

Crippled Tiger



SETTING

Date: 9 July 1941, 0230 hours

Location: Between Berezovka and Syrtsevo, about 35 kilometers southwest of Prokhorovka.

History: During 8 July Gross Deutschland fought hard against elements of the 6th Tank Corps, the 3rd Mechanized Corps, and flanking units from the 90th Guards Rifle Division. Syrtsevo fell to the Germans, with the 6th Panzer Regiment of 3rd Panzer Division assisting in the attack. Heavy fighting continued late into the evening as Gross Deutschland continued to advance. While the advance on 7 and 8 July had gone well, fresh Soviet units, including arriving elements of 6th Tank Corps, were positioned to threaten the flank of 48th Panzer Corps.

This action represents a recovery operation for a disabled tank, a scene repeated numerous times by both sides as the attrition of heavy combat put a high premium on repairing every vehicle possible.

German Orders: Avoid Soviet victory conditions.

Soviet Orders: Destroy the Tiger or capture, kill, or force off the board all German soldiers.

Game Length: 8 Turns

SCENARIO RULES

1. The Tiger is immobilized. Prior to set up the German player rolls a d6 to determine the cause, as follows:
 - 1 or 2 – left track is damaged
 - 3 or 4 – right track is damaged
 - 5 or 6 – the engine is damaged.
2. The Salvage crew must be placed adjacent to the area of the Tiger that requires repair. The Soviet player is not informed of the damage to the Tiger until the Salvage crew is spotted.
3. The Salvage crew truck must be placed within six inches of the Tiger, and may not be in the ravine.
4. The Salvage crew may not move until Soviet units are spotted, or until they are fired upon.

SCENARIO RULES (con't)

5. The ravine is impassable for wheeled vehicles.
6. The Soviet player has two options for achieving victory. It is not necessary to select a victory method, if either criteria is fulfilled at the end of turn eight the Soviet player wins.

AFTERMATH

Daily records from the Chief Quartermaster of 4th Panzer Army reported nine Tigers under repair on 10 July, with an estimate that they could all be returned to service within four days. Since the start of combat on 4 July, 12 Tigers were repaired and returned to service. With the small number of Tigers available (Gross Deutschland started the Citadel offensive with 15 Tigers), it is clear from these figures that repairs to these key vehicles were a high priority.

SCENARIO OPTIONS

Daylight Engagement: The scenario may be played as a daylight engagement with a start time of 0600. Players may want to introduce light fog or rain to restrict visibility.

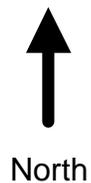
Tank Wrecks: Place tank wrecks at two of the three locations marked on the map. Roll randomly to determine the locations.

