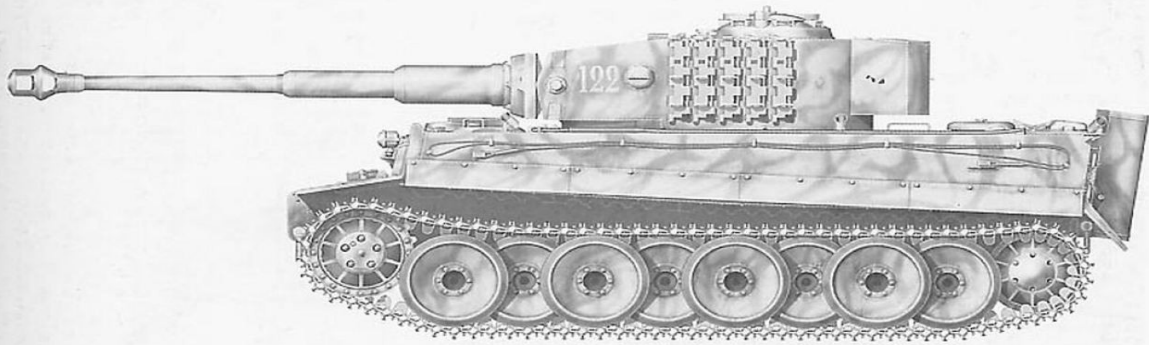




PZKPFW VI



TIGER TANKS – DETAILED RULES



TIGER TANK – UNIT

TROOPS
16

TIGERS

1

- 1 figure
- Move 0-3 and battle
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored

MAP



The Tiger is a single figure from the Tigers in the snow battlemap. The 1 in the yellow circle usually indicates that the unit is a Tiger tank figure.

TIGER TANK - MOVEMENT

An ordered Tiger tank unit may move up to 3 hexes and still battle. An ordered Tiger tank unit that starts on a Road hex, moves along and ends its move on a Road hex may move an additional 1 this turn, for a total of 4 hexes on the road.

TIGER TANK – TARGETING

All battle dice that scores a hit on a Tiger tank are re-rolled. Also retreats rolled against a Tiger that cannot retreat are re-rolled. If at least one re-roll a grenade, that unit is destroyed. All other roll results are ignored.

TIGER TANK – BATTLE

The Tiger tank battles at 3 3 3 like other armor units.



TIGER TANK – MEDICS AND MECHANICS CARD

Tiger Tanks are not effected by the Medics and Mechanics Card.



Thanks to Jesse Rasmussen and Richard Borg for the inspiration and graphics, and for the best WWII game I own.