

“Bagging a Bengal Tiger”



Plessis-Grimoult, France — August 6th, 1944

Operation Bluecoat was underway and the men of the 43rd Wessex Division with limited tank support were attempting to push back the Germans in front of Plessis-Grimoult. The German Grenadiers of the 276th Infantry Division were holding the sector around Plessis-Grimoult with a cobbled up collection of veterans and rear-area services personnel. On August 6th in a surprise thrust, the 5th Battalion of the Duke of Cornwall's Light Infantry had penetrated to the edge of Plessis-Grimoult. The Germans had been caught unawares. As the Cornwall men scanned the village, they could see two Tigers being rearmed and refueled by a supply truck at the first crossroads. German crews and supply personnel scrambled to escape as the British began to shell the village with their mortars.

VICTORY CONDITIONS: The side which accumulates the most VP's by game end is the winner. CVP are recorded as normal and VP are awarded as follows: Control of the following hexes at game end are each worth 2 VP: Board h, hexes L4, G1, F1 & F2 / Board f, hexes H2 & M3. Additionally, the German Player receives 3 points each for the successful withdrawal of the Ammo and/or Fuel Truck off the east edge.

Board Configuration: (DASL Boards f & h)

German Player Sets up first		1	2		3	4	5	6	7
British Player moves first									



Elements of Panzer-Abteilung 503 & 276th Infantry Division (ELR 3) (SAN 2) (Setup: On east of Row J on Board h and Row F on Board f)

			3	7		3		4		2		



Elements of 5th Battalion of the Duke of Cornwall's Light Infantry (ELR 5) (SAN 2) (Setup: enter Turn 1 on west edge of Board f & h)

	2		14	3		4	2	3



Cromwells enter on Turn 3 on the west edge.

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Special Rules/Notes:

- EC are moderate with no wind. All Hedges are Bocage (B9.5). Kindling is N/A. All Victory Locations start the scenario in German Control.
- German 4-4-7's are LAX.
- Place a Tiger Tank on Board h in Hex G3 and H1. Each Tank begins the scenario with MA malfunctioned and immobilized for lack of fuel.
- Place a Supply Truck on Board h in Hex H2 and G2. The German Player secretly designates one as a fuel truck and one as an ammo truck.
- The four 1-2-7 Crew counters begin the game with two crews with each tank. The German Player secretly designates one of the two crews with each tank as the actual Tiger Crew. Each Tiger Crew is fanatic.
- In each German Prep Fire Phase the German Player may attempt to rearm and refuel the Tigers. Each turn, the German player secretly decides what action (rearm or refuel) each of the four crews is taking. In order to successfully rearm and/or refuel an individual tank, the German player rolls a dr for each crew. On a roll of 1 the rearm or refuel action is successful. The crew is marked TI for the remainder of the turn. If a crew fails, it is marked TI and with a -1 Labor Counter. So on the following Turn it will have a -1 on the dr. Both crews may choose to attempt to refuel or rearm or split the operations. If successful, the German Player does not have to reveal if the tank has been rearmed or refueled. (NOTE: a roll of 6 has no detrimental effect.)
- Rearming and Refueling attempts end immediately if either or both Trucks are destroyed. Any hit which turns the Ammo Supply Truck into a burning wreck will set off a catastrophic explosion of 36 FP in the truck's hex and 24 FP in each surrounding hex. TEM modifiers are ignored for resolving the results of this blast. KIA results automatically rubble the entire building hex affected or create shell holes in road or open ground hexes. Any hit which turns the Fuel Truck into a burning wreck automatically places a blaze in the vehicle hex and a flame in each surrounding hex irregardless of terrain.

Aftermath: A Tiger I and a Tiger II in the livery of the 503rd Panzer-Abteilung were being re-supplied as the British began their assault. The King Tiger was one of those Koenig Tigers nicknamed Bengal Tigers by the Germans. The British put mortar fire down on the crossroads as their rifle sections moved forward with the support of a squadron of Cromwells. The mortar rounds caused the SPW crew to abandon their vehicle and then a direct hit on the supply truck set off a massive explosion, which dislodged the turret of the King Tiger and set it ablaze. The remaining Tiger was remounted and escaped as the village swiftly fell to the Cornwalls. The attack happened so quickly that only a single British soldier was killed. The 276th would lose 44 killed and 125 men captured.

