost, enjoying only sporadic contact with the Seaforths in Le Valtru. As the Seaforths fought for their lives against the onrush of 9th SS Panzer Division, the Argylls awaited the renewal of their struggle with 10th Frundsberg. The Argylls endured a morning of heavy mortar bombardment. Most of the men sheltered in the woods south of the river, but D. Coy. and Battalion HQ on the north bank took the full weight of the shelling. Isolation was completed as first the Battalion wireless set to Brigade was lost and finally Major Cornwell, commander of 495 Field Battery, R.A. was lost along with his radio link to the battery. Through the ruined village, German half tracks could be seen bringing up infantry. As the storm again broke over the Argylls, moves were afoot to extricate the battalion. Machine guns and antitank guns were positioned north of the Odon to cover them, and Major Campbell of the 131 Field Regiment struggled forward with a wireless set. At last, with the position in the woods becoming almost untenable and communications between Companies beginning to break down, the verbal order to pull back was received via a tank subaltern. But the commanding officer, Colonel Tweedie, was missing, and his 2 i.e., Major McElwee, insisted on written orders. The frustration of all present was expressed by one officer, "For God's sake get out of this cursed wood and don't be so obstinate." McElwee was unmoved. Only at 21:00 hours did the necessary - written - order come through. The major withdrew in good order with his surviving men, his two remaining antitank guns, and the honour of the Argylls.



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[Photo: The mill in hex K23]

## HANDICAPS:

- ⊕ SR 5 reads "turn five" instead of "turn four".
- ⊕ British may exit from U14 to U23, inclusive.
- ⊕ Any mutually agreed upon alteration to either side's OB.

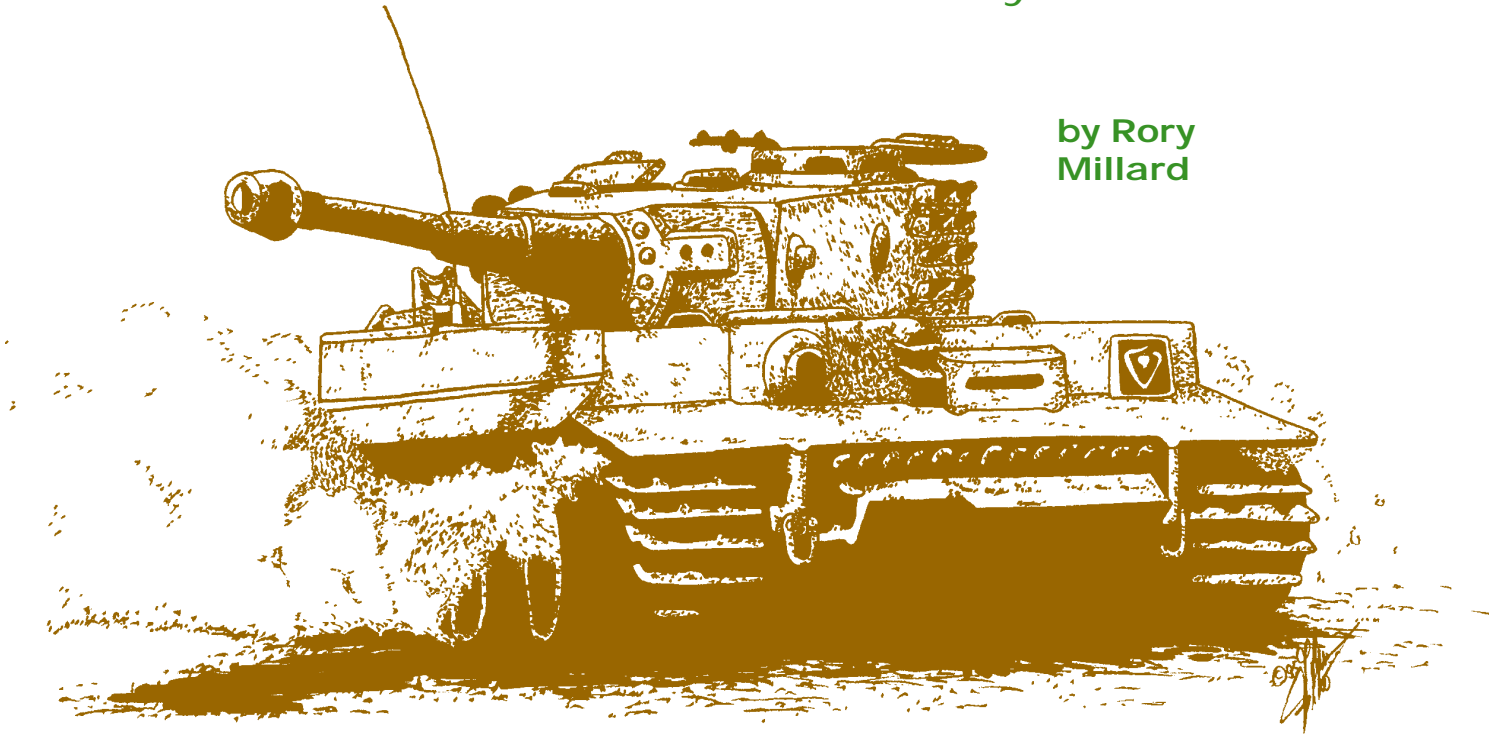
## SPECIAL RULES:

