

Tiger Leader Update Kit

August 26, 2015 - Beta 1.2

I have been working with Christopher Dean and Rick Martin to assemble this Tiger Leader Update Kit. We are distributing this kit in PDF format for now to get it into your hands as soon as possible.

Many thanks to Christopher for helping out with the update!

If you notice any issues, please let us know.

My plan is to professionally print this kit and place it in the next Tank Leader game, which will probably be Sherman Leader, and well as making it available direct from DVG at no charge. We will only charge for shipping.

Components

This kit includes replacement cards, counters, and this rule sheet.

Use the cards in this kit to replace the cards in your Tiger Leader game.

Use the Allied counters in this kit to replace the Allied counters in your Tiger Leader game. We have included the full sheets of counters, but only Allied counters have changed.

Use the rules in this kit to replace the noted rules in your Tiger Leader game.

Replacement Rules

Terminology

We have renamed the German "Unarmored" Units. They are now named "Light Armor."

German "Unarmored" Commanders now command "Light Armor" Units.

All Units - When Attacking

Roll 2 dice for all German and Allied Attacks. Do not roll an extra die when Advancing toward the target.

Apply a -1 die roll penalty to each attack die when attacking at Range 2.

Apply a -2 die roll penalty to each attack die when attacking at Range 3.

German and Allied Rifle Teams may only perform AP attacks at range 0. This is noted on their cards and counters.

German Units - When Attacking

German Units now have 2 attack numbers: AP (Armor Piercing) and HE (High Explosive).

You must roll your AP or HE attack value or higher to successfully attack with each die.

Use your AP value when attacking Allied Tanks, Armored Cars, and Halftracks.

Use your HE value when attacking all other Allied Units.

Note the special notes on the German Unit cards have changed.

All of the notations on the German Unit cards are die roll modifiers. Examples...

-2 Attack when Moving - Subtract 2 from its attack rolls if it moved this turn.

1 Stress if Move & Attack - Inflict 1 Stress on the Unit if it Moves and Attacks during the turn.

Cannot Move & Attack - The Unit can move or attack during a turn, but not both. Such Units have a "-" and cannot attack Vehicles.

Can only use AP at R0 - The Units can only perform AP attacks at range 0.

Note: All German Units suffer the die roll penalty noted on their cards if they move and attack during the same turn.

German Units - When Being Transported

A German Unit cannot Attack during the same turn in which it is Transported.

If a German Unit Attacks, it cannot be Transported later in the turn.

If a German Unit is Transported, it cannot Attack later in the turn.

Allied Units - When Attacking

The Allied Units now have 2 Attack values. Use the number with the black background when the Unit attacks a Vehicle. Use the red background number when the Unit attacks an Infantry.

Allied Trucks cannot attack.

Allied Units suffer the following penalties to their attack rolls if they move and attack during the turn:

Tank, Armored Car, Half Track

-1 die roll penalty

Rifle, Machine Gun, Anti-Tank

-2 die roll penalty

Infantry Gun and Mortar

Cannot attack if they move

When an Allied unit performs a "Advance if cannot Attack" or "2 Advances" Action, it always moves toward the German Unit it has the best chance to Hit.

Defending

Do not subtract the target's Defense from the attacker's die rolls.

Some Allied counters (Field Gun, Truck, and Building) have a red stripe next to their Defense value. Attack these Units as if they are Infantry.

If one of more of the attack rolls is successful, roll 1 die for the target's Defense. If you roll the target's Defense value or lower, the target was able to negate the attack.

Add 1 to the target's Defense value if the target is in Light Cover.

Add 2 to the target's Defense value if the target is in Heavy Cover.

Examples

A Russian Tank is attacking one of your Panzer IV Longs at Range 2. The Russian needs to roll a 2 or higher to hit and rolls 2 dice. The Russian moved this turn, so it suffers a -1 penalty, so it needs to roll 3s or higher. The Range is 2, so it suffers a -1 penalty, so it needs to roll 4s or higher. You roll and get: 5 and 7, which will score 2 hits. Your Panzer has a Defense of 2, so you need to roll a 2 or less to negate the attacks. Your Panzer is also in a Light Cover hex, which adds 1 to its Defense, so you need to roll a 3 or less. You roll a 6 for your Defense, which fails. You then draw 2 Damage counters for your Panzer.

