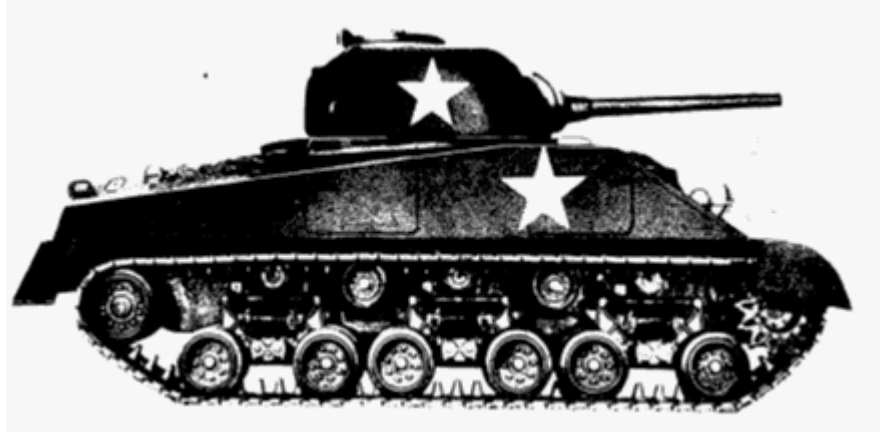# Tankplank:

This game was initially inspired by a diorama in our local hobby shop way back in 1962. To promote sales of Airfix soldiers and ROCO Minitanks, the owners made a diorama. They used model railroading buildings and scenery to make a scene of a battle. It was square; about 1 ½' to 2' on a side   In the middle was a small stream cutting straight across. A couple of bridges traversed the waterway.

        The houses were the original "Village In a Bag" tiny European buildings. Also, a few "houses under construction" were used to simulate damaged structures. Battle damage was matter of burning holes with soldering irons. Hedges and bushes were bits of lichen, and the "grass" and "earth" were painted sawdust sold for model railroading. Trees were the lichen types by LifeLike.

        The paint work on soldiers and tanks was rudimentary. Tanks either had stars or panzer crosses. Soldiers on both sides had their faces, hands, boots and weapons painted. The rest was olive green or blue-gray plastic.

        To us, it was the coolest, finest piece of model work ever made!

The Game: This is a game for control of a village. It is based on urban combat of World War II. Two equally-matched units vie for control. They resemble a mechanized cavalry unit, and include light vehicles, tanks, and a platoon of infantry.

You need:

2 foot by 3 foot playing area 24" by 36" / 600 by 900mm
Three bridges and one catwalk
Scenery to make creek and villages
21 small HO miniature buildings including six of the "house under construction" kits.
Materials to make walls
Lichen and plenty of trees

(House under construction" kits have a second floor and partial roofs. They can easily be painted to look like battle-damaged structures.)

Set up the map as shown. Most roads are 2" (50mm) wide, but the main highway is 3" (75mm) wide.
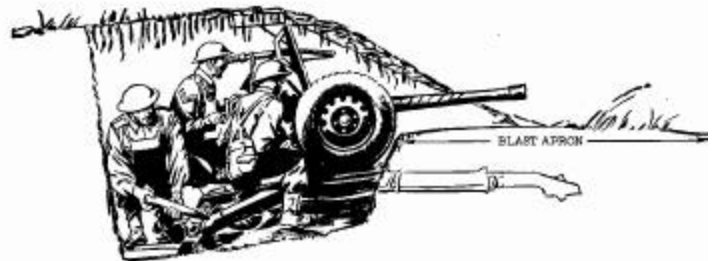
Troops:

You need two armies. Each must have:

3 squads. Each squad has 8 riflemen, 1 light machine gunner or automatic rifleman, and 1 NCO with automatic weapon (submachine gun)
Heavy weapons section: 2 man heavy machine gun team, 2 man bazooka team, 3 man light mortar team, 1 officer, 1 radio man
3 command teams consisting of 3 drivers, 3 radiomen and 3 officers
Antitank gun with 3 man crew
3 jeeps or other small vehicles
3 trucks
2 armored half tracks or personnel carriers
1 armored car
2 medium tanks
Optional – 3 self-propelled assault guns

How we play:

The game is set up. To resolve combat there are three things we do:

Movement: we use the movement of things that go at various speeds. To simulate this, we use a simple technique. Think of it this way: say we had a man race a horse. The race would last 10 seconds. In that time, the man might run 15 yards, but the horse would cover 30. This could be used for a game. In a game based on the race, a figure of a man would move 15 inches per turn ,while a horse would move 30.

In our game, a man moves 3 inches per turn, while tanks move 6 inches anmd wheeled vehicles go 12. To simulate the slower speed they go if they drive off road, we lower their speed to 4 if they leave a road.

Shooting: firing weapons is a matter of accuracy and striking power. Accuracy is about aiming a weapon well. The closer the target, the easier it is to aim. To simulate this, we divide a weapon's range into two or three segments. For example, in our game, a rifle's range is 12 inches. We divide it into three increments : 0 to 4 inches is close range, 4 to 8 is medium range, and 8 to 12 is long range. If we use dice to decide if we hit or miss, then here is an example of how it might work:

At close range, a roll of 3, 4, 5 and 6 hits. 1 and 2 miss
At medium range, a roll of 4, 5 and 6 hits. 1, 2 and 3 miss.
At long range, only 5 and 6 hit. 1, 2, 3, and 4 miss.

The closer the target, the greater chance to hit.

Hitting a target is only the first step for most weapons. The other step is having enough hitting power to damage a given target. For instance, a heavy machine gun would have an easy time stopping a light truck, but a difficult time against an armored car. It would have no chance of halting a tank.

To settle this, we use a simple formula. If a weapon hits a vehicle, we then use a simple formula to see if the impact was enough to damage it. Sometimes damage is

automatic. Gunfire that hits soldiers always knocks them down. A tank gun shooting a light truck will always destroy it. The same gun firing at another tank might damage it, or might bounce off the armor. We have a few simple tricks to resolve this.

