

PAPER TIGERS^{II}TM

WWII Miniatures Skirmish Game

by Don Bailey

V1.1



Introduction

Paper Tigers II expands on the original Paper Tigers rules adding depth and detail without adding a great amount of complexity. It is intended to be played with paper miniatures printed in 1/72 or 1/76 scale. All the original basic Paper Tigers rules still apply and are included in this version. New basic game rules, optional rules, and advanced rules are clearly marked and simply add to the original basic rules.

Paper Tigers II includes two appendices with scenario ideas and new unit capabilities.

The game uses a standard deck of playing cards to generate an interesting and sometimes surprisingly tense turn sequence. Higher value cards allow you to act first, but they are more difficult to successfully use. Lower value cards are easier to use, but with them, you are more likely to act after your opponent.

Most players' initial games are likely to be solo efforts. This does not pose a problem as Paper Tigers II is purposely designed to work well in single-player games. The card-driven turn sequence combined with other mechanisms that limit player control make Paper Tigers II highly suitable for solo play yet still provide an enjoyable multi-player game.

A. What You Need

1. One or more 6-sided dice (i.e., "d6" cube dice). Two or three dice are good; 2 or 3 per player are best.
2. An ordinary deck of playing cards (remove the jokers).
3. An area to play at least 3 ft by 3 ft in size. Bigger is better.
4. Items to use for terrain:
 - a. Books or blocks of poly-foam work well for hills.

- b. Cake decorating trees or model railroad trees for woods; also, paper, felt, or some way to delineate woods areas. Areas should be irregularly shaped and about 4 x 4 inches to 9 x 9 inches in size. Larger forests can be assembled from several such woods areas placed near each other.
- c. Model buildings for towns (see free downloads at papertigerarmaments.com).



The method for denoting a woods area can be as fancy as the camo-fabric at right or as simple as the piece of string at left. Tree models within the area may be repositioned freely to allow models to be moved in.

5. Some cotton balls to use for "smoke" damage markers.
6. Model vehicles, tanks, guns, and infantry, aircraft, and/or landing craft. Infantry figures are organized into "squads" of 3 to 5 men. Figures may be glued together on a base or left individually mounted.
7. A one-foot ruler or tape measure. A piece of string or dowel rod is also useful for checking Line of Sight.





A five-man infantry "squad" in front of a cardboard building. Profile infantry, available from papertigerarmaments.com, are great for a beginning game force.

B. Game Setup and Start

- 1. Determine Attacker and Defender.** Each side rolls two dice and adds the results together to get a total from 2 to 12. Re-roll ties.
- 2. Attacker Sets Up Terrain.** The player with the higher total is called the "Attacker" and now gets to set up all the terrain items in the battle area.
- 3. Defender Positions Forces.** The player with the lower total is called the "Defender" and now chooses which side of the battle area to set up his models on. In the basic game, models may start no farther than one-third of the way in from your edge of the battle area. So, if your area is 3 feet wide, you can start troops no farther than one foot in from your edge of the battlefield.
- 4. Attacker Positions Forces.** The Attacker now sets up his models on the opposite side of the area no farther than one-third of the way in from his edge.
- 5. Shuffle the card deck.** The Defender shuffles the deck first. Alternate who shuffles the deck thereafter if needed. You're now ready to begin the battle.

C. Game Turns

Paper Tigers II is played in a series of game turns. Each turn has the following steps:

- 1. Deal Cards.** Each player rolls 2 dice. This is the number of cards the player is dealt.
 - a. Starting with the player with the highest roll, alternate dealing one card at a time to each player. If the roll was a tie, then deal the first card to the "Attacker".

- b. Don't look at the cards after they are dealt. What you get is supposed to be a surprise.
- c. If both sides start with fewer than 5 units (i.e., vehicles, guns, or squads), then each player rolls two dice but only counts the higher of the two toward his number of cards (this is to prevent an excess of cards being dealt).

***Example:** Tom and Cindy are playing a small skirmish with only 3 units per side. They roll for their number of cards for the first turn. Tom gets a 5 and a 2, so he ignores the 2 and gets 5 cards this turn. Cindy rolls a 4 and a 3. She ignores the 3 and gets 4 cards this turn.*

2. Assign Cards to Units. Starting with the Attacker, players take turns assigning one card at a time to models on the battlefield, keeping them face-down.

- a. A card may be assigned to a vehicle, gun, or infantry squad. An individual model may have no more than two cards assigned to it.
- b. You don't have to assign all your cards. Some may be saved for later. You may never have more than six unused cards in your hand at the end of a turn.

3. Combat Actions. Once players are finished assigning cards Combat Actions begin. Each player picks one of his models, with one or more cards assigned, to act. He then flips over at least one card for his chosen model. If a model has two cards, either or both may be flipped over. If both cards are flipped, the model will take two actions at this point in time. If one is left face down, the model may act again at a later time in the turn. The card colors and values determine the type of actions that may be performed as well as the order the models perform them in:

- a. **Card Initiative Value:** The higher a card's value, the more quickly it gets to act. This is called its "Initiative". From lowest to highest, card initiatives are: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, and Ace. Thus a model with a "King" card acts before a model with a "3" card. In case of ties, red cards always act before black cards. If the value and color are the same, then spade beats club and heart beats diamond. The models perform their actions in the order determined by the cards' Initiative values.





The T-34 at left has the **Queen of Spades**. However, the Panther at right has the **Queen of Hearts**. The initiative values are the same, but since Hearts are red, the Panther gets to act first. Its controlling player decides the Panther will fire, so he must roll 3 dice and get a total equal to or greater than 10 to hit.

If the T-34 survives, it may either move (roll 3 dice, or return fire (roll only 2 dice for firing on a black card).

- b. **Card Difficulty Value:** The higher a card's Initiative value, the harder it is to use. So, the quicker-acting cards are also less likely to yield a successful result. A card's "Difficulty" is equal to its number value if it's a numbered card or ten if it's a face card. Aces have a Difficulty value of eleven. To successfully act on a card, you must roll two or more dice to get a total equal to or greater than the card's difficulty.
- c. **Card Color:** A card's color determines what you may do when you play it:
- d. **Red Cards:** **Fire** (roll 3 dice) OR **Move** (roll 2 dice) OR **Close Assault** (New Basic Game Action)
- e. **Black Cards:** **Move** (roll 3 dice) OR **Fire** (roll 2 dice) OR **Find Defilade** (New Basic Game Action)
- f. Note that, if one or both of the models players chose to act has two cards flipped over, one might perform both its actions before the other or the two models might alternate actions. This is determined by the initiative values of the cards.
- g. Once the two models have acted, each player chooses another to act and so on until all models with an assigned card have acted.
- h. If one player still has units with cards assigned after the other player has expended all his actions, then turn over any

remaining cards and act with those units in order.

New Basic Game Actions

In Paper Tigers II, units have a few more options for things they might do on the battlefield:

i. Find Defilade – The unit attempts to find additional cover. Roll 2 dice if in open terrain, or 3 dice if in town, woods, or on a hill. Finding defilade may ONLY be performed on a **BLACK** card.

j. Close Assault – The unit attempts to charge into close range combat with an enemy unit. Roll 3 dice if assaulting with infantry or 2 dice if any other type of unit. Close assaults may ONLY be performed on a **RED** card.

4. Recovery. At the end of each turn, players may use any cards they saved to attempt to remove damage from units.

- a. At the end of the turn, all players may assign cards still in their hands to any models or squads that are "damaged" (i.e., have taken only one hit). A damaged model may have only ONE card assigned. After all cards desired have been assigned, flip them over. For each damaged model, roll two dice and compare the total to the Difficulty value of the card. If a recovery roll is equal to or greater than the card's Difficulty, then remove the hit marker from the model. If the roll is less than the difficulty, the recovery attempt fails and the hit remains.
- b. Models that recover may have cards assigned and perform actions normally. Models that still have a hit are considered to be damaged and "shell shocked". They may not have cards assigned and may take no actions. If a damaged model takes another hit, it is destroyed.
- c. **Retreat (Optional Rule):** A unit with hits may choose to retreat six inches prior to its recovery roll and then roll 3 dice for the recovery attempt instead of 2. A retreating unit may not move closer to any enemy unit. If it cannot do this, it may not retreat. It must also try to move out of LOS of enemy units if possible, but this is not mandatory.