Your SD.KFZ. 232 attacks a US Rifle team at range 1. You need to roll 6 or higher on 2 dice since you are attacking Infantry and use your HE attack numbers. There is no range penalty since you are at range 1. The 232 moved this turn, so it suffers a -1 penalty, so you need to roll 7s or higher. You roll a 4 and 9, inflicting 1 hit. The US Rifle team has a Defense of 2. You roll for its Defense and roll a 5, failing. You Destroy the US Rifle team.

Optional Rule

Decide at the start of the Campaign if you will use this rule.

Flank Attacks

After a German or Allied Unit inflicts 1 or more hits on its target at range 0 or 1, roll a die before rolling for the target's Defense.

At Range 1, the attacker inflicts a Flank attack on a roll of 8 or higher.

At Range 0, the attacker inflicts a Flank attack on a roll of 6 or higher.

If a target suffers a Flank attack, reduce its Defense by 1 when you roll for its Defense.

TIGER LEADER

Sheet 1 of 2 (Front Side)

1 A	2 A	3 A	4 A	5 A	6 A	7 A	8 A
9 A	10 A	11 A	12 A	1 C	2 C	3 C	4 C
3 A	2 A	1 A	1 A	4	4	2 C	4

5 C	6 C	1 S	2 S	3 S	4 S	5 S	6 S
019	022	023	971	030	035	042	053
019	022	023	971	030	035	042	053

057	062	068	111	112	1005	Scout	1	121
122	1003	1004	151	152	153	154	1	121
122	1003	1004	151	152	153	154	1	121

222	223	224	351	352	353	354	391
392	393	394	441	442	443	444	471
392	393	394	441	442	443	444	471

472	473	474	521	522	523	591	592
601	602	603	604	721	722	731	732
601	602	603	604	721	722	731	732

741	742	751	752	753	Truck	Truck	962
741	742	751	752	753	Truck	Truck	962
741	742	751	752	753	Truck	Truck	962

961	901	902	903	904	911	912	1001
921	922	931	932	Scout	1	1002	1011
921	922	931	932	Scout	1	1002	1011

Rifle	Rifle	Rifle	Rifle	Rifle	Rifle	Rifle	Rifle
1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1

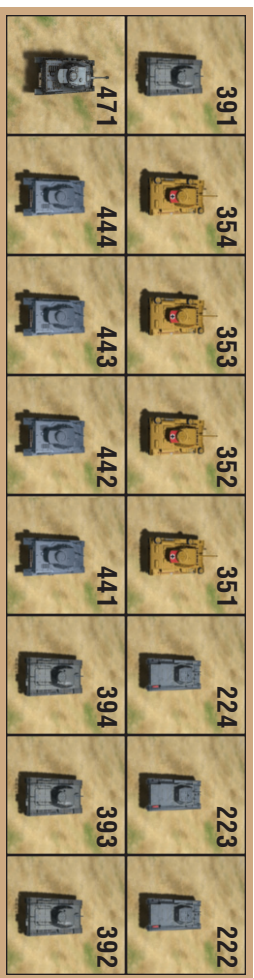
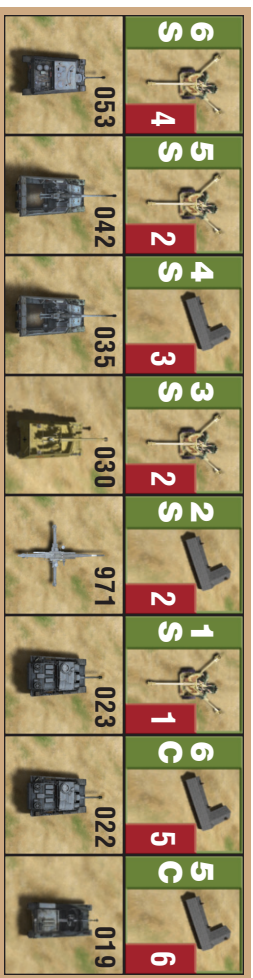
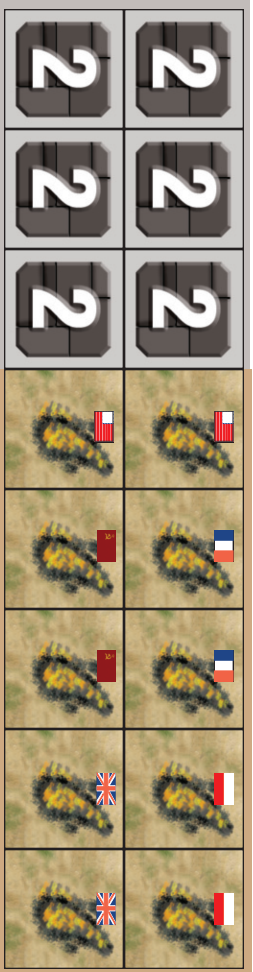
Tank	Tank	Tank	Tank	Tank	Tank	Tank	Tank
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3

