

V13 HUNTING TIGERS

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HISTORICAL ACCOUNT

LOCATION: The Gabes Gap.

DATE: 8 April 1943.

COMMENTARY: Shortly after the Battle of Wadi Akarit, two Daimler armoured cars of 11th Hussars were on patrol when a large enemy tank was spotted. They moved in to engage it.

One armoured car held the attention of the German tank while its partner closed in for the kill. On being hit in the flank the Tiger crew baled out and surrendered.

To their credit the British armoured car crews had not appreciated that their prey was disabled before they began their hunt.

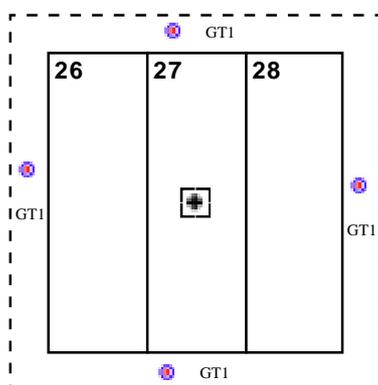
Sadly, this incident was used by the advocates of mobility over armour to “prove” that heavy tanks would not be needed in the forthcoming European campaign.



TURN RECORD CHART

+	GERMAN Sets Up First	1	2	3	4	5	END
⊙	BRITISH Moves First						

THE BATTLEFIELD AND CONDITIONS



EC are Moderate with No Wind at start.

VICTORY CONDITIONS

The Germans win immediately if the Tiger crew leave the map from any hex, or at game end if the British fail to destroy or capture the Tiger crew.

SCENARIO SPECIFIC RULES

1 The German Crew have a Morale of 7 and must take an Immobilisation TC (D5.5) if the tank is hit by Ordnance that would have destroyed or Shocked it with an Original TK DR of 3 (in place of the normal 5).

DESERT TERRAIN SUMMARY

Desert Open Ground (EX: hex 26B1) is basically the same as normal Open Ground (B.1; B1.1) other than being coloured yellowish-tan.

Scrub (EX: hex 26E9) is represented by a multitude of irregularly shaped olive/brown clumps and black lines/dots.

Hammada (EX: 26D4) is represented by a multitude of black dots and irregularly shaped angular objects with buff-coloured interiors.

Neither Scrub nor Hammada are an obstacle or an Hindrance to LOS, and both are basically treated as Open Ground for all purposes, except that Armoured Cars pay four MP to enter them. Neither negate FFMO or Interdiction.

A vehicle that is not fully-tracked must make an Immobilisation DR when it enters or changes VCA in either a hammada hex or an Open Ground hex [EXC: scrub, hammada, sand] that is Accessible to a hammada hex. Armoured Cars are Immobilised on an Immobilisation Final DR is ≥ 11 (there is a +1 DRM if the AC paid double MP costs to enter the hex, and an additional +1 DRM if the AC is in an OG Hex Accessible to Hammada).

+

Element of schwerer Panzer-Abteilung 501 sets up Immobilised in 27R6.

BALANCE: substitute in SSR 1 “TK of 4”.

ELR: -

SAN: 0

⊙

Elements of 11th Hussars enter on GT1 on any one board edge.

BALANCE: substitute in SSR 1 “TK of 2”.

ELR: -

SAN: 0