

18a. Tank Destroyer unit:



As heavier tank designs were developed by the major Powers, the need for Tank Destroyer units increased.

Compared to the cost in Tank production the Tank Destroyers were much more cost efficient. What the Tank Destroyers lacked in mobility and attack capability they gained in their defensive role.

Attack: 2

Defense: 4 (First Strike: 1)

Move: 2

Cost: 5

Maximum on game board: see below

Enter game from: see below

The maximum number of Tank Destroyer units that can be produced:

- Germany: 4 (from *Late 1943*)
- Soviet Union: 2 (from *Late 1943*)
- United States: 4 (from *Late 1942*)

A Tank Destroyer unit operates under Tank rules with a few exceptions:

Exception 1:

During defense a Tank Destroyer unit can fire a **First Strike** at "1" at up to 3 enemy units before the attacker rolls any dice.

The **First Strike** rule is similar to the rules concerning AAA units and Submarine units.

The Tank Destroyer unit can target any of these enemy units:

- Any type of Tank/Panzer unit
- Mechanized Infantry unit
- Tank Destroyer unit
- Armoured Infantry and Panzergrenadier unit

The attacker decides which unit is hit (if any).

Any unit that is hit by a **First Strike** is immediately eliminated and removed from play before any other Combat occurs.

Note:

A Heavy Waffen-SS Panzer unit takes 2 hits to be destroyed.

Exception 2:

If multiple Tank Destroyer units defend in the same territory, a maximum of 1 Tank Destroyer unit can use the **First Strike** defense fire.

A Tank Destroyer unit can be produced at any Industrial Complex that the owner controls from the start of that turn.

Soviet Tank Destroyer units can be part of a Soviet Army Corps.

In that case the Tank Destroyer unit can use a maximum of 2 dice during **First Strike** – and it can also defend with 2 dice at "4" – if the Soviet player has placed the Tank Destroyer unit at the "2 Dice" symbol on the Army Board.

A Tank Destroyer unit cannot be part of a Tank Army or Panzer Army – but it can be part of a Desert Army.

A Tank Destroyer unit counts as a Tank unit for transport purposes.

Units lost in combat can be reproduced.

18b. Waffen-SS Panzer Jäger unit:



As part of the German Waffen-SS units, the German Waffen-SS Panzer Jäger units became increasingly needed on most fronts. Morale was extremely high among these units.

Attack: 3

Defense: 5 (First Strike: 2)

Move: 2

Cost: + 2

Maximum on game board: 2

Enter game from: Early 1944 (round 9)

Waffen-SS Panzer Jäger units operate under Tank Destroyer rules.

The Waffen-SS Panzer Jäger unit cannot be transported by sea – but it can be transported by Air Transport and by Strategic Rail Movement.

A German Tank Destroyer unit that is already in *Berlin (Germany)* from a previous round can be transformed to a Waffen-SS Panzer Jäger unit at an additional cost of 2 IPC – same rule as for other Waffen-SS units.

A Waffen-SS Panzer Jäger unit cannot be part of a Waffen-SS Panzer Army.

A Waffen-SS Panzer Jäger unit can be part of a Waffen-SS Army.

In that case the Waffen-SS Panzer Jäger unit can use a maximum of 2 dice during **First Strike** – and it can also defend with 2 dice at “5” – if the German player has placed the Waffen-SS Panzer Jäger unit at the “2 Dice” symbol on the Waffen-SS Army Board.

Units lost in combat can be reproduced.

