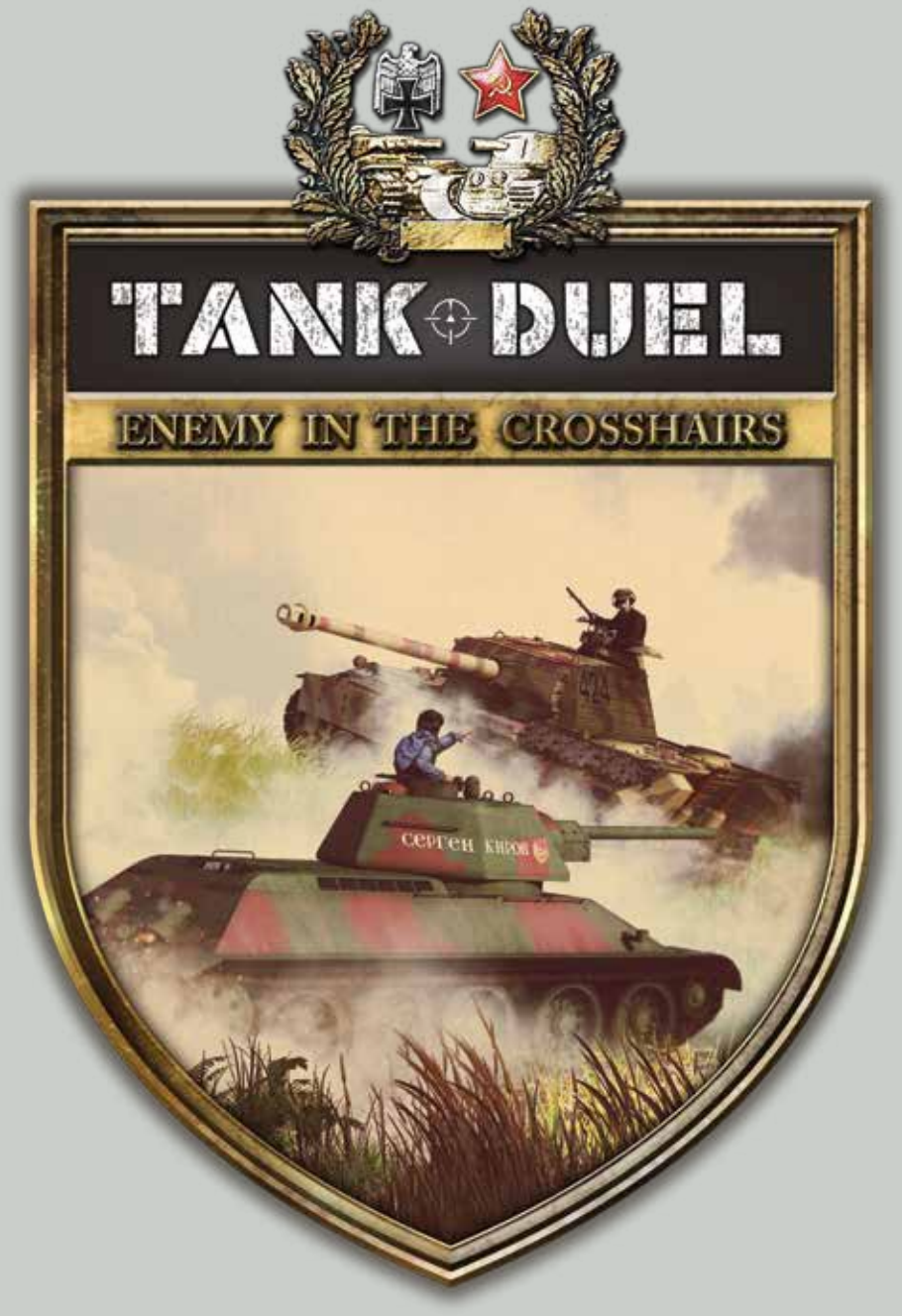



Commander: **Mike Bertucelli** ~ Gunner: **Jason Carr** ~ Loader: **Joe Aguayo**

# RULES OF PLAY

## TABLE O F CONTENTS

**1.0 Introduction** ..... **2**
**2.0 Components** ..... **2**
**3.0 Sequence of Play** ..... **3**
**4.0 Cards** ..... **3**
**5.0 Tanks and Crew** ..... **6**
**6.0 Draw Phase** ..... **9**
**7.0 Initiative Phase** ..... **9**
**8.0 Tank Phase** ..... **10**
**9.0 Reinforcement Phase** ..... **12**
**10.0 Movement** ..... **12**
**11.0 Firing** ..... **14**
**12.0 Damage** ..... **15**
**13.0 Tactics Cards** ..... **17**
**14.0 Victory** ..... **17**
**15.0 Key Terms Index** ..... **18**

GMT Games, LLC • P.O. Box 1308, Hanford, CA 93232-1308 • www.GMTGames.com

# 1.0 Introduction

*The day dawns like any other. The sun makes its way low over the misty horizon and stays low in the autumn sky this morning. All is as it has always been in the fields and meadows of the steppes. Oberleutnant Otto Carius raises himself through the cupola of the Tiger he commands and begins to scan the landscape. He looks left to right, right to left searching the fields for his target. He breathes in deep. The scent of metal and leather, sweat and stale cigarettes, rises from inside the musty tank. He studies the landscape and he listens. With heart pounding and senses alert he is poised… anticipating. For Commander Carius, tank to tank warfare is more than a duel. Beyond the field-rocket artillery, the bombers and U-Boats, the single-seat fighters, beyond the 88mm Flak, is the Tiger. Between his Tiger and platoon, only the T-34s of the Red Army stand between them and victory!*

*Suddenly, to his right, geese startle from the tall, drying grass of the field. They fly fast and out of view quickly. Commander Carius turns his gaze sharply to the right and there, indistinctly outlined, silent, foreboding...his eyes make contact with it—a Soviet T-34.*

*Inside the tank, his team is alert and ready. In the confined space of the tank they are in position. Through the radio they hear the call, "I spot 'em at 1600, 1600!!" Through the narrow rectangular window the driver attempts to locate the T-34. An AP shell is loaded into the breech. The gunner yells, "Ready to fire!" His heart, too, is pounding. Loud sounds now, the gears, the clacking of bogey wheels over terrain, the vibration of the motor...then, "Hull down, hull down," is called out to the driver. The Commander orders, "Traverse, traverse… TRAVERSE!" The turret turns slowly, the sounds of machinery moving but slow, too slow! The alert gunner feels the rush. "I've got 'em in my sights, 1400...1200! Do you see him, do you see him?" The panic, the fear, the adrenaline are palpable. "I've got 'em, Sir, I've got 'em!" The anticipated command comes as the tanks advance… "FIRE!" The gunner aims, pulls the lever, and it's SHELL AWAY…*

*Tank Duel: Enemy in the Crosshairs* is a tactical tank-combat card game for 1-8 players that depicts tank-to-tank warfare on the Eastern Front of World War II. Using a simple action system to keep the action moving, it depicts the chaos and urgency that tank crews experienced in this bitter conflict. Players will use Battle Cards to maneuver their tanks, fire on the enemy and score Victory Points by claiming Objectives and eliminating their opponent's tanks and crew.

## 1.1 Object of the Game

The object of *Tank Duel* is to score Victory Points (VPs) for your team by completing Scenario Objectives, destroying enemy tanks and killing enemy crew members. Each tank and crew member has a VP value listed on their tank board which is scored when the tank is destroyed or a crew member is killed. Scenario Objectives are defined in each scenario's setup in the Playbook. At the end of the game, the team with the most points is the winner.

## 1.2 Overview of Play

Players complete actions in a series of game rounds. In each round, players draw Battle Cards from the Battle Deck and use these cards to perform upkeep on their tanks and crews, and take actions, until every player has acted. Then, any player whose tank was destroyed will prepare a Reinforcing tank and re-enter the battle. A complete game lasts until the Battle Deck has been played through a set number of times, at which point the GAME END card is shuffled into the Battle Deck. When the GAME END card is drawn into a player's hand, or Pulled from the Battle Deck, the team with the most Victory Points wins!

***STOP!*** *and read the Tutorial in the Playbook before you read this rulebook.*

## 1.3 Optional Rules

Advanced and Optional rules are included in the Playbook which incorporate Infantry, Anti-Tank Guns, and/or Radios. References to Advanced and Optional rules within this Rulebook are prefaced with [Optional]. These rules make the game slightly longer and are recommended for players that are familiar with the game.

## 1.4 Scenario Rules

Some scenarios have special rules that modify the core and Optional rules. Whenever there is a conflict between the core rules or Optional rules, and the scenario rules, the scenario rules always take precedence.

# 2.0 Components

A complete set of *Tank Duel: Enemy in the Crosshairs* includes:

- 129 Battle Cards (100 base Battle Cards, 1 Game End Card, 1 Shuffle Card, and 27 Alternate and City Battle Cards)
- 21 Damage Cards
- 6 On Fire Cards
- 6 Broken Cards
- 6 Anti-Tank Gun Cards
- 8 Anti-Tank Infantry Cards
- 30 Other Cards (15 Scenario Cards, 7 Road/Hill Cards, 4 Solo Move Cards, 2 Infantry Advance Cards, and 2 Deep Mud/Snow Storm Cards)
- 10 Robata Cards
- 4 Reference Cards
- 16 double-sided tank boards
- 3 sheets of counters
- 8 player aids
- 1 Solo player aid
- A Rulebook and Playbook

© 2019 GMT Games, LLC

# 3.0 Sequence of Play

*Tank Duel: Enemy in the Crosshairs* is played in rounds. Each round consists of a Draw Phase, an Initiative Phase, one Tank Phase for each tank on the battlefield, and a Reinforcement Phase. The Tank Phase is completed by one player at a time, in Initiative Order, while all other phases are played by all players simultaneously.

## 3.1 Sequence of Play Outline

**1. Draw Phase [6.0]**
Players refill their hands to their Hand Size [4.2.7].

**2. Initiative Phase [7.0]**
Players bid for Initiative.

**3. Tank Phase [8.0] - In Initiative Order:**

**Administration Step [8.1]**

a. Discard Active Tank's Initiative Card.
b. Score scenario specific VPs.
c. If the Active Tank is in Smoke, perform a Smoke Check.
d. If the Active Tank is On Fire, perform an On Fire Check.
e. If the Active Tank's crew is Broken, perform a Morale Check.
f. [Optional] Button Up or Open Hatch [17.3.4].

**Action Step [8.2]**
The Active Player resolves one Tank Action [8.3] and any number of Field Actions [8.4], in any order they choose.

**Discard Step [8.5]**
The Active Player may discard one Battle Card from their hand or, if the Active Tank's Range counter is in a red box, they may discard two Battle Cards.

**4. Reinforcement Phase [9.0]**
If any tanks have been Eliminated [12.7], their controlling player prepares a replacement tank.

## 3.2 Game Length

Players will play through the Battle Deck a predetermined number of times, adding the Game End card during the final shuffle. A game of Tank Duel ends when the Game End card is drawn during the Draw Phase or Pulled from the Battle Deck during a Tank Action.

**(3.2.1)** The number of times players will play through the Battle Deck is determined by the number of tanks used in a game:

| Total Number of Tanks | Number of Decks |
|---|---|
| 4 | 3 |
| 5-6 | 4 |
| 7-8 | 5 |

**(3.2.2)** Players are considered to have played through the Deck when the Shuffle card is drawn into a player's hand or Pulled from the Battle Deck [4.1, 6.0]. When a player draws or Pulls a Shuffle card, they should immediately place it in the center of the table and draw or Pull a replacement Battle Card, then follow the instructions for shuffling the Battle Deck [4.2.6].

**(3.2.3)** The game ends when the Game End card is drawn into a player's hand or Pulled from the Battle Deck. If the Game End card is Pulled during a Field or Tank Action the game ends after the completion of that action. Otherwise the game ends immediately and players determine Victory [14.0].

