

# Warhammer Panzer Battles

## Or Warhammer 20C

### (Or Warhammer 40K for World War Two)

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#### Additional Characters Special Rules

*These characters represent the few unusually talented soldiers in any army.*

Aces are rare. A detachment may only have one character with each type of ace attribute, although the same character may have several different ace attributes.

##### Ace Leader

*This leader reads the battlefield like a book. While others have yet to become aware of the potential of a situation, the ace leader has already acted.*

Any one character may be an ace leader at an additional cost of +10 points. An ace leader adds +3" to the movement of any non-vehicle unit that they join.

##### Ace Scout

*Using their long experience, an ace scout picks the best route through rough terrain.*

Any one character may be an ace scout at an additional cost of +10 points. Any unit an ace scout joins rolls one additional D6 when crossing difficult terrain and takes the higher of that roll or their normal difficult terrain roll.

##### Ace Trench-fighter

*This soldier knows how to use cold steel.*

Any one character may be an ace trench-fighter at an additional cost of +10 points. An ace trench fighter adds +1 to their Weapon Skill (WS) score.

##### Ace Sniper

*A true professional snipe capable of wrecking havoc in the enemy forces.*

Any one sniper may be an ace sniper at an additional cost of +30 points. An ace sniper may choose the model that they are shooting at, rather than just the unit.

##### Ace Vehicle Commander

*An ace tank commander has a knack of having a tank in the right place at the right time.*

An ace vehicle commander may command any one vehicle at an additional cost of +75 points. The vehicle

and any others in its unit count as moving 3" less than they actually did. Thus a Tiger normally capable of moving 12" could move 15", counting as moving 12", or it could move 9", counting as moving 6" and still able to shoot once, or it could even move 3" and count as stationary. If the commander's vehicle is damaged or destroyed, the ace vehicle commander (if they survive) may dismount as a normal infantry model armed with a pistol and move to another vehicle.

##### Ace Vehicle Gunner

*A crack gunner makes every shot count, putting each round into the most vulnerable part of the enemy vehicle.*

Any one vehicle may be crewed by an ace vehicle gunner at an additional cost of +75 points. Add +1 to all Damage Rolls on vehicles hit by this gunner. If the gunner's vehicle is damaged or destroyed, the ace vehicle gunner (if they survive) may dismount as a normal infantry model armed with a pistol and move to another vehicle.

##### Ace Vehicle Driver

*Driving with consummate skill, the ace driver gently eases the massive bulk of a tank through the worst terrain with ease.*

Any one vehicle may be crewed by an ace vehicle driver at an additional cost of +50 points. The vehicle re-rolls any failed difficult terrain rolls. If the driver's vehicle is damaged or destroyed, the ace vehicle driver (if they survive) may dismount as a normal infantry model armed with a pistol and move to another vehicle.

##### Medics

Most armies may include a medic in their main HQ choice at an additional cost of +10 points. The medic allows you to ignore the first failed armour save in a unit within 12" of the medic's unit.

Any medic with 24" inches of an ambulance allows you to ignore the first *two* failed armour saves in any unit or units within 12" of the medic's unit. Ambulances count as medium trucks of the appropriate army.