

RULE BOOK

TANK CLASH

During World War 2, German tank offensives in Poland and France proved that armour was essential for victory.

America had to move quickly to develop its own tanks. Although the Germans created very fearsome tanks, the Americans managed to use innovative tactics and its industrial might to counter them.



INTRODUCTION

Welcome to Tank Clash, a casual easy-to-understand World War 2 tank vs tank combat game with light strategic options for 2 players to enjoy.

CONTENTS

- 4 terrain boards
- 6 mission cards
- 12 tactical cards
- 12 morale cards
- 10 tank tokens
- 1 insignia token
- 24 armour tokens
- 14 damage tokens
- 6 checkpoint tokens
- 2 ace tokens
- 6 acrylic dice

TANK TYPES

The game pits 3 well known German and American tank types against each other:

- | | |
|-------------------|---------------------------|
| 1) medium tank | Panzer IV vs M4 Sherman |
| 2) heavy tank | Tiger I vs M26 Pershing |
| 3) tank destroyer | Marder III vs M18 Hellcat |

The firepower, armour and speed of the opposing forces are symmetrical so the gameplay is balanced no matter which side a player chooses.



PANZER IV

The Panzer IV was the most numerous German tank and was continuously produced throughout the war. It started service as a support vehicle, but through numerous upgrades became a formidable main battle tank.

Type	medium tank
Firepower	◆ ◆
Armour	◆ ◆
Speed	◇ ◇ ◇



M4 SHERMAN

The M4 Sherman was the most widely used medium tank by the United States and its allies during World War 2. It featured a 75mm main gun, had a crew of 5 and was mechanically reliable.

Type	medium tank
Firepower	◆ ◆
Armour	◆ ◆
Speed	◇ ◇ ◇



TIGER I

The Tiger I was a German heavy tank that was mounted with a 88 mm gun and had thick armour.

Though formidable in battle, the Tiger was difficult to maintain and expensive to produce.

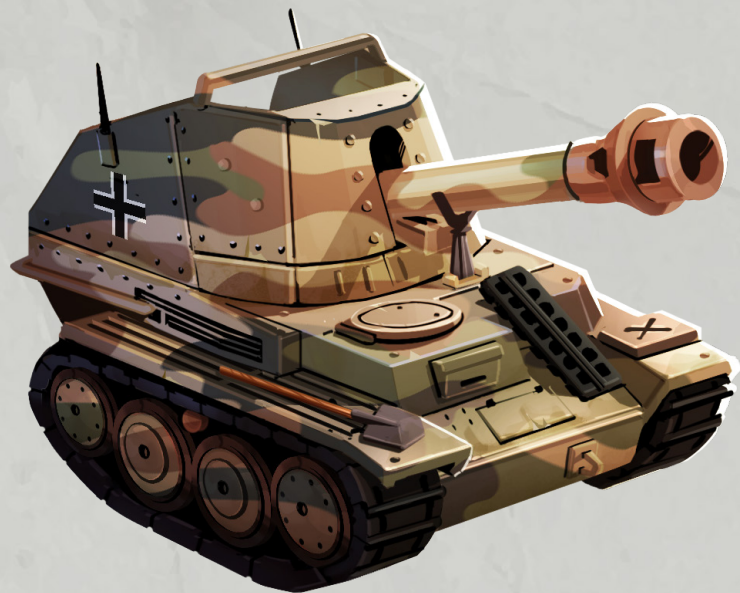
Type	heavy tank
Firepower	◆ ◆ ◆
Armour	◆ ◆ ◆
Speed	◇ ◇



M26 PERSHING

The M26 Pershing was the Allies answer to the German heavy tanks. Fitted with a 90mm gun and heavier armour, it arrived too late in the war to have significant impact.

Type	heavy tank
Firepower	◆ ◆ ◆
Armour	◆ ◆ ◆
Speed	◇ ◇



MARDER III

The Marder III was essentially an anti-tank gun mounted on a tank chassis. It was open-topped, had thin armour, but effective in providing long range firing support with mobility.

Type	tank destroyer
Firepower	◆◆◆◆
Armour	◆
Speed	◇◇◇



M18 HELLCAT

The M18 Hellcat was a versatile and effective open turret tank destroyer. It had thin armour, but was fast and agile which allowed it to out manoeuvre enemy tanks on the battlefield.

Type	tank destroyer
Firepower	◆◆◆◆
Armour	◆
Speed	◇◇◇

GAME SETUP

Players can choose or randomly draw which side to play.