# 4.0 Cards

There are several different kinds of cards in Tank Duel, each with a different purpose. Some cards are only used for certain scenarios, so not all cards will be used in every game:

- **Battle Cards**, which are shuffled to create the Battle Deck [4.2].
- **Damage Cards**, which are shuffled to create the Damage Deck [4.3].
- **Broken and On Fire Cards**, which indicate which tanks are Broken and/or On Fire [4.4].
- **Anti-Tank Gun Cards**, used in certain scenarios [17.1].
- **Anti-Tank Infantry and Infantry Advance Cards**, used with optional Infantry rules [17.3].
- **Scenario Specific Cards**, used as Scenario Objectives or for scenario specific rules.
- **Robata Cards**, used when playing with the optional Solitaire Rules.

When discarding, all cards should be discarded face down and may not be inspected by players at any time unless instructed to do so by a played card.

## 4.1 Pulling a Card

"Pulling" a card is defined as revealing and discarding the top card of the Battle Deck or Damage Deck to resolve an effect. These effects are resolved using that card's Battle Number, Target Number, Effect Icon(s), Penetration Modifier, Damage Text, or Morale Icons. When Pulling a card, a player should immediately reveal it to all players by placing it face up in the center of the table before reading the card. If instructed to Pull multiple Battle Cards, always Pull the number instructed even if the check passes or fails before all cards have been Pulled.

**Important:** Nobody sitting around the table wants to watch you while you read the card.

## 4.2 Battle Cards

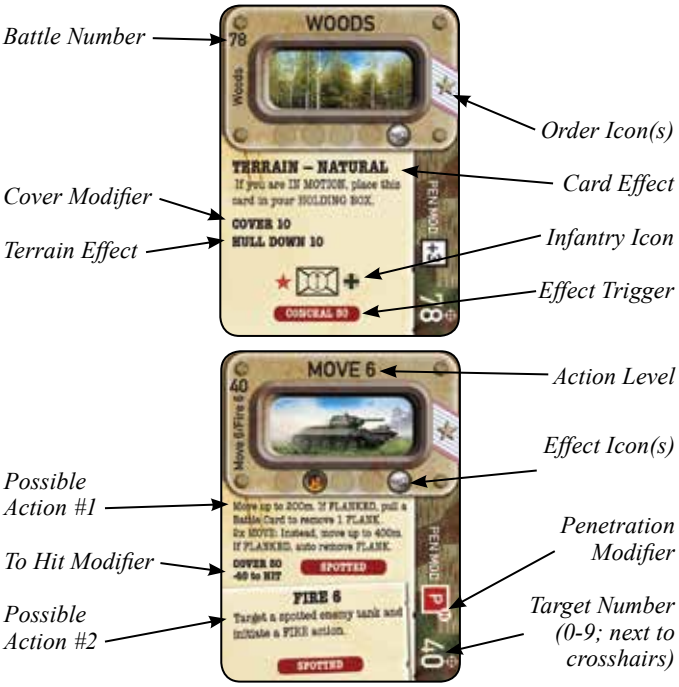
Battle Cards are the engine that drives Tank Duel. Players draw Battle Cards from the Battle Deck during the Draw Phase [6.0] and resolve actions and game effects by playing Battle Cards from their hand or Pulling Battle Cards from the top of the Battle Deck. A complete index of cards with their effects is included in the Card Index [21.0].

© 2019 GMT Games, LLC

### (4.2.1) Battle Cards in General

The standard Battle Deck consists of 100 Battle Cards, numbered 1 through 100.

Some cards show different actions on the top and bottom sections of the card. These cards may be played for either action (but not both), but both halves of the card share a Battle Number (1-100, printed in the top left and bottom right of the Battle Card), Target Number (the 'ones' place of the Battle Number, printed next to a crosshair in the lower right of the Battle Card), Order Icon(s), Effect Icon(s), and Penetration Modifier.




### (4.2.2) Effect Icons

Battle Cards contain one or more Effect Icons in the center of the card. Players resolve certain game effects by Pulling a Battle Card and checking for the presence of Effect Icons on the Pulled card.



***Explosion***

***Fire***

***Binoculars***

***Extinguisher***

***Smoke***

### (4.2.3) Order Icons



Some Battle Cards have 1 or 2 Order Icons (OIs) along the top right edge of the card. Cards with Order Icons may be revealed and discarded during the Administration Step or Action Step for the following benefits:

During the Administration Step [8.1], the Active Player may reveal and discard:

- 4 OIs during a Fire Check to automatically extinguish a fire.
- 4 OIs during a Morale Check to automatically remove a Broken condition.

During the Action Step, the Active Player may reveal and discard:

- 3 OIs to extinguish fire instead of a Tank Action [12.3.2].
- 2 or 4 OIs with a Move or Fire action to improve the tank's Move or Fire Level by 1 or 2 respectively, for the duration of the action [8.3.2].
- 2 OIs during a Spotting attempt to pull an additional Battle Card [8.3.5.i].
- 3 OIs with a Fire action to quick load/unload an APCR round [11.1.2].

### (4.2.4) Effect Triggers

Battle Cards may contain Effect Triggers, printed inside a red oval, which must be resolved for the Active Tank when played from the Active Player's hand for the card's printed action or for the targeted tank any time the card is placed into a tank's Holding Box. Effect Triggers are not resolved if a card is discarded, or revealed and discarded for OIs. There are three Effect Triggers: Spotted [5.4.1], Conceal [5.4.2], and Bog [10.3.8].

Effect Triggers that are not followed by a number are automatically successful, e.g., Spotted.

Effect Triggers followed by a number must be attempted when they are placed into a tank's Holding Box [10.3.4].

### (4.2.5) Setting Up the Battle Deck

Before the game begins, take the 100 Battle Cards without "(Alternate)" or "(City)" in the bottom center of the card and add any Alternate Cards or cards specified by the scenario, removing any base Battle Cards with the same Battle Number. Several cards are included which have no Battle Number in the upper left and lower right corner. These are used only for certain scenarios and should never be shuffled into the Battle Deck.




*Example: If players choose to use the MINE alternate card, they would remove the #13 MOVE 1 card from the Battle Deck when preparing the deck for play.*

**Important:** Some scenarios will use alternate versions (cards 13, 70-77, Terrain Cards, City) of certain Battle Cards. The Battle Deck must contain only one card with each number; any other cards sharing that number must be placed out of play.

© 2019 GMT Games, LLC

### (4.2.6) Shuffling the Battle Deck and Game End

The Battle Deck is shuffled at the beginning of the game and whenever a player draws or Pulls a SHUFFLE card.

To shuffle the Battle Deck:

- If this is the final shuffle of the game, remove the SHUFFLE card from the game and shuffle the GAME END card into the entire deck.
- Otherwise, shuffle the entire Battle Deck then split the deck into two roughly equal halves and shuffle the SHUFFLE card into one half of the deck. Place the half with the SHUFFLE card underneath the other half of the deck.

When the SHUFFLE card or GAME END card is drawn during the Draw Phase:

- If the SHUFFLE Card is drawn, all players draw Battle Cards up to their Hand Size before shuffling the Battle Deck. If the Battle Deck is exhausted before all players have drawn to their Hand Size, players will continue to draw after the Battle Deck is shuffled.
- If the GAME END card is drawn during the Draw Phase, the game ends immediately and players determine Victory [14.0].

When the SHUFFLE card or GAME END card is Pulled from the Battle Deck:

- If the SHUFFLE card is revealed when Pulling a card, the player should Pull a replacement card and any additional cards needed to completely resolve the current action or check, including any discards due to Damage Checks, before shuffling the Battle Deck. If the deck is exhausted while resolving this action, shuffle the deck normally, and continue to Pull any needed cards.
- If the GAME END card is revealed when Pulling a card, the player should Pull a replacement card and any additional cards needed to completely resolve the current action or check, including any discards due to Damage Checks, and then immediately end the game. If the deck is exhausted while resolving this action, shuffle the deck without a SHUFFLE or GAME END card, and continue to Pull any needed cards.

### (4.2.7) Hand Size

A player's Hand Size is 4 Battle Cards plus 2 additional Battle Cards for each tank they control, plus or minus any applicable modifiers, listed below. If a player controls multiple tanks, they play cards for all tanks from one shared hand of cards.

*Example: Kurt is controlling 2 tanks. His hand size is 8 (4+2+2=8). Jason is controlling 3 tanks; his hand size is 10 (4+2+2+2=10).*

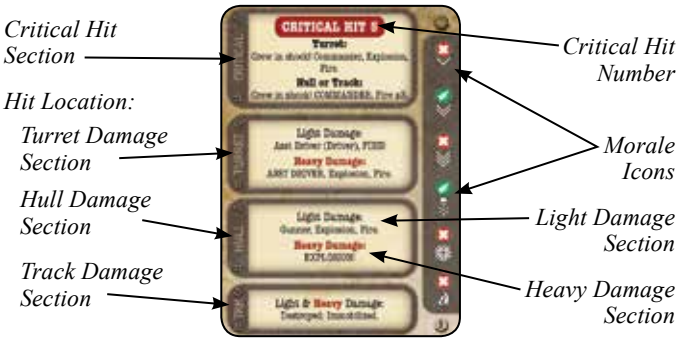
A player's Hand Size is modified as follows:

- +1 card for *each* tank they control within 400m of the center of the battlefield [5.2.5].
- +1 card for *each* tank they control that has an Elite crew [5.6.1].
- –1 card for *each* tank they control that has a Green crew [5.6.1].
- –1 card for *each* tank they control with a dead Commander [5.6.2].
- –1 card for *each* ON FIRE or BROKEN card in the Initiative Card Box of *any* tank they control [4.4].

Game events, such as having a Commander KIA, may cause a player to exceed their Hand Size. Players do not draw any Battle Cards during the Draw Phase if they exceed their Hand Size at the beginning of this phase nor do they discard any cards.

## 4.3 Damage Cards

Players use Damage Cards to resolve Damage Checks [12.1] and Morale Checks [12.4]. All of the Damage Cards are shuffled together to form the Damage Deck. Damage Cards are split into sections for Critical Hits, Turret damage, Hull damage, and Track damage. Damage cards also contain Morale Icons used for Morale Checks. One damage card includes instructions to reshuffle the Damage Deck.

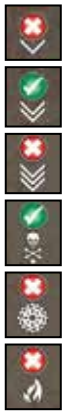



### (4.3.1) Damage Sections

During a Damage Check, the resolving player will resolve one section of the Damage Card: if resolving a Critical Hit, the player will resolve the section of the card corresponding to the location of the Critical Hit, otherwise the player will resolve the section of the card corresponding to the location of the hit (turret, hull, or tracks) and the type of damage (light or heavy) [12.1]. Only one section of the card will be resolved for each Damage Check.

### (4.3.2) Morale Icons

Morale Icons are used during Morale Checks [12.4] to determine whether a tank's crew breaks. Each icon corresponds to a condition which may cause the crew to break. A red "X" symbol indicates that the crew breaks if that condition applies; a green checkmark indicates that the crew does not break from that condition, although it may break due to another condition.



***Green Crew***

***Seasoned Crew***

***Elite Crew***

***Commander Dead***

***Immobilized***

***On Fire***

© 2019 GMT Games, LLC

### (4.3.3) Shuffling the Damage Deck

There is one Damage card that instructs players to shuffle the Damage Deck. When it is drawn, apply the instructions on the card to the tank that pulled it and reshuffle the discards into the Damage Deck, including the Shuffle Card.

## 4.4 Broken and On Fire Cards

BROKEN and ON FIRE cards are used by players to track whether their crew is Broken or their tank is On Fire. Players place BROKEN and ON FIRE cards in their tank's Initiative Card Box as a reminder to resolve the appropriate condition during the Administration Step.

BROKEN and ON FIRE cards reduce a player's Hand Size, and if a player controls multiple tanks they may have multiple BROKEN and/or ON FIRE cards reducing their Hand Size. Each tank may only have one BROKEN and one ON FIRE card in its Initiative Card Box; when a tank has *both* a BROKEN and an ON FIRE card, the ON FIRE card should be placed on top.




***Play Note:*** *ON FIRE cards are always placed on top of BROKEN cards because On Fire Checks happen before Broken Crew Checks during the Administration Step.*

# 5.0 Tanks and Crew

Each player in Tank Duel controls one or more tanks and their crew. These are represented in the game by the Tank Board and crew counters.