CAMPAIGN NOTES

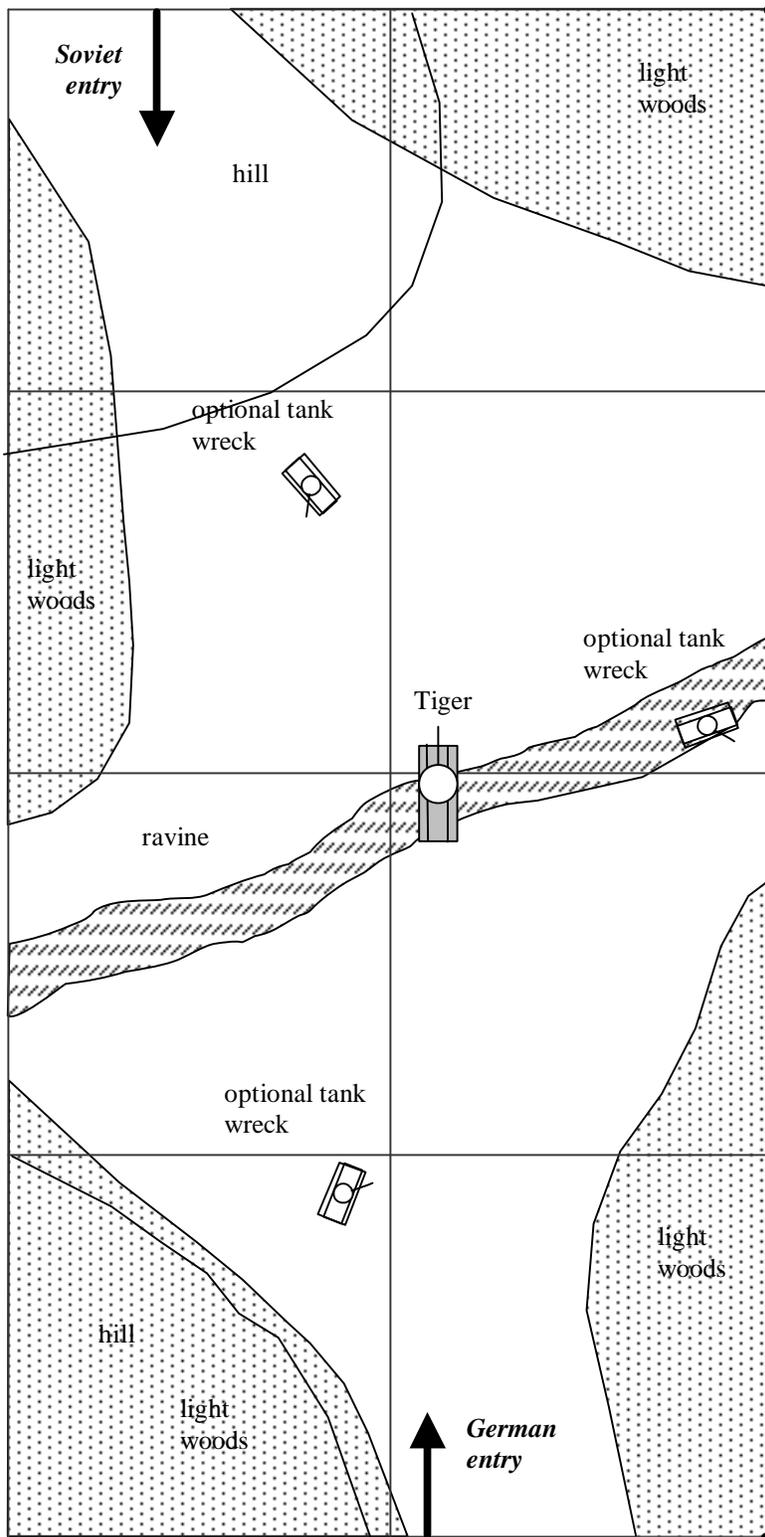
With the very small number of forces engaged on each side, victory will generally hinge on fulfilling victory conditions. However, both sides need to be careful about taking too many casualties in open terrain as it might result in losing soldiers as POWs, quickly shifting the fortunes of the engagement.

SCENARIO NOTES

The Soviets have a significant number of sub-machine guns in the forces engaged, which are excellent for the close fighting likely in this scenario. There is little time to finesse the Germans, movement either along the west side of the board and then east, or straight toward the Tiger from the north board edge are the only real options. Long range fire is most likely counter-productive as it will simply give away the Soviet position and perhaps give the Germans time to concentrate fire. Since the Soviets are, for once, not fighting front-line combat forces, close fighting is probably a very attractive option. Conversely, the German player must be very careful in placing the forces entering the engagement area since they will be vital to keeping satchel charges off the Tiger.



Tiger



Crippled

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Soviet Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p>Elements of the 90th Guards Rifle Division</p> <p>1x Recon Platoon HQ Squad (TAC5) 1 Lt. with PPSH-41 & Nagant 1895 4 (L) 1 Rifleman with PPSH-41 5</p> <p>1x Recon Squad (TAC5) 1 Squad Leader w/ PPSH-41 & Nagant 1895 4 (L) 1 Gunner with Degtyerev DP LMG 5 1 Asst. Gunner with PPSH-41 5 2 Riflemen with PPSH-41 5 4 Riflemen with Mosin-Nagant 5</p>	<p>Elements of the 90th Guards Rifle Division</p> <p>Roll Attachment</p> <p>1-5 1x Flamethrower Team (TAC5) 1 Team Ldr w/ PPSH-41 & Nagant 1895 4 (L) 1 Gunner with Flamethrower 5 2 Riflemen with PPSH-41 5</p> <p>6-20 1x Assault Squad (TAC5) 1 Squad Ldr w/ PPSH-41 & Nagant 1895 4 (L) 7 Riflemen with PPSH-41 5</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Enter anywhere on the north board edge. All entry positions must be recorded prior to play.
3. All Soviets have two grenades.
4. The **Assault Squad** has d6 satchel charges, a soldier may carry one. They must be distributed prior to play.