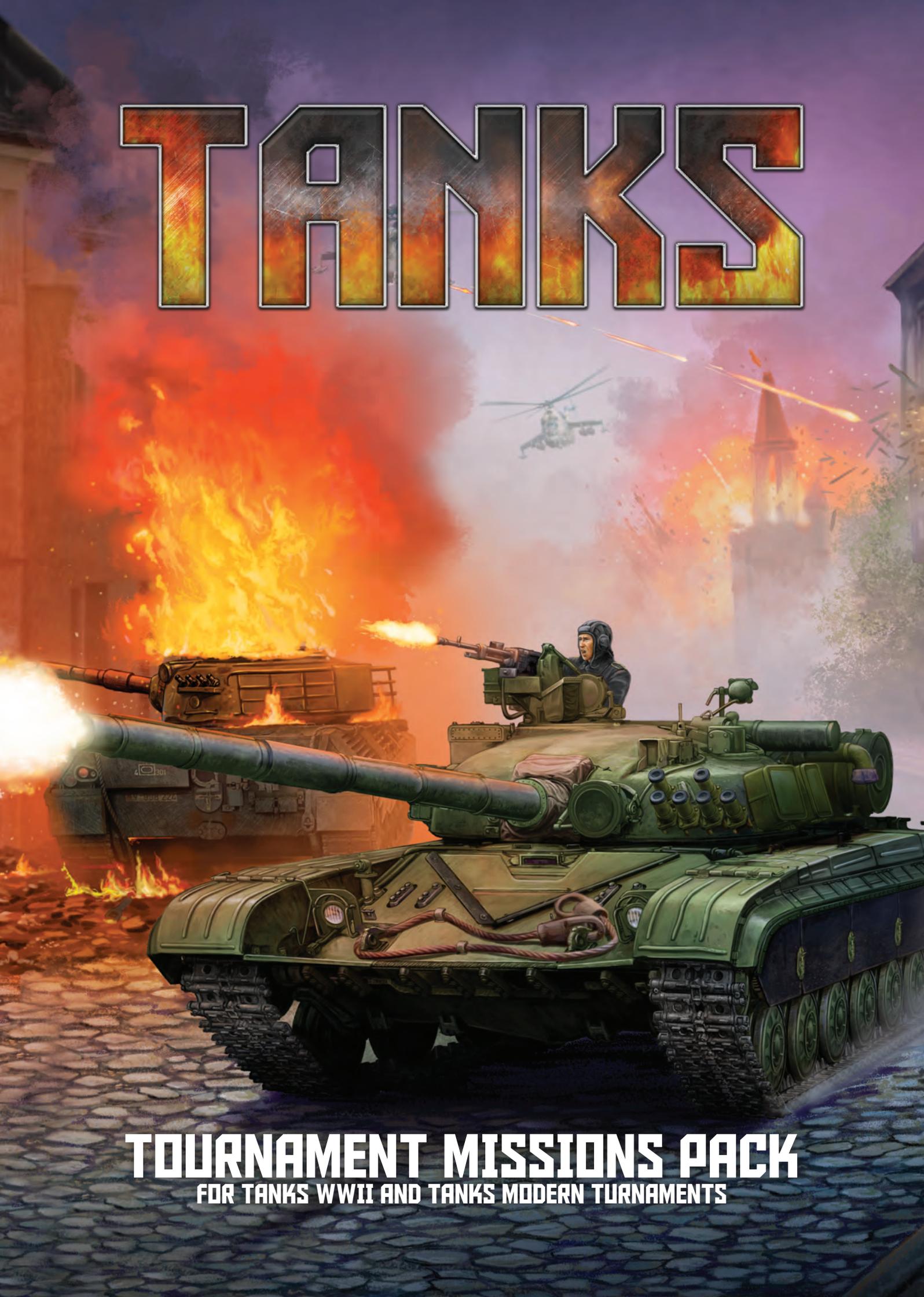


TANKS



TOURNAMENT MISSIONS PACK
FOR TANKS WWII AND TANKS MODERN Tournaments

GAME SETUP

Player Requirements

As a player, you are responsible for bringing your own Models, Dice, Cards, Tokens, Damage Deck and Terrain.

Damage Deck

Before each game, Players will choose one Damage Deck to share for that game, while the other is set aside.

Terrain

Each player is only responsible for bringing one Forest and two Buildings of their choice from the TANKS Starter Set. These will be the three terrain pieces that player will place at the start of each game.

TABLE SETUP

TANKS is played on a 3' x 3' or 90cm x 90cm table.

Both players start the game by rolling a die. The player with the higher roll places the first piece of terrain, a Forest. Players then alternate placing terrain, starting with the other Forest and moving on to the four Buildings, until all six terrain pieces have been placed.