5. End of Turn. When all actions are complete and recovery attempts are done, the turn is over.

- a. Discard all used cards. Players then turn any unused cards in their hands face up on



the table for all to see. At this point, begin a new turn.

- b. Cards that were saved from the previous turn (and are now face-up on the table) may be used in the new turn along with any new cards received. Note that face-up saved cards must remain face-up when they are assigned to a unit for actions or recovery attempts. Thus the opponent will know what the card is as well.
- c. Remember, you may never have more than six cards saved at the end of a turn. If you have more than six cards, discard any excess. Choose which cards to discard **BEFORE** you turn the remaining ones you will save face-up.

D. Combat Actions in Detail

1. Moving — Measure move distance from the unit's nearest edge to the direction of movement. Units may change the direction they are facing at any point during their move.

- a. Roll the number of dice allowed by the card color and action you chose, and add them together. Compare this total against the card's difficulty value for each move attempt (*Note that on black cards, you will roll three dice but if you try to move on a red card, you'll only roll two*).
- b. If the total is equal to or greater than the difficulty level, the model gets to move a number of inches equal to the dice total. However, infantry and unlimbered guns may never move farther than 6 inches on a single card. Measure the move distance from the front of the model.
- c. If the roll is less than the difficulty, the model does not get to move on this card.
- d. If a model moves into an area of woods, a building, onto a hill, or some other area that might be considered difficult terrain, it must stop. It may continue movement on later actions. Vehicles may not enter buildings.
- e. Guns and their crews are treated as a single unit for moving. All move together.

2. Firing — Vehicle and gun units may fire at any range — no measuring necessary. Infantry units normally only fire at targets within 12 inches unless equipped with a "support weapon" (explained later).

- a. You must be able to trace an unblocked Line of Sight (LOS) from your firing model to the

target. This is a straight line drawn from the approximate center of the firing model to the approximate center of the target model. Hills, buildings, and woods areas all block LOS through but not into them.

- b. If there's any doubt about whether a clear LOS exists, roll one die. On a 1, 2, or 3, LOS is blocked. Otherwise, it's clear.

DESIGNER'S NOTE: *A forest composed of several woods areas, or a village composed of several buildings, will have very limited visibility indeed. This is because each separate woods area or building blocks LOS through it. A unit in one building or woods area will only be able to see and fire as far as the next.*



The Panther tank (right) has a good LOS to the infantry in the woods area. However, LOS through the woods to the T-34 is blocked.

- c. Infantry models may only fire at targets within 12 inches (unless they are equipped with a machinegun or mortar — see New Basic Game units). All other models may fire at any distance.
- d. Roll the number of dice allowed by the card color and action chosen and total them together. If the total is equal to or greater than the card's difficulty, the shot hits the target model. Mark the model with a piece of cotton "smoke" to show it is damaged. (*Note that if you are firing on a red card, you'll roll three dice, while if you are firing on a black card, you'll only roll two.*)
- e. If the roll is less than the card's difficulty, the shot missed and there is no effect from this fire action.
- f. Models with Armor (Basic Rule). Tanks, halftracks, and armored cars have armor that may negate the effect of hits.



Immediately after a tank takes a hit, roll two dice (one for armored cars or halftracks). A roll of 5 or 6 on either die negates the hit. Note that "Advanced Game Units" (section H) may roll different numbers of armor dice.

- g. Infantry squads don't get an armor roll. However, if a squad is in a building or woods area, it does get a "cover roll" if hit. Roll only one die. On a 5 or 6 the hit is negated.
- j. After any armor or cover rolls have been made, any models that still have one hit are damaged and "Shell-Shocked". Any cards that were assigned to them are immediately discarded. A damaged unit that takes another successful hit is destroyed.



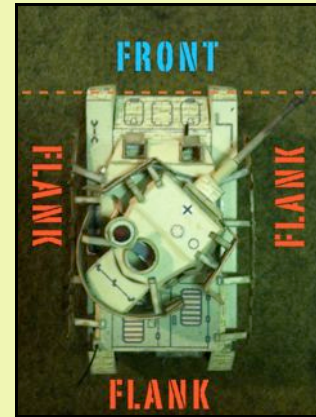
This T-34 has taken a hit and failed its armor roll. The white cotton "smoke" denotes that it is now damaged and "shell-shocked".

- k. Any models that have two or more hits remaining, after any armor or cover rolls, are destroyed. Remove them from the battlefield and discard any cards assigned to them. Players may choose to leave destroyed vehicles on the battlefield and mark them with cotton that is dyed or painted black. Such "burning" vehicles block LOS.
- l. Guns and their crews are treated as a single unit for firing. They fire and are fired at as a single entity. If a gun is damaged/shell shocked or destroyed, so is its crew.

Optional Firing Rules

In Paper Tigers II, units can inflict more damage based on how well they roll and the angle of their shots.

- h. **Lethal Hits.** If the to-hit roll total is at least TWICE the difficulty value, the firing unit has scored a Lethal Hit. This counts as two normal hits but the target unit still only gets a single roll of its armor and cover dice.
- i. **Front and Flank Shots.** Armored vehicles only get their full number of armor dice versus shots from their front area (See example diagram). Roll one LESS armor die versus shots from the flank. An armored unit always gets to roll at least ONE armor die.



3. Finding Defilade (New Basic Game Action) — "Defilade" represents natural depressions in the ground or other areas of additional cover that aren't normally represented by game table terrain. It may also represent an infantry unit "digging in" its position or a tank going "hull down".

- a. A unit may only attempt to find defilade on a **BLACK** card.
- b. **Roll 2 dice** if in open terrain, or **3 dice** if in town, woods, or on a hill.
- c. **If the roll is $\geq$ the difficulty level** of the unit's current action card, the unit has found a defiladed position. A defiladed unit may roll a bonus cover die any time it is attacked. If the unit is infantry, this die is in addition to the normal cover die it would get for being in woods or town.
- d. Note that vehicles may find defilade as well as infantry, even though they normally wouldn't get a cover die for being in woods or town



- e. If the unit moves, the defilade is lost and can only be regained by taking another "Find Defilade" action.



You can indicate that a unit is in defilade by placing a rock or piece of lichen in front of it. "Sandbags" made from polymer clay work great for showing infantry in defilade.

4. Close Assaulting (New Basic Game Action) —

Close assault represents units attacking with grenades, bayonets, and improvised explosives such as molotov cocktails. It can also represent tanks overrunning an enemy unit.

- a. Close assault may only be attempted on a **RED** card. The assaulting unit must be within 6 inches of its target. Towed guns may not initiate a close assault, but may defend if assaulted.
- b. Move the unit adjacent to its target and roll 3 dice if assaulting with infantry or 2 dice if any other type of unit.
- c. **If the roll is $\geq$ the difficulty level**, the target is immediately destroyed. No armor or cover rolls are allowed.
- d. **If the roll is $<$ the difficulty level** indicated by the unit's current action card, the unit fails to destroy its target. The enemy unit that was its target immediately gets to make a free close combat roll against the assaulting unit. Roll 2 dice (3 if infantry) vs the assaulting unit's action card difficulty.
- e. **If the defending unit rolls $\geq$ than the card difficulty**, the attacking unit is destroyed (Note that the defending unit is rolling vs the attacker's card difficulty in this case).
- f. If neither attacker nor defender are destroyed, the attacker returns to its original location.

- g. A unit does not have to start with LOS to initiate a close assault. So, for instance, a unit can close assault around the corner of a building.

