FLAMES OF TANKS

YOUR TANK

Your Tank is your avatar on the battlefield. Before entering the game you must choose a tank model to represent you on the battlefield. Any model will do, so pick your favourite! Note: you can choose a different tank model as the game goes on as well.

Spawn Point

Once you have selected your tank model, you must now choose any Spawn Point that matches your team's affiliation, and place your Tank next to that Spawn Point (you can choose a different Spawn Point later). You are now in the game

Order of Play

Players are assigned a number when they join the game. Play always follows the order of the player numbers. The person running the game will call out your number and when it is your turn your Tank may move about and shoot on the table using Actions. Once you have completed your Actions, play moves to the next player, and so on.

vv

Get Back to the Fight!

If your Tank is Destroyed, after rolling to salvage your Upgrades (see page 4) you may Respawn at any of your team's Spawn Points at the start of your next turn.

ACTIONS

Every Tank receives one free Action. Once that action is completed, you can try and get another. Roll a die:

- *if the result is 4+, you may take a second Action*
- *Otherwise, your turn immediately ends.*

Types of Actions

There are three types of Actions: Move, Shoot, and Remount. You can choose any of these for your Action and perform them in any order. Furthermore, you may choose the same Action twice in the same turn.

However, if your tank is Bailed Out (see the Armour Save rule) you must first perform a Remount Action before any others.

MOVE ACTION

If you choose a Move Action, you may move your Tank team up to its full Movement Speed. This speed is determined by your Schematics Card (see page 4). Depending on your weight class you may move as follows:

Tank Type	Movement Speed
Light Tank	16"/40cm
Medium Tank	12"/30cm
Heavy Tank	8"/20cm

Moving Through Terrain

When a Tank moves through Terrain, it is slowed down to half of its normal Movement Speed.

SHOOT ACTION

If you choose a Shoot Action, declare a target within line of sight of your Tank. Select one of your Tank's weapons and roll one die for each point of ROF (Rate of Fire):

- *Each result of 3+, hits your target and it must make an Armour Save roll (see below).*
- *Each failed roll is a miss!*

In Cover

Add +1 to the result needed if your target is behind terrain or hidden by 50% or more.

Armour Save

When a Tank is hit in shooting, roll a die for each hit and add the vehicle's armour rating:

- *If the result is greater than the shooting weapon's anti-tank, the vehicle ignores the hit.*
- *If the result is equal to the shooting weapon's anti-tank, the tank is Bailed Out.*
- *If the result is equal or less than the shooting weapon's anti-tank, the tank is Destroyed.*

REMOUNT ACTION

While your tank is Bailed Out, you cannot choose any other Actions besides Remount.

If your Tank is Bailed Out, you may perform a Remount Action to get back into the fight. Roll a die:

- *On a result of 4+, your tank is no longer Bailed Out and may take another action if you have any remaining.*
- *Otherwise, you remain Bailed Out and must spend another action to try to Remount.*

TANK UPGRADES

Before entering the game you must choose a Tank model. This can be any model, but no matter what model you choose, all players begin with a basic tank with the standard characteristics (see right).

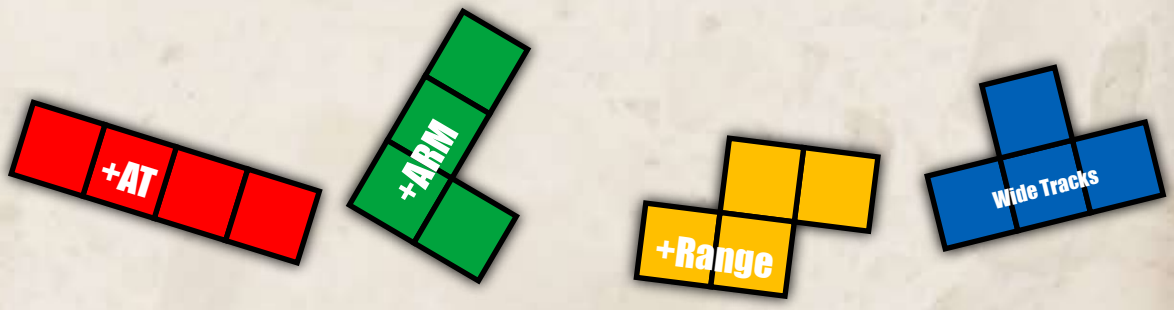
This is your basic tank, it is essentially a high-speed tank with a powerful engine and relatively light armour. As you carry on playing you will earn upgrades that you can install on your tank giving it better guns, more armour, and more. All of these upgrades will add their weight to your basic tank and begin to affect its performance.

BASIC TANK

Weapon	Range	ROF	AT	FP	Notes
76mm gun	32"/80cm	2	11	3+	

What are Upgrades?