- EC are Wet with no wind at start. All buildings are stone rubble.
- British radio receives one module of 88mm OBA with Plentiful Ammunition but may only be used by the SMC with which it enters play.
- Each German radio receives one module of 81mm Battalion Mortar OBA.
- British Carriers are crewed by Inherent 2-4-8 HS (D6.82).
- No British unit may voluntarily break (A10.41). No Good Order British unit south of the Odon River may enter a stream or bridge hex until turn four.
- Any British MMC (with their SW but not accompanying SMC) in appropriate terrain may set up in foxholes.
- Self-Destruction of Carriers (D5.411) is not permitted.

# Tigers in Tunisia

## First Encounters with the German Heavy

by Rory Millard



*n the second week of November, 1942, the first Tiger tanks landed in Tunisia, ready for battle. They did not have far to go as, after the Torch landings, the front had moved to within fifteen miles of Tunis..*

The Allies were pushing hard to capture the last major Axis port to North Africa and liberate the entire continent before the winter rains started and created a muddy environment that would preclude any major offensive actions. The only thing standing in their way was a haphazard stream of German reinforcements and a handful of Tiger tanks. One of the initial contacts, with Tigers of the 501st Schwere Tank Abteilung, the only Tiger Abteilung to serve in North Africa, was recorded by members of the 17th/21st Lancers on the morning of December 1st:

*“Just in front of me Nigel Dugale is blazing away with his two pounder [a Crusader I], but I’m damned if I can see his target. We have to advance to have a better look. I tell my driver to advance. My whole tank shudders and a red flame seems to shoot out of the front. For a moment I think my gunner has started firing with-*

*out orders and I curse him through the intercom. ‘We’ve been hit, sir.’ It’s the driver in my phones. At the same time Nigel’s tank is hit and three figures bail out of the turret. They climb on the front of the tank, trying to extricate the driver. Some HE comes down and all three are blown off the tank, but they get up and have another go. Some more HE hits and this time one of the figures doesn’t rise. I see Jack Trail running back from the line, he points to his tank flaming on the ridge. Right over on the left, some Kw are advancing in line, well out of range.”*

One might ask, how could the wartime factories of two sides produce an armored struggle so unbalanced? There are several reasons, two of them timing and circumstance. More importantly, when it was introduced, the Tiger tank was one of the most advanced armored vehicles of its day.

### Production

The Tiger’s production history begins in 1937 with the Wehrmacht’s demand for a 30-ton breakthrough vehicle. This was upgraded to a 45-ton heavy tank during May 1941 following analysis of the British Matilda and the French Char B. During the subsequent competition for the contract, the Henschel firm produced the winning model, the VK4501, or PzKpfwVI Tiger, Ausf H (SdKfz181)—the same model that was sent to Tunisia in the 501st Schwere Tank Abteilung. Several new features appeared in the Tiger’s design, some of which were permanent and some that only were present on the first 495 vehicles.