Close Assault Example: Julie's infantry unit is next to act with the Ace of Diamonds. David's tank is within 6 inches, so she has the infantry close assault it. She moves the infantry unit adjacent to the tank and then rolls 3 dice (infantry in close assault) vs the Ace card's difficulty of 11. The roll total is 8 — a failure.

David's tank immediately makes its own close assault roll vs the same difficulty of 11, but only rolls 2 dice since it's not infantry. The roll is 10, another failure. Since the target is still alive, Julie's infantry retreats to its original position.

Julie's infantry unit has a second card — the 8 of Hearts. She decides to try the close assault again. This time she rolls a total of 10 on her 3 dice, and the tank is immediately destroyed.



- h. Up to two friendly units may attempt to follow a lead unit into close assault using the "Follow Me" rule (Section E, below). In this case, each unit makes a separate attack and applies the results as described above.
- i. Also, up to 2 friendly units within 3 inches of a unit that is a close assault target may attempt to help defend against the assault. Each makes its own close assault roll vs the assaulting enemy unit's card difficulty and applies the results as described above.
- j. If multiple units from both sides are involved, all assaulting units make their attacks and apply results before defending units. The lead assaulting unit attacks its intended target, while following units may either attack the same unit or any other enemy unit within 3 inches of it. The target defending unit attacks the lead attacker, while the other defenders may attack any unit.



- k. All dice rolls are made vs the action card of the unit that began the close assault.
- l. If any defenders survive, surviving attacking units must retreat back to their starting point.

E. “Follow Me!”

1. Vehicle and gun models, as well as infantry squads within three inches of an acting model or squad may perform the same action as long as they had no cards assigned to them at the beginning of the current turn. If moving, they must attempt to stay within three inches of the other unit if possible. If firing, they may fire at separate targets. Each unit makes a separate difficulty roll for moving or firing.

2. More than one model, but NOT more than three, may act on the same card in this way so long as each new acting model or squad starts within 3 inches of the previous. In other words, up to two additional models may “follow” the first. Thus, a “chain” of up to three acting models will be formed with each model within 3 inches from the last. Each unit must still make a separate difficulty roll for moving or firing.



“Follow Me!” — The T-34 has two cards: the 6 of Hearts and 3 of Spades. The T-34 first attempts to FIRE with the 6 of Hearts.

The nearest infantry squad is within 3 inches so it may also attempt to fire at this time with the same difficulty as long as there is a target within 12 inches (infantry range). A second infantry unit is within 3 inches of the first so it may also attempt to fire.

Once firing is finished, the T-34 decides to attempt moving with the 3 of Spades. Both infantry squads may also attempt to move. The first squad must try to stay within 3 inches of the T-34. The second infantry squad must try to stay within 3 inches of the first squad.

DESIGNER’S NOTE: This rule is intended to help when players roll badly for their number of cards or if they are using a large number of models (i.e., greater than 12).

3. Note that a unit may not “follow” another unit if it already has one or more cards assigned to it in the current turn.

4. A unit may follow only a single unit within a turn (i.e., it may not follow one unit on its first action and then follow a different unit on its second action).

5. Units may never perform more than two actions in a single turn whether assigned cards or following another unit.

6. “Follow Me” and Close Assault (New Basic Game Rule): Up to two units may follow a leading unit into close assault as long as both of the following units are also within 3 inches of the leader.

- a. Each unit must make its own separate dice roll for its close assault attack, and applies its results separately.
- b. Each assaulting unit attacks ONE enemy unit; either the same target as the lead unit or a supporting enemy unit within 3 inches of that target.

Example — “Follow Me into Close Assault!”:

Julie has an infantry unit with the 10 of Hearts assigned. It’s within 6 inches of another of David’s tanks, so she decides to close assault.

However, this time, she also has a second infantry unit within 3 inches of the first. She decides to try using the “Follow Me!” rule to have both infantry units close assault the tank.

She moves both infantry units adjacent to the tank in preparation for the assault. But wait! David has an infantry unit within 3 inches of his tank. This unit may support against the assault.

As the attacker, Julie gets to roll first. Even though there are two potential targets now, she decides to focus both of her assaulting units on the tank. Her first roll is a 9, which fails, but the second unit’s roll is a 14. David’s tank becomes a flaming hulk before it can react.

Now David gets to make his own assault attack with his supporting infantry unit. He rolls 3 dice for a total of 12 — enough to kill one of Julie’s infantry units.

Since David, the defender, has a unit that survived the close assault, Julie’s remaining infantry unit must retreat to its original position.



F. Vehicle Passengers and “Tank Riders”

1. Up to one infantry squad may ride in a truck, halftrack, or on the back of a tank. It takes a successful move action to mount or dismount the vehicle. The squad simply moves onto or off of the vehicle using its normal move.
2. Passengers may not fire until they dismount. If the vehicle they're riding on is a tank, the passengers must dismount if the tank fires.
3. Passenger squads are not fired upon, only the vehicle transporting them. If a truck or tank that is carrying a squad is hit by fire (regardless of whether it passes its armor roll if a tank), the squad also takes a hit and immediately dismounts.
4. If the transporting vehicle is a halftrack, the squad still takes a hit, but dismounting is optional.
5. Roll one die for the distance the squad moves from the vehicle after any such “forced” dismount (also for dismounting from a tank that fired or the “optional” dismounts from a halftrack hit by fire).



A Soviet infantry squad hitches a ride on a T-34.

6. Guns may be towed by trucks, halftracks, weapons carriers, or jeeps, but not other vehicles. The gun's crew rides inside the towing vehicle just like an infantry unit. Guns and their crews are loaded and unloaded in the same way as infantry (i.e., make a successful move up to the vehicle), except that the gun is towed behind the vehicle rather than riding in it.
7. Guns and their crews can be forced to unload in the same way as infantry. Roll one die for the distance moved from the towing vehicle.

G. End of Deck and Winning the Game

1. When all the cards in the deck have been used and discarded, players check to see if one of them has won.
2. Each player counts the number of his opponent's models he has destroyed and totals up his “Victory Points” (VP). ***Each infantry squad or unarmored vehicle is worth one victory point. Each gun or armored car is worth three victory points. Each tank is worth five victory points.*** Each side will want to have roughly the same point value in units at the start of the game. Advanced game units have advantages and disadvantages which add or subtract from these values. A unit never has a point value of less than one.
3. Victory Points may also be awarded for having control of certain key terrain features, such as a building, hill, or bridge, at the end of a deck.
 - a. Such key areas are called “Objectives”. Players should decide on the VP value of Objectives before the game starts. Objectives can have any VP value, but a good rule of thumb is:
 - Low Priority Objective = 2 VP***
 - Medium Priority Objective = 4 VP***
 - High Priority Objective = 8 VP***
 - b. Note that, several low priority objectives may group together to form a higher priority objective overall. For instance, in a small village of five buildings, each individual building may only be worth 2 VP. Controlling all five buildings in the village, however, would be worth a total of 10 VP.
 - c. To control an objective, a player must have a unit on/in the terrain feature after the last card in a deck is drawn and any actions are performed. Also, there must be no enemy units within 3 inches of the objective.
 - d. If one player starts the game in control of one or more objectives, so that the game starts with an imbalance in VP, give the other player a number of points for additional units equal to the value of the objective(s). However, the total of such bonus points gained should normally be limited so that one side's points for units do not total more than twice the other side's.
4. The side with the most victory points at the end of a deck wins the battle. If the difference between both



players' victory points is less than three VP, it's only a "marginal" victory. If both sides have the same number of VP, or they are within 3 VP of each other and both sides want to continue, reshuffle the deck and begin a new turn.

5. If both sides are still tied after three runs through the deck, the battle ends in a draw. Keep track of runs through the deck with pennies or some other marker.

6. Alternately, players may decide to play to a set number of VP. If, at the end of a deck, one or both players have reached this total, the battle ends. Determine the victor as in paragraph G.4 above.

