

ガールズ & パンツァー

GIRLS und PANZER

v.2.1



a Fan Setting Expansion for

FLAMES OF WAR

Design Notes: Rules Changes from v1.

Starter type rules now come with this stand-alone PDF.
No other books needed.

Moving “At the Double” has been renamed and now incurs no penalty. Neither is there a penalty for ROF 1.

Most tanks have been fully repointed.

Some School rules have changed.

Far more Characters and Schools were added

The Crew stat has been added, the Custom Schools do not show a Crew stat due to the fact custom schools have no Characters. If rules are added for characters in custom schools they will simply add points as a CiC or to a single tank in your force for X points.

Missions have been clarified.

Strategies have been added that better mimic some antics in the show.

So, please look this over carefully, as these rules are a bit different from what you'd expect

If there are any rules discrepancies not covered here, please go to the main V3 rulebooks (they should be super cheap in the secondary market by now) or their errata for any clarification.

Have Fun, and Panzer Vor!

Bartosz

This is Sensha-Do!

Girl und Panzer: Flames of War is a fan expansion specifically to allow games in the Sensha-do world. The rules and lists below are not patch-rules to standard games, and the point system used to balance tanks within is not compatible, in any way, with standard Flames of War game lists. However, it allows for many opportunities to indulge in tabletop fun for fans of the series.

UNIVERSAL RULES : ANIME SCHOOL-GIRL FIREFIGHT!

The base to-hit of any Moving tank is 4+.

The base to-hit of any Stationary tank is 3+.

If two tanks are locked together, the to-hit for both is 2+

This is still modified by other factors such as range and concealment. When schoolgirls fight, they often can't hit each other. If the final to hit value exceeds 7+ shots have no effect.

Non-MG guns that score a hit within 2" range gain +2 AP. At these ranges these hits are allocated to the nearest target, as it should be obvious which tank the firing tank is shooting at.

All tank models have the following abilities:

Special Move: Panzer Vor!: After the shooting phase, On a successful skill check, the tank may move 4 inches, under normal movement rules.--This cannot be used if bogged down, bailed out, de-tracked, or having moved at fullspeed.

Special Move: De-Track the Panzer: Before rolling to hit, you can choose to gain +1 AP to inflict De-Track status upon the target tank with a successful firepower test. You do not gain the bonus to AP if your AP exceeds the target's armor by more than 4 points, but you may still inflict the status. **De-tracked:** A de-tracked tank is immobilized. This can stack with bogged down, so that two attempts are needed to free the tank. Under specific circumstances, a de-tracked tank can still fire its main gun: turreted weapons and hull weapons with an enemy completely within its front arc may still fire. It does not count as a second bog or bail out.

Special Move: Align Sights: Select one firing tank. On a successful skill check, if that tank shoots at a platoon you may choose which enemy tank is being shot at.

Forests are slow going, not difficult terrain. If the forest is deemed to be Thick, it becomes Difficult Terrain

Tank Wrecks are very difficult going, and generate smoke concealment to any LOS passing through them. They can form block-points if placed correctly.



CHOOSING FORCES

Tanks are purchased separately, and organized into platoons or single-tank teams at the start of deployment.

Platoons: If a tank is not in a platoon, it can automatically be selected as the target of attacks, and must receive those attacks.—When Platoons are shot at, the defending player has the freedom to choose which tank is being shot at, unless the enemy is danger close or the Align Sights special move is used. If capable, platoons can also combine to form a bombardment, though they give up special moves that turn.

The tank must be within 6" coherency with at least one other tank in the platoon. Platoons have a maximum of five tanks per platoon. Platoons are also called units.

When choosing forces, you may select one tank to be the CiC, and another to be the 2iC (assuming you get one). Some forces have multiple ratings available. Choose one to be your forces' rating. Characters may have a separate rating from the rest of your force. Characters are Unique, if that needs to be said.

You may have noticed that there are no built-in restrictions to how many tanks of a certain type a force can contain.

Even though Oarai only had one of each tank in the series, nothing here prevents a force with a few multiples, or a force entirely of StuGs in Full Regalia. Yes, this is not like the show, but a player can choose to make replicas as well as create a personalized force or a what-if situation in the same spirit.



CHARACTERS AND THE TANKS THEY RIDE:

The CiC and the 2iC are chosen at the start of the game; however, characters have very specific roles they fill. If a character is a CiC or a 2iC, it counts as the selection for the standard role. CiC's and 2iC's are Tank Commanders.--**Tank Commanders** are in charge of their own tank, they are not CiC /2iC eligible if another CiC/2iC is present. They take 1 crew spot.--**Tank Crew** are simply upgrade characters to a tank. However, a tank can only receive as many upgrades + commander as crew.--**Character teams** are

essentially one unit: they have their own Commander and can't receive upgrades

Note: some crews and characters come with experienced versions. Choose one at the set point values.

Character ratings modify the tank ratings, up or down. A Commander' rating supercedes all other values.

RULES OF PLAY

Turn Sequence:

Check Morale

(note, we have not seen an instance of force capitulation in GuP)

Check Special Victory Conditions

Drop Ambuscades

Roll to remove Bailed Out, then Bog Checks

Remove Smoke

Go to Movement Phase, then Shooting phase.

Movement is read as Normal Speed / Full Speed / Terrain Speed (12"/24"/8").

Move a Unit or Single Tank

Move all Teams in a platoon before going onto the next unit or solo tank. You may adjust the turret 90 degrees. If you take on or create foot teams / passengers, they mount or dismount before the tank moves.

Crossing Rough Terrain and Terrain Speed

Most terrain doesn't force you to do anything other than use terrain speed.

If you cross difficult terrain, you avoid bogging on any roll other than 1

If you cross very difficult terrain, it is a skill check to avoid a bog effect.

BOGGED DOWN: the tank cannot move, and if it wants to be free next turn, cannot fire in shooting.

To be clear, the Bog Down occurs at the ½ point on the border of the area terrain, or halfway over the tank obstacle. Being bogged down is typically marked with a token. Clearing bogs with a skill check happens during the starting step.

Full Speed and Roads

You may use the Full Speed distance instead of shooting. This cannot be used with moving in terrain.

Roads add +4" movement to a Full Speed movement if all movement occurs on a road.

Skill Tests to breach Lighter Structures

Tanks with 6 front armor or more can make a skill test to breach through structures. They must move at terrain speed before coming into contact, and next turn, depart at terrain speed. Reinforced structures such as concrete buildings or steel industrial platforms cannot be broken through

Shooting: from fire to target

Choose a Unit or solo team to fire.

Select a target that is: in Range, in Line of sight, and in the field of Fire.

Rating: Dice Roll:

Reluctant/Conscript 5+

Confident/Trained 4+

Fearless/Veteran 3+

Left is Motivation, Right is Skill.

To Hit Modifiers:

+1 For Concealment

+1 for Long Range

+1 added for
Gone to Ground

Range:

Simply measure the range from hull to hull. Over 16" adds +1 to hit and armor, check for 2" or closer.

You may not premeasure in other steps. You measure with intent to fire, and choose other targets if things didn't pan out.

Field of Fire

Turrets are typically all-round. Hull mounted guns typically only shoot in the front arc:

Everything in front of a line drawn across the hull is front arc.

Line of Sight

The vehicle must be able to see another vehicle that has 25% of itself exposed or more.

Area terrain blocks Line of Sight to any behind it, and gives Concealment to teams within.

Solid Large Buildings and Impassible vertical terrain also block line of sight

All other terrain (except for open muddy fields, snow, and sand) and smoke just grants concealment

Check Conditions and modifiers

Is there concealment? If so, if they also did not move or fire, they receive Gone to Ground.

Roll to Hit:

It's dice equal to the Rate of Fire (ROF) of the gun if stationary or an MG, or 1 if the vehicle moved.

One tank can shoot at one target. You can't split your ROF against 2 separate units or solo teams.

Some special rules add to ROF, be sure to check.

If you shoot at a solo tank, it's obvious who gets hit. However, if the tank is traveling with a unit (oft called

a platoon) then the opposing player has the defensive measure to allocate teams instead. A few things can stop this, but for the most part, this is the benefit to traveling in a pack. Tanks with lower armor and/or in the open get allocated first.

