

TANK ON TANK

GUN CALIBER VARIANT



GUN CALIBER MODIFIERS

When an armored (non-personnel) unit is targeting an armored unit, its gun caliber may make the shot more or less effective. Note, we're assuming that any AT guns in play are large enough to do their jobs, so they're not included in this variant.

- » If the firing unit has a large gun caliber, the firing unit rolls three dice and takes the best two results. However, if any of the two dice are snake-eyes (roll of 2), the attack automatically misses.
- » If the firing unit has a small gun caliber, the firing unit rolls three dice and takes the worst two results. However, if any two dice are box cars (roll of 12), the attack automatically hits.
- » In either case, if an Ace is in play, re-roll all three dice. Apply any die roll modifiers after determining the dice to use.

USA	Germans	RUSSIA	HUNGARY
<p>Pershing LARGE</p>	<p>Tiger LARGE</p>	<p>KV/85 LARGE</p>	<p>Zrinyi LARGE</p>
<p>M8 SMALL</p>	<p>King Tiger LARGE</p>	<p>IS-2 LARGE</p>	
	<p>Puma SMALL</p>	<p>T-34/85 LARGE</p>	

All other units (regardless of nationality) roll two dice, normally.

