

Jeff and Mike's Tank Commander Rules

October 3, 2002

Use the rules included in the Tank Commander rule book except where interpreted or modified below.

Modifications/Clarifications of Existing Tank Commander Rules:

No Card Recycling: Once played, all cards go into the dead/discard pile and are not used again. There is no distinction made between eliminated cards and discarded cards, and no need for separate dead and discard piles.

Use a Die: Use a 10-side die for all random numbers. Do not draw cards from the draw deck.

Minefields: Minefield cards can only be played on a moving unit(s). Minefield cards are not considered terrain cards, and do not remain in play after resolving the minefield attack. Minefield Gap cards can be played as a response to a Minefield card to negate the minefield attack. Minefields cannot be avoided by except by playing a Minefield Gap card. Discard Minefield and Minefield Gap cards after use.

Streams, Bridges, and Fords: Stream cards can be played to block an intended move between two terrain zones. Streams remain in play for the rest of the game. Orient the stream card to indicate which two terrain zones are separated by the stream. Only one stream card can be played between any two terrain zones.

When a moving group has a stream played in front of it, the owning player has four options:

- 1) Counter the stream by playing a Ford or Bridge card, and continue moving all units,
- 2) Continue moving across the stream with just the infantry/cavalry units, and stop or redirect the movement of other units in the group,
- 3) Continue moving all units, but along an alternate path, or
- 4) Stop moving in the terrain card adjacent to the stream.

In any case, the owning player's move (or attempted move) counts as his play for that turn.

Bridge and Ford cards also remain in play for the remainder of the game, counteracting the particular stream card upon which they are played.

Wire: Wire cards affect an individual unit, and can be played during that unit's move. Once played, the affected unit must immediately stop moving (or is prevented from moving if the wire card is played on the unit before it leaves its initial terrain zone). If moving as part of a group, the owning player may choose to continue moving the remainder of the group, or may decide to halt all units' movement in order to keep the group together. In any case, the owning player's move (or attempted move) counts as his play for that turn.

Wire cards may not be avoided. They are discarded at the start of the targeted player's next turn.

Swamps: A Swamp is a special terrain card that can be played as an interrupt during the game. Swamp cards can only be played on clear terrain zones. The Swamp card remains in play for the remainder of the game. Swamp cards cannot be avoided, but their effects can be reduced by playing a Path card on the Swamp.

Because Swamp is both a terrain card and an Interrupt card, and because TC rule 14.0 limits "special" cards (but not terrain cards) to just two per deck, DYO purchases of Swamp cards is performed as follows:

- 1) A player can purchase any number of Swamp cards to be placed as starting terrain on his side of the terrain grid.
- 2) Once all starting terrain is placed, each player can have no more than two Swamp cards remaining in his play deck to be used during the game as Interrupts.

Melee Combat Procedure: Melee combat is resolved as described below. The “attacking player” is defined as the player whose turn is being played, while the “defending player” is the non-active player.

- 1) The attacking player announces the targets for each of his melee units. He must comply with the attack priorities stated in section 10.0 of the rules; tanks must target enemy tank(s), infantry/cavalry must target enemy infantry/cavalry, if possible. That may mean that some enemy units receive multiple attacks while others are not attacked at all.
- 2) The attacking player resolves each attack. If an enemy unit is targeted by multiple attackers and is eliminated by the first attack, the remaining attacking units do not fire (the fire is all considered simultaneous).
- 3) The defending player announces the targets for each of his melee units, including those eliminated by the attacker in step 2. He must also comply with the restrictions stated in the rules; tanks must target enemy tank(s), infantry must target enemy infantry, if possible.
- 4) The defending player resolves each attack. If an enemy unit is targeted by multiple attackers and is eliminated by the first attack, the remaining attacking units do not fire (the fire is all considered simultaneous).
- 5) Both players now remove their eliminated units to the dead pile. If opposing units remain in the terrain zone the melee combat will be continued during the next player’s turn. Only one round of melee combat is performed per terrain zone, per turn.