DO YOU HIT?

The base to-hit of any Moving tank is 4+.

The base to-hit of any Stationary tank is 3+.

If two tanks are locked together, the to-hit for both is 2+

Locked together means two tanks are physically touching, or two or more friendly tanks end their move within ½ an inch of each other. If a tank is one of the locked tanks, it only gets the lock bonus shooting at



the tank it's locked with. Non-MG guns that score a hit within 2" range target side armor.

Once all hits have been allocated, then you roll saves.

Roll Saves:

There are armor saves, and then there are extra saves. Usually, extra saves come first, before an armor save. To make an armor save, roll d6 and add that to the armor stat being targeted. This is usually front armor. If the number ties or exceeds, something has happened.

If it ties, roll a firepower check, with success, the tank is Bailed Out. If it's not, then nothing serious.

If it exceeds, roll a firepower check, with success, the tank is Defeated. If it's not, then Bail Out the tank.

If a tank is Bailed Out twice in one turn it tests motivation, just like morale. Failure means the crew runs, and is defeated. Defeated tanks count as terrain, generating smoke to anything directly behind them in line of sight,

Armor Facing: if the shot originated from a team that could get at least 25% of its view behind the front arc of its target, it may roll against side armor. Bombardments and improvised attacks roll against top armor.

Turret Facing: turrets that have spun to a different arc may expose side armor as well (or the turret ring is

clearly viewed) if the turret is turned so that its front arc is bypassed, roll a die, on 1-3, target side armor. Once one team or Unit has opened fire, and resolved their shooting, go ahead and choose another until you run out of teams with firing solutions.

Bail Out vs. Remounting a tank: Roll Motivation to remove Bailed Out status at the start of your turn. If a CiC or 2iC is within an 8" command radius, you may reroll this result.

Morale:

Forces in Girls und Panzer tend to stay and fight to the very end. They don't have much to fear, so the morale rules are not the same as in other Flames of War games.

If a force has less than half its tanks or platoons remaining from the original total, it must make a morale test at the beginning of their next turn, or their game ends in loss. If you did not take any additional damage in a turn, you do not need to make an additional check, only in turns after you lost a tank

Bailing Out twice also calls for a motivation roll. This counts as morale check.

Having a CiC/2iC within 8" allows the re-roll of the motivation check.



Specials:

Ambush: the tank is held off the board, and is placed on the board during any start step. It must be placed either in concealment and 8" from all enemy teams, or farther than 16" from any enemy. It fires as if stationary that turn.

Awkward Layout: This tank must not move to fire this weapon.

Bombardment: this weapon may hit top armor, and can fire over terrain if another friendly tank can draw line of sight. This requires a platoon of at least 2 tanks. All dice rolled for this attack must target the same platoon or tank.

Bunker Buster: If this tank hits a tank inside a heavy building, it hits tanks touching its target as well.

Damage Capacity: if a tank with damage capacity is defeated, it instead receives a damage marker. Damaged tanks cannot move, but may still fire one dice of ROF per gun. If for some reason, the tank takes a 2nd damage marker, it also cannot fire. A skill check in lieu of shooting can remove 1 damage marker (either effect). Tanks take damage capacity before they are defeated. A tank that has more damage than its damage capacity is defeated.

Hull Mounted: This weapon can only fire in a forward 180 arc, all targets must be fully in front of the tank

Improvised Armor: This tank gets a 5+ special save against hits from firepower 4+ or greater weapons.

Limited Vision: Targets are at +1 to hit if they start the shooting phase behind the turret's front arc.

Overloaded: Bog effects occur on a 1 or 2 in difficult terrain

One-Girl Turret: This tank is at +1 to hit targets if the tank moved.

Protected Ammo: If this tank is Bailed Out, you may re-roll attempts to remove the status.

Schurzen: Side shots have a 4+ save against firepower 5+ weapons

Slow Traverse: If the target is behind the tank, moving the turret past its front arc causes +1 to hit.

Smoke: Instead of rolling to penetrate, this weapon may place a 2" smoke marker in front of the target.

Smooth Ride: This weapon may fire on the move at Full ROF with no penalty if the move is 6" or less.

Spearhead: at the beginning of the game, make a normal move. This cannot be a full speed move.

Stabilizers: This weapon may fire at Full ROF after moving, but at +1 to hit.

Unreliable: If moving at full speed, roll a skill check. If it fails, this tank is bogged down after a normal move.

Wide Tracks: This tank may re-roll to avoid bog down effects on a flat 4+

MG: the weapon does not reduce ROF for moving. Each additional MG adds one ROF. They have the following stats: **MG:** 16" 3 2 6+ **50cal/12.7mm MG:** 16" 3 4 5+



CONFIDENT CONSCRIPT

CONFIDENT TRAINED

CONFIDENT VETERAN

(movie+ era only)

Appointed by the Student Council: Oarai has a CiC team, and no 2iC

Dying School: Oarai has select character teams that are especially resilient. These teams are not destroyed when the first firepower test is passed against them, but instead Take Damage. See the special rule.

Girls Just Wanna Have Fun: The use of bright regalia tanks removes any Gone-to-Ground bonus, but allows a re-roll on motivation checks. The models **MUST** be painted appropriately.

(conscript Oarai cannot have experienced teams)

| | | | | |
|-----------|-----|--------|-------------------------|---------|
| Type 89 | | | 5 / 10 / 15pts. | Crew: 4 |
| 8"/16"/8" | | 1 1 1 | Hull MG, Turret Rear MG | |
| Type90 | 16" | 2 5 4+ | | |

| | | | | |
|------------|-----|---------|---------------------|---------|
| M3 Lee | | | 70 / 90 / 110pts. | Crew: 7 |
| 12"/24"/8" | | 5 3 1 | Co-ax MG, Cupola MG | |
| M3 37mm | 24" | 3 7 4+ | | |
| long 75mm | 32" | 2 10 3+ | Hull mounted | |

| | | | | |
|------------|-----|--------|----------------------------------|---------|
| Pz 38t | | | 25 / 35 / 45pts. | Crew: 4 |
| 12"/24"/8" | | 3 1 1 | Co-ax MG, Hull MG Protected Ammo | |
| 3.7mmKwK | 24" | 2 6 4+ | | |

| | | | | |
|-------------|-----|---------|---------------------|---------|
| Hetzer | | | 60 / 75 / 95pts. | Crew: 4 |
| 12"/24"/8" | | 7 2 1 | Hull MG, Overloaded | |
| 7.5cm Pak39 | 32" | 2 11 3+ | Hull Mounted | |

| | | | | |
|-------------------|--|---------|-------------------------|---------|
| StuG III F | | | 75 / 95 / 115pts. | Crew: 4 |
| 12"/24"/8" | | 5 3 1 | Hull MG, Protected Ammo | |
| 7.5cm, StuK40 32" | | 2 11 3+ | Hull Mounted | |

--Oarai StuG may mount Winterkitter for +5 pts. This grants Wide Tracks to the StuG