Upgrades change the attributes of your basic tank. They can add a +1 to something, like armour or anti-tank. They can give you special abilities such as firing smoke, searchlights, or artillery. They can also give you tactical capabilities such as semi-indirect fire, or fire and manoeuvre.



General Upgrade Pool

At the beginning of the game all of the Upgrades are collected together into a general Upgrade pool. Place these in a concealed bag or something for players to draw out their upgrades randomly.

UPGRADE TYPES

There are four types of Upgrades, each colour-coded red, green, blue, and yellow. Red, green, and yellow Upgrades are cumulative, so multiple copies of these will increase your tank's values.

For example, three Anti-tank +1 Upgrades will give your tank +3 Anti-tank, for a total of 14 (11 from the basic gun and +3 from the Upgrades.)

Red Upgrades

Red upgrades target your tank's Anti-tank Value. These Upgrades are cumulative and therefore will all increase your tank's anti-tank value +1 for every Red Upgrade installed.

Green Upgrades

Green upgrades target your tank's Armour Values. These Upgrades are cumulative and therefore will all increase your tank's front and side armour values +1 for every Green Upgrade installed.

Yellow Upgrades

Yellow upgrades target your tank gun's Range Value. These Upgrades are cumulative and therefore will all increase your tank gun's range by +8"/+20cm for every Yellow Upgrade installed.

Blue Upgrades

Blue upgrades give your tanks special abilities or tactics. Unlike the others, Blue Upgrades are not cumulative and your tank will only benefit from one copy of a Blue Upgrade no matter how many are installed.

However, unlike the other colours, there is a large variety of abilities in the Blue Upgrades. So you can install as many as you like, giving your tank lots of different abilities.

You can find a list of all of the Blue Upgrades and their associated rules below.

BLUE UPGRADES

Blue Upgrades gives you all sorts of abilities, ranging from special equipment to advanced tactics. Earning and installing these can give you the edge you need to destroy your opponents. Blue Upgrades have a simple word or phrase on the piece, which will refer to this list below. Check the following to find out what your Blue Upgrade will offer your tank.

FAST TANK

A Tank with this Upgrade may spend its first Action to perform a Movement Action using the Speed below. After this movement is complete, its turn immediately ends.

Tank Type	Movement Speed
Light Tank	40”/100cm
Medium Tank	32”/80cm
Heavy Tank	24”/60cm

PROTECTED AMMO

A Tank with this Upgrade may re-roll a failed attempt at a Remount Action.

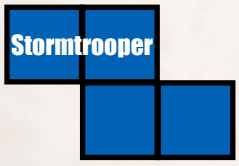
POWERFUL ENGINE

A Tank with this Upgrade adds +4”/+10cm to it’s Movement Speed.

WIDE TRACKS

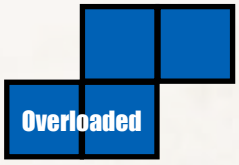
A Tank with this Upgrade can move through terrain without penalty, however it cannot take any more Movement Actions in the same turn it does so.

STORMTROOPER



A Tank with this Upgrade that is not Bailed Out may move an additional 4”/10cm at the end of its turn.

OVERLOADED



A Tank with this Upgrade is classed as a Heavy Tank, however your other Upgrade pieces may extend over the top of the Schematic Grid so long as each piece fills at least one box.

A tank with this Upgrade can never move more than 6”/15cm in the same turn, even with additional Move Actions.

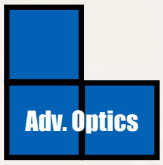
SEARCHLIGHT

A Tank with this Upgrade is not affected by Night Time rules and ignores the In Cover rule when shooting.

STABILISERS

A Tank with this Upgrade may re-roll Failed rolls to hit a target up to 16”/40cm away.

ADVANCED OPTICS



A Tank with this Upgrade may re-roll Failed rolls to hit a target that is further than 16”/40cm away.

SMOKE

A Tank with this Upgrade may choose to fire Smoke at a target in the same way they would normally shoot. However, instead of rolling any Armour Save, place a Smoke Marker in front of the target.

Until your next turn, all Tanks shooting through the Smoke Marker count their target as In Cover (see Shooting Action).

EARNING UPGRADES

Every time you destroy an enemy tank, capture a Spawn Point, or do anything else as defined by the scenario you are playing, you can earn upgrades:

Event	Upgrades Awarded
Destroy Light Tank	1x Upgrade
Destroy Medium Tank	2x Upgrades
Destroy Heavy Tank	3x Upgrades
Capture Spawn Point	2x Upgrades
Scenario Event	See Scenario Rules

Draw Upgrades

When you earn an Upgrade, randomly select one from the general Upgrade Pool.

Your Workshop

When you receive an Upgrade, place it in your Workshop. It is now available to install the next time you respawn or join a game.

