

TANK ON TANK

WESTFRONT



GAME MANUAL



LOCK 'N LOAD
PUBLISHING

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1.0 INTRODUCTION

Tank on Tank: West Front is a low-complexity game of armored combat in the Second World War. Players take either the American or the German side and try to outmaneuver and outfight one another so they can enjoy a fleeting sensation of victory before advancing to the next scenario.

The package consists of these rules, 63 counters, two maps, players' aid, and dice. Players need to supply an opaque container (traditionally a coffee cup).

1.1 COMMUNITY AND SUPPORT

If you have any game questions, or if you are just looking for other gamers to chat with, you can find quick replies on our Forums at: <http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Desk at: <http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules, and other community-design resources in our Resource Section at: <http://forums.lnlpublishing.com/resources>.

2.0 THE PIECES

2.1 COMBAT UNITS

The combat units in *Tank on Tank: West Front* represent main battle tanks, heavy tanks, tank destroyers and self-propelled artillery. They are all capable of moving and firing at enemy units. The green units belong to the Americans, the gray units to the Germans. All vehicles, including self-propelled artillery, are hard targets.

Each hard-target unit has three numbers on it. From left to right, these are Range (RNG), Defense (DEF) and Movement Points (MPs). Range is how far the unit can shoot, defense is how hard it is to kill, and movement is how far it can move each turn.

The names of some units are underlined>. These units are Headquarters (HQ). They make movement more efficient (see 6.1).



Sherman Tank

Mark IV Tank
(HQ unit shown)



Wolverine Tank Destroyer



Priest SP Artillery

Tiger Heavy Tank



Wespe SP Artillery



2.2 MARKERS



There are four kinds of markers in *Tank on Tank: West Front*. The Turn marker is used to track the progress through the game by advancing it along the Turn Track.

The APs Spent marker is used to track a player's expenditure of Action Points. Players can advance it along the Turn Track as points are used.

The Command Chits are mixed and then placed in the opaque container. Players draw chits from the container over the course of the game.

The Ace marker is used in some scenarios to indicate an exceptional tank crew. Place it with the unit as a reminder of their higher quality. If the unit is eliminated, remove the Ace marker with it.

3.0 THE MAP

The map consists of hexes, each with its own distinctive alphanumeric identifier. For example, hex A1 is in the upper-right corner and is in hexrows "A" and "1". Hexes are one of four types of terrain: Clear, Hill, Town, or Woods. There are also Roads, which run through and between hexes.

3.1 STACKING

Only one combat unit can ever be in a hex at a time. There is no moving through hexes containing units, whether the piece is friendly or enemy. Markers are not considered units.

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4.0 FACING

A unit always faces a hexside and has a 180-degree front arc (see diagram). A unit can only shoot at enemy units located in its front arc. Hexes outside this arc are flank hexes and attacks by units located in them are considered **flank attacks**, which are more dangerous (see 8.4).



The green hexes are the front arc. The red hexes are the flank arc.

Units must be activated for movement to change their facing. Once activated, a unit can pivot or face in any direction.

5.0 TURNS

Each turn consists of an American and a German player phase. The scenario instructs players as to which occurs first. During his player phase, a player has the opportunity to activate some or all of his units to move and/or shoot. However, the Action Point system may prevent him from doing everything he wants to do.

At the start of the opponent's player phase, a player blindly draws one of the six Command Chits from the opaque container. He keeps the number on it to himself, revealing it only when his opponent has finished expending Action Points (APs) equal to the chit. At that point, the player phase is over and the Command Chit is returned to the container. If this finished the first player phase in the turn, the other player now goes. If it ended the second player phase, advance the Turn marker and check to see if the scenario is at an end.

Regardless of how many APs a player has to spend, each unit can only move once and fire once each turn.

