

TANKS

2018 FAQ

BASIC RULES

Q: Can I re-roll a die that I have already rolled or choose to keep my original roll once I re-rolled?

A: No, once you re-roll a die the second result must be used.

Q: Can I pre-measure in TANKS?

A: You can measure with the Measuring Arrow at any time, but once you pick up a tank to move it you're committed to that movement and must complete it.

Q: What happens when both player's remaining tanks are destroyed at the same time?

A: The player with the most Victory Points wins, if they have the same amount the game counts as a draw.

Q: How many times can you use a re-roll granted by an Upgrade card each turn?

A: As many times as it is triggered, for example Add-on Armour says "When Defending this tank may re-roll any one Defence die." So each time you roll Defence dice you may re-roll one of them.

Q: Does holding a single Objective with multiple tanks score Victory Points per tank or just one Victory Point total each turn?

A: You get one Victory Point per objective held no matter how many tanks you have holding the same Objective.

Q: Can a tank with the Bailed Out Critical card contest/hold an Objective?

A: Yes.

Q: What is a Base stat? For example, Base Attack or Base Initiative?

A: Base Stats are what is printed on the card. So a Super Pershing tank with 'Jailbird' Boggs will have an Attack value of 7 due to the +1 attack from 'Jailbird' Boggs, but a base Attack of 6.



SETUP

Q: What is the recommended game size?

A: 100 points, played on a 3' x 3' or 90cm x 90cm table. Though this is only a recommendation, players are free to play games at any point level they agree to.

MOVEMENT

Q: Can a tank move through another tank? What if it is destroyed?

A: No, tanks are Impassable Terrain, even when they have been destroyed.

Q: Can a tank ever get a Speed 4 Token? For example, if an M10 passes a Cautious check on a turn that it used a Super Charger Upgrade.

A: No, tanks cannot gain more than a Speed 3 token, if you moved more than three times you will cap the Speed token at 3.



SHOOTING

Q: Who fires first when multiple tanks have the same Initiative?

A: The attacker always counts as being a level higher than the defender when determining initiative, so they will move after and shoot first when tied.

Q: Can I shoot at a tank if my gun barrel extends over the target tank?

A: Yes you can.

Q: Can you have multiples of the same Critical Damage card on a tank? Do these effects stack.

A: Yes, and yes the effects stack.

Q: Does Cover stack? Can I get its bonus from multiple sources?

A: No. Cover is a state, you either have it or you don't, so you only get its bonus once if you have it.

Q: If two tanks are completely in the same woods as each other do they both get cover when shooting at each other? Even if they are at Close Range?

A: Yes, they both have Cover.

Q: What is the maximum range a tank can shoot?

A: There is no maximum range. Tanks is played on a small enough table that all weapons could fire from one side to the other.

Q: Can I still shoot when my attack value is reduced to zero?

A: Yes you can as long as you have a valid target. This will clear any Critical cards that are removed after shooting.

Q: Can Artillery tanks shoot over friendly tanks?

A: Yes.



Q: When shooting a tank through other tanks using the Artillery rule, does the target tank receive cover?

A: Yes.

Q: Can I have more Defence dice than 6 before bringing the total down to the maximum of 6?

A: Yes, you make all adjustments to Defence before limiting the pool to 6.

Q: Can I have more than 6 Attack dice when rolling an Attack?

A: Yes.

COMMAND

Q: In what order do tanks make Repair rolls?

A: Players Repair tanks one at a time using their Base Initiative values starting with the lowest Initiative tank first, and proceeding up through Initiative order to the tank with the highest Initiative.

Q: When you Repair a tank do you Repair the damage the card gave to the tank?

A: No you only Repair the ongoing effect of the damage card, any damage dealt remains on the tank.

Q: In what order should tanks make Blitzkrieg moves?

A: Tanks execute the Blitzkrieg movement one at a time using their Base Initiative values starting with the lowest Initiative tank first, and proceeding up through Initiative order to the tank with the highest Initiative. This movement is made after making Repair rolls.



Q: If a tank with the Blitzkrieg rule draws either Busted Track or Bailed Out does it lose its option to move rather than make a Repair roll?

A: If the critical damage card says you can't move, then you can't Blitzkrieg until it has been Repaired.



Q: If a tank with Blitzkrieg doesn't need to make a Repair roll does it still get to use its Blitzkrieg rule?

A: Yes.

Q: If a tank with the Blitzkrieg rule has a Crew card that allows it to Repair and make a Blitzkrieg move, which happens first?

A: You make any Repair rolls before you make any Blitzkrieg moves. So you make any Repair rolls first, this gives you a chance to Repair those Busted Tracks before you Blitzkrieg.

HERO/CREW/UPGRADE CARD QUESTIONS

Q: Do cards which are face down have any effect whilst they are face down?