## 5.1 Tank Boards

A Tank Board represents a single tank and tracks any statuses that apply to that tank as well as the status of its crew. Each tank is identified by a Identification Number and belongs to a particular Nation.

**Important:** Only one tank of each Nationality with a given Identification Number can be in play at the same time.

## 5.2 Range

A tank's Range is its distance, positive or negative, from the hypothetical center of the battlefield. In Tank Duel, there is no board or map; players determine their Range relative to other tanks on the battlefield in order to resolve Move and Fire actions.






**(5.2.1)** The Range counter is used to mark a tank's current Range on the Range Track on its Tank Board. It has a positive and negative side. The positive side has black text on a white background, and the negative side has white text on a red background.

**(5.2.2)** During the course of play, a tank may move towards or away from the opponent's side of the battlefield. When a tank moves, move its Range counter on the Range Track to mark its new Range. If a tank moves towards the opponent's side of the battlefield while occupying the '000' Range box, flip the Range counter to its negative side after moving the Range counter to the '200' Range box. Likewise, if a tank moves towards its own side of the battlefield into the '000' Range box, flip the Range counter to its positive side.

*EXAMPLE: Joe's tank occupies the center of the battlefield and its Range counter is in the '000' Range box. If Joe moves 200m towards his opponent's side of the battlefield, he will move his Range counter into the '200' Range box and flip the counter to its negative side. If he subsequently moves 200m towards his own side of the battlefield, he would move the Range counter into the '000' Range box, and flip the Range counter back to its positive side.*

**(5.2.3)** To calculate the Range between any friendly and enemy tank, add their Ranges together. If the resulting Range is negative, treat it as a positive Range.

*EXAMPLE: Mike is calculating the Range from his tank to Jason's tank. Jason is at 400 meters Range and Mike is at 600 meters Range. Their Range from each other is 1000 meters.*

*In another example, Jason's tank is at -200 meters Range and Mike's tank is at 1000 meters Range. Their Range from each other is 800 meters.*

**(5.2.4)** Tanks may not have a Range greater than 1000 meters or –1000 meters. Tanks may not flee the battlefield except as instructed by scenario rules. Any move that would exceed +/– 1000 meters may not be made.

**(5.2.5)** For each tank that a player controls at a Range of 400m or less from the center of the battlefield, positive or negative, that player receives a +1 bonus to their Hand Size [4.2.7]. That player may also discard an additional card while resolving the Tank Phase for a tank at 400m or less [8.5]. As a memory aid, these Range boxes are shaded red and marked with "hand size +1."

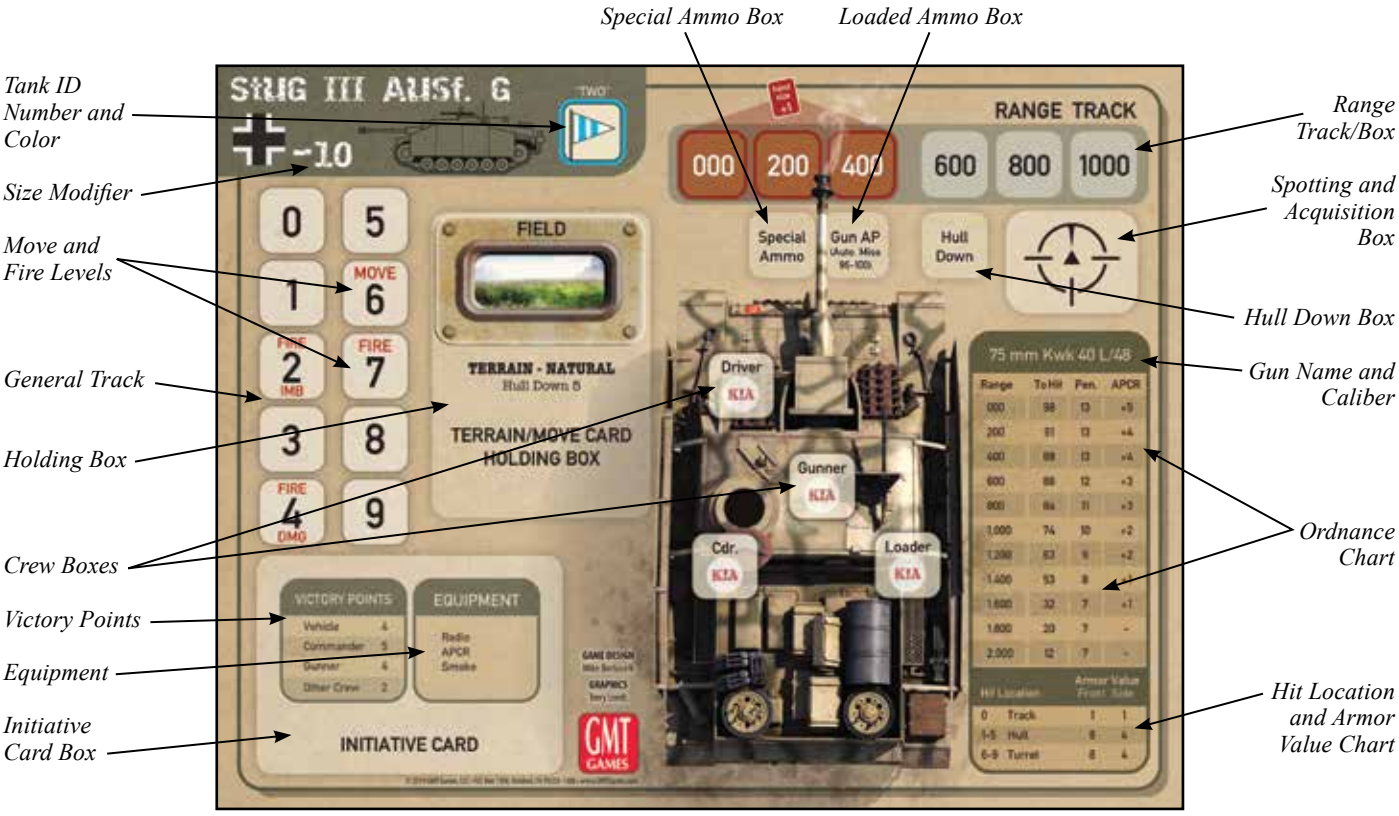
## 5.3 Move and Fire Level






Each tank has a Move Level and a Fire Level that is tracked on its General Track on its Tank Board. The Move Level and Fire Level on the Tank Board dictate which cards are allowed to be played during a tank's Action Step [8.3.2]. When one of the levels changes, move the corresponding counter on the General Track to reflect the new Move or Fire Level for the tank. Tank Destroyers have multiple Fire Levels [5.8].

© 2019 GMT Games, LLC




**(5.3.1)** A tank's Move Level is used to determine which cards may be legally played during a Move action [10.1] or when Flanking [10.4]. A tank's Move Level may be lowered when its crew is KIA [5.6.2], if it becomes Bogged [10.3.8] or if it suffers Track Damage [12.5]. Players may temporarily raise their tank's Move Level with Order Icons [4.2.3, 8.3.2].

**(5.3.2)** A tank's Fire Level is used to determine which cards may be legally played during a Fire action [11.0]. A tank's Fire Level may be lowered when its crew is KIA [5.6.2] or, if it is a Tank Destroyer, when it suffers Track Damage [12.5]. Players may temporarily raise their tank's Fire Level with Order Icons [8.3.2].

## 5.4 Spotting, Concealment, and Acquisition

### (5.4.1) Spotting

Tanks Spot enemy tanks in order to fire at them or flank them. A tank cannot fire at or flank an enemy it has not Spotted. Tanks gain Spotted counters by performing the Spot action [8.3.5.i] or when their enemies resolve a card with the Spotted Effect Trigger (for example, MOVE and FIRE cards). A player is never forced to take a Spotted counter for an enemy tank (for example, if they have another tank Acquired).

**Important:** Just because you have been Spotted by an enemy doesn't mean you have Spotted them! Tanks that you cannot see can still see (and kill) you!




The Spotting and Acquisition box on the Tank Board is used to track which enemies a tank has Spotted or Acquired. If a tank Spots an enemy, place the Spotted counter corresponding to the Spotted enemy tank's Identification Number in the Spotting and Acquisition box. Likewise, if an enemy tank successfully Conceals or is destroyed, remove the corresponding Spotted counter from the Spotting and Acquisition box.

**Important:** Some actions require a tank to have an enemy tank Spotted before they are performed.

### (5.4.2) Concealment

Tanks Conceal to hide from the enemy and cause them to lose their Spotted counters.

A tank may Conceal as the result of an Effect Trigger, a LEADERSHIP card, or a COMMAND card. If a tank Conceals, all enemy tanks lose any Spotted and Acquired counters they have in their Spotting and Acquisition box belonging to the Concealed tank. Additionally, return any Flank counters from in front of the Concealed tank to the appropriate player.

### (5.4.3) Acquisition




A tank Acquires an enemy tank to increase the To Hit Number of its next shot. A tank that Acquires an enemy gives up Spotted counters for any other Spotted tanks, and cannot Spot any other tanks unless it gives up its Acquisition of the enemy tank. An enemy that is Acquired is also considered Spotted.

A tank that fires upon an enemy tank may optionally choose to Acquire it as part of a Fire action as long as neither tank is In Motion [10.2.1]. If a tank Acquires an enemy, remove all Spotted counters from its Spotting and Acquisition box except for the Spotted counter corresponding to the tank being Acquired.

© 2019 GMT Games, LLC

Place the Acquired counter on its "+10" side in the Spotting and Acquisition box. If a tank fires at an enemy it has already Acquired, flip the Acquired counter to its "+20" side. This is the maximum bonus for Acquisition.

If an Acquired enemy tank Conceals or is Eliminated, remove all Spotted and Acquired counters belonging to that tank. Additionally, if a tank moves after acquiring an enemy tank, or an Acquired enemy tank moves, remove the corresponding Acquired counter (but keep the corresponding Spotted counter).

**Important:** Once a tank has Acquired an enemy, it may not gain Spotted counters for any other enemy tanks unless it discards the Acquired counter. If an opportunity to Spot an enemy occurs, a tank's controlling player may choose to discard the Acquired counter (but not the corresponding Spotted counter) in order to Spot the enemy.

*EXAMPLE: Mike has Joe's tank Acquired. Jason moves, which allows all enemy tanks to Spot him. Mike may choose to discard his Acquired counter for Joe's tank and gain a Spotted counter for Jason's tank. If he chooses to do this he will have both Joe's tank and Jason's tank Spotted, but no tanks Acquired.*

## 5.5 Equipment

Tanks may be equipped with different types of equipment which enable the tank to perform certain actions. A tank's equipment is listed in the Initiative Card Box.

### (5.5.1) Special Ammunition




A tank may be equipped to fire Armor Piercing Composite Rigid (APCR) Special Ammunition. Tanks that can use APCR will have "APCR" printed in their Equipment box. APCR rounds increase the Penetration Value of a tank at close ranges. Any Special Ammunition supplied by the scenario instructions is placed in the Special Ammo box on the Tank Board.

Special Ammunition may be loaded or unloaded as a Tank Action [8.3.5.ii], or by revealing and discarding 3 OIs during a Fire action [11.1.2]. When Special Ammunition is loaded, take an available Special Ammunition counter from the Special Ammo box and place it into the Loaded Ammo box to indicate that it will be used during that tank's next Fire action. If the Special Ammunition is unloaded, return this counter to the Special Ammo box. When a tank with Special Ammunition loaded resolves a Fire action, place the Special Ammunition counter on the played FIRE card as a mnemonic to apply the Special Ammunition's modifier to that Fire action; it is expended and discarded regardless of whether the Fire action is successful.

**Important:** Tanks retain any Special Ammunition they possess during the Reinforcement phase but do not gain additional Special Ammunition. Special Ammunition is not discarded when a tank is destroyed, but is retained by the reinforcing tank.

### (5.5.2) Smoke Dispenser

Tanks that are equipped with a smoke dispenser have "Smoke" printed in their Equipment box. A tank equipped with a smoke dispenser may play a SMOKE card as a Tank Action [10.5]. A tank without a smoke dispenser may only use a SMOKE card as an Initiative Card [7.0] or as a discard during a Tank Action [8.3.5] or during the Discard Step [8.5].