Terrain pieces may not be placed within a Measuring Arrow of another piece of terrain or any table edge.

Attacker or Defender

After the terrain is set up, each player rolls another die. The player with the higher result may choose whether to be the Attacker or Defender. The Attacker starts with Advantage while the Defender chooses which side of the table they want to deploy on.

Initiative ⚡ Ties and Advantage

In some cases multiple Models may have the same Initiative ⚡ value, in this case the player who has Advantage counts as having the higher Initiative ⚡ value in ties.

If you have Initiative ⚡ ties between Models in the same Platoon, the owning player chooses the order in which those Models take their actions.

Trading Advantage

It is unlikely that the Attacker will retain Advantage for the entire game. During the Command Phase, there is a chance it will change sides.

See page 19 of the TANKS rulebook.

DEPLOYMENT

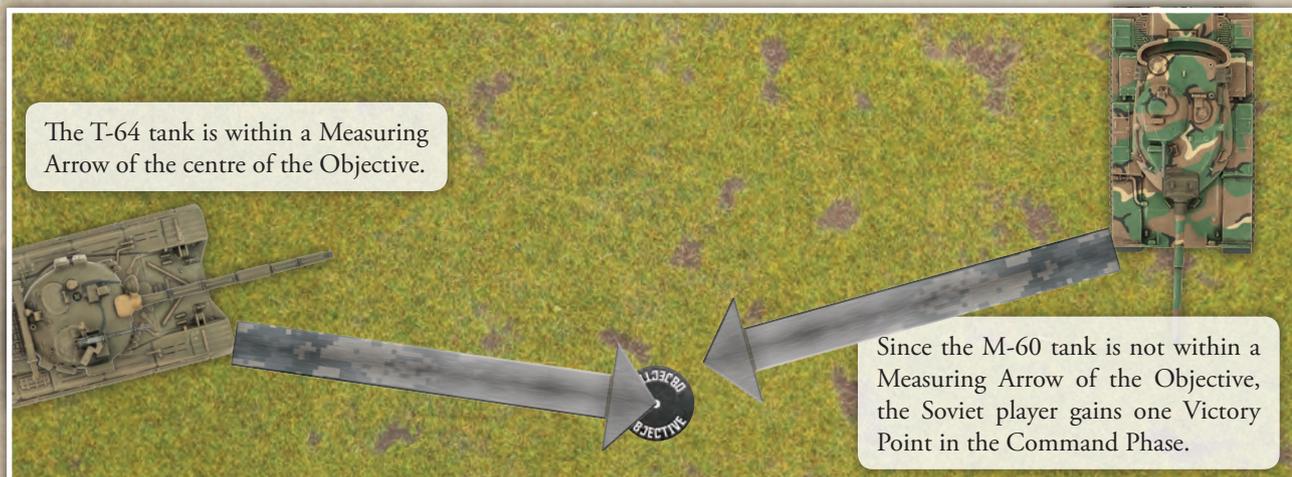
If the Defender is deploying from a Table edge or corner, they now chooses a table side to deploy from. The Attacker will deploy on the opposite table edge.

The players place their Models on the table in Initiative order. The Model with the lowest Initiative ⚡ is placed first, before moving up through higher Initiative ⚡ values.

To deploy a Tank, place the Measuring Arrow so that it is touching your edge of the table. Place the Tank square against the tail of the Measuring Arrow.

To deploy a Helicopter, place the Measuring Arrow so that it is touching your edge of the table. Place the Helicopter so that its base is touching any point on the Measuring Arrow.

OBJECTIVES



MISSIONS PACK

1. KING OF THE HILL

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

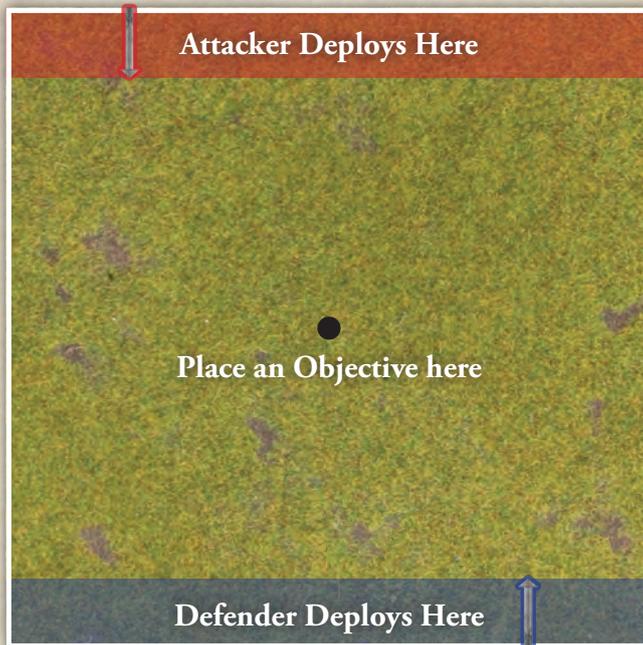
After placing the terrain, place an Objective token in the centre of the board.