Example: On the Russian player’s turn, he moves three units (BT-7 tank and two Line Infantry) into a terrain zone containing two German PzIIIj tanks and a Waffen SS infantry unit. The resulting melee combat is resolved as follows:

- 1) *The Russian BT-7 must attack one of the PzIIIj tanks. The two Russian Line Infantry units must attack the Waffen SS unit. One German PzIIIj remains unengaged.*
- 2) *The Russian player resolves his attacks. The BT-7 eliminates one PzIIIj. The first Russian Line Infantry unit to attack eliminates the Waffen SS unit. The second Line Infantry unit, deprived of its target, does not attack (actually, it is assumed to attack the Waffen SS unit at the same time as the other Line Infantry).*
- 3) *The German player must attack the Russian BT-7 with both PzIIIj tanks. The Waffen SS unit must attack one of the Russian Line Infantry units. One Russian Line Infantry unit remains unengaged.*
- 4) *The German player resolves his attacks. The BT-7 is eliminated by a PzIIIj, but the Waffen SS unit fails to eliminate the Line Infantry unit.*
- 5) *The Russian player removes the BT-7 to the dead pile. The German player removes one PzIIIj and the Waffen SS unit to the dead pile. Two Russian Line Infantry units and one German PzIIIj remain in the terrain zone to continue the melee during the German player’s turn, unless the German decides to move the PzIIIj out of the terrain zone during his turn. If the melee continues on the German player’s turn, he will allocate and resolve his attacks first, followed by the Russian player.*

Vehicles vs. Infantry/Cavalry/AT-Guns in Melee: During melee combat, vehicles attacking infantry, cavalry, or AT-gun units must use their Small Arms value (exception: flamethrower vehicles may use their FT values). Vehicles with a Small Arms value of 0 are incapable of eliminating infantry, cavalry, or AT-gun units in melee, although they may continue to participate in melee to contest the terrain zone.

Ranged Fire and Melee: Units engaged in a melee situation cannot perform any kind of combat except melee. Friendly units outside the melee cannot attack any enemy units in the melee situation, except by moving into the contested zone and joining the melee.

Equipment Cards: Only one equipment card can be carried by any one infantry/cavalry unit.

Orphaned Equipment Cards: When an infantry/cavalry unit that is carrying an equipment card is eliminated by HE or SA ranged fire (NOT melee), the equipment card may remain unclaimed in the eliminated unit’s terrain zone if another friendly infantry/cavalry unit is present in the zone. The equipment card may remain in the zone, unclaimed, so long as this condition is maintained. If all friendly infantry/cavalry units ever leave the terrain zone without retrieving the equipment card, the card is discarded. Unclaimed equipment cards in a terrain zone are discarded immediately if the zone is entered by an enemy unit.

Unspotted Indirect Fire: A +2 die roll modifier is applied to the scatter check for all forms of artillery and air strike cards if the targeted terrain grid is not within line of sight of any friendly unit. LOS is traced exactly the same as for long range AT fire, except that the LOS is traced to the terrain grid itself, not to a particular enemy unit.

DYO Scenario Generation Method:

These scenario generation rules assume the game is being played on the standard 4 x 3 terrain grid. It replaces the scenario generation procedure described in section 17.0 of the TC rule book.

- 1) Select the scenario type: Attack/Defense or Meeting Engagement, and the year in which the battle takes place.
- 2) Set a DYO point value for card purchases. For a meeting engagement, both players receive the same number of points. For an attack/defense scenario, the attacking player should receive 50% more points than the defender. A point budget of 400-800 works well for us.
- 3) Buy your cards. The point budget is used for all card purchases, including starting terrain. There is no limit to the total number of cards purchased, but the standard Tank Commander rules apply regarding limits on specific cards (section 14.0, page 41 of the TC rule book). Remember to check the years of availability on your units!
- 4) Deploy starting terrain. Each player rolls the die, and the high roller deploys one terrain card (if he purchased any) in any terrain zone on his side of the grid. The other player then deploys one terrain card on his side of the grid. Players continue alternating play of initial terrain cards, one at a time, until all starting terrain cards are deployed. On the standard 4x3 grid, each player can deploy up to 6 terrain cards.
- 5) Each player shuffles their remaining cards into his own draw deck, then draws his starting hand of 7 cards.
- 6) The player who rolled highest during the terrain placement step is the first player, and starts the game.

