

SoS Firefight 7 - Wounded Tiger

8 July 1943 *Naturally, a lot of tanks had dropped out along the way, probably fewer due to enemy action than to the frequent transmission problems of the initial Tigers.* - Hauptmann Clemens Graf Kageneck, Commander of Heavy Tank Battalion 503

General Situation: On the third day of the German offensive, the III Panzer Corps blasted a narrow corridor only a few kilometers wide through the Soviet defensive lines. The Kursk battlefield was littered with tanks that broke down due to mechanical problems rather than combat. Both sides attempted to retrieve and repair these valuable vehicles. As the German III Panzer Corp's spearheads advanced, an immobilized Tiger was left behind in a field. Through the unsecured flanks, a platoon of T-34s and T-70s slipped through to finish off the 'helpless' tank.

Players: 2 **CAP Allocation per Round:** German - 6 CAPs Soviet - 7 CAPs

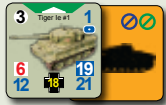
Action Cards: Use only green action cards under #30. Each player receives 1 card each round.

Veteran Cards: The Tiger tank receives cards #V03 High Morale and #V14 Combat Hardened.

Map Setup: Maps 7, 8, 9, and 10. Place an immobilized counter under the German Tiger tank.

German Forces: Recovery Plt, 503rd Hvy Tank Bat.

Setup Round 1: Set up the units on the hexes listed next to the unit names below. The Tiger sets up with the immobilized counter.



1x Tiger 1e
8-F10



1x Pz IVh
7-D10



2x Pz III L
7-B10, 7-C10



1x Opel Truck
7-A10 (This represents a heavy prime mover that can pull a tank.)

Orders: Recover the immobilized Tiger tank by towing it off a western or southern game edge with any other vehicle. It costs a total of 4APs to hook up the Tiger. While towing, a vehicle receives no movement bonuses and may move only 1 hex per AP spent (14.1). Both the towing and towed vehicles may not fire.

Victory Points:

1VP - Immediately score for each Soviet unit eliminated.
4VPs - If the Tiger tank is transported off of the map.

Soviet Forces: Armor Elements, 7th Guards Army

Setup Round 1: Set up the units on the hexes listed next to the unit names below. The Soviets have the initiative on round one.



4x T-34c
10-L07, 10-L08,
10-K07, 10-K08



4x T-70
9-L11, 9-K12, 9-L12,
10-L09

Orders: Destroy the Tiger and then withdraw your tanks to safety.

Victory Points:

4VPs - Immediately scored for destroying the Tiger tank.
2VPs - Immediately scored for each destroyed Pz III L and IVh tank.
0VPs - No scoring for destroying the Opel truck.

Designer's Note: This is an excellent firefight that highlights the Soviet's tactic of quick group movements toward enemy German tanks. The German Tigers had excellent optics and firepower to pick off the Soviet T-34s at long range. But once the T-34s got in close, they would swarm over a Tiger with short range flank attacks.

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Round 1

Round 2

Round 3

Round 4

Round 5

Game End

Firefight design by Gunter Eickert