I. Gun	Mortar	I. Gun	Mortar	Truck	Half	Truck	Half	Truck	Half	Truck	Half	A. Car	I. Gun	A. Car	I. Gun	
2	2	2	2	1	2	1	2	1	2	1	2	1	2	1	2	2
2	2	2	2	1	2	1	2	1	2	1	2	1	2	1	2	2

Tank	Tank	Tank	Tank	Tank	Tank	Tank	Bldg	Bldg
3	3	3	3	3	3	3	4	4
3	3	3	3	3	3	3	4	4

Mortar	Mortar	Half	Half	Half	Half	I. Gun	I. Gun
2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2

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TIGER LEADER

Sheet 2 of 2 (Front Side)

Tank 3	I. Gun 2	Tank 3	I. Gun 2	Tank 3	Truck 1	Tank 3	Truck 1	Tank 3	Truck 1	Tank 3	Truck 1	Bldg 4	A. Car 1	Bldg 4	A. Car 1	
3	5	3	7	3	4	3	2	3	4	3	2	4	2	3	2	4
2	1	2	1	2	1	2	1	2	1	2	1	3	5	2	3	

Mortar 2	Rifle 1	Mortar 2	Rifle 1	Half 2	Rifle 1	Half 2	AT 2	Half 2	AT 2	Half 2	AT 2	I. Gun 2	MG 2	I. Gun 2	MG 2
7	5	7	3	1	5	1	7	1	5	1	7	4	3	1	3
6	1	6	1	5	1	5	1	5	1	5	1	4	2	4	3

Tank 3	I. Gun 2	Tank 3	I. Gun 2	Tank 3	Truck 1	Tank 3	Truck 1	Tank 3	Truck 1	Tank 3	Truck 1	Bldg 4	A. Car 1	Bldg 4	A. Car 1
2	4	2	3	2	3	2	3	2	3	2	3	5	2	3	5
2	6	2	3	2	1	2	1	2	1	2	1	3	7	2	7

Mortar 2	Rifle 1	Mortar 2	Rifle 1	Half 2	Rifle 1	Half 2	AT 2	Half 2	AT 2	Half 2	AT 2	I. Gun 2	MG 2	I. Gun 2	MG 2
7	5	7	3	1	5	1	7	1	5	1	7	4	3	1	3
6	1	6	1	5	1	5	1	5	1	5	1	4	2	4	3

Tank 3	I. Gun 2	Tank 3	I. Gun 2	Tank 3	Truck 1	Tank 3	Truck 1	Tank 3	Truck 1	Tank 3	Truck 1	Bldg 4	A. Car 1	Bldg 4	A. Car 1
2	4	2	3	2	3	2	3	2	3	2	3	5	2	3	5
2	6	2	3	2	1	2	1	2	1	2	1	3	7	2	7

Rifle 1	Rifle 1	Rifle 1	Rifle 1	Rifle 1	AT 2	Rifle 1	AT 2	Rifle 1	AT 2	Rifle 1	AT 2	MG 2	MG 2	Rifle 1	AT 2
80	80	80	80	80	1	80	1	80	1	80	1	2	2	80	1
4	4	4	4	4	7	4	7	4	7	4	7	1	2	4	2