Morale: the mental attitude of soldiers determines if they keep fighting, run for cover, or retreat. For instance, a well-trained infantry unit supported by tanks is going to feel quite confident. A unit that has taken 50% losses in a short time might be shaken enough to run. These things may seem like intangibles to you, but they are factirs that must be judged. Again, a few simple formulae make it possible.

Chance, the Random Factor: millenia of human experience in combat indicates that part of war is planning, training and equipment. The other part is chance. We know much about these factors as they apply to the 20th Century. The two World Wars are the best-documented conflicts in history. Tens of thousands of after-action reports, miles of battlefield film footage and millions of personal accounts indicate where the random factors lie. A few thousand reports tell of shells bouncing off tanks one second and blasting them apart the next. Many speak of mortar attacks which are off target, or right on the spot. It is easy to predict these random factors for a game, and incorporate them.

       We use dice and simple tables to determine random factors. There are ways to use these numbers to your advantage. They can be adjusted according to how you use your troops and weapons. For instance, if you make use of cover, you decrease your chances of getting hit. If you close in on the opponent, you increase your chances of destroying his vehicles.

The game is set up on a 2 foot by 3 foot (60 cm by 90 cm) area. The creek is in a gully. The brown sides are where is slopes down from normal ground. The creek should be at least 1" (25mm) lower than the ground. The slope should be about 30 to 45 degrees from the dark green side, and more than 45% from the light green side.

Light green should be raised ½" to 1" higher than the dark green. Roads 1, 2 and 3 remain at the height of dark green, Roads with in the light green area can also remain at the level of dark green, or may be elevated or even sloped.

Note that the Main Highway – 3 – is 3 inches wide (75mm) All other roadways are 2" (50mm) wide. The Creek is also 3" wide.

There are 3 bridges (1, 2 and 3) and a catwalk (W)

The buildings under construction are placed at X. Small buildings are placed as marked.

Place 20 trees and various shrubs (lichen) in empty green spaces, especially in the dark green areas. Leave a few open areas. Place liberally, but do not clutter.

Playing the Game.

Players each pick an objective at the furthest edge of the map, no more than 6 inches from the far edge of the playing area. They write this down on a piece of paper or card, and place it face down under the table. Once they reach that objective, they have top reveal it.

To win, a player must take his objective and hold it for 3 turns. He must place infantry troops in it with a radioman, and must keep enemy troops out.

Some folks like to cheat. Here is a way to handle that. Have both players place their mark on the other guy's card. Now, each man gets is card back and writes his objective on the opposite side of the card. Cards are placed face down, with the side with the other player's mark visible. It prevents players from switching objectives.

Turns:

Troops start Move 1 by entering the board from their respective sides (A and B). Players may pre-load personnel carriers with infantry prior to first move.

Optional rule: For the First Turn only, place a screen over the creek so that neither player can see the other's side. Allow 6 minutes for players to make their movement. Once done, remove the screen.

Sequence of Play:

Movement: Players start on their Right. They move Right to Left, with 5 minutes to move. After 5 minutes, all movement stops.

Next move, they alternate, moving Left to Right. Players alternate each move.

Once players move, they cannot go back and change things.

Firing: Players resolve all firing by infantry, tanks, heavy weapons, etc. Firing is treated as simultaneous. Anything destroyed still gets its turn to fire during the Firing phase. Saving throws are also done at this time.

One firing starts, all movement is ended.

Morale: units that have been affected must roll for morale. Once determined, they take appropriate action.

Movement:

Move:

Men – 3”
Tanks and tracked vehicles – 6” on all ground
Wheels: 10” on the road, 4” off roads

When moving onto or off a road, vehicles move at the off-road speed

Two men can tow an antitank gun on roads and on flat ground. They cannot move it over objects. An antitank gun cannot be carried or lifted. Men towing a gun move at 2 rather than 3.

It takes 1 move to:

Set up mortar
Set up AT gun
Set up HMG
Load men into boats
Cross river and unload men
Get to second floor or leave second floor of house
Climb a tree

It takes ½ move to:

Break down mortar, anti-tank gun or HMG (A bazooka does not have to be broken down)
Climb over a wall or fence
Move through bushes
Break down a thin wall with a tracked vehicle.
Ford the creek in a tank or personnel carrier. (Wheeled vehicles and men cannot ford the creek)
For soldiers to climb into or get out of a vehicle

If a mortar or heavy machine gun is not broken down, it can be carried by 2 men at 1" per move. If these weapons are broken down, men move normally. Note that these weapons break into two parts, and so 2 men are needed to carry them.

An antitank gun cannot be moved unless it is broken down, i.e. has its trails and spades moved.

Men may occupy the six "open houses". The other houses are considered too dangerous, due to fires, structural damage and boobytraps. Men may not go inside, but they may go onto the roof. To do this, one man stays on the ground and helps others climb. It takes ½ move to climb onto a roof this way.

A man may leap over a gap that is 1" or smaller.

Obstacles such as fallen trees and low fences will stop wheeled vehicles but not tanks. Thick, higher walls, tank obstacles and other large objects will block all vehicles.

Firing

Weapons have two factors: Impact and range. Impact is the force with which a weapon strikes a target or explodes   Range is the distance between a weapon and its target. The closer the range, the more likely a weapon can hit it.

Weapon Types: there are three type weapons in our game. These are personal weapons, crew-served weapon and vehicle weapons.

Personal weapons are the rifles, pistols, submachine guns, automatic rifles and light machine guns carried by individual soldiers. It only takes one man to carry and fire them. Personal weapons have the shortest range and least impact of all weapons.

Crew-served weapons require two or more men to operate them. They have greater impact than personal weapons. Most, but not all, also have greater range.

Vehicle Mounted weapons are the cannons and machine guns carried by tanks, armored cars and jeeps. They tend to have great impact. Vehicle cannons have very long range.

