LURKING TIGER

12th July 1943, 1635 PM. Northeast of Biazza Ridge:

By the time that the first Shermans arrived to provide support at Biazza ridge, some of the German Tiger tanks of the 504th Heavy panzer section had been destroyed by either artillery, in hand-to-hand combat with US paratroopers or blown up by friendly troops because they were bogged down and blocking the narrow roads.

All but one of the German heavy tanks were withdrawn and shifted to the north. This lone Tiger, supported by some light vehicles remained behind to form a rearguard to cover the withdrawal of the defeated remnants from the Hermann Göring division. The pursuing American Sherman tanks unexpectedly encountered this lurking monster.

SCENARIO SET UP:

For historical effect, we recommend that the blue faction only draw formations and units from the German forces.

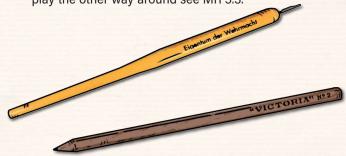
- Both factions have the following units. The unit / faction setup is shown in the map. There are no reinforcements in this scenario.
- ▶ Blue faction, German Wehrmacht sets up first: 1x Tiger E (Elite), 1x SdKfz 233 (Veteran), 2x SdKfz 231
- ► Green faction, US Army sets up: 4x M4A1 Sherman, 2x M8 Greyhound (Veteran)

VICTORY CONDITIONS:

The green faction wins if the Tiger tank is destroyed before the end of the last turn. Otherwise the blue faction wins.

SPECIAL RULES:

- For this scenario, players should use only the basic and infantry specific rules, (see 3.2.1 and 3.2.2 of the main rulebook [MR]). Disregard any optional rules (see MR 4.9). Both factions place the units one after the other on the starting areas, (see MR 5.8). The starting player, (see MR 6.1), makes the first move.
- The blue faction refers to the German Wehrmacht and the green faction refers to the US Army. If players wish to play the other way around see MR 5.3.







Tiger I der schweren Panzerabteilung 504 lauert auf den Feind!