Note: *You will have from 2 to 4 Action Points to spend each turn. The tension comes from not knowing when your store will run out—should you advance that tank and hope it can shoot before your player phase is at an end?*

Solitaire Play: If you are playing by yourself, you obviously lose the ability to use the other player as an umpire. Instead, roll one die after you spend 2 APs. On a 1–2, the phase is over. Otherwise, spend another AP and roll again. This time a 1–3 ends the phase. If you get past that, spend one more AP and then you're definitely finished. Also, please consider finding a friend to play with—expanding the hobby and all that.

6.0 ACTION POINTS

Action Points (APs) are the tool by which players turn their intentions into activity on the map. APs are expended to move, fire, and promote pieces. The player who uses his APs more efficiently deserves to win the game (though the dice can be fickle).

It costs one AP to:

- » Pivot and/or move **one** piece (7.0)
- » Fire any/all pieces at **one** target (8.0)
- » Promote **one** piece (6.2)

APs can be spent for these tasks in any order—it is permissible to promote a unit to an HQ piece, move several pieces and then fire them at a target. However, you must complete all activity for one AP before spending the next AP.

To repeat: **Regardless of the APs a player has to spend, each unit can only move once and fire once each turn.**

6.1 HEADQUARTERS BONUS

When an HQ unit is activated for movement, all adjacent units can also move freely (they need not remain with the HQ) at that time. This makes HQs a crucial part of a player's operations. The HQ bonus cannot be used when entering units onto the map.

An HQ can be activated for movement and remain in its original hex—in this case, it is still considered to have used its move for the turn.

An HQ can allow an adjacent HQ unit to move, but the second HQ unit does not, in turn, activate other adjacent units.

6.2 FIELD PROMOTION

Field Promotion allows a player to return one of his eliminated HQ pieces to play. He spends one AP and replaces a piece that is the same type as the eliminated HQ. The new HQ keeps the facing of the replaced unit.

A promoted HQ can still be activated to move and/or fight.

7.0 MOVEMENT

When a unit is activated to move, it can spend Movement Points (MPs) equal to its movement allowance—it's number of MPs. A unit moves by expending one MP for each hex entered. It can continue to move until its MPs are exhausted. MPs cannot be saved from one impulse to the next.

Note: *One AP buys you all of a counter's MPs.*

Once a unit's movement is complete, it can face in any direction (4.0).

- » Woods and Town hexes cost an extra MP to enter if a unit is not entering along a Road. Hills cost only the normal 1 MP per hex.
- » Road March: A unit can spend an extra MP if all of its movement occurs on/through Road hexes/hexsides.
- » Minimum Movement Rule: As long as a unit possesses at least 1 MP, it can always move one hex when activated.
- » Units can never enter hexes occupied by units or prohibited terrain. The Minimum Movement Rule does not override this prohibition.

7.1 ENTRY OF REINFORCEMENTS

Throughout the game, the players may receive reinforcements. Reinforcements must be activated to enter the map. They pay all normal MP costs to enter their entry hex, and then, if they have MPs remaining, they can continue moving. If they enter the map via a Road, they qualify for the Road March bonus.

7.2 EXITING THE MAP

Some scenarios allow units to exit the map. To exit, a unit must move to a designated exit hexrow and then spend a MP. If it followed a Road into the hex, it qualifies for the Road March bonus.

8.0 COMBAT

To shoot at an enemy unit, a player must satisfy three conditions. He must have a friendly piece with **(1)** the enemy unit in its front arc, **(2)** in range, and **(3)** have a line of sight (LOS) to the target. Any number of pieces can fire at the designated target, provided each firing piece satisfies these conditions and has not already fired this phase.

8.1 RANGE

To determine if an enemy unit is in range, count the hexes between them and add one for the target's hex. If the total is equal to or less than your unit's range, it can fire.

Add 1 to the range of a firing unit occupying a Hill hex.

8.2 LINE OF SIGHT

To determine if you can see your target, trace a line from the center of the firing unit's hex to the center of the target's hex. If the line does not cross blocking terrain, you have a valid LOS. Blocking obstacles are all units as well as Hill, Town, and Woods hexes.