(Oarai uses the PzIV as its HQ tank: they may only use one version in a replica game)

| | | | | |
|------------|-----|--------|----------------------------------|---------|
| Panzer IV | | | | Crew: 5 |
| D | | | 40 / 50 / -pts. | |
| 12"/24"/8" | | 3 2 1 | Co-ax MG, Hull MG Protected Ammo | |
| 7.5cmKwK37 | 24" | 2 9 3+ | Smoke | |

| | | | | |
|------------|-----|---------|----------------------------------|--|
| F2 | | | 80 / 100 / 125pts. | |
| 12"/24"/8" | | 5 3 1 | Co-ax MG, Hull MG Protected Ammo | |
| 7.5cmKwK40 | 32" | 2 11 3+ | | |

| | | | | |
|------------|-----|---------|--|--|
| H | | | - / 105 / 130pts. | |
| 12"/24"/8" | | 6 3 1 | Co-ax MG, Hull MG Protected Ammo, Schurzen | |
| 7.5cmKwK40 | 32" | 2 11 3+ | | |

| | | | |
|-----------------|---------|--|--|
| Char B1 | | 30 / 40 / 50pts. | Crew: 4 |
| 8"/16"/8" | 6 5 1 | Co-ax MG, unreliable | |
| 47mmSA-35 24" | 2 6 4+ | One-Man turret | |
| 75mmSA-32 24" | 2 6 3+ | Hull Mounted. awkward layout | |
| Type 3 Chi-Nu | | 60 / 75 / 90pts. | Crew: 5 |
| 12"/24"/8" | 5 3 1 | Hull MG, | |
| Type 3 32" | 2 9 3+ | | |
| Tiger Porsche | | 135 / 170 / 215pts. | Crew: 5 |
| 8"/16"/8" | 9 8 2 | Co-ax MG, Hull MG, Protected Ammo, Wide Tracks, Unreliable | |
| 8.8cm KwK36 40" | 2 13 3+ | Slow Traverse | |
| Mk IV Male | | 25 / 30 / - pts. | Crew: 8 (arrives late in the timeline) |
| 4"/6"/4" | 1 1 1 | Wide Tracks, Damage Capacity, Unreliable. Hull mounted MG | |
| OQF 6pdr. 24" | 2 6 4+ | Port Side Mounted, Side MG | |
| OQF 6pdr. 24" | 2 6 4+ | Starboard Side Mounted, Side MG | |



Oarai Characters:

Miho Nishizumi: RV CiC +35pts

Zig-Zag: Tanks in Miho's Force gain an additional 5+ Save against shots that hit them, rolled before AP rolls.

The Weirdest Luck: Once per game, Miho may re-roll any one die.

Miho Nishizumi: CV CiC +125pts (exp.)

Zig-Zag: Tanks in Miho's Force gain an additional 5+ Save against shots that hit them, rolled before AP rolls.

The Weirdest Luck: Once per game, Miho may re-roll any one die.

My Friends: If within 8", Miho may pass a skill check to cancel a failed bog down check.

My Own Path: tanks in Miho's force ignore ambush distance restrictions and do not reduce movement when first entering area terrain (this does not apply to Full Speed, and you still roll bog checks).

In Her Element: This team may take an additional point of Damage.



Yukari Akiyama: +45pts (either Crew or Tank Commander)

Espionage: Before a battle, after deployment, you may roll a die: on a 5+ you may reposition two of your tanks.

Tank Obsession: This tank has Damage Capacity

Char commander: If commanding a Char B1 tank, it is rated as Fearless Trained. It does not triple its movement.

Saori Takebe: +20pts / +10pts. as CC Tank Commander

Communications Officer: The Command distance of this tank is 12"

Texting Goddess: after the first time this game the turn order was interrupted by a special rule, that rule is negated for the rest of the game, and you may place one unit in ambush during your movement phase

Mako Reizei: +25pts

Durifuto: you may enter de-tracked status to place this panzer 2" from its end movement, facing any direction.

Intuitive Driver: This panzer rolls bog down and panzer vor skill checks at 2+

Hana Isuzu: +30pts

Delicate Touch: This tank fires the main gun at -1 to-hit in the shooting phase

Anzu Kadotani: +35pts, +70pts in the Hetzer Tank Commander, Fearless.

Stick to 'em like Glue: this panzer gains +2 AP within 4" of an enemy tank

Casual: This team has Damage Capacity

The Hetzer: If no enemy tank can draw front-arc line of sight to the Hetzer, it may make a skill check to enter ambush during the movement phase. It may spring the ambush next turn.

Hippo Team: +45pts / +65pts.(exp.) Crew: 4 Fearless

Reki jo: Hippo team passes all motivation checks if in a Bright Regalia tank.

Devious Tactics: once per game, if no enemy tank has LOS, this tank may enter ambush during the movement phase

Master Arm: (exp) this tank may enter ambush a second time under the same conditions.

Duck Team: +25pts Crew: 4

Spike Flares: instead of shooting the main gun, you may place a 2" smoke marker within 8"

GUTS!: the Duck Team panzer has +4" movement, and has Damage capacity.

Anteater Team: +15pts / +30pts.exp. Crew: 3

For the Team: when an Oarai platoon or CiC is shot at, the Anteater Team can choose to receive the attack. If the CiC is not attached to this Platoon, Anteater must be within 2" of the line of sight drawn for the enemy shooting.

Too Swole to Control: (exp) the Anteater Team Tank has ROF 2 while moving and ROF 3 when stationary.

Leopon Team: +45pts Crew: 4

Let me Demonstrate My Skill: this panzer may take +4 movement on a 2+ roll. If they fail, Damage the tank.

Mechanical Expertise: This team has Damage Capacity

Shark Team: CC Tank Team +25pts. Crew: 5

Hare of Inaba: Other friendly tanks may use the MkIV as a passage route through terrain.

Not the Usual: this tank can take an additional point of Damage



CONFIDENT VETERAN

Refinement: may re-roll a motivation check once per game. If they allow the opponent to re-roll a motivation check at any time in the game, they gain an additional motivation re-roll in their next turn. Keep track of these.

Matilda: 75pts. Crew: 5
 8"/16"/8" 7 6 2 Co-ax MG
 OQF 2 pdr 24" 3 7 4+

Crusader II 40pts. Crew: 5
 12"/32"/8" 4 2 1 Co-ax MG, Fast Tank, Unreliable
 OQF 2pdr 24" 2 7 4+

Churchill III* 120pts. Crew: 5
 8"/16"/8" 8 7 2 Co-ax MG, Hull MG, Protected Ammo, Wide Tracks
 OQF 6 pdr 24" 3 10 4+

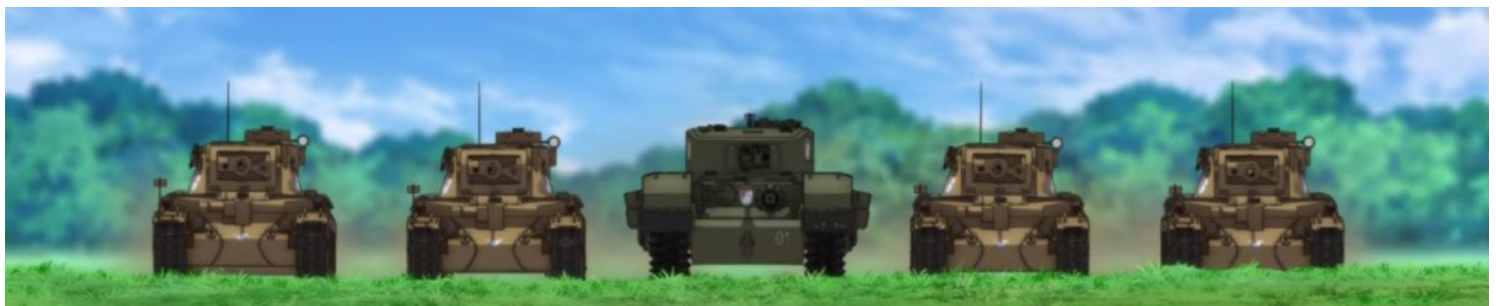
Churchill VII 170pts. Crew: 5
 8"/16"/8" 13 8 2 Co-ax MG, Hull MG, Protected Ammo, Wide Tracks
 OQF 75mm 32" 2 10 3+

Mk VI Light 10pts. Crew: 3
 12"/24"/4" 1 1 1 Co-ax MG
 0.5MG 16" 3 3 5+
 Besa 15mm 16" 2 5 5+ --choose one main gun

Cromwell* 135pts. Crew: 5
 16"/32"/8" 6 4 1 Co-ax MG, Hull MG, Protected Ammo
 75mm Gun 32" 2 10 3+ Smoke

Challenger * 295 pts. Crew: 6
 16"/32"/8" 6 4 1 Co-ax MG, Hull MG, Protected Ammo
 17pdr HVAP 32" 3 15 3+

Comet* 225 pts. Crew: 5
 16"/32"/8" 7 4 1 Co-ax MG, Hull MG, Protected Ammo, Wide Tracks
 77mm HV 32" 2 14 3+





Darjeeling: CiC +50pts

Political Rumormonger: Darjeeling's tank always deploys last.

Composed: If Darjeeling's tank is bailed out, you may test immediately to remove the bailed marker.