To shoot:

The first thing is to determine the range of the target. The further the target is from the shooter, the harder it is to hit. In our rules, each range is given in one, two or three numbers. These equate with close, medium and long range for that particular weapons.

Ranges:

Weapon	Short Range	Medium Range	Long Range	Very Long
Submachine gun	Cone	3 – 6		
Rifle	0 - 4	4 - 8	8 - 12	12 - 16
Lt. Machine Gun	Cone	Cone	12 - 18	
Hvy Machine Gun	Cone	Cone	20 - 30	
Pistol	0 – 2			
60mm Mortar	10		45	
Grenade	0 - 4			
Bazooka	2 - 6			
Coaxial Tank MG.	0 - 12			
Hull Tank MG.	0 – 6			
Tank, AT Gun	0 – 4 (Close)	4 – 10 (short)	10 – 25(medium)	25 – 45 (long)

Blast area grenade and mortar – 2"

Machine Guns

This covers light, heavy and sub machine guns and automatic rifles. It does not cover vehicle weapons.

Be aware that some automatic weapons use a "range cone." This represents an area hit by a burst of fire. The cone is placed over a target. Everyone in the cone might be a casualty.

The easiest way to make a range cone is with stiff wire, such as a coat hanger.

A light machine gun cone is 12 inches long. It is 1 1/2 inches wide. For targets from 12 to 18 inches, the light machine gun fires as a single-shot weapon. The same cone is used for a tank's coaxial machine gun.

A heavy machine gun cone is 20 inches long and is 2 inches wide. From 20 to 30 inches, it fires as a single-shot weapon.

A tank's hull machine gun cone is 6 inches long and 1 ½ inches wide

A submachine gun cone is 3 inches long and 1 ½ inches wide. Anything further is targeted as a single-shot weapon.

Light and heavy machine guns can use the submachine gun cone for targets that come within 3'.

Light and heavy Machine guns can fire at targets to the front only. They cannot fire behind them without moving. It takes one move to spin around, and during that turn the weapon cannot fire.

A submachine gun is portable, and so the man can swivel and shoot without penalty.

A machine gun firing at long range as a single shot weapon needs a 5 or 6 to hit a target in the open. The machine gun roll is adjusted for things like cover, just like any other weapon.

Saves: men caught in a cone for any machine gun try to take cover. Each rolls a die. On 5 or 6, the man is unharmed. Anything less is a casualty. If the men are under cover, add 1 to the Saving roll for light cover and 2 for heavy cover.

Rifles, Pistols, and Single-Shot weapons.   Each of these weapons has one or two ranges.

Rifles: a rifle has three ranges 0 to 4 inches is Close, 4 to 8 is Medium and 8 to 12 is Long range. To hit, a rifle needs to roll a 3, 4, 5 or 6 at close range, 4, 5 or 6 at medium range, and 5 or 6 at long range.

A pistol is inaccurate. It needs to roll 4, 5 or 6 to hit at a range of 2.

Machine guns firing as single shot weapons need to roll 5 or 6.

Adjustments for firearms:

Target under light cover: wall, bushes, trees, etc: subtract 1 from the die roll

Target under heavy cover: in house, behind heavy wall, around house, behind peak of roof subtract 2 from roll

Target in bunker or fortification, if firing, serving a direct-fire weapon, or otherwise working in view of shooter: subtract 3

Targets behind houses, on the other side of woods, etc. cannot be hit so long as they are out of direct sight of shooter.

Vehicle Guns:

There are two types of cannon on vehicles. Armored cars have a light cannon. Tanks have a medium gun. Both tanks and armored cars have light machine guns.

Vehicle machine guns are of three types: hull guns, coaxial guns and anti-aircraft guns. The anti-aircraft guns tend to be heavy machine guns.

The hull machine gun us located on the front of a tank. Armored cars do not have them. This weapon was used by the radio operator. Because of the armor, position and placement, it was hard to aim. A Hull Machine Gun cone is 1 ½" wide and 6 inches long. This reflects the difficulty in aiming and firing.

A coaxial machine gun is set in the turret of tanks and armored cars. It is fitted alongside the cannon. It fires where the cannon fires. Likewise, it is not as easy to aim, since the shooter looks through vision slits or periscopes. The cone for the coaxial machine gun is the same as that of the light machine gun. The coaxial gun cannot be used past the range of 12 inches, however.

The coaxial gun cannot be fired during the same turn that the tank's cannon fires.

The machine gun on top of the turret, outside, is the "anti-aircraft machine gun." This is a heavy machine gun whose main purpose was shooting at enemy planes and light vehicles. To use it, the vehicle commander must stand exposed in the turret. It is hard to use when a tank is moving. Therefore, he can only fire it when the tank is stopped. The problem is that when the commander is outside with the machine gun, he is not fully focused on commanding the tank.
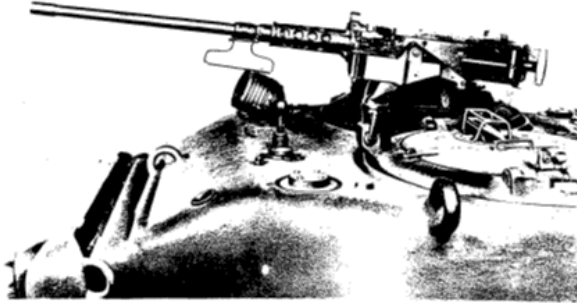
In our game, a tank can only go a half move if the commander wants to use his heavy machine gun. Because he is exposed, he can be hit. He gets the benefit of heavy cover. However, on the move that he shoots, the main gun and coaxial gun cannot fire. The hull machine gun can fire. If the commander is hit, the tank cannot move the next turn. It takes time for another man to take command. The cannon can only fire every other turn afterward, since the crew is short one man.

Tank, Antitank and Armored Car Cannons

Cannons: there are three types the antitank gun, the armored car's gun and the tank gun. Antitank and armored car weapons are strictly for attacking vehicles. Tank guns are dual-purpose. They can fire solid shot to damage vehicles, and high explosive to attack "soft" targets.