YOUR TANK'S SCHEMATIC GRID

Each player will have their own Workshop card where you can find your tank's Schematic Grid. This is where you will add your upgrades to your tank. You must install the upgrade on this card in order to get the upgrade's benefit.

Installing Upgrades

You may install upgrades located in your Workshop or rearrange them on your Schematics Grid right before you respawn or join a game. You cannot make changes while your tank is in play.

Upgrades Must Fit

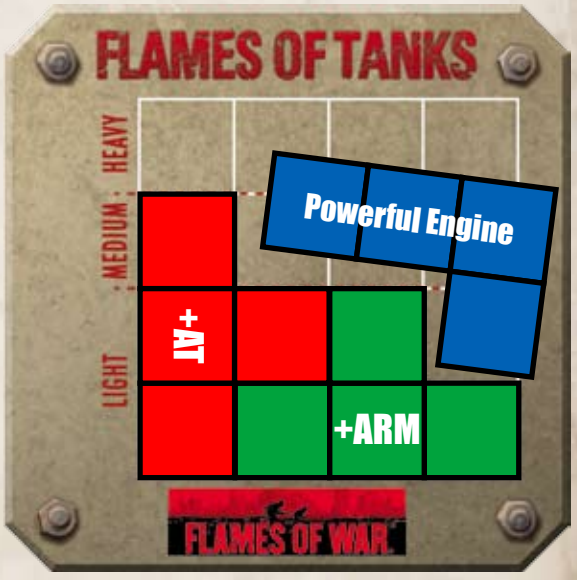
All of a tank's installed upgrades must fit completely within the 4x4 grid of the Workshop card. If a piece does not fit, it cannot be installed on the tank. You will have to remove something or rearrange the current upgrades in order to get them to fit.

Weight Categories

Adding Upgrades will weigh down your tank. The more you add, the slower and more cumbersome it will become.

Each Schematic Grid has three horizontal lines, indicating three weight catagories: Light, Medium, and Heavy. All players' tanks start as Light tanks. As Upgrades are added to the Schematic Grid, it will become weighed down.

Your tank's weight category will determine its Movement Speed (see page 1) and how many Upgrades your opponent will earn when they destroy your tank (see above).



Once your Upgrades pass the lines it moves into the new weight category, so try and get your pieces to fit as efficiently as possible to keep your weight down.

MOVEMENT SPEED

Tank Type	Movement Speed
Light Tank	16"/40cm
Medium Tank	12"/30cm
Heavy Tank	8"/20cm

DESTROYED TANKS

If your Tank is Destroyed, you must check to see what you can salvage from the wreck. Roll a die for each Upgrade on your Tank's Schematic Grid:

- *if the result is 4+, you may keep the Upgrade and return it to your Workshop.*
- *otherwise, the Upgrade is permanently lost and returned to the general Upgrade pool.*

RUNNING GAMES

This is a very tongue-in-cheek sort of game. Its goal is to bring the fun of a tank simulator computer game to the table top with a sort of ironic and fun twist. As the person running the game, you can be as strict or as silly as you'd like with your game. You can add or create your own upgrades and basic tanks. This set of rules is meant to be a starting point and how far you want to go beyond this is completely up to you and your resources.

Essentials

A game of Flames of Tanks requires the following materials:

- *At least one tank figure for each player*
- *One Tank Workshop Card for each player*
- *Player Tokens*
- *Upgrade Tokens*
- *The Map (or table)*
- *At least three Spawn Points*
- *Dice, measuring devices, etc.*

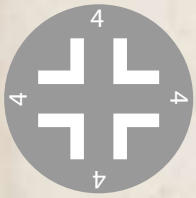
FIGURES

One of the great things about Flames of Tanks is the fact that you can get everything you need to play using only a few figures from your collection. In our games we have used normal *Flames Of War* tanks from the modern range of figures, such as Vietnam and Arab-Israeli Wars.

Its a very good idea to plan out how many tanks you are going to need for the game. A good Flames of Tanks game uses about 10 miniatures, five on each side. You can, of course expand upon this if you've got more players, but be mindful of your table space! Its too easy to think that you can run 10-15 figures per side, but when you think about it, that's 30 players! Of course one option to help with that is to have players run multiple tanks each.

PLAYER TOKENS

When a player enters the game, give them a Player Token. These have a number on them that corresponds with the turn order. Have the players add this token to their Tank Workshop card. When their number is up, its their turn.



Player 4 (Grey team)

Player 7 (Green team)

UPGRADE TOKENS

The number and proportions of the total upgrade tokens is up to you. You can add multiple sets together to make the pool large, or you can add extra blue or red tokens to weight the pool to one type of upgrade. We recommend that you begin with one set and see how that feels and then make adjustments (even mid-game) as you need.

At the beginning of the game all of the Upgrades are collected together into a general Upgrade pool. Place these in a concealed bag or something for players to draw out their upgrades randomly.

