

TIGER TRACKS

Scenario Design: Ray Trochim

BACKGROUND:

The German Tiger I heavy tank is one of the better known tanks of World War II. At the start of the war, Germany did not possess any heavy tanks, but combat experience against the French Char B1 and the British Matilda II in June 1940 showed that the German Army needed a heavier tank. It wasn't until 1941, when the German Panzers in Russia encountered the Soviet T-34 and KV-1 tanks in the initial months of Operation Barbarossa, that design and development of Germany's heavy tank became a high priority.

The first combat unit to be equipped with the new Tiger I heavy tanks was the 502 Heavy Tank Battalion, which was only partially equipped before being rushed to the Russian front in late August 1942. Near the Leningrad area the Tiger I had its first combat debut, and it was at that time the most powerful and heavily armored tank in the world.

OBJECTIVE:

If the Germans have an Engineer squad in the hex containing the Victory Objective marker (board 33B) at the end of a game round, the

marker is removed from the board and replaced with a Tiger tank. Once the Tiger tank is placed on the board, the German player controls it as if it were part of Division 1.

The Germans immediately win if they can exit the Tiger tank off the board from the blue "E" hex.

The Russians immediately win if they can destroy the German Tiger tank.

Any other result is a draw.

RUSSIAN SETUP

DIVISION 1

- 5 Squad Bases
 - 15 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer

DIVISION 2

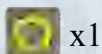
- 5 Squad Bases
 - 15 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer

- Starting Strategy Cards: 3
- Starting Command Points: 2
- Strategy Decks
 - Morale I
 - Ground Support Deck I (shared)
- Operations Cards
 - No Surrender (#14)
- Deployment Zone
 - Any hex with a dark red "R" on map 31B.

GERMAN SETUP

DIVISION 1

- 4 Squad Bases
 - 10 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



x1

DIVISION 2

- 4 Squad Bases
 - 10 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



x1

- Starting Strategy Cards: 2
- Starting Command Points: 1
- Strategy Decks
 - Supply Deck I
 - Ground Support Deck I (shared)
- Operations Cards
 - Lay Smoke (#8)
- Deployment Zone
 - Any hex with a gray "R" or blue "E" on map 32B and 36B.



SCENARIO DETAILS

- **Rounds:** 6
- **Starting Initiative:** Soviets
- **Actions per Turn:** 2 actions per nation

REINFORCEMENTS

- None

SPECIAL RULES

- The German (gray) and Soviet (red) Command Objective Markers start the game already controlled by their respective sides. Place an appropriate Control Marker on your Command Objective Marker.
- The German Tiger tank was disarmed by the original crew before being abandoned. As a result, the Tiger may only move and may not fire; the tank has Move 5 and Firepower 0.
- The hex with the blue "E" represents the exit point for the Tiger tank. The German player will need to spend one movement point for the tank to exit the board.

TERRAIN FEATURES

- The stream is *Shallow*.

SPECIAL RULES

The German SdKfz 251 half-tracks lose their Transport (1) trait because they are equipped to be recovery vehicles. They still have their weapons. They just cannot carry a squad.

Play Balance:

To make it easier for the Soviet player, add one squad base with 4 Regular Infantry to Division 2.

