

# TIGER LEADER

The World War II Ground Combat Solitaire Strategy Game



Introduction .....1

## • Introduction

You are the commander of a Panzer Kampfgruppe. Your group can fight its way through any of World War II's greatest campaigns, starting with the Invasion of Poland in 1939, and carrying through France, North Africa, Russia, Italy, and D-Day!

Each of your Campaigns involve both operational and tactical decisions. At the start of a Campaign, you select the Units and Commanders to make up your Command. During each Week of the Campaign, you decide which Allied Battalions to attack, and your forces to allocate to each. You then get to resolve each battle using the tactical battlefield.

Each of your Commanders gains Experience with every battle, but they also gain Stress. You must decide how hard to push your men if you are to complete your Objective and complete the Campaign.

## • Sequence of Play

This rulebook is organized according to this Sequence of Play.

### **Campaign Set-Up**

Select Campaign Card  
Select Objective Card  
Draw Battalion Cards  
Buy Units  
Select Commanders

### **Start of Week**

Special Condition Card  
Assign Units

### **Pre-Combat**

Event Card  
Place Turn Counter  
Place Terrain Tiles  
Place Friendly Units  
Place Enemy Units

### **Combat**

Fast Move and Attack  
Roll for Enemy Movement  
Enemy Actions  
Slow Move and Attack  
Advance Turn Counter

### **Post-Combat**

Event Card  
Battalion Status  
Record Commander Stress  
Record Commander Experience Points

### **End of Week**

Move Battalions  
On Leave  
Adjust Special Option Points  
Repair/Replace  
Priority R&R

### **End of Campaign**

Campaign Outcome

## • Campaign Set-Up

### Tactical Display Sheet

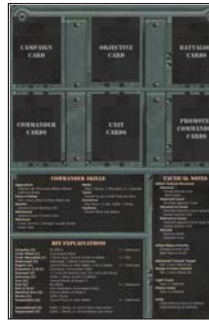


Place the Tactical Display Sheet on the table in front of you. Use this Display to resolve the Combat steps of each Battle.

This sheet contains the Battlefield, Sequence of Play, Battle Turn track, Operational

Map, Enemy Tactical Movement chart, and areas to place some of your cards.

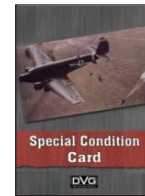
### Head Quarters Sheet



Place the Head Quarters Sheet next to the Tactical Display Sheet. This sheet has helpful reference charts and general information you will need to play the game as well as areas to place some of your cards.

### Cards

Separate the cards by type: Unit cards, Commander cards, Campaign cards, Objective cards, Battalion cards, Event cards, and Special Condition cards.





Form a Special Condition Deck, and an Event Deck. Shuffle each of the two decks, and place them face down in the labeled areas on the Tactical Display Sheet.

When you need to draw a card and no cards remain in a deck, shuffle the discards to form a new deck.



Separate the three types of Battalion cards, and form three decks of: Assault, Supply, and Command cards. Each type of

Battalion card has its type noted on its card back.



Do not form decks for Campaign cards, Objective cards, Unit cards, and Commander cards. You select cards from each type, at the beginning of a Campaign.

### Counters



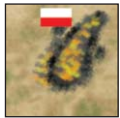
Stress - Used to record the Stress your Commanders suffer during a Campaign.



Tactics - Used to record the number of Tactics uses your Commanders and Units have in a Battle.



Enemy Unit - The Flag indicates the Unit's country. The backside shows the Unit when it is Destroyed.



German Unit - With Numbers indicating Unit numbers.



Scout - Used to increase Battle Turns.



Truck - Used to reduce the cost of attacking enemy Battalions deep in enemy territory.

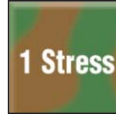


Enemy Battalion - Full and Half Strength. Used to show the Battalion's position on the Operational Map.



### Damage Counters

Gather the Vehicle/Infantry Damage Counters and put them in an opaque cup. The Damage counters are two-sided.



The camouflaged side is for Damage inflicted on your Infantry.



The gray side is for Damage inflicted on your Vehicles.

### Player Log



The information you record on the Player Log determines Commander Promotion, and shows Special Option Point expenditures, Combat Unit Status, and Victory Points earned. Photocopy this sheet or download it from [www.dvg.com](http://www.dvg.com).

### The Die

Whenever a die roll is called for in the game, roll a ten-sided die (1d10). This will generate random numbers from 1 to 10. Some dice have numbers ranging from 1 to 10, others range from 0 to 9. Treat the die's "0" face as being a "10".

### End of a Campaign

The Campaign ends when you complete the last Week of your Campaign, or when you must pay a Special Option Point and cannot do so, or when you achieve a Great result.

### Select Campaign Card



Choose the Campaign card you would like to use and place it on the Head Quarters Sheet.

We recommend starting with the Poland 1939 Introductory Campaign for your first Campaign.

The parts of a Campaign card are as follows:



### 1 - Campaign Name and Enemy Force

*Example: In the Poland 1939 Campaign, you will fight against the Polish forces.*

### 2 - Year of the Campaign

You may only choose German Units whose years of service include this year.

### 3 - Difficulty Level

The difficulty Levels from easiest to hardest are: Introductory, Standard, Advanced, and Expert.

### 4 - Special Option Points

This number modifies the number of SO (Special Option) points you get at the start of the Campaign, from your Objective card.

### 5 - Terrain



Each Campaign card lists the Terrain type used during its Campaign: Desert, European, or Winter.



The 8 Terrain tiles with the brown triangles are used in Desert Campaigns.



The 8 Terrain tiles with the green triangles are used in European Campaigns.

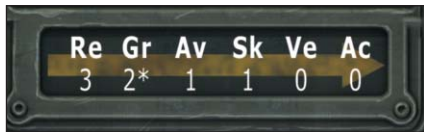


The 8 Terrain tiles with the gray triangles are used in the Winter Campaigns.

### 6 - Special Notes

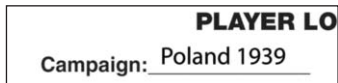
Each Campaign has Special Notes that modify the Campaign.

### 7 - Commander Skill Levels



Each Campaign shows your starting Commander Skill levels. You get one Commander for each

Unit you purchase. From lowest to highest the Commander Skill Levels are: Recruit, Green, Average, Skilled, Veteran, and Ace.



Record the name of your Campaign card on the Player Log.

## Select Objective Card



Choose the Objective card you would like to use and place it on the Head Quarters Sheet. We recommend using the For the Reich! Objective for your first Campaign.

These cards show information specific to your chosen type of Objective.



The parts of an Objective card are as follows:

### 1 - Objective Name

### 2 - Starting SO Points

Each Objective card specifies the number of Special Option points (SO points) you have at the beginning of the Campaign.

This number is modified by the SO points information on your Campaign card.

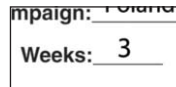
*Example: When playing the For The Reich! Objective (40 SO), in the US Italy 1943 Campaign (+19 SO). You get 59 SO points at the start of the Campaign.*

You purchase Units with your Special Option points. SO points may also be expended during Special Conditions and Events.

Record your starting SO points on the Player Log.

### 3 - Weeks

You have the designated number of Weeks to complete the Campaign.



Record the number of Weeks on the Player Log. You'll also record each Week's activities on the Player Log.

### 4 - Weekly SO Points

At the end of each Campaign Week, you gain this number of SO points. Record this number on the Player Log Sheet.

### 5 - Battalion Point Value

This number shows the total value of Battalion Victory Points you randomly draw at the start of the Campaign.

### 6 - Special Notes

Each Objective card has specific rules that modify your Campaign.

### 7 - Evaluation

Destroy 3 Battalions. Gain 5 SO Points when you Destroy a total of 4 Battalions.	
VP	Evaluation
17+	Great
13-16	Good
9-12	Adequate
7-8	Poor
6-	Dismal

The Victory Point chart shows how well you are doing in the Campaign. You score Victory Points (VPs) when you Destroy enemy Battalions. As you play the Campaign, compare the number of Victory Points you have earned to the Evaluation Chart on the Objective card.

Objective: For The Reich

Record the Name of your Objective card on the Player Log.

## Draw Battalion Cards



Battalion cards represent the enemy formations present in your vicinity.

The parts of a Battalion card are as follows:

### 1 - Battalion Name

### 2 - Enemy Units

Lists the quantity and types of Enemy Units present in the Battalion. You will fight these Units on the Battlefield area of the Tactical Display Sheet.

*Example: If you were fighting the Mixed Combat Force, you would encounter the 12 enemy counters listed on the Battalion card.*

### 3 - Battalion Designation

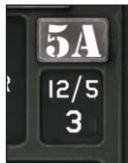


A - Assault Battalions: These Battalions advance quickly on the Operational and Tactical maps.

S - Supply Battalions: These Battalions usually add or subtract from your SO points.

C - Command Battalions: These Battalions have Special Notes that affect other Battalions.

### 4 - Half / Destroyed Values



Each Battalion card has a set of numbers. The Battalion is reduced to Half if the value of Enemy Units remaining on the Battlefield is reduced to the first number. The Battalion is Destroyed if the value of Enemy Units remaining on the Battlefield is reduced to the second number or lower.



Each Enemy Unit counter has a Point value in its top-left corner.