SCORING POINTS

In most game modes, you'll need to keep score as the person running the game. Add points to a player's score card for:

Qualification	Points Earned
Destroying an Enemy Tank	1 point
Adding a Control Marker	1 point
Returning the Flag	1 point

Deaths

In some game modes, you'll also need to keep track of how many times a player's Tank is Destroyed. Add one point to the player's Total Deaths score each time their Tank is Destroyed.

Custom Points and Achievements

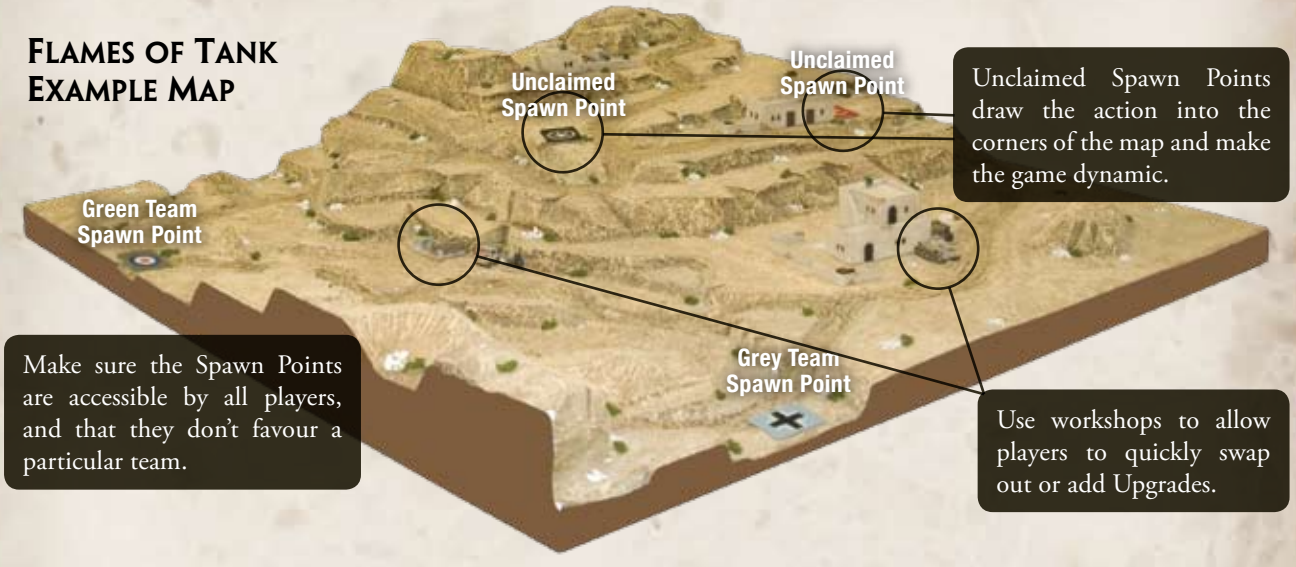
You may also want to add points for other heroic actions in the game, like knocking out tough opponents or doing something daring. These are completely up to you as the organiser. For example, you may want to keep track of how many Tank kills a player racks up so that you can award an Achievement to a player (perhaps called "Tank Buster") for destroying the highest number of tanks.

LAGGING PLAYERS

Sometimes you'll get one of those players that takes too long deciding what to do. This could be intentional or unintentional, but the fact remains that they are stealing time from your game and their fellow players.

As the game organiser, if you suspect that a player is taking too long with their turn, tell them that they are lagging. They immediately lose their turn and play moves on. If a player lags three times, they are booted from the game.

ANATOMY OF A MAP



SPAWN POINTS

Spawn Points are what the players are fighting over. They are the size of a standard Flames Of War Objective Marker.

There are three types of Spawn Points:

Green Team Spawn Points

Only Green Team tanks may spawn here.

Grey Team Spawn Points

Only Grey Team tanks may spawn here.

Unclaimed Spawn Points

No Warriors may spawn here.

Claiming Spawn Points

When a player's Tank begins its turn within 4"/10cm of an Unclaimed or enemy Spawn Point and there are no enemy teams within 4"/10cm, that player adds a Control Marker on top of the Spawn Point (remember, that player scores one point on their Score Card).

When a Spawn Point has three Control Markers on it, it is claimed by that team and all Control Markers are removed from that Spawn Point.

It is possible to have one or two Control Markers placed on a Spawn Point without having any enemy nearby (the enemy might have been destroyed or moved away). If this happens, the Control Markers remain on the Spawn Point. So long as there is at least one enemy Control Marker on a Spawn Point, it cannot be used to spawn Warriors by the other team.

