

## UNOFFICIAL TANKS OPTIONAL RULES

# DIFFICULT GOING

### SCOPE

Not every bit of terrain can be traversed with similar ease. A sturdy grass meadow might be easier to cross as opposed to a freshly ploughed crop field or a particularly dense Wood. If both players have explicitly agreed, they may choose to apply these rules to specifically designated pieces of terrain.

### RULES

Whenever a tank starts one of its Movements while being at least partially on a terrain piece designated as Difficult Going it must roll a die for each of its Defence points, if any ones are rolled, the Movement fails, and the tank remains where it was.

A failed Movement *should* be reflected on the Speed token.

### EXAMPLES

A German Panther starts its turn near a piece of Difficult Going terrain. The Panther uses its first Movement to move into the terrain, since it started its move entirely outside of the terrain, no rolls are necessary, and tank moves as it usually would. For its second Movement the Panther tries to leave the terrain again, given the Panther has 2 points of Defence, the player must roll 2 dice, where one of the dice is a 1, therefore the Movement fails, and the tank remains where it was. The Panther is marked with a Speed token with a value of 2.

An American Super Pershing starts its turn on the edge of a piece of Difficult Going terrain. The American player chooses to make its first Movement deeper into the terrain, given the Super Pershing has 3 points of Defence, the player must roll 3 dice, none of which turn up as ones, which means the tank moves on as it usually would. For its second Movement the Super Pershing wants to try to move on and out of the terrain, but since it is beginning its move still in the Difficult Going terrain, it has to roll three dice again, of which none turn up as ones either, and the Super Pershing moves as it usually would. The Super Pershing is marked with a Speed token with a value of 2.

A Soviet T-34 starts its turn near a piece of Difficult Going terrain. The Soviet player uses its first normal Movement to move the T-34 into the terrain, since it started its move entirely outside of the terrain, no rolls are necessary and tank moves as it usually would. For its

second Movement the T-34 tries to soldier on, further into the terrain, given the T-34 has 1 point of Defence, the player must roll one die, which turns up as a one, thus the Movement fails. Keeping in mind the T-34 is a Fast tank, the Soviet player tries to move the T-34 deeper into the terrain for its third Movement, where he again must roll one die, which doesn't turn up as a one, thus the tank moves as it usually would. The T-34 is marked with a Speed token with a value of 3.

A British Cromwell starts its turn in a piece of Difficult Going terrain. The British player uses its first normal Movement to try to leave the terrain, given the Cromwell has 1 point of Defence, the player must roll one die, which turns up as a one, thus the Movement fails. For its second Movement the British player tries again to leave the terrain, and rolls another die, which again turns up as a one, thus the Movement fails. The British player still wants to leave the terrain, thus rolls another die for the third and final Movement, which sadly turns up as a one as well, thus the Movement fails. Effectively the tank hasn't moved at all this turn. The Cromwell is marked with a Speed token with a value of 3.

### NOTES

These optional rules add extra depth to the game with regard to navigating terrain, however these rules do affect some heavier types of tanks more significantly than other lighter types of tanks. Therefore some may conclude that these rules are less suitable for competitive play. If you choose to employ these rules in a competitive environment do make sure that all parties involved understand the impact it might have on their respective Platoons.

We presume that when the Crew is trying to unditch their tank which is stuck in the mud, their gunner will be having a very difficult time due to the irregular motions made.

The other way around is less clear cut, when a tank is stuck it should be a sitting duck, however the Speed token mechanism affects both shooting and being shot at, decoupling this would add disproportionate complexity to an otherwise elegantly balanced game. Therefore imagine that a tank which is stuck getting covered with mud, adding to its camouflage, making it more difficult for the enemy gunner to spot and target.