*Example: This Bldg Counter is worth 4 points.*



*Example: If, at the end of the Battle there are 15 or more points of Enemy Unit counters remaining on the Battlefield, the Battalion is still at full strength. If that number is from 14 to 6 points, the Battalion is reduced to Half strength. If there are 5 or fewer points remaining, the Battalion has been Destroyed.*

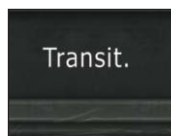
## 5- Battalion Point Value

This number shows the Battalion's point value. You use this number when drawing Battalion cards for a Campaign, and you earn this number of Victory Points (VPs) by Destroying the Battalion card.

## 6 - Placement and Special Notes



The Battalion card designates which Operational Map Range Band it starts in.



*Example: A Battalion card has the Transit trait. Place its Battalion counter in the Transit Range Band on the Tactical Display Sheet.*

Any Special Conditions specific to this Battalion card are also noted here. Unless the note specifies otherwise, Special Notes only affect this Battalion card.

**+1 or +2 on Tactical Move rolls:** Add the indicated number to the Battalion's Tactical Movement die rolls during Battle.

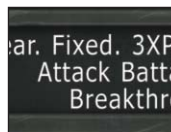
**XP:** When you Destroy the Battalion, add the indicated number of Experience Points to the XP gained by each Commander participating in the Battle.

	XP's Gained	Cool	XP
1	//-	-1	1
2	//	0	2

Ignore the Special Note text on a Battalion card that has been reduced to Half. Exception, some Battalion cards have Special Note text printed in yellow. Yellow text still applies when the Battalion has been reduced to Half.

*Example: The "1XP" is in yellow. You still gain 1 extra XP when you Destroy the Battalion, even if has been reduced to Half in the past.*

## Fixed Battalions



If a Battalion card has the "Fixed" Special Note, the Battalion does not move during the Move Enemy Battalions phase. Fixed Battalions have a Building graphic on their counters. Fixed Battalions remain Fixed and never move.

## Determine and Place Battalions



Draw cards from the 3 Battalion decks in the following order: Assault, Assault, Supply, Command.

Draw one card from the Assault deck, then another card from the Assault deck, then one card from the Supply deck, and finally one card from the Command deck. Repeat the cycle as needed.



Once you draw a Battalion card and its Battalion point value brings the total equal to, or in excess of, the Objective card's Battalion point value, stop drawing Battalion cards. The Battalion cards drawn, including the last card drawn, are part of your Campaign.



*Example: You are playing the Cut-Off Objective which has 23 Battalion points. You draw Battalion 5A worth 3 points, 8A worth 4 points, 5S worth 2 points, 6C worth 5, 1A worth 5, 7A worth 3, and 2S worth 2. You have now drawn 24 points of Battalions, so you stop drawing. You will fight these 7 Battalions.*

Set aside the remaining Battalion cards. You will not use them during the Campaign.



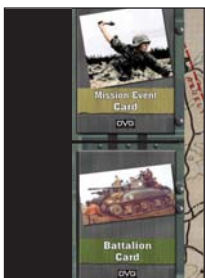
The designation on the Battalion card corresponds to a Battalion Counter.

Find the counter for each Battalion appearing in your Campaign. For easy reference, the Victory Point value is printed on each counter.

Place the Battalion Counters on the Tactical Display Sheet's Operational

Map. Each Battalion card designates where on the Operational Map the counter is placed. The Battalion counters are placed with their Full side facing up.

*Example: The 1S Supply Convoy is placed in the Breakthrough band on the Operational Map.*



Place the Battalion cards on the Head Quarters Sheet in the Battalion cards area.

## Buy Units



Select the Unit cards you would like to have under your command. You can only select Units that have a Service life that includes the Year of your Campaign.

Be sure and save a few SO points to purchase Trucks, Scouts, and still have a couple SO's to spend once the Campaign starts.



*Example: The British North Africa Campaign takes place in 1941. All Units purchased for this Campaign must have a Service life including 1941. The STUG*

*III Long has a Service life of 1941-45, so it can be purchased for this Campaign.*



The parts of a Unit card are as follows:

### 1 - Unit Name

### 2 - Service Life

The years this Unit was in service.

### 3 - Unit Number

This number is also found on a Unit counter. The Unit card is placed in front of you on the table, and the Unit counter will be placed on the Terrain



tiles during Combat.

### 4 - Special Option Points

Spend this number of SO points to purchase this Unit.

### 5 - Unit Type

Units have the following types: Armor, Unarmored, Artillery, and Infantry.

### 6 - Special Notes

Any Special Notes pertaining to this Unit are noted in this area.

**+1, +2, or +3 Attack vs. Infantry:** Add the noted modifier to the Unit's Attack rolls when attacking Enemy Infantry Units.

**+1 or +2 Attack vs. Vehicles:** Add the noted modifier to the Unit's Attack rolls when attacking Enemy Vehicle Units.

**+1 Die When Stationary:** If the Unit does not Move during the Battle turn, it gets to roll 1 extra Attack die.

**No Die Bonus For Advancing:** The Unit does not get to roll an extra die for Advancing.

**Large:** Each time you assign this Unit to a Battle, you must pay 1 SO point during the Repair/Replace step. If

you do not pay the SO point, Destroy the Unit and remove the Commander who was commanding the Unit from the Campaign.

**Transport:** This Unit can move 1 Infantry Unit and/or 1 Artillery Unit when it moves.

**Tactic:** The Unit starts each Battle with the noted number of Tactic counters.

**Command Tactic:** The Unit starts each Battle with the noted number of Tactic counters and can use them as Command Tactics.

### 7 - Speed

The maximum number of hexes this Unit can move during its turn.

### 8 - Attack

You must roll this number or higher on any of your Attack dice to Destroy an Enemy Unit.

### 9 - Range

This Unit can attack enemy forces in any hex within its attack range. Some Units cannot Attack at Range 0 (their own hex).

*Example: The STUG III has an Attack Range of 1-3. It cannot Attack at Range 0.*

### 10 - Defense

Subtract this number from all enemy attacks rolled against this Unit.

*Example: The STUG III has a Defense of 1. An Enemy Unit rolls two Attacks against it, rolling a 7 and 4. The STUG's Defense subtracts 1, reducing the rolls to a 6 and 3.*

Initial SO Points:	40
Unit SO Purchases: -	36

Record on the Player Log the SO points you spend on Units.

Find the Unit Counters that have the same Unit numbers as the Unit cards you selected. Place the Unit counters near the Tactical Display Sheet.



Place the Unit cards on the Head Quarters Sheet.

We suggest a balanced selection of Units.

For example:  
2 or 3 Armor,  
1 or 2

Unarmored, 2 or 3 Infantry, and 0 or 1 Artillery. Also, be sure and leave a few points unspent, to purchase Support forces, Promote your Commanders, or save them for future uses.

## Select Commanders



You automatically get one Commander for each Unit you purchased. You cannot select extra Commanders.

The Campaign card shows the number of Commanders you receive at each Skill Level. You must select Commanders in order of Skill level from lowest to highest: first Recruit, then Green, Average, Skilled, Veteran, and finally Ace.



Once you have selected the specified number of Recruit Commanders, you then select the specified number of Green

Commanders, and so on.

If you select more Commanders than are listed, all additional Commanders have the Skill level noted with the asterisk.



*Example: You are playing the Poland 1939 Campaign. You purchased 9 Units. You must choose exactly 9 Commanders. According to*

*the Campaign card, the first 3 Commanders are Recruits, the next 2 are Green, the next is Average, and the next Commander is Skilled. After gaining the 7 Commanders with the Skill levels found on the Campaign card, the 2 final Commanders are Green.*

*If you had purchased only 6 Units, you would receive 3 Recruit, 2 Green, and 1 Average Commander.*

Each Commander card has two sides that show different Experience Levels. Each Commander's Name has 3 cards with a total of 6 Skill Levels.



A Commander can only Command the type of Unit listed on his card.

*Example: If you purchased 2 Armor Units, 1 Unarmored Unit, 3 Infantry Units, and 1 Artillery Unit, you must select 2 Armor Commanders, 1 Unarmored Commander, 3 Infantry Commanders, and 1 Artillery Commander.*

Commanders are not permanently assigned to a specific Unit. They can Command any Unit of that type.

Select the Commander cards you would like to have in your command. You may not choose more than one card with the same Commander's Name.



The parts of a Commander's card are as follows:

### 1 - Commander's Name

### 2 - Unit Type

A Commander can only Command Units of the Type listed on his card.

### 3 - Skill Rating

In order from lowest to highest, the Skill Levels are: Recruit, Green, Average, Skilled, Veteran, and Ace.

### 4 - XP (Experience Points)

The number of Experience Points the Commander must earn to be Promoted to his next higher Skill Level.

### 5 - Cool

Cool removes Stress from the Commander after a Battle. A Cool of "-1" actually adds 1 point of Stress to a Commander who participated in a Battle.

### 6 - Stress

Commanders suffer Stress just for participating in a Battle. Commanders can suffer additional Stress when attacked during a Battle.

STRESS	STATUS	SPEED	0	1+
0-9	OKAY	FAST	+2	+2
10-18	SHAKEN	SLOW	+0	+0

If a Commander's Stress falls into the "Okay" range, he uses his "Okay" Skill Values.

