

Tank Leader Enemy Commander Cards

Designed by Dean Brown

At the start of the Campaign, decide if you will use Commander cards throughout the Campaign. If you decide to, shuffle the Commander cards whose Nationality match with the Enemy you are facing, and place them facedown off to the side.

Draw a Commander card for the Enemy Battalion during the Place Enemy Units step.

These cards influence the battle, and give the enemy units bonuses, or abilities.

Some Commander cards inflict penalties on your forces.



1: Nationality: The Commander's Nationality.

2: Bonus: If you Destroy the Battalion, immediately gain the noted SO points at the end of the Battle. Some Commanders give "No adjustment" these Commanders do not give you any SO points.

3: Commander Bonus: This bonus takes effect at the beginning of the battle, and only effects the Enemy Units, unless otherwise specified with the word "Player".

Optional Rule: After a Battle, if the Battalion was not

Destroyed, the Commander permanently joins the Battalion. If you Attack this Battalion in the future, use its Commander. Do not draw a new Commander card. Make a note of the Unit's Commander on your Player Log.

Here are some examples of Commander abilities:

Aggressive
Movement +2,
Attack +2,
Defense -1.

Aggressive: All Enemy Units receive +2 on their Movement rolls, +2 on their Attack rolls, and suffer -1 on their Defense rolls.

Understrength
Roll 1 fewer Attack die.
Defense +1.

Understrength: Every Enemy Unit under this Commander rolls 1 fewer Attack die. They also gain a Defense roll of +1.

Example: An Enemy Unit has 2 inherent Attack dice. However, they lose 1 die, only Attacking with only 1 die.

Grouped
When rolling for Starting Hexes, adjust rolls by 1 closer to 6.

Grouped: At the beginning of the Battle, when rolling to see which Hexes the Enemy Units will appear in, adjust the rolls by 1

closer to 6.

Example: I roll a 3, I adjust it to a 4. I roll a 10, I adjust it to a 9. I roll a 6, I do not adjust the roll.

Bunkers

Some Commander abilities call for the placement of Bunker counters on the Battlefield. If you are using this expansion with Tiger Leader, Bunkers have the following information: Value 5, AP Attack 4, Range 1, HE Attack 4, Defense 4