### (5.5.3) Heavy Damage

Large caliber guns (on tanks and Anti-Tank Guns) always inflict Heavy Damage. Tanks with guns 85mm or larger have "Heavy Damage" printed in their Equipment box to remind players to apply Heavy Damage during a Damage Check [12.1].

## 5.6 Crew

### (5.6.1) Crew Members



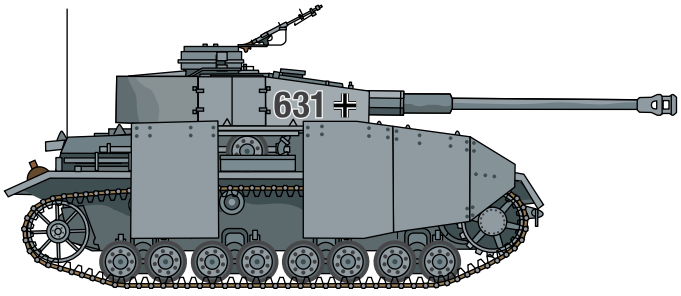

Each tank is manned by a number of crew members, each represented by a crew counter. Crew counters are placed in the corresponding crew box and track whether the crew member is Healthy, Wounded, or KIA. The Commander's counter indicates the crew's experience (Green, Seasoned, or Elite). Green and Elite crews modify a player's Hand Size [4.2.7] and the VP value of the Commander.

### (5.6.2) Wounded and Killed Crew

A crew member may be wounded or killed during a Damage Check [12.1]. When a crew member is wounded, flip his counter to the red wounded side. Wounded crew members pull 2 Battle Cards during Escape Attempts [12.6.2].

If a crew member suffers a second wound, or is killed during a Damage Check, they are KIA. Remove the crew counter from the tank board and award VPs equal to the crew member's point value printed in the Tank Board's Initiative Card Box to the opponent who last successfully penetrated the tank or caused the damage check. If the crew is Green, subtract one from the VP value of the Commander; if the crew is Elite, add one point.

Crew that are KIA confer penalties. Any penalties to Move or Fire Level caused by KIA crew or crew positions that are vacant due to changes in crew assignments [8.3.5.iv] are applied after




© 2019 GMT Games, LLC

and in addition to any penalties to Move or Fire Level caused by Track Damage or a Special Damage Result:

| Crew Member | Penalty |
|---|---|
| **Driver** | The tank may not Move. The tank may Move again after a crew member occupies the Driver's seat [8.3.5.iv]. If the Assistant Driver is driving, subtract 1 from the Move Level; if any other crew member is driving subtract 2 from the Move Level. |
| **Gunner** | The tank may not Fire. The Tank may Fire again after a crew member occupies the Gunners seat [8.3.5.iv]. Subtract 1 from the tank's Fire Level if anyone other than the Gunner is firing. |
| **Loader** | Subtract 1 from the tank's Fire Level. |
| **Commander** | The tank's controller subtracts 1 from their hand size [4.2.7]. Subtract 1 from the tank's Move Level and Fire Level. Remove all Spotted and Acquired counters from the tank's Spotting and Acquisition box. |
| **Commander/Gunner** | The tank may not Fire. The tank may Fire again after a crew member occupies the Commander/Gunner's seat [8.3.5.iv]. The tank's controller subtracts 1 from their hand size [4.2.7]. Subtract 1 from the tank's Move Level and 2 from the tank's Fire Level. Remove all Spotted and Acquired counters from the tank's Spotting and Acquisition box. |
| **Assistant Driver** | No Effect |

**Important:** If two crew members are KIA at any point, the crew must Bail Out after resolving the Damage Check [12.6].

#### (5.6.3) Crew Morale

The crew's Morale may become Broken as the result of a Morale Check [12.4]. If a crew is Broken, that tank must resolve a Morale Check during the Administration Step [8.1.e].

### 5.7 Hull Down




**(5.7.1)** A tank may go Hull Down by playing a Leadership card [8.3.4], or as the result of a successful Hull Down attempt during a Tank Action [8.3.5.iii] or a Command card played as a Field Action [8.4.1]. Track a tank's Hull Down status in the "Hull Down" box on its Tank Board.

**(5.7.2)** A tank is not considered Hull Down to any enemy that has it flanked [10.4]. Thus, a tank may be Hull Down to some enemies and not to others.

**(5.7.3)** If a Hull or Tracks result is resolved during the Hit Location Step [11.1.3.e] of a Fire action against a tank that is Hull Down to the firing enemy, treat the Fire action as a miss result.

**(5.7.4)** If a tank performs a Move or Flank action while Hull Down, it is no longer Hull Down. Remove the Hull Down counter.

### 5.8 Tank Destroyers

Tank destroyers were tracked armored fighting vehicles without a turret. Because tank destroyers had no turret, they relied on traversing their tracks to aim and fire at enemy tanks. A tank destroyer is considered a tank for all game purposes.

***Designer Note:*** *While it is true that the majority of tank destroyers do not have a turret, and are not tanks in the truest sense of the word, we use the terms 'tank' and 'turret' to refer to a tank destroyer and its superstructure in order to simplify the rules and terms in the game.*

**(5.8.1)** A tank is a tank destroyer if it has multiple Fire Levels on its Tank Board.

**(5.8.2)** Tank destroyers may never fire while they are In Motion, nor fire at an enemy tank that is In Motion. A tank destroyer may never fire at an enemy tank that has it flanked [10.4].

**(5.8.3)** If a tank destroyer suffers Track Damage [12.5], move its Fire Level counter into the box labeled "DMG" on its General Track.

**(5.8.4)** If a tank destroyer is Immobilized [12.5.3], move its Fire Level counter into the box labeled "IMB" on its General Track.

***Designer Note:*** *This reduction in Fire Level models the inability of a tank destroyer with broken tracks to traverse in order to aim and fire effectively.*

## 6.0 Draw Phase

During the Draw Phase, players draw Battle Cards until they have cards in their hand equal to their Hand Size [4.2.7]. If players cannot agree on the order in which to draw Battle Cards, the player who performed their Tank Phase last in the previous round should fill their hand first, then clockwise around the table.

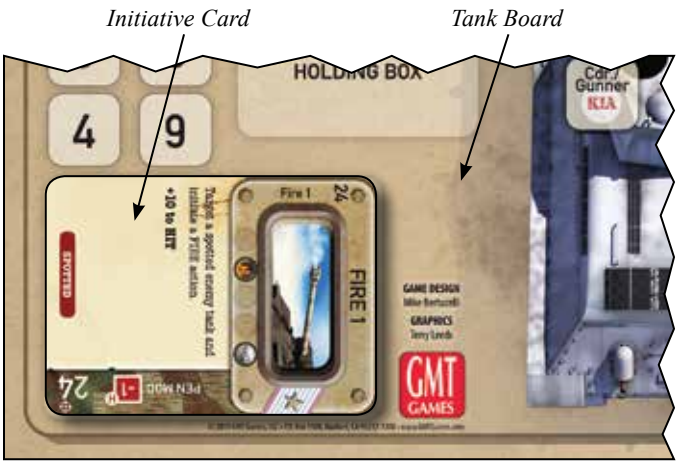
## 7.0 Initiative Phase

During the Initiative Phase, players bid using the Battle Number on their Battle Cards to establish Initiative Order, which determines the order in which players will perform their Tank Phase.

All players simultaneously select a Battle Card from their hand for each tank they control, which is used to bid for tank order in the upcoming Tank Phase. This Battle Card is placed face down in their tank's Initiative Card Box, and is hereafter referred to as their Initiative Card. Once all players have bid, they simultaneously reveal their Initiative Cards. The Initiative Order for the Tank Phase is from the lowest numbered Initiative Card first to the highest numbered Initiative Card last.

© 2019 GMT Games, LLC

***Play Note:*** *Players may want to ensure that their Initiative Cards are oriented with the large numbers facing the center of the table, to make it easier for other players to see who should take the next turn.*




**Important:** The Initiative Cards are not used for any other gameplay purpose and are discarded during the Administration Step of a player's Tank Phase. This allows players to quickly see who has not taken their turn yet.

# 8.0 Tank Phase

The Tank Phase is played in Initiative Order [7.0] and each tank completes its Tank Phase entirely before the next tank begins its Tank Phase. A Tank Phase is resolved in three steps: Administration Step, Action Step, and Discard Step. When all steps have been resolved, that Tank Phase is complete, and the next tank in Initiative Order begins its Tank Phase. A tank that is performing its Tank Phase is referred to as the Active Tank and its controlling player is referred to as the Active Player.

If the Active Tank is Destroyed or Abandoned at any point during this phase, resolve the instructions for a Destroyed or Abandoned tank [12.7] and end its Tank Phase immediately.

## 8.1 Administration Step

The Active Tank must complete an Administration Step in order to resolve game conditions and score scenario specific VPs. Complete this procedure in the following order, resolving all applicable checks.

**(a) Discard Initiative Card**
Discard the Initiative Card for the Active Tank to remind players that the Tank has performed a Tank Phase during this game round.

**(b) Scenario Specific VPs**
Score VPs for the Active Tank according to the rules of the scenario.

**(c) Smoke Check**
If the Active Tank has a SMOKE card (or "Smoke fills Tank" counter) in its Holding box, resolve this check. Pull a Battle Card and check for a Smoke icon. If a Smoke icon is present the smoke remains; leave the SMOKE card in the Active Tank's Holding Box. If no Smoke icon is present, the smoke disperses; remove and discard the SMOKE card from the Active Tank's Holding Box.

**(d) On Fire Check**
If the Active Tank has an ON FIRE card in its Initiative Card Box, resolve this check. The Active Player must choose to either Bail Out [12.6.1] or attempt to extinguish the fire.

**Important:** If the fire is successfully extinguished at any point during this check, discard the ON FIRE card from the Active Tank's Initiative Card Box, skip the rest of this check, and continue the Administration Step.

To extinguish the fire automatically, the Active Player may discard Battle Cards from their hand with 4 OIs. If the Active Player cannot discard 4 OIs, or chooses not to, they must perform a Fire Check. Pull a Battle Card:

- **If the Battle Card has a Fire icon**, the fire grows out of control and the Active Tank's crew must attempt to Escape [12.6.2]. The tank is Abandoned [12.7].
- **If the Battle Card has a Fire Extinguisher icon**, the fire is successfully extinguished.
- Otherwise, there is no effect; the tank remains On Fire.

If the fire is not extinguished, the Active Tank may extinguish the fire during its Tank Phase by revealing and discarding Battle Cards with at least 3 OIs as its entire Tank Action (it may still perform any number of Field Actions).

**Important:** It costs 4 OIs to extinguish a Fire during the Administration Step, but only 3 OIs to extinguish a Fire during the Action Step. A tank that extinguishes a Fire during the Action Step does not take a Tank Action, so decide carefully!

**(e) Morale Check**
If the Active Tank has a BROKEN card in their Initiative Card Box, resolve this check. To automatically remove a Broken condition from their crew, the Active Player may reveal and discard Battle Cards from their hand showing 4 OIs. If the Active Player cannot discard 4 OIs, or chooses not to, they must perform a Morale Check:

> Pull a Damage Card. Using only the Morale Icons on the right side of the card, and moving from Top to Bottom, check each Morale Icon [4.3.2]. If any Morale Icons apply to the resolving tank and have a red "X" next to it, the crew Bails Out [12.6.1]. Otherwise, the crew rallies; remove the BROKEN card from the Active Tank's Initiative Card Box.

**(f) [Optional] Button Up or Open Hatch**
If using Infantry Rules [17.3], the Active Tank must choose whether it is running Buttoned Up or with an Open Hatch [17.3.4].

## 8.2 Action Step

The Action Step of the Tank Phase consists of one (and only one) Tank Action [8.3] and any number of Field Actions [8.4], taken in any order.