*Example: The Okay Stress range on the sample card is 0 to 9.*

Commanders exceeding the Okay range become Shaken, causing him to use his lower Skill values.

*Example: The Shaken Stress range on the sample card is 10 to 18.*

Commanders exceeding the Shaken Range become Unfit.

*Example: The Unfit range on the sample card is 19 and above.*

### 7 - Status

Okay, Shaken, or Unfit. This is based on the Commander's current Stress points.

### 8 - Speed

Fast or Slow. A Fast Commander Attacks before the Enemy Attacks each Battle Turn. A Slow Commander Attacks after the Enemy Attacks each Battle Turn.

### 9 - Attack Rating at Range 0, or Range 1+

Modifies the Commander's die rolls when attacking the enemy.

Use the Range 0 modifier when attacking Enemy Units in his same hex.

Use the Range 1+ modifier when attacking Enemy Units outside his hex.

## 10 - Special Notes

Any Special Notes pertaining to this Commander are noted in this area. Special Notes cannot be used when the Commander is Unfit.

**Medic:** At the start of the Repair/Replace step, each of your Medics can do one of the following: Freely remove a Wounded Commander counter, freely remove a Casualty Damage, or freely remove 2 Stress from one Commander.

**Mechanic:** At the start of the Repair/Replace step, each of your Mechanics can do one of the following: Freely remove 1 Vehicle Damage counter, or pay the Large SO point cost of 1 Large Vehicle.

**Cautious:** The Commander's Unit cannot Move (even if Moved by a Transport) and Attack in the same Battle Turn.

**Overdrive:** You can add 1 to the Speed of the Unit each time it is about to Move, but the Commander suffers 1 Stress.

**Spotter:** The Unit ignores blocking Line of Sight Terrain hexes.

**Marksman:** Enemy Units do not gain a Terrain Cover bonus when defending against this Unit's Attacks.

**Tactic:** Expend a Tactic counter for the Unit during either the Fast or Slow step when it is not scheduled to act. The Unit can now act during this step for this Battle Turn in addition to acting during its normal step.



*Example: Commander Gerver is a Fast Commander. He attacks during the Fast Move and Attack phase, then uses a Tactic counter to attack again during the Slow Move and Attack phase.*

**Command Tactic:** The same as Tactic, except the Unit can expend the Tactic for another Unit to use.

*Example: Commander Uwe uses a Command Tactic to allow (Slow) Commander Hans to attack during the Fast Move and Attack phase. Hans can also attack again during his normal Slow Move and Attack phase.*

**Close Combat:** Roll 1 extra die for the Unit when it performs Range 0 Attacks.

After selecting your Commanders, find their other Skill level cards, and place them in the Promoted Commander Cards area on the Head Quarters Sheet. You will need them when your Commanders get Promoted during the Campaign.

## Commander Promotion Priority

After selecting your Commanders, you may spend SO points to immediately Promote one or more of your Commanders to his next higher Skill Level.

When you Promote a Commander pay 3 SO points for each Skill Level improvement. You can Promote a Commander more than once.

Example: I choose to use Commander Promotion to increase Weber from Average to Skilled. I pay 3 SO points and use the Weber Skilled card in my Campaign.

Commanders	Promoted		Cool	3A
	Lvl	XPs		
Meyer	N	2	-1	
Dietrich	N	4	0	
Muller	N	3	-1	
Franz	G	6	0	
Haas	G	5	0	
Gerver	A	6	1	

Record the Commander Names, Skill Levels, XPs needed for Promotion, and Cool points on the Player Log.

Record the number of Commanders you have with the Medic or Mechanic Skills on the Player Log.

## Trucks and Scouts

You can also purchase support forces.

### Trucks



Each Truck counter costs 2 SO points. Each Week, each Truck assigned to an Enemy Battalion in the Breakthrough, Rear, or Transit Range Band subtracts 2 from your SO point cost to attack the

Battalion.

You can use each Truck once each Week.

You can assign multiple Trucks to a single Battalion.

You may also purchase Trucks during the Repair/Replace step each Week.

The counter mix does limit your purchases.

### Scouts



Each Scout Motorcycle counter costs 1 SO point. Each Scout assigned to an Enemy Battalion adds 1 Battle Turn to the Battle.

You can use each Scout once each Week.

You can assign multiple Scouts to a single Battalion.

You may also purchase Scouts during the Repair/Replace step each Week.

The counter mix does limit your purchases.

## Enemy Units

Gather the 36 Enemy Unit counters for your selected Campaign. Each Enemy Unit has its national flag on the top of its counter.



Poland



France



United Kingdom



Russia



United States

Place the Enemy Units to the side of the Tactical Display Sheet to use during the Combat steps.

## Set-Up Complete

Record on the Player Log the number of SO points you spent on Trucks, Scouts, and Promotions.

Start of Battle SO Points	2
+/- SO Points	

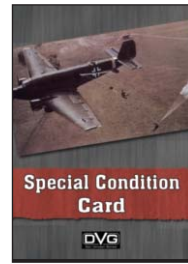
Write the number of remaining SO points in the SO points box of the first column.

This completes the Set-Up steps. You are now ready to start your Campaign.

## • Start of Week

Perform the following steps each Week of the Campaign.

### Special Condition Card



Draw a Special Condition card from the deck on the Tactical Display Sheet and follow the card's directions.

Unless the card text says otherwise, the Special Condition applies to all of the Battles fought during the Week, and takes effect immediately. Any costs must also be paid immediately.

### Assign Units

Each Week, you will need to attack 1 to 3 Enemy Battalions to do well in the Campaign. Compare the Victory Points you will earn by Destroying each Battalion to the Evaluation chart on the Objective card to get an idea of which Enemy Battalions you need to Destroy during the Campaign.

Choose which Battalions you will Attack during this Campaign Week. Then, select the Units and Commanders that will Attack each Battalion, and place their cards together for later use. Each Unit assigned to a Battle must have a Commander of the same Type.

Example: To attack a Battalion, I assign: My Panzer I (Commanded by Albert), Mortar Team (Ackermann), SD.KFZ.231 (Bach), Rifle Team (Eschbach), and Field Gun (Gerver).

You may not assign Unfit or Wounded Commanders to a Battle. You may not assign Vehicles with Engine or Suspension Damage to a Battle.

Cool	1	
	3A	
	-1	1

Select the Battalion you would like to fight first for the Week. Write the number of the Battalion you have chosen to Attack on the Player Log in the Battalion Target box. Place the Battalion card you have chosen to attack in the Battalion card box on the Tactical Display Sheet.

We suggest assigning roughly 7 points of Unit cards for each Victory Point a Battalion is worth for the Introductory Campaign. This increases to about 12 Unit points for each Battalion Victory Point in the more challenging Campaigns.

## On Leave

You may choose to leave some Commanders out of the Week's Battles. These Commanders are assumed to be On Leave and will regain 4 Stress points at the end of the Week.

## Operational Move Cost

If you assign Units to attack Enemy Battalions in their Transit, Rear, or Breakthrough Range Bands, you must immediately pay SO points.

**Transit:** If you attack a Battalion in the Transit area, you must pay 1 SO point when you assign Units.

**Rear:** If you attack a Battalion in the Rear area, you must pay 2 SO points when you assign Units.

**Breakthrough:** If you attack a Battalion in the Breakthrough area, you must pay 3 SO points when you assign Units.

In addition to the costs noted above, you must pay 1 extra SO point for each Battalion in the German Staging, German Transit, and Front Range Bands.

*Example: If you attack a Battalion in the Rear, you must pay 2 SO points. If there is 1 enemy Battalion in the German Transit Range Band and 1 enemy Battalion in the Front, the total cost is 4 SO points.*

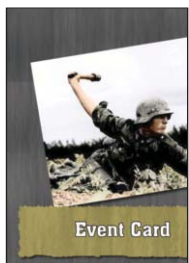
Remember to pay 2 fewer SO points for each Truck you assign to the Battalion.

Perform the Pre-Combat, Combat, and Post-Combat steps for each Battle before moving on to the next Battle.

## • Pre-Combat

Perform the following steps at the start of each Battle.

### Event Card



Draw an Event card, and apply the effects of the top section.

This represents the time when the Units are preparing for the battle until they reach the Battlefield.



**Pre-Combat Event**

**Post-Combat Event**

Unless an Event card states otherwise, Events only apply to the current Battle, and the Commanders and Units participating in that Battle. All effects and costs are immediate.

## Place Turn Counter



Each Battle lasts 5 Turns. Place the Turn Counter on the "1" Box on the Tactical Display Sheet's Time Track.

Place any Scouts you assigned to the Battle next to the Battle Turns track as a reminder of the extra

Turns you can use during the Battle.

## Terrain Tiles



Gather the 8 Terrain Tiles specified by your Campaign card. Each Battle, shuffle the 8 Terrain Tiles and randomly place 6 of them on the 6 Tile spaces on the Tactical Display sheet.

The remaining 2 tiles will not be used during the Battle.

The 6 Tiles form your Battlefield for the Battle.



Each Tile has an arrow. Place the Tiles on the Tactical Display Sheet with all arrows pointing toward the top edge of the Tactical Display Sheet.

Each Tile is divided into 4 hexes.



You will move your Units and the Enemy Units across the hexes during the Battles.

