

UNOFFICIAL TANKS OPTIONAL RULES

MOVEMENT OVER ROADS

SCOPE

It is not uncommon for battlefields to include Road terrain, be it dirt, cobbled or otherwise, to which you may apply these rules, if both players have explicitly agreed for these rules to apply to a particular set of terrain pieces.

RULES

Whenever a tank starts one of its Movements while being at least partially on Road terrain it may (once per turn) make a free extra Movement (beyond the tank's usual Movement allowance) if the Measuring Arrow can be placed completely above the Road terrain.

This free extra Movement *should not* be reflected on the Speed token.

EXAMPLES

A German Panther starts its turn near Road terrain. The Panther uses its first normal Movement to move partially onto the Road terrain. Being at least partially on the Road terrain the German player then selects to use its free extra Movement and moves the tank along the Road terrain. The second remaining normal Movement is utilised to move the tank even further along the Road terrain. The Panther is marked with a Speed token with a value of 2.

An American Sherman starts its turn on Road terrain. The American player selects to use its free extra Movement and moves the tank along the Road terrain. The tank uses one of its normal Movements to move the tank further along the Road terrain. The Sherman is marked with a Speed token with a value of 1. When firing upon enemy tanks the Sherman does not increase its enemies Defence dice, due to its faction's Gung Ho Keyword. When enemy tanks fire upon the Sherman, the Sherman still benefits from its normal Movement and adds 1 Defence die.

A Soviet T-34 starts its turn near Road terrain. The Soviet player uses its first normal Movement to move the T-34 toward the Road terrain but doesn't manage to move onto it, therefore its second normal Movement is used to move onto the Road terrain. Since the tank is now on the Road terrain, the Soviet player selects to use its free extra Movement and moves the tank along the Road terrain. Keeping in mind the T-34 is a Fast tank, the Soviet player moves the T-34 off the Road terrain for its third normal

Movement. The T-34 is marked with a Speed token with a value of 3.

A British Cromwell starts its turn near Road terrain. The British player uses its first normal Movement to move the Cromwell onto the middle of the Road terrain. Subsequently the tank continues its perpendicular trajectory taking it off the Road terrain again for its second normal Movement, continuing its third normal Movement similarly. Considering the Cromwell's perpendicular trajectory there is no way to place the Measurement Arrow entirely on the Road terrain, therefore it's not allowed to utilise the beneficial Road terrain rules. The Cromwell is marked with a Speed token with a value of 3.

NOTES

These optional rules allow tanks that are in a position to take advantage of local roads to move more quickly around the battlefield than they otherwise would have.

It does not negatively affect its ability to hit enemy tanks in the Shooting Phase nor does it negatively affect enemy tanks in their ability to hit road-going tanks using these rules.

We presume the Road terrain (even if it's merely a dirt path) provides the tank with a sufficiently stable surface where the increase in speed does not negatively affect the gunners ability to hit enemy targets.

Conversely we presume that a tank moving along Road terrain, albeit faster, is moving sufficiently predictably for enemy gunners to not be negatively affected in their ability to hit the tank, despite the increase in velocity.

