Tank Battle:

* Brief – You and your opponent are commanders of two opposing factions (Germany and Russia) and each control three medium tanks and one heavy tank. Each tank has a certain amount of action points that the player can allocate towards either movement, or shooting. It is your decision making that can lead to either your victory or defeat.
* Brief Continued – Each tank has 6 main stats. The stats are as follows:
  + HP
    - This is the tanks health points; health points go down if shot by another tank and a tanks HP can be restored to its base HP if repaired
    - This is based on a figure in the range of 3 - 5
  + AP
    - This is the tanks armor points. Armor subtracts damage from the damage taken (ex: 3AP subtracts 3 damage)
    - This is based on a figure in the range of 0 - 3
  + Damage
    - This is the tanks base damage towards enemy tanks. If, however, the target tank is at a greater distance than the damage drop-off, the tanks damage is halved.
    - This is dealt on a tank-to-tank basis, refer to the tank stat card. Also refer to the rules section for an explanation on how damage is dealt.
  + Effective Damage Range
    - This is the effective range of the tank. If an enemy tank is within this range, your tank will deal its maximum amount of damage, however if the enemy is outside of this range, your tank will only deal half damage.
  + Max Range
    - This is the maximum engagement range of the tank. The tank cannot engage enemies outside of this range.
  + Commander Points
    - These are action points that the player can spend on various actions such as shooting, reloading, moving, repairing, and aiming.
      * Shooting – 2 points
        + You shoot a projectile at your opponent, dealing damage.
      * Reloading – 1 point
        + You must reload after ever shot fired.
      * Moving – 1 point per unit
      * Repairing – 3 points
        + Repairing only repairs 2 HP
      * Aiming – 3 points
        + Aiming is only applicable to tank destroyers (see tanks below)
* Rules of the Game
  + Each player has 3 medium tanks and 1 heavy tank
  + Both players start 35 units apart on opposite sides of the play field
  + A player can use their commander points for various actions such as shooting, reloading, moving, and repairing during their turn per tank. (see brief above for further detail)
  + The goal of the game is to destroy 3 of the enemy tanks or have a tank move to the enemies starting position and capturing it for 3 turns.
  + When dealing damage to an enemy, roll a D6 in order. If you land outside of the range given, roll again (or for an experimental mode, if the roll is below the minimum threshold, it counts as a minimum roll, and if the roll lands above the max threshold, it counts as a max roll).
  + A tank destroyer maintains lock on an enemy as long as the enemy is within the max range, if the target tank exceeds the max range, the target lock is lost.
  + Special Rules
    - If the tank you are currently using is a tank destroyer, then you need to spend 1 turn aiming the gun and only on your next turn you can shoot.
* Game Modes
  + Capture the point
    - For this mode place a marker at the center of the game map, if a tank is within a 5 unit radius of this point then it is capturing the point for the respective player. If there are two opposing tanks on the point then the point is contested, and will only be captured once there is only tanks of one side on the point.
    - Capturing the point takes 2 turns and once a point is captured, each subsequent turn after that yields the player who captured the point 1 point. If any player reaches 6 points, then that player wins.
    - The capture point can be overtaken by an opposing team if that team is able to be within a 5 units radius of the point for 1 turn unopposed.
    - If a player desires, they can use one of their points that they gained from holding the objective to respawn a friendly tank at the starting area of the map.
    - Special modifiers:
      * Capturing a point costs a tank 3 commander points
  + TDM
    - In this game-mode the objective is to eliminate all the enemy tanks or to have the other player forfeit.
    - There are no capture points.

Range is done in centimeters, where 1 unit is 1 centimeter which represents 10 feet.

Always round down

Stretch goals

* Smoke screens
* Armor penetrating rounds
* High Explosive rounds that do AOE damage
* More tanks
* Different Rounds
* Movement speeds
  + Terrain can change the speed at which a tank moves
    - Difficult terrain half speed, roads 1.5x speed

For detailed tank stats please reference the tank stat cards.

Disclaimer: All of this is a work in progress and is free and open source. Feel free to modify the rules as you see fit and adjust the gameplay mechanics. Also I highly encourage users to create new game modes and share them.

Additional rules from experience

* Dedicated stands for each tank class that has stats such as health, if it is being targeted, if it needs to reload and if its aiming
* Dedicated game board with obstacles
* Adjust rules to the board style (for example adjust damage and movement distance on a board per board basis)
* Make quick stat cards for each tank class
* Increasing the range of snipers
* Buffs and debuffs to each faction (historical buffs and debuffs)
* More factions to play such as the USA and Britain
* A 4 player mode
* Players can make their own armies as long as they don’t exceed a point cost
* Implement grid system