## Place Friendly Units

Gather the Unit cards and counters, as well as their Commanders, and place them next to the Tactical Display Sheet. Place your Unit counters in any hexes in the bottom row.



This graphic shows the 8 Enemy starting hexes at the top of the map, as well as the 4 German starting hexes at the bottom of the map.

## Place Enemy Units

The quantity and type of Enemy Units present are shown on the Battalion card, however their hex locations on the Battlefield are not known until you begin the battle.



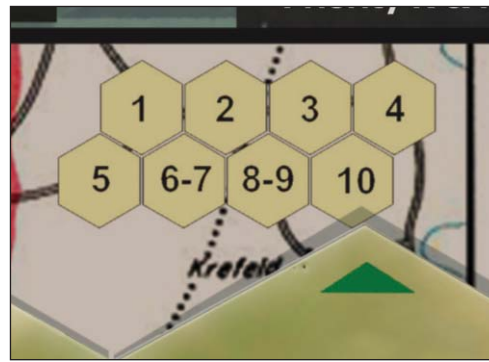
Each Battalion card shows the number and type of Enemy Units you engage during the Battle.

*Example: When engaging the Supply Convoy, you'll encounter 2 Armored Cars, 4 Trucks, 2*

*Machine Gun Teams, and 2 Rifle Teams.*



Gather the Enemy Unit counters for the Battle. Enemy Units have two sides, an Active side and a Destroyed side.



Roll a die for each Enemy Unit to determine its hex placement.

The Initial Enemy Placement Diagram represents the top 2 rows of the Battlefield.

Place the Enemy Unit counters on the Battlefield with their Active sides up.

*Example: I gather the 10 Enemy Units for the Supply Convoy and roll 10 dice. The first die roll is a 4, so I place the first Enemy Unit in the fourth hex. The second roll is a 7 so I place the second Enemy Unit in the 6th hex, as indicated on the Sheet. I continue rolling and placing until all the Enemy Units are placed.*



## Half Battalions



If a Battalion is at Half Strength due to a previous Battle, place only 1/2 of each Unit type listed on the Battalion card.

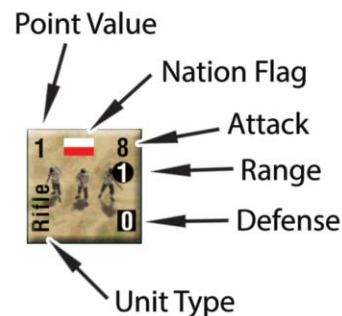


*Example: If the Mixed Combat Force was at Half Strength, I would only place: 1 Tank, 1 Anti-Tank Team, 1 Mortar Team, 1 Machine Gun Team, 1 Rifle Team, and 1 Half track.*

## Enemy Units

Each Enemy Unit Counter represents one vehicle, structure, or group of soldiers.

The specific values vary for each Allied Nation.



### Point Value:

The Battlefield value of the Unit.

### Attack:

This number indicates the die roll or higher the Enemy must roll to inflict a Hit.

### Range:

The maximum number of hexes the Unit can Attack. If the Unit has a Range value of 0, it can only Attack Units in its same Hex.

### Unit Type:

Identifies the Unit's Type.

### Defense:

Each Attack roll targeting a Unit will be modified by the Target's Defense value.

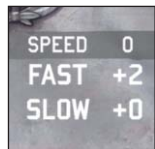


*Example: When Attacking a Polish Tank, I roll a die and subtract the Tank's Defense value of 1 from my roll.*

## • Combat

During each Battle Turn, resolve the following steps. Use the Turn Counter to keep track of the current Turn.

### Fast - Move and Attack



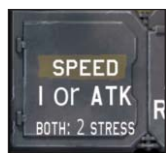
Commanders with a Speed rating of Fast, move and Attack before Enemy Actions each turn. Commanders with a Speed rating of Slow, move and Attack after the Enemy Actions each turn.

Resolve the movement and attack for each Fast Commander before moving on to the next Fast Commander. Once all Fast Commanders have acted, move on to the Enemy Actions step.

### Unit Movement

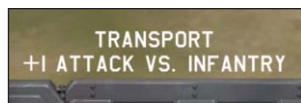


A Unit's Speed shows the maximum number of hexes it can move each Battle Turn. Moving into a hex counts as 1 movement of an Unit's Speed.



Infantry can either Move 1 hex or Attack. If the Commander of the Infantry Unit chooses to do both, he suffers the indicated Stress.

Artillery Units cannot Move and Attack during the same Battle Turn.



Units with the Transport ability can freely pick up and move an Infantry Unit, and/or Artillery in its same hex up to the Transport's

Speed. The Transporting Unit, and Units being Transported, must all start the turn in the same hex. The Transport can not drop off a Unit in a hex and keep moving.

A Transported Unit can not move before or after being

Transported, or be Transported again during the same turn.

*Example: A SD.KFZ. 251 is in the same hex as a Mortar Team. It can Move up to 2 Hexes. It can also freely pick up and move the Mortar Team up to 2 hexes.*

*Example: If the Mortar Team's Commander has the same Fast/Slow rating as the Half Track's Commander, it can Attack without taking Stress from Moving.*

Infantry and Artillery can still be Transported even though it has Attacked during the Battle Turn.

Infantry and Artillery can still Attack even though it has been Transported this Battle Turn.

### Retreating

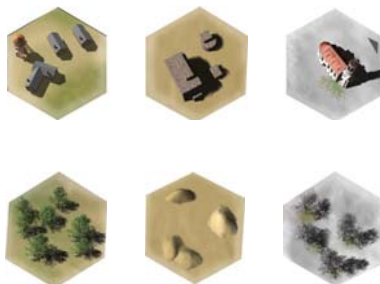
If you Move a Unit off the bottom edge of the Battlefield, the Unit Retreats out of the Battle. Place it off to the side until the end of the Battle. Retreated Units go through Post-Combat activities as normal.

If all your Units have been Destroyed or Retreated, end the Battle.

### Cover

Being in a Cover Hex adds to a Unit's Defense.

There are two types of Cover. Trees and foliage provide Light Cover. Buildings provide Heavy Cover.



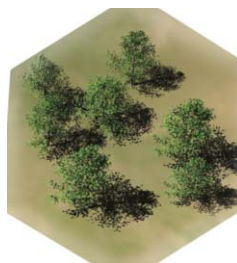
Heavy Cover

Light Cover

Light Cover adds 1 to a Unit's Defense.

Heavy Cover adds 2 to a Unit's Defense.

Cover does not apply to Attacks conducted at Range 0.



*Example: You are Attacking a Building located in Light Cover, from a range of 1. The Building has a Defense of 2. The Light Cover increases its Defense to 3. If you were in the Building's hex (Range 0), it would have a Defense of 2.*



One Hit Destroys an Enemy Unit counter. When you Destroy a Unit, flip the counter to its Destroyed side. Once Destroyed, a Unit no longer moves or attacks.

## Line of Sight

If there is more than one equally direct path, the Attacker chooses the path that will give it a Line of Sight to the target.

Any Light or Heavy Cover hex blocks Line of Sight. A Unit cannot Attack an Enemy Unit if there is a Cover hex between it and its target.

Trace the most direct path through the hexes separating the Attacker's hex from the target's hex.

If the path is blocked by a Cover hex at any point, the Attacker's Line of Sight is blocked.

## Unit Attacks

Perform the entire Movement for each Unit before conducting its Attack. You must declare the target of the Unit's Attack before rolling dice. The target you select must be both in range and not be blocked by intervening hexes with Light or Heavy Cover.



To Attack, roll the Unit's Attack Value or higher on a 10-sided die.

Roll an extra die if the Attacking Unit moved closer to its Target.

Roll an extra die if the Attacking Unit is at Range 0 (in the same hex as the Target).



Add or Subtract your Commander's Skill at that Range.



Subtract the Target's Defense value.

If any roll, on any die is equal to or greater than your Unit's Attack Value, you Destroy the Target.

## Enemy Actions

### Roll for Enemy Movement

TUNE	d10	Half Tank	A. Car, AT, MG	Truck, I. Gun, Mortar, Rifle
0-	Retreat	Retreat	Retreat	Retreat
1	Retreat to Cover	Retreat to Cover	Retreat to Cover	Retreat to Cover
2	Adjacent Cover	Adjacent Cover	Retreat to Cover	Retreat to Cover
3-4	Advance to Cover	Adjacent Cover	Adjacent Cover	Adjacent Cover
5-6	Advance	Advance to Cover	Adjacent Cover	Adjacent Cover
7-8	Advance	Advance	Advance to Cover	Advance to Cover
9-10	Advance	Advance	Advance	Advance
11+	2 Advances	Advance	Advance	Advance

-3 when at Half Strength

Roll once on the Enemy Tactical Movement chart to determine the Movement Orders for all enemy Units at the start of each Enemy Actions step.

Use the Tactical Move counter to mark the die roll as a reminder of the roll.

Move each Enemy Unit, then resolve its attack, before going on to the next Unit. You can resolve their actions in any order.

Each Enemy Unit type appears in one of the 3 Tactical Movement columns. Cross-reference the die roll with each column to determine how those Units move. Buildings do not appear in any of the columns, because Buildings never move.



