

# Wittmann Strikes Again

by Sgt. Hank

A fun, fictional scenario.

*Panzer ace, Micheal Wittmann crawled from the burning debris of his Tiger I. As the sole survivor of the fatal RAF airstrike that destroyed his tank, he could only think of one word when he thought of his fallen fellow crewmen: Revenge.*

*Wittmann's survival was kept secret from the known world by the Wehrmacht and the SS, so that he could be used as a trump card during future, desperate times for Germany. Wittmann's opportunity*

*for revenge came quicker than he imagined. One day, after a secret mission in France, one of his platoon's Tiger I's appeared to have engine trouble, so he stopped his platoon on a nearby hill for repairs. No sooner did he do so, when he was approached by a small group of elite German paratroopers on a recon mission. The paratroopers reported that a column of British vehicles were headed straight up the road toward his parked platoon. Rather than abandon his Tiger I, Wittmann persuaded the paratrooper*

*commander to aid him in stopping the British.*

## OBJECTIVE:

Wittmann's objective is to destroy or immobilize (heavily damage) all vehicles in the British column. Doing this will win the game for the German player. The British win by either exiting at least 5 tanks off the board via the blue hex, or killing Wittmann (the only German officer).

*"Yikes! Here we go again!"*

**Rounds:** 8

## Starting Initiative

Wittmann's Gang

## Actions

3

## Reinforcements

The British Player may active these units through the hex marked in green with a "Fire & Movement" action or "Advance" action to move these units on the board during the given action phase:

Turn 1: Division 1 receives 2 Daimler Armored Cars, 1 GMC radio/repair truck, 1 squad base, 1 officer, 3 reg. infantry, and an

engineer specialization token.

Turn 2: Division 1 receives 6 Shermans and 2 Cromwell tanks.

Turn 3: Division 2 receives 2 Shermans and 2 Daimler Armored Cars.

Turn 4: Division 2 receives 2 Cromwells, 4 halftracks, 4 squad bases, 4 officers, 5 elite infantry, 7 reg. infantry, 2 AT specializations, 1 Engineer specialization, and 1 Medic specialization.

## Special Rules

The red road arrows show a connected road.

Whenever a tank is destroyed, a smoke marker is placed in its former hex. It remains there until the end of the action phase.

The stream is shallow.

## Wittmann's Gang

### Wittmann's Platoon

- 4 Squad Bases
- 10 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew
- 1 Panzer IV Tank
- 3 Tiger I



x 3



x 1

### German Recon Unit

- 3 Squad Bases
- 3 Regular Infantry
- 9 Elite Infantry



x 3

### Starting Strategy Cards: 2 Strategy Decks

- Ground Support I
- Morale I

### Operations Cards

- No Surrender
- Tank Ace
- Camouflage
- Desperate Defenders
- Elite Tank Crew
- Inspiring Leadership

### Deployment Zone

Division 1: Board 5B.

Division 2: Boards 5B or 11B.

### Special Rules

Remove the "Medical Support" and "Anti-Air Support" cards from the Ground Support and Morale decks.

Division One must make a squad with 1 MG crew, and 2 reg. infantry. This is the crew of the damaged Tiger I. They have detached the MG 34 from the tank and have positioned it on the hill. This MG crew must set in the entrenchment on the purple hex (with the concealed marker assigned to it). In addition, assign a recon specialization token to it.

The rest of Division One's squads are the Tiger I crews and the Panzer IV crew.

These start out INSIDE these tanks. Use German Transport markers as you do for trucks. These Crews (and ONLY these crews) may exit or reoccupy a German tank for 2 movement. A tank may only hold one crew at a time. Empty tanks may not be activated with any kind of action.

Division One must set up a Tiger I (the damaged tank) in the yellow hex with a heavily damaged token assigned to it.

Division 2 receives 3 recon specialization tokens.

## 4th County of London Yeomanry

### 1st group

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer

### 2nd group

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer

### Starting Strategy Cards: 1 Strategy Decks

- Command I

### Operations Cards

- Massive Confusion
- Lay Smoke



**Deployment Zone**

Anywhere on Board 3A.

**Special Rules**

Both groups receive 2 recon specializations each.

The British receive the "Barrel Modifications" operations card from DOTF. This card only applies to the Sherman tanks.

The GMC truck is a radio/repair vehicle. Because of this, it may only carry one squad. As a special action, it may fatigue itself to immediately either draw an American Air Support card, or repair one level of damage to a vehicle (it must be in the damaged vehicle's hex to do this). See "vehicle parts" card from the supply deck for further clarification.

British Daimler Armored Cars have the

following attributes:

- Movement: 5
  - Range/Firepower
  - vs. infantry: 5//6
  - vs. vehicles: 6//5
  - Armor: 2
  - Light vehicles
  - Effective road movement (same as trucks).
- Use Bren Carriers to represent these units.

British Cromwell tanks have the following attributes:

- Movement: 7
  - Range/Firepower:
  - vs. infantry: 5//6
  - vs. vehicles: 8//8
  - Armor: 3
  - Heavy vehicles
  - Sturdy
  - Concussive Firepower
- Use Crusader minatures to represent these units.