Each player draws a mission card and keeps it secret as it will dictate the player's strategy.



There are 3 types of mission cards:

- capture any enemy checkpoint
- destroy all enemy medium tanks
- kill enemy ace

Players may have the same mission card.

Players can win the game by reaching 1 of these 3 goals:

- 1) capture enemy base
- 2) destroy all enemy tanks
- 3) fulfill secret mission

Players can also opt for a **victory point winning condition** (see supplementary rules). When playing for victory points, don't draw mission cards and disregard the 3 goals above.



Flip the double-sided insignia token to determine who will be the first player.

GAME SETUP

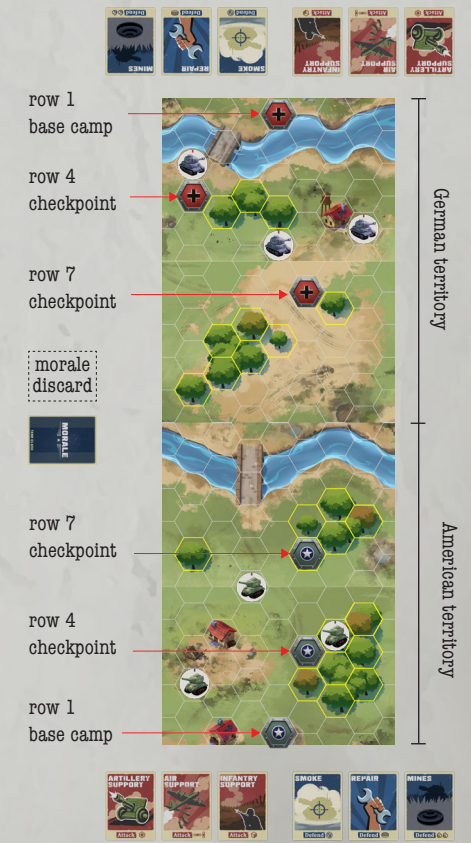
Card setup

Shuffle the **morale cards** and put them in a morale card deck. Deal each player 1 of each type of **tactical card** which they place face up on the table.

Setup the terrain with the 4 piece terrain boards. Each player will place 2 boards as his/her territory. The boards are modular so they can be combined in different ways (see supplementary rules).

Players will place 3 checkpoints on hexagon rows 1, 4 and 7 on their side of the terrain boards. Note: half a hexagon is treated as a full hexagon when counting placement.

Checkpoints on rows 1 are base camps while those on rows 4 and 7 are checkpoints. Checkpoints must be placed in open spaces and not inside obstacles like houses or forests.



TANK SETUP

Players take turns to place their 5 tanks (3 medium, 1 heavy and 1 tank destroyer). The starting player will place the first tank followed by the 2nd player until all 10 tanks are placed on the board.

Tank setup

Place corresponding armour tokens under the tanks according to their armour types. For example, the Sherman tank has 2 armour tokens.

Assign a tank ace to any tank (see tank ace section for details).

markings help identify tank types



PLAYER ACTIONS

Each player has 2 actions per turn. The player may perform the actions using either one or two tanks in any order as follows:

- 1) one tank moves and second tank moves
- 2) one tank attacks and second tank attacks
- 3) one tank moves and attacks
- 4) one tank attacks and moves







Players CANNOT use one tank to move twice or attack twice during their turn.

TANK MOVEMENT

Players may move their tanks up to the maximum distance stated in the stats sheets (pages 4-9) during their turn.

For example: the Sherman tank's speed is 3 (speed = movement) so it can move up to 3 hexagons.

There are 4 different terrain types that will affect a tank's movement or attack in varying degrees. Flat terrain like grass and roads have no effect on movement or attack. Basic obstacles like rivers block a tank's movement, but a tank can shoot across them.

 sand	 grass	 rocks	flat terrain	no effect on movement	no effect on attack
 river	use bridges to cross river		basic obstacle	movement block	no effect on attack
 forest	forest areas are denoted by yellow outlined hexagons		tall obstacle	movement reduced to 1	conceal effect
 house	destroyed houses are not solid obstacles		solid obstacle	movement block	attack block

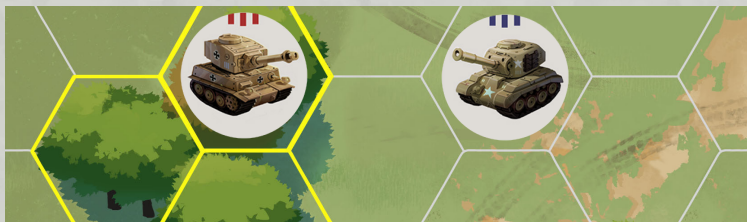
TERRAIN EFFECT

Trees can provide good concealment for tanks. **If a tank is on a tree hexagon, an enemy tank has to be within 2 hexagons to be able to spot and shoot it. Movement of a tank on a tree hexagon is also reduced to just one hexagon regardless of the tank's speed.**

A tank on a tree hexagon can spot and shoot at an enemy tank in the open as it normally would. For example, the Tiger tank below can spot and shoot the Pershing tank that is 3 hexagons away.