**Retreat:** Move the Enemy Unit 1 closer to the top edge of the Battlefield. If there is a choice of hexes, move the Unit into the hex with the heaviest Cover.

If it is already in a top-most hex, move it off the Battlefield, and treat it

as being Destroyed.



**Retreat to Cover:** Move the Enemy Unit into an adjacent hex that is both 1 hex farther away from the closest German Unit -and- has Cover. If none of the adjacent hexes that are farther away from the closest German Unit have Cover, the Unit does not move.

If those hexes have different levels of Cover, move the Unit to the hex with the heaviest Cover. If several applicable hexes have equally heavy Cover, you choose the hex to move it to.



**Adjacent Cover:** Move the Enemy Unit into an adjacent hex that has Cover. If none of the adjacent hexes have Cover, the Unit does not move. If those hexes have different levels of Cover, move the Unit to the hex with the heaviest Cover. If several applicable hexes have equally heavy

Cover, you choose the hex to move it to.



**Advance to Cover:** Move the Enemy Unit into an adjacent hex that is both 1 hex closer to the closest German Unit (not in its hex) -and- has Cover. If none of the adjacent hexes have Cover, the Unit does not move. If those hexes have different levels of Cover, move the Unit to the hex with

the heaviest Cover. If several applicable hexes have equally heavy Cover, you choose the hex to move it to.



**Advance if cannot Attack:** If the Enemy Unit cannot attack a German Unit for any reason, move the Enemy Unit 1 hex closer to the closest German Unit. If those hexes have different levels of Cover, move the Unit to the hex with the heaviest Cover. If several applicable hexes have equally heavy Cover, you choose the

hex to move it to.

**Advance:** Move the Enemy Unit 1 hex closer to the closest German Unit. If those hexes have different levels of Cover, move the Unit to the hex with the heaviest Cover. If several applicable hexes have equally heavy Cover, you choose the hex to move it to.



**2 Advances:** Perform the Advance order for the Unit two times.



*Example: You roll a 2 for the Enemy Tactical Movement. The Battalion has a note to add 1 to its Tactical Move rolls, so the roll becomes a 3.*

*Each enemy Tank and Half Track will Advance 1 hex toward the closest German Unit if they are not in a position that already allows them to Attack. Each enemy Rifle, Anti-Tank, and Machine Gun will Advance 1 hex if there is a hex that is both closer to the closest German Unit -and- has Light or Heavy Cover. Each enemy Truck, Infantry Gun, Mortar Team, and Armored Car will move to an adjacent hex if the hex has Light or Heavy Cover.*



Subtract 3 from the roll if you are rolling for a Battalion that is at Half Strength, or if you have reduced the number of enemy forces on the Battlefield to the Half Strength Value.

*Example: I am Attacking the Supply Convoy and I have reduced the Value of forces on the Battlefield to 6 points. It is now at Half Strength. On all future turns I subtract 3 from their Movement rolls.*

## Enemy Attacks



After you move each Enemy Unit, resolve its Attack before going on to the next Enemy Unit.

Each Enemy Unit may only Attack one German Unit each Turn. A Unit automatically targets the closest German Unit it is allowed to Attack.

Use the Line of Sight rules as you did for the German Units.

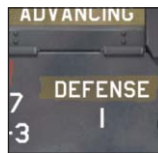
If more than one German Unit is equally close, attack the German Unit that requires the lowest Attack die roll to Hit. If there is more than one equally close German Unit that requires the same lowest attack die roll to Hit, choose which one is Attacked.



To Attack, roll their Attack Value or higher on a 10-sided die.

Roll an extra die if that Enemy Unit moved closer to the targeted German Unit.

Roll an extra die if the Enemy Unit is at Range 0 (in the same Hex as the targeted German Unit).



Subtract the German Unit's Defense Value, found on the Unit's card from all the die rolls. A -1 Defense actually makes it 1 point easier to Attack the Unit.

Add 1 to a target's Defense Value when it is in Light Cover and being Attacked by Units at a Range of 1 or more.

Add 2 to a target's Defense Value when it is in Heavy Cover and being Attacked by Units at a Range of 1 or more.

For each die that rolls equal to or greater than the Unit's Attack Value, draw 1 Damage counter from the counter cup.

Draw Damage counters for each Attack, as it is made.

*Example: A Polish Tank was at range 2 from a German Panzer III (Short). The Polish Tank moved 1 hex closer to the Panzer III this turn. The Polish Tank normally needs a 5 or higher to hit, but the Panzer III has a Defense of 1, and the Panzer is in a Light Cover hex, so the Polish Tank needs to roll a 7 or higher. The Polish Tank gets to roll 1 die for Attacking, and a 2nd die because it moved closer. I roll 2 dice for the Polish Tank and get a 7 and 9. These rolls inflict 2 Hits. I draw 2 Damage counters from the cup and refer to their gray Vehicle Damage sides.*

## Vehicle Hits

The gray Vehicle side of the Damage counter shows the

Damage inflicted on your Vehicle Unit.

Unless otherwise stated, Damage can only be removed during the Repair/Replace step.

Your Vehicle Units are: Armored and Unarmored.



**1 Stress:** Place the counter on the Commander card. The Commander suffers 1 Stress.



**Commander KIA (Killed In Action):** Remove the Commander from the Campaign. Return the counter to the cup. The Unit continues to operate in the Battle, but without its Commander's skills.

Treat the Unit as being Slow.



**Commander Wounded:** Place the counter on the Commander card. No immediate effect. If the Commander suffers a 2nd Commander Wounded Damage counter, he is KIA. A Wounded

Commander cannot enter a new Battle until you pay to remove this counter.



**Destroyed 2 Stress:** Destroy the Unit and remove it from the Campaign. Return the counter to the cup. Place a 2 Stress counter on the Commander.



**Engine 1 Stress:** Place the counter on the Unit card and 1 Stress counter on its Commander card. The Vehicle cannot move during the Battle. If it suffers a 2nd Engine Damage, it is Destroyed. The

Vehicle cannot enter a new Battle until you pay to remove this counter.



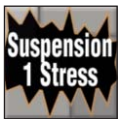
**Exposed:** Place the counter on the Unit. Enemy Units add 2 to their Attack rolls against this Unit starting on the next Battle turn. Discard this counter when the Unit moves.



**Machine Gun:** Place the counter on the Unit card. The Unit cannot attack at Range 0.



**No Effect:** No effect.



**Suspension 1 Stress:** Place the counter on the Unit card. The Vehicle cannot move during the Battle. If it suffers a 2nd Suspension Damage, it is Destroyed. The Vehicle cannot enter a new Battle

until you pay to remove this counter. The Commander suffers 1 Stress.



**Hull:** Place the counter on the Unit card. If it suffers a 2nd Hull Damage, it is Destroyed.



**Glancing:** Place the counter on the Unit card. Until repaired, inflict 1 Stress on each Commander assigned to this Vehicle at the start of each future Battle.



**Gun:** Place the counter on the Unit card. The Unit cannot attack at Range 2+.



**Explosion:** Destroy the Unit, KIA the Commander, and remove them from the Campaign. Return the counter to the cup.

## Infantry Hits

The green and brown Infantry side of the Damage counter shows what has happened to your Infantry Unit.

Unless otherwise stated, Damage can only be removed during the Repair/Replace step.

Your Infantry Units are: Infantry and Artillery.



**Commander Wounded:** Place the counter on the Commander card. No immediate effect. If the Commander suffers a 2nd Commander Wounded Damage counter, he is KIA. A Wounded

Commander cannot enter a new Battle until you pay to remove this counter.

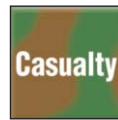


**Commander KIA (Killed in Action):** Remove the Commander from the Campaign. Return the counter to the cup. The Unit continues to operate in the Battle, but without its Commander's skills.

Treat the Unit as being Slow.



**1 Stress:** Place the counter on the Commander card. The Commander suffers 1 Stress.



**Casualty:** Place the counter on the Unit card. If it suffers a 2nd Casualty Damage, it is Destroyed.



**Exposed:** Place the counter on the Unit. Enemy Units add 2 to their Attack rolls against this Unit starting on the next Battle turn. Discard this counter when the Unit moves.



**Immobile:** Place the counter on the Unit card. During the Unit's next time to act, you may either choose to have it not move and discard this counter, or have it Move and have the Commander suffer 1 Stress. This Move restriction also applies to Infantry and Artillery Units being Transported. If you choose to suffer the Stress, place a 1 Stress counter on the Commander card.



**Suppressed:** Place the counter on the Unit card. During the Unit's next time to act, you may either choose to have it not attack and discard this counter, or have it attack and have the Commander suffer 1 Stress. If you choose to suffer the Stress, place a 1 Stress counter on the Commander card.



**No Effect:** No effect.



**Mowed Down:** Destroy the Unit, KIA the Commander, and remove them from the Campaign. Return the counter to the cup.

### Damage Counter Rules

If a counter has no effect on a Unit, return it to the cup, and do not draw a replacement.

*Example: Your Unit with a maximum range of 1 suffers a Gun Hit. Since your Unit cannot attack at Range 2+, the Hit has no effect. Return it to the cup.*

Cmdr/Unit: Haas	Cmdr/Unit: 751	Cmdr/Unit:
Damage: Commander Wounded	Damage: Hull MG	Damage:
Cmdr/Unit:	Cmdr/Unit:	Cmdr/Unit:
Damage:	Damage:	Damage:

At the end of the Battle, record any lasting Damage on the Player Log and return

all Damage counters to the cup. If the Damage is not Repaired at the end of the Week, find the Damage counters in the cup and place them back on the Unit before it enters the next Battle.