The first Tiger models were produced with a final rush to production in order to be ready for Hitler’s birthday demonstration on April 20, 1942

## PzKw TIGER SD KFZ 181 E

### Performance

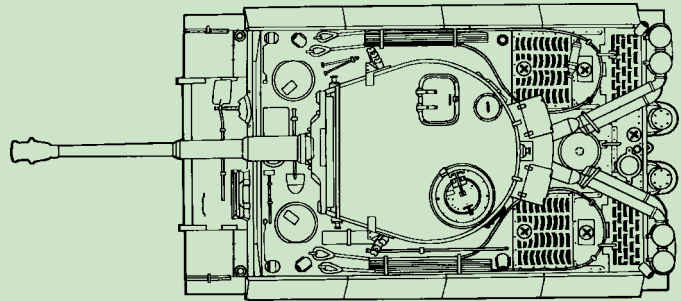
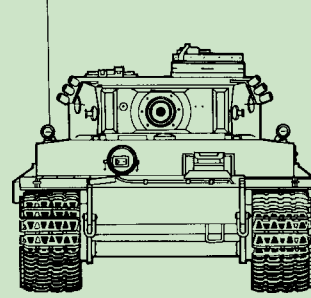
Crew.....	5 men
Weight.....	.56.0 tons
Maximum speed:	
road.....	.23.0 m.p.h.
cross-country.....	.12.4 m.p.h.
Active range:	
road.....	.73.0 miles
cross-country.....	.42 miles
Fuel consumption gallons/miles.....	.2.3 gallons/mile
Engine (Maybach HL230).....	700 hp
Largest gradient attainable.....	.35°

### Armament

Main Gun.....	.88mm/KwK 36
secondary.....	.7.92mm/MG34
self defense.....	.6 NbW [smoke]
Muzzle velocity:	
AP.....	.810 m/sec
HE.....	.780 m/sec
Ammunition:	
88mm.....	.92 rounds
MG34 (7.92mm).....	.3920 rounds

### Armor

Bow.....	.100mm/66°
Driver plate.....	.100mm/80°
Side, bottom.....	.60mm/90°
Side, top.....	.80mm/90°
Stern.....	.82mm/82°
Roof.....	.26mm/0°
Floor.....	.26mm/0°



### Command Control and Organization

Tiger formations were assigned to separate commands that were subject to Army and Corps command, not the regular divisional chain of command. Sometimes they were assigned to independent brigades that consisted of two HQ units and four companies of 17 PzKpfwVI each. In an Army-level heavy tank *Abteilung* there were usually 1 HQ Co., 1 Machinists/repair Co., and 4 companies of tanks: 2-PzKpfwIV each containing 11 tanks; and 2-PzKpfwVI containing 9 tanks each. On the tactical level, an individual Tiger Abteilung typically consisted of: HQ, 3-PzKpfwVI; Abteilung proper, 3-5 PzKpfwVIs; 3-multi-barrelled 20mm flak guns; and 12 machine guns.

### Battlefield Deployment

At the time of its introduction the Tiger tank was probably the most powerfully armed and well armored tank in the world. Many rumors about its invulnerability inspired fear in the Allies and confidence in the Tiger's commanders. One such rumor was that a Tiger tank once shrugged off 8 rounds of 75mm antitank fire before be-

ing knocked out at a range of less than 50 yards. A number of the Tigers sent to Tunisia had engines that became disabled after traveling only 150 miles. Even at a fuel consumption rate of 2.3 gallons per mile this was not a good sign for the future maintenance of the Tiger.

The Tiger really worked best when supported by infantry and was typically accompanied by other smaller tanks, MkIIIs and Mark IVs, to cover terrain that was not accessible to the Tiger. To operate efficiently the Tiger needed a solid base, either on pavement or frozen ground. In cross country operations it often bogged down because of its size and weight.

Tigers were used very effectively later in the war moving from camouflaged position to camouflaged position on the defense. The Tiger best capitalized on its abilities when engaging the enemy at long range, sometimes entirely out of range to receive effective return fire. This was very frustrating for the Allies—the resulting “Tiger Hunt” would sap a disproportionate quantity of valuable combat strength. A German tank commander tried to avoid wandering too close to Allied lines, thus presenting the enemy with the opportunity

to immobilize his Tiger with smaller caliber weapons.

There are a couple of early situations that exemplify the Tiger's introduction into the Tunisian battlefield. These scenarios reflect the impact the tank had and illustrate changes in Allied tactics to deal with the tank: superior numbers at close range from the side allowed the Allied commanders to immobilize or destroy or even force the German crew to bail out. These were only a reworking of the same tactics that the first Stuart commanders had been using against the MkIIIs and MkIVs in battle.

### The Scenarios

“New Kid on the Block” introduces the Tiger tank in the first real engagement it likely took part in. The Tigers had just come across from the continent during the last week of November, 1942. Their arrival had been delayed because a new lifting system had to be constructed as the old one was not strong enough to lift the new heavy tank. Fifteen miles from Tunis, in the Tebourba Gap, British reconnaissance armor ran into a counterattack by 15 German tanks, 2 Tigers supported by



13 MkIIIs and MkIVs as the Allies were trying to capture the vital Axis port. Note that only "New Kid on the Block" is included with CH ONLINE #3.

