

TUNISIAN TIGERS

OFFICIAL BRIEFING

MID-WAR INTELLIGENCE BRIEFING FOR A GERMAN
SCHWERE PANZERKOMPANIE IN TUNISIA



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

UPDATED ON
3 JULY 2013

German Tigers in Tunisia

TIGERS IN TUNISIA

The first three Tiger I E heavy tanks, from 501. *Schwere Panzerabteilung*, arrived in Bizerte on 23 November 1942. Assigned to *Kampfgruppe Lueder* in the 190. *Panzerabteilung* they operated near Djedeida against the British. In December the Tigers fought with four Panzer III tanks supporting 10. *Panzerdivision* in the capture of Teborba.

By 9 December additional Tigers had arrived and the battalion grew while continuing to operate with the 10. *Panzerdivision*. Operations continued until mid-January 1943, when half of the battalion was given to *Kampfgruppe Weber* of the 334. *Infanteriedivision* for Operation 'Eilbote'. Additionally, two tank groups of four Tigers and four Panzer III tanks each were attached to the 756. *Gebirgsjäger-Regiment* while a third group of five Tigers and ten Panzer III tanks was re-attached to *Kampfgruppe Lueder* to reinforce the II. Battalion of 69. *Panzergrenadier-Regiment*.

After a number of successful operations against the US 1st Armored Division, the 501. *Schwere Abteilung* was incorporated as the 7th and 8th companies of the 7. *Panzer-Regiment*, 10. *Panzerdivision* on 26 February 1943. The battalion was supplemented with fifteen Panzer IV tanks, but by 1 March heavy fighting found but one operational Tiger left. Though their ranks increased over the next two weeks, the eleven remaining Tigers of the 501st were transferred to the newly arriving 504. *Schwere Panzerabteilung* on 17 March 1943.

April found one company of the newly formed 504th attached to 8. *Panzer-Regiment* while the other company was fighting with the *Herman Göring Division*. With the Allies now closing in on Tunis, six Tigers were made available for the Fifth Panzer Army and seven for the *Afrikakorps*. Though only four Tigers survived to 1 May, the battalion had accounted for over one hundred Allied tanks destroyed. Nine Operational Tigers were destroyed by their crews when Tunisia surrendered.

KAMPFGRUPPE LÜDER

Panzerkompanie

attached 1 platoon, 501. *Schwere Panzerabteilung*

1x Tiger 1E

5x Panzer III N

Artillery Battery (3 guns)

Kradschützenkompanie (dismounted)

KAMPFGRUPPE HUDEL

2x Panzerkompanie

2x Panzerjägerkompanie (towed)

Kradschützenkompanie (dismounted)

KAMPFGRUPPE DJEDEIDA

Fallschirmjägerkompanie

2x Grenadierkompanie

2x Flak Batteries

1x Pionier Platoon

1x Panzerjägerkompanie (SP)

1x *Schwere Panzer Platoon*, 501. *Schwere Panzerabteilung*

2x Tiger 1E

2x Panzer III N

KAMPFGRUPPE KOCH

7x *Fallschirmjägerkompanie*

3x *Grenadierkompanie*

1x *Panzerjägerkompanie* (towed)

1x Italian Anti-tank Company (towed)

1x Artillery Battery (2 guns)

