

Tactical Actions	Maneuver Rules	Extra Action or Additional Rules	1.1 by Bart Garey
Pivot Maneuver Page 27	<ul style="list-style-type: none"> •Pivot Maneuver at the beginning or the end of a Movement Action •This action can be used regardless of the Movement Action used •May not make an extra Pivot Maneuver as part of a Scoot Action 	<p>Extra Pivot Maneuver Crew Test for the Driver</p> <ul style="list-style-type: none"> •Passed – pivot successfully •Failed – pivot unsuccessfully, No Calamity roll 	
Scoot Page 27	<ul style="list-style-type: none"> •Can be used regardless of the Movement Action used •Roll 2D6 •Forward - use the higher score directly forward •Backwards - use the lower score directly backwards 	<p>Ambush Terrain, page 51</p> <ul style="list-style-type: none"> •May not use to enter or move through Ambush Terrain, must stop at the edge •Damaged Running Gear, page 44 •Must always take the lower score 	
Pop Smoke Page 28	<p>To pop smoke</p> <ul style="list-style-type: none"> •Must have a Smoke Grenade token •Discard Smoke Grenade Token and place a Smoke Marker next to the tank Remove Smoke •Next Movement Command is revealed, or the Scoot action is performed •Unless a Halt Command, Roll 1D6, Smoke Marker is only removed on a roll of 1 or 2 	<p>Smoke Effects, page 29</p> <ul style="list-style-type: none"> •Being attacked reduces the number of dice rolled to hit by 1 •Attacking reduces the number of dice rolled to hit by 1 •Shooting attack reduced to zero dice, resolved as a Snap Fire instead, page 38 •Close Assault value reduced by 1 (to a minimum of 1) •Penalties are not cumulative, only reduce 1 die 	
Machine-Gun an Enemy Tank Page 28	<p>Prerequisites</p> <ul style="list-style-type: none"> •Commander of the target tank must be unbuttoned •Your tank must be within 6" of the target tank and have a LOS to its Cdr Hatch •The target tank does not need to have been spotted in order to attack •The Ambush Terrain must be within the front arc of your tank's gun turret (page 25) •Tank's Close Assault value is used for attack •Pintle trait adds +1 to its Close Assault value if its Commander is unbuttoned 	<p>Performing the Action</p> <ul style="list-style-type: none"> •Roll number of D6s equal to your tank's Close Assault value •If at least one 6, the attack is a success •The Commander of the target tank may be forced to Button Up (page 47) •Pintle trait adds +1 to its Close Assault value if its Commander is unbuttoned •Schürzen Trait armor value +2 against Close Assault or Tank Hunter cards 	
Clear Ambush Terrain Page 30	<p>HE Round - Prerequisites</p> <ul style="list-style-type: none"> •Must have an HE Round in the Ready box •Your tank must be able to draw a LOS to the Ambush Terrain (page 16) •Your tank's Targeting Marker must not be on another target •However, the ambush Terrain itself does not need to have a Targeting Marker on it •The Ambush Terrain must be within the front arc of your tank's gun turret (page 25) •Turretless Trait (page 56) can make a Free pivot during Aim at Target, Fire Main Gun, or Clear Ambush Terrain (if using HE) action. Does not require a Crew Test, and in addition to any other pivot actions •Cumbersome trait (page 54), it can only fire its gun if it has a Halt command •Close Assault Fire or Flamethrower – Prerequisites: Must be within 6" and LOS of it 	<p>HE Round - Performing the Action</p> <ul style="list-style-type: none"> •Roll the dice equal to the HE value •Moving and shooting penalty, -1 dice to a minimum of 1, unless it has a Halt command •Roll at least one 5 or 6, Ambush Terrain is cleared, Marker flipped to 'Cleared' •Close Assault Fire - Action •Roll Close Assault value •Roll at least one 6, Ambush Terrain is cleared, Marker flipped to 'Cleared' •Flamethrower - Action page 54 for additional rules on flamethrowers •Roll 4 dice, score at least one 5 or 6, Ambush Terrain is cleared – Marker flipped to 'Cleared.' 	