Returning the Flag

When a player's Warrior begins its turn within 4"/10cm of a friendly or Unclaimed Spawn Point and there are no enemy teams within 4"/10cm, that Warrior clears all enemy Control Markers on top of that Spawn Point (remember, that player scores one point on their Score Card). A player who is Returning The Flag doesn't place a Control Marker of their own this turn.

Setting Up Spawn Points

When you set up your table it is a good idea to have at least three Spawn Points. Adding more will draw more action to towards them, so it is also a good idea to make sure that additional Spawn Points help drive the action to make full use of the table.

Also consider where those Spawn Points are located in terms of each other. You don't want to make it too easy for a single team to grab the majority of the Spawn Points straight way.

Invincible Spawn Points

As the Organiser, you can declare that a Spawn Point is unable to be captured. Use this sparingly if you want to ensure that a side isn't overrun.

Workshops (Optional)

A Workshop is a spot where players can return their tank to their own workshop. When a player's Tank begins its turn within 4"/10cm of a Workshop and there are no enemy teams within 4"/10cm of that Workshop, that player may remove their tank from the table and return it to their Tank Workshop Card.

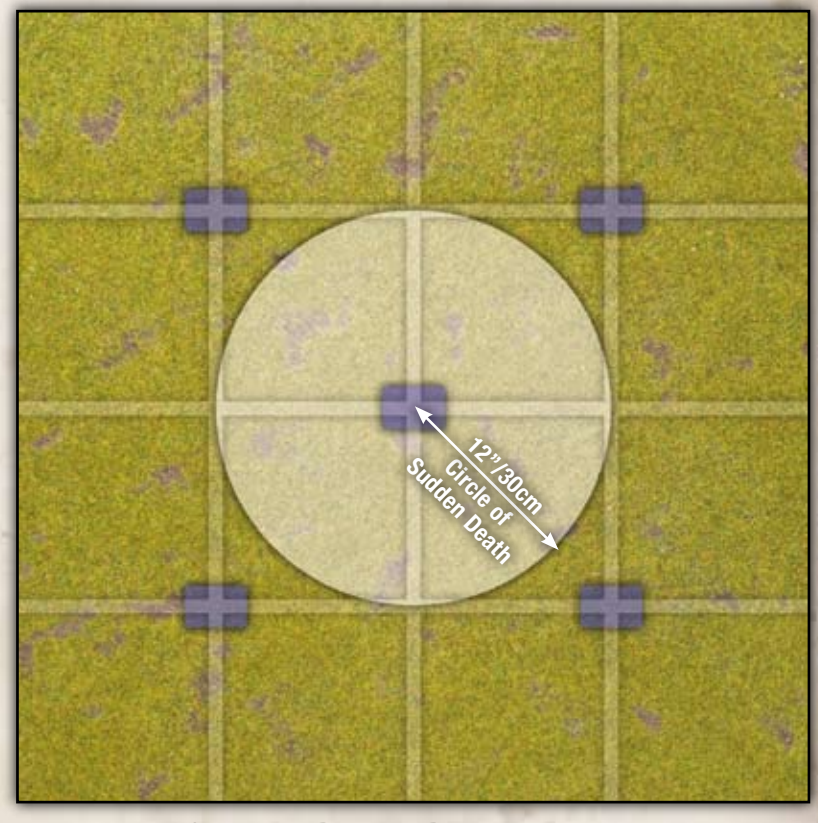
GAME MODES

With the above tools, you should be able to create your own map and gaming mode. That could be as simple as Sudden Death, where no one gets to respawn and the last man standing is the winner. Or it could be complex, such as a swirling desert tank battle with lots of figures and special rules. It is up to your imagination what you'd like to do.

Here are a few Game Modes that we have created for Flames of Tanks. Feel free to make further modifications to suit your event, or play them as they are. Also, if you have created a fun Gaming Mode and would like to share it, post it up in our Forums at *www.FlamesOfWar.com* and we'll add the popular modes to the following list.

DEATH MATCH

Death Match games are the most basic game mode for Flames of Tanks. Its all about a player's Kill-to-Death ratio at the end of a designated period of time.



Teams

There are no teams in Death Match—it's every Warrior for themselves!

Spawn Points

There are five Invincible Spawn Points in a typical Death Match. These are placed roughly as they appear on the map to the right.

All Spawn Points are considered to be controlled by all players. This means that players can respawn at any Spawn Point when they join the game so long as there are no enemy teams within 2"/5cm.

Ending the Game

The game ends when:

- *a predetermined time limit is reached*

Keeping Score

The only score that needs to be kept is each player's Kills and Deaths. You can add other scores if you wish to track certain in-game achievements.

When the game ends, subtract each player's Death score from their Kill score. The result is their final Match Score.

Winning the Game

The player with the highest Match Score wins the match.

Sudden Death Decision

If there is a tie for the highest Match Score, place all of the tied players' Tanks on the map within 12"/30cm of the centrepoint. Continue playing until there is one last remaining Tank left on the table. In a Sudden Death Decision, there are no respawns allowed!