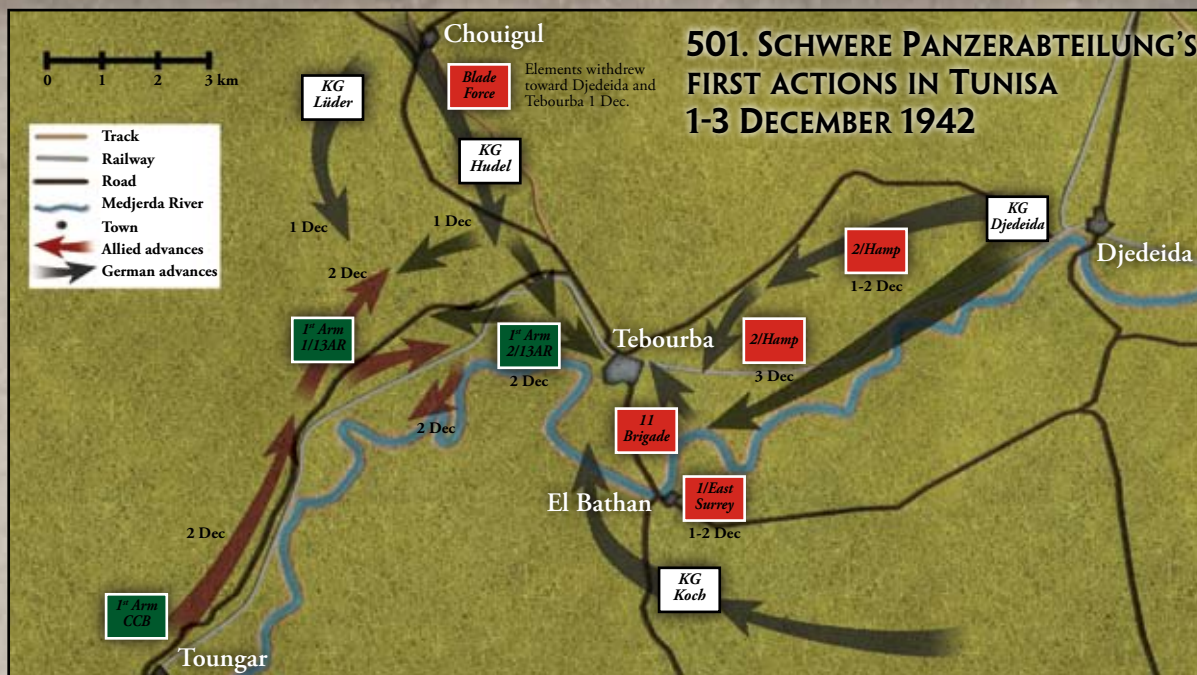
1x *Pionier Platoon*

On 3 December 1942:

1x *Schwere Panzer Platoon*, 501. *Schwere Panzerabteilung*

3x Tiger 1E (Shipped straight to El Bathan from Bizerte)





US: 1 Arm CCB: US 1st Armored Divisions Combat Command B, 1/13AR: 1st Battalion 13th Armored Regiment, 2/13AR: 2nd Battalion 13th Armored Regiment. **British:** 2/Hamp: 2nd Battalion, Hampshire Regiment, 1/ East Surrey: 1st Battalion, The East Surrey Regiment.

TUNISIA

Division	Regiments	Arrived	Battles
<i>All of the divisions that fought at the Second Battle of Alamein fought on in Tunisia where the following divisions joined them.</i>			
Division von Broich (later von Manteuffel)	Barenthin FJ, 160, 10 Bersaglieri (Italian)	Nov 1942	Tebourba, Eilbote, Ochsenkopf, Medjerda.
10. Panzerdivision	7 Pz, 190 Pz Bn, 69, 86	Nov 1942	Tebourba, Eilbote, Frühlingswind, Sturmflut, Ochsenkopf, Medenine, El Guettar.
Division General Göring (part)	1 HG, Jäger HG	Nov 1942	Tebourba, Eilbote, Ochsenkopf, Medjerda.
501. Schwere Panzerabteilung	(later with 10. Panzer)	Dec 1942	Tebourba, Eilbote, Frühlingswind, Ochsenkopf, Medjerda.
334. Infanteriedivision	754, 755, 756 Gebirgs, Phalange Africaine	Jan 1943	Eilbote, Ausladung, Bizerte.
999. Afrika Division	961 Afrika, 962 Afrika	April 1943	Fondouk, Medjerda.
504. Schwere Panzerabteilung	(with 15. Panzer)	Mar 1943	Maknassy, Medjerda.





Schwere Panzerkompanie Tunisia

HEAVY ARMoured COMPANY

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Company HQ

A Schwere Panzerkompanie must field a Company HQ and two to four Schwere Panzer Platoons. It may also field one Support Platoon from each box shown (Armour, Infantry, etc.).