I. Gun 2	Mortar 2	I. Gun 2	Mortar 2	Truck 1	Half 2	Truck 1	Half 2	Truck 1	Half 2	Truck 1	Half 2	A. Car 1	I. Gun 2	A. Car 1	I. Gun 2
3	7	3	4	1	5	1	5	1	5	1	5	7	3	7	3
5	1	5	1	1	1	1	1	1	1	1	1	2	5	2	5

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	3	1	3	1	3	1	3	1	3	1	3	1	5	1	5
1	3	1	3	1	3	1	3	1	3	1	3	1	5	1	5

1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress
Cmdr Wnd	Cmdr Wnd	Hull	Glancing	Glancing	Glancing	Glancing	Glancing	Glancing	Glancing	Glancing	Glancing	Glancing	Glancing	Glancing	Cmdr Wnd

Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed
Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull	Hull
Cmdr KIA	Cmdr KIA	Cmdr KIA	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress	Destroyed 2 Stress

Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress	Suspension 1 Stress
Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun	Gun
Destroyed 2 Stress	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion	Explosion

MG	MG	No Effect	No Effect	Suspension 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress	Engine 1 Stress
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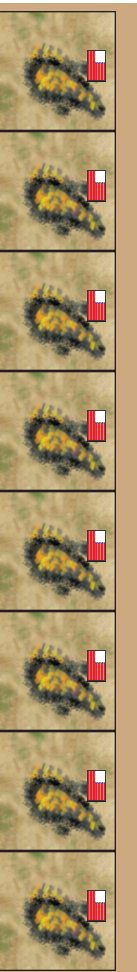


1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	1 Stress	Exposed	Exposed
Exposed	Immobile (T)	Suppr (T)	Exposed	Casualty	Casualty	Casualty	Casualty

Casualty	Casualty	Casualty	Casualty	Casualty	No Effect	No Effect	No Effect	No Effect	No Effect	Cmndr Wnd	Cmndr Wnd	No Effect	No Effect
No Effect	No Effect	No Effect	No Effect	Cmndr Wnd	Cmndr Wnd	Cmndr Wnd	Cmndr Wnd	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)

Suppr (T)	Suppr (T)	Suppr (T)	Suppr (T)	Suppr (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)	Immobile (T)
Immobile (T)	Immobile (T)	Immobile (T)	Mowed Down	Cmndr Wnd	Immobile (T)	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed	Exposed

Exposed	Exposed	Exposed	Exposed	Exposed	Cmndr KIA	Cmndr KIA	Mowed Down
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:29 PM Page 72

PANZER JÄGER I
1940-45

019

8



ARMOR

-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 5 HE ATK: 6 RANGE: 1-2	DEFENSE 1
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:29 PM Page 72

STUG III LONG
1941-45

022

11



ARMOR

-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 5 HE ATK: 6 RANGE: 1-3	DEFENSE 2
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:29 PM Page 72

MARDER II
1942-45

030

10



ARMOR

-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 5 HE ATK: 6 RANGE: 1-3	DEFENSE 1
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:29 PM Page 81

NASHORN
1943-45

035

13



ARMOR

-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 3 HE ATK: 5 RANGE: 1-3	DEFENSE 1
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:29 PM Page 81

ELEFANT
1943-45

042

12



ARMOR

LARGE
-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 3 HE ATK: 5 RANGE: 1-3	DEFENSE 4
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:29 PM Page 81

JAGDPANZER IV
1944-45

053

12



ARMOR

-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 4 HE ATK: 6 RANGE: 1-3	DEFENSE 2
-------------------	---	---------------------

liger leader cards (front)_PL cards.qxd 8/17/2015 12:30 PM Page 83

HETZER
1944-45

057

11



ARMOR

-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 5 HE ATK: 6 RANGE: 1-3	DEFENSE 2
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:30 PM Page 84

JAGDPANTHER
1944-45

062

12



ARMOR

LARGE
-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 3 HE ATK: 5 RANGE: 1-3	DEFENSE 3
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liger leader cards (front)_PL cards.qxd 8/17/2015 12:30 PM Page 85

