

Paper Tigers II Scenario: Big Cats at La Prieure

SITUATION

July 1944, Operation Goodwood has begun. British armored forces are moving south to encircle the city of Caen. As British tanks approach the woods near the village of La Prieure, Lt von Rosen hastily mobilizes his small but potent force of Tiger I tanks to stop them.

OBJECTIVE

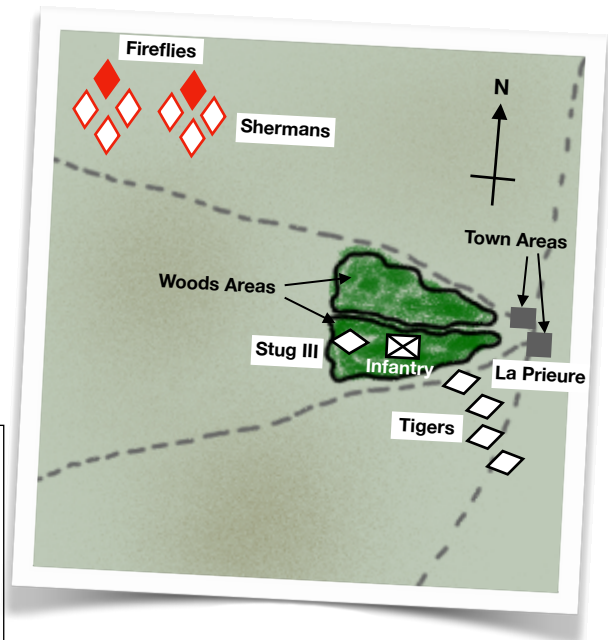
British Forces must attempt to get as many units as possible off the south end of the map while dealing with the German defenders. The British must accumulate at least 20 Victory Points (VP) to win. Any other result is a German victory.

For each German Stug III or infantry unit destroyed:	1 VP
For each German Tiger destroyed:	2 VP
For each British unit moved off the South side of the table:	5 VT

British Units (Offensive)



German Units (Defensive)



OPTIONAL RULES to INCLUDE

1. Optional Units: Heavy Tanks and SP Guns
2. Historical Units: Fireflies, Stugs, and Tiger Is.
3. Front and Flank Shots.
4. Scenario Specific Victory Points (ignore VP rules in main rules)

ADDITIONAL UNITS

This scenario was designed for 2-4 players. Additional players may be added. Attempt to keep the number of players on each side equal – odd players are added to the British side.

For each additional player on the British side, add another troop of 3 Shermans and 1 Firefly. For each additional player on the German side, add 2 Tiger Is. Balance can be adjusted by adding or subtracting a tank from either side or by ignoring the “Death Trap” disadvantage for the Shermans and/or the “Unreliable” disadvantage for the Tigers.

NOTES on TACTICS

British: While the Tigers are difficult to destroy, your Sherman tanks are extremely vulnerable to anti-tank fire. Use your superior numbers and the extra firepower of the Fireflies to keep the Tigers suppressed while you quickly advance off the south edge of the board. Getting onto the flank of a Tiger improves your odds of killing it. Use “Follow Me!” if your roll for cards is low.

German: Your Tigers are superior to the enemy tanks in armor and firepower, but they have a severe tendency to break down when moving. Be very careful which cards you attempt to move on – low difficulty black cards are the best, but even a low value red card can be used. Use the Stug III and infantry to defend against British attacks through the woods. Use the LOS limitations of each woods area to your advantage. Use “Follow Me!” if your roll for cards is low.