Tiger Leader Update Kit

Many thanks to Rick Martin, and Christopher Dean at NWS, for helping to create this Update Kit! Also, our gratitude to Dean Brown for creating the revised Enemy Tactical Movement system with Offensive and Defense tactics!

Components

This kit includes replacement cards, counters, tactical display overlay sheet, and this rule set.

Use the cards in this kit to replace the cards in your Tiger Leader game. We have added a few new types of German Units, and adjusted the quantity of many German Units.

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

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

Place the Tactical Display Sheet Overlay over top of the Movement Chart on your Tactical Display Sheet.

Replacement Rules

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

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

Campaign Cards

We’ve added Tactical Movement die roll information to each Campaign card. It is located at the bottom of the card’s map graphic.

Roll a 10-sided die at the start of each Battle and compare it to the Campaign card. The ranges of numbers determine if the Allied forces will roll a 6-sided or 10-sided die for their Tactical Movement each Battle Turn.

Example: “1-5: d6, 6-10: d10” means if you roll a 1 through 5, roll a 6-sided die for their movement each turn during the battle. If you roll a 6 through 10, roll a 10-sided die.

Friendly Unit Placement
You may place Machine Gun Teams and Anti-Tank Teams in either of the bottom 2 rows.

You may place Rifle Teams in any of the bottom 3 rows.

Enemy Unit Placement
After placing enemy Machine Gun Teams and Anti-Tank Teams, issue each of them 1 Advance Order.

After placing enemy Rifle Teams, issue each of them 2 Advance Orders.

Movement Chart Overlay
Place this sheet over top of the Movement Chart on the Tactical Display.

Enemy Battalions now only suffer a -2 to their Movement rolls when at Half, not -3.

Cautious Advance: Only Move the Enemy Unit into an adjacent hex that is 1 hex closer to the closest Friendly Unit. If the Unit cannot be attacked in the new hex, the Unit Moves. If the Unit can be attacked in the new hex, 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 it Moves to.

HE Advance: Move the Enemy Unit 1 hex closer to the closest HE Friendly Unit. If no Friendly Units on the map can be attacked with HE, 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 it Moves to.

AP Advance: Move the Enemy Unit 1 hex closer to the closest AP Friendly Unit. If no Friendly Units on the map can be attacked with AP, 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 it Moves to.

Advance if cannot Attack: If the Enemy Unit cannot attack a Friendly Unit, Move the Enemy Unit 1 hex closer to the closest Friendly 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 it Moves to. If the Unit can Attack, it does not Move.
**Advance:** Move the Enemy Unit 1 hex closer to the closest Friendly 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 it Moves to.

**Enemy Rifle Unit - Special Movement**
Enemy Rifle Units treat their asterisked Orders as being “AP Advance” if they are at range 1 from a Friendly Unit that is Attacked by AP.

*An Enemy Rifle Unit is at range 1 from one of your Tanks. It rolls for Movement and receives an “HE Advance” Order. The Rifle Unit treats it as an “AP Advance” Order, and Moves into the Tank’s hex.*

**Enemy Unit - Impassable Terrain Movement**
Impassable hexes may prevent Enemy Units from carrying out Movement orders, such as Advance or Retreat. If an Impassable hex prevents a Unit from directly carrying out its Movement order, move the Unit into a hex that best carries out the order. If the Unit has more than 1 Hex available for the shortest path, the Unit will go into the Hex with the highest Cover.

*An Enemy Tank receives an Advance order, but there is an Impassable hex directly in its best path to Advance. Move the Tank into a hex with the shortest path, and highest cover to the targeted Friendly Unit.*

Also, the Half Strength movement modifier has been reduced from -3 to -2.

**All Units - When Attacking**
Roll 2 dice for all German and Allied Attacks.

Units gain a die roll bonus equal to their normal Move and Attack penalty when attacking at Range 0.

*A Rifle Unit gains +2 when Attacking at Range 0. A Tank (or Armor) gains +1 when Attacking at Range 0.*

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.

Apply a -3 die roll penalty to each attack die when attacking at Range 4.

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

Mortar Units now have the “Indirect Fire” ability. This is noted on the Allied counters with an “I” in their Attack range circle. German Units note this with the “Indirect Fire” notation on their cards. These Units do not check for Line of Sight when Attacking. This is the same as the “Spotter” Commander skill.

**American Units - When Attacking**
Use the Line of Sight rules as you did for the German Units.

Each Enemy Unit may only Attack one German Unit each Turn. A Unit automatically targets the German Unit that it has the lowest Attack roll required to Hit.

If more than one German Unit has the same lowest chance to be Hit, attack the one with the lowest overall Defense. If more than one has the same lowest Defense, choose one of those to be Attacked.

**German Units - When Attacking**
After you move each Enemy Unit, resolve its Attack before going on to the next Enemy Unit.

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 a die.

Use your AP value when attacking Units with a black Defense background.

Use your HE value when attacking Units with a red Defense background.

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 step, but not both.

Example: A Slow Artillery Unit uses a Tactic to Move during the Fast step. It then Attacks during the Slow step.

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 black number when the Unit attacks an AP German Unit. Use the red number when the Unit attacks an HE German Unit.

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

- Tank, Armored Car, Anti-Tank -1 die roll penalty
- Rifle, Machine Gun, Halftrack -2 die roll penalty
- Truck, Mortar, AT Gun Cannot attack if they move

Defending

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

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

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

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.

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 3s or less. You roll two dice, getting a 6 and 8 for your Defense, both fail. You draw 2 Damage counters for your Panzer.

Your SD.KFZ. 232 attacks a US Rifle team at range 1. You need to roll 6s 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 -2 penalty, so you need to roll 8s 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.