



## OTTO CARIUS, TIGER ACE CHARACTERISTICS

Otto Carius, Tiger Ace is a Warrior, rated Confident Veteran. Carius replaces the Command Tiger I E tank in a Schwere Panzer Platoon (see *Grey Wolf*, page 71) for +100 points.

When rolling for Tiger Ace skills, Carius' Schwere Panzer Platoon does not roll for Tiger Ace skills because he has his own special rules below.

### HERO OF THE FATHERLAND

Carius became something of a legend. He was approached by Himmler who tried to get Carius to join the Waffen-SS—an offer he refused. Even the Soviets had placed a bounty on his head.

*If Carius is Destroyed during a game the morale of the entire German war effort takes a heavy blow, despite any other gains, and the German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.*

### OTTO'S KÜBELWAGEN

Carius scouted in his Kübelwagen before each battle.

*Otto Carius may be either deployed as normal in his Tiger I E tank at the start of the game, or begin the game as a Kübelwagen Transport team.*

*While mounted in the Kübelwagen, Carius is a Recce team. If mounted in his Kübelwagen, Carius' Schwere Panzer Platoon must be held off-table at the beginning of the game, but counts as an on-table platoon for the purposes of the Reserves rules. Despite being modelled as a Kübelwagen, Carius counts as a on-table Fully-armoured Platoon for the Armoured Reserves rule (see page 269 of the rulebook).*

*At the start of any of your turns, you may deploy Carius' Schwere Panzer Platoon held off-table so that all of the platoon's tanks are within 6"/15cm of Carius' Kübelwagen.*

*In addition, each Tiger I E tanks must be:*

- More than 16"/40cm away from all enemy teams, and
- Concealed or entirely out of Line of Sight of the enemy.

*Once deployed, Carius remounts his Tiger I E tank and fights as normal. Remove Carius' Kübelwagen. The Tigers placed on the table in this way can move and fight as normal during the turn they appear.*

*If Carius is Destroyed while mounted in his Kübelwagen, his Schwere Panzer Platoon is immediately placed in Reserve. Carius' Tiger becomes a normal Command Tiger I E tank that still uses the Every Shot Counts special rule, even though Carius has been Destroyed.*

### CARIUS TAKES COMMAND

While not the official company commander, Carius took over a lot of the responsibilities, leading the company into combat and keeping his men steady in the face of battle.

*Carius may take Company Morale Checks as if he were the Company Command team if the Company Command team of his Schwere Panzerkompanie (page 70 of *Grey Wolf*) is Destroyed.*

*While Carius commands his platoon, he may re-roll any failed Platoon Morale Checks.*

### WHAT A BUNCH OF HEROES!

As a young Feldwebel, Carius learned a valuable lesson when he made the hasty decision to pull out of a fire fight. The infantry he was supposed to support narrowly managed to keep the Soviets at bay and they made sure Carius knew their disappointment. Otto remembered this lesson and never let it happen again.

*Carius' Schwere Panzer Platoon may re-roll any failed Motivation Tests to Counterattack in assaults.*

### EVERY SHOT COUNTS!

Carius and his gunner, Kramer, destroyed an impressive amount of Soviet tanks in 1944, earning a total of over 150 kills!

*Tiger tanks in Carius' platoon re-rolls any failed To Hit rolls when they shoots.*

### SETTING UP THE SHOT

Carius was a genius at spotting targets and setting up excellent shots in order to inflict the maximum damage on enemy tanks.

*Enemy teams do not benefit from Concealment when shot at by Carius. Furthermore, Carius ignores the normal +1 modifier when shooting at teams greater than 16"/40cm away.*

### FELDWEBEL ALBERT KERSCHER

Feldwebel Albert Kerscher was Carius's right-hand man. Together they accumulated nearly 260 kills during their careers.

*You may nominate one Tiger I E tank in Carius' Schwere Panzer platoon to be commanded by Feldwebel Albert Kerscher for +50 points.*

*In addition, while in Kerscher is within Command Distance of Carius, Kerscher may use the Setting up the Shot special rule.*