H. Basic and Optional Units

The following list clarifies the types of units available and adds some detail as well as new unit types:

1. **Armored Car (Basic Game Unit):** Roll only one die for armor rolls. Armored cars are wheeled vehicles.

Light Armored Car (Optional Game Unit): A smaller version of the basic game vehicle. The stats are the same except that the armor die-roll must be a 6 to remove a hit (rather than 5 or 6). Also, roll one less attack die vs targets at > 12" range.

2. **Halftracks and Weapons Carriers (Basic Game Unit):** Roll only one die for armor rolls (If there is a note that the unit is "unarmored", it gets no armor dice). Rolls three dice for movement regardless of card color. May carry one infantry unit as passengers or tow a gun (with crew).

Light Halftrack or Weapons Carrier (Optional Game Unit): A smaller version of the basic game vehicle. The stats for these are exactly the same as for a regular halftrack or weapons carrier except that the armor die-roll needs to be 6 to remove a hit (rather than 5 or 6).

3. **Medium Tank (Basic Game "Tank" Unit):** This is the tank type described in the basic game rules. Roll two armor dice. Moves and fires normally. May carry an infantry unit as passengers.

a. **Light Tank (Optional Game Unit):** Roll two armor dice and choose the highest one. Roll one extra die while moving but discard the lowest die roll of the group. Roll one less die when firing at ranges greater than 12 inches.

b. **Heavy Tank (Optional Game Unit):** Roll an extra die when firing but one less die when moving. A heavy tank also gets three armor dice

4. **Tank Destroyer (TD – Optional Game Unit):** The equivalent of a light tank with a heavy gun. Roll two armor dice but keep only one. Roll an extra die when firing. Roll one extra die while moving but discard the lowest die roll of the group.

5. **Self-Propelled Gun (S.P. Gun – Optional Game Unit):** Has no turret, so it fires only to the front (see diagram in rule D.2.i). Add +2 to the difficulty of firing at an S.P. gun because of its lower profile.

a. **Light SP Gun (Optional Game Unit):** Roll two armor dice and keep the best one. Roll one extra die when moving but discard the lowest die of the group.

b. **Heavy SP Gun (Optional Game Unit):** Roll three armor dice vs fire and one extra die when firing. Roll one less die when moving.

6. **Transport (Basic Game Unit):** No armor. May carry one infantry unit as passengers or tow a gun. Wheeled vehicle.

Light Transport (Optional Game Unit): A smaller version of the basic game transport such as a Jeep or Kubelwagen. Treated the same way as a basic game transport except that it takes **only one hit to destroy** a light transport. A light transport may only tow a light gun or carry a "scout team" (see section 8.a below).



The Kubelwagen is a light transport.

7. **Towed Gun (Basic Game Unit):** Move a max of six inches per action. Roll only two dice to move regardless of card color. Roll one cover die if in woods or town.

a. **Light Towed Gun (Optional Game Unit):** A smaller version of the basic game gun. Less lethal but easier to maneuver. Roll one less die when firing at ranges greater than 12 inches. Roll three dice for movement regardless of card color, and keep the best two. It takes **only one hit to destroy** a light gun.



b. **Heavy Towed Gun (Optional Game Unit):**

A larger, more lethal weapon. Roll an extra die when firing. Roll two dice for movement regardless of card color, but only keep the best one.

8. **Infantry (Basic Game Unit):** The basic game infantry unit. May move no more than 6 inches per action regardless of dice total. Roll one cover die if in woods or town. Attack range is limited to 12 inches. May have a mortar OR MG.

a. **Scout team (Optional Game Unit):**

Represent using a stand with only one or two figures. A scout team may move a max of 12 inches (as opposed to only 6 inches for a regular infantry unit). Its range is limited to 12 inches. It rolls **one less die when firing** and is **destroyed on a single hit**. Scout teams may not have an MG or mortar attached to them.

9. **Machine Guns (MGs - Optional Game Support Weapon):** All tanks, armored cars, and halftracks have an MG unless otherwise noted in the unit capabilities. Other vehicles may also have an MG if noted. An infantry unit with an MG should have an appropriate model attached (Paper tripod MG models are included in Appendix F).

- a. A machine gun allows a unit to roll one extra die when firing. They may fire beyond the normal 12" firing range for infantry, but lose their bonus fire die for doing so.
- b. In any one action, a vehicle may attack with its main armament (if any) OR its MG, not both.
- c. **Suppression:** When firing at unarmored units, if a machine gun's attack roll misses but is still equal to or greater than half of the action card's difficulty (round up), the target loses all action cards currently assigned to it.
- d. Any unarmored unit in Cover or Defilade may use its Cover roll(s) to negate suppression.

***Example:** A machine gun attacks an infantry unit at range 20 inches on a Black King. The difficulty is 10. Two dice are rolled (3 minus 1 for range > 12"), and the total is 6, which is at least half the difficulty. Although the infantry unit is not hit, it does lose all its assigned action cards due to suppression.*

***Example:** A machine gun attacks an infantry unit in a building at range 22 inches on a Black 8. The difficulty is 8. Two dice are rolled and the total is 7 — not enough to hit but is at least half the difficulty, so the target would normally be suppressed. However,*

the target infantry rolls one die for its Cover and gets a 5. This is enough to eliminate the suppression result, so the infantry is unaffected by the machine gun fire.

- e. After a machine gun's attack roll, some of the dice may be "split off" to attack additional targets, if desired. Use the same difficulty as the initial attack. Each additional target must be in LOS of the firing unit and within 3 inches of the previous target.

***Example:** A machine gun fires at an enemy infantry unit at 12 inches on a Red 4 card. The difficulty is 4. The MG rolls 4 dice (3 plus the bonus die for attacking at 12 inches or less) and the dice come up 6, 3, 2, and 1. The player uses the 6 on the infantry (which hits), splits off the 3 and 1 to hit a second infantry unit 3 inches away from the first, and splits off the 2 to suppress a third infantry unit that is 3 inches away from the second.*

- f. Armored units never take hits from machine guns but may be partially suppressed. If an enemy unit rolls $\geq$ the card difficulty (i.e., what would normally be a hit), the target armored unit only loses one assigned action card (firing unit's choice), not all of them (This represents the armored vehicle's crew having to close all their hatches, thus limiting their visibility).
- g. Armored units may use their armor roll(s), as well as defilade roll to attempt to negate a suppression result.

10. **Mortars (Optional Game Support Weapon):** Any infantry unit (and some vehicle types) may be equipped with a mortar. Indicate this with a mortar model placed with the unit.

- a. A unit with a mortar does not require LOS as long as any other friendly unit has LOS to the target.
- b. Mortars may fire beyond the 12" range limit for infantry but roll one less attack die at ranges > 12".
- c. Mortars may not fire at units within 6 inches of themselves (infantry units use normal fire with LOS in this case).
- d. Mortars suppress units just like MGs.
- e. If the mortar hits its initial target, it immediately gets a free second shot at that target or any other unit within 6 inches of the first.

11. **Howitzers (Optional Game Weapon):** Some towed gun and S.P. Gun units are noted as being



armed with a howitzer. They don't need LOS to fire as long as a friendly unit has LOS to the target.

- a. Howitzers may suppress targets just like MGs, but may not fire at targets within 6 inches.



M7 Priest SP howitzers take up position in a snow-covered forest.

- b. If a howitzer hits its target, ONE other **unarmored** unit within six inches is automatically suppressed (firing player's choice).

12. **"Wheeled" Vehicles:** Vehicles such as transport and armored cars roll one extra movement die if they start their move on a road. However, the bonus inches of movement from this die may only be used on the road (roll the bonus die separately from the others). The remaining dice may be used for on-road or off-road movement as normal.

13. **"Improved Units" (Optional Game Trait):** This trait represents vehicles with better protection, weapons, and maneuverability and infantry with better weapons and training. For instance, a Panther is an **"Improved Medium Tank"**.



