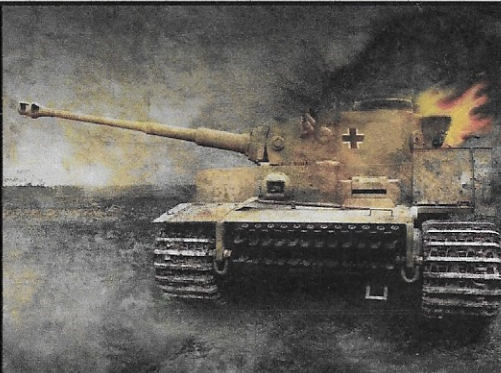


Hot Tigers

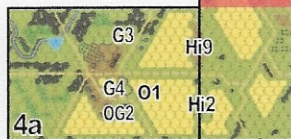
Stugliai, Latvia, July 10, 1944: On June 22nd, strong Soviet forces penetrated a gap between Army Group North and Army Group Center at Polotzk. II Army Corps was pulled out of line to establish a new defense to the east and southeast of Dunaberg, reinforced by 502nd Heavy Panzer Battalion, several assault gun units, as well as FlaK and artillery battalions. On the evening of July 10th, 3./502nd s.Pz. Kompanie with 7 Tiger tanks advanced southwest from Gatelai with 80 men and 2 assault guns in order to penetrate to Stugliai to establish contact with a Kampfgruppe from the 225th Infantry Division which had not been heard from since 1000 that morning from their position in the village of Pilkeniai.



Historical Result: Initially the attack proceeded well. The bulk of I./335th advanced and cleared the woods to the east while 3./502nd s.Pz. Kompanie engaged and destroyed a number of heavy and medium antitank guns. The German attack stalled at Hill 188, just north of Pilkeniai, where it ran into another line with strong AT and infantry forces. No less than 5 of the Tigers broke down in the summertime heat due to the strain on their powerplants during the long road marches, leaving 3./502nd s.Pz. Kompanie with only 2 runners by nightfall when the attack was stopped at Hill 181. Overnight it was learned a further attack was unnecessary since the encircled Kampfgruppe made radio contact and reported they would move out after nightfall towards the 205th ID positions.

BOARD CONFIGURATION:

Only rows Q-GG are playable on board t.

**VICTORY CONDITIONS**

Provided the German player has ≥ 2 mobile PzkwVIE(L) AFV with functioning MA in play, the German player wins at Game End if there are no Good Order Russian MMC ≤ 4 hexes from 4aI12.

BALANCE

RUSSIAN: add a 4-4-7 Squad to the at-start Russian OB.



GERMAN: add a 4-6-7 Squad to the German OB.

★ **RUSSIAN Sets Up First**✚ **GERMAN Moves First**

1 2 3 4 ★ 5 6 7 END



Elements of the 3rd Shock Army, Second Baltic Front [ELR:3] set up concealed if in Concealment Terrain on board(s) 4a and/or on board t in hexes numbered ≥ 7 : {SAN:3}

1 4-4-7	1 2-3-7	2-2-8	8-1	8-0	MMG B11 5PP 2 4-10	LMG B11 1PP 1 2-6
7	2	6				

ATR 1PP 1-12	MTR 4PP 50* [3-20]	?	45mm FTB obr.42 Anti-tank Gun 3 45LL M11	57mm FTB obr.43 Anti-tank Gun 3 57LL M10	76.2mm PTP obr.39 Artillery Gun 2 76L M9
		5	3		2

Reinforcements enter on Turn 4 on/between 4aA7 and 4aQ7:

1 4-4-7	7-0	LMG B11 1PP 1 2-6
3		



Elements of 3. Kompanie/s.Pz.Abt. 502 and Grenadier-Regiment 335, Infanterie-Division 205 [ELR:3] set up on Board T in hexes numbered ≤ 4 ; AFVs may setup in Motion: {SAN:2}

1 4 ¹ -6-7	2 4-4-7	8-1	8-0	7-0	MMG 3PP 2 5-12	LMG 1PP 1 3-8
3	6			2		2

9-1 Armor Leader	13 StuG(IG)L 8 Assault Gun 3	12 PzKw VIE(L) Heavy Tank 8
	75L -/4/1*	88L 3/5/2
	2	7

**Special Rules**

#1 - EC are Dry, with No Wind at start. Kindling is NA.

#2 - Place Overlay Hi2 on tBB10-CC10, Hi9 on tV9-W10, O1 on 4aG15, G3 on 4aM13-N12, G4 on 4aG12-G11, and OG2 on 4aE12-D11. The base level of overlay G4 is considered to be at level 0.

#3 - Hexes 4aJ9, 4aL14, and 4sM15 contain Towers (B34); each is a LOS Hindrance with a Tower Location one level above ground level.

#4 - All PzkwVIE(L) AFV are considered to have a red MP allotment (D2.51). Use a PzkwVIE for the extra PzkwVIE(L), if needed. Voluntary AFV Abandonment (D5.4) is NA.

#5 - At the start of German Turn 6, all Russian units/Guns that remain HIP are placed on board concealed.