Victory Conditions:

Meeting Engagement: The game ends when one terrain zone of either player's second row (adjacent to his reserves) is captured by enemy units. A terrain zone is captured when it is occupied by one or more enemy units and contains no friendly units.

Attack/Defense: The attacker wins when two terrain zones of the defender's second row (adjacent to his reserves) are captured by attacking units. The two zones must both be captured/held simultaneously at the end of either player's turn to qualify. Alternatively, the attacker wins if he captures one terrain zone in the defender's second row and successfully "breaks through" the defender's reserves. A break-through occurs by the attacking player moving units from a captured terrain zone in the defender's second row off the map, into his opponent's reserve area (treated as clear terrain for movement purposes). The point values of any units exited in this manner are totaled, and the opponent must discard at least that point value's worth of cards from his hand. The attacker's exited units and defender's discards are removed from play. If the defender is unable to match or exceed the attacker's exited point total, and the attacker currently has captured one terrain zone in the defender's second row, a break-through has occurred and the attacker wins.

The defender wins if he prevents the attacker from completing his objectives, or if the defender at any time captures one terrain zone in the attacker's second row.

Optional Rules:

1.0 Hidden Units: Unit cards of both players (including cards assigned to units, such as equipment cards or Tank Ace) are kept "hidden" (face-down) on the terrain grid unless they are "spotted" by an enemy unit, or until they make an attack on an enemy unit. A hidden unit that is spotted is turned face-up. Spotted units that "break contact" are turned face down and become hidden again. Checks for spotting or breaking

contact are performed at the end of each players' turns. Moving units may become spotted or break contact during the course of their movement.

Note: foxholes and bunker cards are terrain cards, not unit cards, and therefore are never hidden from either player. Units occupying foxholes or bunkers are hidden and spotted normally.

1.1 Line of Sight (LOS): LOS is identical to the line-of-sight for long range AT fire; up to two zones away from the spotting unit, measured in a straight line (including diagonally), providing an intervening terrain card does not Block LOS (as stated on the card).

1.2 Spotting Restrictions: There are two conditions that can prevent a hidden unit within the LOS of an enemy unit from becoming spotted:

- 1) A hidden non-infantry/cavalry unit in non-clear terrain can only be spotted at short range (adjacent to the spotting unit).
- 2) Hidden infantry/cavalry units in non-clear terrain (including foxholes and bunkers) cannot be spotted unless a friendly unit moves into their terrain zone (thus forcing a melee combat).

The two conditions given above are negated when a hidden unit makes any kind of attack. The attacking unit must be revealed to resolve the attack, and remains revealed (spotted) after the attack as long as there is a surviving enemy unit that can trace a LOS to it (see 1.6 Breaking Contact).

1.3 Spotting Moving Units: If fast-moving hidden units pass through the LOS of an enemy unit en route to their final terrain zone, they are spotted and revealed to the opposing player during the move. The two terrain-based conditions described in section 1.2 Spotting Restrictions still apply. If they finish their move out of LOS of enemy units (see 1.6 Breaking Contact), they are turned face-down and become hidden again. Otherwise, the moving units remain spotted in their final terrain zone.

1.4 Spotting By Moving Units: Units in the process of movement may not spot hidden enemy units. Moving units may only spot enemy units after their movement (and exposure to opportunity fire, see 2.0) is concluded, at the end of the owning player's turn.

1.5 Melee Units and Spotting: Units engaged in melee combat (having enemy units in the same terrain zone) cannot be used to spot hidden enemy units. They may maintain contact with all enemy units within LOS that are already spotted.

