

Optional TANK! Rules

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OPTIONAL TANK!

After many experiences of hiding our infantry units from enemy tank units because of their (the infantry's) impotence, we felt the infantry in *Tank!* should get some muscle. And, after using the "follow the leader right over the proverbial cliff" formation rules, we felt a bit of added realism was called for in the formation rules. Thus, the following optional rules are designed to add as little "dirt" and as much "realism" as possible to *Tank!*

[32.8] PINNING FIRE ON VEHICLES

All units with HE fire capability (excepting artillery / airstrikes) have the ability to execute pinning fire on vehicle targets. This is a form of Direct Fire (plotted DF-P) and may not be executed during the Opportunity Fire Phase.

To execute DF-P, calculate the range, attack differential, plotted target movement, and target aspect in the usual manner, but use the firing unit's HE Attack Strength. More than one unit may attack a single unit, and the HE Attack Strengths may be added together. If more than one aspect of the target is being fired upon, calculate the Defense Strength as if all firing units were attacking the stronger aspect.

To resolve DF-P, roll the die on the appropriate CRT, subtracting 2 from the die roll. Thus, in effect, a "1-3" on the CRT becomes "1-5", and a "1" becomes a "1-3" for DF-P purposes. Also, the first "." to the left of the "1" result on a particular range row becomes a "1-2" and the second "." to the left of the "1" result becomes a "1". If the die roll indicates that the attack is successful, the vehicle unit is Pinned (turned upside down). If the target is an AFV carrying infantry, resolve the attack against the infantry separately as a normal attack, giving the infantry a defense of 1, and taking into account any die adjustment for the carrying AFV's plotted MP expenditure. The infantry is considered to be dismounted if the attack has any effect on it at all.

[32.81] Vehicle Pinning Effects

Pinned vehicles may not execute any plot other than DF, OF, and DF-P missions. Pinned units do not have their Defense Strength impaired in any way, and further pinning results are treated as no effect. Pinned units that are called to a panic movement plot by artillery fire/airstrikes remain stationary instead. If a Pinned vehicle is part of a platoon (not the platoon leader), the platoon may leave the Pinned unit behind by moving all platoon units more than 2 hexes away from the Pinned unit. The Pinned unit is then considered no longer part of the

platoon. Units may be plotted to receive both DF and DF-P in the same Game-Turn.

[32.82] Recovery from Vehicle Pin

At the end of each Game-Turn, including the one in which a unit was pinned, roll the die for each pinned unit. A roll of "1-4" returns the unit to unpinned status. A roll of "5-6" and the vehicle remains Pinned.

[32.9] Increased Soft Target Defense

& Soft Target Pinning

Triple the defense value of all terrain for soft targets, Improved Positions excepted, which remain at a value of 12 DSP. When resolving HE fire attacks against infantry, only the lowest 25% of the die roll range results in unit elimination; the upper 75% results in a Pin. For example, with a range of 1-8 on the CRT, a roll of "1-2" destroys the unit and a roll of "3-8" pins the unit. Similarly, with a "1-5" range, a "1" destroys the unit and a "2-5" pins the unit. For AT Guns, the lowest 50% destroys the unit and the upper 50% pins the unit.

[32.91] Soft Target Pinning Effects

Soft Targets may not execute any mission while Pinned. Units called to panic movement plots by artillery/airstrikes remain stationary instead. Pinned Soft Targets do not have their Defense Strength impaired. Further Pinned results are treated as "no effect".

[32.10] SOFT TARGET COHESION

Any Soft Target that begins the turn within 2 hexes of any other Friendly Soft Target, Pinned or not, has its panic level reduced by 10%.

[32.11] INFANTRY CLOSE ASSAULT

All infantry, regardless of whether or not they carry an IATD, may Close Assault any unit. Close Assault takes place during the DF phase. A unit plotted to be Close Assaulted may not be plotted to receive DF, DF-P or Artillery/ Airstrike fire during that Game-Turn. Close Assault (DF-CA) may only be plotted for Friendly infantry adjacent to enemy units at the beginning of the turn. To resolve DF -CA, ignore all terrain and target aspect effects. Simply total up the number of defending units (always 1) and compare to the total number of attacking units. (When attacking an infantry/AT Gun stack, the attack is resolved separately against each unit individually, applying the entire attacking strength to each defending unit in the hex.) Determine the attack differential and roll the die. Add 1 to the die roll if the target is a vehicle plotted to expend at least 6 Movement Points. Subtract 2 from the die roll if the defending unit is Pinned. If the adjusted die roll falls in the

indicated range, the defending unit is destroyed. In addition, all Close Assaulted units are automatically Pinned, except moving vehicles plotted to expend at least 6 MPs. Close Assaulting units may still receive DF from both the units they are assaulting and other units. They may also be Close Assaulted by other enemy infantry, but no unit may receive DF or DF-P or artillery/airstrikes in a Game-Turn in which they are Close Assaulted. All results are applied simultaneously.

[32.12] INCREASED INFANTRY DEFENSE AGAINST OVERRUNS

Unpinned infantry (only) being Overrun in rough terrain or woods or Improved Positions are not automatically eliminated as per Standard game rules. Instead, roll the die. A "1-3" result means that the unit is destroyed; a "4-6" is treated as a Pin.

[32.13] MORE FREEDOM IN FORMATIONS

In tactical level (and above) actions from the 1930's to the present, various armies have shown a superior organization and ability to function in independent actions (for example, the German Army of '39-'43; U.S. Army of '44-45; and the Israeli Army in '67 and '73, etc.). To simulate this ability to fight independently (and yet together) the following rules apply:

1] Units with a 20% or lower panic level may change their facing by one hexside (right or left of the direction the platoon leader is facing). For example, if the platoon leader is facing in a northeasterly direction, each member of the platoon has a facing range of three hexsides (A-B-C according to the scatter pattern). Thus, a formation may bend a little to deal with a particular situation, namely a flank attack. This facing would take place during the final facing segment.

2] Units with a 20% or lower panic level may plot both DF and OF as members of the same platoon.

[32.14] SIMULTANEOUS MOVEMENT AND FIRE

A unit may fire at 1/2 its Attack Strength and move at 1/2 its Movement Allowance in the same Game-Turn (drop fractions in both instances). This is plotted as (SMF). The unit's range allowance remains the same. Follow the sequence of play for the order of SMF.

Our main objective in presenting these optional rules is simply to add realism. We hope you will find them of interest and use.

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