

ARMOR RULES WITH HOUSE RULES AND EFFECTS

Standard Armor	Move	Figures	Combat	Special
Armor	3	3	3 3 3	Overrun
Elite Armor	3	4	3 3 3	Overrun
Flamethrower Tanks	3	3	3 3 3	CA terrain die reduction limited to 1*
Tiger Tank	3	1**	3 3 3	Special figure, reroll any hits-grenade kills unit
Home rules armor	Move	Figures	Combat	Special
Reconnaissance Units	4	2	2 2	Only battle infantry, Artillery or recon units
Light Armor	3	3	3 2 2	Cannot battle other armor
Heavy Armor	2	4	4 4 4	Not effected by grenade hits
Tank Destroyer Armor	2	2	4 3 3	2,2,2 against all else,Infantry attacks rear +1 U.S. And Italian TD can be hit by snipers
Home Rules Tiger	2	1**	4 3 2 1	Special figure, reroll any hits-grenade kills unit
Special Armor Rules	Move	Figures	Combat	Special
Blitz Allies	2	NA	NA	Allied may only move 2 and battle
Blitz Axis	3	NA	NA	Axis may move 3 and battle
North Africa Desert	NA	NA	NA	On successful CA may move 2 and battle again* These rules apply to Standard Armor (see below)
Normal	Roads	Blitz Ally	Blitz Axis	Special Notes
Armor	4	3	4	Blitz columns show movement with roads
Elite Armor	4	3	4	To get road bonus, you must begin movement
Flamethrower Tanks	4	3	4	On road and end movement on road Without leaving road hexes.
Tiger Tank	4		4	
Home rules armor	Roads	Blitz Ally	Blitz Axis	Special Notes
Reconnaissance Units	5	4	5	Blitz columns show movement with roads
Light Armor	4	3	4	To get road bonus, you must begin movement
Heavy Armor	3	2	3	On road and end movement on road Without leaving road hexes.
Tank Destroyer Armor	3	2	3	
Home Rules Tiger	3		3	
				** Tiger figure from "Tigers in the Snow"
				* CA means close assault