*A column of Panther **Improved** medium tanks, a powerful force to be reckoned with.*

- a. Improved units may re-roll any or all dice from a fire or move attempt, as well as armor/cover rolls. Improved infantry may also re-roll close assault dice.
- b. The result of a re-roll is final even if it is worse than the original roll. You may not "re-roll" a re-roll.

I. Historical Units (Advanced Rule)

1. **Appendix A** lists historical units for the different nations involved in World War II along with their advanced game unit types and a "Notes" section listing special unit qualities such as amphibious capability.

2. The tables also list **optional** rules for unit **advantages** and **disadvantages**. These provide additional historical flavor to the advanced game unit types at the expense of a little additional complexity to the game. Most units have no more than one Advantage and one Disadvantage.

DESIGNER'S NOTE: *The advanced game optional rules for advantages and disadvantages work best when all Basic Game optional rules are also used.*

3. **Advantages (optional rule)** are special capabilities the historical unit type had that gave it an edge in battle. Add 1 point to the unit's value for each advantage. The possible advantages and their specific rules are:

- a. **Improved Armor:** The unit may reroll its armor rolls.
- b. **Improved Gun/Fire:** The unit may reroll its attack rolls.
- c. **Improved Movement:** The unit may reroll its movement rolls.
- d. **Rapid Fire:** The unit may fire twice, but only at the same target.
- e. **Fast:** The unit gets to roll an additional die for movement attempts.
- f. **Hell on Wheels:** This unit gets to roll TWO additional dice for movement attempts.
- g. **Skirt Armor:** Infantry fire and Close Assault attacks against the unit roll one less die.
- h. **Suicide Assault:** The unit may roll an extra die in close assault, but if it fails its roll, it is immediately destroyed.
- i. **Reliable:** The unit rolls an extra die for recovery attempts.
- j. **Infiltration:** The unit rolls an extra die when making defilade attempts.



4. **Disadvantages (optional rule)** are problems or flaws the historical units exhibited in battle. Subtract 1 point from the unit's value for each disadvantage (down to a minimum of 1 point total). The possible disadvantages and their specific rules are:

- a. **Underpowered:** The unit rolls one less die for movement.
- b. **Overworked Commander:** The unit may not fire on black cards, nor move on red cards.
- c. **No Radio:** The unit may only have one card assigned to it, and thus may take only one action, each turn.
- d. **Unreliable:** If the unit fails its movement roll, it takes a hit. No armor/cover roll allowed.
- e. **Engine Fires:** The same effect as unreliable, but if the unit then fails its recovery roll, it catches fire and is destroyed.
- f. **Shell Trap:** The unit rolls one less armor die vs "Lethal Hits".
- g. **Short Range Gun:** The unit may not fire its main gun beyond 12 inches.
- h. **Slow Fire Rate:** The unit may only fire on **RED** cards.
- i. **Slow Move Rate:** The unit may only move on **BLACK** cards.
- j. **Open Top:** Close assault attacks against the vehicle roll an extra die.
- k. **Death Trap:** If the unit takes at least one hit not saved by armor and if any of the attack dice rolls are a natural five or six, the unit is destroyed.
- l. **No Retreat:** The unit may not use the Retreat option when attempting to recover.
- m. **Rivets:** If the unit is hit in an attack, regardless of whether the hit is saved by armor, it takes an additional hit.
- n. **Weak Tracks:** If the unit fails its movement roll, it may not move until it makes a recovery roll.

4. **Unit Notes** list other details about the unit such as unit armament, wheeled vehicles, etc.

- a. **(Light/Medium/Heavy) Gun:** This unit makes attacks as if it were the listed type of tank.
- b. **(Light/Medium/Heavy) Armor:** The unit makes armor rolls as if it were the listed type of tank.

- c. **Amphibious:** The unit may move on land and water (see Section I. "Landing Craft and Amphibious Vehicles")
- d. **Wheeled Vehicle:** This unit gets an advantage on roads (see Section H. "Basic and Advanced Units" paragraph 12)
- e. **Two Guns:** This vehicle has two types of main armament. Generally this takes the form of one gun in a turret that can fire in any direction, and another gun in the hull that can only fire forward.
- f. **Machine Gun Armament:** The unit is armed, or may be armed with one or more machine guns. This is its only armament.

I. Landing Craft and Amphibious Vehicles (Advanced Rule)

1. Amphibious vehicles may move on land and in water. Landing craft move only on water, but may "beach" themselves on land to unload their passengers. If a unit is amphibious, it will be noted in the "Notes" column for that unit in **Appendix A, "Historical Units"**.

2. When moving in water, amphibious vehicles and landing craft may move no more than 6 inches regardless of their movement dice total.

3. Depending on its type, a landing craft may carry one or more infantry units or vehicles (this is shown in the unit notes in Appendix A). It may load or unload them if it is "beached" (i.e., stopped at the water's edge).

J. Airborne and Glider Landings (Advanced Rule)

1. Most scenarios involving airborne units will begin with them already landed and ready for action. However, certain situations may call for including the actual landings of the airborne troops. Be warned: Historically, airborne landings were a risky and unpredictable affair — often leading to an unbalanced battle. Such risk can also lead to a very exciting game.

2. Airborne infantry may have MGs or mortars attached. Gliders may be able to carry additional infantry units, vehicles, or guns, depending on their type (see Appendix A. Historical Units.).

3. At the start of the turn in which airborne units will land, each player who will land these units draws one card. The value of the card is the difficulty of the landing.



- a. For each unit landing, the owning player picks the desired target landing spot and rolls two dice if the card drawn is red and three dice if the card is black.
 - b. If the roll is equal to or greater than the landing difficulty, the owning player places the unit at the target landing point.
 - c. If the roll is less than the difficulty, the unit lands a number of inches away from the target equal to the card difficulty. The opposing player gets to choose the direction from the target point.
 - d. From the point of landing, gliders skid an extra 3 dice inches before coming to a stop.
 - e. For each of the dice rolled for the landing that is a natural one, the unit takes one hit. If more than one hit is taken, the unit loses any MG or mortar attached. Gliders will lose any vehicle or gun loaded on board as well.
 - f. If the unit lands or skids into water, woods, or city, it is destroyed.
4. Once all airborne and glider units for the turn have landed, begin play as normal. Units in a glider must expend one action to unload just as if they were riding in any other vehicle.
2. A barrage consists of three Howitzer shots, each with a difficulty of 11. Roll TWO dice for each attack.
 - a. Designate the first target — it must be within LOS of any friendly unit. Each subsequent target must be within 6 inches of the last, but need not be within LOS of friendly units.
 - b. No more than two shots may be used on any single target.
 - c. Barrage attacks may suppress a target just like normal howitzer fire (i.e., Roll $\geq \frac{1}{2}$ card Difficulty to suppress target).
 - d. Just as with normal howitzer fire, if a barrage attack actually HITS a target, ONE other unit within 6 inches is automatically suppressed (firing player's choice). Note that this means that up to three additional units might be suppressed if all three shots from the barrage hit their targets.
 3. An air strike attacks one and possibly more targets depending on how good its dice rolls are.
 - a. Select an initial target within LOS of any friendly unit. This unit is attacked with a difficulty of 11. Roll THREE dice for each attack unless the opposing player has one or more units with the "anti-aircraft" ability. In that case, roll only TWO dice.
 - b. If the initial target is hit, a second target within 6 inches may be attacked, however the difficulty is increased by 2.
 - c. If the second target is hit, a third target within six inches of it may be attacked, but the difficulty is again increased by two (for a total of +4).
 - d. The aircraft may continue attacking targets, each within 6 inches of the last, increasing the difficulty by 2 for each additional target. However, if any attack misses, the airstrike immediately ends.
 - e. As long as the aircraft rolled a success for its attack, it may attack again, even if its target negates the hit with an armor or cover roll.
 - f. An aircraft may make a second attack against the same target, if desired, but the difficulty is increased by two just as if it were a new target. No more than two attacks may be made against the same unit in a single airstrike.
 - g. Airstrikes count as "Flank" attacks vs armored vehicles. The target rolls one less armor die but always at least one.