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.



2VP
GAME

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

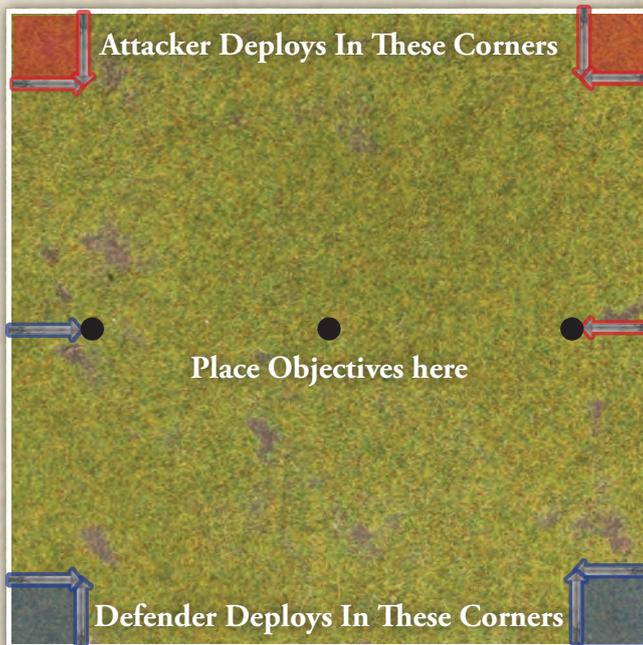
After placing the terrain, place three Objective tokens, one in the centre of the board the other two within an arrow of the table edges and in-line with the centre objective.

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.

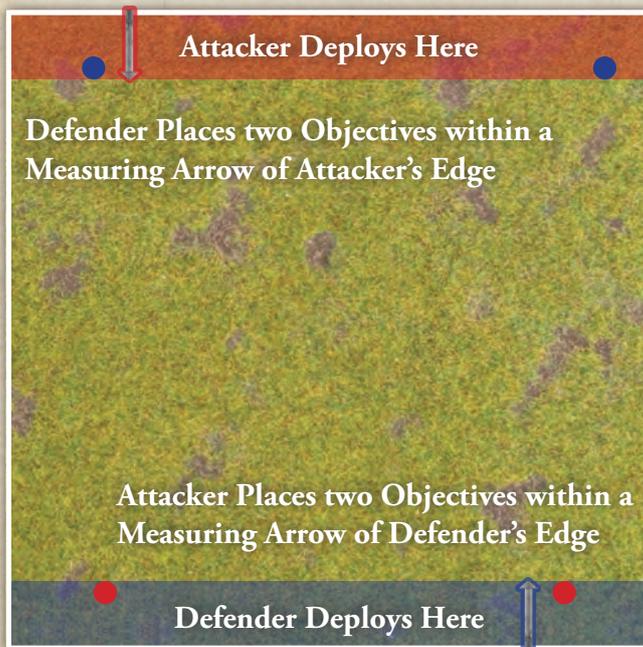
If you run out of time, the player that has the most Victory Points at that time wins the game.



3VP
GAME

3. ENCOUNTER

2VP
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.

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.

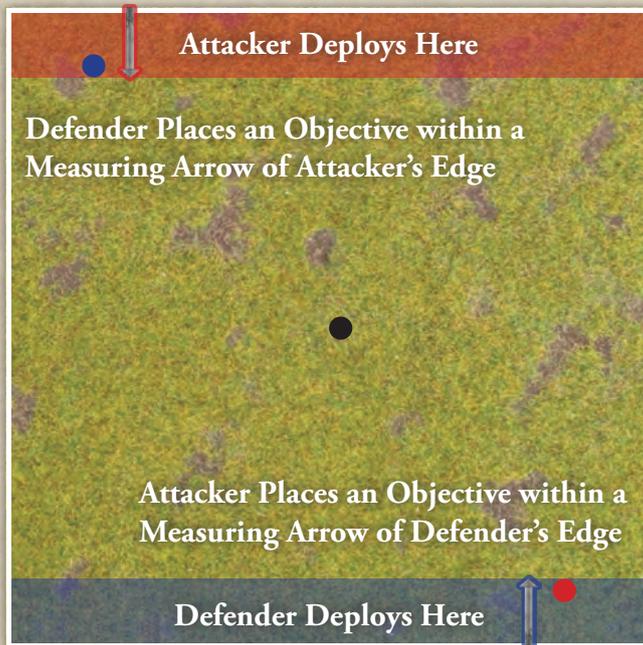
Check for Victory

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.