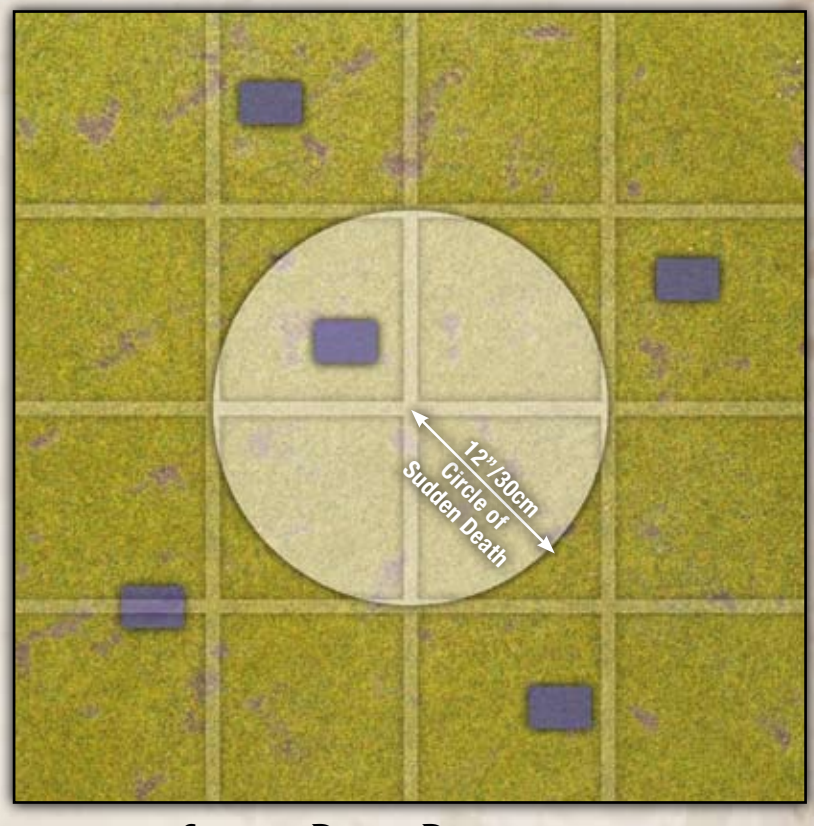
VARIATIONS

Feel free to expand on this game mode. Here are some suggestions to do just that:

- *One variation on Death Match might be to introduce small teams of players, perhaps 3-5 players per team.*

CAPTURE THE FLAG

Capture The Flag expands on the basic Death Match by allowing players to capture new Spawn Points, changing the face of the battlefield as they go.



Teams

There are two teams in Capture the Flag: an Axis team and an Allied team. A game organiser may need to balance the teams as players join.

Spawn Points

There are at least five Spawn Points in a typical Capture the Flag. The game begins with one claimed Spawn Point for each side.

Exactly where the Spawn Points are deployed and which ones begin the game claimed and unclaimed is up to the game's organiser. Choosing two that are close to each other will get the action started straight away. On the other hand, choosing two distant ones might slow the game down as players focus more on capturing Unclaimed Spawn Points before engaging the opposite side.

Ending the Game

The game ends when either:

- *a predetermined time limit is reached*
- *one side controls all of the map's Spawn Points and no opposing Warriors are in play.*

Keeping Score

The only score that needs to be kept is each player's Kills and Deaths. You can add other scores if you wish to track certain in-game achievements.

When the game ends, subtract each player's Death score from their Kill score. The result is their final match score.

Winning the Game

Add all of a side's Match Scores together. The team with the highest Match Score wins the match.

Sudden Death Decision

If there is a tie between the teams Match Scores, find the highest scoring player from each team and place their Tank on the map within 12"/30cm of the centrepoint. Continue playing until there is one last remaining Tank left on the table. In a Sudden Death Decision, there are no respawns allowed!