"New Kid on the Block" picks up the action the day after this encounter in the actions between the 501st Schwere Tank Abteilung and the 5th Northhamptons. The British were trying to maintain the momentum of the offensive and break through German lines into Tunis. The 5th Northhamptons called on 19 Grant tanks to accomplish this goal. While the Allies were trying to secure Africa before the seasonal rains began, the Germans were reinforcing as fast as they could. The fighting was bitter on both sides and lasted for a several days. When the smoke finally cleared the Allied advance towards Tunis had been halted and the Allies would not see Tunis until May. This scenario occurs only a few days before the action recorded by the 17th/21st Lancers at the beginning. The 5th Northhamptons find the Germans on the defensive and ready to repel their attack.

As the German player you should utilize the terrain in the scenario to obtain large, yet interlocked fields of fire. Make the enemy come to you. Use the range of your Tiger to its fullest. Remember scrub is good concealment terrain for your gun, allowing you to set up HIP. Since the Allied player needs to inflict casualties before he can exit, make that effort as hard as possible. Support your tanks with infantry and use the height advantage presented by board 25 and the hillocks to create a large enough group to keep the Allies at bay.

The Allies should use speed and numbers to knock out the German tanks and infantry. Remember, earn twelve casualty points and you can begin to exit. When you begin to exit the German player must exit his Tigers. Force the action! Get close, on their flanks and knock out their support. Those were the tactics of Tunisia. Remember, the previous day, of the thirteen tanks supporting the Tigers, eight were knocked out. All your tanks have smoke, don't forget to use it! Use the terrain and hillocks to divide the battlefield and concentrate your force on one section of the German defense. When that part is defeated move on to the next. This foreshadows the type of action that took place during the remainder of the Tunisian cam-

paign. During the rains there were not a lot of decisive actions, but in mid-January both sides began a series of offensives.

One of these attacks was Operation "Eilbote", which began on 18 January, 1943, during which the Germans mounted an offensive in the central, hilly part of Tunisia. The German's intent was to recapture the vital mountain passes and the Kebir reservoir which provided water to Tunis.

In "Special Messenger," the German detachment Weber attacked Allied infantry positions near point 468 south of Karachoum Gap. The Tigers from Weber approached the gap in an attempt to wrest the vital supply road from the Allies and enable their own forces to strike deeper into the Allied lines. In conjunction with units from the 334th Infantry and 756th Mountain Regiment, the 501st Heavy Tank Abteilung had fought 37 miles into Allied-held territory when, on the 21st of January, the American detachment from Combat Command B arrived on the scene near Dj-er-Rihana. CCB which consisted of 2d/13th Armored Regiment, 2d/6th Armored Infantry, and 601st TD Battalion, then engaged the Germans in an effort to halt their attack.

The German advantages in this action are once again the Tiger tank and, in addition, the AA gun. The problem is that the Americans receive FB support so the AA gun may have to be used, not only against infantry. Also entering on board 26 while American units are waiting is no picnic. Your tanks will want to cover your halftracks. The halftracks can always immediately unload behind the hillocks. You will have to wade through fire to secure your objectives. Use the AA gun and the infantry to cover your Tigers. You can always make smoke to cover your relocation to a better position.

As the Americans you should try to move as far as possible on the first turn and cut down on the German movement options. Initially use your armor and tank destroyers against the German armor. You can also make smoke and have bazookas that will allow your infantry to conduct a real "Tiger Hunt". It may be possible to use your infantry to make the German position untenable. The halftracks may be more suited, because of weight considerations, for cross-country movement on board 25. Make smoke and close with the

enemy. Make him earn a victory. The last action shows the situation of the Germans in Tunisia, to keep the Allies at bay and test the Tiger's strengths and weaknesses against the Allies.

"One For the Trophy Case" portrays the first action in which the first Tiger tank was knocked out of action by the Allies near Medjez El Bab, 31 January, 1943. The British 72d Anti-Tank Regiment was able to immobilize with its 6pdr guns and then subsequently knock out a Tiger. This one was a real catch for the Allies because they instantly did a complete technical analysis of the vehicle to aid in the battlefield engagement of the Tiger.

