11. Elite Tank unit:



From the outbreak of World War II, Tank units were some of the most central units during both attack and defense.

Training, skills and equipment combined with growing combat experience were essential in order to form Elite Tank units.

Attack: 3 (2 dice) Defense: 3 (2 dice) Move: 2 Cost: 5 Maximum on game board: see below Enter game from: see below

An *Elite Tank* unit operates under *Tank* unit rules – but uses 2 dice during attack and defense.

Germany, the Soviet Union and USA can produce *Elite Tank* units in these numbers and from these rounds:

- Germany (from *Late 1941*):
- Soviet Union (from Early 1943) :

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- United States (from *Late 1944*):

A maximum of 1 *Elite Tank* unit can be produced by each Nation in each round.

There can be a maximum of 1 *Elite Tank* unit from the same Nation or alliance in each territory.

An *Elite Tank* unit can share the same territory as an *Elite Infantry* unit.

These two units can even be produced in the same turn.

An *Elite Tank* unit must be produced by the owner in the owners original Capital.

If Germany takes over Italy, the German player cannot produce *Elite Tank* units in *Rome* (*Southern Italy*). An *Elite Tank* unit can be supported by a *Tactical Bomber* unit.

Elite Tank units are not eligible for the *Total War* rule.

The Soviet Union cannot purchase an *Elite Tank* unit as part of the *Soviet Tank Mass Production* rule.

The US *Elite Tank* unit cannot be part of the *Lend-Lease* rule.

Elite Tank units cannot be part of a *Tank Army* or *Panzer Army*.

11a. Elite Waffen-# Panzer unit:



From *Early 1943*, Germany can produce 1 *Elite Waffen-H Panzer* unit.

The *Elite Waffen-H Panzer* unit must be produced in *Berlin (Germany)*.

Follow this procedure:

An *Elite Tank* unit that is already in *Berlin* from a previous round can be transformed to an *Elite Waffen-H Panzer* unit at a cost of 2 IPC.

The procedure is the same as for other Waffen-# units.

The *Elite Waffen- Panzer* unit operates under rules for Waffen-*Panzer* units – but uses 2 dice during attack and defense.

The *Elite Waffen-H Panzer* unit cannot be part of a Waffen-*H* Army or a Waffen-*H* Panzer Army.

An *Elite Waffen-H Panzer* unit can share the same territory as a German *Elite Infantry* unit and *Elite Tank* unit.

Elite Tank units and *Elite Waffen-# Panzer* unit lost in combat can be reproduced.