All is Fair in Love and War: Your platoons may re-roll one attack die that missed if range is under 16"

Assam: +30pts

Quiet Patience: This tank may reduce ROF 3 to 2 or from ROF 2 to 1 and gain a -1 to hit bonus within 16"

Orange Pekoe: +20pts

Calculating: this tank may re-roll to hit rolls over 16" if stationary

Rosehip: +35pts Tank Commander

The True Fighter: this tank always uses the turret front armor facing, and uses full ROF under 16" at all times.

Kuru Sei Da: This tank may reposition itself 2" after the shooting or movement phase, but not both.

Rukuriri +20pts Tank Commander

Behind You!: This tank may counter fire if it is ambushed, once per game. The shots are applied simultaneously.



CONFIDENT TRAINED

Shermans En Masse: the majority of your tanks are 'basic' Shermans and must form platoons. For every 4 shermans you take, you can choose to take a Sherman 'specialist'

What Money can Buy: If you have less total points than the opponent or are playing a non-points game, you gain 1 re-roll per game. If you have 30 points less or more, you gain 2 rerolls. If you have 60 point less, you gain 3. You may replace these re-rolls with rolled strategies.

| | | | | |
|----------------------|-----|---------|-----------------------------------|---|
| M4 | | | 85pts. | |
| 12"/24"/8" | 6 | 4 1 | Co-ax MG, Hull MG | |
| M3 75mm | 32" | 2 10 3+ | Smoke | |
| M4a1 Sherman | | | 100pts. | |
| 12"/24"/8" | 6 | 4 1 | Co-ax MG, Hull MG | |
| M3 75mm | 32" | 2 10 3+ | Stabilizers, Smoke | |
| M4a6 or M4A3 Sherman | | | 105pts. | |
| 12"/24"/8" | 6 | 4 1 | Co-ax MG, Hull MG, Protected Ammo | |
| M3 75mm | 32" | 2 10 3+ | Stabilizers, Smoke | |
| Sherman 76mm | | | 120pts. | specialist (unless facing KMM or University.) |
| 12"/24"/8" | 7 | 4 1 | Co-ax MG, Hull MG, Protected Ammo | |
| M1 76mm | 32" | 2 12 3+ | Stabilizers | |
| Sherman Firefly | | | 150pts. | specialist |
| 12"/24"/8" | 6 | 4 1 | Co-ax MG, | |
| OQF 17 pdr | 32" | 2 14 3+ | | |





| | | | | |
|--------------|-----|---------|--|------------|
| Sherman 105* | | | 90 pts. | specialist |
| 12"/24"/8" | 7 | 4 1 | Co-ax MG, Hull MG, Protected ammo | |
| 105mm | 24" | 1 9 2+ | Slow Traverse, Smoke | |
| Bombardment | 48" | 1 4 4+ | Smoke | |
| | | | | |
| M4A3E8* | | | 155pts. | specialist |
| 14"/28"/8" | 7 | 4 1 | Protected Ammo, Smooth Ride, Wide Tracks, Hull MG, 50cal MG. | |
| 76mm | 32" | 2 13 3+ | Stabilizer, Co-ax MG | |

Most Shermans have Crew: 5, the Firefly has 4.

Kay: CiC, CT +25pts

Charismatic: friendly platoons within 16" may re-roll their motivation tests

Generous: You may choose to let some of your tanks pass their turn and fight the enemy with an even number of tanks. Should you win the match, you gain +2 victory points

Alisa: 2iC, CT +70pts

Snoop: Alisa automatically uses the Snooping Strategy if you choose not to roll (see end section)

Berserker: Alisa does not benefit from the Charismatic rule nor can she stay inactive for the Generous rule

Naomi: +35pts

Ace Gunner: when shooting, Naomi does not take the to-hit penalty for long range or gone to ground.





FEARLESS TRAINED

Kommander: Pravda has no 2iC teams, under most circumstances

Winter Warfare: Before the game begins, before spearhead moves, on a roll of 4+ Pravda can choose to fight in winter conditions of your choice. This makes all cross country normal terrain and all roads cross country

Counterattack: Pravda T34's not within any enemy line of sight and outside of 16" of the enemy can choose to enter ambush at the beginning of their movement phase, if enemy tanks are in your deployment zone, or if all enemy tanks are on your half of the board. The ambush must be closer to the enemy than their last position.

| | | | | |
|------------|-----|---|---------|--|
| T34-76 | | | 115pts. | Crew: 4 |
| 12"/32"/8" | 6 | 5 | 1 | Co-ax MG, Hull MG, Limited Vision, Wide tracks |
| 76mm F34 | 32" | 2 | 9 | 3+ |

| | | | | |
|------------|-----|---|---------|--------------------|
| T34-85 | | | 130pts. | Crew: 5 |
| 12"/24"/8" | 7 | 5 | 1 | Co-ax MG, Hull MG, |
| DT5 | 32" | 2 | 12 | 3+ |

| | | | | |
|-----------|-----|---|---------|---|
| KV-2 | | | 125pts. | Crew: 4 |
| 8"/16"/8" | 8 | 7 | 2 | Hull MG, Turret Rear MG, Limited Vision, Unreliable |
| 1938/40 | 24" | 1 | 10 | 1+ Bunker Buster |

| | | | | |
|-----------|-----|---|---------|-------------------------|
| IS-2 | | | 230pts. | Crew: 4 |
| 8"/16"/8" | 10 | 8 | 2 | Hull MG, Turret Rear MG |
| 122mm | 32" | 1 | 15 | 2+ |

| | | | | | |
|-----------|-----|---|---------|--|-------------------------------|
| KV-1 | | | 125pts. | Crew: 4 | (not used vs. Keizoku School) |
| 8"/16"/8" | 9 | 8 | 1 | Co-ax MG, Hull MG, Limited Vision, Wide tracks | |
| 76mm F34 | 32" | 2 | 9 | 3+ | |

Katyusha: CiC, FV +45pts.

Overbearing: You may bail out a tank within 12" to force re-roll any of your failed motivation tests that turn.

Arrogance: You may pass turns to your opponent. If any shooting happens during their turn, you may immediately interrupt their turn with a full new turn of your own. Resolve the first instance of enemy shooting first.

Nonna: 2iC, FV +30pts.

Watchful Gunner: Nonna does not receive any Gone-to-Ground penalty at close range

Devoted: Nonna passes motivation checks on 2+

Klara: FV, +10pts. Tank Commander

Her own Secret: If a Target Acquired effect chooses your CiC within 8" as its target, Klara may take the hit instead.

Nina and Alina CT +5pts. Crew 2

Double Loaders: Once per game, they may fire their tank at ROF+1 if the tank is stationary.



CONFIDENT TRAINED

Grandeur and Diligence: Anzio Always Attacks. They take the first turn.

Underdog: At the beginning of the game, your tankettes may choose to make a Spearhead move.

Roll it over!: if a tankette has been bailed out, it may immediately make a skill check to remove the marker.

High-Speed Tankette Chase: Tankettes in your force may Panzer Vor at 2+

| | | | |
|------------|-------|---------------|------------------------------------|
| CV/33 | | 5pts. (for 2) | Crew: 2 |
| 12"/24"/4" | 0 0 1 | Twin MG | (see the custom school tanks also) |

| | | | |
|-----------|------------|------------------------------------|---------|
| M13/40 * | | 15pts. | Crew: 4 |
| 8"/16"/8" | 2 1 1 | Co-ax MG, Twin Hull MG, Unreliable | |
| 47/32 | 24" 2 6 4+ | | |

| | | | |
|------------|------------|------------------------|---------|
| M14/41 * | | 30pts. | Crew: 4 |
| 12"/24"/8" | 3 2 1 | Co-ax MG, Twin Hull MG | |
| 47/32 | 24" 2 7 4+ | | |

| | | | |
|-----------------|------------|--------------|---------|
| Semovente 75/18 | | 55pts. | Crew: 3 |
| 12"/24"/8" | 4 2 1 | | |
| 75/18 | 32" 2 9 3+ | Hull Mounted | |
| Bombardment 48" | 1 3 5+ | | |

| | | | |
|------------|-------------|--------------------------------------|---------|
| P40 | | 80pts. | Crew: 4 |
| 12"/24"/8" | 5 4 1 | Co-ax MG, Limited Vision, Unreliable | |
| 75/32 | 32" 2 10 3+ | | |

| | | | |
|--------------|-------|--|--|
| Decoy tank * | | Crew: - | |
| 12"/24"/8" | 0 0 0 | decoy tanks cannot move if an enemy tank within 16" has LOS to it. | |

Anchovy: CiC, FT +50pts

Big Sister: when re-rolling motivation using CiC rules, the re-roll is at 2+

Secret Weapon: One of your tanks may be held in ambush

Carpaccio: CT +10pts

Rivals on the Field: when opposing Hippo Team, both Carrapacio's tank and Hippo team gain the following abilities: Gains a special 4+ save vs. any (above named enemy) shooting within 8", and When this save is passed, you may be placed anywhere within 4" of your position facing the enemy.