VARIATIONS

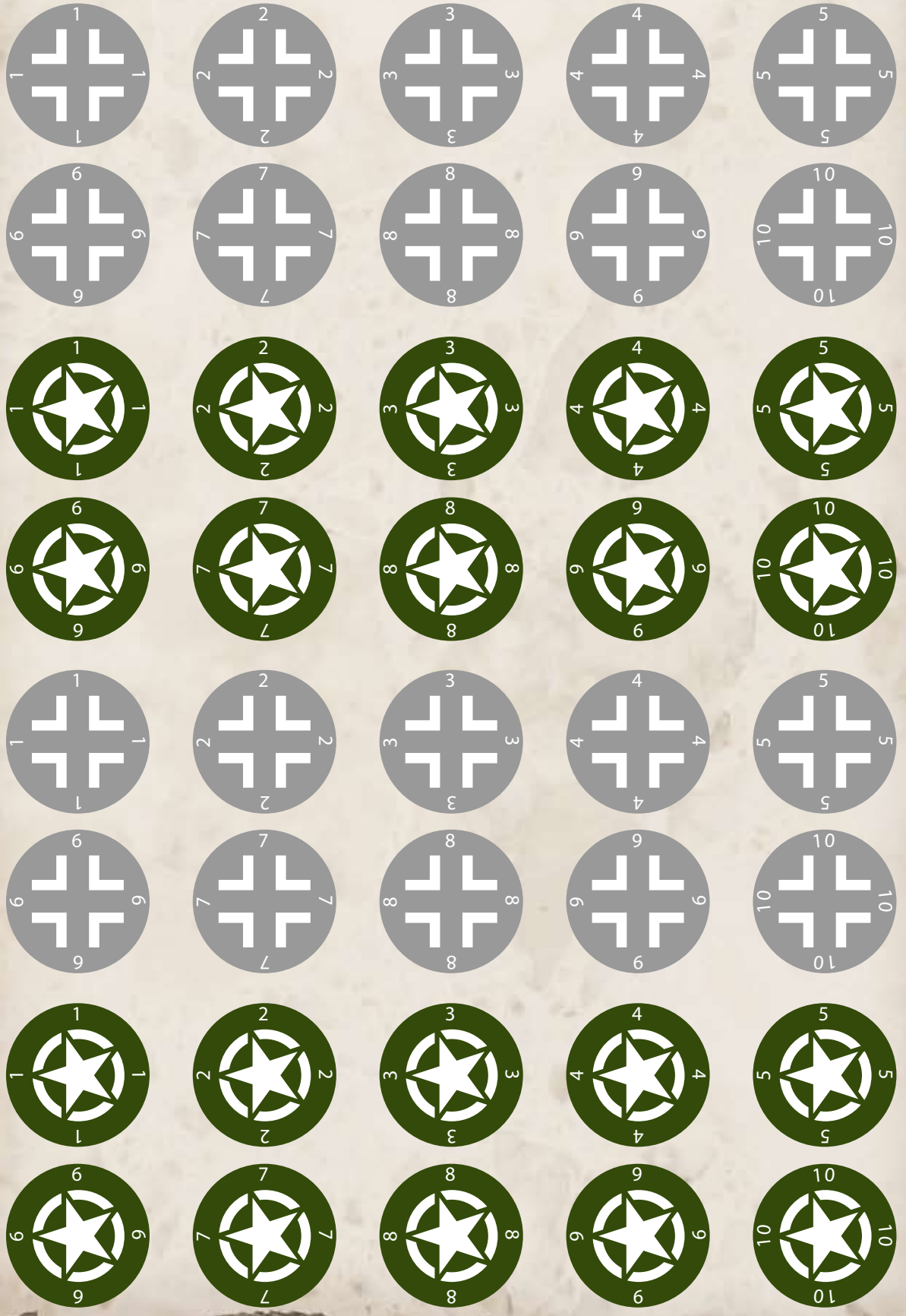
Feel free to expand on this game mode. Here are some suggestions to do just that:

- *Capture the Flag is a great opportunity to play a large game of Flames of Tanks. Expand the table an additional 2' (60cm) on one end to add more room for additional players. Add some extra Spawn Points too.*
- *Add a story to your game. Feel free to add some triggered events. For example, when a team captures a certain Spawn Point, a vehicle instantly appears there, or perhaps it opens up a second unclaimed or claimed Spawn Point. Players will have fun as they deal with your surprises along the way!*

GAME PIECES

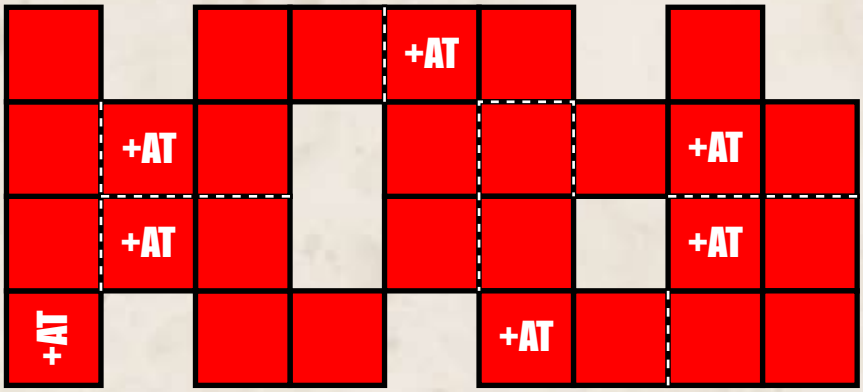
Use these tokens to identify players. A second set is provided to randomly draw players' numbers to have a turn.

