

## ARMOR RULES WITH HOUSE RULES AND EFFECTS

Standard Armor	Move	Figures	Combat	Special
Armor	3	3	3 3 3	Can Armor Overrun
Elite Armor	3	4	3 3 3	Can Armor Overrun
Flamethrower Tanks	3	3	3 3 3	CA terrain die reduction limited to 1*
Tiger Tank	3	1**	3 3 3	Special figure, re roll any hits-grenade kills unit
Tank Destroyer	2	3 (4)	2 2 2 2	Stars Hit armor, stationary no terrain modifiers
				Hit by stars, on CA may take ground
				German & Russian 4 figures
Half Tracks	2	1-3	2 2	May resupply, CA take ground, 1-3 figs
Churchill w/Petard	3	3*	3 3 3	CA with bunker star hits unit & removes bunker
Supported Armor	3	3 (+Inf)	3 3 3	use Infantry modifiers for CA, on 3rd hit std arm
Armored Car	4	1	3 2 1	Re-roll any hits on figure,grenade kills unit
Tankette (Type 97)	3	2	3 3 3	Can move 3 even where armor moves less
Home rules armor	Move	Figures	Combat	Special
Light Armor	4	3	2 2 2	Cannot battle armor but LA & HT, extra hex AO
Home Rules Tiger	2	1**	4 3 2 1	Special figure, re roll any hits-grenade kills unit
Japanese Armor	3	2	3 3 3	Two units because these are lightly armored
Italian Armor	3	2	3 3 3	Two units because these are lightly armored
Normal	Roads	Blitz Ally	Blitz Axis	Special Notes
Armor	4	3	4	Blitz columns show movement with roads
Elite Armor	4	3	4	To get road bonus, you must begin movement
Flamethrower Tanks	4	3	4	On road and end movement on road
Tiger Tank	4		4	Without leaving road hexes.
Tank Destroyer	3	2	3	
Half Tracks	3	2	3	
Churchill	4	3		* 2 standard armor + Churchill figure
Supported Armor	4	3	4	
Armored Car	5	4	4	
Tankette (Type 97)	4	3	3	
Home rules armor	Roads	Blitz Ally	Blitz Axis	Special Notes
Light Armor	4	3	4	To get road bonus, you must begin movement
Heavy Armor	3	2	3	On road and end movement on road
Tank Destroyer Armor	3	2	3	Without leaving road hexes.
Home Rules Tiger	3		3	LA-Light Armor HT-Half Track AO-Armor Overrun
				** Tiger figure from "Tigers in the Snow" or EP
Version 4.2				* CA means close assault