Antitank and Armored car guns only fire anti-vehicle ammunition.
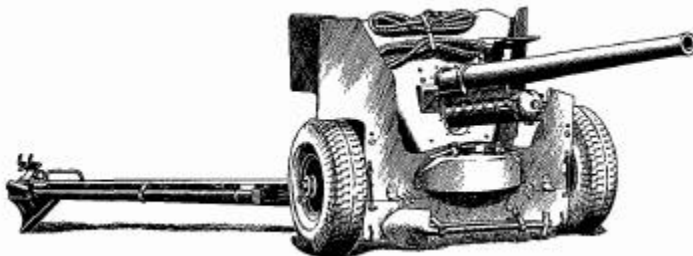
The first thing we must do is roll dice to see if we hit the target. One die is rolled, and then we add or subtract from the number if warranted by the adjustment table:

Adjustment table for aiming:

Target behind a small wall or in brush subtract 1
Target behind strong wall, house or other hard cover with less than 25% visible subtract 2
Target Tank or armored car is in a "hull down" position behind strong cover– subtract 3
Firing from a high position at target in a lower position – add 1
Firing at assault gun –1

Now, the resulting number is compared to the list below. The list varies by the range, which is the distance from your gun to the target

Short Range 0 – 4": 2, 3, 4, 5, 6 to hit
Close Range 4 – 10": 3, 4, 5, 6 to hit
Medium Range 10 – 25": 4, 5, 6 to hit
Long range 25 – 40": 5, 6 to hit

Impact: if a shell hits a vehicle, you have to see if it penetrates armor. Below are the hit factors of each type of gun. Each gun has a certain fixed amount of impact. You must first get the number for the gun you are firing.

Tank Gun firing Antitank / Armor Piercing Ammunition: 5
Tank Gun firing High Explosive, Howitzers: 3
Armored Car Gun: 3
Antitank Gun: 4
Bazooka: 4
Machine Gun: 2
Heavy tank gun: 6

Next, add or subtract the appropriate range factor from the list below. Add both numbers.

Impact and range – only applies to tanks, antitank and armored car guns:

Short range: add 2
Close range: add 1
Medium Range: 0
Long range: subtract 1

Now roll one die. Add it to the Gun Impact number and adjustment for range. If the result equals or is higher than the armor you are firing at, you damage the vehicle. If it is less, your shell bounces off.
        The numbers you must beat are given in the Armor Table

You must hit the armor that is facing you most directly.

Armor Table:

The thickness of vehicle armor varies. The frontal armor is the strongest. The side is slightly weaker, and rear armor is weakest of all. Therefore, how a vehicle faces you is important. These are the numbers to match or beat.

The letters mean F = Front, S = Sides, R = Rear

Medium Tank 10 F 8 S 6 R	Armored car 6 F 5 S 4 R
Tank Destroyers, Light tanks* F 8 S 6 S 4	Self-Propelled Gun (TD and Artillery)* F 7 S 5 R 4
Half Track / APC F 5 S 5 R 4	Trucks, jeeps, unarmored vehicles F 3 S 2 R 2
Assault Guns* F 11 S 7 R 5	Heavy Tank* F 12 S 9 R 6

*Vehicles marked with asterisk are for optional versions of this game.

Bazooka: the bazooka only has one range- medium. Because of the blast from the shaped charge, it cannot be fired at targets closer than 2 inches. Its furthest range is 6 inches. It can be used against vehicles and against positions. If used against a position, its blast area is a 1" circle.

Explosive Ammunition

Tank guns can lob explosive shells. Unlike mortars and artillery, which drop down and explode in a circle, the tank explosives blast forward from the point of impact. The blast cone is a 90 degree piece with 2" straight sides (marked A on illustration) with a rounded forward edge. Impact is at the pointed end and it blows forward. Anything in the open is hit. If it is behind a solid object that is between the point and itself, it is treated as if behind hard cover. A roll of 3, 4, 5 or 6 saves it.
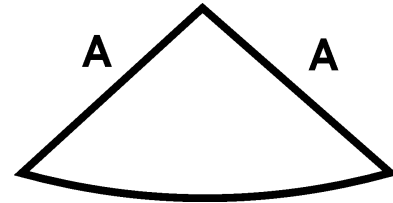
Unarmored vehicles in the blast area are attacked as if hit by a heavy machine gun The attack is treated as if it hits the vehicles strongest point in the circle. If the vehicle survives, its riders are unhurt. If it is destroyed, riders must each roll a saving roll. On 5 or 6, a man survives. Anything less and he is eliminated

Explosives can be fired against specific targets. The shell can be aimed at buildings, walls, or other objects. The shooter picks a specific spot and aims, firing as if against a vehicle. If hit, the shell does damage:

Against houses, hitting a wall leaves a 2" hole. Anyone behind the hole does a saving roll. Hitting a roof hurts anyone on the second floor. All must roll saving rolls. If hitting a roof behind on which there are troops, it depends if the men are on the side facing the shooter, or on the opposite side. Place a 2" circle over point of impact, removing all soldiers inside the disk. Soldiers on the far side must roll saving rolls. On the next move, all survivors must evacuate the roof. That roof is aflame and remains unusable for the rest of the game.

Against walls, if the tank hits, a 2" section of wall is blown out. Anyone within 1" of the wall on either side is removed.

If a tank runs out of armor-piercing ammunition, it can fire high explosive at vehicles. High explosive is less powerful against vehicles than antitank ammunition.

Mortars:

A light mortar is a high angle weapon that fires grenade-type projectiles. It can hit any position on the board, provided the crew chief or a forward observer can see the target troops or vehicles. Seeing a building or landmark is not enough. He must be able to see the target troops and vehicles.