JAGDTIGER
1944-45

068

12



ARMOR

LARGE
-2 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 3 HE ATK: 4 RANGE: 1-3	DEFENSE 4
-------------------	---	---------------------

PANZER 38(T)
1939-42

III

5



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: 5 HE ATK: 6 RANGE: 0-2	

PANZER 38(T)
1939-42

II2

5



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: 5 HE ATK: 6 RANGE: 0-2	

PANZER 35(T)
1939-42

II2I

7



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: 7 HE ATK: 7 RANGE: 0-2	

PANZER 35(T)
1939-42

II22

7



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: 7 HE ATK: 7 RANGE: 0-2	

PANZER I
1939-41

II5I

2



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: - HE ATK: 6 RANGE: 0-1	

PANZER I
1939-41

II52

2



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: - HE ATK: 6 RANGE: 0-1	

PANZER I
1939-41

II53

2



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: - HE ATK: 6 RANGE: 0-1	

PANZER I
1939-41

II54

2



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: - HE ATK: 6 RANGE: 0-1	

PANZER II
1939-44

II22I

5



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
	AP ATK: 8 HE ATK: 6 RANGE: 0-1	

PANZER II
1939-44

222

5

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 8 HE ATK: 6 RANGE: 0-1	1

PANZER II
1939-44

223

5

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 8 HE ATK: 6 RANGE: 0-1	1

PANZER II
1939-44

224

5

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 8 HE ATK: 6 RANGE: 0-1	1

PANZER III
LONG
1942-45

351

II

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 6 HE ATK: 7 RANGE: 0-3	2

PANZER III
LONG
1942-45

352

II

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 6 HE ATK: 7 RANGE: 0-3	2

PANZER III
LONG
1942-45

353

II

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 6 HE ATK: 7 RANGE: 0-3	2

PANZER III
LONG
1942-45

354

II

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 6 HE ATK: 7 RANGE: 0-3	2

PANZER III
SHORT
1939-42

391

7

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 7 HE ATK: 7 RANGE: 0-2	2

PANZER III
SHORT
1939-42

392

7

ARMOR



-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 7 HE ATK: 7 RANGE: 0-2	2

PANZER III
SHORT
1939-42

393

7



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 7	2
	HE ATK: 7	
	RANGE: 0-2	

PANZER III
SHORT
1939-42

394

7



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 7	2
	HE ATK: 7	
	RANGE: 0-2	

PANZER IV
SHORT
1939-41

441

8



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 8	2
	HE ATK: 5	
	RANGE: 0-2	

PANZER IV
SHORT
1939-41

442

8



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 8	2
	HE ATK: 5	
	RANGE: 0-2	

PANZER IV
SHORT
1939-41

443

8



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 8	2
	HE ATK: 5	
	RANGE: 0-2	

PANZER IV
SHORT
1939-41

444

8



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 8	2
	HE ATK: 5	
	RANGE: 0-2	

PANZER IV
LONG
1942-45

471

13



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 5	2
	HE ATK: 6	
	RANGE: 0-3	

PANZER IV
LONG
1942-45

472

13



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 5	2
	HE ATK: 6	
	RANGE: 0-3	

PANZER IV
LONG
1942-45

473

13



ARMOR

-I ATTACK WHEN MOVING

SPEED	ATTACK	DEFENSE
1	AP ATK: 5	2
	HE ATK: 6	
	RANGE: 0-3	

PANZER IV
LONG
1942-45

474

13

ARMOR



-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 5 HE ATK: 6 RANGE: 0-3	DEFENSE 2
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TIGER
1943-45

521

12

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 4 HE ATK: 5 RANGE: 0-3	DEFENSE 3
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TIGER
1943-45

522

12

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 4 HE ATK: 5 RANGE: 0-3	DEFENSE 3
-------------------	---	---------------------

TIGER
1943-45

523

12

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 4 HE ATK: 5 RANGE: 0-3	DEFENSE 3
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KING TIGER
1944-45

591

13

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 3 HE ATK: 5 RANGE: 0-3	DEFENSE 4
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KING TIGER
1944-45

