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Game: **WORLD OF TANKS MINIATURES GAME**

Publisher: **GALE FORCE NINE (2020)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**








WORLD OF TANKS

MINIATURES GAME

BASICS

Re-rolling and modifying dice: Complete any re-rolls before modifying any dice. A die that has been re-rolled cannot be re-rolled again. To modify a die result, change the top face of the die to another face as instructed. A die that has been modified cannot be modified again.

Advantage: Each player rolls 3 dice. The player that rolls the most  gains advantage. On a tie, the player with the most  gains advantage. On a further tie, roll again.

If multiple tanks have the same **initiative** , the player who has advantage counts as having the higher initiative value in ties. If tanks in the same platoon tie for initiative, the owning player chooses the order in which those tanks act.

SETUP

The game is played on a 3' x 3' **battlefield**.

Both players first **roll for advantage**.

Starting with the player that wins the roll, alternate placing terrain until all terrain pieces have been placed. The 2 woods/hills must be placed first, then the 4 buildings, and finally the walls.

Woods, hills, and buildings may not be placed within a measuring arrow of each other or the table edge. Walls must be placed with a short edge touching a building or another wall.

Roll for advantage again. The player that wins the roll may choose whether to be the **attacker** or **defender**.

The attacker starts with advantage and takes the **advantage token**, while the defender chooses which side of the table they want to deploy on.

The attacker deploys on the opposite table edge.

Players place their tanks on the table in **initiative order**: place the tank with the *lowest* initiative first, then proceed up through the initiative order to the tank with the highest.

To deploy a tank, place the measuring arrow so that it is touching your edge of the table, then place the tank square against the tail of the measuring arrow.

Use paired **tank ID tokens** if necessary to keep track of which tank card belongs to which tank miniature: place one next to the miniature and the other on the card.

CREW, MODULE, AND UPGRADE CARDS

These cards are usually hidden at the start of the game by placing them facedown next to their tank's card.

When you want to use the ability on a card you must reveal it by flipping it faceup for the rest of the game. You may reveal a card at any time.

Hidden cards still have their card types while hidden.


Cards with a large **lightbulb** icon on the back *must* start the game revealed.

TURN SEQUENCE

1. MOVEMENT PHASE

Move the tank with the *lowest initiative* first, then proceed up through the initiative order to the tank with the highest.

A tank does not have to move (if it does not move it does not gain a movement token). Any tank that does not have a movement token is considered stationary.

To move a tank, place the **measuring arrow** touching any part of the tank and pointing in any direction. Then pick up the tank and place it anywhere along the measuring arrow, so that the hull is square against the tail. This completes one move and can be repeated a number of times up to the tanks **mobility** .

After you complete all of a tank's moves, place a **movement token** next to it to show how many times it moved.

Instead of moving a tank, you may take **defensive measures** by adding movement tokens up to its maximum mobility even if you don't change its physical placement.

Impassable terrain (eg buildings) may not be entered, nor may tanks end their move on it. When moving a tank you cannot place the measuring arrow in such a way that it would make the tank move through impassable terrain. Movement arrows may be placed over impassable terrain, but tanks must stop where the measuring arrow crosses impassable terrain.

Tanks can move over **walls** with no penalty, but if a tank moves over a wall, the wall is destroyed and removed from the game.

Tanks can move into **woods** and onto **hills** with no penalty.

2. SHOOTING PHASE

Shoot with the tank with the *highest initiative* first, then proceed down through the initiative order.

CHOOSE A TARGET

There are no range limits, so you are only limited by LOS and the assault gun's restriction.

A tank has LOS to its target if you can draw a straight line from the center of the tank's turret to any part of a target tank without passing through another tank or any blocking terrain.

Assault gun

Tanks with **assault gun** draw LOS from the center of the front of their hull rather than from the turret. In addition, they can only shoot at another tank if either:

- The target's entire hull (excluding protruding gun barrels) is in front of the tank, *or*
- Any part of the target's hull (excluding protruding gun barrels) is directly in front of the tank.