© 2019 GMT Games, LLC

## 8.3 Tank Actions

A Tank Action consists of one, two, or three Battle Cards played from the Active Player's hand one after the other. The first card played determines what Tank Action is being performed. The Action is continued or modified by the second and third cards, if any. The available Tank Actions are:

| Tank Action Name | Purpose | Following Actions |
|---|---|---|
| Leadership [8.3.4] | Attempt Terrain Effect, Spot, augment Fire action. | None |
| Fire [11.0] | Fire at an enemy tank. | Leadership |
| Move [10.0] | Move tank, remove enemy Flank counter. | Flank and/or Terrain |
| Terrain [10.3] | Gain cover, attempt to conceal. | None |
| Flank [10.4] | Flank enemy, remove enemy Flank counter | Terrain |
| Smoke [10.5] | Conceal your tank from the enemy. | None |
| Instruct Crew [8.3.5] | Spot, load Special Ammunition, attempt to go Hull Down, change crew Assignments, pass. | None |

**(8.3.1)** A Tank Action may begin with any Battle Card. Some cards may be followed by another card or played together with a matching card to modify the Tank Action. If a card may not be followed by another card, or if it is the third card played, it ends the Tank Action. Some cards may only be played during a Tank Action if they meet certain prerequisites, as noted on the card.

**Important:** A tank that is On Fire at the beginning of its Action Step may not perform a Tank Action. Instead, the Active Player may perform Field Actions [8.4] and may discard at least 3 OIs to extinguish the fire and end their turn! If the Active Player chooses not discard at least 3 OIs, or cannot, the tank remains On Fire.

**(8.3.2)** Move, Fire, and Flank cards have an Action Level in the title of the card (e.g., for the card "Move 3", the Action Level is 3.). A Move, Fire, or Flank card is playable if the Action Level on the card is equal to or lower than the corresponding level of the tank (Move Level for Move and Flank actions, Fire Level for Fire actions). Before taking a Move, Flank, or Fire action, the Active Player may reveal and discard cards showing Order Icons from their hand to increase their Move or Fire Level by 1 or 2 for the duration of their Action Step. If the Active Player reveals and discards cards showing a total of 2 OIs, they may increase the Move or Fire Level of the Active Tank by 1; if they reveal and discard 4 OIs they may increase this level by 2.

**(8.3.3)** Play all cards for a Tank Action before resolving any card instructions. For each card played, or pair of Move or Fire cards played, resolve each card fully before moving onto the next card. Exception: A Leadership card played in combination with a Fire card will modify the Fire action instead of resolving a Leadership action [11.1.3.c].

**(8.3.4)** The Active Player may play and resolve a single Leadership card as their entire Tank Action to take a random card from an opponent's hand, gain a Spot marker, gain Hull Down, or attempt to Conceal at double the Terrain Effect value printed on the Terrain card in the Active Tank's Holding Box [10.3.6].

**(8.3.5)** Instead of playing any cards for their action, the Active Player may instruct their crew by discarding a single Battle Card and performing one of the following as their Tank Action:

i. Attempt to Spot an enemy tank: Declare an enemy tank as the target for the attempt. Pull a Battle Card: If a Binoculars icon is present, the Active Tank Spots the target. If the Active Player reveals and discards 2 OIs before attempting to Spot, Pull 2 Battle Cards instead. If a Binoculars icon is on either card, the Active Tank Spots the target [5.4.1].

ii. Load or Unload Special Ammunition: Place an available Special Ammunition counter in the Active Tank's Loaded Ammo box. That tank's next Fire action will use the Special Ammunition. Alternatively, remove any loaded ammunition and return it to the Special Ammo box [5.5.1].

iii. Attempt a Hull Down Terrain Effect if the Active Tank occupies Terrain with the Hull Down Terrain Effect [10.3.6].

iv. Change crew assignments:
   - If the Driver is KIA, move the Assistant Driver (or the Loader or Gunner if the tank has no Assistant Driver) into an empty Driver crew box.
   - If the Gunner is KIA, move the Commander (or the Loader if the Commander was also the Gunner) into an empty Gunner crew box.

v. Pass: Do nothing. A player that chooses to pass must discard a Battle Card if they have any cards in their hand. If a player has no cards, they must pass without the discard of a card.

## 8.4 Field Actions

The Active Player may perform any number of Field Actions during the Active Tank's Action Step, in any order, before and/or after the Tank Action. The available Field Actions are:

- Play any number of Command Cards [8.4.1].
- Play any number of Terrain cards on enemy tanks that are In Motion [10.3.1].
- Discard any card to stop moving [10.2.2].
- Perform any number of scenario specific Field Actions.
- [Optional] Perform one (and only one) Infantry Advance or Attack [17.3].

**(8.4.1)** The Active Player may play and resolve a Command card from their hand as a Field Action. A player resolving a Command card may either use the special action printed on the card, or the Active Tank may use the card to automatically Spot an enemy tank, automatically gain Hull Down, or attempt to Conceal at double the Terrain Effect value printed on the Terrain card in the Active Tank's Holding Box [10.3.6].

**(8.4.2)** Some scenarios may specify additional Field Actions that can be performed, like moving into special Terrain or firing Anti-Tank Guns [17.1].

© 2019 GMT Games, LLC

**(8.4.3)** [Optional] The Active Player may perform one Infantry Advance or Attack [17.3].

*Example: Michael has just completed his Administration Step and wants to fire at an enemy tank. He plays a COMMAND card as a Field Action to immediately gain a Spotted counter corresponding to the enemy tank. He then plays a FIRE card along with a LEADERSHIP card as his Tank Action to fire at the enemy tank. The LEADERSHIP card modifies the FIRE card, giving him a bonus when firing. Finally, Michael executes another Field Action and plays a MINE Terrain card on another enemy tank that has a MOVE card in its Holding Box.*

### 8.5 Discard Step

The Active Player may discard one Battle Card from their hand during the Discard Step. If the Active Tank is at a Range of 400m or less from the center of the battlefield, positive or negative, the Active Player may instead discard two cards from their hand.

## 9.0 Reinforcement Phase

During the Reinforcement Phase, all players reset Destroyed or Abandoned tanks to their starting positions. For each tank that has been Destroyed or Abandoned during the Administration or Tank Phase, prepare a reinforcing tank by resetting the tank to its starting Range and Move/Fire Level and crew counters to their initial state. Reinforcing tanks retain any Special Ammunition but do not receive any additional Special Ammunition [5.5.1].

***Play Note:** The tanks controlled by the players are just several involved in a wider tank battle; when one of them is Destroyed or Abandoned, a replacement tank is easily summoned. No side is ever considered "down" a tank.*

**Important:** Reinforcing tanks are not in play until the Reinforcement Phase and may not perform or be the target of any action, including being fired at or Spotting enemy tanks!

## 10.0 Movement

Players use the Move action to maneuver their tanks to hide or gain a superior position from which to attack their enemy.

### 10.1 Procedure

**(10.1.1)** The Active Tank may initiate movement by playing one or two MOVE cards from their hand as the first card(s) of a Tank Action. The MOVE card(s) may be followed with a FLANK card [10.4], Terrain card [10.3], or both (subject to the 3 card Tank Action maximum).

**(10.1.2)** To resolve movement, the Active Player may move the Active Tank up to 200m towards or away from the center of the battlefield for each MOVE card played. A player may choose to play a MOVE card without changing their tank's Range, in order to play a Terrain or FLANK card or to remain In Motion. No tank may move more than 400m in a single Tank Action.

**(10.1.3)** If the Active Tank moves while flanked [10.4], its controlling player must check if the Active Tank remains flanked. If the Active Player plays two MOVE cards together, remove one enemy Flank counter automatically. Otherwise, Pull a Battle Card; if the Target Number of the Pulled card is less than the Move Level of the Active Tank, remove one enemy Flank counter (Active Player's choice).

**Important:** Unlike a defensive Flank action [10.4.3], the Active Tank may remove a Flank counter regardless of whether it has spotted the flanking enemy or not.

**(10.1.4)** After resolving movement, place one of the MOVE cards used for movement into the Active Tank's Holding Box, discarding any card that was previously in the box. The Active Tank is immediately considered to be In Motion [10.2.1]. This MOVE card may be replaced by a Terrain card played in the same or later Tank Action [10.3].

**(10.1.5)** A tank that moves is automatically Spotted by all enemy tanks whether or not it changes Range. Every MOVE card is printed with a Spotted Effect Trigger as a reminder [5.4.1].

### 10.2 In Motion

**(10.2.1)** A tank with a MOVE card in its Holding Box is considered to be In Motion.

**(10.2.2)** The Active Tank may stop moving by discarding any Battle Card as a Field Action [8.4] or by playing a Terrain card during a Tank Action [10.3]. A tank immediately stops moving when its Armor is penetrated during an enemy Fire action. When a tank stops moving, discard the MOVE card from its Holding Box.

**(10.2.3)** A tank that is In Motion suffers a -40 penalty while Firing and Cover 30 when fired upon [11.1.3.c]. A Tank Destroyer that is In Motion may not perform a Fire action.

**(10.2.4)** A tank that is In Motion may be targeted by a Field Action that replaces its MOVE card with a Terrain card from an opponent's hand [10.3.1].

***Play Note:** It can be dangerous to move without a Terrain card in hand; while it is hard to hit a tank that is In Motion, moving tanks are vulnerable to enemy Field Actions!*

### 10.3 Terrain

Terrain cards are played on a tank that is In Motion to attempt to Conceal and gain Cover, or to force enemy tanks into disadvantaged terrain. Once a Terrain card is played on a tank for any reason, it is no longer In Motion. A tank's default Terrain is a FIELD which is printed in the Holding Box for this purpose.

**(10.3.1)** The Active Player may play a single Terrain card on the Active Tank as a Tank Action, or an Enemy Tank as a Field Action. Playing a Terrain card on the Active Tank ends a Tank Action.

**(10.3.2)** To resolve a Terrain card, discard the MOVE card from the targeted tank's Holding Box and replace it with the played Terrain card, then resolve any Effect Triggers. If the played Terrain card is a FIELD, use the printed FIELD Terrain in

© 2019 GMT Games, LLC

the Holding Box and discard the FIELD Terrain card. This tank is no longer In Motion.

**(10.3.3)** Terrain cards may contain a 'Cover' value which makes the tank harder to hit when fired upon. The Cover value is subtracted from an enemy tank's To Hit Number [11.1.3.c].

**(10.3.4)** Terrain cards and Terrain Modifier cards may contain Effect Triggers, printed inside a red oval, which must be resolved or attempted by a tank when the Terrain card is placed in its Holding Box, whether during a Terrain action, or during an enemy tank's Field Action.




**(10.3.5)** Terrain cards may also contain Terrain Effects, followed by a number. The Terrain Effects printed on a Terrain card in a tank's Holding Box may be attempted when playing a LEADERSHIP or COMMAND card, or during the Instruct Crew Tank Action [8.3.5]. Cover is not attempted, but used during the Fire Procedure [11.1].

**(10.3.6)** To attempt an Effect Trigger or Terrain Effect, Pull a Battle Card; the effect occurs if the Pulled card's Battle Number is equal to or lower than the number following the attempted effect. Exception: When attempting to Conceal with a LEADERSHIP or COMMAND card, double the Terrain Effect value before attempting the effect.

**(10.3.7)** If a Terrain card is removed from a Tank's Holding Box for any reason, the tank is considered to be in a FIELD, which is printed in the Tank's Holding Box. This FIELD is considered to be Terrain for all purposes.




**(10.3.8)** As the result of a Bog Effect Trigger, a tank may become Bogged down. When a tank becomes Bogged, place a Bog counter on the General Track in the space equal to half the tank's current Move Level, rounding the result up. This is the temporary Move Level for this tank until it is no longer Bogged. A tank that successfully moves using this temporary Move Level is no longer Bogged; remove the Bog counter from its General Track. If a tank's Move Level is permanently reduced so as to be equal to or lower on the General Track as the Bog counter, remove the Bog counter.

## 10.4 Flanking

Tanks may maneuver to flank a Spotted opponent, gaining an advantage by targeting their enemy's weaker side Armor and negating their Hull Down positioning. Players also use the Flank action to recover their position after being flanked by enemy tanks. Thus, Flanking is both an offensive or defensive action.




Each tank has 2 round Flank counters printed with their tank's ID number and color. These counters are placed in front of the enemy tanks that a tank has flanked. If a tank is no longer flanked, remove the Flank counter from in front of the tank, and return the counter to the controlling player of the tank ID and color printed on the Flank counter.