COMBAT PLATOONS

ARMOUR



Schwere Panzer Platoon

ARMOUR



Schwere Panzer Platoon

ARMOUR



Schwere Panzer Platoon

ARMOUR



Schwere Panzer Platoon

DIVISIONAL SUPPORT PLATOONS (Choose one platoon from each box)

ARMOUR



Panzer Platoon

INFANTRY



Panzergranadier Platoon

Afrika Schützen Platoon

Grenadier Platoon

Fallschirmjäger Platoon

ARTILLERY



Motorised Artillery Battery

ROCKET ARTILLERY



Rocket Launcher Battery

ANTI-AIRCRAFT



Light Anti-aircraft Gun Platoon

AIRCRAFT



Air Support



MOTIVATION AND SKILL

Tiger crews are hand-picked veterans who can get the most out of their new tanks A Schwere Panzerkompanie is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMPANY HQ

HEADQUARTERS

1 Tiger I E 395 points

OPTIONS

- Add 2iC Command Panzer III L for +115 points or 2iC Command Panzer III N for +110 points.
- Add Sd Kfz 9 (18t) recovery half-track as an Independent team for +5 points.

The Company Command Tiger I E always has two Tiger Ace Skills (see page 244 of the rulebook) Roll 2 dice and any roll of a 6 (♠) allows you to choose your Tiger Ace skill.

HAUPTMANN

HAUPTMANN



Company Command Tiger I E



2iC Command tank

COMPANY HQ

UNTEROFFIZIER



Recovery vehicle

RECOVERY SECTION

SCHWERE PANZERKOMPANIE HQ

COMBAT PLATOONS

SCHWERE PANZER PLATOON

PLATOON

2 Tiger I E and 2 Panzer III N 970 points

1 Tiger I E and 1 Panzer III N 495 points

1 Tiger I E 385 points

OPTION

- Replace all Panzer III N tanks with Panzer III L tanks for +5 points per tank.

501. Schwere Panzerabteilung began arriving in Tunisia in November 1942. It fought with 109. Panzerabteilung and the 10. Panzerdivision. They fought on until March 1943 before being incorporated in the 504. Schwere Panzerabteilung. 504. Schwere Panzerabteilung fought with both the 5th Panzer Army and the Afrikakorps before the fall of Tunis in May.

Any Schwere Panzer Platoon may swap all of its Panzer III tanks for all of the Tiger I E tanks of another Schwere Panzer Platoon at the start of the game before deployment and before rolling for Tiger Ace skills. The result will be one platoon of Tiger I E tanks and one platoon of Panzer III tanks. If they do this the Escort Tanks rule no longer applies for these platoons.

LEUTNANT

LEUTNANT



Command Tiger I E



Panzer III N

HQ SECTION

FELDWEBEL



Tiger I E



Panzer III N

PANZER SECTION

SCHWERE PANZER PLATOON

ESCORT TANKS

The Tiger battalions had an escort tank for each Tiger tank to protect them from infantry and anti-tank guns. With their much lighter armour their life expectancy was low.

A Schwere Panzer Platoon does not count Panzer III tanks as Destroyed when determining if it needs to check Platoon Morale.

Remember to roll for your Tiger Ace Skills before each game. Platoons with only Panzer III tanks do not roll for Tiger Ace Skills.

Divisional Support-Tunisia

MOTIVATION AND SKILL

The German divisional support troops of in Tunisia were highly trained and motivated. Divisional Support Platoons are rated as **Confident Veteran**.