If a Unit's Commander has been KIA during the Battle, redraw any future Damage counters that only inflict Stress. Also, the Unit cannot choose to suffer Stress when Immobile or Suppressed.

*Example: Your Rifle Team's Commander suffered a KIA earlier in the Battle. You now draw a 1 Stress counter. Redraw the Hit counter.*

*Example: Your Rifle Team's Commander suffered a KIA earlier in the Battle. You now draw a Suppressed counter. During the Unit's next time to act, it cannot take the option to suffer 1 Stress and Attack.*

Cmdr/Unit: Haas	Cmdr/Unit: 751	Cmdr/Unit:
Damage: Commander Wounded	Damage: Hull MG	Damage:
Cmdr/Unit:	Cmdr/Unit:	Cmdr/Unit:
Damage:	Damage:	Damage:

Record each Unit's Number in the lower area of the Player Log as the Unit takes

Damage.

## Slow - Move and Attack



After the Enemy Units Move and Attack, your Slow Units move and Attack.

Use the same procedure as you did for your Fast Units.

## Advance Turn Counter



Compare the total value of active Enemy Units on the Battlefield to the Half/Destroyed numbers on the Battalion card.

If the Battalion has been reduced to Half strength, subtract 3 from their Tactical Move rolls until the end of the Battle.

If the Battalion has been Destroyed, end the Battle.

If additional Units are added to a Battalion, add their values to the total.



*Example: In the Russia East Front 1943 Campaign, you add 2 USA Tanks to every Battalion (1 Tank if the Battalion starts a Battle at Half Strength). The 2 Tanks are worth 6 points. Add their 6 points to the Russian Unit values when determining if the Battalion is at Full Strength, Half Strength, or Destroyed.*

Advance the Turn Counter by 1 space.

## Repeat Combat Steps

Repeat the Combat steps for the next Battle Turn until you have conducted 5 Battle Turns.

Gain 1 extra Turn for each Scout you assigned to the Battle.

## German Losses

Unlike other Leader games, in Tiger Leader, you do not suffer Victory Point penalties for having your Units Destroyed and your Commanders Killed. Combat losses were an expected occurrence during WWII.

## • Post-Combat

### Event Card



Draw an Event card and resolve the Event in the bottom section.

## Battalion Status

If the Battalion was Destroyed during the Battle, remove the Battalion counter from the Operational Map and set the Battalion card aside.



If the Battalion was reduced to Half, flip the Battalion Counter to its Half side and return the Battalion card to the Head Quarters Sheet.

If the Battalion is still at Full strength, return the Battalion card to the Head Quarters Sheet.



When you reduce a Battalion's strength from Full to Half, ignore its Special Notes for the remainder of the Campaign. Do not ignore Notes that refer to Destroying the Battalion.

1/2 of Battle SO Points	2
+/- SO Points	
Destroyed, 1/2 = Half, F = Full)	X
VPs Gained	1

If the Battalion was Destroyed during the Battle, record an "X" in the Status and write the number of Victory Points (VPs) for the Battalion card on the VPs Gained line.

If the Battalion was reduced to Half, record a 1/2 on the Battalion Status line, and gain 1/2 of the Victory Points for the Battalion, rounding down. If you later Destroy the Battalion, gain its remaining VPs.

*Example: You reduce a 5 VP Battalion to Half and gain 2 VPs. You later Destroy it and gain the remaining 3 VPs.*

If you fail to reduce the Battalion to Half or Destroy the Battalion, place an "F" in the Battalion Status and record a 0 (zero) on the VPs Gained line.

## Record Commander Stress

Commanders	Lvl	XP's	XP's Gained	Cool	Stress
Meyer	N	2		-1	3
Dietrich	N	4		0	2
Muller	N	3		-1	4
Franz	G	6		0	
Haas	G	5		0	
Gerver	A	6		1	

Inflict 2 Stress on each Commander who participated in the Battle. Add to these 2

Stress any Stress the Commander suffered during the Battle due to Damage.



Reduce a Commander's Stress points by his Cool Skill. This number was also written on the Player Log at the start of the Campaign.

*Example: A Commander started a Battle with 3 Stress. He suffered 1 Stress due to Damage during the Battle, and 2 Stress for being in the Battle. He has a Cool of 2. He ends the Battle with 4 Stress.*

Cool only modifies the Stress a Commander suffers at the end of a Battle. It does not affect the Stress suffered due to Events and other game actions.

Commanders in the Battle with a "-1" Cool suffer 1 extra point of Stress at the end of a Battle.

Record the current number of Stress points for each Commander on the Player Log, in the column for the current Battle.

## Record Commander Experience Points (XPs)

Commanders	Lvl	XP's	XP's Gained
Meyer	N	2	//-
Dietrich	N	4	//
Muller	N	3	//

XPs are awarded to all Commanders assigned to the Battle. Give each Commander who participated in the Battle 1 Experience

Point in the XP's Gained column on the Player Log.

If the Battalion was Destroyed, each Commander assigned to the Battle gains 1 additional Experience Point.



Commanders can also gain Experience due to Battalion cards, or Event cards.

## Promoting Commanders



Check for Commander Promotions after recording all Experience Points.



Promote a Commander if his Experience Point total is equal to or greater than the Experience Point number shown on his card. If a Commander is Promoted, exchange his card for his next higher Commander Skill Level card and note his new Experience Level on the Player Log.

Commanders Promote from: Recruit to Green, Green to Average, Average to Skilled, Skilled to Veteran, and Veteran to Ace.

*Example: Average Skill Level Weber just completed a successful Battle, gaining 2 XPs. He previously earned 3 XPs. This brings his new total to 5. He Promotes from Average to Skilled.*

If a Commander is Promoted, recheck his Stress points total to determine if he is Okay, Shaken, or Unfit. Also check to see if his Cool rating changed, and record his new Cool on the Player Log.

Once a Commander is Promoted, he loses the Experience Points that gained him the Promotion. Record the new number of Experience Points he must earn to reach the next Skill Level on the Player Log.

*Example: Average Weber needed 4 Experience Points to Promote from Average to Skilled. Previously, he had earned 3 Experience Points. He earned 2 Experience Points during this Battle. 1 Point is added to his previous 3 XPs to Promote him to Skilled, and the last Experience Point is retained and counted toward his Promotion to Veteran.*

## Next Battle

If there are more Battles scheduled for the Week, return to the start of the Pre-Combat Step.

## • End of Week

### Move Battalions

ENEMY OPERATIONAL MOVEMENT				
Bat. Type	Ret.	Hold	Adv.	
Assault	0-	1-4	5+	-3 when at Half
Supply	0-	1-6	7+	
Command	0-	1-7	8+	Strength

Roll a die for each surviving Enemy Battalion and consult the chart on the Tactical Display Sheet in the Enemy Operational Movement section.

Assault Battalions, Support Battalions, and Command Battalions each have a row on the chart with the specific die rolls needed to Advance, Hold, or Retreat.

The rolls determine if the Battalion Advances one Range Band closer to your German Staging Range Band, Holds position, or Retreats one Range Band toward the Enemy Breakthrough. Battalions will not retreat behind their Enemy Breakthrough Range Band or past the German Staging Range Band.

*Example: You roll for the enemy Battalion Movement. They have an Assault Battalion in the Front. You roll a die and get a 9. It Advances to the German Transit. They have a Support in the Transit, which rolls a 4, and stays in the Transit. They also move a Half Strength Assault in the Rear, it rolls a 2, -3 for being at Half, resulting in a roll of negative 1, which Retreats it to the Breakthrough.*



Never roll for Fixed Battalions. They always remain in their starting Range Bands.



When you roll for the Operational movement of Half Strength Battalions, Subtract 3 from the die roll.

### On Leave

Any Commander that does not participate in a Battle during an entire Week recovers 4 Stress points. Do not modify this number by the Commander's Cool.



*Example: Weber has suffered 10 Stress from previous Battles. On Week 3 he is not assigned to a Battle. Weber remains on the Head Quarters Sheet and recovers 4 Stress. He has a Cool of 1, but this does not effect his Stress recovery. Weber now has 6 Stress.*

## Adjust Special Option Points

### Gain Special Option Points



Consult your Objective card or Player Log to see how many Weekly SO points you gain.

Record the new SO points on the Player Log in the SO points box.

### Lose Special Option Points (Map)

Lose 2 SO points for each Enemy Battalion in the German Transit Range Band.

Lose 6 SO points for each Enemy Battalion in the German Staging Range Band.

Record the lost SO points in the “+/- SO Points” area on your Player Log.

If you are unable to pay the SO points, the Campaign ends in failure.

## Repair/Replace

### German Units

You can purchase new German Units during this step. Pay the Unit's cost in SO points and add the new Unit to your group. Immediately select 1 Recruit Commander of that type to join the Campaign. You may not choose a Commander who's Name has already appeared in the Campaign.

You cannot reuse a Unit with the same Unit Number as one previously Destroyed in the Campaign. The card mix does limit purchasing options.

