

Additional Optional TANK! Items

Moves Footnotes, Issue #18

FLAME THROWING VEHICLES FOR TANK!

Vehicle	Period	Defense Strength		Attack Strength	
		F/s/R	AP/HE	MA	Range
OT-133 (USSR)	1	2-1-1	0/15	9	1
OT-34 (USSR)	6,7	8-5-5	8/20	8	2
Flammenwerfer (pzIII -German)	5,6	4-4-4	8/20	5	2
Crocodile (British)	5,6	10-6-6	6/30	3	3
Adder (USA)	5,6	6-3-2	10/30	5	3
Wasp (British)	6,7	1-1-1	0/120	9	2

Range applies only to the Flame Gun.

FLAME THROWERS FOR TANK!

Since the earliest Armored Fighting Vehicles were developed, an extraordinary amount of imagination has gone into the creation of special-purpose tanks. Often, the payoff in combat has not justified the investment. An important exception is the flame throwing tank. The flame throwing tank has usually been employed singly, or in small detachments coordinated with other AFV's for attacks on prepared positions or fighting in built-up areas. "When burning napalm is shot into a confined space, such as a pillbox, its effects are suffocating, since the flame exhausts all the oxygen present. In the open, flame-throwers do not suffocate to the same extent, but can cause serious casualties if the enemy stands firm. But the flame-thrower principally attacks morale, for men fear fire most of all; the number who have surrendered unharmed to the suggestion of flame far exceeds those who have been burned for being brave." (Macksey and Batchelor, *TANK*, Ballantine, 1971).

The flame thrower can easily be simulated with the context of Tank! by assigning the vehicle a very large HE Attack Strength with a very short range. The exact values will depend, of course, on how we evaluate the individual vehicles under consideration. We should also have a way of representing the increased vulnerability of a target loaded with incendiary material, perhaps by raising the attack superiority of all attacks against flame-throwers by one or two points. For a typical scenario, we might assign one flame-thrower to each platoon, or a separate platoon to the attacking company. The following table is intended as a supplement to (36.D), the Expanded Weapons Characteristics Chart, in the Expanded Game Rules for Tank

REALISTIC SIMULTANEOUS FIRE IN TANK!

When SPI developed a working system of simultaneous movement and combat, it marked one of the most significant developments in wargaming in the last 5 to

10 years. Combat became considerably more realistic for both large and small unit actions. However, when you get down to the smallest independently functioning component of the unit, such as the individual vehicle in *Tank!*, simultaneous combat seems to be somewhat incomplete as far as realism is concerned. I first noticed this while playing a meeting engagement from Period 6 of the Expanded *Tank!*. The ranges were so small and the attack ratios so high that simultaneous combat resulted in the loss of almost all the units actually engaged on both sides. At first I thought the hit probability on the Combat Results Tables was too high, but as I continued to look at the ranges and CRT's, I had to admit that the probabilities were not that far off. The I realized that simultaneous combat did not provide for the real time sequence situation here. When a counter represents a group of firing units, simultaneous fire is logical because it is unlikely that one group will be able to deliver enough firepower fast enough on its target to prevent the target group's delivery of at least some return fire. However, when a counter represents a single weapon which will probably destroy its target if a hit is made, simultaneous combat should be modified to allow the unit which fires first (and accurately) to survive. In most very close range tank-to-tank combat, the survivor is the tank that fires first rather than the more powerful.

The best way to keep track of who is firing first is to use time units. After you have finished each direct fire plot on the plotting sheet, look to the left in the same row and see what that unit did the previous Game-Turn. If the unit moved half or less of its Movement Allowance, add one time unit. If the unit moved over half its Movement Allowance the previous turn add two time units. It takes longer to spot a target from a bouncing and rolling tank. If the unit changed facing at the end of its movement or in the initial facing phase, add two time units for each hexside the facing was changed. Aiming the gun once it has been pointed in

Notes: The OT-133 was based on the T-26 light tank. Crocodile was based on the Churchill infantry tank. Adder was a modified Sherman. Wasp was based on the Bren carrier. Many of the LVT's (Landing Vehicle-Tracked) used by the Marines in the Pacific were equipped with flame guns (but the use of such vehicles should await the development of "amphibious" scenarios for *Tank!*). It might be interesting to equip one infantry platoon in certain scenarios with a one-shot flame thrower having a range of 1 and an Attack Strength of 20 (HE). To simulate the devastating morale effect of flame weapons, the Panic Level of the defender should be raised by one.

the general area of the target involves time and is often the most critical aspect of tank combat at close range. If enough time is not taken to accurately aim, the first shot is likely to be a miss, and you often do not get the opportunity for a second shot. If the aiming takes too long, it is often cut short by a round fired by the target. For direct fire with normal aiming, add two time units. You may use only one time unit, if you make a rushed shot, adding one the die roll on the CRT; or add no time units for a quick shot, adding three to the CRT die roll.

The above aiming rules should be applied to all tanks, assault guns, and anti-tank guns when they are firing AP rounds. When considering tanks, turret facings should be

taken into account also. When moving or not engaged in direct fire or opportunity fire, the turret is always considered to be pointing straight forward on the tank. When engaged in direct or opportunity fire, the facing is the facing required by line of sight to the target hex. When plotting direct fire, add one time unit for each hexside the turret must be turned through, from the front of the tank if it has moved the previous turn plot, or from the line of sight if the previous turn plot was director opportunity fire. Add all time units together, place the sum at the end of the direct fire plot of all AP fire, and circle it. Place one star after the circled number for a rushed shot and two for a quick shot.

When you begin direct fire execution, both players will search the circles for "Is". If one player has a "1", that direct fire attack is carried out and the results applied, as remove destroyed tank. Then determine if either player has any "2s" circled. If one player has one "2" and the other player has two "Zs", then all three 2's are taken as simultaneous combat before any results are applied. Continue this process until all circled numbers are executed. Then finish the rest of the direct fire as simultaneous fire. - Charles R. Bowles