**VEHICLE CREW EXPERIENCE(advanced version 1.0)**

**USING THESE RULES**

Since these rules are entirely optional, both players must agree before a game begins whether to use them or not. If you wish to field your vehicles with experienced crews, you must agree this with any opponents beforehand so they know what they are getting into.

When putting together your army, if you plan to use the crew experience rules, you may only purchase inexperienced vehicles, to represent them at the beginning of their (hopefully long) combat career. The exception to this rule is if there is no inexperienced option for a particular vehicle. In that case, you may purchase the regular version and the vehicle starts on **Level 2**(with two skills), generated as explained below.

**CREWS**

While the exact make-up of crews varied somewhat from one vehicle to another, these rules concern themselves with the five core crew members of any vehicle: the **commander**, the **gunner**, the **loader,** the **radio operator** and the **driver**. It is important to note that it is the crew that is gaining experience and not the vehicle itself! Even if a vehicle is knocked out, as long as its crew survives they bring their expertise to their replacement vehicle for the next battle. Furthermore, the crew gains experience as a unit, so you do not have to track experience for each individual crew member.

**EXPERIENCE**

The more fighting a crew takes part in the more experience it accumulates in the form of Experience Points (XP). There are two ways a crew can gain XP:

• **Destroying enemy units**: Whenever a vehicle destroys an enemy unit, it gains XP equal to the points cost of that unit divided by 10 and rounded down. For example, if a crew were to destroy a Veteran Sherman 76mm (which costs 282 points), it would gain 28 XP.

• **Surviving**: At the end of a game, a surviving vehicle crew gains 20 XP.

• When one of your vehicle crews gains XP during a game, be sure to note it down on their entry in your army list, adding it to any XP already gained.

**SPENDING XP**

You can spend a crew’s XP during a game at the same time as you give that unit an order as described below under Gaining Skills. XP is spent to gain skills. It costs **30 XP** to roll for a skill on the tables below. Once a skill has been determined, note it on the vehicle’s entry in your army list. The skill is active immediately; the crew can use their new ability right away!

**CREW LEVEL AND QUALITY**

As a crew gains skills, its level and quality will improve. A Crew which has higher level allows you to purchase more Upgrades for them in next battle. The number of skills a crew has earned determines its level, quality, and numbers of Upgrades as shown on the following chart.

|  |  |  |  |
| --- | --- | --- | --- |
| Crew Skills | Crew Level | Crew Quality | Numbers of Upgrades |
| 0~1 Skill | Level 1 | Inexperienced | 3 Upgrade |
| 2~4 Skills | Level 2 | Regular | 4 Upgrades |
| 6~11 Skills | Level 3 | Veteran | 5 Upgrades |
| 12~19 Skills | Level 4 | Veteran | 6 Upgrades |
| 20~29­­ Skills | Level 5 | Veteran | 7 Upgrades |
| 30 Skills | Level 6 | Veteran | 8 Upgrades |

Whenever a crew gains a skill, its quality is adjusted immediately. So, once a crew gains its second skill, its quality is immediately elevated to Regular and its morale value goes up to 9. It also gains all the other benefits for being Regular, which normally means the crews’ chances of scoring a hit improve too.

**TRANSPORT VEHICLES AND CREW LEVEL**

Most transports only have a crew of driver( MMG gunner is just an addition soldier), which means the crew can only gain six skills and moves up to level 3. Some transports can be armed with AT Gun, For example: SdKfz 251/1 half-track with Panzerbüchse 41. In that case the transports has a crew of gunner, loader and driver, which means the crew can gain eighteen skills totally and moves up to level 4.