The Pershing tank has to close in to just 2 hexagons away to spot and shoot at the concealed Tiger tank.



If both tanks are in the forest, they need to be adjacent to each other to attack. Both tanks can also only move 1 hexagon at a time until they are in the open field again.

CHECKPOINTS

As mentioned in the **game setup** section, players will place 3 checkpoints on their side of the terrain board. The checkpoint on row 1 is the base camp and the other 2 are checkpoints.



A player who captures an enemy checkpoint will flip the token and also draw a morale card from the deck.

Players can repair their damaged tanks (by removing damage tokens) at their respective checkpoints. Players CANNOT replenish their armour tokens at checkpoints.

A player who occupies a checkpoint will have a defender advantage. The attacker subtracts 1 from all dice rolls.

A player who occupies a checkpoint and suffers a hit on his/her tank has to move out of the checkpoint and back in again to repair the damaged tank. Checkpoints can be captured, lost and recaptured again any number of times.

ATTACKING

Opposing tanks can attack one another once they are within range. A tank's range is indicated by the firepower strength in the stats sheet (firepower = attack range).

Each player can take 2 actions during his/her turn.

Players can either:

- attack with one tank and attack with a second tank; or
- move and attack (or vice-versa) with one tank.

For example: the Sherman tank moves within 2 hexagons (1st action) so that it can attack the Marder tank (2nd action). The Sherman tank's attack strength is 2 dice and the range of its attack is also 2 hexagons.

Note: A tank cannot attack an enemy that is hiding behind tall or solid obstacles like trees or houses.

(1st action)

The Sherman tank moves within its attack range (2 hexagons) of the Marder tank



(2nd action)

The Sherman tank attacks the Marder tank

LINE-OF-SIGHT

Besides being in range, opposing tanks also need to have line-of-sight to attack one another.

The line-of-sight rule is simple ... only direct barriers can obstruct 2 opposing tanks.



❌ No line-of-sight
(house directly obstructs the 2 tanks)



❌ No line-of-sight
(Sherman tank cannot shoot the Panzer tank)



✅ Line-of-sight
(house does not obstruct the 2 tanks)



✅ Line-of-sight
(Sherman tank can shoot the Panzer tank)

DICE RULES



The goal when attacking an enemy tank is to remove all its armour tokens and finally destroy the tank token on top.



For example, it will require 3 hits to remove the 2 armour tokens and the Sherman tank token.

Players roll the number of dice equal to the firepower of the attacking tank, and chooses the die with the highest value.

Critical hit



Remove 1 armour token from defending tank and draw a morale card

Hit



Remove 1 armour token from defending tank

Heavy damage



Place 2 damage tokens on defending tank

Light damage



Place 1 damage token on defending tank

Scare



Defending tank retreats one hexagon

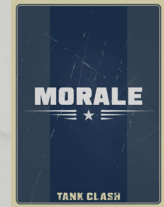
Miss



No effect

DICE RULES

Rolling a 5 or 6 will result in the defending tank losing an armour token (or destroying a tank once the armour tokens are all removed). The attacker also gets a morale card for rolling a 6.



Rolling a 3 or 4 will result in damage to the defending tank.

Damage to tanks is denoted by damage tokens (red discs). Add damage token(s) to the opponent's tank when it is damaged.

Once a damaged tank accumulates 3 damage tokens, an armour token will be removed and the damage tokens are discarded.



Once a tank is damaged and receives damage token(s), it will remain so until it loses an armour token or it goes to a friendly checkpoint for repairs.

Rolling a 2 will result in the retreat of the enemy tank by one hexagon. The winning player will get to decide on which hexagon the losing player's tank will retreat to.

Rolling a 1 will have no effect on the opponent.

DICE RULES

The attacking player rolls 2 or more dice, the die with the highest value determines the attack strength.



The Pershing tank attacks with 3 dice



The Panzer tank attacks with 2 dice



The Pershing tank takes the highest value 5 which is a hit and the Panzer tank loses 1 armour token. The Panzer tank goes next but rolls the highest value 4 which causes heavy damage (add 2 damage tokens) to the Pershing tank.