1.6 Breaking Contact: Once spotted, a unit remains spotted until it is no longer within LOS of an enemy unit. The terrain in the spotted unit's zone has no effect on breaking contact; the unit must move out of LOS from all enemy units in order to break contact and revert to hidden status. Check for breaking contact in each terrain zone entered by the moving unit(s). Note that it is possible for a fast-moving unit to break contact in its first zone of movement, revert to hidden status, and then re-enter the LOS of an enemy unit in a hidden state by using a Path card to enter non-clear terrain in its second zone of movement. As long as no enemy unit is adjacent to its final location, the unit would remain hidden per the spotting restrictions given in section 1.2.

1.7 Recon Cards: In addition to their stated ability to reveal units in the opposing player's reserve, Recon cards can also be used to spot all hidden units in any terrain zone on the grid. If the selected zone is within LOS of a friendly unit, the enemy units remain spotted until they Break Contact (see 1.6). Otherwise, the enemy units are revealed temporarily and then returned hidden to the terrain grid.

1.8 Indirect Attacks on Hidden Units: Spotting does not affect minefield, artillery, or air strike attacks. These cards can be played on hidden units normally. Any hidden units attacked by these cards must be revealed as part of the attack resolution process, unless the attack is cancelled by a card play (Minefield Gap, Counterbattery Fire, Air Interception) or if the attack "scatters" to a different terrain zone. After the attack is resolved, the revealed units revert to hidden status if they are not in LOS of an enemy unit, otherwise they remain spotted.

Wire and Sniper cards can also be played on a hidden unit. However, the unit remains hidden during the process. Hence, the person playing the Wire card may not know the identity of the targeted unit, or whether the targeted unit will be affected by the card or not. Once the card is played, the player owning the targeted unit must announce whether the card has an effect or not. In the case of a Sniper card, the hidden unit is revealed (and discarded) only if the Sniper attack die roll is successful.

1.9 Spotting and Reserves: LOS cannot be traced between the terrain grid and either players' reserves. Units in reserve cannot be spotted (except temporarily by a Recon card), and cannot spot enemy units.

1.10 Shuffling Hidden Units: The hidden units in any terrain zone may be shuffled or sorted at any time by the owning player to prevent his opponent from tracking particular unit cards. However, cards assigned to specific units (equipment cards, Tank Ace, etc.) must be stacked with their owning units after shuffling. Equipment cards cannot be transferred from one infantry unit to another during this process!

2.0 Opportunity Fire: Players may react to their opponent's moves with ranged opportunity fire attacks in some circumstances. These attacks are declared and resolved like normal AT, HE, or SA attacks, but are triggered only by the movement of enemy units. Opportunity fire attempts are performed like Interrupt card plays, but do not require a card to be performed.

2.1 Opportunity Fire Declaration: Any friendly unit, hidden or spotted, that can trace a LOS to a spotted, moving enemy unit, and is otherwise eligible to conduct a ranged attack, can be selected by the owning player to conduct an opportunity fire attack against that unit. Only ONE opportunity fire attack can be declared during the opponent's turn. In order to be an eligible target for opportunity fire, a unit must have moved at least one terrain zone and cannot occupy a terrain zone with opposing units. Units declared for movement but whose move is prevented by the play of a Stream or Wire card cannot be targeted for opportunity fire.

An enemy unit is an eligible target for opportunity fire under the following conditions:

- 1) After it moves into a new terrain zone,
- 2) is spotted (face-up), including having just become spotted as a result of the move,
- 3) is in a terrain zone that does not contain opposing units (i.e., not in a melee situation), and
- 4) is within LOS of a friendly unit that is capable of making a ranged attack (AT, HE, or SA) against that unit in accordance with the normal combat rules.

If these four conditions are satisfied, the opposing player can interrupt the movement of the enemy unit(s) and make one opportunity fire attack with one friendly unit. If the friendly unit is hidden, it becomes spotted upon declaration of the attack. If the attack is cancelled by the play of a Weapon Malfunction card, the would-be firing unit remains spotted.

2.2 Opportunity Fire Resolution: An opportunity fire attack is resolved as a normal AT, HE, or SA attack as appropriate. However, there is a +1 die roll modifier for all opportunity fire attacks. Fast-moving units that survive an opportunity fire attack in their first terrain zone of movement are free to continue moving if desired.