Cover

Tanks are **in cover** if the shooting tank cannot draw LOS to 3 of its 4 corners without passing through cover.

If you can see a tank, but are not able to draw LOS to any of its corners, you can still shoot the concealed tank.

Tanks ignore any terrain directly underneath their own model when determining whether a target is in cover.

Hull down

If a tank is in cover on a hill or behind a wall, it is **hull down** and takes less hits when shot at.

Terrain


Woods are concealing terrain and give cover to tanks in them or seen through them.




Buildings are blocking terrain and block LOS to tanks behind them.

Hills are blocking terrain and block LOS to tanks behind them. They are also are concealing terrain and give cover to tanks that are both on the hill, and more than a measuring arrow from the edge.

Walls are concealing terrain and give cover to tanks behind them, but are destroyed and removed from the game when shot through.

ROLL ATTACK DICE


To shoot, roll a number of attack dice equal to your tank's **firepower** , plus any cards that add to your firepower.

Each  scores a **hit**, each  scores a **critical hit**, and each  is a **miss**. Some special rules and cards allow you to modify or re-roll dice.

Stationary tanks may re-roll any misses.




CREATE DEFENCE DICE POOL




After the shooting player has made their attack roll (including re-rolling or modifying any dice), the target player assembles a pool of defence dice.



- 1. Create the pool:** The starting number of dice in the pool is a tank's base **survivability** .
- 2. Shooting tank's movement:** Add 1 defence die for each move that the shooting tank made (as shown by the movement token beside it).
- 3. Target tank's movement:** Add 1 defence die for each move that the target tank made (as shown by the movement token beside it).
- 4. In cover:** Add 1 defence die if the target tank is in cover.
- 5. Close range:** Subtract 1 defence die if the shooting tank is within 1 measuring arrow (including the head) of the target tank, measured from any part of the tank's hull.
- 6. Side shot:** Subtract 1 defence die if any part of the shooting tank's hull (excluding protruding gun barrels) is behind the front of the target tank.
- 7. Six-dice maximum:** A tank can never roll more than 6 defence dice. If the dice pool exceeds this number, reduce it to 6 before rolling.



ROLL DEFENCE DICE

The target player rolls their defence dice.

The **target player** cancels 1 of the shooting player's  or  for each  rolled on the defence dice.



The **shooting player** then cancels 1 of their *own*  or  for each  rolled on the defence dice.


If a tank is **hull down** (in cover on a hill or behind a wall), the shooting player must discard a  if there are any (if there are none, they do not need to discard a ).


Then resolve any remaining  or .

If the tank was **hull down behind a wall**, the wall is destroyed and removed from the game, regardless of whether dice were removed (even if all of the dice were canceled by the target player's defence dice or there were no hits remaining).

ASSESS DAMAGE

Any uncanceled **hits**  or **critical hits**  are now applied to the target tank.

The target tank loses a **hit point** for each uncanceled . Place a **damage token** next to the tank or on the tank's card to show the damage.

The target player draws a **critical card** for each uncanceled .

If the card has a **damage number**, immediately add that much damage (it can be none) just as you would for a hit. Then apply any special effect listed on the card.

If the card is **repairable**, place the critical card on the tank's card to remind you of its effect. Critical cards that aren't repairable are placed on the discard pile once resolved.

A tank's hit points bar is divided into coloured segments. Some upgrade cards reference **in-the-red**. Tanks are in-the-red if they only have red hit points remaining.

If at any point a tank loses all of its hit points it is immediately **destroyed**: mark it with a **destroyed token**. Destroyed tanks cannot move, shoot, use special abilities or otherwise act, and are both impassable and blocking terrain.

3. COMMAND PHASE



1. CHECK FOR VICTORY

If a battle mode has unique victory conditions, check whether they have been met now.