Load Main Gun Page 32	<p>Loading a Light Gun</p> <ul style="list-style-type: none"> •Move round from the Ammunition Rack into the Ready box, by passing the Load box. The gun is ready to be fired <p>Loading a Medium, Heavy, or Very Heavy Gun</p> <ul style="list-style-type: none"> •Move round from the Ammunition Rack into the Load box. For a medium, heavy, or very heavy gun, you will need to perform a second Load Main Gun action. Move the Ammunition Token from the Load box to the Ready box. The gun is now ready to be fired. •Machine Guns •If the main gun is a heavy machine gun. It's considered to be always loaded. •Light machine guns are represented by the tank's Close Assault value. Do not need to be loaded or reloaded during the game 	<p>Forced Load</p> <ul style="list-style-type: none"> •You can attempt to force-load a medium or heavy gun faster than normal. But not very heavy guns, although certain Event cards may allow faster loading •To perform a forced load, the Gunner must make a Crew Test (page 16) •Test is passed, move the Ammunition Token directly to the Ready box, by passing the Ready box •Fail Test Medium Gun: The round moves into the Load box, if failure was Calamity! It remains in the ammo Rack •Fail Test Heavy Gun: The round remains in the Ammunition Rack. •Note: Only one round may be loaded at a time. If there is a round in the Ready box, you cannot place one in the Load box 	
Unload Main Gun Page 33	<p>Performing the Action</p> <ul style="list-style-type: none"> •Unloading is a single Tactical Action and is automatic. Round returned to Ammo Rack •The gun must be loaded again before it can fire; the round is not wasted 		
Spot Target Page 33	<p>Prerequisites</p> <ul style="list-style-type: none"> •Perform a Spot Target action if LOS from your hatch/cupola to any part of an enemy tank <p>Performing the Action</p> <ul style="list-style-type: none"> •Place Targeting Marker, Spotted's side up, next to the enemy tank. The target tank remains spotted until your tank loses LOS to the target. •Losing a Targeting Marker •At Action Phase end, if you can no longer draw a LOS to the target marker, it's removed •At Action Phase, if an 'Aimed' Targeting Marker no longer draw a LOS to the target, the marker is flipped back to the 'Spotted' side and remains where it is. •Note that a tank will not have to remove or flip its Targeting Marker simply because it or its target moves. This happens only if there is no longer a LOS between the tanks. 	<p>Unbuttoned Tank Commanders Extra Spot Target Action</p> <p>If your tank has an unbuttoned Commander, before performing a Spot Target action, make a Crew Test for the Commander. If passed, the Spot Target action counts as a free action, and you can perform another Tactical Action during this Action Phase.</p>	
Aim at Target Page 33	<p>Prerequisites</p> <ul style="list-style-type: none"> •The target tank has been spotted by your tank (see page 33). •You can trace a LOS from your tank to any part of the target tank (see page 16). •The target tank must be within the front arc of your tank's gun turret (see page 25). •If the firing tank is turretless, see the rules on page 56. <p>Performing the Action</p> <p>Flip your Targeting Marker next to the target tank to its 'Aimed' side. Your gun is now aimed at the target tank. It remains aimed at the target tank until your tank's Targeting Marker is removed or flipped over, or until your tank loses its LOS to the target</p>	<p>Removing a Targeting Marker</p> <p>You may remove the Targeting Marker at the beginning of any Action Phase. Another target may be sought using a Spot Target action (page 33).</p> <p>Losing a Targeting Marker</p> <ul style="list-style-type: none"> •End of an Action Phase: if a tank with a 'Spotted' Targeting Marker on a target can no longer draw a LOS to the target, that marker is immediately removed. •End of an Action Phase, if a tank with an 'Aimed' Targeting Marker on a target can no longer draw a LOS to the target, the marker is flipped to 'Spotted.' •Note: the tank will not have to remove or flip its Targeting Marker simply because it or its target moves. This happens only if there is no LOS to target 	
Fire Main Gun Page 36	<p>Prerequisites</p> <ul style="list-style-type: none"> •The target tank has been spotted by your tank (page 33) •You can trace a LOS from your tank to any part of the target tank (page 16) •The target tank must be within the front arc of your tank's gun turret (page 25) •If the firing tank is turretless, see the rules on page 56. •If no prerequisites are met, the fire is resolved as a Snap Fire (page 38) •Target tank must be within the front arc of your turret (page 25). If turretless, page 56. •Tank with Cumbersome trait (page 54), it can only fire its gun if it has a Halt command <p>Performing the Action – page 36</p> <p>1) Expend Ammunition 2) Hitting the Target 3) Hit Location 4) Damaging the Target</p>	<p>Snap Fire</p> <ul style="list-style-type: none"> •You may Fire Main Gun even if you don't have a 'Spotted' or 'Aimed' Marker. •You may be required to Snap Fire shot by the rules or by a card. •For Snap Fire shot, do not use 'Dice To Roll' values; you roll two D6. •If both dice equal or exceed the score needed to hit, the round has hit •If the round hits, follow the procedure on pages 40–47 for Hit Location and Damaging the Target's Tank as normal. <p>Special Ammunition</p> <p>Special Ammunition Token represents only a single round. When fired, do not return to the Ammunition Rack, but are discarded</p>	