### (10.4.1) Flanking in General

The Active Player may play a FLANK card on the Active Tank if it is In Motion or Flanked. A FLANK card may be followed by a Terrain card (subject to the 3 card Tank Action maximum) [10.1.1].

**Important:** Flanking uses the tank's Move Level for determining whether a FLANK card may be played.

***Designer Note:*** *Flanking is highly abstract in Tank Duel; it represents both the advantage conferred by maneuvering to fire at the weaker side and rear Armor of an enemy, as well as the ability of a flanked tank to traverse and rotate its hull to face an enemy and negate this advantage or rotate away from an enemy to become flanked.*

### (10.4.2) Offensive Flanking

The Active Tank may flank an enemy tank that it has Spotted by performing a Flank action while In Motion. To resolve this play of a FLANK card, place one of the Active Tank's Flank counters in front the flanked enemy tank.

A tank may never have more than two enemy tanks flanked. If a tank would flank a third enemy tank it must remove one of its Flank counters from in front of an enemy tank before performing the Flank action. If a tank loses a Spotted counter corresponding to a tank that it has flanked, remove the corresponding Flank counter from the enemy tank as well.

If a tank has an enemy tank flanked, it gains a +10 To Hit Modifier, uses the enemy tank's side Armor value, and ignores its Hull Down status (if any) when performing a Fire action [11.1]. A tank destroyer may never fire at an enemy that has it flanked.

***Play Note:*** *It is possible for two tanks to have each other flanked. This represents the situation where two tanks both have their turret pointed at the other tank's side or rear Armor.*

### (10.4.3) Defensive Flanking

There are four ways a player can remove a Flank counter from in front of their tank:

- Play a FLANK card during a Tank Action when their tank is In Motion.
- Play a FLANK card when their tank is not In Motion as their entire Tank Action.
- Play a single MOVE card during a Tank Action and Pull a Battle Card to attempt to remove the Flank counter from in front of their tank [10.1.3].
- Play two MOVE cards during a Tank Action.

© 2019 GMT Games, LLC

When a player takes any of these actions (and any applicable card Pull is a success), remove a Flank counter from in front of the Active Tank.

**Important:** When removing a Flank counter with a FLANK card, the Active Tank must have the corresponding tank Spotted. This does *not* apply when removing a Flank counter due to a Move action!

## 10.5 Smoke

SMOKE is a special type of card called a Terrain Modifier, which is played on top of another Terrain card or the default FIELD Terrain. Tanks use Smoke to attempt to Conceal from opponents, but it comes at a price: tanks in Smoke cannot see any enemies, and cannot fire.

**(10.5.1)** The Active Player may resolve a SMOKE card for the Active Tank as their entire Tank Action. The Active Tank may not be In Motion [10.2]. No other cards may be played during that Tank Action, before or after a SMOKE card (however the Player may still take one or more Field Actions). The Active Player may only resolve a SMOKE card for a tank that is equipped with a Smoke Dispenser [5.5.2].

**(10.5.2)** To resolve a SMOKE card, place the SMOKE card on top of the Terrain card in the Holding Box. If the Holding Box is empty, place the SMOKE card on top of the FIELD Terrain printed in the Holding Box. Remove all Spotted and Acquired counters from the Active Tank's Spotting and Acquisition Box. Then resolve the Effect Trigger printed on the card [10.3.6]. A tank that plays a Smoke card is not automatically Concealed.

**(10.5.3)** A tank with a SMOKE card in its Holding Box may not attempt to Spot or Fire at an enemy tank.

**(10.5.4)** The effects of Smoke are in addition to the effects of the Terrain underneath the SMOKE card, and when the SMOKE card is discarded the Terrain card is not discarded along with it. Players add the Cover 30 of the SMOKE card to the Cover of the Terrain card underneath.

**(10.5.5)** If a tank moves with a SMOKE card in its Holding Box, discard the SMOKE card, along with any Terrain card in the Holding Box.

**(10.5.6)** If a tank has a SMOKE card in its Holding Box during the Administration Step, resolve a Smoke Check [8.1.c].

# 11.0 Firing

Players use the Fire action to destroy enemy tanks and kill their crews. This is the main objective of Tank Duel, and the primary way that players score VPs.

## 11.1 Procedure

**(11.1.1)** The Active Tank may initiate a Fire action by playing one or two FIRE cards from their hand as the first card(s) of a Tank Action. The Active Player may follow the FIRE card(s) with a LEADERSHIP card.

**(11.1.2)** A player may choose to "Quick-Load" Special Ammunition [5.5.1] after declaring a Fire action, but before resolving that action, by revealing and discarding cards from their hand showing a total of 3 OIs. This must be done before any enemy TACTICS card [13.0] is played.

**(11.1.3)** To resolve a Fire action, complete the Fire Procedure:

**a) Declare Target:** Declare a spotted enemy tank as the target and determine Range from Active Tank to the targeted enemy tank [5.2]. If Special Ammunition was loaded, place it on the FIRE card. Once all cards are played by the Active Tank, the targeted enemy player may play a TACTICS card [13.0].

**b) Determine Base To Hit Number:** Check the Active Tank's Ordnance Chart (on its Tank Board) for its To Hit Number at the current Range from target.

**c) Modify Base To Hit Number:** Add the following modifiers to get the Final To Hit Number:

- **i)** Highest To Hit Modifier from played FIRE cards (only use one).
- **ii)** +20 To Hit Modifier if LEADERSHIP card played.
- **iii)** +10 or +20 if target Acquired [5.4.3].
- **iv)** +10 if the target is flanked by the Active Tank.
- **v)** +/– To Hit Modifier from Terrain or MOVE card in the Active Tank's Holding Box.
- **vi)** Subtract the Cover value of Terrain, SMOKE or MOVE card in the target's Holding Box.
- **vii)** +/– the target's Size Modifier.
- **viii)** –20 if an uncanceled TACTICS card was played in step a [13.0].
- **ix)** ***[Optional]*** –10 if the Active Tank is Buttoned Up [17.3.4].

**d) Determine if Target is Hit:** Discard any used Special Ammunition counters. Pull one Battle Card. If the Battle Number is equal to or less than the Final To Hit Number, the target is hit. If the Battle Number is 96-100, the shot is an Auto-Miss. If the target is not hit, end the Fire action and do not resolve the rest of this procedure.

**e) Determine Hit Location:** If two FIRE cards were played for the Fire action, the Active Player must declare the Hit Location (Exception: may not declare Tracks). Otherwise, Pull a Battle Card. Compare the Target Number on the Battle Card to the Hit Location chart on the target's Tank Board to determine the Hit Location. Treat Hull or Track results as a miss against Hull Down targets.

**f) Determine Active Tank's Penetration Value:** Check the Active Tank's Ordnance Chart for the Penetration Value at the current Range from the target. Modify the Penetration Value by adding the modifier for the loaded Special Ammunition, if any.

**g) Determine Target's Armor Value:** Check the target's Armor Chart for the Armor value of the target at the Hit Location. If the Active Tank has flanked the target, use the value in the "Side" column, otherwise use the value in the "Front" column.

© 2019 GMT Games, LLC

**h) Determine if Target is Penetrated:** Pull a Battle Card and add the "Pen Mod" on the right side of the card to the Modified Penetration Value (from step f). If the Pen Mod is "P" the shot automatically penetrates the target's Armor; if the Pen Mod is "B" the shot automatically fails to penetrate the target's Armor.

If the modified Penetration Value is equal to or greater than the Armor value of the target (from step g), the shot has penetrated the enemy tank; set this Battle Card aside for use during the Damage Check. Otherwise, end the Fire action and do not resolve the rest of this procedure. If the target is penetrated and is In Motion, it must stop. Discard the MOVE card from the target's Holding Box.

**i) Determine Damage:** Perform a Damage Check [12.1] and a Morale Check [12.4] for the penetrated target. After completing these checks, discard all cards used in the Fire action and any checks.

**(11.1.4)** After resolving a Fire action, regardless of whether it misses, hits, and/or penetrates the target, the Active Tank may Acquire the target, as long as neither tank is In Motion [5.4.3].

**(11.1.5)** A tank that performs a Fire action is automatically Spotted by all enemy tanks [5.4.1]. Every FIRE card is printed with a Spotted Effect Trigger as a reminder.

# 12.0 Damage

Players resolve Damage Checks for tanks that are penetrated during a Fire action. Damage Checks use the Damage Deck to determine the outcome of a successful Fire action.

## 12.1 Damage Checks

**(12.1.1)** During a Damage Check, a player will resolve one section of a Damage Card depending on the Hit Location or whether the tank suffered a Critical Hit.

**(12.1.2)** Damage Cards are also used during the resolution of a Morale Check [12.4]. When resolving a Morale Check after a Damage Check, the same Damage Card is used for both Damage and Morale checks.

**(12.1.3)** To perform a Damage Check:

a) Pull a Damage Card. Compare the Target Number on the Battle Card set aside in step h of the Fire Procedure [11.1.3.h] to the Critical Hit number on the Damage Card. If they are equal, resolve the portion of the Critical Hit section of the Damage Card corresponding to the Hit Location and end the Damage Check.

b) If not a Critical Hit, resolve the text in the section of the Damage Card corresponding to the Hit Location. If the Pen Mod on the Battle Card set aside in step h of the Fire Procedure [11.1.3.h] is black, resolve the Light Damage result; if the Pen Mod is red, resolve the Heavy Damage result. Heavy Damage is also marked with a small H next to the Pen Mod.

**Important:** If the Firing Tank or Anti-Tank Gun has an 85mm or larger gun, always resolve the Heavy Damage result.

**(12.1.4)** When applying Damage, perform the instructions as completely as possible within the following guidelines:

a) When a card instructs a crew position to become wounded or KIA, apply the result to the crew member sitting in the specified seat, even if they are a different crew member than specified on the Damage Card. If the specified position is printed in all caps (e.g., "DRIVER") then the crew member is KIA, otherwise they are wounded.

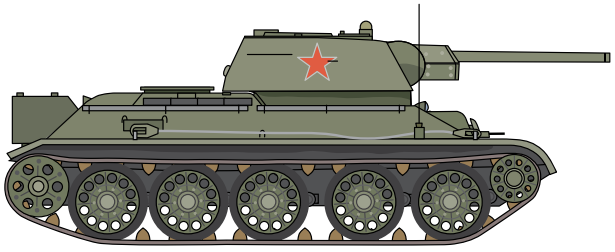
*Example: Jason's Driver was KIA on a previous turn and he moved his Assistant Driver into the Driver's seat. If Jason resolved a Damage Card instructing him to wound the Driver, the Assistant Driver would take the wound because he is seated in the Driver's seat.*

Some Damage Cards list a crew position with a second position in parentheses. If the Damage Card specifies that an empty location would be wounded or KIA, apply the damage to the location in parentheses (if any), otherwise ignore the damage.

b) If a crew member is wounded, flip its counter to its wounded side. If a crew member that was wounded in a previous Damage Check is wounded again, they are KIA and their counter is removed. Apply any penalties from crew that are KIA [5.6.2], and award VPs for the killed crew member to the last tank to successfully penetrate the tank that is resolving the Damage Check [14.0].

c) When applying Fire or Explosion results, if the Damage is printed in all caps (e.g., "FIRE") then it is automatically applied without a Fire or Explosion check. Otherwise, resolve an Explosion Check [12.2] and/or a Fire Check [12.3] as indicated. If a tank explodes, or a fire grows out of control, do not perform any additional checks. If instructed to perform multiple Fire or Explosion checks (e.g., "Fire x3") resolve each check completely before performing the next, stopping when the tank explodes, the fire grows our of control, or all checks are resolved.

d) Some Damage Cards will specify a special damage result (e.g., "Crew in shock"). If a tank's Move or Fire Level is already lower than the special damage result (due to KIA crew, Track Damage, or Immobilization), do not increase it. If a tank with KIA crew receives a special damage result, first apply the special damage result, then apply any applicable penalties from KIA crew. Refer to the Damage Reference Table below for instructions to resolve this result (this table is included as a card in the Damage Deck for easy reference):