Again, the Germans should remain at a distance with their guns so that they can knock out as many of the Allies as possible before attempting to close with the enemy and exit. The Allies should set up their guns on board 26, forward, hidden, and with interlocked fields of fire. Hope to get a side shot on the armor or a cheap shot on a halftrack that is stupid enough to close.

I hope the scenarios provide many enjoyable playing hours. Below is a bibliography of some sources I consulted. Enjoy.

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# The Tiger in ASL™ Terms

by Andrea Mateuzzi

One may wonder how the real-life Tiger I as portrayed in the ASL game system holds up to scrutiny. First, we'll examine this AFVs' most potent characteristic, its gun. The principal armament of the Tiger was the KWK gun 36 from 88/56, derived from the Flak 36 with the following ammunition: · Pz.Gr.39 AP (TK#20); Pz.Gr.40 APCR (TK#23); Spr.Gr.39 HE (TK#18/IFT-8/antitank); Pz.Gr.39/40 HEAT (TK#14).

When the Tiger I first entered service, the KWK 36 was very lethal against all existing front line enemy tanks. In fact, with an AP TK# of 20 and an APCR TK# of 23, Tigers can successfully engage all models of the T34 and the M4 Sherman with success out to at least 1 klik (25 hexes). Against the KV model AFV, an APCR projectile must be used against frontal armor, with the AP round having a reduced, but still fair chance of success. With the entry in line of the T34-85 and the SU 122/152 model AFVs the assignment becomes more problematic for the Tiger commander. Due to the inferior armor of the enemy and via exploitation of their poor observation (Red TH#'s) and mobility (for the SU), the German panzer is able to maintain a superiority in the tank vs tank arena.

Against their western-front enemies, there are no problems in the realm of penetration, unless facing an M4 jumbo or an (unlikely) M26. The first, given its light armament, could be easily dealt with. The second was very rarely met. Against the Comet the clash becomes interesting, while the Challenger could hope to do something only with the first hit, an approach which must be sought by all thinly-armored varieties of self propelled Allied tank-destroyers (M10, M18, M36, Achilles, etc.)

The only true Allied threat is the JS II and the JS IIm, with which you need have much experience and luck to be rid of.

The Tiger's '88' gun is also lethal to enemy infantry. With an IFT value of '16', the punch from an HE round delivered by this weapon is usually enough to convince those '6' ML Americans to run for the

woods; the usual '7' ML Russian and British foot-sloggers face long odds whenever one of these large projectiles is placed on the target. There is the 'usual' German AFV MG protection for close-in defence and overruns. The Tiger I is a potent anti-infantry weapon.

The frontal target facing of the Tiger has an armor value of 11 in the hull, and 14 if struck in the turret. These values protect the tank from the hits from 76L Russian guns, found on most of that nation's AFV. Survival can also be anticipated against Russian APCR from these weapons. The Tiger has good possibility of survival against the 85L (17/19 TK# respectively for AP/APCR) when struck frontally. The Tiger starts to have problems when it becomes the target of Russian ordnance of the 152mm, 100L and 122L variety. When these tubes place rounds on target, all that is left to do is hope your opponents roll boxcars. The only advantage over these weapons systems is the SP mounts of the 152 and the 100L, with their many tactical limitations, while against the 122L on a JS hull, it is best to run and hide or set up an ambush to get in the first shot against a flank.

Against the western Allies the problems begin against the 76LL and with the subsequent distribution of the APCR ammo and APDS that make the 76L American and the 57L British much more than pesky peashooters. With the distribution of the 76LL APDS and of the 90L APCR the Western Allies reach qualitative parity with the Germans in the field of antitank ordnance. They will still have to stay in position to deliver the first hit, however, as their field platforms don't match the power of their ordnance in the case of most front-line AFV in WW II.

As concerns mobility, there it's not much to complain about for the Tiger, considering that the AFV, with 12 factors of movement, is not significantly less agile than an M4. The problems come in when one considers how often to risk starting and stopping due to the lack of mechanical reliability denoted by that Red movement number. That changes at the end of

1943, when the existing mobility can be fully exploit the weapon's heavy armor due to a Black movement number. Everything changes, however, when he must exploit to the maximum the coverage given by the ground: his mobility remains within acceptable levels (if compared to a Churchill the Tiger is a Ferrari!!) A big point against the Tiger is the high ground pressure (Bog DRM) and the tall outline (TH DRM on the receiving end). However, until the end of the 1943 the Tiger could be exploited on the Eastern Front as fire support for the Pz IV in a long distance antitank role or against difficult adversaries like the KV and SU/ISU (no tanks is more mobile than a Pz.Gr.40 round!); After January 1 of 1944 the best use for the Tiger is in support against infantry, abdicating the original anti-armor role to Panthers or pure TD such as the Jpz.IV L/ 70 or the JPz. V. On the Western front Tigers could be used it their original antitank role until at the end of the war, trying to exploit the best the ground and counting on thin Allied armor.

