

Tiger Hunt

by Mike Zebrowski

In a recent battle, the Americans managed to damage a Tiger tank. The Tiger was able to limp back to its infantry screen before breaking down.

The Americans, despite suffering

massive losses in their command staff, have decided to hunt down the Tiger tank before German reinforcements arrive.

OBJECTIVE:

The Americans win if they destroy

the Tiger tank by the end of Round 4. Otherwise, the Germans win.

Lets go get'em boys!
-- anonymous

Rounds: 4

Starting Initiative

Germans

Actions

2 per Nation

Americans

Division One

- 3 Squad Bases
- 8 Regular Infantry
- 4 Elite Infantry
- 1 Sherman Tank

Division Two

- 3 Squad Bases
- 8 Regular Infantry
- 4 Elite Infantry
- 1 Sherman Tank

Starting Strategy Cards: 2
Strategy Decks
- Morale I

Operations Cards
- Massive Confusion

Special Rules

Remove the "Go to Ground" and "Take Down the Beast" cards.

German

Division One

- 3 Squad Bases
- 6 Regular Infantry
- 4 Elite Infantry
- 1 Machine Gun Crew



x 1

Division Two

- 3 Squad Bases
- 6 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew
- 1 Tiger I



x 1

Starting Strategy Cards: 2 Strategy Decks

- Ground Support I

Operations Cards

- Lay Razor Wire

Deployment Zone

There Germans can setup anywhere on Maps 3A and 11A. The Tiger is setup in the yellow hex with a heavily damaged token next to it.