592

13

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 3 HE ATK: 5 RANGE: 0-3	DEFENSE 4
-------------------	---	---------------------

PANTHER
1943-45

601

11

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 4 HE ATK: 6 RANGE: 0-3	DEFENSE 3
-------------------	---	---------------------

PANTHER
1943-45

602

11

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 4 HE ATK: 6 RANGE: 0-3	DEFENSE 3
-------------------	---	---------------------

PANTHER
1943-45

603

11

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1	ATTACK AP ATK: 4 HE ATK: 6 RANGE: 0-3	DEFENSE 3
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PANTHER
1943-45

604

ARMOR



LARGE
-1 ATTACK WHEN MOVING

SPEED 1 **ATTACK** AP ATK: 4 **DEFENSE** 3
HE ATK: 6
RANGE: 0-3

SD.KFZ. 222
1939-45

721

LIGHT ARMOR



-1 ATTACK WHEN MOVING
1 COMMAND TACTIC

SPEED 2 **ATTACK** AP ATK: 8 **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 222
1939-45

722

LIGHT ARMOR



-1 ATTACK WHEN MOVING
1 COMMAND TACTIC

SPEED 2 **ATTACK** AP ATK: 8 **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 231
1939-40

731

LIGHT ARMOR



-1 ATTACK WHEN MOVING
2 COMMAND TACTICS

SPEED 2 **ATTACK** AP ATK: 8 **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 231
1939-40

732

LIGHT ARMOR



-1 ATTACK WHEN MOVING
2 COMMAND TACTICS

SPEED 2 **ATTACK** AP ATK: 8 **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 232
1939-45

741

LIGHT ARMOR



-1 ATTACK WHEN MOVING
4 COMMAND TACTICS

SPEED 2 **ATTACK** AP ATK: 8 **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 232
1939-45

742

LIGHT ARMOR



-1 ATTACK WHEN MOVING
2 COMMAND TACTICS

SPEED 2 **ATTACK** AP ATK: 8 **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 251
1939-45

751

LIGHT ARMOR



TRANSPORT
-1 ATTACK WHEN MOVING

SPEED 2 **ATTACK** AP ATK: - **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 251
1939-45