In conclusion, the Tiger is an excellent panzer when the fight doesn't impose rapid advances, but only short offensive thrusts to throw the adversary off guard. The Tiger is not, however, the proper weapon to attack in depth after 1943. That assignment is best left to the Panzer V. The Tiger remains better suited than the Panther as an excellent weapons system for infantry support due to the higher payload from the principal armament and to the superior side armor

Note: in 1945 the Sprenggranade was not used very often, instead the HD39 HEAT as dual use ammo was often employed. The antitank assignment was more and more important and the precious AP40 in tungsten became rare. This could be simulated by assigning an +2 IFT DRM when shooting HE, - as the HD39 contained less high explosive - and by changing the HEAT value to 14 for an AP shot.



# NEW KID ON THE BLOCK

CH67.1

GERMAN Sets Up First BRITISH Moves First	1	2	3	4	5	6	7
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**Elements of the 501st Heavy Tank Battalion and 190th Panzer Panzergrenadier Regiment**  
set up on boards 25, 27 and/or 28:

	E 4-6-8 <b>4</b>	2-2-8	9-1	FP: 7 Rng: 16 ROF: 3	FP: 3 Rng: 8 ROF: 1	MA: 50L ROF: 3 M# 10 <b>AT</b>	MP: 16 MA: -/3 ROF: 1 PP: 15 <b>4</b>	MP: 12 MA: 88L ROF: 1 MG: 3/5 <b>2</b>	MP: 13 MA: 50L MG: 3/5 <b>3</b>

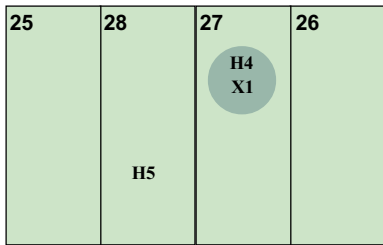
{ELR: 4}  
{SAN: 2}

**Elements of the 5th Northampton** enter on Turn 1 along the east edge:

	MP: 13 MA: 37LL MG: 2/4 ROF: 1* B75 B11 <b>6</b>	MP: 13 MA: 37LL MG: 2/4 ROF: 1* B75 B11 <b>6</b>	MP: 14 MA: 75 MG: 2/4/4 ROF: 1 <b>6</b>

{SAN: 0}

**BOARD CONFIGURATION:**



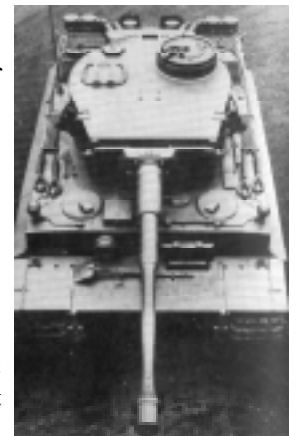
**HANDICAPS:**

- Add a 9-2 armor leader to the German OB.
- Add a 9-2 armor leader to the British OB.
- Any mutually agreed upon alteration to either side's OB.

**SPECIAL RULES:**

- EC are Dry, with no wind at start. Vehicle Dust (F11.74) is in effect.
- Once  $\geq 3$  British AFV exit, *all* mobile German Pz VIE are immediately subject to Recall. Prior to the MPH in which they exit, such affected AFV may fire normally, with no penalty.
- No British AFV may exit the map until the British have amassed  $\geq 12$  CVP.
- Place overlays as follows: **H5** on 28W2-X2; **H4** on 27G4-H4; and **X1** on 27oD2.
- German Pz III L crews have ML 9 while Inherent.