Pepperoni: FT +10pts Tank Commander

Decoy tanks: You may add two decoy tanks to your force for every CV/33 included. The decoy tank is represented with any tank model listed for Anzio. Or, by a stand-up cut-out. Or both. Have Fun!

Manga-Style Optional Rule: replaces **Roll it Over** and **Decoy Tanks**:

Power with Momentum: After 3 turns or if 3 tanks have been lost, Anzio tanks treat non-MG tied penetration rolls as full penetration instead.

CONFIDENT VETERAN

School of Repeat Champions: The CiC, if not a character, may roll a Tiger Ace skill from the V3 rulebook.

Strict Standards: unlike other schools, KMM must form platoons of their non-command tanks.

This excludes specific heavy jager vehicles, who may be instead be alone or given a single PzIII escort.

By the Book: all tanks in their combat platoons (not a Jager platoon) have a 2" command distance. In addition, they add +1 to hit with their main guns if any team in the platoon moved.

| | | | | |
|-----------------|----|-------|--|---------|
| PzIII J | | | 65pts. | Crew: 5 |
| 12"/24"/8" | 5 | 3 1 | Co-ax MG, Hull MG, Protected Ammo | |
| 5cm KwK39 24" | 3 | 9 4+ | | |
| PzII | | | 25pts. | Crew: 3 |
| 12"/24"/8" | 3 | 1 1 | Co-ax MG, Protected Ammo | |
| 20mm 16" | 2 | 5 5+ | | |
| Panther D | | | 170pts. | Crew: 5 |
| 12"/24"/8" | 10 | 5 1 | Co-ax MG, Hull MG, wide tracks, unreliable | |
| 7.5cmKwK42 32" | 2 | 14 3+ | | |
| Panther G | | | 180pts. | Crew: 5 |
| 12"/24"/8" | 10 | 5 1 | Co-ax MG, Hull MG, wide tracks | |
| 7.5cmKwK42 32" | 2 | 14 3+ | | |
| Pzjager IV | | | 85pts. | Crew: 4 |
| 12"/24"/8" | 7 | 3 1 | Hull MG, Protected Ammo | |
| StuK40 75mm 32" | 2 | 11 3+ | Hull Mounted | |
| Tiger IE | | | 195pts. | Crew: 5 |
| 8"/16"/8" | 9 | 8 2 | Co-ax MG, Hull MG, Protected Ammo, Wide Tracks, Unreliable | |
| KwK36 40" | 2 | 13 3+ | Slow Traverse | |
| JagdPanther | | | 240pts. | Crew: 5 |
| 12"/24"/8" | 10 | 5 1 | Hull MG | |
| 8.8cmPaK43 40" | 2 | 16 3+ | Hull Mounted | |
| KingTiger (H) | | | 250pts. | Crew: 5 |
| 8"/16"/8" | 15 | 8 2 | Co-ax MG, Hull MG, overloaded, | |
| PaK43 40" | 2 | 16 3+ | Slow Traverse | |



| | | | | |
|-----------|-----|---------|------------------------------|---------|
| Ferdinand | | | 250pts. (Heavy Jager) | Crew: 6 |
| 8"/16"/8" | 15 | 8 2 | AAMG, Overloaded, Unreliable | |
| PaK43 | 40" | 2 16 3+ | Hull Mounted | |

| | | | | |
|------------|-----|---------|---------------------------------|---------|
| Jagd Tiger | | | 480pts. (Heavy Jager) | Crew: 6 |
| 8"/16"/8" | 16 | 8 2 | Hull MG, overloaded, unreliable | |
| PaK44 | 48" | 2 17 2+ | Hull Mounted | |

| | | | |
|-----------|-----|---------|---|
| Maus | | | 535pts. (Heavy Jager, does not use modified ambush from this ruleset) |
| 6"/12"/4" | 16 | 10 2 | AAMG, Overloaded, Unreliable |
| KwK44 | 48" | 2 17 2+ | Slow Traverse |
| KwK42 | 32" | 2 10 3+ | Slow Traverse, Co-axial |

Maho Nishizumi CiC +65pts
Efficiency: this panzer makes initial bog down rolls, Align Sights rolls, and Panzer Vor moves at 2+

Erika Itsumi FV 2iC +35pts
Ruthless: This panzer may make a Spearhead move. If it is attached to a platoon that is the smallest in your force, they may also make a Spearhead Move.

Koume Akaboshi: +5pts.
Sweet Little Girl: if she survives the match, you gain another victory point.
Friendly and Reasonable: she may re-roll another teammate's bailed out remount attempt, once per game.
Unlucky: Koume's tank must re-roll bog checks

Ritaiko: +15pts
Determined: As a Jagdpanther commander she may reroll motivation checks to remove Bailed Out.
Frustrated: this tank rolls to remove De-Track status at 4+

FEARLESS TRAINED

Discipline: Chi-Ha Tan tanks re-roll failed to-hits within 16", and may re-roll failed morale tests.

TOTSUGEKI: if within 12" of the enemy, make a motivation test. If this passes, you must advance in a direct path to the enemy and attempt to engage at point-blank range. If your tanks touch another tank while firing, you may target their side armor per locked together rules.

| | | | |
|------------|------------|----------------------|---------|
| Chi-Ha: | | 20pts. | Crew: 4 |
| 12"/24"/8" | 2 2 1 | J-Turret MG, Hull MG | |
| Type 90 | 16" 2 5 4+ | | |

| | | | |
|------------------|------------|----------------------|---------|
| Chi-Ha Shinhoto: | | 30pts. | Crew: 4 |
| 12"/24"/8" | 2 2 1 | J-Turret MG, Hull MG | |
| Type 1 | 24" 2 8 4+ | | |

| | | | |
|------------|------------|----------------------|---------|
| Ha-Go: | | 10pts. | Crew: 3 |
| 12"/24"/8" | 1 1 1 | J-Turret MG, Hull MG | |
| 37mm | 24" 2 5 4+ | One-girl turret | |

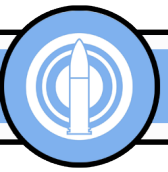
Kinuyo Nishi: +20pts. Tank Commander

Keeping Order: Kinuyo may pass a skill test to remove the Totsugeki rule from a tank in her force within 12" at the start of the turn. If the tank remains within 12", it stays under control. Kinuyo herself only tests for Totsugeki if the other tanks in her force have moved away from the enemy or are destroyed.

Fukuda: +35pts. Tank Commander

Please Reconsider: This tank/platoon may deploy in ambush. It is not affected by Totsugeki the turn it arrives.