To fire a mortar, declare your target. Place the aiming matrix on the target A roll of 1 is a miss. Other numbers correspond to one of the circles on the grid. Every soldiers and unarmored vehicle in this circle may be hit. Roll against
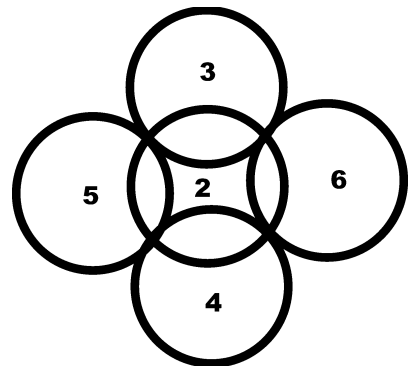
Aiming Matrix

vehicles as if the attack is a heavy machine gun, and it is firing at the strongest side of the vehicle in the circle. Men in the circle roll saving throws.

Mortars have limitations. They cannot fire onto targets under or behind trees. Troops under the trees cannot be hit. Enemy troops within four inches of trees, provided they are on the side furthest from the mortar itself, cannot be hit. This means four inches from leaves and branches, not just the trunks. Firing on houses, mortars can hot men on the side of the roof where they land, but not the opposite side. On open houses, a mortar can hit men in the open, but not those covered by the roof.

Mortars cannot fire from under trees, rooves as or other over head obstructions. If trees are between the mortar and enemy, the nearest branch must be 4 inches away from the weapon.

Mortars cannot fire on targets closer than 10 inches.

To be a forward observer, an officer must be accompanied by a radioman. There must also be a radioman close to the mortar to relay orders. Armored cars, recon jeeps and tanks can act as a forward observer. The armored vehicle cannot fire on the move it acts as a forward observer.

To be a forward observer, the vehicle or radio must be in sight of the target soldiers and / or vehicles. On the move they call it in, they may not shoot. On the next turn, the mortar can fire at their target. The mortar can keep firing at that target so long as the observer and radioman remain in sight of it.

Grenades

A hand grenade can be thrown up to 4 inches, but no closer than 2 inches. First you throw to hit:

1 grenade is a dud
2, 3 grenade falls 2" short of target
4 grenade goes 1" past target
5, 6 grenade hits target

Adjustments for grenade are:

Throwing at a large vehicle (tank, truck, half track,etc.) +1
Throwing at a light fast vehicle (jeep) –1
Throwing into a house by door or window -1
Throwing at a target more than 3" away -1

Grenades explode in a 2" circle, like a Mortar. Treat a Grenade explosion like that of a Mortar. It holds about the same amount of explosive.

If thrown at a vehicle it is treated as having an Impact of 2.

You cannot throw a grenade if you are in shrubs bushes or in a tree.

Saving Throws:

Some rules call for a saving throw. This means that individuals in the blast area of machine guns or explosives have a chance to escape damage, as if they took cover in time. A saving throw means rolling one die for each man. A roll of 5 or 6 means the man is safe. Anything less means he is removed.

Casualties:

Soldiers who are hit are removed from the board. Destroyed Vehicles are turned on their side and left in place. (Note: a heavier vehicle can push aside a destroyed vehicle ,so long as it is lighter. For instance, an armored car could push a jeep, truck or half track. It could not push another armored car or a tank. A vehicle can be pushed 1 inch per turn. This is useful for clearing bridges and roads.)

Morale:

When a unit has been rattled by excessive casualties or other trauma, there is a chance it will not perform as ordered. Roll for morale when:

A unit has taken its first 25% casualties
A unit takes 25% casualties in one turn
A unit is under attack from two units or equal or larger size
An infantry unit without tank support comes under attack by armored vehicles
Soldiers have survived being in a vehicle that has been destroyed.
Soldiers have been bombarded by artillery or mortars for 2 turns in a row.

Basic morale roll:

1, 2, - unit remains intact
3, 4 - unit moves to nearest cover. Must check morale next turn.
5, 6 - unit retreats one full move on next turn. Must check morale next turn
7 or more – unit routs – retreats for two moves, must check morale again on third move.

Adjustments:

Officer is within ½ move of unit +1
Officer is with unit - +2
Units has lost 25% to 49% of unit in one turn -1
Unit has lost 50% or more men in one turn -2
Unit has lost 75% or more men in one turn -3
Infantry unit supported by one or more tanks +1
Infantry unit attacked by two or more armored vehicles –1
Heavy weapons unit +1
Troops in house attacked by high explosive fire

Infantry on bridge caught in heavy machine gun fire.
Armored vehicle fired on by 3 or more big guns (antitank, armored car gun, bazooka, tank gun) in one turn.

As Morale is taken at the end of a turn, any movement and reaction is done on the next turn. Men and vehicles don't get to move twice in one turn.

Miscellaneous Rules

Once you are comfortable with the rules, use these to make your game better:

Use trucks and half track to move troops quickly. Note that if they are destroyed while carrying troops, you will have casualties.

Vehicle Crews:

The recon and Command vehicles each have an officer, drive and radioman. The vehicle towing the antitank gun carries the three-man gun crew.

Half tracks and trucks have a driver and assistant.

Armored cars carry three men

Light Tanks, self-propelled guns, tank destroyers and assault guns carry four men.

Larger tanks carry five men (After 1955, tanks carry four men)

If a vehicle is hit by an antitank shell or direct fire from a howitzer and is destroyed, all passengers and crew do a saving roll. Passengers will continue their mission, if a Morale roll allows it. (For our purposes, the crew of a "jeep" are treated the same as passengers. The vehicle is not part of their job). Crews will do one of two things, depending on where they are when the vehicle is hit.
  If crews are on their army's side of the creek, they will automatically try to make it back to the rear. They will try to re-assemble at the middle of the board, near the rear line from which they entered.
  If crews are on the far side of the creek, they will seek the nearest cover. A crew under cover will shoot at any enemy coming within 3 inches of them.
  Crews will return fire if attacked and will only stop shooting if they are wiped out, the enemy unit is wiped out, or the enemy unit is out of range.