### Upgrade

If you would like to Upgrade a Unit in your group, you can turn in one or more undamaged Units. You gain the turned-in Unit's Cost in SO points toward the purchase of a new Unit. The new Unit must have a higher SO point cost than the total of all turned-in Units.

*Example: You turn in a 3 SO point SD.KFZ.251 and a 2 SO point Rifle Team, worth a total of 5 SO points. You also spend 4 of your SO points to buy a Marder II for 9 SO points.*

If the new Unit is of the same Type as the old Unit, you do not get a new Commander.

If the new Unit is of a different Type than the old Unit, discard any 1 Commander of the old Unit's Type and select a Recruit Commander of the new Unit's Type.

If you traded in more than 1 Unit, discard Commanders so you do not end up with more Commanders than Units.

You may Upgrade more than one Unit during this step. You may also repurchase the Units you removed from your forces during the Upgrade.

### Commander Replacements

This is useful when a Commander has suffered a KIA or is Unfit or Wounded.

If a Commander is KIA, discard the Commander and add a Recruit Commander to your group of the same Type.

The Commander cannot have the same Name as a Commander already in the Campaign, or that was previously part of the Campaign. The card mix does limit purchasing options.

If a Commander is Unfit or Wounded, you may choose to discard the Commander and add a Recruit Commander to your group of the same Type.

You may replace more than one Commander during this step.

You may adjust the new Commander's Skill Level at this time by paying 3 SO points for each Skill Level increase.

You cannot have more Commanders than Units. You must always have the same number of Commanders as the Type of Unit they can Command.

### Repair Units & Heal Commanders

You may use SO points to Repair Units. One SO point removes one Damage Counter from a Unit. It requires 2 SO points to remove an Engine Damage counter.

A Unit may participate in a Battle while Damaged unless the specific Damage specifies otherwise.

You may spend 1 SO point to discard a Commander Wounded counter. A Commander cannot enter a new Battle while Wounded.

Remember to use your Commander Medic and Mechanic Skills during this step.

### Large Cost

Pay 1 SO point for each Large Unit assigned to a Battalion. If you cannot pay the SO point cost, remove the Large Unit and the Commander assigned to it during the Battle from the Campaign.

### Priority R&R

Once at the end of each Week, you may spend 5 SO points to remove 2 Stress from every Commander in your group.

### Next Week

If there are more Weeks in your Campaign, return to the Start of Week section of the Sequence of Play.

## • End of the Campaign

### Campaign Outcome

VP	Evaluation
18+	Great
13-17	Good
10-12	Adequate
7-9	Poor
6-	Dismal

After all Battles are resolved for the Campaign's last Week, find your Campaign result on the Objective card. Compare your total Victory Points to the numbers listed on the Objective card you were playing.

*Example: If you were playing the*

*Poland 1939 Campaign with the For the Reich! Objective, and you earned 15 Victory Points, you would have earned a Good Campaign Evaluation.*

## • Optional Rules

Decide which Optional Rules you will use at the start of the Campaign.

### Tenacity

At the end of the last turn of each Battle, you can decide to extend the Battle by 1 turn. If you do so, each participating Commander suffers 1 extra Stress at the end of the Battle.

Pay 1 SO point at the start of the Campaign to use this rule.

### Battlefield Heroics

Rule #1 - If one of your Units needs to roll a 10 to Attack, and rolls an unmodified "10" on any of its Attack dice, the Commander gains 1 extra XP at the end of the Battle.

Rule #2 - If a Commander's Unit is Destroyed, and another Unit of the same type is in his hex later in the Battle and the new Unit has a KIA, Unfit, or Wounded Commander, you may have the Unitless Commander take command of the Unit.

Pay 1 SO point at the start of the Campaign to use both of these rules.

## • Credits

Game Design  
Game Development  
Initial Concept  
Display Sheet Art  
Card Frame Art:  
German Soldier Card Art  
3D Art  
Rulebook  
Rulebook Editing

Dan Verssen  
Kevin Verssen  
Rick Martin  
Cloud Quinot  
Paul Hoefener  
Gordon Napier  
Gundus Moot  
Holly Verssen  
Andreas Neugebauer



## • Sample Game

To begin, I place the Tactical Display Sheet and Head Quarters Sheet in front of me on the table. I then separate the cards into piles: Units, Commanders, Battalions, Events, and Special Conditions. I shuffle the Event cards and Special Condition cards, and place each deck face down on their noted areas on the Tactical Display Sheet. I also separate the Battalion cards into 3 piles: Assault, Supply, and Command.

### Set-Up

For this sample game, I choose to play the "Poland 1939" Campaign with the "For The Reich!" Objective. I place these 2 cards on the Head Quarters Sheet. I move the remaining Campaign and Objective cards off to the side.

I need to draw Battalion cards until I get at least 24 points of cards. I draw the following Battalion cards from their 3 piles: 8A (4 points), 3A (1 point), 6S (4 points), 3C (2 points), 1A (5 points), 7A (3 points), 5S (2 points), and 6C (5 points). This gives me a total of 26 points. I collect their Battalion counters and place them on the Operational Map: 3A (German Staging), 6C (Front), 7A (Transit), 8A (Transit), 5S (Transit), 3C (Transit), 6S (Rear), 1A (Rear).

I now purchase my Units that have a Service life including 1939. I can spend up to 40 Special Option points. I get 40 points from the Objective card and 0 extra points from the Campaign card. I purchase: Rifle Team #902 (2 points), Mortar Team #932 (4 points), Anti-Tank Team Experienced #1003 (7 points), SD.KFZ.231 #732 (6 points), SD.KFZ.251 #753 (4 points), Field Gun #962 (4 points), Panzer I #153 (3 points), and Panzer IV Short #444 (8 points). I spent 38 out of my 40 points, leaving me with 2 points to spend.

I then select my Commanders: Albert (Recruit), Ackermann (Recruit), Bach (Recruit), Klein (Green), Saltz (Green), Eschbach (Green), Gerver (Average), and Müller (Skilled).

The Campaign lists the specific Skill Levels of my first 7 Commanders. Each Commander after the 7th will be Green.

I do not perform any Priority Commander Promotions.

I choose to purchase 1 Truck for 2 SO points. This expends the last of my SO points.

I record the Campaign card, Commander, and SO point information on the Player Log Sheet. I also record that I have 1 Commander with Medic Skill. At the bottom of the Sheet, I record reminder notes for the enemy Battalion Special Abilities that I might need to reference.

### Week #1

I now start the first Week of the Campaign.

I draw a Special Condition card, and get "Fuel Shortage." If I had an SO point to spend, I could avoid this set back, but I don't. All of my Battles this Week will last only 4 Turns instead of 5.

I now assign Units to the different Battalions I want to Attack.

I am trying to get a Great Campaign Evaluation, and I only have 3 Weeks to do it. I must earn on average 6 Victory Points each Week. With that in mind, I attack: 3A (1 point) and 6C (5 points). Normally, it would cost 1 SO point to Attack 6C because 3A is in the German Staging Range Band, but I assign my Truck to the 6C Battle. The Truck reduces my SO point cost by 2, so I don't need to pay any SO points.

I am pushing my forces to engage both Battalions. I think the 6C Battle might be a challenge.

To attack 3A, I assign: My Anti-Tank Team commanded by Saltz and SD.KFZ.251 commanded by Klein.

To attack 6C, I assign: My Panzer I (Albert), Mortar Team (Ackermann), SD.KFZ.231 (Bach), Rifle Team (Eschbach), Field Gun (Gerver).

Clarification: A Commander is not permanently assigned to a Unit. Albert, for example, does not always have to command the Panzer I, but he does always have to command an Armor Unit.

### Battle with 3A

I start the battle by drawing an Event card, and get, "Intense Battle".

I place the Battle Turn counter on the "1" space.

I gather the 8 green-triangle European Terrain Tiles (as listed on the Poland 1939 Campaign card), randomize them, and use the top 6 in the stack. I place them randomly on the 6 Terrain Tile spaces on the Tactical Display Sheet with their green triangles pointing to the top of the Sheet.

I now place my 2 German Units in any hexes in the bottom row. I place the SD.KFZ.251 in the bottom left hex. I also place the Experience Anti-Tank Team in that same hex.

I now place the 6 Polish Units: 2 Half Tracks, 2 Trucks, and 2 Armored Cars. I roll a die for each, and they end up in the following hexes along the top two rows: I roll a 1 for a Half Track and place it in the first hex of the top row. A 4 for a Truck and place it in the rightmost hex of the top row. (8) Half Track, 3rd hex of the 2nd row of hexes from the top, (5) Armored Car, 1st hex of the 2nd row, (3) Truck, 3rd hex of top row, (10) Armored Car, 4th hex of the 2nd row.

This is how they would normally start the Battle, except I drew the "Intense Battle" Event card. I move the Polish Units 1 hex toward me as if they had just received an Advance order. I also move my 2 Units forward 1 hex.

I now start the 1st Battle Turn.