**VEHICLE UPGRADES**

You can choose Vehicle Upgrades when you assemble your armoured platoons. Upgrades are basically additional options for vehicles. Crew’s Level not only determine how many Upgrades the vehicle can have, but also determine what level Upgrades you can choose for the vehicle. Example: You may only purchase Level 1 upgrades for a vehicle with level 1 crew. If it moves up to Level 2, you can choose both Level 1 and Level 2 upgrades for it.

|  |  |  |  |
| --- | --- | --- | --- |
| Icon | Upgrades Description | Level | ­Cost |
| fab | **First Aid Box­**When this vehicle is knocked out. Add 1 to the resulting crew survive D3.The crew also gains Medic rule after they get off. | Level 1 | 10 pts |
| 10 | **Toolbox**Before you give this vehicle an order, roll a D6. On a 4+ you can choose repair one damaged part of this vehicle, like jammed Turret or immobilized tracks/wheels. | Level 1 | 10 pts |
| fe | **Fire Extinguisher**If a roll on the vehicle damage table results in the vehicle catching fire. When this vehicle takes a morale check, it ignores negative morale modifiers from pin markers.  | Level 1 | 10 pts |
| mpb | **Multi-Purpose Box**This upgrade includes First Aid Box, Toolbox and Fire Extinguisher.  | Level 2 | 20 pts |
| ­C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\050.png | **Enhanced Gun Laying Drive**You can re-roll hit rolls of 1 for the main gun. | Level 2 | 20 pts |
| ­­­C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\06.png | **Improved Radio­­­­**Add 3” to the morale bonus distance when you check the range. The range can be combined together with any friendly vehicle which has the same upgrade, ‘Signal Enhancement’ radio operator skill as well. The increased range also works for the range of ‘Follow Me! ’command skill. | Level 2 | 20pts |
| C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\03.png | **Improved Suspension**This vehicle can make an additional turn of up to 90°. | Level 3 | 30 pts |
| web | **Camouflage Net**When this vehicle has cover, enemy units suffer an additional -1 modifier to hit against it. If this vehicle shoots, moves or any enemy unit within 12” with it, the camouflage net will not work until next turn.  | Level 3 | 30 pts |
| VS | **Vertical Stabilize**This vehicle’s main gun does not suffer the -1 'to hit' penalty for shooting and moving. | Level 3 | 30 pts |
| C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\04.png | **Improved Engine**Add 2’’ to this vehicle’s move rate when Advancing and 4" at Run.  | Level 4 | 40 pts |
| C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\07.png | **Improved Ventilation**Remove D3 pin markers before you give this vehicle an order.  | Level 4 | 40 pts |
| C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\02.png | **Improved Optics**Add 1 to this vehicle’s main guns hit modifier. | Level 4 | 40 pts |
| C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\01.png | **APCR/HEAT**When you target an enemy vehicle, The Pen value of this vehicle’s main gun is increased by 1, including HE. | Level 5 | 50 pts |
| C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\08.png | **Spall Liner**When the enemy roll on the damage results chart against this vehicle, apply a -1 modifier to the roll.  | Level 5 | 50 pts |
| ­­C:\Users\arobin1103\AppData\Local\Microsoft\Windows\INetCache\Content.Word\09.png | **Extra Armor**Add 1 to this vehicle’s damage value. The vehicle also gains Slow special rules. If the vehicle already designated as slow, it has a basic move rate of 3" when Advancing and 6" at a Run.  | Level 5­­ | 50 pts |

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**USING SKILLS**

Skills represent special abilities associated with seasoned crews. Skills are once-per-game bonuses, which is to say a skill can be used only once by that crew during each game. The description of each skill tells you when it can be used, but its use is always optional. Whenever you use a skill, it is a good idea to make a tick mark next to it on your force list, so you’ll remember which skills have been used by which crews that game. If, somehow, opposing players wish to use a skill simultaneously during play, the player whose unit is active must commit to using his skill first. The opposing player can then decide whether to use his skill or not.

Example: The US player gives one of his experienced Sherman crews a fire order, and

wishes to use that crew’s ‘Deadeye’ gunner skill to increase his to-hit roll. The Tiger crew that the Sherman is firing at has the ‘Quick Reflexes’ driver skill, allowing the Tiger to make an escape move as a reaction to being fired at. Since the Sherman is the active unit, the US player must decide whether or not to use the deadeye skill before the German player decides if he wants to use his quick reflexes skill.

