

FORTRESS EUROPE

SOFTSKIN TRANSPORT

Most of the German infantry on the Eastern Front marched on foot. However, some were fully motorised with excellent German 4-wheel-drive trucks and half-tracks that allowed the infantry and guns to keep pace with the tanks on long marches.

This Infantry or Gun Unit may add a Softskin Transport Attachment. The number of vehicles in the Unit is as follows:

- Add one Softskin Transport for every two Infantry Teams in the Unit.
- Add one Softskin Transport for each Gun Team in the Unit.

The characteristics of a Softskin Transport are shown on the back of this card.

**German, Build, Unit
(Infantry or Gun)**

**1
POINTS**

FORTRESS EUROPE

- UNARMoured TANK ATTACHMENT •
- PASSENGERS 2 • SOFTSKIN • TRACTOR •

MOTIVATION

CONFIDENT 4+

IS HIT ON

CAREFUL 4+

SKILL

VETERAN 3+

SAVE

TANK 5+

TACTICAL

TERRAIN DASH

CROSS COUNTRY

ROAD DASH

CROSS

-

10"/25CM

18"/45CM

40"/100CM

4+

SPECIAL RULES

Passengers 2, Tractor: Team can carry two Infantry Teams or one Gun Team as Passengers.

Softskin: If a Transport is Destroyed, any Passengers it is carrying are also Destroyed, and all Transports must be Sent to the Rear immediately. All Passengers must Dismount from this Unit at the same time. Empty Transport Teams must be Sent to the Rear.

Unarmoured: Team cannot Charge into Contact and must Break Off if Assaulted.

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TIGER ACE

The elite crews of these Tiger tanks have learned many tricks on the Eastern Front.

Before Deploying this Unit, roll a die and give this Unit the following command card at no additional point cost:



Clever Hans



Deadly Gunner



Rapid Fire



Schnell!



Roll Over Them



Choose one of the above

German, Unit
(Tiger Tank Company HQ,
Tiger Tank Platoon)

3
POINTS

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CLEVER HANS

It's hard not to attract attention in a giant 56-tonne tank, but some crews have the knack. Smooth movement and staying to low ground can make even a Tiger tank hard to spot.

This Unit gains the Scout rule.

Scout: Teams remain Gone to Ground while Moving unless they Shoot or Assault.

*Use the Tiger Ace Skill card to get this card.

**German,
Tiger Ace Skill**



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DEADLY GUNNER

With a deadly gunner in your Tiger, every shot hits exactly where it's aimed.

The Unit Leader may re-roll one failed Firepower Test during the Shooting Step.

*Use the Tiger Ace Skill card to get this card.

**German,
Tiger Ace Skill**



RAPID FIRE

An ace gunner and an experienced loader allow a tank to engage and destroy numerous targets in a short span of time.

The Unit Leader's Tiger tank has Halted ROF 3 with its 8.8cm gun.

*Use the Tiger Ace Skill card to get this card.

**German,
Tiger Ace Skill**



SCHNELL

Most of their kills have been racked up through being in the right place at the right time!

This Unit passes Blitz Move tests on 2+.

*Use the Tiger Ace Skill card to get this card.

**German,
Tiger Ace Skill**



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ROLL OVER THEM

In a Tiger tank, it's easy. You just roll over them. Keep moving and there's nothing they can do to stop you.

This Unit Leader's Tiger tank hits in Assaults on 2+.

*Use the Tiger Ace Skill card to get this card.

**German,
Tiger Ace Skill**



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PIONEER COMPANY

The pioneers of the German army proved their worth in clearing Soviet minefields and barbed wire ahead of the infantry assault, despite heavy enemy fire.

Infantry Teams in this Formation cross Minefields safely on a roll of 2+.

Infantry Units in this Formation Dig In on a roll of 2+.

German, Build, Formation
(Grenadier Company,
Panzer Grenadier Company)

3
POINTS

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LUCKY

Some men have all the luck.

Discard this card to re-roll any one die. The second result must be used.

German, Force, Limited

1
POINTS