4. TAKING GROUND

3VP
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 outmanoeuvring your opponent and holding key objectives on the battlefield.

Table Set Up

After placing the terrain, place an Objective token in the centre of the board. Then 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 three Victory Points and have more Victory Points than your opponent, you win the game.

5. NO RETREAT

The attacker wins this mission by defeating the defender on their home ground.

Table Set Up

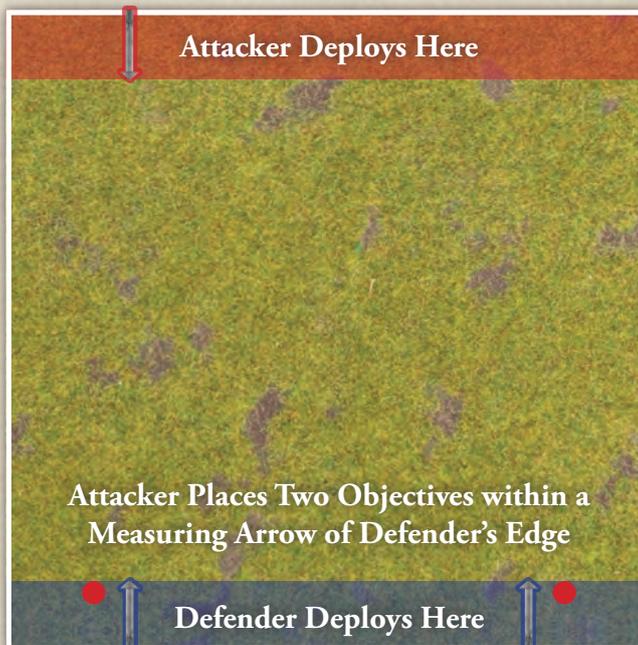
After placing the terrain, the Attacker places two Objective tokens within a Measuring Arrow of the Defender's side of the board.

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.



2VP
GAME

6. SURROUNDED

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

Table Set Up

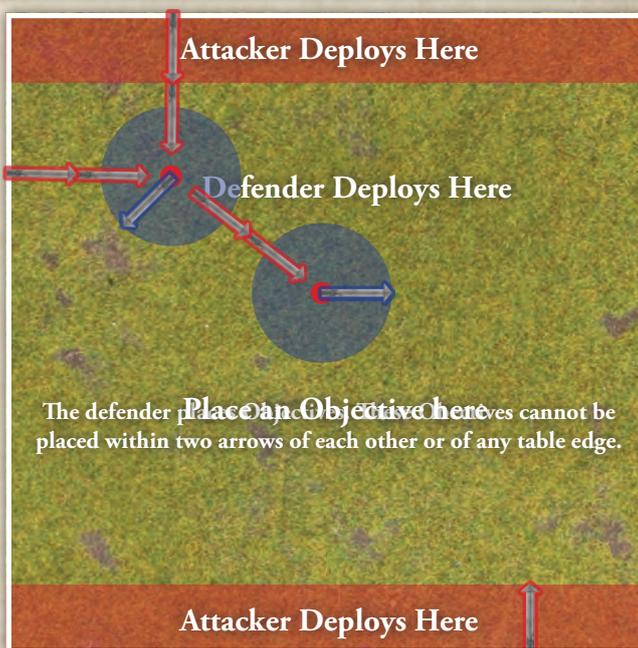
After placing the terrain, the Defender places two Objective tokens. Objectives cannot be placed within two arrows of each other or any table edge. Objectives cannot be placed inside Terrain that is Impassable to Tanks. In this mission the Defender deploys their Models within an arrow of any Objective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



2VP
GAME

BUILDING A PLATOON

Upgrades and Crew

Remember these cards are hidden from your opponent until you use them. However, they can always see the point costs printed on the back of these cards.

These numbers help ensure that players are fielding the correct number of points.

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.

PLATOON SHEET

French Fury		PLATOON		Flamescon 2018		EVENT		Sean Goodison		PLAYER	
France		NATION		Cuirassier Squadron		TOTAL PLATOON POINTS		100		PAINTED BY ME: <input checked="" type="checkbox"/>	
MODELS		POINTS	CREW / UPGRADE		POINTS	SIDEBOARD		POINTS			
AMX-30		13	Andre Mareau		5	Paul Durand		5			
AMX-30		13	Baptiste Deschamp		6	Bloodthirsty Gunner		3			
AMX-30		13	Defensive Manoeuvres		2	Bloodthirsty Gunner		3			
Gazelle (HOT)		23	Defensive Manoeuvres		2	Bloodthirsty Gunner		3			
Gazelle (HOT)		23				Bigger Hammer		1			
		85			15			15			

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.