RELUCTANT CONSCRIPT

CONFIDENT TRAINED

FEARLESS VETERAN

PANZER PLATOON

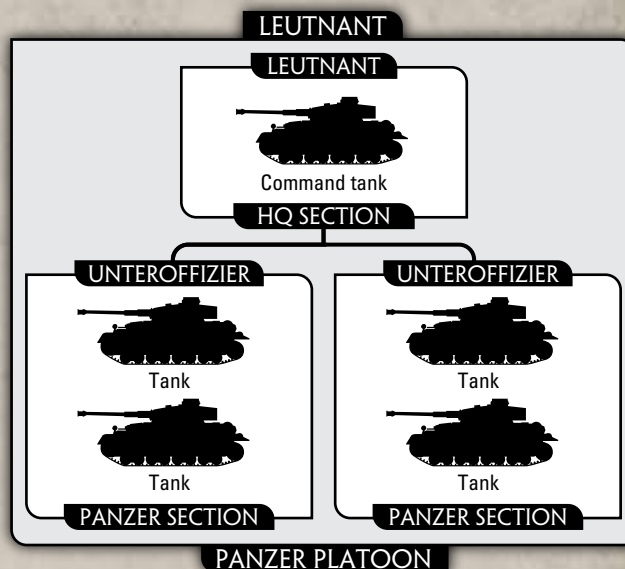
PLATOON

5 Panzer III L or M	575 points
4 Panzer III L or M	460 points
3 Panzer III L or M	345 points

OPTIONS

- Upgrade any or all Panzer III L or M to:
Panzer III N for -5 points per tank,
Panzer IV F₁ for -15 points per tank,
Panzer IV F₂ or G for +30 points per tank.

Each tank in a Panzer Platoon may have different upgrades.



PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Panzergrenadier Squads	190 points
2 Panzergrenadier Squads	135 points

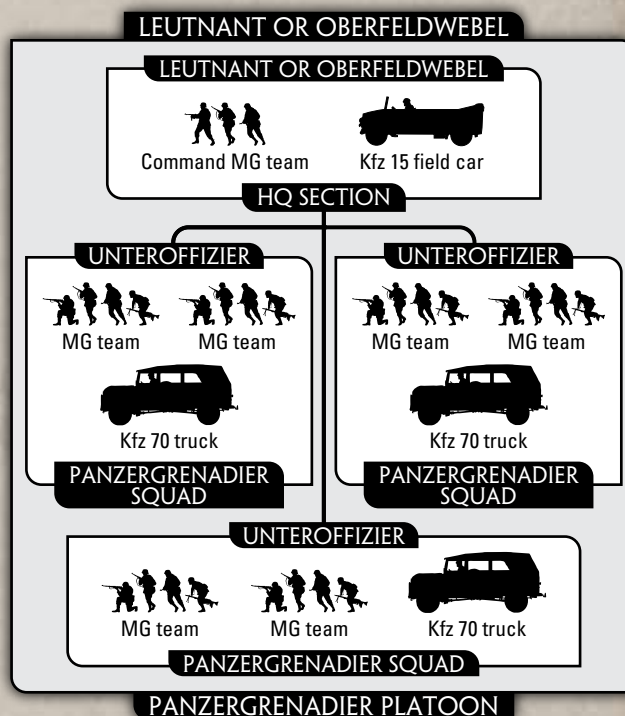
OPTION

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points.

The Panzergrenadiers in Tunisia were originally supposed to be deployed against the Soviets in the east. However, the Allied gains in North Africa compelled German command to dedicate more troops to stop the American and British armies.

These new divisions were well prepared to meet the Allies in Tunisia. They were equipped with trucks to get them where they were needed most to launch counter-attacks.

Defensively, the Panzergrenadier platoon is a tough unit with many machine-guns to maximise their firepower and lots of heavy weapons support from the rest of the company.



GRENADIER PLATOON

PLATOON

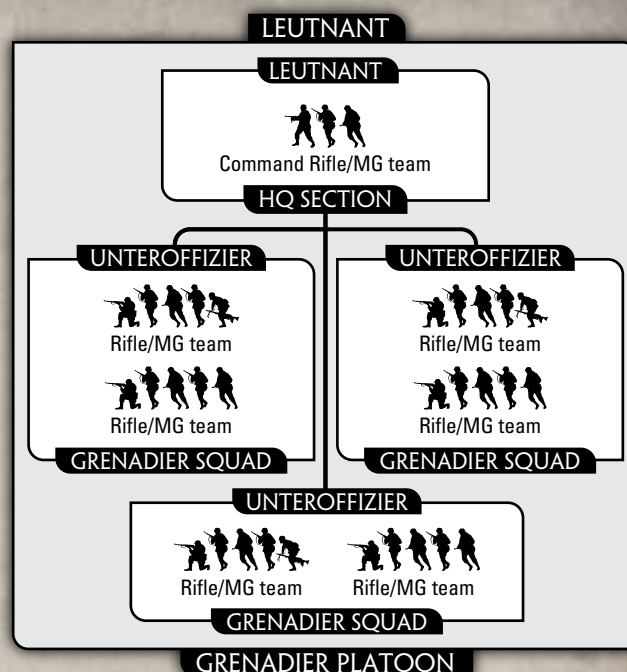
HQ Section with:

3 Grenadier Squads	155 points
2 Grenadier Squads	110 points

OPTION

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points.