**South of DJEDEIDA, TUNISIA, 28 November 1942:** On November 27 the Allied spearhead of the TORCH landings ran into heavy opposition near Tebourba. The 1st Surrey's scout vehicles contacted 15 German tanks, some of which were from the 501st Schwere Tank Abteilung, some 13 Mark III and 2 Mark VI. The weight of their counter-assault successfully halted the British drive for the day. This morning Brigadier Cass has brought up the 19 tanks from the 5th Northampton to continue the assault and drive on towards Tunis. The rumors were that the new Tiger tank was mixed in with the units that had halted the offensive. The September intelligence from ULTRA had finally been realized. General von Arnim had finally committed part of the 501st Schwere Abteilung. He was intent on halting the Allied drive while maintaining the Axis foothold in Africa. The German commander began to sweat as he spotted the dust from the Allied tanks. The tanks from the 5th Northampton were on their way. As the smoke clouds grew the German gunners patiently sighted in their guns on their approaching targets. Leftover from the previous days battle the Germans had only two Tiger tanks, but were able to use them to utmost effectiveness. The Germans knocked out so many tanks that the British withdrew the next day. After two more days of vicious fighting on both sides the British were forced to withdraw. Tunis would not be captured before the rains began, in fact it would not be captured before the first week in May. Much to the dismay of the Allied high command, they had not reached their objectives - and they had been introduced to an effective new German weapon, the Tiger tank.



## NORMANDY REDUX

By the time this issue reaches your hands it will be holiday time for most of our customers. We send our collective best wishes to you and yours for a healthy and joyous holiday season and a hearty thanks for sharing our, once again *collective* interest in the minutiae of military history found in all that goes into our games.

Since we're talking about sharing, pardon this stream of asides loosely relating to one of the writer's favorite subjects: the Battle of Normandy. As this same writer happens to be the principal of Critical Hit, Inc., the 'view' of this battle from the perspective of no less than five games released to date, and a sixth on the way shortly in the form of Scotland the Brave II should come as no surprise.

Our coverage of the cataclysmic events which surrounded the last great crusade, that to free Europe from the Nazi yoke, has most definitely been focused in most closely on the battles at hand. One cannot move in that close without finding oneself engaging with the people and places, and sharing, in some small way, with the historical event. The writer is most thankful for this opportunity; the once seemingly ancillary benefit of the publication of games has become one of the main sources of enjoyment.

What goes on behind the scenes may not be evident to most. Thus, the choice to share a few asides, which grew out of this past year's publishing efforts.

We introduced the inhabitants of 'hex AA9' of the Kellam's Bridge map to you back in CH Volume 4, No. 2. Yves and Chantal Poisson have been the keepers of the *manoir* since 1973. The Poissons graciously welcome 82nd Airborne WW II vets, and anyone else wishing to stay in their home, providing two comfortable accommodations with telephone and bathroom (telephone the Poissons at 33 41 31 77 to arrange a stay.) The manor house is a mini 82nd Airborne in WW II museum, with artifacts, memoirs and books on hand.

Since the publication of that column, CH's own Macintosh computer graphics and networking specialist Adam Aronson decided to drop by for a little visit. Actually, it was more than a 'little' visit. Adam had plans for his own important rendezvous at La Fiere. Instead of dropping from the night sky and attempting to find his comrades, while extricating himself from a swamp and avoiding death or capture, a more pleasant mission was in hand. Adam met the wonderful Rebekah Meyers while employed working for Martha Stewart. Yes, the Martha Stewart of magazine, television and interior decorating fame. As an aside to an aside, early on during his employment Adam joined Martha at her residence for lunch. On the menu: a BLT made with French bread, arugula & basil, with homemade dill mayonnaise, made by Martha herself in her house in E. Hampton, Long Island.

Back to Adam's plan: lure his girlfriend to Normandy with a diamond in his pocket. Deploy it at the proper moment. And deploy it he did. After

being put to the 'test' by Adam, who says, "...on my birthday she actually sat through the movie in the Ranger Museum (at Pointe du Hoc)" Rebekah answered Adam's query in the affirmative and the happy couple is now engaged and planning a wedding.

The night after Adam popped the question they stayed at the Poisson's manoir in the room with the two twin beds.