Heavy weapons

Infantry are cross-trained in the use of light mortars, bazookas, heavy machine guns and regular antitank guns. Vehicle crews are taught to handle heavy machine guns. Armored vehicle crews can handle heavy machine guns and antitank guns.

If a heavy weapons crew is killed, or it is short a crewman, any infantryman can take his place.

An officer can go to any dismounted tank, armored car or vehicle crewman and give an order to join a heavy weapons crew.

A dismounted tank or armored car crew will go to an antitank gun, if it is missing crewmen or abandoned. However, they must be able to see it from where they are.

Make miniature pieces to represent heavy weapons that may be dropped or abandoned.

Enemy weapons: an antitank crewman and any armored vehicle crewman can employ an abandoned enemy antitank gun. However, they can only fire it every other turn.

No soldier of any type can operate an abandoned enemy mortar, heavy machine gun or bazooka. He can help carry away the piece, to keep the enemy from recovering it.

Heavy weapons may be transported on a truck or half track or in a jeep. They must be broken down to transport by vehicle, and cannot fire from a vehicle.

The only exception is a machine gun that is mounted to the vehicle, such as the machine gun on a scout jeep, or the machine gun on a tank or half track. These are part of the vehicle and may be fired from it.

Ammo stowage

In real life, weapons crews pick their targets carefully. They make sure they have a clear shot before firing. After all, shooting a weapon calls attention to the shooter, and that means return fire.

To simulate this and to prevent TankPlank from becoming one great big shooting match, we have the "Ammo Stowage Rule." Each heavy weapon has a limit before it runs out of ammo.

Tanks: 4 rounds anti-tank, 4 rounds high explosive
Armored cars, antitank guns, light tanks, tank destoruers, self-propelled antitank guns: 6 rounds of anti-tank
Bazooka: 4 rounds
Mortars; 6 rounds
Heavy machine guns: 6 bursts
Howitzers in Assault guns, SP guns: 6 rounds

Use the chart. Place the appropriate amount of pennies on each slot for each vehicle and heavy weapon.. When that vehicle or gun fires, remove a penny.

Recovering ammo: you can recover half the ammo remaining in a knocked out vehicle only if it is your vehicle. You must bring any vehicle up to the knocked out vehicle. It takes 1 full move of not moving or firing heavy weapons to get the ammo. The vehicle can then transport it to another vehicle. For instance, a truck crew has recovered tank ammo. It can being it to the remaining tank. Once the truck reaches the tank, it takes ½ move to pass the supplies. During the move, the tank cannot fire its main gun, coaxial or hull machine gun. It may move up to ½ move to meet the truck, however, and still load. Also, the tank can still fire its heavy machine gun while reloading.

A reloaded vehicle can only fire antiaircraft-mounted machine guns the move it reloads, It may not move more than ½ move that turn.
If a vehicle bringing ammo to another is hit, the ammo is lost.

You may NOT use ammo from enemy vehicles. Enemy ammo is incompatible with yours, and vice versa.

1) Heavy tank ammo, heavy antitank gun ammo and regular tank destroyer ammo are the same
2) Antitank gun ammo and SP antitank gun ammo are the same
3) Medium Tank armor piercing ammo and assault gun armor piercing ammo are compatible
4) Armored car and light tank ammo are the same
5) Howitzer ammo, tank high explosive ammo, assault gun ammo and so howitzer ammo are the same
6) Heavy machine gun ammo and antitank rifle ammo are the same

Options:

Assault gun attack.

Instead of both sides having medium tanks, one has a trio of assault guns with howitzers. These little fellows are harder to hit, have superb frontal armor, and a lighter gun. They can only fire at targets they are facing frontally. There is not rotating turret, so the whole vehicle has to move. Most of these guns have a short howitzer, and thus fire the same as a tank gun firing high explosive. For a change, you can fit one of the three with a dual-purpose gun like a tank.

Additional Vehicles:

Light tank: this little vehicle can move 7" instead of 6". Its gun is the same as that on an armored car.   So is its armor.

Heavy tank: these ponderous monsters have heavy armor and a massive gun. They only move at 4" per move, however.

A regular tank destroyer is a type of light tank fitted with a heavier gun. It has the armor of a light tank but carries a heavy tank gun. Because of the size of the gun, however, it moves the same as a normal tank. The gun is the same as that of the heavy tank

A self-propelled gun is a weapon mounted on a tank hull with light armor. It can be a howitzer or a regular antitank gun, but not both. The vehicle moves like a light tank, yet has the armor of a half track.

You can add a howitzer or regular antitank gun to a half track. It will have the firing characteristics of the gun with the armor of the lighter vehicle. However, because of the gun's placement, the half track will have to be facing the target frontally. Half track guns do not traverse more than 30 degrees.

Artillery

The basic game does not include Artillery rules or the use of heavy Mortars. The basic game involves two light reconnaissance units. Artillery is direct-fire. However. If you wish to add indirect-fire artillery, you would use the same basic rules as for mortars. You must have a dedicated forward observer.

You must also make additional aiming matrixes.

There are three types of artillery. Light Artillery includes guns of 60 to 90mm. It has a bursting radius of 2 inches, and uses the same matrix as Mortars.

Medium artillery includes guns from 95 to 130mm. Its matrix uses 3" circles. In direct fire, they have the same Impact as a 75mm howitzer.

Heavy artillery is 150mm and up. These shells weight in at 100 pounds. They have a 5" bursting area. Their Impact is 4.

Direct fire range (firing line of sight at a target) for all artillery if 40 inches. Use the tank firing tables when aiming at a vehicle or target that is line of sight.

It takes 2 turns to set up an artillery position with towed guns. It takes 1 turn with a self-propelled gun.. Because of their size, heavy and medium guns fire the turn AFTER the observer calls it in. A light gun needs a minimum of three men to fire every turn. With two it fires every other turn. (The basic crew is four men)

Medium and heavy guns require four men to fire every turn, and three to fire every other turn. Two men can fire every third turn. A basic crew is six men.