The damaged Pershing tank attacks with 3 dice



The Panzer tank attacks with 2 dice



The damaged Pershing tank attacks again and rolls the highest value 3 which damages the Panzer tank (add 1 damage token). The Panzer tank attacks back and rolls a double 6 (however only 1 die is counted) which causes the Pershing tank to lose 1 armour token. The Panzer tank gains 1 morale card for the critical hit as well.

TANK ACES

Each player gets 1 tank ace at the start of the game. Assign a tank ace to a tank by putting it under that tank's token.



German tank ace



American tank ace icon

The attacking dice rolls of the tank with an ace will get a +1 bonus.



Example: A tank ace added to a Pershing tank will result in a +1 value for any dice roll. This means that the player needs only to have a dice roll of 5 to score a 6 (critical hit).



For the Pershing tank depicted above, 4 hits will result in its destruction and loss of the ace as well.

The tank ace will remain with the same tank throughout the game. He cannot switch tanks and he is removed from the game when the tank he occupies is destroyed.

Alternative tank ace ability - The tank ace can reroll one die during an attack.

TACTICAL CARDS

Each player gets 1 of each type of tactical card at the start of the game. There are 6 types of tactical cards (3 offensive & 3 defensive) that each player lays face up on the table.



Artillery support - tank on selected hex loses 1 armour token
- any tank on surrounding hexagons adds 1 damage token



Air support - tank on selected hex loses 1 armour token
- any tank in a row of hexagons as shown in the diagram below adds 1 damage token



Infantry support - add one die to attacking tank

TACTICAL CARDS

Each tactical card may only be used once during the game, and will be flipped face down to show that it is unavailable after use, so use them wisely!



Smoke - opponent cannot perform an attack for 1 turn (opponent can only move tanks)

Repair - replace 1 lost armour token on a damaged tank

Mines - add 2 damage tokens to any enemy tank in the player's territory

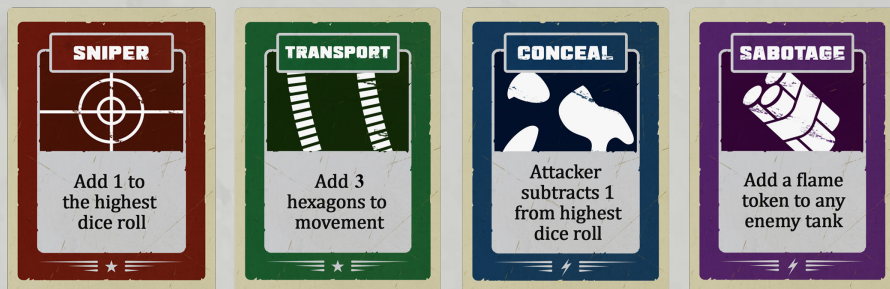
Tactical cards are used at the start of a player's turn and can be used only once per turn.

There is no range limit for tactical card use (e.g.: execute artillery support on enemy tanks anywhere on the board). Artillery and air support do not affect friendly units.

MORALE CARDS

There are 4 types of morale cards:

- 1) Red - attack bonus
- 2) Green - movement bonus
- 3) Blue - defend bonus
- 4) Purple - sabotage bonus



There are 2 ways to gain morale cards during the game:

- 1) Activating a die with a value of 6 during an attack.
The player takes a morale card from the deck.
- 2) Capturing enemy checkpoints. The player who moves into an enemy checkpoint also draws a morale card from the deck. (see checkpoints section for details)

Each player may only use one morale card per turn. In the event both players wish to use a morale card, the attacking player shall decide first, followed by the defending player.

Players can have a maximum of 3 morale cards in their hand. If a player ever draws a 4th morale card, they must discard one from their hand.

MORALE CARDS

Red and Green morale cards are used during a player's turn to boost a tank's capability. These morale cards have a star symbol at the bottom.



For example:

- Players who use the experience card during their turn can reroll a die when they attack.

Blue and Purple morale cards can be used anytime, even when it isn't the player's turn. These morale cards have a lightning symbol at the bottom.



For example:

- Player can use the deflect card when attacked and the attacker must reroll if he/she scores a hit.

Used morale cards are placed in a discard pile. If the morale card deck runs out of cards, reshuffle the discard pile to replenish the deck.

For precise usage of morale cards (for example: to use a card before or after dice roll), please refer to the next section. Otherwise, players who prefer may mutually agree on when to use morale cards.

