

THE PAW OF THE TIGER

Scenario 14

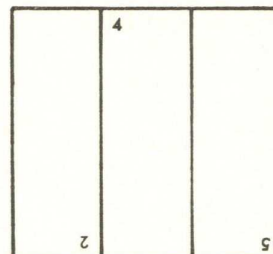


SOUTH OF LENINGRAD, January 12, 1943: Throughout the winter of '42-43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hardpressed Germans rebuffed one attack after another, but in so doing, their lines became progressively thinner. Finally, the Germans had to develop a trip wire defense of light local forces, backed by a "fire brigade" mobile force, which was quickly dispatched to the inevitable breakthrough sector. Such a fire brigade was 1st Company, Tiger Battalion 502, with ace tanker Cpt. Hans Bolter, who was called upon to halt a major Russian armored incursion by a full battalion of the 122nd Tank Brigade.

VICTORY CONDITIONS

The Russians win by exiting four tanks with functioning main armament off the west edge of board 2, providing there are no mobile German tanks left on board 2 during the player turn in which the fourth Russian tank exits. The Germans win by preventing the Russian victory conditions.

Board Configuration



Rules Introduced: Sections 76-82

TURN RECORD CHART

⊕ German sets up first	1	2	3	4	5	6	7	8	9	10	END
★ Russian moves first											

Co. I, Tiger Battalion 502, sets up first on board 2 utilizing Hidden Initial Placement (42):

4-6-7	2-4-7	9-2 Lt. Stahner	8-1 Sgt. Becken	CE 5-1 Cpt. Bolter	MMG 4-12 B12	7 △ B12	13 -2 -1 88L 4/2	14 0 -1 75 4/2	AT	Entrench
3						2	3		3	

Elements of the 122nd Tank Brigade enters east edge of board 5 on any road hex:

17 0 76 4/2	17 -1 0 76L 4/2	16 -1 0 76L 4/2	11 -3 2 76L 4/2x2
3	6	6	4

SPECIAL RULES

14.1 Snow rules (61) are in effect, and due to a recent particularly heavy snowfall, all road bonus movement is negated (even for AFVs).

14.2 Due to the heavy snowfall, all German initial placements are hidden, (42) regardless of hex location. Even entrenchments and AFVs start the game hidden, although the AFVs must be revealed after the first German Defensive Fire Phase, even if they do not fire. The Covered Arc of the German tanks and AT Gun need not be recorded. When revealed initially, these units may select their Covered Arc as their counters are placed on the board.

14.3 The German off-board artillery support is composed of one module of 150mm. The German armor leader may direct this fire via his tank's on-board radio, in addition to any leader with the radio counter. The tank radio is limited by the same restrictions as an infantry radio.

14.4 The Russian player must precommit his tanks to the road(s) they'll enter on, by stacking them off-board adjacent to the road each will use. The tanks must enter sequentially; i.e., the first tank to enter a particular road hex on the east edge of board 5 pays one MP, the second tank pays 2 MPs, the third, three MPs, and so on, such that if all 15 T34s entered board 5 via the same road hex, the last one would have to expend 15 MPs to enter that hex.

14.5 The Germans may use Bore Sighting.

AFTERMATH: The Tigers and their MkIV escort arrived just in time to bolster the feeble infantry positions. Though heavily outnumbered, the combination of Tiger superiority and Bolter's superb gunnery carried the day, and the backbone of the Russian 122nd Tank Brigade was shattered.