Recovering an Elefant - play testing in progress

The next book in the 'Forgotten Battles' series is at the playtest stage. This book will be covering the campaign in Italy from 1944 to 1945, and there is a massive amount of research already done, and a lot of very obscure, but important actions that are described, as always by Bunny warren, author of several other books in the series. The wide range of scenarios includes a lot of new infantry and vehicle/armour types for all participants.

Last night's playtest was no exception, as the scenario, part of the Anzio campaign, involved a German Elefant (also known as Ferdinand) heavy assault gun as the central element. Unfortunately it had broken down... which was not good news for the German playtester, but the news was received with glee by the American players. The German player had to get the Elephant off table. To do this a Sdkfz9 'Famo' engineer halftrack was called in, (see Photo 1) and a platoon of panzer grenadiers provided close support in case American infantry tried to interfere. Two Tiger 1s provided further cover against enemy tanks, and the operation, under cover of darkness, started well, but this changed dramatically with daylight... two platoons of dug in American M10s spotted the activity with dawn breaking, the Famo having trouble moving the Elefant back. A wall of fire fell on the Famo and Elefant, (American spotting rolls being unfeasibly good!) as well as the two Tigers. The outcome was that the Tigers were disabled, (more ridiculously high D20 rolling) and the Famo destroyed, leaving the Elefant isolated.

But... can you guess what happened next?

Send a message for the game outcome.