Infantrymen and antitank gunners cannot operate artillery.
Only light artillery can fire indirect at targets the crew can see. All others need an observer for indirect fire, whether they see the target or not. Without an observer, Medium and heavy fire as Direct Fire.

Direct fire are a unit rather than vehicle uses a blast cone, similar to that for tank high explosive fire. The lines marked "A" on illustration are 2" for Light, 2 ½" for medium and 3 ½" for Heavy.
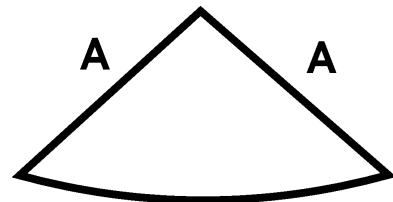
In a small game like this, artillery is impractical. Rules are included for scenarios where artillery or SP guns might be in the battle area.

Ammo Stowage Chart

Tank / AG 1 A.P.	Tank / AG 1 H.E.	Tank / AG 2 A.P.	Tank / AG 2 H.E.	Tank / AG 3 A.P.	Tank / AG 3 H.E.

Armored Car 1 A.P.	Armored Car 2 A.P.	Mortar	Bazooka	AntiTank Gun	Heavy AntiTank Gun

S.P. Gun 1	SP Gun 2	Half Track AntiTank Gun	Half Track Howitzer	Heavy Tank 1	Heavy Tank 2

Using Other Scales

Tankplank was initially written for 15mm to 20mm figures, using vehicles from 1/120 to 1/87. You can play with other scales.

For 1/72 - 25mm to 1/64 –28mm to 1/60 30mm, multiply all distances and ranges by 1.5 (1 ½) The ideal playing area would be 3' by 4' 6".
For O - 1/48 - 35mm to 1/43 - 40mm to 1/40 - 45mm, multiply all distances and ranges by 2. The playing area would be 4' by 6'
For 1/35 - 50mm to 1/32 – 54mm to 1.29 – 60mm, multiple all distances and ranges by 2.5 (2 ½) The playing area would be 5' by 7' 6" to 5' by 8' (We use 5' by 8')
For 1/24 – 75mm to 1/18 – 90mm, multiple all distances and ranges by 3. The playing area would be 6' by 9'.

For 15mm – 1/100 use TT scale scenery (popular in Eastern Europe)
For 20mm – 1/87, use HO scale scenery (popular worldwide)
For 25mm – 1/76 – 1`/72 use OO scale scenery (used for British model railroading)
For 28mm to 30mm - 1/64 use S scale scenery
For 35mm 1/48 to 40mm use O scale scenery
For 50 to 54mm use #1 scale scenery (1/32)
For 1/24 – 75mm to 1/18 – 90mm, use 1/24 scale and G scale scenery

This game has been prepared for you by the following

Army Men Homepage http://www.armymenhomepage.com

Milihistriot Quarterly http://www.milihistriot.com

All Gauge Model Railroading Page http://www.thortrains.net

Next Section

A Tankplank-based game called 'Tankette Waltz." Also, add-ons for Tankplank that have shooting, movement and armor attributes for World War II and the Cold War era. This includes impact charts for specific weapons. It also has specific armor factors for tanks, armored vehicles and support vehicles.

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Tankette Waltz

From the 1920s until the late 1930s, tank design was a novelty. Many theories were attempted. A common clash was between proponents of infantry versus cavalry. Infantry design wanted tanks to move at the pace of infantry, providing fire support. These tanks were to be heavily armored. Cavalry designers wanted light, fast tanks with more speed and less armor.

Between the two was the Tankette. It was little more than a small armored tractor that could be used as a prime mover, or fitted with heavy infantry weapons. In the former case, they served as armored ambulances, ammunition carriers and tow vehicles for light guns. In the latter, they were mobile heavy machine gun or infantry gun positions.

Tankettes were a seen as cheap way to mobilize weapons that had been defensive in nature. You could have a moving heavy machine gun that could attack directly. It was possible to take guns like the 37mm infantry howitzer and run them close to enemy positions.

There was a brief period when the tankette was useful. From 1920 to about 1938, they were capable of performing limited tasks on the battlefield. The Japanese tank force used in China was mostly tankettes. They wreaked havoc on the poorly-trained, ill-equipped Chinese army. Half the Russian forces at the beginning of the battle of Nomonhan in 1939 were tankettes, and they stemmed the tide of Japanese infantry until light tanks could be brought up.

1939 also showed that the tankette was no longer viable as a fighting vehicle. Throughout World War II, US forces played havoc on Japanese tankettes. Italian tankettes floundered in North Africa and Greece, while the remaining Russian tankettes were easily annihilated by German forces in 1941.   The only successful use after that was as an armored tractor.

Tankette Waltz is an add-on set of rules using the TankPlank game. In this game, the twin villages of TankPlank are the scene of battle between infantry forces supported by tankettes. The time frame is between 1920 and 1939.

Movement:

Men 3"
Wheeled vehicles – 10" road, 4 off
Tankettes – 8" road, 6" off
Light Tanks 6"
Heavy tanks – 4"

The tankette: a peculiar invention of the Post –WW1 years, the tankette is a small tracked, armored vehicle. It is too small to carry anything larger than infantry heavy weapons. It is little more than a mobile weapons position. The very light armor is barely enough to ward off small arms fire. The tankette's only advantage is speed.

Most Rules as in the basic Tankplank game. Here are the changes and additions:

Rifle Grenades
 These act like regular grenades, except they have a range of 9 inches. For aimed fire, they can be aimed at large targets such as vehicles and doorways. Aim is the same as the Rifle, but the ranges are:

Close: 1-3
Medium: 3-6
Long: 6–9

Impact: 2

37mm Pack Gun
 a small 37mm howitzer with very short range, fires a light explosive. Can be fired as artillery, or fired against a vehicle, house or fortification.. Blast area of a 37 is 1 inch.