CONFIDENT VETERAN

That Weapon: A university team player may use Naval Gunfire support with the following profile against the enemy: *range: full, 2 6 2+, creates 3 smoke effects in addition.* A skill check passed means it can fire in following turns. The opponent can remove the use of NGFS by sending at least 3 tanks off your deployment zone to occupy its time. In a “Giant” Scenario, the weapon has a Top Armor rating of 0.

| | | | | | |
|---------------|-----|---------|---------------------------------|---------|---------------|
| M24 Chaffee | | | 95 pts. | Crew: 5 | |
| 16"/32"/8" | 4 | 2 1 | Co-ax MG, Hull MG, 50cal. MG | | |
| 75mm | 32" | 2 10 3+ | Stabilizer, Smoke | | |
| M26 Pershing | | | 150 pts. | Crew: 5 | |
| 10"/20"/8" | 10 | 6 2 | Co-ax MG, Hull MG, 50cal. MG | | |
| 90mm | 32" | 2 14 3+ | Smoke | | |
| Centurion A41 | | | 145pts. | Crew: 5 | |
| 8"/16"/8" | 10 | 5 2 | AA MG, Schurzen | | |
| 17pdr HVAP | 32" | 2 15 3+ | | | |
| Co-ax Polsten | 16" | 3 5 5+ | | | |
| T28 SPG | | | 205pts. | Crew: 4 | limit of one. |
| 6"/ 9"/ 4" | 16 | 7 2 | 50cal. MG, Schurzen, Overloaded | | |
| 105mm | 40" | 2 18 3+ | Hull Mounted | | |



Alice FV, CiC, +95 pts. *She must use the Centurion.*
Shimada Bloodline: If within 8 inches of enemy tanks, her tank is at +1 to be hit.
Melancholic: this tank may only make Panzer Vor moves if they are within line-of-sight of an enemy.
Elite Crew: her crew passes skill checks on a 2+, and adds +1 ROF at all times.

Megumi, Azumi, Rumi +15pts., each. Tank Commander
Command Potential: These characters use the 2iC rules.



FEARLESS VETERAN

The Winter War: Keizoku school teams ignore terrain modifications for Winter conditions.

Marksmanship: each tank may re-roll one to-hit die once per game.

| | | | | |
|-----------------|---|------|---|---------|
| BT-42 | | | 35pts. | Crew: 3 |
| 12"/24"/8" | 1 | 1 1 | Limited Vision, Unreliable, Christie Suspension | |
| 115mm 16" | 1 | 7 2+ | | |
| Bombardment 48" | 1 | 4 3+ | | |

| | | | | |
|--------------|---|------|---|---------|
| BT-5 or BT-7 | | | 25pts. | Crew: 3 |
| 12"/36"/8" | 1 | 1 1 | Co-ax MG, Limited Vision, Unreliable, Christie Suspension | |
| 45mm 24" | 2 | 7 4+ | | |

| | | | | |
|-----------|---|------|--------------------------------------|---------|
| T-26 | | | 10pts. | Crew: 3 |
| 8"/16"/8" | 1 | 1 1 | Co-ax MG, Limited Vision, Unreliable | |
| 45mm 24" | 2 | 7 4+ | | |

| | | | | |
|---------------|---|------|--|---------|
| T-28 | | | 35pts. | Crew: 6 |
| 8"/16"/8" | 4 | 3 2 | Co-ax MG, Twin Hull MG, Turret Rear MG, Limited Vision, Unreliable | |
| 76mm L-10 24" | 2 | 7 3+ | | |

| | | | | | |
|--------------|---|------|---|---------|-----------------|
| T34-76 | | | 115pts. | Crew: 4 | limited to one* |
| 12"/32"/8" | 6 | 5 1 | Co-ax MG, Hull MG, Limited Vision, Wide tracks, Christie Suspension | | |
| 76mm F34 32" | 2 | 9 3+ | | | |

| | | | | | |
|--------------|---|------|--|---------|-----------------|
| KV-1 | | | 135pts. | Crew: 4 | limited to one* |
| 8"/16"/8" | 9 | 8 1 | Co-ax MG, Hull MG, Limited Vision, Wide tracks | | |
| 76mm F34 32" | 2 | 9 3+ | | | |





Mika: +25 (+50 with optional) Tank Commander

The Northern Winds: roll a dice before the game. Mika has pulled one of the following from nowhere.

- 1 Extra food: That's nice.
- 2-3 Borrowed Gear: this tank is no longer unreliable
- 4-5 Custom Ammo: this tank gains +4 AP (not to bombardment value)
- 6 All of the above, including extra Treats.

Kantelle Magic: Motivation tests for this tank are taken on 2+

Optional:

Shimada Bloodline: she uses the Shimada rule listed under Selected University's Alice.

Aki: +15pts.

Untapped Potential: if Aki's tank has taken damage this game, she gains one re-roll on any dice for this game.

Mikko: +45pts.

I Want To Believe: This tank may pass a skill check to add +4 inches to a Christie suspension tank's movement. It may ignore terrain effects that turn. (this includes trenches or pits)

Spare Driving Rig: This team has Damage Capacity, and may pass a skill check to move while damaged.

Manga options:

Lili: +25, Tank Commander

Insane Impossible Driving: This tank may forsake shooting to gain a 4+ special save against shooting.

Incendary MG Rounds: This tank may forsake shooting to drop three 2" smoke markers within 8" of their front.

Touko: +100, CiC,

The Trickster: Once per game, you may give up her shooting to select a full section of non-cross-country terrain and declare it difficult terrain. This can include terrain pieces rated cross-country, but not open flat land.

Pahoinpitely!: BT tanks in this force may Panzer Vor for 6" so long as they move towards or past an enemy

Chernobyl T-34: She must operate a specially painted T-34. It does not have Limited Vision (due to a cupola)

The Team Is All Here: the following tanks may join a roster led by Touko:

| | | | | |
|----------------------|-------------|--|---------|-----------------|
| T34-85 | | 165pts. | Crew: 5 | limited to one* |
| 12"/24"/8" | 7 5 1 | Co-ax MG, Hull MG, | | |
| DT5 | 32" 2 12 3+ | | | |
| Sturmi III | | 140pts. | Crew: 4 | limited to one* |
| 12"/24"/8" | 7 3 1 | Hull MG, Protected Ammo, Improvised Armor | | |
| StuK40 | 32" 2 11 3+ | Hull Mounted | | |
| "Pz III J" (Pz IV J) | | 135pts. | Crew: 5 | limited to one* |
| 12"/24"/8" | 6 3 1 | Co-ax MG, Hull MG, Slow Traverse, Protected Ammo, Schurzen | | |
| KwK40 | 32" 2 11 3+ | | | |

CONFIDENT TRAINED

Manga Option

Defensive Core: Maginot Tanks may begin the game Gone to Ground. They may prepare positions for +5 pts per tank, which count as concealing terrain if no terrain was available.

Laissez Faire: Maginot forces do not take morale tests until reduced to 25% of their force or less.

| | | | |
|---------------------|--------|---------------------------------|---------|
| Renault FT-17 | | 5pts. | Crew: 2 |
| 6"/12"/6" | 1 1 1 | Unreliable | |
| 37mm SA-18 16" | 2 4 4+ | One-Girl Turret | |
| Renault R35 | | 10pts. | Crew: 2 |
| 8"/16"/8" | 3 3 1 | Co-ax MG | |
| 37mm SA-18 16" | 2 4 4+ | One-Girl Turret | |
| Renault R35 m39 | | 15pts. | Crew: 2 |
| 8"/16"/8" | 3 3 1 | Co-ax MG | |
| SA38 37mm 24" | 2 5 4+ | One-Girl Turret | |
| Renault Char B1 bis | | 40pts. | Crew: 4 |
| 8"/16"/8" | 6 5 2 | Co-ax MG, Multi-gun, Unreliable | |
| 47mm SA-35 24" | 2 6 4+ | One-Girl Turret | |
| 75mm SA-32 24" | 2 6 3+ | Awkward Layout, Hull-Mounted | |
| Somua s35 | | 25pts. | Crew: 3 |
| 12"/24"/8" | 4 3 1 | Co-ax MG | |
| 47mm SA-35 24" | 2 6 4+ | One-Girl Turret | |

Madeline: CiC +75pts.

Beloved Commander: Units under your command pass Motivation Checks at 3+

Defensive Paragon: at the start of your turn, your tanks may choose to gain +1 to be hit, negated if a tank moves.

Éclair: CiC +45pts.

Defiant of Tradition: the Maginot Team cannot have Éclair as CiC if Madeline is CiC

Medical Problems: at the beginning of each turn, roll a die; on a roll of 1 the tank cannot shoot.

Thorough Tactician: A force commanded by Éclair always deploys second.