Papertigerarmaments.com makes an excellent Allied Horsa glider that includes a jeep and 75mm pak howitzer (photo from PT web site).

K. Off-Board Artillery and Air Support (Advanced Rule)

1. If players desire, or if a scenario calls for it, Ace cards may be used to call in artillery barrages and air strikes. A black Ace allows a barrage to be called, while a red Ace allows an airstrike.



5. Both barrages and airstrikes can “Suppress” units. Any to-hit dice roll that misses, but is at least half of the card difficulty, causes the target to lose any action cards currently assigned to it.

- a. Armor and cover rolls can negate suppression.
- b. Note that suppressing a target DOES NOT allow an airstrike to continue attacking.

L. Emplacements and Flame Throwers (Advanced Rule)

1. If players desire, or if a scenario calls for it, the defending side may start the game with one or more “emplacements” such as trenches, pillboxes, or bunkers.

2. A light emplacement, such as foxhole or trench, offers a Cover die to units located in it. This is in addition to any other Cover or armor dice.

3. A heavy emplacement, such as a bunker or pillbox, offers **TWO** additional Cover dice to units inside.

4. When using this rule, for each **Heavy** emplacement the defender has, the attacker may equip two of his infantry units with a Flamethrower, OR make one of his tanks a flamethrower tank (The unit notes in Appendix A show which vehicles have flamethrower versions).

- a. Flamethrowers may only be fired on red cards. Infantry flamethrowers have a max range of 6 inches while the max range for tank flamethrowers is 12 inches.
- b. If a target is in a heavy emplacement and a flamethrower attack hits it, the target is immediately destroyed without any Cover or armor rolls.
- c. All other units take a “Lethal Hit” when hit by a flamethrower. That is, they take two hits instead of one.
- d. All hits against flamethrower units are also considered to be “Lethal Hits”.

M. Solo Games (Ideas)

1. Your first games are likely to be played without an opponent as you learn the rules. While Paper Tigers II is purposely designed to work well for solo efforts, some minor procedural changes can make things a little easier for the solo player.

2. In the two-player game, players assign cards one at a time to units starting with the player who rolled

higher for his number of cards. This ends up making the solo player run around the table quite a bit. Instead, make the side that rolled highest perform ALL of its card assignments first. Then assign all the cards for the other side.

3. In the two-player game, players each simultaneously choose one unit at a time to act and then flip the assigned card or cards over for the chosen units. This almost requires the solo player to have multiple personalities as the order in which units are chosen to act can be critical to the battle’s outcome.

- a. Instead, flip over one card for EVERY unit that has one or more assigned and let the card initiative values determine the order of actions.
- b. After this first round of actions is done, any units with cards left have those flipped over. Perform a second round of actions for those units.

4. Solo players may introduce an element of surprise into their battles by randomly determining what and how many units are available for one or both sides.

- a. Instead of placing units directly on the table, for one side, write the name/type of each unit on a slip of paper or index card (old business cards work well for this). Make sure the card slips are all the same size and shape so you can’t tell which unit is which.
- b. Before game start, shuffle the unit slips and place them face down in desired spots on the table. After you have placed any “non-randomized” units for the other side, turn over the card slips and replace them with the appropriate units.
- c. If desired, up to a third of the unit card slips may be blank (i.e., fake units). Shuffle these in with the rest of the card slips and then place them on the table. Also, if desired, leave up to a third of these card slips off the table. In this way, some real units may never show up on the table. You have a general idea of what units may be present, but no idea of which ones actually are.
- d. Once all the units for both sides are placed on the table begin play as normal.

N. Multi-Player Games (Ideas)

1. While initial games may be solo or two-player, it’s also possible to play Paper Tigers II with 3, 4, or



more players. Again, certain minor changes in some procedures can ease play.

2. Each player should be in command of his own "Battle Group" of units that only he or she may command. Each player also rolls for his own hand of cards. Cards may not be exchanged between players or played on another player's units.
3. For a large number of players, you may need one deck of cards for each side. In this case, if opposing units end up being assigned cards of the same value and color, each side rolls two dice and the higher total acts first (Reroll ties).
4. All the victory points for players of each side are totaled for determining victory. However, each player who earns the most victory points for his side gets a special commendation at the end of the battle.



O. Other Ideas and "House Rules"

1. Setting cards next to the models on table can appear somewhat cluttered. Players may wish to use tokens to place next to their models to signify that one or more cards have been assigned. Simply leave the cards at the side of the table and choose one to flip over when the unit acts (This idea was submitted by user "druperim" on the Paper Tigers forum. Many thanks!). Use a different token on the unit for cards assigned to it that have been saved from a previous turn. Some Paper Tiger kits come with ammunition boxes and fuel drums that are ideal for making such tokens.

2. A friend of mine, who is a veteran gamer, doesn't use cards at all. Instead, he printed out tiny images of playing card values and glued them to small pieces of wood. So, instead of having to shuffle a card deck, he shakes all the pieces up in a bag and draws them as needed. The small pieces have the added advantage of not taking up too much space on the game table.

2. After trying these rules, users should feel free to try new ideas for "house rules" and write their own scenarios. You can share your ideas as well as questions on the Paper Tiger forum at: papertigerarmaments.proboards.com.



Designer's Comments

Paper Tigers

The central challenge in designing "Paper Tigers" was to come up with a game that both beginners and experienced gamers could enjoy. My solution to this dilemma was to focus on the supply, morale, and command-control aspects of warfare rather than the technical capabilities of vehicles and weapons. In fact, this is exactly what the card deck represents – supply, command-control, and unit morale – all rolled up into one convenient game mechanic.

The varying number of cards players get each turn represents the difficulties inherent in radio communications and the varying abilities of commanders to assess the current situation. Within this framework, players face the not-so-easy choice of where to exert the command control available to them (i.e., assigning cards).

Once cards are assigned, there is always some doubt about how a unit will react to its orders. Card color determines whether a unit has a greater supply of ammunition or fuel, or is otherwise more motivated to move or fire. The commander, of course, may insist that the unit perform an action it isn't prepared to do (for instance fire on a black card), but the unit will do so at reduced effectiveness (i.e., with fewer dice).

The concept of initiative provides an extra level of tension and unpredictability. Players have some control in that they get to choose which of their units will act next, but they have little idea whether they will act before opposing units.

The only ways the player has to mitigate these variables is by assigning additional cards to certain units or by saving cards for later turns. A unit with an extra card has increased flexibility at the expense of some other friendly unit not getting to act. Saving cards for later turns allows you to know what those cards are. The downside is your opponent gets to know what they are as well.

Early on I also hit upon the idea of balancing card initiative with difficulty. The higher a card's initiative, the greater its difficulty is. This means a vehicle or squad may get to act faster, but at a reduced chance of success. A unit desiring a greater chance of success must take its time and thus risk being preempted by an opposing unit.

Paper Tigers II

From the initial design stages of Paper Tigers, I had planned to add many optional rules to add flavor and detail as the players desired. However, as usual, time constraints and the need for a simple game that even beginners could enjoy curtailed my efforts in this direction for some time.

Since the release of the original rules in 2008, more and more players have emailed wondering if and when more detail would be added to the rules. While the basic game is great for introducing new folks to miniatures gaming, invariably, people want to be able to match their favorite units from WWII against their historical adversaries.

Contrasted with this was the wise, but nearly impossible-to-meet, mandate from Cliff Button to, "Make it not too much more complicated than the basic game."

I took this as a challenge. Could I add the extra flavor that players desire while avoiding the trap of added complexity? Eight years (and one catastrophic Word file loss) later, I finally finished.

My solution has been to add detail in increments. At its fundamental level, **Paper Tigers II** adds just enough extra detail (such as defilade, close assault, and more unit types) to gain a lot of extra flavor. The next levels of detail (such as historical unit advantages and disadvantages) are optional, and allow players to add as much as they're comfortable.