The 334. *Infanteriedivision* was unusual because its three regiments were raised in three different military districts and because it was composed of a mix of two infantry regiments (754. and 755. *Infanterie-Regiments*) and one mountain regiment (756. *Gebirgsjäger-Regiment*). It was promptly dispatched to Tunisia, where it was subordinated to the Fifth Panzer Army and was committed immediately to the Tunis-Tebouria sector alongside Division "Von Broich" and 10. *Panzerdivision*. During mid-January 1943 half 501. *Schwere Panzerabteilung* was subordinated to *Kampfgruppe Weber* of the 334. *Infanteriedivision* for Operation 'Eilbote'. Additionally, two tank groups of four Tigers and four Panzer III tanks each were attached to the 756. *Gebirgsjäger-Regiment*.



AFRIKA SCHÜTZEN PLATOON

PLATOON

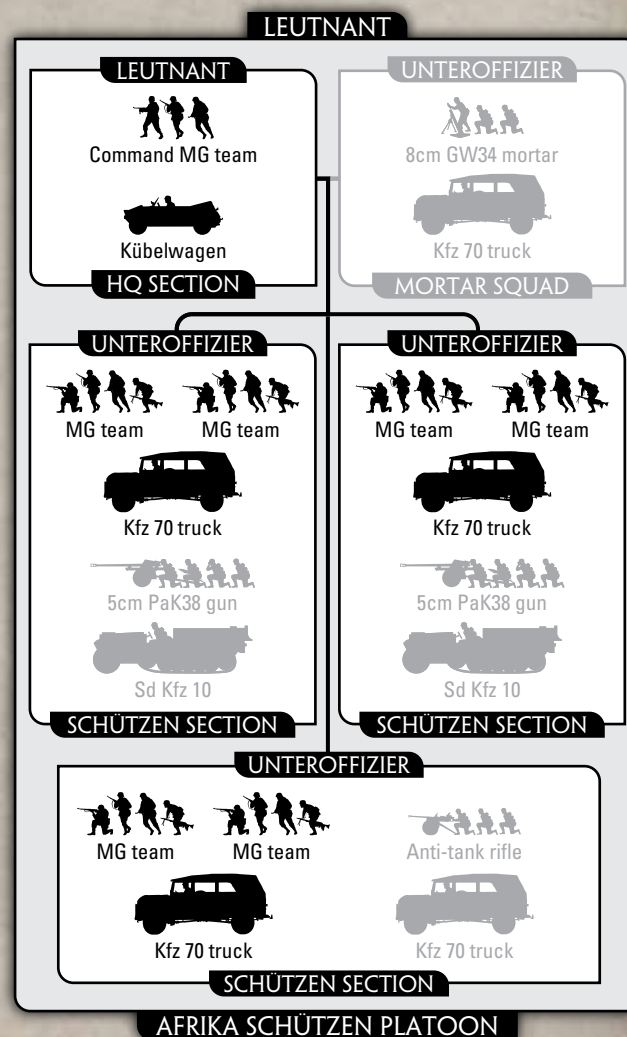
HQ Section with:

3 Schützen Sections	190 points
2 Schützen Sections	135 points

OPTIONS

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points.
- Add Mortar Squad for +20 points.
- Add 5cm PaK38 gun and Sd Kfz 10 half-tracks for +40 points per gun.
- Add Anti-tank rifle team or 2.8cm sPzB41 anti-tank rifle and Kfz 70 truck for +20 points.

Rommel reorganised his *Schützen* regiments so that each company and each platoon within the company formed a self-contained strongpoint with its own infantry, anti-tank and artillery. This freed up his tanks to act as a mobile strike and counterattack force, without having to worry about the infantry's ability to defend themselves. Panzer Schützen Platoons of the 15. *Panzerdivision* fought alongside the Tiger tanks.