In that same issue of CH magazine, we 'introduced' you to the Iron Mike replica only recently installed at La Fiere. Later, the author was introduced in person to Robert Murphy. Bob is not only a former President of the 82nd Airborne Veteran's Association; he is a WW II combat veteran of the fighting around La Fiere. Bob dropped near La Fiere as an "A" Company, 505th Regt. *pathfinder*. The epitome of gracious, Bob and his wife entertained the author, the author's spouse and their three active children (age 2-5) during and after a two hour interview only two weeks after the tragic loss of Bob's son this past summer. Bob led the effort to erect the Iron Mike at La Fiere. He also went above and beyond the call for us too, providing unpublished memoirs, taped interviews with 82nd soldiers who fought by his side at La Fiere, and photos from his own collection in his efforts to assist our All American game series. Bob's unpublished memoirs are now under contract with Critical Hit for publication and we look forward to Bob telling you his story in his own words. And the story of 82nd Airborne D-Day pathfinders has yet to be told from Murphy's perspective. For more on Bob check with Cornelius Ryan in *The Longest Day*. On page 104, Ryan states, "In 1958 when I began writing and interviewing D-Day participants for this book I was able to locate only a dozen of the original American pathfinders. One of them, Mr. Murphy, now a prominent Boston lawyer, told me that 'after hitting the ground...'"

Did I mention another aside to an aside? The author's high school English teacher, Doug Both worked for Cornelius Ryan when the famed historian was penning his last book, "A Bridge Too Far" while dying of cancer. Small world...

The work on Pointe du Hoc had its share of personalities enter the writer's life. The inception of the design came from the mind of one Mark 'Tank' Porterfield. The author met Tank quite by accident while both attended Syracuse University in upstate New York. The writer was pounding on doors with a squad of fraternity brothers, sizing up the individuals answering for invitations to a 'rush' event meant to add new pledges to our Tau Epsilon Phi chapter. Tank opened the door and the author noted the boxes from Squad Leader™ through GI: Anvil of Victory™ over his shoulder. Too many scenario sessions followed to describe in this column...

Fast-forward some fifteen years to 1996. Tank's bent for design (he had his own set of complete Japanese counters, board and scenarios back in SL days) led to PdH. After Adam Aronson mocked the original map up, the author phoned the famous Ranger of the 2nd Ranger Battalion, Sgt. William

'L-Rod' Petty. A query regarding an interview for input about the game, especially on the 'feel' of our map was answered with a brisk, "When are you coming over?"

The writer found El-Rod ready to talk, his son holding two Budweisers one of which was for the author, and a fascinating, hours long interview session ensued. Not surprisingly, the dialogue ranged from the landing and subsequent fighting at Pointe du Hoc to the later 2nd Ranger Battalion battle at Irsch - Zerf (we digress to the account of the fighting at Zerf, as an explanation as regards why it was on El-Rod's mind these many years later, from the Ranger Battalions Association World War II 30th Anniversary guide, handed out at the event held at The Marriot, Philadelphia, Pennsylvania - a copy was graciously provided to R. Tapio by Mr. Petty - "...at 1900 the enemy launched its sixth and final attack. The battle was fierce and confusing as the enemy overran some positions...at 0100 March 16, after 9 days, the 180 survivors pulled out having virtually destroyed a regiment of German Mountain troops." The account in the guide goes on to state, "At mid afternoon, Lt. Ver Meer, Pvt. Anderson and a BAR man (Petty) volunteered to blow an ammo dump located at the enemy front line. The successful completion of this job cut off the main source of enemy ammo thus reducing their fire power.") to fighting off Klan members in rural Georgia after the war, firing on a pickup truck of men who attempted to harass Petty and his date due to the local views during those times on a mixed-racial couple parking at a local lover's lane. El Rod later took his sons back, climbing down and back up the famous cliffs one more time with his boys...

Plenty of ink has been shed describing the exploits of El-Rod Petty, from the accounts on pages 237-239 in *The Longest Day* to page 16 in *Small Unit Actions*.

A virtual human wave of CH'ers visited Pointe du Hoc on research assignments. Phil Nobo and his future father-in-law Alan Yates pored over every inch of the battlefield while Phil worked out the details of his final map for our game. In addition to a wealth of photos that will see the light of day under the cover of the Pointe du Hoc Gamers Guide, a most touching quote came out of the trip describing Phil and the 60+ year old Al, lying at the bottom of a crater staring at the stars while Al describes the trip as the realization of a boyhood dream. The second and subsequent waves of CH'ers to 'hit' Pointe du Hoc included brothers Steve and Rob Pleva during their around-the-world trip, Brian Martuzas and recently Adam Aronson.

Our efforts in 1999 are firmly focused on reducing errata in our releases, continuing support for the hobby *and* the hobby store owner, and bringing the hobbyist to new battlefields of different eras on a heretofore unprecedented scale. I hope you choose to join us in the *spirit* of things CH style during the new year and remember, an appreciation for what goes on 'behind the games' matters quite a bit around here. RT