TANKS

TOURNAMENT MISSIONS PACK

FOR TANKS WWII AND TANKS MODERN TURNAMENTS
The T-64 tank is within a Measuring Arrow of the centre of the Objective.

Since the M-60 tank is not within a Measuring Arrow of the Objective, the Soviet player gains one Victory Point in the Command Phase.
You win this mission either by destroying all of the enemy Tanks, or by holding the centre of the battlefield against all comers.

**Table Set Up**
After placing the terrain, place an Objective token in the centre of the board.

**Check for Victory**
When checking for victory in the Command Phase, you gain one Victory Point if you have a Tank within a Measuring Arrow of the centre of the Objective token and your opponent does not. You cannot claim a Victory Point during the first and second turns.

When you score two Victory Points, you win the game.

If you run out of time, the player that has the most Victory Points at that time wins the game.

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**2. Line In The Sand**

You win this mission either by destroying all of the enemy Tanks, or by holding the centre Objectives against all comers.

**Table Set Up**
After placing the terrain, place three Objective tokens, one in the centre of the board the other two within an arrow of the table edges and in-line with the centre objective.

**Check for Victory**
When checking for victory in the Command Phase, you gain one Victory Point if you have a Tank within a Measuring Arrow of the centre of an Objective token where your opponent does not. You cannot claim a Victory Point in the first turn.

When you score three Victory Points, you win the game.

If you run out of time, the player that has the most Victory Points at that time wins the game.
You win this mission by penetrating your opponent’s lines to take your objective, or by simply wiping them out.

**Table Set Up**
After placing the terrain, each player (starting with the Attacker) places an Objective token within a Measuring Arrow of the opponent’s side of the board.

**Check for Victory**
When checking for victory in the Command Phase, you gain one Victory Point if you have a Tank within a Measuring Arrow of the centre of an Objective token where your opponent does not. You cannot claim a Victory Point in the first turn or from the Objective token that your opponent placed.

When you score at least two Victory Points and have more Victory Points than your opponent, you win the game.

If you run out of time, the player that has the most Victory Points at that time wins the game. If players are also tied on Victory Points, the player that Destroyed the most points worth of Models wins.
The attacker wins this mission by defeating the defender on their home ground.

**Table Set Up**
After placing the terrain, the Attacker places two Objective tokens within a Measuring Arrow of the Defender’s side of the board.

**Check for Victory**
When checking for victory in the Command Phase, the Attacker gains one Victory Point if they have a Tank within a Measuring Arrow of the centre of an Objective token where the Defender does not.
If the Attacker scores two Victory Points, they win the game immediately.
If the game times out and the Attacker has at least one Victory Point they win, otherwise the Defender scores two Victory points and wins the game.

The attacker wins this all-or-nothing mission by defeating the surrounded defender who simply needs to survive.

**Table Set Up**
After placing the terrain, the Defender places two Objective tokens. Objectives cannot be placed within two arrows of each other or any table edge. Objectives cannot be placed inside Terrain that is Impassable to Tanks. In this mission the Defender deploys their Models within an arrow of any Objective token.

**Check for Victory**
When checking for victory in the Command Phase, the Attacker gains one Victory Point if they have a Tank within a Measuring Arrow of the centre of an Objective token where the Defender does not.
If the Attacker scores two Victory Points, they win the game immediately.
If the game times out and the Attacker hasn’t scored two Victory Points the Defender scores two Victory points and wins the game.
Players must follow all the rules for Platoon building found in the TANKS rulebook. 100 points is the standard for Tournament games but your TO might choose to set a different point limit. If a TO elects to do so they will inform you well in advance of the Tournament.

**Sideboards**

Along with your 100 Point Platoon you may place up to 15 points of Crew and Upgrade cards into a Sideboard. Before each game, after seeing what models your opponent is using, you will have the chance to swap any Crew and Upgrade cards from your Platoon with any from your Sideboard. After swapping your final Platoon size can’t exceed the original point limit of the tournament.

Cards with a negative points cost are considered positive while in your sideboard. For example: An Upgrade card that has a -1 point cost will take up 1 point from your Sideboard.

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**French Fury**

**France**

**Cuirassier Squadron**

**AMX-30**

**Gazelle (HOT)**

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**Andre Mareau**

**Baptiste Deschamp**

**Defensive Manoeuvres**

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**Paul Durand**

**Bloodthirsty Gunner**

**Bloodthirsty Gunner**

**Bigger Hammer**

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When filling out your sheet, it’s a good idea to fill in what Models you are bringing first, then work out your Crew and Upgrades. When creating your sideboard, it can be useful to have cards with similar point values to make it easy to swap them out between games.

For example, Sean’s French Platoon has 15 points of upgrades and 15 points in his sideboard, so he can easily swap them all out between games.