**GAINING SKILLS**

Whenever you pick a vehicle unit to give an order to, you can spend30of that vehicle crew’s XP to roll for a new skill on the tables below. Note that the test to gain a skill is made before making any order test that is required, before the unit acts upon its order or not, and regardless of whether the unit subsequently makes an action or otherwise. Reduce the crew’s XP total by 30 and roll on the crew member table to see which crew member gains the new skill. Once the crew member has been determined, roll on that crew member’s skill table to see which skill he has gained. If you roll a skill that the crew member already has, you may choose any skill from that crew member’s table. If the crew member you rolled already has all six skills, you may choose either of the other crew to roll a skill for. If all of your crew members have six skills, congratulations – you should be a tank instructor! All crew with all six skills each is the best you can get.

• 1: Driver

• 2: Radio Operator

• 3: Gunner

• 4: Loader

• 5: Commander

• 6: You Choose!

**DRIVER SKILLS**

• **Quick Reflexes:** Play when an attack is declared against the vehicle. This vehicle may make an escape move, as if it had the Recce ability.

• **Lead Foot:** Play when you give this vehicle a run or advance order. The vehicle gets an additional 6” for this move.

• **Crank Head:** Play when you give this vehicle a run or advance order. The vehicle may make an additional turn of up to 90 degrees during its move.

• **Eye for Terrain:** Play when the vehicle ends its move at least 12” away and in cover from all enemy units. The vehicle goes hidden, as if it used the hidden deployment rules.

• **Push Through:** Play when this vehicle is given a down order die, for any reason. The die is turned from Down to Advance and the vehicle is given an advance order instead, even if it has already acted that turn. If the vehicle is pinned, take an order test (again), as normal.

• **Bulldozer:** Play when you give this vehicle a run order. The vehicle may assault another vehicle without the need to roll an order test, even if it is pinned. Furthermore, it automatically rolls a 6 for the resulting assault.

**RADIO OPERATOR SKILLS**

• **Marking the Target**: Play after you give this vehicle an order. Put a mark next to an enemy unit this vehicle has LOS. Add 1 to All friendly vehicle’s hit modifier against that target this turn. Remove the mark when the turn ends.

• **Signal Enhancement**: Play when you give this vehicle an order. Add 6” to the morale bonus distance when you check the range this turn. The range can be combined together with any friendly vehicle which already uses the same skill this turn. The increased range also works for the range of ‘Follow Me! ’command skill.

• **Relaying:** Play when you give this vehicle an order. If this vehicle in a friendly command vehicles morale bonus distance, it gains command vehicle special rule this turn and has the same morale bonus like the command vehicle. If this vehicle has command vehicle special rule already, choose a friendly vehicle in its morale bonus distance. it gains command vehicle special rule this turn as well.

• **Independent MMG Shooter**: Play after you give this vehicle an order. Put a mark next to this vehicle. The mark counts as an Ambush order, but just for the forward facing hull-mounted MMG. It follows all Ambush rules. Even this vehicle move or down next turn will not affect this mark. But if you fire the forward facing hull-mounted MMG or use other radio operator skills, remove the mark Immediately.

• **Co-Driver**: Play when you give this vehicle an order. When you use this skill, choose one of your Driver skills that you've already used this game. You may use it one more time this game. If your crew does not have any Driver skills yet, you may choose to re-roll on the Radio Operator skill table instead of receiving this skill.

• **Call of Revenge:** Play when this vehicle is knocked out. All friendly vehicles in the same armoured platoon can re-roll failed to hit and to damage rolls this turn.

**GUNNER SKILLS**

• **Deadeye:** Play before you roll to hit. Add 3 to a single shot’s hit modifier. Remember that a result of 1 is a miss, regardless of modifiers.

• **Snap Shooter:** Play after a target attempts to react. The target of the shot cannot react to being targeted, including abilities like recce.

• **Hair Trigger:** Play after this vehicle makes a run move. The vehicle may shoot after making a run move.

• **Instant kill:** Play when you roll on the damage results chart against an enemy vehicle. You can re-roll the result Immediately. If it is a Massive Damage, you can re-roll both dices on the damage results chart.

• **Skill Shot:** Play when you give this vehicle a fire order. The Pen value of the vehicle’s main gun is increased by D3, including HE.

• **Long Shot:** Play before you select a target for this vehicle’s main gun. The range of the main gun is doubled.

**LOADER SKILLS**

• **Fast Reload**: Play after you give this vehicle an order. Turn the order dice to Ambush. You can’t use this skill if you already turned Ambush to Fire this turn.