A: Until flipped, face down Upgrade and Crew cards do not affect your tank.

Q: Can I flip over a face down card at any time?

A: Yes you can, as soon as you flip over the card it starts to affect your tank.

Q: Can an Injured Crew Critical card discard a face down Crew card?

A: Yes. A face down card still retains its Card Type, like Ammo or Crew.

Q: Can I flip over a face down card in response to a Damage card? For example I get injured Crew but have a Medical Kit Upgrade card face down.

A: Yes.



Q: Does Ammo Explosion affect Ammo Upgrade cards while they are face down?

A: Yes. Ammo cards that are face down are still ammo cards. Face down cards still have their types.

Q: How does Radio Coordinator work if both tanks have cards that modify Initiative?

A: Radio Operator and Scout crews only transfer a tank's Base Initiative value (Base Values are the values printed on the tank card). The tank targeted by the Radio Coordinator may use its own modifiers on the transferred Base Initiative value.



Q: Does Bobby Woll's extra attack benefit from other Crew and Upgrade cards?

A: Yes it benefits from all the Crew and Upgrade cards the tank has.



Q: Does Ernst Barkmann's ability affect the first Attack of the game or the first Attack each turn?

A: The first Attack each turn.



Q: When using the Assassin card's ability, who gets to choose which Crew Card to discard?

A: The card forces the Defender to discard one of their Crew cards. So it's the Defender's choice.



Q: How does Vasily Krysov's re-rolls work?

A: This card grants his tank's Defence a certain amount of re-rolls equal to the amount of moves it made this turn. So if you moved twice then Vasily Krysov can re-roll two dice when rolling Defence rolls. This ability triggers every time this tank makes a Defence roll.



Q: Does the Sharpshooter Gunner card's effect apply only on the very first uncanceled Critical Hit, or does it apply to the first uncanceled Critical Hit of every turn?

A: It applies to the first uncanceled Critical Hit of every turn.



Q: Do we need Crew cards for each tank we have on the battlefield, or are they optional?

A: All tanks are manned with a full Crew. The Crew and hero cards represent particularly skilled individuals that can replace your basic Crew.

Q: How many Crew and Upgrade cards can be applied to a single tank?

A: Each tank card will have a number of Crew slots, usually 3-4, that limits the total number of Crew you can attach. Other than that you can take one of each type of Crew (Driver, Gunner etc.) or Upgrade (Armour, Equipment etc.).

Q: I have two Smoke Ammo cards, one says 3 points and the other says 2 points, which is right?

A: It should be 2 points.

Q: What is a "normal move", as described on Dr. Franz Bäke card?

A: A normal move is the movement that a tank can do normally. So if Dr. Franz Bäke is in a fast tank he may move at Speed 3 with his tank at the start of the game, and if he is in a tank that is not fast he then could move at Speed 2 before the game starts.



Q: Can my other Upgrades, Crew or Shooting While Stationary modify attacks using ammo Upgrade cards?

A: Yes, all you Crew and Upgrade cards will add their bonus, additionally if you remain stationary you can choose to re-roll all your attack dice. Just remember you cannot re-roll a re-rolled dice.

Q: When discarding There is Always Vodka, does the tank receive +3 initiative for that turn (+1 for having There is Always Vodka equipped at the beginning of turn and +2 for then discarding There is Always Vodka)? Also how long do you gain the +2 bonus?

A: No, you only receive +2 initiative, because as soon as you discard There is Always Vodka you lose the +1 for just having it equipped. You keep the bonus until the end of the turn.



Q: Does the Quick Turn movement give me a speed-token?

A: No it doesn't. Other cards with similar effects clearly state if they do so. This means that if you remain stationary after doing this you will count as being stationary during the shooting Phase.



Q: Can I stack abilities in the order of my choice, like can I use 'War Daddy' Pool to upgrade a normal hit to a Critical hit and then use an Upgrade like Deadly Gunner to make that new Critical hit into two normal hits?

A: No. Once a die has been modified by upgrading it into a Critical hit it cannot be modified again.



DAMAGE CARDS

Q: If my tank has already fired this turn but later gains the Damaged Optics card can I discard it?

A: No.



TANK KEYWORD RULES

Cautious

Q: If my tank moves using the Cautious rule do I increase my Speed token adding to my Defence dice total for the rest of the turn?

A: Yes. A tank that had a Speed 2 token would increase it to a Speed 3 token after passing their Cautious move.

Wheeled

Q: Can a Wheeled tank move more than once before they move into or through terrain?

A: No. If a Wheeled vehicle would enter terrain or has moved over any terrain it stops moving after its first move.

Q: Can a Wheeled tank that entered or started in terrain use the Blitzkrieg or Cautious move if it already moved through terrain during the movement phase this turn?

A: Yes as these are in separate phases and are considered separate moves.