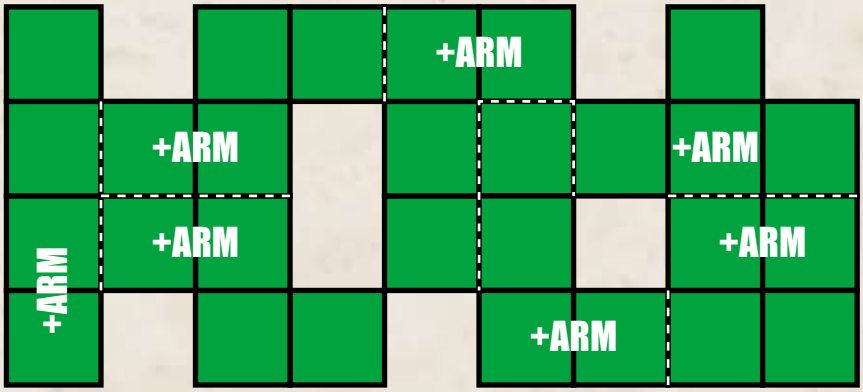
PLAYER TEAM/ORDER TOKENS

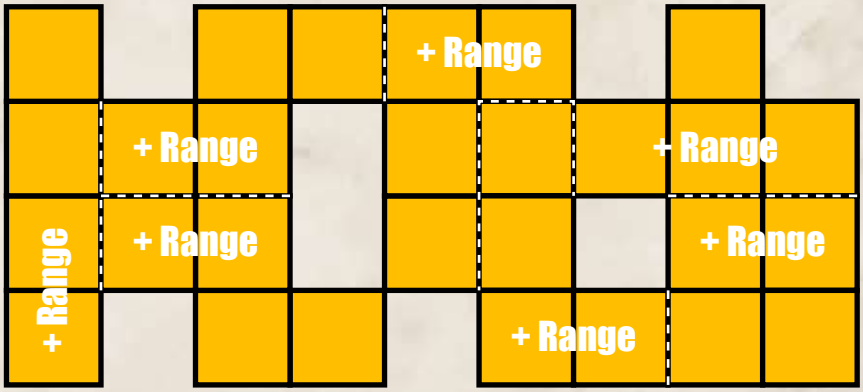


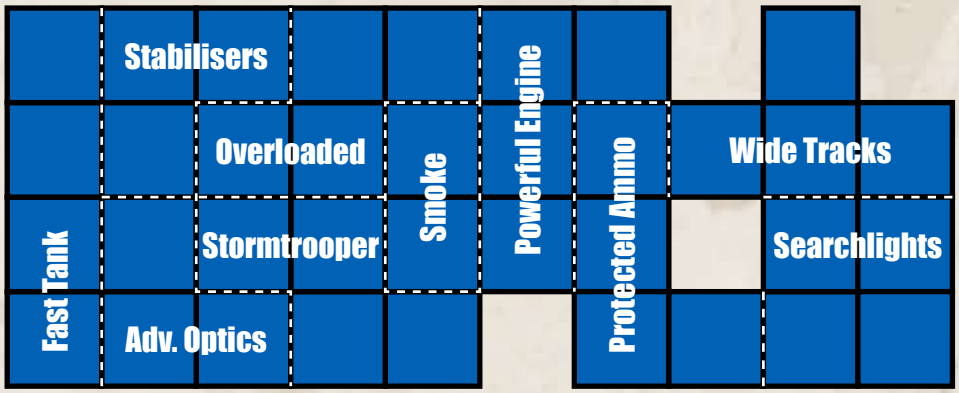
UPGRADE TOKENS

These are the Upgrade tokens. Cut along the dotted lines. One suggestion is to laminate the sheet before cutting them apart.









TANK WORKSHOP

PLACE THE UPGRADES YOU ARE NOT USING HERE

SCHEMATIC GRID

PLACE YOUR PLAYER TOKEN HERE

BASIC TANK

Movement Speed (see Schematic Grid)	Front Armour	Side Armour	Top Armour
Light: 16"/40cm Medium: 12"/30cm Heavy: 8"/20cm	7	6	1

Weapon	*Range*	*ROF*	*AT*	*FP*	*Notes*
76mm gun	*32"/80cm*	*2*	*11*	*3+*	

TANK WORKSHOP

PLACE THE UPGRADES YOU ARE NOT USING HERE

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BASIC TANK

Movement Speed (see Schematic Grid)	Front Armour	Side Armour	Top Armour
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Weapon	*Range*	*ROF*	*AT*	*FP*	*Notes*
76mm gun	*32"/80cm*	*2*	*11*	*3+*	

GAME SCORE CARD

GAME SCENARIO

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS	
	DEATHS	

TEAM	SPECIAL SCORE	SPECIAL SCORE	SPECIAL SCORE