Regardless of any other victory conditions, if at this step your opponent has no tanks in play (they are all destroyed or removed from the game), you win.

If at this step you and your opponent both have no tanks in play (they are all destroyed), end the game in a draw.

2. REPAIR

Each tank may attempt to **repair** 1 critical card with the **repairable** keyword. Roll 1 dice: on a roll of  or , discard the critical card.

When you repair a critical card you only remove the card and its special effect. Any damage taken from the card remains.



3. ROLL FOR ADVANTAGE

Both sides roll for advantage: the side that wins will have advantage (taking the advantage token) and will win all initiative ties for the next turn.



4. RESET THE BATTLEFIELD

Remove all movement tokens and shuffle discarded critical cards back into the critical deck.

COMMON SPECIAL RULES

Arrow shot: When attacking you must modify a  to a .

Assault gun: This tank has a restricted LOS and fixed field of fire.


Big gun: When attacking you may modify a  to a .


Fortress: When this tank is the target of a side shot, do not subtract a defence die.


High explosive: Discard all  before assessing damage.


Light flank: When this tank is the target of a side shot, subtract an additional defence die.

TANK TYPES

Light tank: Friendly tanks shooting at a tank within close range of this tank gain **+1** .

Medium tank: When shooting, this tank may re-roll a  attack die.


Heavy tank: When defending, this tank may re-roll a  defence die.

Tank destroyer: This tank gains **+1**  while in cover.

Self-propelled guns (SPG): Other tanks do not block this tank's LOS.


CREATING A PLATOON

Tank platoons are created from 4 different card types: **tank cards**, **crew cards**, **module cards**, and **upgrade cards**.

Each card has a **cost**  that is added together to create your platoon.

Before a game, players create a platoon to a cost limit (agreed upon by the players or set by a tournament organizer). 200 is the standard cost limit.

The tank cards in your platoon can be from any mix of **nations** (though you may agree to restrict a platoon's choices to a single nation).

Tanks may only be given upgrades, modules and crew that match that tank's nation. However cards marked with the **universal symbol**  are available to all tanks regardless of nation.

UPGRADE CARDS

Upgrade cards come in 3 subtypes: **ammo**, **consumable**, and **equipment**. You may attach up to 3 of each subtype of upgrade card on a single tank.

MODULE CARDS

Module cards come in 5 subtypes: **gun**, **turret**, **engine**, **suspension**, and **radio**. You may attach up to 1 of each subtype of module card on a single tank.

CREW CARDS AND CREW POSITIONS

Crew cards are marked with the **position** (**commander**, **driver**, **gunner**, **loader**, or **radio operator**) that the crew fills. The crew positions on tank cards indicate how many of each position of crew they can have attached to it.

Some tanks may let you take multiples of the same position of crew while others may not give you an option to attach some positions of crew cards.

In some cases tanks may have crew positions covering multiple roles, for example commander/gunner. In this case you may attach *either* a commander or gunner crew card in this position.

Crew with the same card effect do not stack.

Some crew may have multiple card effects.

Unique crew cards are marked with *****. You may have as many unique crew cards in your platoon as you want, but you can only have 1 of each particular unique crew card. Unique crew still count as crew cards, so any effects that affect crew cards also affect unique crew cards.

WORLD OF TANKS

MINIATURES GAME

TURN SEQUENCE

1. MOVEMENT PHASE

Move tanks, starting with the one with the *lowest initiative*, then up through the initiative order.

A tank can move a number of times up to its **mobility** **»**. Then place the appropriate **movement token** next to it.

Instead of moving a tank, you may take **defensive measures**: place movement tokens next to it, up to its max mobility.

Tanks can move over **walls**, but the wall is destroyed. Tanks can move into **woods** and onto **hills** with no penalty.

2. SHOOTING PHASE

Shoot with tanks, starting with the one with the *highest initiative*, then down through the initiative order.