Units on Hill hexes can see (and be seen) over units on Clear-terrain hexes. **LOS down a hex spine:** If the line travels exactly between two hexes, it is only blocked if there is blocking terrain on both sides (see diagram).



The Sherman has LOS to the Wespe (A) and the Panzer IV (B), but cannot see the Tiger (C) because it is in a flank hex. The Wolverine cannot see the Panzer IV (D) behind the Town or the Wespe (A) behind the Woods, but can see the others (E, F, G). G is visible because the Wolverine is on a Hill.

8.3 ARTILLERY SUPPORT

An artillery unit does not require LOS to the target if at least one other firing piece has a valid LOS. It must still be within range (8.1) of the target.

8.4 COMBAT RESOLUTION

Roll two six-sided dice (2d6), sum them, and add the number of firing pieces. Apply any applicable combat modifiers and compare the final result to the target's defense. If the attack roll is equal to or greater, remove the target piece. If the attack roll is less than the target's defense, the attack misses and the target escapes harm.

- » Add 1 to the roll if any of the attacking pieces occupy a hex flanking the target.

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- » Subtract 1 from the roll if the target occupies a Town or Woods hex.
- » If the target has an asterisk next to its Defense value, such as a King Tiger, it **does not** subtract 1 from the roll for occupying a Town or Woods hex.

Regardless of modifiers, an original die-roll result of 2 is always a miss and a result of 12 is always a kill.

8.5 ACES

If one of the firing units is marked with an Ace marker and the original attack roll is a miss, the firing player gets a second bite at the cherry. He can re-roll the dice, but must keep the new result—hit or miss.

9.0 PERSONNEL UNITS



Although personnel units (infantry, armored infantry, AT guns, and towed artillery) resemble hard units with range, defense, and movement values, they are considered **soft targets** and so possess two defense values separated by a slash (/). The top value is used when they occupy a Clear hex; the bottom value is used when they occupy a Hill, Woods, or Town hex.

Note: Firing at a soft target in a Town or Woods hex still incurs the -1 penalty from 8.4. Firing from a Hill hex to another Hill hex does not affect the ability of a soft target to claim its bottom Defense value.

9.1 CANNOT MOVE AND FIRE IN SAME TURN

During a turn, soft targets can move **or** fire—not both.

9.2 INFANTRY RANGE LIMITATION

Infantry receive no range benefit for being on a Hill; its maximum range is always 1 hex.

9.3 INFANTRY BONUSES ON THE ATTACK

When an infantry unit is included in an attack, it cancels the -1 penalty (if applicable) for firing at a unit occupying a Town or Woods hex. Note that a personnel target still receives its bottom (higher) Defense strength.

9.4 INFANTRY ADVANCE

When an infantry unit participates in an attack, is adjacent to the target, and the attack

successfully destroys the enemy unit, the infantry can make a free move into the enemy unit's hex. They can change their facing normally after the advance.

Note: While infantry is less capable, it is the one unit that can attack and enter an enemy hex for the expenditure of a single AP.

Note: 9.1 – 9.4 apply to both leg and armored infantry. Armored infantry have the same Defense value in both kinds of terrain.

9.5 ANTI-TANK GUN BONUS

If an anti-tank gun fires by itself at a hard target, the attack does not consume an Action Point. If an anti-tank gun has not fired by the time a player runs out of APs, it does not get its shot.

Note: Anti-tank guns are less capable than tanks, but if you can get them in the right position to engage your opponent's armor, they start to pay off.

9.6 IMPROVED POSITIONS



Improved Positions (IPs) allow an occupying personnel unit to use its higher defense factor (regardless of terrain) as well as supplying an additional -1 modifier to incoming attacks. Hard targets receive no benefit from an IP. The IP is removed

if the occupying personnel unit leaves the hex or is eliminated.

IPs are deployed during set-up and cannot be created during play.

