

# TANK! SOLITAIRE SCENARIO

By Richard Mataka

*From Footnotes, Moves 19*

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Take all of the Alpha Player's Anti-Tank Units and Infantry Units and flip them upside down. To these units add 10 wreck markers; these will be your dummy units. Now mix all of these units up so that you have no idea where the dummy units are and where the other units are.

## Unit Values

All Infantry Units are considered PzR 43's.

All Anti-Tank Units can be 88's.

## Placement of Alpha Units on Map

To determine where you are going to place these units on the map, roll one die and consult the chart below. Then place all of the Alpha Player's units within an 8-hex radius, in the strongest defensive positions available.

Die Roll	Hex
1	Roll again
2	Hex 2125
3	Hex 3812
4	Hex 2815
5	Hex 4023
6	Roll again

All of the Alpha Player's units are to be considered in Improved Positions.

## Bravo Player Forces

Three Stuart Tanks

Three Sherman 76's

Four M-36's

Five HT's with Infantry Squads already mounted

Bravo Forces enter the map on hex 6109 in line.

**Terrain Mode:** Closed.

## Special Rules

1. Follow all of the Spotting and Plotting Rules as in the Standard Game.
2. Also follow the Standard Rules concerning Fields of Fire.
3. Alpha units do not go through a Panic Segment.
4. Alpha units fire first, after the Bravo units have Spotted them, but before the Bravo units can fire.
5. The Combat Results for the Alpha units' fire take place before the Bravo units return the fire.
6. The Alpha units must fire at the closest Bravo units.

7. Alpha units can fire freely at Bravo units once they are flipped right-side up.
8. Bravo units can only Spot or Fire, but not both in the same Game-Turn.
9. No Bravo units may fire on an unSpotted Alpha unit.
10. If the unit that becomes Spotted is a wreck. marker, remove it from play immediately.
11. Alpha units may change facing, but they may not move once placed in a hex, even if uncovered.

### **Victory Conditions**

The object of the Bravo Player is one of reconnaissance, as he does not know where the Alpha units are. The Bravo Player, to gain a Victory, must uncover all of the Anti-Tank units and at least six of the Infantry units by Game- Turn 25. Once a unit is uncovered, it can be destroyed and counts as a located unit. The Alpha units win if they keep the Bravo units from uncovering all of the Anti- Tank or Infantry units by Game-Turn 25.

**-Richard L. Mataka**