FALLSCHIRMJÄGER PLATOON

PLATOON

HQ Section with

3 Fallschirmjäger Squads	265 points
2 Fallschirmjäger Squads	185 points

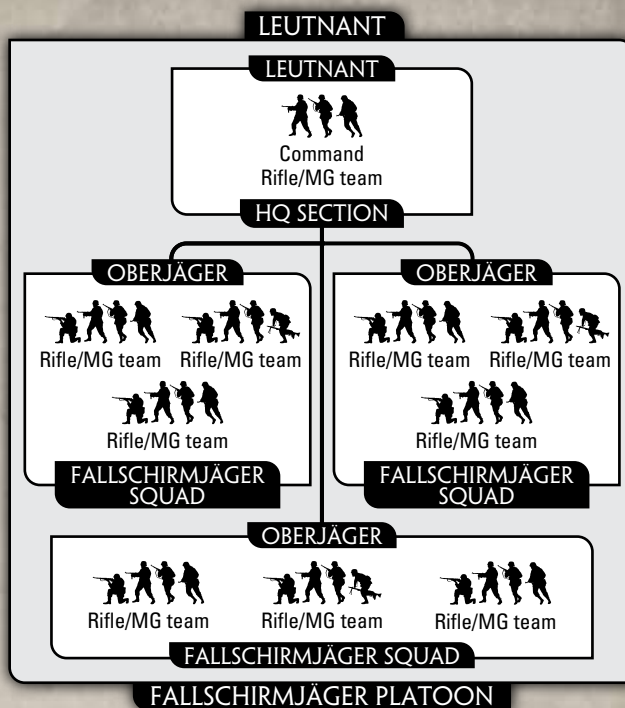
OPTIONS

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points.
- Add a motorcycle and sidecar for each Rifle/MG or SMG team for +5 points per Fallschirmjäger Squad.
- Arm up to one motorcycle and sidecar per Fallschirmjäger Squad with a Passenger-fired MG for +5 points per motorcycle.

Six MG34 machine-guns make a *Fallschirmjäger* platoon deadly in a firefight, but determination and hard training make them even more dangerous in an assault.

In Tunisia and Italy some units formed motorcycle detachments to give them a mobile reserve. To reflect this, you may equip your Fallschirmjäger Platoons with motorcycles for ground operations.

*A Fallschirmjäger Platoon is rated **Fearless Veteran**.*



ALLIED PLATOONS

German companies can have Fallschirmjäger as support options. Remember that these platoons retain their own rules and ratings, and count as Allied Platoons (see page 70 of the rulebook).

MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section and:

2 Gun Sections with:	
4 10.5cm leFH18 howitzers	245 points

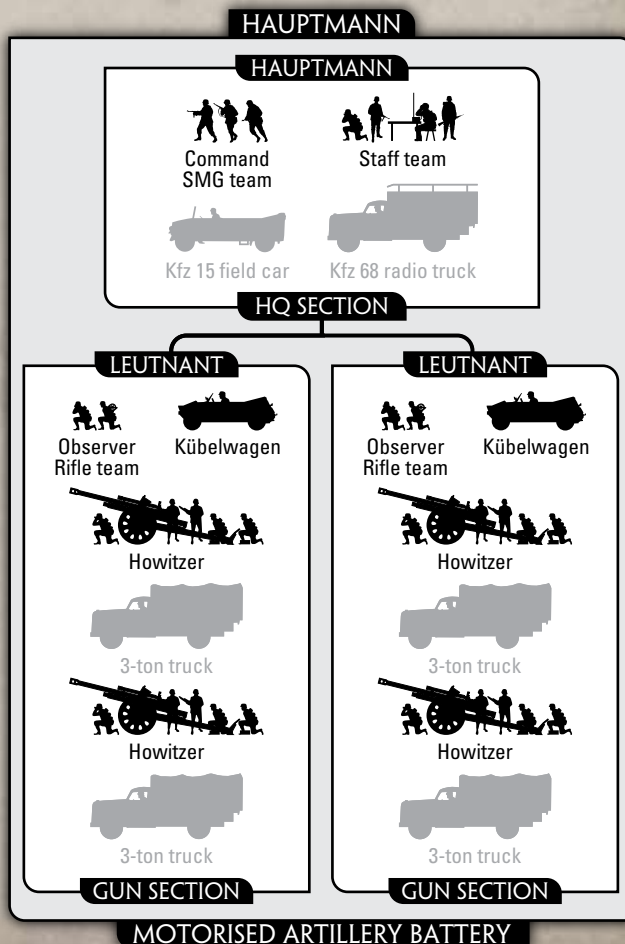
1 Gun Section with:	
2 10.5cm leFH18 howitzers	130 points