Saint Cyr Style: Your tanks loose the One Girl Turret rule (despite the obvious)

Galette: +25pts. Char B1 Commander

The Last Old Guard: If Éclair or Madeline fails a morale test, Gallette may roll a morale test. Success keeps teams within 8" of Gallette from removal by loss condition, and the game continues.

FEARLESS TRAINED

Class Division: If no enemy tanks are in LOS, tanks within 8" of a lower class will move towards their superiors. If they are within 1" of their superiors, choose 2 tanks of different class to roll skill tests. A failure results in no shooting for that tank that turn.

| | | | | |
|----------------|---------|---------------------------------|---------|------------------|
| Renault FT-17 | | 5pts. | Crew: 2 | 2nd class. |
| 6"/12"/6" | 1 1 1 | Unreliable | | |
| 37mm SA-18 16" | 2 4 4+ | One-Girl Turret | | |
| Somua s35 | | 30pts. | Crew: 3 | 1st or 2nd class |
| 12"/24"/8" | 4 3 1 | Co-ax MG | | |
| 47mm SA-35 24" | 2 6 4+ | One-Girl Turret | | |
| ARL-44 | | 160pts. | Crew: 5 | 1st class |
| 8"/16"/8" | 13 6 2 | Hull MG, Unreliable, Overloaded | | |
| 90mm 32" | 2 14 3+ | | | |

Marie: FV, CiC, +60pts.

Arrogant: Marie ignores class restrictions, and negates enemy rules mentioning Political, Grandeur, and Fun

Royalty: Tanks are unaffected by Class Division if within 12" of Marie.

Devious: You may not use Espionage or Spearhead against this force.

Let Them Eat Cake: If an opposing tank acquires 'Treats', Marie must prioritize shooting at that tank.



CONFIDENT TRAINED

| | | | | |
|---------------|-----|---------|---|--|
| T34/76 | | | 95pts. | USSR, Finns, captured by Germany |
| 12"/32"/8" | | 6 5 1 | Co-ax MG, Hull MG, Fast Tank, Limited Vision, Wide tracks | |
| F34 gun | 32" | 2 9 3+ | | |
| Sherman M4 | | | 85pts. | Lend-Lease, captured by Germany, China |
| 12"/24"/8" | | 6 4 1 | Co-ax MG, Hull MG | |
| M3 75mm | 32" | 2 10 3+ | Smoke | |
| Vickers 6-ton | | | 5pts. | UK, Finns, USSR, China |
| 8"/16"/8" | | 0 0 1 | Co-ax MG, Ltd. Vision, Unreliable | |
| 37mm | 24" | 2 6 4+ | | |
| T-26 | | | 10pts. | USSR, Spain, Finns, China |
| 8"/16"/8" | | 1 1 1 | Co-ax MG, Ltd. Vision, Unreliable | |
| 45mm | 24" | 2 7 4+ | | |
| StuG III | | | 90pts. | German, Hungary, Finns, Romania, USSR, Syria |
| 12"/24"/8" | | 7 3 1 | Hull MG, Protected Ammo | |
| StuK40 | 32" | 2 11 3+ | Hull Mounted | |
| PzIV | | | | |
| F1 | | | 65pts. | |
| 12"/24"/8" | | 5 3 1 | Co-ax MG Hull MG Protected Ammo | |
| 7.5cmKwK40 | 24" | 2 9 3+ | Smoke | |
| Bombardment | 48" | 1 3 6+ | Smoke | |
| F2 | | | 100pts. | |
| 12"/24"/8" | | 5 3 1 | Co-ax MG Hull MG Protected Ammo | |
| KwK40 | 32" | 2 11 3+ | Smoke | |
| H | | | 105pts. | |
| 12"/24"/8" | | 6 3 1 | Co-ax MG Hull MG Protected Ammo, Schurzen | |
| KwK40 | 32" | 2 11 3+ | | |
| BT-7 | | | 20pts. | USSR, Finland, China, Spain |
| 12"/36"/8" | | 1 1 1 | Co-ax MG, Limited Vision, Unreliable | |
| 45mm | 24" | 2 7 4+ | | |
| M3 Stuart | | | 35pts. | Lend-lease, China, Japan |
| Light Tank | | 3 2 1 | Co-ax MG, Hull MG, | |
| 37mm M5 | 24" | 2 7 4+ | | |
| M-10 | | | 90pts. | Lend-lease |
| 12"/24"/8" | | 4 2 1 | 50cal AA MG | |
| 3" M7 | 32" | 2 12 3+ | Slow Traverse | |

| | | | | |
|--|-----|-------------------------------------|-----------------------------------|---|
| Pz 38(t) | | | 35pts. | Germany, Czech, Romania, Hungary |
| 12"/24"/8" | | 3 1 1 | Co-ax MG Hull MG Protected Ammo | |
| KwK38t | 24" | 2 6 4+ | | |
| PzIII J | | | 60pts. | Hungary, Romania, Germany |
| 12"/24"/8" | | 5 3 1 | Co-ax MG, Hull MG, Protected Ammo | |
| 5cm KwK39 | 24" | 3 9 4+ | | |
| PzIII N | | | 80pts. | Croatia, Hungary, Romania, Bulgaria, Slovakia |
| 12"/24"/8" | | 6 3 1 | Co-ax MG, Hull MG, Protected Ammo | |
| KwK 37 | 24" | 2 9 3+ | | |
| M3 Lee | | | 80pts. | Lend-lease |
| 12"/24"/8" | | 5 3 1 | Co-ax MG, Cupola MG | |
| M3 37mm | 24" | 3 7 4+ | | |
| m2 75mm | 32" | 2 9 3+ | Hull mounted, Smoke | |
| PzII | | | 20pts. | Germany, Spain, China, Yukari's Shelf |
| 12"/24"/8" | | 3 1 1 | Co-ax MG, Protected Ammo | |
| 20mm | 16" | 2 5 5+ | | |
| M36 Jackson ** | | | 145pts. | Yukari's Shelf |
| 14"/28"/8" | | 4 3 0 | 50.cal MG, Detroit's Finest | |
| 90mm | 32" | 2 14 3+ | | |
| Cromwell* | | | 135pts. | Yukari's Shelf |
| 16"/32"/8" | | 6 4 1 | Co-ax MG, Hull MG, Protected Ammo | |
| 75mm Gun | 32" | 2 10 3+ Smoke | | |
| Brummbar ** | | | 60pts. | Yukari's Shelf |
| 8"/16"/8" | | 9 5 1 | Hull MG, Overloaded | |
| 150mm | 16" | 1 13 2+ Bunker Buster, Hull Mounted | | |
| CV/33 Solothurn | | | 5pts. | Crew: 2 |
| 12"/24"/4" | | 0 0 1 | | |
| 20mm | | 2 5 5+ | | |
| CV/33 Brixia | | | 5pts. | Crew: 2 |
| 12"/24"/4" | | 0 0 1 | | |
| Bombardment | | 2 1 5+ | | |
| Shizuka Tsuruki: | | | FV, 55 pts. | Ribbon Warrior |
| 12"/24"/8" | | 1 1 1 | | |
| 37mm | 24" | 2 5 4+ | One-Girl Turret | |
| Heart of War: This tank may re-roll one dice per turn. | | | | |

*under rare and devious circumstances,
The Duce may allow the use of one
of these machines for every 5 normal
tankettes taken*

Playing the Game

Sensha-Do is not war: it is a match of steel-on-steel to build character and develop sportsmanship (or, sportsgirlship?). The scenarios can be used from a V3 rulebook, but there are a few major changes every sensha-do match must exhibit:

Full Team Deployment: the entire team deploys in formation, typically a long line abreast. As a result, deployment zones are smaller and thinner. It must be noted the player has full reign to decide in what order the tanks stand in line, so long as the team looks dashing at the start.

No Reserves: the entire team is present at the start of the game. So, reserves have no effect on the game.

Ambush: Ambushing teams are deployed with the starting line, but in their first movement, they disengage to the site of ambush. They are placed in ambush and may arrive in future turns per standard ambush rules.