© 2019 GMT Games, LLC

| Text | Result |
|---|---|
| Loader panics | Fire Level 4 until after tank fires. |
| Driver panics | Move Level 4 until after tank moves. |
| CATASTROPHIC HIT! | EXPLOSION! No Survivors. |
| Turret Gears Damaged | Fire Level permanently reduced by half (round remainder up). |
| Crew in Shock | Fire Level 3 until after tank fires. |
| Crew Stunned | Move Level 3 until after tank moves. |
| Gun Hit | Fire Level permanently reduced by 3 (to a minimum of 1). |
| Optics Damaged | Fire Level permanently reduced to 3. Tank may no longer Acquire enemy tanks. |
| Engine Destroyed | Immobilized. Explosion & Fire. |
| Transmission locked | Immobilized. As a Tank Action, discard two MOVE cards to remove this effect. |
| Smoke Fills the Tank | Fire 2x. Tank may not move or fire and must resolve a Smoke Check during the Administration Step [8.1.c] every turn until no Smoke icon is revealed during this check. Place "Smoke fills Tank" counter in tank's Holding Box as a reminder. |
| Special Ammo Hit | If tank has Special Ammunition, apply CATASTROPHIC HIT! result. If no Special Ammunition, FIRE. |
| Fuel Hit | Move Level permanently reduced by 3 (to a minimum of 1). |
| Ammo Hit | Discard all Special Ammunition. Discard 2 FIRE cards (if any). |

**Important:** Damage is permanent and cannot be repaired.

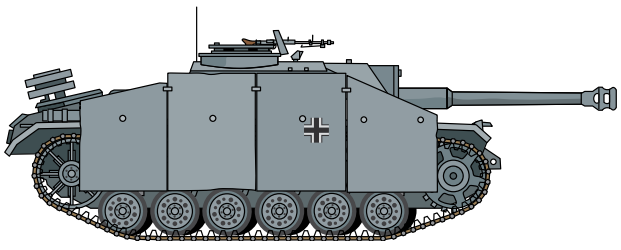
**(12.1.5)** After resolving a Damage Check, resolve a Morale Check [12.4].

## 12.2 Explosions

Players may be required to perform an Explosion Check when resolving a Damage Card.

**(12.2.1)** To perform an Explosion Check, the resolving player pulls a Battle Card. If the Explosion icon [4.2.2] is present on the Pulled card, the resolving tank explodes.

**(12.2.2)** If a tank explodes, perform an Escape Attempt [12.6] for each crew member. The tank is Destroyed.



## 12.3 Fires

Fire Checks are resolved as the result of a Damage Check, and during the Administration Step [8.1.d].

**(12.3.1)** To perform a Fire Check while resolving a Damage Check [12.1], pull a Battle Card:

- If the Battle Card has a Fire icon, the resolving tank catches On Fire. Place an ON FIRE card into its Initiative Card Box. Place it on top of any BROKEN card that is already in the box. If the resolving tank is already On Fire, the fire grows out of control and the resolving tank's crew must attempt to Escape [12.6.2]. The tank is Abandoned [12.7].
- If the Battle Card does not have a Fire icon, there is no effect. If the resolving tank is already On Fire, the fire continues to burn.

**(12.3.2)** If a tank is On Fire at the start of their Tank Phase, they may not perform any Tank Action. Instead, they may choose to reveal and discard 3 OIs to extinguish the fire.

**(12.3.3)** Once a tank successfully extinguishes the fire, or is destroyed, remove the ON FIRE card from the tank's Initiative Card Box.

## 12.4 Morale

Morale is checked after performing a Damage Check, and during the Administration Step [8.1.e].

**(12.4.1)** To perform a Morale Check, the resolving player uses the Damage Card from the Damage Check (or Pulls a Damage Card during the Administration Step). Using only the Morale Icons on the right side of the card, and moving from Top to Bottom, check each Morale Icon [4.3.2]. If any Morale Icons apply to the resolving tank and have a red "X" next to it, the crew Breaks. The resolving player must place a BROKEN card into their Initiative Card Box. Place it under any ON FIRE card that is already in the box.

*Example: Mike's tank is hit and catches Fire. Using the same Damage Card that he just resolved, Mike will resolve a Morale Check using the icons on the right of the card. Since Mike's crew is Green, he will check the icon for a Green crew, as well as the icon for On Fire. If either of these icons have a red "X" next to them, Mike's crew will Break.*

**(12.4.2)** If a tank crew that is Broken passes a Morale Check during the Administration Step, it rallies. Remove the BROKEN card from the tank's Initiative Card Box.

**(12.4.3)** A tank crew that is Broken will Bail Out [12.6.1] if they fail another Morale Check, either during the Administration Step or as a result of another enemy Fire action.

## 12.5 Track Damage and Immobilization

Tanks may suffer damage to their tracks or become Immobilized as the result of a Damage Check.




**(12.5.1)** When a tank receives Track Damage as the result of a Damage Check, move its Move Level counter on the General Track to the space equal to half (rounded up) of the Move Level printed on its Tank Board. Place a Track Damage counter on

© 2019 GMT Games, LLC

top of its Move Level counter to mark that the tank has suffered Track Damage. Then apply any applicable KIA crew effect, starting from the new Move Level. If a tank with Track Damage receives a second Track Damage result, it is Immobilized.




**(12.5.2)** When a tank becomes Immobilized as the result of a Damage Check (or a second Track Damage result), move its Move Level counter on the General Track to the 0 space. Place an Immobilized counter on top of its Move Level counter to mark that the tank has been Immobilized. This tank may not perform the Move, Flank or Terrain Tank actions for any reason.

**(12.5.3)** When a Tank Destroyer [5.8] suffers Track Damage or becomes Immobilized, it lowers its Fire Level in addition to its Move Level. If the Tank Destroyer suffers Track Damage, move the Fire Level counter to the "DMG" box on the General Track. If the Tank Destroyer is Immobilized, move the Fire Level counter to the "IMB" box on the General Track.

### 12.6 Bailing Out and Escape

Tank crews may choose or be forced to Abandon their tanks on the battlefield as the result of a Fire, Explosion, or loss of Morale. These events result in a Bail Out or Escape Attempt.

**(12.6.1)** A tank crew may Bail Out during the Administration Step when a tank is On Fire and the crew does not want to attempt to extinguish the Fire, and must Bail Out any time that a Broken crew fails a Morale Check. Crew members that Bail Out automatically survive.

**(12.6.2)** A tank crew must resolve an Escape Attempt from a tank that explodes or has an out of control fire. To attempt to escape, each crew member must Pull a Battle Card (Pull two Battle Cards if the crew member is wounded) and check for an icon matching the reason they are attempting to escape (an Explosion icon for an Explosion or a Fire icon for an out of control fire). If the icon is present on any of the Pulled Battle Card(s) the crew member is KIA.

**(12.6.3)** After a tank's crew Bails Out or Attempts to Escape, treat the tank as Destroyed or Abandoned [12.7].

### 12.7 Destroyed or Abandoned Tanks

**(12.7.1)** If a player's tank is Destroyed during a Damage Check, or if it is Abandoned after its crew Bails Out or resolves an Escape Attempt, the player must randomly discard half (rounded up) of the Battle Cards in their hand. The tank's Tank Phase is skipped or ends immediately, and the tank will re-enter play during the Reinforcement Phase [9.0].

The Destroyed or Abandoned tank has been Eliminated and may not be the target of any player actions for the remainder of the round; this tank does not re-enter play (and may not be targeted for any action) until the Reinforcement Phase.

**(12.7.2)** When a tank is Eliminated, all players remove any Spotted, Acquired, and Flanked counters from their Tank Board corresponding to the Eliminated Tank. The Eliminated Tank removes all Spotted, Acquired and Flanked counters from its Tank Board and in front of any enemy tanks. Its Initiative Card and Terrain card (if any) are immediately discarded, as well as any Broken or On Fire cards in its Initiative Card box. Remove any HD, Bog, or Track Damage and Immobilized counters from its Tank Board. If any Special Ammunition is loaded, return it to the tank's Special Ammo box.

**(12.7.3)** The tank which last successfully penetrated the armor of the Eliminated tank gains VPs equal to the VP value printed in the Eliminated tank's Initiative Card Box [14.2].

## 13.0 Tactics Cards

Players may use Tactics cards as a response to certain actions taken by opponents, or a response to cancel an opponent's Tactics card.

### 13.1 Tactics Response

When an opponent performs a Spot attempt, Flank action, Infantry Attack (Optional Rule), or attempts to play Terrain on a tank that is In Motion, the targeted tank's controlling player (only) may play a Tactics card from their hand to cancel the action. The Tactics card must be played after the Active Player plays all cards for the action or attempt, but before any cards are Pulled from the Battle Deck. Any cards played for the cancelled action are discarded without effect.

### 13.2 Tactics During Fire Action

When an opponent performs a Fire action or fires an Anti-Tank Gun (Optional Rule), the targeted tank's controlling player (only) may play a Tactics card from their hand to subtract 20 from the Active Tank's To Hit Number. The Tactics card must be played after the Active Player plays all cards for the Fire action but before any cards are Pulled from the Battle Deck.

### 13.3 Cancelling a Tactics Card

When a Tactics card is played by the targeted tank's controlling player, the Active Player may respond with a Tactics card of their own to prevent the Tactics card from taking effect. The the targeted tank's controlling player will then have an opportunity to respond with another Tactics card, which will take effect unless the Active Player responds, and so on until one player declines to play a Tactics card.

## 14.0 Victory







Players track VPs earned by each of their tanks on each tank's General Track. At the end of the game, players total the VPs scored by all tanks of their Nationality, and the team with the higher total wins. In the event of a tie, the team with the most kills wins. If still tied, the Soviet side wins. Players track kills with Kill Medal counters. Do not award Kill Medal counters for Infantry or Anti-Tank Gun kills (Optional Rules).

### 14.1 VPs for Crew

When a tank resolves a Damage Check [12.1], award VPs for any crew that are KIA to the enemy tank that performed the ac-

© 2019 GMT Games, LLC

tion which caused the Damage Card to be Pulled. VP values for crew are printed on each tank board in the Initiative Card Box, and are modified by the crew's experience [5.6.1].

### 14.2 VPs for Tanks




When a tank is Destroyed or Abandoned [12.7], award VPs and a Kill Medal counter to the tank which last successfully penetrated the Armor of the Eliminated tank. If a tank is Eliminated by an Anti-Tank Gun or Infantry Attack (optional rule), award VPs to the Active Tank. VP values for tanks are printed on each tank board in the Initiative Card Box. This is in addition to any award for crew that were KIA, if any. If a tank is Eliminated due to a MINE card, award points to the player who played the MINE card.

### 14.3 VPs for Objectives

Tanks may be awarded VPs for controlling or completing Objectives per the scenario rules found in the Playbook.

## 15.0 Key Terms Index

**Abandoned:** A tank whose crew has Bailed Out [12.7].

**Acquired:** Bonus to subsequent Fire actions received after firing at an enemy target [5.4.3, 11.1.4].

**Action Level:** The number printed on each Fire, Flank, or Move card to show the required Move or Fire Level to play that card [8.3.2].

**Action Step:** Step where players play cards to control their tank(s) [8.2].

**Active Player:** During the Tank Phase, the player controlling the Active Tank [8.0].

**Active Tank:** The tank resolving its Tank Phase [8.0].

**Administration Step:** Step performed to resolve Smoke, Fire, and Morale Checks at the beginning of a player turn [8.1].

**Anti-Tank Gun:** Often emplaced gun designed to destroy enemy tanks [17.1].

**Anti-Tank Infantry Card:** A reference card showing an Infantry Attack's chance To Hit Number at various Ranges [17.3.1.2].

**APCR:** Armor Piercing Composite Rigid round. Special Ammunition which possesses increased Penetration capability at short range [5.5.1, 11.1.3.a].

**Armor:** Protective covering on a tank. Front and Side Armor values are printed on each Tank Board [5.1, 11.1.3.g].

**Auto-Miss:** In Tank Duel, simulates the chance of a misfire or bad round [11.1.3.d].

**Bail Out:** Resolved when a Crew voluntarily Abandons their tank [8.1.d, 12.4.3, 12.6.1].

**Battle Card:** Used by players to bid for Initiative, perform actions with their tank, for their Effect Icons, and to attempt Terrain Effects [4.2, 7.0, 8.3, 8.4, 8.5].