2 Gun Sections with:	
4 15cm sFH18 howitzers	430 points

1 Gun Section with:	
2 15cm sFH18 howitzers	225 points

OPTIONS

- Replace all Kübelwagen jeeps with Sd Kfz 250, 253, or 254 half-tracks for +5 points.
- Replace all Observer Rifle teams and their Kübelwagen jeeps with Observer Panzer II tank for +10 points.
- Add Kfz 15 field car, Kfz 68 radio truck, and 3-ton trucks for +5 points for the battery.
- Replace all 3-ton trucks with Sd Kfz 11 or 7 half-tracks for +5 points for the battery.



ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and:

2 Launcher Sections with:	
6 15cm NW41	220 points
4 15cm NW41	160 points

1 Launcher Section with:	
3 15cm NW41	115 points
2 15cm NW41	80 points

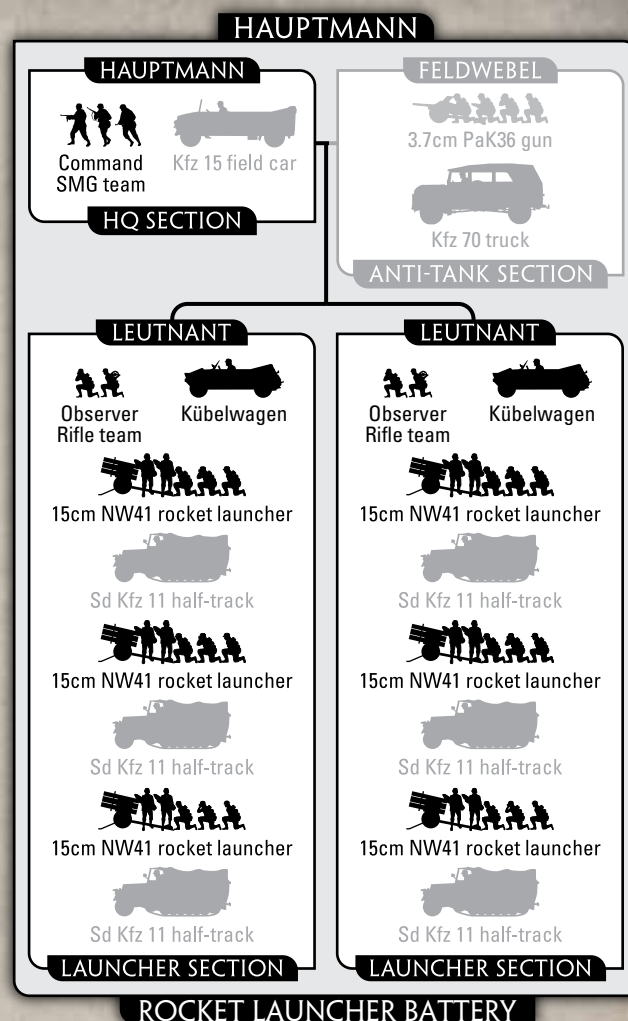
OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks to the platoon for +5 points for the platoon.
- Add Anti-tank Section for +25 points.
- Replace 3.7cm PaK36 gun and Kfz 70 truck with 5cm PaK38 gun and Sd Kfz 10 half-track for +15 points.

The *Nebelwerfer* rocket artillery batteries are rightfully feared by the Allied armies. The screams of the 15cm rockets demoralise the enemy and then destroy him.

The devastation caused by the *Nebelwerfer* battery is an essential addition to any German force deployed to Tunisia or Italy. They will prepare the way for an assault by pinning down and knocking out enemy teams.

The battery is also equipped with an anti-tank gun to help protect it against marauding enemy vehicles, such as armoured cars and light tanks.



LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	95 points
2 Sd Kfz 10/5 (2cm)	65 points

Light anti-aircraft platoons are useful for keeping enemy aircraft at bay when the *Luftwaffe* is busy elsewhere. They are both essential and plentiful.

The 2cm FlaK38 anti-aircraft gun could put up a wall of flak with its impressive 180 rounds per minute. Allied aircraft stay well clear of the 2cm if they know where it is!



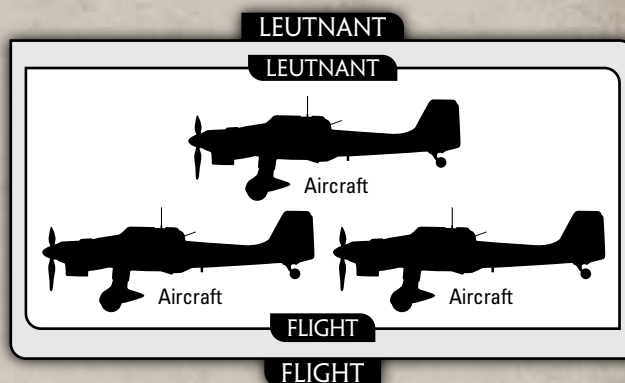
AIR SUPPORT

PRIORITY AIR SUPPORT

Ju 87D Stuka	175 points
Hs 129B	200 points
Bf 109E or FW 190F	165 points

LIMITED AIR SUPPORT

Ju 87D Stuka	135 points
Hs 129B	155 points
Bf 109E or FW 190F	130 points



In Tunisia, a *Staffel* of Hs 129B ground-attack aircraft joined the Ju 87 Stuka dive bombers that fought in the desert.

German Arsenal

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
TANKS					
Panzer III L or M <i>5cm KwK39 gun</i>	Standard Tank <i>24"/60cm</i>	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III N <i>7.5cm KwK37 gun</i>	Standard Tank <i>24"/60cm</i>	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV F ₁ <i>7.5cm KwK37 gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>48"/120cm</i>	5 2 -	3 9 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. <i>Smoke.</i>
Panzer IV F ₂ or G <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	5 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo.
Tiger I E (early) <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks, Unreliable. <i>Slow traverse.</i>

ARTILLERY (SP)

Panzer II OP <i>2cm KwK38 gun</i>	Standard Tank <i>16"/40cm</i>	3 3	1 5	1 5+	Co-ax MG, Protected ammo.
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ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	- 4	- 5	- 5+	<i>Anti-aircraft.</i>
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VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8cm GW34 mortar <i>Firing bombardments</i>	Man-packed	24"/60cm 40"/100cm	2 -	2 2	3+ 6	Smoke, Minimum range 8"/20cm. Smoke bombardment.
2.8cm sPz41 anti-tank rifle	Man-packed	16"/40cm	3	7	5+	No HE.
3.7cm PaK36 gun <i>Firing Stielgranate</i>	Light	24"/60cm 8"/20cm	3 1	6 12	4+ 5+	Gun shield.
4.2cm PJK41 gun	Light	24"/60cm	3	9	5+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
Captured 6pdr gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
10.5cm leFH18 howitzer <i>Firing bombardments</i>	Immobile	24"/60cm 72"/180cm	1 -	10 4	2+ 4+	Gun shield, Breakthrough gun, Smoke. Smoke bombardment.
15cm sFH18 howitzer <i>Firing bombardments</i>	Immobile	24"/60cm 80"/200cm	1 -	13 5	1+ 2+	Bunker buster, Smoke. Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Anti-tank Rifle team	16"/40cm	2	4	6	
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Motorcycle & Sidecar or Kübelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Kettenkrad, or Kfz 15 car	Jeep	-	-	-	
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	

TRACTORS

Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
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ARMoured PERSONNEL CARRIERS

Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 253 (StuG) or Sd Kfz 254 half-track	Half-tracked	1	0	1	AA MG.

RECOVERY VEHICLES

Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Hs 129B	Cannon	2+	9	4+	Flying Tank.
Bf 109E or FW 190F	Cannon Bombs	3+ 4+	7 5	5+ 2+	