### Turn #1

I start by having my Fast Commanders act. Both of my Commanders are Slow, but my Experienced Anti-Tank Team has a Tactic counter. I spend their Tactic counter by removing the counter from the Battle. This allows the Anti-Tank Team to act now. I move my Anti-Tank Team 1 hex forward to be at range 1 from a Polish Half Track. I declare the Team will

attack the Half Track. The Commander would normally suffer 2 Stress for moving and attacking during the same turn, but he has the Aggressive Skill, so he doesn't suffer the Stress. I now roll for their attack. I roll 1 die for attacking, and 1 die for having moved closer to the target. I get +2 on my rolls due to the Anti-Tank Team's Special Ability when attacking Vehicles. Their Commander's +0 Skill at "Range 1+" does not modify the rolls. The Half Track is not in Cover and has a Defense of 0, so it does not modify my rolls. The Anti-Tank Team normally needs to roll a 6 or higher to hit and Destroy the Half Track. My 2 die rolls are a 6 and a 7, which become an 8 and 9. That's 2 Hits! The Half Track is Destroyed.

I do not have any other Fast Commanders, so it is time for the Polish Units to act.

I roll a die for their Tactical Movement, and roll a 6. I place the "Tactical Move" counter on the space next to the "5-6" range as a reminder. I now resolve the movement and attack for each of their Units.

I decide to start with their Half Track. I cross-reference "5-6" and "Tank and Half Track" and get an "Advance if cannot Attack" result. The Half Track can attack my Anti-Tank Team, so it doesn't move. I roll for its attack, and roll 1 die. It needs to roll an 8 or higher to hit, but my Team has a Defense of 1, so it needs to roll a 9 or higher. I roll and get a 5. It misses.

Next, I move one of their Trucks, which has a "Move to Adjacent Cover" result. There are hexes in front and behind it that have Light Cover, so it can move to either one. I choose to have it move forward into the Light Cover.

I now move their other Truck. The other Truck has two adjacent hexes with Light Cover, so I choose to move the Truck move forward into the hex with Light Cover.

The Armored Cars get an "Adjacent Cover" result. One Armored Car has no Cover in adjacent hexes, so it does not move. The other Armored Car can retreat or advance into adjacent hexes with Light Cover. I choose to have it advance, and move the counter into the Light Cover hex. This Armored Car has moved within range 1 of my SD.KFZ.251 and Anti-Tank Team. I now determine which of my Units the Armored Car will attack. Both Units are at range 1. My SD.KFZ.251 has a Defense of 0, and my Anti-Tank Team has a Defense of 1, so the Armored Car attacks my SD.KFZ.251. It needs to roll a 7 or higher to hit, and it gets to roll 2 dice, one for attacking, and 1 for having moved closer. I roll a 7 and 8 for 2 hits. I draw 2 Damage counters and look at their gray Vehicle sides: "1 Stress" and "Glancing". I place the 1 Stress on Klein and the Glancing on the SD.KFZ.251.

This ends the Polish move and attack step. I now resolve my Slow step.

I start with SD.KFZ.251, and advance it 1 hex to enter the same hex as one of the Armored Cars. I roll its attack, and I need to roll 9 or higher to hit, which isn't good, but I do get to roll 4 dice: 1 for attacking, 1 for moving closer, 1 for being in the same hex, and 1 for the "For The Reich" special rule. Note, this is a range 0 attack, so the Armored Car does not gain a

Defensive bonus for being in Cover. I roll: 3, 7, 8, and 10. I score 1 Hit, and Destroy the Armored Car.

Next, my Anti-Tank Team advances 1 hex closer to one of the Trucks to decrease the range to 1. Note, even though my Anti-Tank Team used a Tactic to act during the Fast step, it still gets to act during its normal step. My Team needs to roll a 6 to hit, but they get +2 vs. Vehicles, +1 because the Truck as a Defense of -1, and must subtract 1 because the Truck is in Light Cover. Overall, they need to roll a 4 or higher to hit. I get to roll 2 dice, and roll a 3 and 8, scoring 1 hit, and Destroying the Truck.

This ends the first turn of Battle.

I advance the Battle Turn counter to the 2 space.

I check to determine their Battalion's status by adding up the values of their remaining Units on the map: Half Track (2), Armored Car (1), and Truck (1) for a total of 4 points. The Battalion is now at Half Strength.

## Turn #2

I do not have Fast Commanders, and I do not have any Tactics remaining, so I do not act during the Fast step.

I resolve the Enemy Movement by rolling a die, and I get a 10, minus 3 for being at Half Strength, results in them getting a roll of a 7.

Their Half Track "Advances" toward my closest Unit, the SD.KFZ.251 and Anti-Tank Team are equally close. I choose to have it advance toward the SD.KFZ.251. At range 1 it rolls 2 attack dice, needing a 9 to hit, and rolls a 3 and 10. The 10 inflicts a Hit. I draw an "Engine 1 Stress" counter and place it on the SD.KFZ.251 card.

Their Armored Car does not move and attacks my Anti-Tank Team. It needs an 8 to hit and rolls 1 die. It rolls a 4, and misses.

Their Truck Advances 1 closer to my Anti-Tank Team and moves into the Team's hex. The Truck needs to roll a 10 to hit, and my Team has a Defense of 1, so the Truck cannot hit it.

This ends the enemy step. I now resolve my Slow step.

I choose my SD.KFZ.251 to act first and have it attack the Half Track 1 hex away. It cannot move due to Engine Damage. It needs to roll a 9 to hit, but Klein has a -1 Skill at range 1 or more, so I actually need a 10 to hit. I roll a 6 and miss.

Next, I have my Anti-Tank Team move into the Armored Car's hex and attack the Armored Car at range 0. I need a 4 to hit, and I get to roll 4 dice. I roll: 1, 4, 7, and 9, and Destroy the Armored Car.

This ends the 2nd Battle Turn. I move on to the 3rd Battle Turn.

## Turn #3

I have no Fast Commanders, so I resolve the enemy attacks. This will be the last turn of Battle. Battles normally last 5

turns, but this Battle was reduced by 1 turn due to the Fuel Shortage and by another turn due to the Battalion's Special Ability text.

Their Movement roll is a 5, reduced to 2 for being at Half Strength.

Their Half Track Advances to Cover and moves into my SD.KFZ.251's hex. It needs to roll an 8 to hit. It rolls 3 dice, and rolls: 4, 8, and 10, for 2 hits. I draw a "Suspension 1 Stress" and "Hull".

Their Truck Retreats to Cover, and moves into my Anti-Tank Team's hex. It still cannot hit the Team.

This ends their attacks, and now I resolve my Slow attacks.

My Anti-Tank Team attacks the Truck. It needs a 3 to hit, and I roll 3 dice: 4, 6, 8, and Destroy the Truck.

The total value of enemy Units on the map is now 2. This drops them into the Destroyed range, so I end the battle even though there are enemy Units still on the map and it is the middle of my turn. I remove the 3A Battalion card and 3A counter from the Campaign.

I draw a Post-Combat Event card, and get "Allied Armor".

I record my Commander Stress on the Player Log. Klein suffers 2 Stress for being in the battle, plus 3 Stress due to Damage, for a total of 5. He is Shaken. Saltz suffers 2 Stress from being in the battle. He is still Okay.

I record the Experience Points for my Commanders. Both Klein and Saltz gain 2 Experience Points. Neither Commander Promotes. However, due to the Special Note on the Poland 1939 Campaign card, all Commanders gain 1 extra XP after each battle. So, both Klein and Saltz gain a 3rd XP. Klein now has enough XP, and Promotes to Average. I swap out his Green card for the Average card.

## **Battle with 6C**

I then resolve the battle against 6C. I shuffle the 8 European Terrain Tiles and select 6 new ones at random.

It is a hard fought battle, but I knew that from the start. By the end of the battle, I Destroyed 6C, but a couple of my Units were shot-up and several Commanders suffered heavy Stress. During the battle, Bach suffered a "Commander KIA" Damage, and I remove him from the Campaign. I record the Stress, Damage, and XP for all Commanders and Units participating in the 6C battle on the Player Log Sheet. I remove 6C's Battalion card and counter from the Campaign.

This completes the Week's battles, and I move on to the End of Week phase.

## **End of Week**

I roll for each of their Battalions to determine their Operational Movement. "For The Reich" adds 5 to their Operational Move rolls during the 1st Week. The "Allied Armor" Event also adds 1 to all Assault Battalion Move rolls this Week. I roll for 1A,

and get a 4, plus 6, becomes a 10, and results in an Advance, so I move 1A to the Transit Range Band. I roll a 6 for 7A, plus 5, Advances 7A to the Front. I roll for 8A and it moves to the Front. I roll for 5S and it moves to the Front. I roll for 6S and it Holds in the Rear. I roll for 3C and it moves to the Front.

Due to 5S's Special Ability, I must choose to Advance any 1 non-Fixed Battalion. I move 6S from the Rear to the Transit. 6S's Special Ability moves itself from the Transit to the Front.

I adjust my Special Option points. I gain 6 from the Objective, but I lose 1 due to 3C's Special Ability, so overall I gain 5, which brings me up to 5. I now spend the SO points.

Escbach uses his Medic Skill to freely remove a "Commander Wounded" Damage from Albert. I spend 2 SO points to repair #753's Engine Damage.

I spend 2 SO points purchasing a Rifle Team #903. I also get a Recruit Commander to command the new Unit, and I choose Steiner.

Because Bach suffered a KIA, I get to freely replace him. I choose Recruit Commander Petrus.

This leaves me with 1 SO point left over, which I will save for the next Week. This completes Week 1 of 3 in this Campaign.