

# TANKS! v0.2

by Matthew Caron (<https://www.mattcaron.net>)

## Acknowledgements

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**Gaetano Ferrara** (<http://onepagerules.wordpress.com/>) - for the One Page Rules project and points system.

**Jocelyn Falempe** (<https://github.com/kdj0c/onepagepoints>) - For the  $\text{\LaTeX}$ -fu. (I totally stole your templates).

**Kirk Rowe** - For the editing and suggestions.

## Resources

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The following are sources of 3D printable models for which statistics are provided.

**Duncan 'Shadow' Louca** (<https://www.duncanshadow.com/>)

**3DWargaming** (<https://3dwargaming.com/>)

## Notes

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**Mounts:** It's assumed that all vehicles have turrets with a 360 degree field of fire. While not always historically accurate, it keeps the game simple and fun. If it bothers you, have a house rule that turretless tanks may only shoot at what their hull is facing.

**Infantry weapons:** This game is about tanks and other armored vehicles. Infantry weapons which can't hurt tanks are flatly ignored, as are infantry themselves. All of the weapons and damage values are similarly rescaled as to ignore infantry weapons. As such, the units presented here are incompatible with Grimdark Future units.

**Attacks:** Each weapon rolls a number of dice. These dice reflect the damage potential of the weapon. The number of successes determines just how solid the hit is. No successes means that you flat missed.

**Aircraft:** Attack helicopters and other close support aircraft are basically flying tanks. While they're not here now, they may be in the future.

**Units:** Each model is an individual. They are not fielded in squadrons. Therefore, there is no coherency.

**Historical Accuracy:** There is very little, especially when you compare the modern tanks against the historical ones and the science fiction ones against any of them. Everything is compressed so you can throw them all out on the play area and have them shoot each other up.

**Why is everyone's quality 4?** Because it's a 50/50 shot roughly corresponding to veteran units. For the first cut, this is just about the differences in the tanks, not necessarily the crews. As time progresses and things shake out and I add different weapon options, I'll likely add different quality crews as well.

**How do I get X added?** Email me at [matt@mattcaron.net](mailto:matt@mattcaron.net).

## Scale

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**Ground scale:** This game is designed to be played on either a tabletop at reduced scale or on large floor or outside space (yard/garden, sandbox, etc.) at a full scale. As such, a "unitless" scale is used. It is designed to have inches used for the tabletop and feet for the ground. Metric values can always be used if you adjust values appropriately.

**Model scale:** Any model scale works as long as it doesn't look silly. 1/48 (or even larger) works for the large scale, but something like 1/72 or even 1/285 works well for tabletop scale.

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## General Principles

**The most important rule:** Whenever the rules are unclear or don't seem quite right, use common sense and personal preference. Have fun.

**Quality Tests:** Whenever you must take a quality test, roll one six-sided die trying to score the unit's quality value or higher, which counts as a success.

**Modifiers:** No modification will take a roll above a 6+. A 6 always succeeds. A 1 always fails.

**Line of sight:** If you can draw a straight line from attacker to target without passing through any obstacle or unit, then it has line of sight.

## Playing the Game

The game is played in rounds in which players alternate in activating one unit each until all units have been activated. The player that deployed first starts activating first on the first round. Each new round the player that finished activating first in the previous round gets to go first.

### Activation

The player decides which unit he activates, and it may do one of the following:

Action	Move	Notes
Hold	0	May shoot
Advance	Slow: 4 Normal: 6 Fast: 9	May shoot after moving.
Rush	Slow: 8 Normal: 12 Fast: 18	May not shoot after moving.

### Movement

Models may move up to their given move value, making any number of turns along the way. A model may end its movement in any orientation (facing), but may not rotate once movement is completed.

### Shooting

All models that are in range and have line of sight to an enemy model may fire any or all of their weapons at it. All weapons have a 360 degree field of fire. Units may split fire by weapons, but a single weapon's dice pool may not be divided. If a unit splits fire, it must predeclare which

models are being shot with which weapon before any dice are rolled. Shooting models take one Quality test per attack and each success is a hit. For each hit, the defender rolls one die trying to score the target's Defense value or higher, with each success causing a point of damage. Record the damage by some convenient method (a die placed on or near the model works well). Once the damage meets or exceeds the unit's damage rating, remove the unit from the field or otherwise indicate its destruction.

### Ramming (Optional rule)

If all players agree, a unit may make a Rush move that brings it into contact with another unit. This is called a ram. On a ram, both units make an attack on each other using a number of dice equal to their damage stat, as the damage roughly represents the structural integrity and mass of the unit. Note that BOTH attacker and defender get to make this roll, and it may result in simultaneous unit destruction.

### Terrain

**Cover (forests, ruins, sandbags, etc.):** Units that shoot at enemy units mostly behind cover get -1 to their shooting rolls.

**Difficult Terrain (wood, mud, rivers, etc.):** Units moving through difficult terrain may not make "rush" moves.

**Dangerous Terrain (tank traps, mines, etc.):** Roll 1 die for every model that moves across dangerous terrain or activates in it. On a roll of 1, the model takes 1 damage.