MORALE CARDS

MORALE CARDS CONDITIONS OF USE

Use this guide for precise usage of morale cards:

1) Attack	Sniper	- before dice roll
	Experience	- before dice roll
	Reinforce	- before dice roll
2) Defend	Conceal	- before enemy dice roll
	Deflect	- after enemy dice roll (reroll all dice that score a hit)
	Overhaul	- anytime
3) Movement	Transport	- at start of movement
	Refuel	- at start of movement
	Airdrop	- at start of turn
4) Sabotage	Sabotage	- anytime
	Demolish	- anytime
	Ambush	- before enemy attacks

EARNING MORALE CARDS



Players may choose to earn morale cards in an alternative way. Instead of earning morale cards by a critical hit, morale cards are earned when a player's tank crosses into enemy territory.

This incentivizes players to move their tanks into their opponent's territory. Each tank can only earn a maximum of 1 morale card.

SUPPLEMENTARY RULES

VICTORY POINTS TO WIN

Besides ending the game by fulfilling secret missions, players can win by gaining victory points instead. Victory points are earned by accomplishing any of the following tasks in any order:

VICTORY POINTS TO WIN

- destroy heavy tank 2 points
- destroy tank destroyer 1 point
- destroy medium tank 1 point
- kill tank ace 1 point
- capture enemy checkpoint 2 points
- move 3 tanks into enemy territory 2 points

The first player who reaches 5 points wins the game.

When using this as a win condition, the secret mission cards will not be used and returned to the box.

SUPPLEMENTARY RULES

FOG OF WAR

During the setup phase, tanks are placed with the reverse side facing up on the board.

Place the ace under a designated tank and 1 armour token under each of the remaining tanks.



This ensures that each tank stack is the same height and players will not know each other's tank types.

During gameplay, players will reveal their tank when an enemy tank comes into range and has a line-of-sight.



Once a tank is revealed by the enemy, flip the top token to reveal the tank type and restore its armour to its original strength.



Opposing tanks must both be in range of each other before they are both revealed. Continue the game as usual until a player reaches a winning condition.

Tip : Move concealed tanks at 2 hexagons each time so that the opposing player cannot determine the tank type.

SUPPLEMENTARY RULES

TACTICAL CARD ATTACK ACTIVATION

For attack tactical cards (air, artillery and infantry support), players have to perform a successful dice roll to activate the effect.



Players must throw a 3-6 dice roll to execute a successful attack. This makes it more difficult for players to inflict damage with tactical cards and have to rely on tank warfare instead.

ALTERNATIVE TERRAIN BOARD PLACEMENT

Combine the terrain board in different ways other than the default setup:



DESIGNER'S NOTES

I have always been fascinated with WW2 tanks and spent probably too much time making plastic model kits during my teenage years. I also started playing games like Risk and Panzer Leader, and the idea of developing a game that merges the two genres came to me years later.

I wanted a casual tank skirmish game that had a simple combat resolution, yet provides players with enough tactical choices to keep them challenged. Work to develop the artwork and mechanics for Tank Clash finally started in 2020. The art style is distinctively chibi and the rules are kept simple as I want my non-wargamer friends to feel comfortable with both the visuals and gameplay.

The primary goal of the game is to have fun so I prioritized game experience over technical or historical accuracies. The statistics for the tanks have been highly simplified and balanced with that in mind. During playtesting with serious wargamers, I would always make it a point to highlight this goal to them before they started arguing on details like why the Marder is more powerful than the Tiger.

Tank Clash has been a labour of love for the past 2 years and I am proud of how the game has evolved. I would not have been able to do this project without the support of my loving wife, dad, mom, sister and all my dear friends who contributed one way or another.

I had an incredible time working with the talented artists and Cargo team who believed in and supported my vision. My heartfelt thanks also goes out to all the playtesters who gave very good feedback to improve the game. Last but not least, thanks to the Kickstarter backers who have supported Ameba Games since day one and made all our games a reality.

I hope you enjoy Tank Clash as much as I enjoyed creating it.

Lim Ming Liang
Ameba Games

OTHER NOTES

This rulebook was conceived to allow you to learn to play the game as fast as possible. And if you are not hot on rulebooks, we have a couple of videos at our Ameba Games YouTube channel to help you. We suggest that you play the game according to the basic ruleset a couple of times before moving on to the supplementary rules for more gameplay options.

We do have a FAQ which you can download at our Tank Clash BoardGameGeek page. Should you have any questions about the game, you may email them to ming@m-and-co.com.

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