• **Preparatory Loading**: Play after both sides have deployed. Before the first turn, take an order dice from the bag and turn it to Ambush next to this vehicle.

• **Next Target!**: Play after you fire this vehicle’s main gun and destroy an enemy unit. The main gun may be fired a second time this turn against other different targets.

• **Adrenalin Rush:** Play after you fire this vehicle’s main gun. The main gun may be fired a second time this turn, but must target the same unit as the first shot.

• **Gunner Support**: Play when you give this vehicle an order. When you use this skill, choose one of your Gunner skills that you've already used this game. You may use it one more time this game. If your crew does not have any Gunner skills yet, you may choose to re-roll on the Loader skill table instead of receiving this skill.

• **Safe Stowage**: Play when the enemy is about to roll on the damage results chart against this vehicle. Apply a -1 modifier to the roll. It works on both rolls if it is a Massive Damage.

**COMMANDER SKILLS**

• **Lucky**: Play when the enemy is about to roll on the damage results chart against this vehicle. The roll is not made and the vehicle does not suffer any further adverse effects from the hit.

• **Strict Discipline**: Play before you give this vehicle an order. This vehicle loses all of its pin counters.

• **Eagle Eye**: Play when this vehicle is nominated as a target of a ranged attack or assault. If this vehicle has LOS (line of sight) to the attacker, it may react by shooting at the attacker with any one weapon that has LOS to the attacker.

• **Motivational Leader**: Play when you give this vehicle an order. When you use this skill, choose one of your other crew members skills that you've already used this game. You may use it one more time this game. If your crew does not have any other skills yet, you may choose to re-roll on the Commander skill table instead of receiving this skill.

• **Battle Awareness**: Play after both sides have deployed. If both players wish to use this ability, roll off to see who goes first. You may reposition this vehicle up to 12” away from its original position, but still abiding by the deployment rules.

• **Follow Me!**: Play before you give this vehicle a run or advance order. Choose a friendly vehicle in 12’’ and LOS of this vehicle. If it has a down order, put that die back into the cup.

**UNARMED VEHICLES AND VEHICLES WITH SMALLER OR LARGER CREWS**

Some vehicles lack armament, and by logical extension also lack a commander and a

gunner. In this case, these vehicles automatically roll on the driver skill table whenever they gain a skill. Since these vehicles cannot destroy enemy units, they only gain XP by surviving battles. Similarly, if you are rolling for a vehicle that in reality had fewer than three crew, adjust the roll on the charts accordingly. For example, if you know that your light tank had only a crew of two, and the commander was also the gunner, keep in mind that one model is accruing both the commander and gunner skills; if he dies, then the crew lose both type of abilities.

**CREW SURVIVAL**

If a vehicle is knocked out, roll a D3 to determine how many of the crew managed to

escape. If the crew is Inexperienced, you roll two dice and pick the lowest result, while if the crew is Veteran you roll two dice and pick the highest result. the result also follow modifiers on the following chart:

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| Crew Survival Modifiers  |
| The vehicle has 6 crewmen.  | +3 |
| The vehicle has 5 crewmen. | +2 |
| The vehicle has 4 crewmen. | +1 |
| The vehicle was an armoured vehicle that was knocked out by a Massive Damage result. | -1 |
| The vehicle was a soft skin vehicle. | -1 |

After determining how many crewmen have survived, move these survivors 2D6”

towards their own edge of the table. At the end of that turn, any crew member that is still alive will escape and is removed from play.

In addition, you must determine which crew members survived. Roll a die for each

surviving crew member on the crew member table above. If you roll the same crew twice, re-roll one of the dice until you roll another crew member.

**USING A LEGENDARY CREW**

As a Veteran vehicle, a vehicle with legendary crew starts on **Level 3**(with six skills). Considering they already have four basic skills, you can add two random skills for them before the game start. In addition, legendary crews will not lose four basic skills they have, even their crew members got killed.

**GAMING CARD**

Using the gaming card will make it easier for you to record crews XP, skills, level, cost or other information. The size of the card is 69\*94mm, so you need 69\*94mm or bigger card covers for it.

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