### Facing

Tank armor is thickest at the front, so facing matters. Units defending from an attack striking their side armor get -1 to their defense rolls. Units defending from an attack striking the rear of an enemy unit get -2 to their defense rolls.

### Weapons

Weapon profiles are listed directly on the unit's card and are represented like this:

- Name (Range, Attacks, Special Rules)

## Special Rules

**Anti-Air:** This weapon gets +1 to its shooting rolls against enemy Flyers.

**Flying:** This model may move through other units and obstacles and it may ignore terrain effects.

**Indirect:** This model may be fired at enemies that are not within line of sight. Targets not within line of sight count as being in cover.

**Linked:** This weapon gets +1 to its attack rolls.

**Scout:** This model is deployed after all other units have been deployed. Scout units may be placed anywhere over 12 away from enemies. If both players have scout units, the players must roll off to see who deploys first.

**Sniper:** Models firing this weapon count as having Quality 2+ and ignore cover.

**Stealth:** Enemies get -1 to their shooting rolls against this unit.

**Strider:** This model may make Rush moves through difficult terrain.

### Hit Effects (Optional rule)

If all players agree, every time a unit takes damage roll on the following table for each damage source (that is, if you take 3 damage from a single source, you roll once, not 3 times).

Roll	Effect
6	Ammo cooks off. Kaboom! Unit destroyed.
5	Random weapon destroyed. If none left, unit destroyed.
4	Immobilized for rest of game. If already immobilized, weapon destroyed.
3	Stunned. May not move or shoot next turn.
2	Shaken. May not shoot next turn.
1	No additional effect.

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## Duncan's stuff

Name	Qua	Def	Dam	Speed	Equipment	Special Rules	Upgrades	Cost
AFV	4+	5+	1	Fast	Linked Light Cannons(36, A2, Linked)	Scout		34 pts
Tank	4+	3+	6	Normal	Heavy Cannon(72, A6), Plasma Cannon(48, A4)			162 pts
APC	4+	5+	2	Normal	Tribarrel Cannon(24, A1)			23 pts
Self-Propelled Howitzer	4+	6+	2	Normal	Howitzer(72, A6, Indirect)			95 pts
Rocket Artillery	4+	5+	2	Normal	Rocket Barrage(60, A6, Indirect)			88 pts
Quad Laser	4+	5+	3	Normal	Quad Laser(48, A4)			54 pts
Field Howitzer	4+	6+	1	Slow	Howitzer(72, A6, Indirect)			82 pts
Field Mortar (Light)	4+	6+	1	Slow	Light Mortar(48, A3, Indirect)			28 pts
Scout Walker	4+	5+	1	Fast	Plasma Cannon(48, A4)	Scout		46 pts
Field Mortar (Heavy)	4+	6+	1	Slow	Heavy Mortar(48, A6, Indirect)			55 pts
Siege Tank	4+	5+	3	Slow	Siege Cannon(24, A9)			51 pts
MKII AFV	4+	5+	2	Fast	Linked Light Cannons(36, A2, Linked)	Scout		44 pts
MKII Light Tank	4+	4+	3	Normal	Medium Cannon(48, A4)			60 pts
MKII Rocket Launcher (ATGM)	4+	5+	3	Fast	ATGM(60, A6)			81 pts
Heavy Tank	4+	2+	9	Slow	Linked Heavy Cannon(72, A6, Linked)			228 pts
Heavy Tank Tank Hunter	4+	2+	9	Slow	High Velocity Heavy Cannon(72, A9)			237 pts

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## 3D Wargaming's stuff

Name	Qua	Def	Dam	Speed	Equipment	Special Rules	Upgrades	Cost
Formic AWC w/ ATGM	4+	5+	2	Normal	20mm Cannon (36, A2) ATGM (60, A6)			74 pts
Pillar MBT	4+	3+	6	Normal	Heavy Cannon (72, A6)			138 pts
Guardian APC	4+	5+	2	Fast	Autocannon (36, A1)			31 pts
Marauder Light Tank	4+	4+	3	Normal	Light Cannon (48, A4)			60 pts
Lux Sentinel	4+	4+	2	Normal	Laser Cutter (24, A3)			33 pts
Lux Occuli	4+	3	1	Fast	Laser Cutter (24, A3)			29 pts
Gleam Occuli	4+	3+	1	Fast	Laser Blaster (12, A6)			29 pts
Tiger Ausf E	4+	3+	7	Slow	8.8cm cannon (60, A5)			130 pts
Panther Ausf D	4+	4+	5	Normal	7.5cm cannon (48, A4)			84 pts
Panzer IV Ausf G	4+	4+	4	Normal	7.5 cm cannon (30, A4)			63 pts
StuG IV	4+	4+	4	Normal	7.5 cm cannon (30, A4)			63 pts
Su-100	4+	4+	4	Normal	100mm cannon (60, A5)			86 pts
T-34/76	4+	5+	4	Normal	76mm cannon (30, A3)			51 pts
T-34/85	4+	4+	4	Normal	85mm cannon (48, A4)			72 pts
Sherman	4+	5+	3	Normal	75mm cannon (30, A3)			41 pts
Sherman Firefly	4+	5+	3	Normal	76.2mm cannon (48, A4)			54 pts