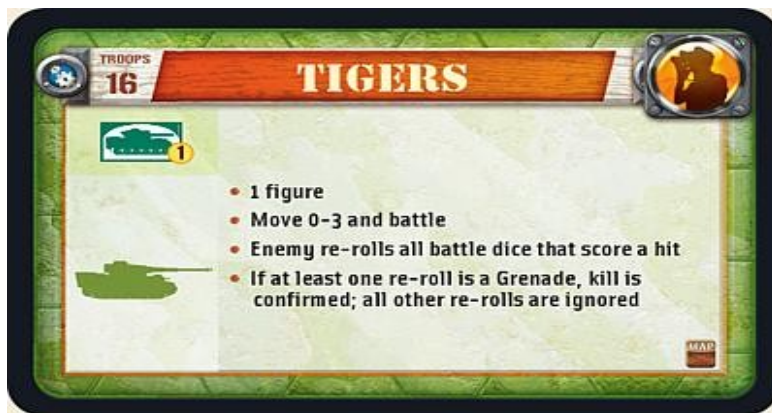
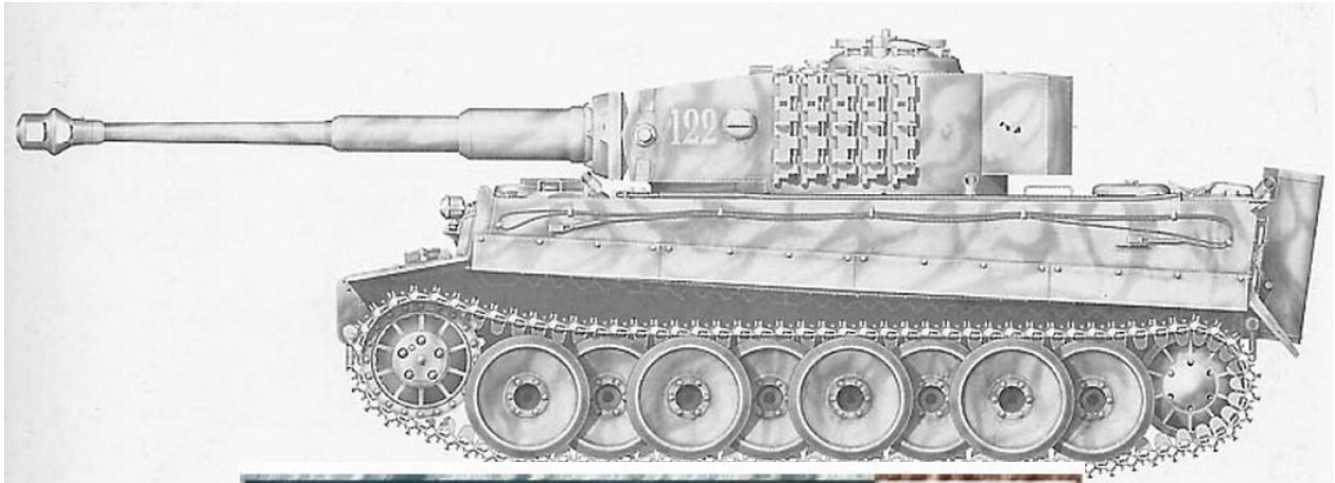


# PZKPFW VI

## TIGER TANKS – DETAILED RULES



### TIGER 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.

### 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.