POINT VALUES:

Standard Sensha-Do matches involve 5, 10, 15, or 20 tanks. This will not always be possible in a balanced point value game. Setting a good PV for a game will be difficult seeing how different some tanks can be. 800 pts turns out to be a fairly average game for most teams, though games as small as 150 pts are possible. However, full 1500 pt games are still possible, even if the teams exceed 20 tanks by a wide margin.

SENSHA-DO OBJECTIVES:

Flag Tank: one tank is designated as the flag tank. The defeat of this tank signals game end and loss.

Elimination: every tank on the opposing team must be eliminated. It is strongly recommended to avoid this objective when there is a strong disparity in the quality of tanks facing each other.

Timed Battle: the battle goes on for a set number of turns, usually 8: at the end, the team which is judged to have accomplished the most is the winner. This is best as a juried match, as there can be multiple points of view as to who has accomplished what. Also, if there is a strong disparity in the quality of opposing tanks, this is the most balanced form of play.

Replica Battles: not recommended for the weak or light hearted, these are point-value-be-damned re-enactments from the show. The idea is to just have fun acting out the scenes, with the random luck of dice and the ingenious command of hindsight-filled players. These scenarios are not recommended for any form of 'competitive' play, as many of the matches shown were insanely unbalanced.

SENSHA-DO MAP LAYOUT:

In Sensha-Do, deploying on the short sides encourages more maneuvering in approach, while deploying on the long edges gets to the point of action. It is recommended to use long deployment only if a specific team needs the advantage to balance their composition, or if both sides are truly evenly matched.

Deployment Zones: Deployment zones are 24" long, and 6" to 10" deep. They run along the table edge, and can be placed anywhere along the edge opposite the opponent:

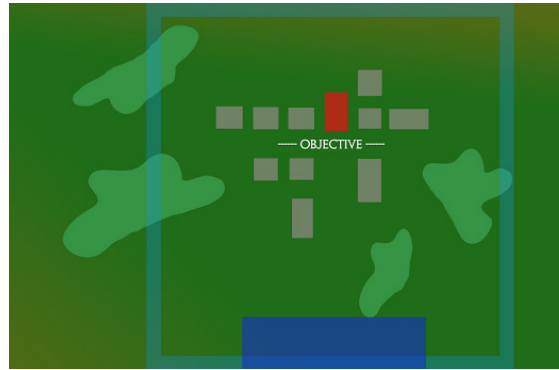
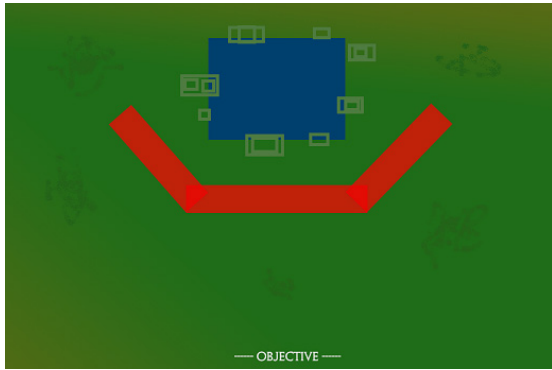


SCENARIOS:

In sensha-do, the match is often interrupted by special events. It's best to run truly important matches as a chain of scenarios, losing tanks along the way. Special scenarios like those below could interrupt the usual face-to-face battles most games become.

Breakout: surrounded, cornered, your team must find their way out of an enemy encirclement to win the day.

- *the opponent deploys first, and you have the first turn.
- *this scenario may also have Flag tank or Timed match objective added, or both.
- *tanks lost in this scenario don't show up in future campaign games.



The Giant: the opponent has played their trump card, but it's up to you to step up and slay the giant!

- *there should be plenty of high ground in this scenario, and ways to navigate up there. (or substitute)
- *if you can shoot the giant from high ground, and the giant is distracted, you can hit top armor.
- *the Maus and Karl Morser are the best examples, but even a T-28 can be a giant to CV/33's....



The Long Chase: it's simple: get away from the enemy. This scenario is not so fun if one side has all fast tanks...

*play this longboardways: you start 16" in the board, and the opponent comes in on the table in their turn.

*the runner gets the first turn

*you can move at full speed, but turreted tanks can shoot backward. Hull Mounted weapons can only fire and move in reverse at terrain speed...

*if you have enemy tanks destroyed and more of your tanks reach the far table edge than lost, it's a victory...

VICTORY POINTS

In case you want a far more solid way to determine who won a match, there is the tried and true method of victory points. The following tends to work for every kind of match where you just want to line up against your opponent and roll some dice.

- +1 You showed up and played, and did not quit early
- +1 For each enemy unit of similar grade to your own that was defeated
- +1 For defeating all other enemy tanks
- +1 For defeating an enemy tank that clearly outclassed your own.
- +1 For defeating the enemy commander (CiC)
- +1 More than 50% of your tanks survived the match
- +1 Your CiC or 2iC survived the match





STRATEGIES:

If for some reason, a player brings a force to the table and has a wide point disparity between his and the opponent's (especially in a standard numbers match) then you may apply the loose rules of strategy. You can roll on the below chart to see what is available OR select it at the point values stated.

There is no solid rule for using strategies, but you should usually avoid taking more than 3 duplicates.

Standard Strategies:

1-2 Turn a Flank: +20pts.

You may take up to 8" worth of deployment zone off and place it on an adjacent table edge, on the half closer to your deployment. Up to 1/3rd of your tanks may enter here. They move onto the table in the 1st turn.

3-4 Smoke Screen: +30pts.

In lieu of shooting, you may place two 2" smoke balls in a line for each participating tank, once.

5 Defilade: +30pts.

You do not suffer 'locked together' when your tanks are taking heavy cover watching a choke point.

6 Rocks Fall, You Die: +50pts.

if the enemy is next to very high ground and/or the site of a Bombardment above them, you may attack all tanks within 3" of that spot with the following bombardment: 1 5 3+

Oarai Strategies: (choose one per roll)

1-2 Improved Defilade: +40pts.

as above, but you may also claim a +1 defilade bonus to be hit if in urban terrain.

3-4 Smoke Screen: +30pts.

as the above.

4-5 In-Depth Recon: +50pts.

The enemy may not claim Gone to Ground, Ambush, or Spearhead against you this game.

5-6 High Ground Shot: +20pts.

if you have 2 tanks locked on higher ground, one of them can shoot at top armor to tanks below for 1 turn.

6 Blocking Maneuver: +20pts.

Your non-bailed out tanks may lock up to enemy tanks to prevent them moving though that 180 degree arc.

6 Throw a Tank: +50pts.

A tank that can move at least 12" may propel a smaller tank airborne: it must move at least 12" in a straight line and carries the other tank adjacent to it, and either requires an improv ramp or a sudden stop for the pusher, or both.

The small tank ignores terrain, moves in the same straight line and may make one attempt to shoot top armor. Once the turn ends, the benefitting tank must roll front armor plus a d6. If the number is 10 or more, that tank is immediately defeated.

Saunders Strategies: (these tricks may be pulled despite the points difference)

1-2 Snooping +80pts.

When snooping, you may choose during an enemy turn to take your movement phase after the enemy takes their movement phase. You do not get a movement phase during your turn.

3-4 Supply Drop +50pts.

Pick a point on the table to receive a supply drop. Tanks within 6" of that spot may fire ROF 3 when stationary.

5 Custom Ammo +40pts.

Your Sherman tanks all gain +1 AP. You may choose any tank to gain +2 AP but use Firepower 4+ instead.

6 Uparmored +50pts.

Your Sherman Tanks all gain +1 to their front and side armor values, or the Improvised Armor special.



Finished and formatted for share on
January 12, 2019.
Revision on February 22, 2019.

This is a Free PDF.

Feel free to post feedback on /tg/
under the /fowtg/ thread.

FORCE NAME:

PLAYER:

TOTAL PV:

SCHOOL:

FORCE COMMANDER:

PV: TANK: COMMANDER AND CREW:

MOVEMENT

/ /

FRONT / SIDE / TOP

/ /

SPECIAL:

RANGE

ROF / AP VAL / FP+

/ /

CHARACTER / RULES

PV: TANK: COMMANDER AND CREW:

MOVEMENT

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FRONT / SIDE / TOP

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