Feel free to experiment, and as always, I'm interested in hearing of your experiences and ideas.

As "Mr. Paper Tiger", Cliff Button, always says at the end of his kit instructions, "Enjoy!"

Don Bailey
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U.S.A.



If you have questions or want to contact the author, you may do so through the papertigerarmaments.com website or directly via email at pouncing_tiger@mac.com.



Appendix A. Historical Units (Advanced Game)

United States

Unit	Type	Advantage (optional)	Disadvantage (optional)	Other Notes
M3A1 Stuart	Light Tank	Improved Movement	Rivets	
M5A1 Stuart	Light Tank	Improved Armor		
M24 Chaffee	Improved Light Tank			Medium Gun
M3 Lee	Medium Tank	2 Guns (see notes)	Rivets	Light gun in turret Medium gun in hull (fires to front only)
M4 Sherman	Medium Tank	Reliable	Death Trap	
M4/76 Sherman	Improved Medium Tank	Reliable		
M26 Pershing	Heavy Tank	Improved Movement	Unreliable	
M8 Greyhound	Armored Car		Open Top	Wheeled Vehicle
M20	Armored Car		Open Top	Wheeled Vehicle, Armed with machine gun only
Jeep	Light Transport	Improved Movement		Wheeled Vehicle, May be armed with machine gun.
Seep	Light Transport			Wheeled Vehicle, Amphibious
2 1/2 Ton Truck	Transport	Reliable		
DUKW	Transport			Amphibious
LVT-1	Carrier		Open Top	Amphibious, Armed with 2 x Machine guns
LVT-A	Light Tank			Amphibious
LCVP	Landing Craft		Open Top	May carry up to 2 squads of infantry
LCM	Landing Craft		Open Top	May carry up to 2 squads of infantry or one tank.
M10 Wolverine	Tank Destroyer	Improved Medium Gun	Open Top	
M36 Jackson	Tank Destroyer	Improved Heavy Gun	Open Top	
M18 Hellcat	Tank Destroyer	Hell on Wheels	Open Top	
M7 Priest	SP Gun		Open Top	Heavy Howitzer, Fires to front only.
Regular Infantry	Infantry	Rapid Fire		
Airborne or Rangers	Improved Infantry			
Marines	Infantry	Reliable, Improved Fire		
Waco Glider	Glider			May carry 2 squads or a light transport plus a towed gun and crew.



Great Britain

Unit	Type	Advantage (optional)	Disadvantage (optional)	Other Notes
Stuart I	Light Tank	Improved Movement	Rivets	
Stuart V	Light Tank	Improved Armor		
Stuart Kangaroo	Weapons Carrier	Improved Armor	Open Top	Armed with machine gun only.
Grant I	Medium Tank	2 Guns (see notes)	Rivets	Light gun in turret Medium gun in hull (fires to front only)
"Cruiser Tank"	Light Tank	Fast	Weak Tracks	
Crusader I/II	Light Tank	Fast	Rivets	
Crusader III	Light Tank	Improved Gun	Rivets	
Mathilda	Heavy Tank		Slow	Light Gun
Sherman I	Medium Tank	Reliable	Death Trap	
Sherman "Firefly"	Medium Tank	Improved Heavy Gun	Death Trap	
Cromwell	Medium Tank	Fast	Rivets	
Churchill I	Heavy Tank	Improved Movement	Light Gun	
Churchill IV	Heavy Tank	Improved Movement	Improved Light Gun	
Churchill VII	Heavy Tank	Improved Movement	Medium Gun	
Comet	Improved Medium Tank	Improved Heavy Gun		
Achilles	Tank Destroyer	Improved Gun	Open Top	
Staghound	Armored Car	Improved Armor		
Humber Mk II	Light Armored Car			
Humber Scout	Light Armored Car			Machine Gun only
Daimler Scout	Light Armored Car			Machine Gun Only
Jeep	Light Transport	Improved Movement		
Bedford Truck	Transport			
LCA	Landing Craft			May carry up to 2 squads.
Regular Infantry	Infantry	Reliable		
Airborne Infantry	Improved Infantry	Reliable		
Commandos	Infantry	Improved Movement		
Horsa Glider	Glider			May carry 2 squads or a light transport plus a towed gun and crew.
Hamilcar Glider	Glider			May carry up to 3 squads or 2 light transports and 2 guns plus crews.



Soviet Union

Unit	Type	Advantage (optional)	Disadvantage (optional)	Other Notes
BT-7	Light Tank	Fast		
T-26	Light Tank		Slow	
T-40	Light Tank			Amphibious, Armed with 2 x Machine Guns
T-60	Light Tank	Rapid Fire		
T-70	Light Tank	Improved Armor		
T-34a	Medium Tank	Improved Armor	Overworked Commander	
T-34c	Medium Tank	Improved Armor		
T-34/85	Medium Tank	Improved Armor		Heavy Gun
KV-1	Heavy Tank			Medium Gun
KV-2	Heavy Tank	Improved Armor	Underpowered	Medium Gun
JS-2	Improved Heavy Tank			
SU-76	Light SP Gun	Fast	Open Top	
SU-76M	Light SP Gun	Fast		
SU-85	SP Gun	Improved Gun		
SU-100	SP Gun	Heavy Gun		
SU-122	Heavy SP Gun	Improved Gun		
SU-152	Heavy SP Gun	Improved Gun	Short Range Gun	
BA-10	Armored Car		Rivets	Wheeled Vehicle
BA-64	Light Armored Car			Wheeled Vehicle
Zis-3 Truck	Transport			Wheeled Vehicle
Gaz-76 (jeep)	Light Transport			Wheeled Vehicle
Regular Infantry	Infantry	Infiltration		
Guards Infantry	Improved Infantry			
Conscript Infantry	Infantry	Suicide Assault	Unreliable	



France

Unit	Type	Advantage (optional)	Disadvantage (optional)	Other Notes
Renault FT-17	Light Tank		Rivets, Underpowered	
FCM-36	Light Tank		Underpowered	
Renault R-35	Light Tank		No Radio, Slow	
Hotchkiss H-39	Light Tank		Overworked Commander, Underpowered	
Somua S-35	Medium Tank		Overworked Commander, No Radio	
Char B-1	Medium Tank	Two Guns	Underpowered	Turret – Light Gun, Hull – Med Gun (Fires to front only)
Truck	Transport			Wheeled Vehicle
Jeep	Light Transport			Wheeled Vehicle, May be armed with machine gun
Regular Infantry	Infantry			
Foreign Legion	Improved Infantry			



Germany

Unit	Type	Advantage (optional)	Disadvantage (optional)	Other Notes
Sdkfz 222	Light Armored Car	Rapid Fire	Open Top	Wheeled Vehicle
Sdkfz 232	Armored Car			Wheeled Vehicle
Sdkfz 234/1	Armored Car	Rapid Fire, Improved Armor	Open Top	Wheeled Vehicle, Light Gun
Sdkfz 234/2 Puma	Armored Car	Improved Armor		Wheeled Vehicle, Medium Gun, Improved Armor
Sdkfz 234/3	Armored Car	Improved Armor	Short Range Gun, Open Top	Wheeled Vehicle, Medium Gun (fire to vehicle front only)
Sdkfz 234/4	Armored Car	Improved Armor	Open Top	Wheeled Vehicle, Medium Gun (fire to vehicle front only)
Panzer I	Light Tank			Armed with 2 MGs.
Panzer II	Light Tank	Rapid Fire		
Pz 38t	Light Tank		Rivets	
Luchs	Improved Light Tank			
Panzer III (early)	Light Tank			
Panzer III (mid)	Improved Light Tank			
Panzer III (late)	Medium Tank	Skirt Armor		
Panzer III (support)	Medium Tank	Skirt Armor	Short Range Gun	
Panzer IV (early)	Medium Tank		Short Range Gun	
Panzer IV (mid)	Medium Tank			
Panzer IV (late)	Medium Tank	Skirt Armor		
Panther D	Improved Medium Tank	Skirt Armor	Engine Fires	
Panther A	Improved Medium Tank	Skirt Armor	Shell Trap	
Panther G	Improved Medium Tank	Skirt Armor	Unreliable	
Tiger I	Heavy Tank		Unreliable	
Tiger II (King Tiger)	Improved Heavy Tank		Underpowered	
Marder III	Light SP Gun		Open Top	Medium Gun
Hetzer	Light SP Gun	Improved Armor		Medium Gun
Jagd Panther	Improved SP Gun			Heavy Gun
Jagd Tiger	Heavy SP Gun		Underpowered	
Sturgeschutz III (early)	SP Gun		Short Range Gun	
Sturgeschutz III (late)	SP Gun	Skirt Armor		
Sturgeschutz IV	SP Gun	Skirt Armor		
Panzer Jager IV (early)	SP Gun	Improved Armor		