Close: 0 - 8
Medium 8 – 16
Long 16 - 24

Impact: 1

20mm gun
 antiaircraft gun fires solid ammunition.

Close: 0- 7
Medium: 7 – 14
Long: 14 – 20

Impact: 1

If the shell penetrates, roll a die to see the damage:

1 – 2: no damage
3 – 4: hits weapon / ammo – weapon is disabled
5 – 6: hits engine – vehicle damaged.

AntiTank Rifle

Range: 18
Impact: 0

Close range: 0-6
Medium Range: 6 – 12
Long: 12 – 18

If the shell penetrates, roll a die to see the damage:

1 – 2: no damage
3 – 4: hits weapon / ammo – weapon is disabled
5 – 6: hits engine – vehicle damaged.

Mortars and artillery:

Make two extra matrixes – one is 1" circles, one is 3" circles.

Use 1" for 37mm guns

Use 2" for rifle grenades and light mortars

Use 3" for 75mm howitzers and medium mortars

Grenades: the hand grenade is as in TankPlank. However, when thrown against a tankette, it has an Impact of 2

The explosive blasts are as in TankPlank. Tankettes can withstand the blast of a 37mm gun if fired as indirect fire. They can withstand the blast of a grenade, except when a grenade is thrown at the vehicle itself.

Tankette armor

F 4
S 3
R 2

****

Advanced Rules for Tankplank (World War II and Cold War)

Characteristics of Specific tanks and Guns

TankPlank was originally composed as a simple wargame. The armor characteristics, speed and firepower were standardized by vehicle type. They were based on actual historic vehicles. By extension, these rules can be made to more closely apply to specific vehicles.

The vehicles listed below equate with categories on the "Tank and Vehicle Armor" chart.

Listed below are tank types which fit the appropriate categories. Tanks not listed can be assigned by a little research on your part.

Tanks:

Tankette: Panzer 1, Carden Lloyd, Bren carrier less than 10mm
Light Tank: Panzer 2, T38 (Czech tank), US M3 – M5 Stuart, Cruiser v 20 – 40mm
Early Medium: M3 Lee / Grant, Panzer III, Early Panzer 4, Valentine 50 to 65mm armor
Medium: M4 Sherman, T34/76, late Panzer 4, Comet, Martilda 70 to 90mm armor
Main Battle tank: Churchill, M26, M46, M47, early Centurion, T55, Panther, 100 to 125mm armor,
Heavy Tank: Tiger, KV1, M48, T62, T72, later Centurion 130 to 175mm
Modern Medium / Postwar Heavy: M60, Stalin, M103 175mm or improved modern armor, Tiger II, Jagtiger, ISU 152

NOTE: The Russian BT series, Tetrarch and other light tanks have the same armor as Armored cars, but move as light tanks 10 – 14mm

Armored cars:

M8 greyhound. Puma, Sdkfz 231, AEC, Saladin, 15 – 22mm

APC, Half Track, Light Armored Car: 8 – 14mm

Sdkfz 222, M20, Char D, US White Half Track, German SdKfz 251, M113

Tankette 5 – 8 mm

Bren Carrier, Carden Lloyd, PZ1, Italian L33, Marmon Herrington, Ontos

Mobility Rules

Movement:

Light – 8" road, 6" off
M3 and M5 Stuart, Crusader, Cruiser, APC, PT 76, BT series, Sheridan, M114, AMX 13, Scorpion, Panzer 2, Czech 38T, Hetzer, M18 Hellcat, M24 Chaffee, Marder I, Marder 2, Marder on 38T

Medium – 6" on or off
Sherman M4, M3 Lee / Grant, Valentine, T34, SU 100, M26 , M46, M47, M48, M60, T54 / 55, T62, T72, Stug, L-6, M13/ 40, Leopard, AMX 30, Challenger, Cheiftain, LeClerc, Panzer 3, Panzer 4, Panther, Jagdpanzer, Jagdpanther, M10 / M36 TD, AmTrack

Heavy - 4" on or off
Tiger series, KV series, JS series, T-10, M103, Conqueror, Churchill, Matilda, T28, T35, Brummbarr

Horse Cavalry: 7"

Tank and Vehicle Armor

Medium Tank 10 F 8 S 6 R	Armored car 6 F 5 S 4 R	Assault Guns* 11F 7S 5R
Tank Destroyers, Light tanks* 8F 6S 4S	Self-Propelled Gun (TD and Artillery)* 7F 5S 4R	Heavy Tank* 12F 9S 6R
Half Track / APC 5 F 5 S 4 R	Trucks, jeeps, unarmored vehicles 3 F 2 S 2 R	M60, Stalin, M103, Tiger II 13F 10S 6R
Early Main Battle Tank 11F 9S 6R	Early Medium F 9 S 7 R 5	Tankette armor, M113 F – 4 S – 3 R = 2

*Vehicles marked with asterisk are for optional versions of this game.

Tank Guns

Armored car Gun 37mm gun, 45mm gun, short 50mm: 3

AT Gun US 57mm, 6 pdr, German 47, Long 50: 4
US 75 for M3 and early M4 (up to end of 1942): 4
US 75 for half track tank destroyer, later M4: 5
German F2 75 (Pak 40/43): 5
US 76mm, German "revamped" 76.2: 6
85mm gun, 17 Pdr, Panther's 75: 7
Heavy Tank Gun 88mm, 90mm 100mm: 8
US 105 at, Russ 122, German 120mm: 9

Howitzer: 3
150 – 155 gun: 4
20mm gun: 1

Artillery

These are the burst areas of various guns. To make blast circles, use the same 5-ring
pattern as for mortars. Artillery fires the same way as mortars.

37mm howitzer – 1 inch
60mm mortar, 50mm mortar, grenade, 40 to 65mm gun 2 inches
75mm gun, 77 mm gun, 84mm gun – 3 inches
105, 100, 122, 130 – 4 inches
150mm, 152mm, 155mm – 5 inches

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