752

LIGHT ARMOR



TRANSPORT
-1 ATTACK WHEN MOVING

SPEED 2 **ATTACK** AP ATK: - **DEFENSE** 1
HE ATK: 6
RANGE: 0-1

SD.KFZ. 25I
1939-45

753

4

LIGHT ARMOR

TRANSPORT
-1 ATTACK WHEN MOVING

SPEED 2

ATTACK
AP ATK: -
HE ATK: 6
RANGE: 0-1

DEFENSE 1

SD.KFZ. 25I
EXPERIENCED
1939-45

1011

5

LIGHT ARMOR

TRANSPORT
-1 ATTACK WHEN MOVING
1 TACTIC

SPEED 2

ATTACK
AP ATK: -
HE ATK: 5
RANGE: 0-1

DEFENSE 1

RIFLE TEAM
1939-45

901

2

INFANTRY

-2 ATTACK WHEN MOVING
CAN ONLY USE AP AT RO
1 STRESS IF MOVE & ATTACK

SPEED 1

ATTACK
AP ATK: 8
HE ATK: 7
RANGE: 0-1

DEFENSE 2

RIFLE TEAM
1939-45

902

2

INFANTRY

-2 ATTACK WHEN MOVING
CAN ONLY USE AP AT RO
1 STRESS IF MOVE & ATTACK

SPEED 1

ATTACK
AP ATK: 8
HE ATK: 7
RANGE: 0-1

DEFENSE 2

RIFLE TEAM
1939-45

903

2

INFANTRY

-2 ATTACK WHEN MOVING
CAN ONLY USE AP AT RO
1 STRESS IF MOVE & ATTACK

SPEED 1

ATTACK
AP ATK: 8
HE ATK: 7
RANGE: 0-1

DEFENSE 2

RIFLE TEAM
1939-45

904

2

INFANTRY

-2 ATTACK WHEN MOVING
CAN ONLY USE AP AT RO
1 STRESS IF MOVE & ATTACK

SPEED 1

ATTACK
AP ATK: 8
HE ATK: 7
RANGE: 0-1

DEFENSE 2

ANTI-TANK TEAM
1939-45

911

3

INFANTRY

-2 ATTACK WHEN MOVING
2 STRESS IF MOVE & ATTACK

SPEED 1

ATTACK
AP ATK: 6
HE ATK: 8
RANGE: 0-1

DEFENSE 2

ANTI-TANK TEAM
1939-45

912

3

INFANTRY

-2 ATTACK WHEN MOVING
2 STRESS IF MOVE & ATTACK

SPEED 1

ATTACK
AP ATK: 6
HE ATK: 8
RANGE: 0-1

DEFENSE 2

MACHINE GUN
TEAM
1939-45

921

1

INFANTRY

-2 ATTACK WHEN MOVING
2 STRESS IF MOVE & ATTACK

SPEED 1

ATTACK
AP ATK: -
HE ATK: 6
RANGE: 0-1

DEFENSE 2

MACHINE GUN TEAM
1939-45

922

INFANTRY



-2 ATTACK WHEN MOVING
2 STRESS IF MOVE & ATTACK

SPEED 1	ATTACK AP ATK: - HE ATK: 6 RANGE: 0-1	DEFENSE 2
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MORTAR TEAM
1939-45

931

INFANTRY



CANNOT MOVE & ATTACK

SPEED 1	ATTACK AP ATK: 8 HE ATK: 7 RANGE: 1-3	DEFENSE 1
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MORTAR TEAM
1939-45

932

INFANTRY



CANNOT MOVE & ATTACK

SPEED 1	ATTACK AP ATK: 8 HE ATK: 7 RANGE: 1-3	DEFENSE 1
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RIFLE TEAM (EXPERIENCED)
1939-45

1001

INFANTRY



-2 ATTACK WHEN MOVING
CAN ONLY USE AP AT RO
1 STRESS IF MOVE & ATTACK
1 TACTIC

SPEED 1	ATTACK AP ATK: 7 HE ATK: 5 RANGE: 0-1	DEFENSE 3
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RIFLE TEAM (EXPERIENCED)
1939-45

1002

INFANTRY



-2 ATTACK WHEN MOVING
CAN ONLY USE AP AT RO
1 STRESS IF MOVE & ATTACK
1 TACTIC

SPEED 1	ATTACK AP ATK: 7 HE ATK: 5 RANGE: 0-1	DEFENSE 3
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ANTI-TANK TEAM (EXPERIENCED)
1939-45

1003

INFANTRY



-2 ATTACK WHEN MOVING
2 STRESS IF MOVE & ATTACK
1 TACTIC

SPEED 1	ATTACK AP ATK: 4 HE ATK: 7 RANGE: 0-1	DEFENSE 3
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MACHINE GUN TEAM (EXP)
1939-45

1004

INFANTRY



-2 ATTACK WHEN MOVING
2 STRESS IF MOVE & ATTACK
1 TACTIC

SPEED 1	ATTACK AP ATK: - HE ATK: 4 RANGE: 0-1	DEFENSE 3
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MORTAR TEAM (EXPERIENCED)
1939-45

1005

INFANTRY



CANNOT MOVE & ATTACK
1 TACTIC

SPEED 1	ATTACK AP ATK: 7 HE ATK: 5 RANGE: 1-3	DEFENSE 2
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FIELD GUN
1939-45

961

ARTILLERY



CANNOT MOVE & ATTACK

SPEED 1	ATTACK AP ATK: 6 HE ATK: 6 RANGE: 1-3	DEFENSE 1
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FIELD GUN
1939-45

962

7

ARTILLERY



CANNOT MOVE & ATTACK

SPEED	ATTACK	DEFENSE
	AP ATK: 6 HE ATK: 6 RANGE: 1-3	

FIELD GUN
88MM
1940-45

971

10

ARTILLERY



CANNOT MOVE & ATTACK

SPEED	ATTACK	DEFENSE
	AP ATK: 4 HE ATK: 5 RANGE: 1-3	