10.0 SPECIAL UNITS

10.1 TRUCK UNITS

Truck units are hard targets that follow all normal rules for stacking, facing, movement, and combat except they cannot attack.



10.2 AIRSTRIKES

Some scenarios will allow a player to call in one or more airstrikes over the course of the game. To call in an airstrike, a player must select a hex within 4 hexes and LOS (8.2) of one of his units and spend 2 APs. If he does not have enough APs, the airstrike does not occur and his turn ends (the airstrike remains available for a future turn).



To resolve an airstrike, place one strike counter on the target hex and roll 1d6. Place a second strike counter in the hex adjacent to the number rolled on the first strike counter.

Attack each unit (friendly or enemy) in a hex occupied by a strike counter by rolling 2d6 and adding 2 to the roll. Subtract 2 from the roll if the hex under attack is a Woods or Town hex.

If the final attack roll is equal to or greater than the target unit's defense, remove it; otherwise, the strike has no effect.

After conducting the first two attacks, roll 1d6 again and place the first strike counter in the hex adjacent to the number rolled on the second strike counter. If the third strike ends up in the first strike counter's hex, it is discarded without effect. If it's placed in any other hex, attack the hex as the first two hexes where attacked.

After all three strikes have been rolled for, remove the strike counters from the map.

11.0 TANK ON TANK: DESIGN-YOUR-OWN SCENARIOS

Tank on Tank design-your-own scenarios includes a point-value system assigned to each unit so that you can now design scenarios of your own. These guidelines allow scenarios to be set up based upon the following rules.

To design a scenario, each side will pick a nationality and a point-value total that will be used to purchase units for your side. A decent-sized battle should be between 250 and 350 points.

You can agree on more if you like but each side should have an even number of points for a standard meeting engagement.

Unit types and point values are on the player-aid card.

11.1 MEETING ENGAGEMENT

To conduct a meeting engagement, do the following:

1. Decide the number of points both sides will play.
2. Purchase your units according to the points decided upon. You cannot spend more points than what was agreed upon.
3. Roll 1d6 (re-roll ties); the winner (Player A) decides what Map to use, whether snow is used or not, and what long-edge side of the Map they will set up on.
4. Player B sets up second but moves first.
5. Both players set up on any hexrow bordering the Map edge.

6. If you pick a snow Map, see the optional Snow Rule for fighting in the snow.
7. The game lasts 10 turns.
8. To win the game, a player must destroy 50% of his opponent's units (use the point values to determine the percentage destroyed) by the end of Turn 10. If neither side destroys 50% of his opponent's units, it's a draw.

11.2 MEETING ENGAGEMENT WITH OBJECTIVES

To conduct a meeting engagement with objectives, do the following:

1. Decide the number of points both sides will play.
2. Purchase your units according to the points decided upon. You cannot spend more points than what was agreed upon.
3. Each player takes a Supply Truck (West Front) or a Supply Dump (East Front) counter from their side; this counter will act as their objective.
4. Roll 1d6 (re-roll ties); the winner (Player A) decides what Map to use, whether snow is used or not, and what long-edge side of the Map they will set up on.
5. Once the set-up edges are chosen, each player will place their objective counter anywhere within the three hexrows closest to their opponent's Map edge. Player A places first and then Player B.
6. Player A sets up first within three hexes of the long edge of their chosen Map edge; then Player B sets up anywhere within three hexes of the long edge of their Map edge.
7. Player B moves first.
8. If you pick a snow Map, see the optional Snow Rule for fighting in the snow.
9. The game lasts 10 turns
10. The player who captures their objective counter first wins—as soon as the turn is over; if the capturing unit is destroyed in the objective hex during that same turn, the objective is not considered to have been captured. To capture the objective, move a unit into the hex. If neither side captures their objective by the end of Turn 10, the game is a draw.

Optional Snow Rule: At the beginning of a new turn, and before the first player of the turn has picked his AP chit, roll 1d6; if the result is 1-3, all units can only move one hex; if the result is 4-6, all units move normally.