**Battle Deck:** Composed of 100 Battle Cards, numbered 1 to 100, and one Shuffle or Game End card [4.2.5, 4.2.6].

**Battle Number:** A number, 1 to 100 inclusive, printed on each Battle Card. Used to resolve Effect Triggers, Terrain Effects and Fire actions [4.2.4, 10.3.6, 11.1.3].

**Bog:** A state of reduced mobility caused by poor traction or debris in a tank's Tracks [10.3.8].

**Broken:** Crew who are unresponsive to commands, due to a Morale check. Indicated with a Broken card [4.4, 5.6.3, 8.1.e, 12.4].

**Button Up:** Closing the hatches on a tank to decrease vulnerability to Infantry Attack [8.1.f, 17.3.4].

**Conceal:** Hiding a tank in Terrain or Smoke. Attempted by Effect Trigger, Command card or Leadership card [5.4.2, 10.3.4, 10.3.6].

**Cover:** Protection against an enemy attack due to Terrain [10.3.3, 11.1.c].

**Crew:** The Crew Members operating a tank. Collectively have Morale and experience [5.6].

**Crew Member:** An individual in a Crew. Has a Position and is either Alive, Wounded, or KIA. [5.6.1, 5.6.2].

**Crew Position:** The job in a tank performed by a Crew Member. The Crew Member in a Crew Position can be reassigned to another Crew Position [5.6.2, 8.3.5, 12.1.4].

**Critical Hit:** A Hit which causes more damage than a normal Hit. Assessed based on the Critical Hit Number [12.1.3].

**Damage:** The result of a Hit which Penetrates a tank's Armor. Reduces a tank's effectiveness or causes Fires and/or Explosions. Damage is Permanent [12.0].

**Damage Card:** Used by players to check Damage caused by a Hit that Penetrates an enemy tank's Armor, and used for Morale Checks [8.1.e, 12.1].

**Destroyed:** A tank which has been rendered inoperable due to damage [12.7].

**Discard Step:** A step where the Active Player may discard Battle Cards from their hand [8.5].

**Draw Phase:** A phase where players draw Battle Cards until their hand reaches their Hand Size [4.2.7, 6.0].

**Draw:** The process of taking a card from the Battle Deck and placing it into a hand of cards without revealing it [6.0].

**Effect Icons:** Printed on Battle Cards and used to resolve checks [4.2.2, 8.3.5.i].

**Effect Trigger:** A Terrain Effect which is resolved when a Terrain card is placed into a tank's Holding Box [10.3.4].

**Eliminated:** A tank that has been Destroyed or Abandoned [12.7].

**Enemy:** A tank of a different Nationality than a given tank [5.1].

**Equipment:** Features or hardware of a tank that enable specific actions or abilities [5.5].

**Escape:** When a Crew Member attempts to exit a tank while it is On Fire or Exploding [12.6.2].

© 2019 GMT Games, LLC

**Explosion:** A tank usually explodes due to a Hit to its fuel tank or ammunition [12.2].

**Field Action:** An action performed by playing or discarding one or more cards, which represents a Commander directing their Crew or coordinating with other friendly forces. A player may perform as many Field Actions as they wish during each Action Phase [8.4].

**Fire:** The main offensive action taken by a tank. Used to destroy Enemy tanks [11.0].

**Fire Level:** An abstract representation of the ability of a tank's weapons systems to perform in the field. Limits which Fire cards may be played for a given tank [5.3.2, 8.3.2].

**Flank:** A maneuver enabling a tank to fire at the side or rear of an enemy tank. In Tank Duel, Flanking is also used to remove this condition [10.4].

**Game End:** The end of the game is triggered by the Pull or draw of the Game End card, which is shuffled into the final deck of the game [3.2.3, 4.2.6].

**Hand Size:** The number of Battle Cards that a player will draw up to during the Draw Phase [4.2.7, 6.0].

**Heavy Damage:** The type of Damage inflicted due to a Heavy Damage result during a Fire action. Guns larger than 85mm always inflict Heavy Damage [5.5.3, 12.1.3.b].

**Hit:** A Fire action where the shell lands on the Enemy Target results in a Hit. Not all Hits will Penetrate a Target and inflict Damage [11.1.3.d].

**Hit Location:** The area on an Enemy tank where it is Hit. Will be Track, Turret, or Hull [11.1.3.e].

**Holding Box:** A space on a Tank Board showing the default Field terrain for a tank, which is used to hold Move or Terrain cards played on that tank [5.1, 10.1.4, 10.2.1, 10.3.2].

**Hull:** The main body of a tank, holding its fuel and engine. A possible Hit Location during a Fire action [11.1.3.e].

**Hull Down (HD):** A maneuver placing a tank behind an obstacle or slope so that only its turret is visible from the front. A HD tank is vulnerable to Flanking [5.7, 10.4.2].

**Identification Number:** A unique identifier for tanks of a given Nationality [5.1].

**In Motion:** A tank which has a Move card in its Holding Box is In Motion [10.2].

**Infantry:** Foot soldiers working alongside a Tank Platoon. Often equipped with Anti-Tank Weapons [17.3].

**Infantry Advance:** A Field Action ordering Infantry to move toward the enemy [8.4.3, 17.3.2].

**Infantry Attack:** A Field Action ordering Infantry to attack an Enemy Target [8.4.3, 17.3.3].

**Infantry Icon:** Used to order an Infantry Advance or Infantry Attack [4.2.1, 17.3.2, 17.3.3].

**Initiative Card:** A Battle Card played on a tank during the Initiative Phase to determine the tank order during the Tank Phase [7.0].

**Immobilized:** A state where a tank's tracks are unable to move a tank. Tank Destroyers which are Immobilized suffer a Fire Level penalty [5.8.4, 12.5.1, 12.5.2].

**Killed in Action (KIA):** A dead Crew Member is KIA and awards Victory Points to the Enemy [5.6.2, 12.1.4.a].

**Light Damage:** The type of Damage inflicted due to a Light Damage result during a Fire action [12.1.3.b].

**Morale:** The willingness of a Crew to obey orders and perform hazardous tasks. A Crew's Morale may become Broken [5.6.3, 8.1.e, 12.4].

**Morale Icons:** Used during Morale checks to determine if a Crew becomes Broken [4.3.2, 12.4].

**Move:** The main maneuvering action taken by a tank. A tank that Moves may change Range and Flank Enemy tanks, and is In Motion until it stops as a Field Action, enters Terrain, or is Penetrated by an enemy tank during a Fire action [10.0, 11.1.3.h].

**Move Level:** An abstract representation of the ability of a tank to maneuver. Limits which Move cards may be played for a given tank [5.3.1, 8.3.2].

**Nationality:** The nation to which a tank belongs. In Tank Duel, either German or Soviet [5.1].

**Objective:** A scenario specific way to score VPs [8.1.b].

**Order Icons (OIs):** An abstract representation of the ability of a Commander to motivate and encourage his Crew. Used in Tank Duel to enhance actions, remove conditions, and increase the chances of checks succeeding [4.2.3].

**Ordnance:** The gun mounted on a tank's turret. Each tank has the Penetration values and To Hit Numbers for its gun printed on its Tank Board [5.1, 11.1.3.b, 11.1.3.f].

**Open Hatch:** A tank with an open top hatch, allowing a Commander to easily view the battlefield [8.1.f, 17.3.4].

**Pass:** Perform no Tank Action during an Action Step [8.3.5.v].

**Penetration:** The amount of Enemy Armor a gun can pierce during a Fire action [11.1.3.f].

**Penetration Modifier (Pen Mod):** A value printed on Battle Cards and used during Fire actions to abstract the battlefield conditions that affect a shell's Penetration [11.1.3.h].

**Pull:** The process of taking the top card of a deck and placing it face up on the table for all to see [4.1].

**Quick-Load:** Loading Special Ammunition during a Fire action by discarding Battle Cards showing 3 OIs [11.1.2].

**Radio:** Many WW2 tanks were equipped with Radios for communication in the field, but some tanks relied on hand signals and preplanned maneuvers instead [17.2].

**Range:** A tank's distance from the hypothetical center of the Battlefield. Adding two Enemy tank's Ranges gives their distance from each other [5.2].

**Reinforcement Phase:** A Phase where players prepare replacement tanks for any tanks Eliminated during the last game round [9.0].

© 2019 GMT Games, LLC

**Robata:** The Solitaire processes controlling Non-Player tanks. Tanks that are controlled by Robata are referred to as "Robata Tanks" [19.0].

**Smoke:** Used by tanks to obscure their position and hide from the enemy [10.5].

**Special Ammunition:** Ammunition used to inflict damage in special circumstances. APCR rounds are Special Ammunition [5.5.1, 11.1.3.a].

**Spotted:** When a tank can see an Enemy tank, it has the Enemy tank Spotted. Many actions require an Enemy tank to be Spotted as a prerequisite [5.4.1].

**Shuffle:** Shuffling the Battle Deck involves a special procedure [4.2.6].

**Size Modifier:** Applied to Fire actions to account for different sized tanks [5.1, 11.1.3.c].

**Tactics:** A reaction to an enemy action initiated by playing a Tactics card from a targeted tank's Controlling Player's hand [13.0].

**Tank:** A tracked and turreted armored fighting vehicle[5.0].

**Tank Destroyer:** A tracked armored fighting vehicle without a turret, often mounting similar Ordnance to a tank [5.8].

**Tank Action:** The main way that a player controls their tanks, usually through Move, Flank, and Fire actions [8.3].

**Tank Board:** A display for tracking the state of a tank and its Crew [5.1].

**Tank Phase:** Played in Initiative Order; consists of an Administration Step, Action Step, and Discard Step [8.0].

**Target:** The Enemy tank that is the object of an action [8.3.5.i, 10.3.1, 10.4.2, 11.1.3.a].

**Target Number:** Part of the Battle Number printed below crosshairs. Used during Fire and Move actions. [4.2.1, 10.1.3, 11.1.3.e, 12.1.3.a].

**Terrain:** Natural or Man Made surroundings that a tank may enter for Cover or Concealment [10.3].

**Terrain Effect:** A condition that can be attempted by a tank after it enters Terrain [10.3.5].

**Terrain Modifier:** A Terrain card that is played on top of another Terrain card [10.5].

**To Hit Number:** The odds of a Fire action successfully Hitting an Enemy tank [5.1, 11.1.3.c].

**Track:** The continuous metal band, driven by wheels, that propels a tank. A possible Hit Location during a Fire action [11.1.3.e].

**Track Damage:** A Damage result that modifies a tank's Move Level [12.5.1].

**Turret:** The movable mounting for a tank's gun. A possible Hit Location during a Fire action [11.1.3.e].

**Victory Points (VPs):** Earned by killing Enemy tanks and Crew, and completing Objectives [14.0].

**Wounded:** A Crew Member that has been injured but not KIA due to a Damage check [5.6.2].

## Credits

**Game Designer:** Mike Bertucelli
**Game Developers:** Jason Carr and Joe Aguayo
**Solitaire System Developer:** Jason Carr
**Historical Scenarios:** James Vitti
**Art Director, Package Design:** Rodger B. MacGowan
**Cover Art, Cards, Counters, Player Aids, and Tank Boards:** Terry Leeds
**Rulebook and Playbook Layouts:** Charles Kibler
**Extra Mile Playtesters:** Matt Galer, David Ratynski, David Spangler
**Playtesters:** Edgar Gallego, Kurt Keckley, Jordan Kehrer, Michael Lahl, John Leggat, Bruce Mansfield, Allen Martin, Bernie Roessler, Chuck Scholti, John Snyder, Mike Stephan, James Vitti, Jerome Weisen, Jeremy White
**Production Coordination:** Tony Curtis
**Producers:** Gene Billingsley, Tony Curtis, Andy Lewis, Rodger B. MacGowan, Mark Simonitch
**Vassal Module:** Joel Toppen

Very Special "Tanks" to Harold Buchanan

© 2019 GMT Games LLC
P.O. Box 1308, Hanford, CA 93232
www.GMTGames.com