

# PZKPFW VI-B

## KING TIGER TANKS – HOME RULES



# MEMOIR '44








**KINGTIGER TANK – UNIT**  
 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.

**KINGTIGER TANK - MOVEMENT**  
 An ordered Tiger tank unit may move up to 2 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 3 hexes on the road.

**KINGTIGER 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.

**KINGTIGER TANK – BATTLE**  
 The Kingtiger tank battles at 4 3 3 3 star hits on armor.

**KINGTIGER TANK – MEDICS AND MECHANICS CARD**  
 Kingtiger 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.