

FIRST TIGER ENCOUNTER IN THE DESERT

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German Heavy Tank Battalion 501 was made up of the new Tiger tanks and Panzer III Ausf. N tanks. On December 1st, 1942, the lead elements of Heavy Tank Battalion 501 attacked elements of the US 1st Armored Division and British Blade Force north of the city of Tebourba, marking the first time that the Americans and British would face the Tiger.

OBJECTIVE:

The nation with the most VPs at the end of game round 7 wins. The Germans receive 1 VP for each tank moved off the board through the blue shaded hexes.

The Allies player gets 1 VP for each destroyed Tiger.

The Allies player win a decisive victory if they prevent any Tigers from exiting the map.

The morale effect of Tigers was especially noticeable on this day. Without problems the Tigers easily managed the march through the mountainous terrains.

—Major Lueder
Commander, schwere
Panzer-Abteilung 501

ALLIED SETUP

BRITISH DIVISION

- 4 Crusader Mk. II Tanks

AMERICAN DIVISION

- 6 M4A1 Sherman Tanks

- Starting Strategy Cards: 1

Strategy Decks

The British receive a custom strategy deck made up of the following cards. Place an initiative card on top of the deck to mask which card is next:

- Take Down the Beast x2
- Top Priority Barrage x2
- Offensive Artillery x3

Deployment Zone

- British Division: Any hex with green border on map 15B.
- American Division: Any hex with green border on maps 18B and 21B.

GERMAN SETUP

DIVISION 1

- 3 Tiger I Tanks

DIVISION 2

- 6 Panzer III Tanks

- Starting Strategy Cards: 1

Strategy Decks

- German Air Support I (see Special Rules)

Deployment Zone

- Any hex with a gray border on maps 20A, 14A, and 17A



SCENARIO DETAILS

- Rounds: 7
- Starting Initiative: Germans
- Actions per Turn: - 2 actions per side

SPECIAL RULES

- All Crusader Mk. II tanks have firepower 6 vs. vehicles.
- British and American units cannot combine fire with each other.
- The Allies cannot combine fire with more than 2 vehicles, reflecting the newness of the Allies working together and the lack of fighting experience of the Americans.
- All Panzer III tanks have an armor value of 4.
- The blue shaded hexes represent the exit point for German tanks. A tank on a blue shaded hex may spend 1 movement point to exit the board.
- The "Strafing Run" card in the German Air Support I deck has the following effects:
AREA ATTACK (5)
Then TARGET HEX adjacent to initial target hex
AREA ATTACK (3)
All other aspects of the card are unchanged.

REINFORCEMENTS

- Allies receive 2 M4A1 Sherman Tanks during the Status Phase of game round 2.

TERRAIN FEATURES

- None