Panzer Jager IV (late)	SP Gun	Improved Gun, Improved Armor		
Truck	Transport			Wheeled Vehicle
Kubelwagen	Light Transport			Wheeled Vehicle
Schwimmwagen	Light Transport			Amphibious, Wheeled Vehicle
Regular Infantry	Infantry	Reliable		
Falschirmjagers	Infantry	Improved Fire		
S.S. Grenadiers	Improved Infantry	Suicide Assault		
Volksjagers	Conscript Infantry		Unreliable	
DFS 230 Glider	Glider			May carry one squad
Gotha Glider	Glider			May carry 2 squads or a light transport plus a towed gun and crew.



Italy

Unit	Type	Advantage (optional)	Disadvantage (optional)	Other Notes
Autoblinda AB-41	Armored Car			Wheeled Vehicle
L3/33, L3/35	Light Weapons Carrier		Rivets	2 x machine guns, Fire to front only
L-6/40	Light Tank		Rivets	
M-11/39	Light Tank	2 Guns	Rivets	Turret – 2 x Machine Guns Hull – Light Gun (Fires to front only)
M-13/40	Light Tank		Rivets	
Sahariana	Transport	Improved Movement, Improved Light Gun, Machine Gun	Open Top	Wheeled Vehicle
Truck	Transport			Wheeled Vehicle
Regular Infantry	Infantry			
Bersaglieri	Infantry	Improved Movement		
Conscripts	Conscript Infantry		Unreliable	



Japan

Unit	Type	Advantage	Disadvantage	Other Notes
Type 89 Chi-Ro	Light Tank		Underpowered, Rivets	
Type 95 Ha-Go	Light Tank		Rivets	
Type 97 Chi-Ha	Light Tank	Improved Armor	Rivets	
Type 97 Shinhoto Chi-Ha	Improved Light Tank		Rivets	
Type 2 Ka-Mi	Light Tank			Amphibious
Type 95 Kurogane (jeep)	Light Transport			Wheeled Vehicle
Truck	Transport			Wheeled Vehicle
Type 1 Ho-Ha	Halftrack		Open Top	Armed with machine gun.
Army Infantry	Infantry	Suicide Assault	No Retreat!	
Naval Infantry	Improved Infantry	Infiltration	No Retreat!	



Appendix B. Scenarios

1. Original Paper Tigers Scenarios

The basic scenario described in the rules can provide many enjoyable battles, but eventually, players will want new challenges. The following scenarios provide some additional variety.

1. “Clash of Patrols” — Two infantry patrols have bumped into each other in the dark just before dawn. As the sun rises, fighting begins; close and furious.

Special Scenario Rules:

- a. Each side gets 3-5 infantry units. Roll for “Attacker” and “Defender” and set up terrain as normal.
- b. Each side rolls one die. This is the number of inches from the center of the table the first unit of that side is placed. Each subsequent unit is set up three inches back from the previous to form in a column of units. If necessary, wind your column of units back and forth to fit your entire force on the table.
- c. Each side gets VP for enemy units destroyed as normal.
- d. If desired, each side may receive a certain number of tank and/or infantry reinforcements on a later turn. Start these on each player’s table edge.

2. “Take the high ground!” — The attacker is sent to take a large hill held by a determined defender.

Special Scenario Rules:

- a. Determine Attacker and Defender as normal, however the Defender gets to set up the terrain and choose his side of the table. There should also be a large (~1 foot x 1 foot) hill within 6 inches of the table center. This hill is a “High Priority” victory objective.
- b. The defender sets up on his side as normal but may also position up to a third of his units (round up) on the hill.
- c. Since this is a BIG hill, units on it get to roll a bonus “cover” die vs hits made by units at ground level. This is in addition to any other armor or cover dice rolls.
- d. Since the defender holds the objective, the attacker should get extra unit points as described in G.3.

3. “Fighting Withdrawal” — A small defending force tries to hold off a stronger attacker long enough to evacuate across a river bridge.

Special Scenario Rules:

- a. Determine attacker and defender as normal, however the defender gets to set up the terrain and choose his side of the table. In addition to any other terrain features, there should be a river running across the table approximately 1/3 of the way in from the defender’s table edge (use colored felt or plastic gift wrap for the river)
- b. A single bridge is located over the river where the defender desires. The river is impassable to units except at this bridge.
- c. The bridge is a High Priority objective controlled by the defender, so the attacker should get bonus unit points as described in G.3. The defender places his units first anywhere on the attacker’s side of the river up to the center of the table. The attacker places his units as normal.
- d. At the start of any turn, when action cards are assigned, the defender may assign ONE card to attempt to blow up the bridge. This is treated as an action like any other, but only roll TWO dice regardless of card color.
- e. Each side gets VP for enemy units destroyed. Additionally, the defender gets points for any unit successfully moved across the bridge toward his table edge before game end. The attacker gets points for any defending unit stranded on the attacker’s side of the bridge at game end. If the attacker captures the bridge (as in G.3) before it is blown, he gets 8 VP for capturing a high priority objective.



- f. The game immediately ends when the bridge is successfully blown or the attacker captures it (you don't have to wait for the end of a deck).

2. New Paper Tigers II Scenarios

These scenarios provide some extra variety at the possible expense of play balance.

1. “Recon Mission” — A group of armored cars and jeeps attempt to scout enemy positions...

Special Scenario Rules:

- a. Determine Attacker and Defender as normal. The defender gets no more than one vehicle unit but otherwise chooses units as normal. One half of the attacker's units are armored cars. The other half consists of light transports such as jeeps or kubelwagens.
- b. Award victory points as normal, but the attacker also gets five bonus VP for each of his units that moves to within six inches of the defender's table edge and then returns to within six inches of the his own table edge.

2. “Armored Pincer” — Attacking tanks attack defending tanks from two directions....

Special Scenario Rules:

- a. Determine Attacker and Defender and place terrain as normal. Both sides take only tank units.
- b. The defender places his units as normal.
- c. Instead of placing his units on the opposite table edge, the Attacker places one half of his units on the edge to the table to the defender's right, and the other half to the defender's left (If the attacker has an odd number of units, place the odd unit on either table edge desired). Attacking units must start at least six inches away from any defending units.
- d. Award victory points as normal.

3. “Fog of War” — Confusion reigns as units from opposing sides show up from random directions....

Special Scenario Rules:

- a. In this scenario, both sides are considered to be attackers. Both sides take turns placing one terrain piece at a time (highest die roll gets to place the first terrain feature). Designate one table edge as North and the others East, South, and West clockwise from the first edge.
- b. No units are placed on table at the start of the game. Instead, units enter from a randomly determined table edge. In each of his turns, each player places up to one third of his units (round up) within 6 inches of the table edge. Draw a card to determine where they enter: Spade = North table edge, Club = East table edge, Heart = South table edge, and Diamond = West table edge. If there is already an opposing unit within six inches of that table edge, move the entry point on foot to the left or right of the opposing unit.
- c. Award victory points as normal.