Tanks with **assault gun** draw LOS from the center of the front of their hull rather than from the turret, and can only shoot at another tank if either the target's entire hull (excluding protruding gun barrels) is in front of the tank, or any part of the target's hull (excluding protruding gun barrels) is directly in front of the tank.

Tanks are **in cover** if the shooting tank cannot draw LOS to 3 of its 4 corners without passing through cover. If you can see a tank, but cannot draw LOS to any of its corners, you can still shoot the concealed tank.

If a tank is in cover on a hill or behind a wall, it is **hull down** and takes less hits when shot at.

Terrain

Woods give cover to tanks in them or seen through them.

Buildings block LOS to tanks behind them.

Hills block LOS to tanks behind them, and give cover to tanks on the hill and more than a measuring arrow from the edge.

Walls give cover to tanks behind them, but are destroyed and removed from the game when shot through.

ROLL ATTACK DICE

Roll attack dice equal to your tank's **firepower** **↗**, plus any cards that add to your firepower. Each **☒** scores a **hit**, each **☑** scores a **critical hit**, and each **☐** is a **miss**.

Stationary tanks may re-roll any misses.

CREATE DEFENCE DICE POOL

Starting number of defence dice is a tank's **survivability** **⇓**.

Add 1 die for each move the shooting tank made.

Add 1 die for each move that the target tank made.

Add 1 die if the target tank is in cover.

Subtract 1 die if the shooting tank is within 1 measuring arrow (from any part of the tank's hull) of the target tank.

Subtract 1 die if any part of the shooting tank's hull (excluding gun barrels) is behind the front of the target tank.

A tank can never roll more than 6 defence dice.

ROLL DEFENCE DICE

The **target player** cancels 1 of the shooting player's **☒** or **☑** for each **☐** rolled on the defence dice.

The **shooting player** then cancels 1 of their *own* **☒** or **☑** for each **☒** rolled on the defence dice.

If a tank is **hull down** (in cover on a hill or behind a wall), the shooting player must discard a **☒**, if there are any (if there are none, they do not need to discard a **☐**).

ASSESS DAMAGE

Apply uncanceled **hits** **☒** or **critical hits** **☑**.

The target tank loses a **hit point** for each uncanceled **☒** (place a **damage token**). The target player draws a **critical card** for each uncanceled **☑**.

If the card has a **damage number**, immediately add that much damage, then apply any special effect listed. If the card is **repairable**, place the critical card on the tank's card.

If at any point a tank loses all of its hit points it is **destroyed**. Destroyed tanks are impassable and blocking terrain.

3. COMMAND PHASE

1. CHECK FOR VICTORY

Check any unique victory conditions. In any case, if your opponent has no tanks in play, you win.

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Each tank may attempt to **repair** 1 critical card with the **repairable** keyword. Roll 1 dice: on a roll of **☒** or **☑**, discard the critical card and remove its special effect. Any damage taken from the card remains.

3. ROLL FOR ADVANTAGE

The side that wins takes the advantage token and will win all initiative ties for the next turn.

4. RESET THE BATTLEFIELD

Remove all movement tokens and shuffle discarded critical cards back into the critical deck.

COMMON SPECIAL RULES

Arrow shot: When attacking you must modify a **☑** to a **☒**.

Assault gun: Restricted LOS and fixed field of fire.

Big gun: When attacking you may modify a **☒** to a **☑**.

Fortress: When this tank is the target of a side shot, do not subtract a defence die.

High explosive: Discard all **☒** before assessing damage.

Light flank: When this tank is the target of a side shot, subtract an additional defence die.

TANK TYPES

Light: Friendly tanks shooting at a tank within close range of this tank gain **+1** **↗**.

Medium: If shooting, this tank may re-roll a **☐** attack dice.

Heavy: If defending, this tank may re-roll a **☐** defence die.

Tank destroyer: This tank gains **+1** **⇓** while in cover.

Self-propelled guns (SPG): Other tanks do not block this tank's LOS.