

"MCMD"



PANZER STRIKE

RULES

Each type of tank has its value (last column in the Tables). Agree a total value for a team and choose tanks accordingly.



Choose the initial positions of the tanks (on the opposite sides of the board). Place the pieces on the centre of squares orthogonally or diagonally (45°).



MOVEMENT

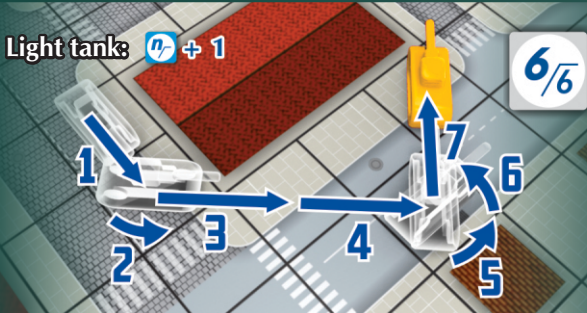
In each turn, players roll dice to determine movement. The number of dice rolled is determined by the number of active tanks (see Dice Table) and a player can move a tank per dice rolled (you can move fewer tanks, or none if you want to). If the same large number is rolled on all the dice, then one extra tank can be moved.

Different tanks have different max. speeds. For some tanks, the large number represents the number of steps they can move, while that number is modified for other types according to the second column in the Tables.

Large number



Light tanks $d6 + 1$

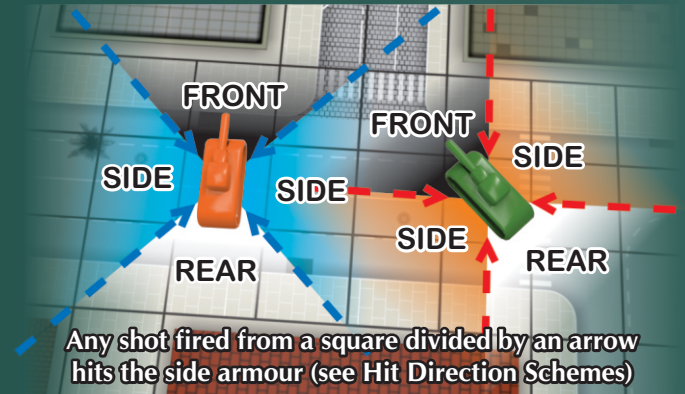


The movement consists of a sequence of steps. Any motion forward by one square or rotation for 45° counts as one step. A movement backwards is restricted to one step: a tank can move only by a square backwards.

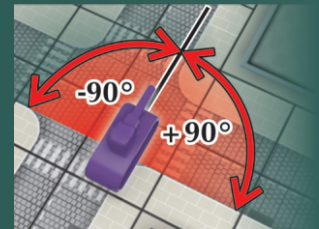
SHOOTING AND ARMOUR

Different tanks have different Armour value (column "Armour" in the Tables).

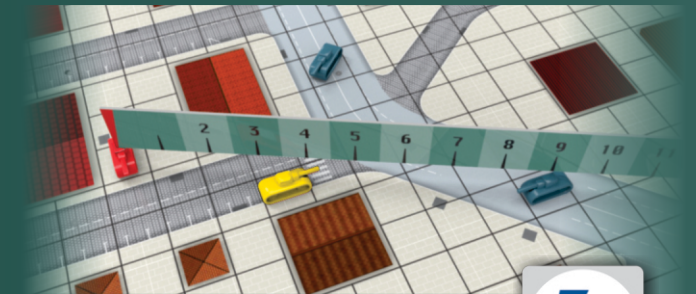
Depending on the direction from which a tank is targeted, certain part of its armour can be hit: **front**, **side** or **rear**.



After moving, all tanks can shoot. Tanks that haven't moved in current turn can shoot in any direction (360°). Tanks that have moved can shoot only $\pm 90^\circ$ (including the squares along 90° line).



Players can determine if a tank can shoot at an enemy as well as the distance between them with the ruler provided. The trajectory of the shell must be clear – there must not be anything on its way (like a part of a building or an active or destroyed tank).



To shoot, a player rolls as many dice as indicated for that tank type in the column "Gun" in the Tables.



Small number















In order to destroy a target, the sum of the small numbers on the dice rolled (Firepower) must be equal or greater than the sum of **distance** to the target (the minimum distance to be able to shoot is 2) and its **armour** (front, side or rear). If the target is destroyed, the piece is flipped to its side and it remains on the board (as an obstacle).

The winner is the player who destroys all enemy tanks.

TABLE A

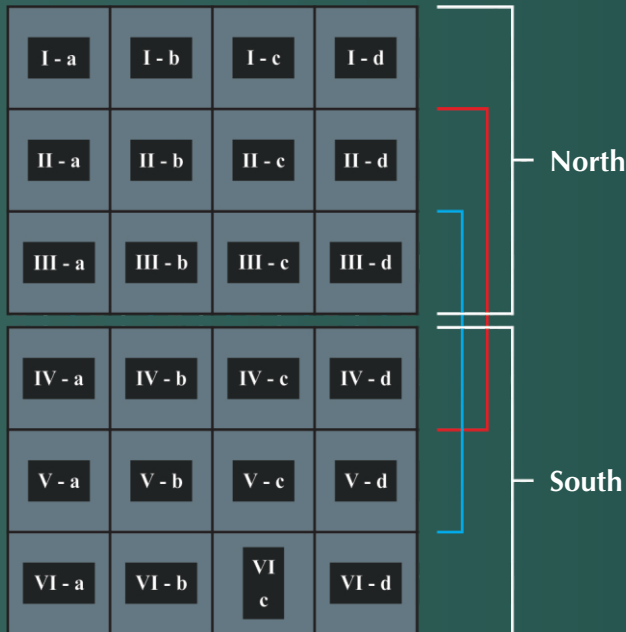
TANK	SPEED	ARMOUR			GUN (firepower)	VALUE (points)
		FRONT	SIDE	REAR		
Heavy	 - 2	10	7	4	   	3
Medium		7	4	2	  	2
Light	 + 1	4	2	1	 	1

DICE TABLE

Active tanks	Dice rolled
1 - 4	 
5 - 8	  
9 - 12	   
13 +	    

BOARD ASSEMBLY INSTRUCTIONS

There are 12 double-sided board tiles. You can play on the north, the south or somewhere in between. Use the marks (as shown in the picture) to identify and place the tiles.



If you have two sets of this game, you can assemble a bigger board out of all 24 tiles.

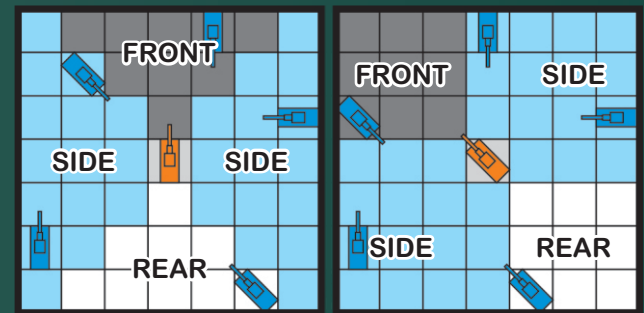
TASK: CAPTURE THE FLAG

The goal of the game can be to capture enemy flags. It can be symmetrical (1 or 2 flags each) or attack vs. defence (one player has up to 4 flags).

The flags are placed on empty squares. Tanks can shoot over, but not pass through squares with flags. When captured, a flag is removed from the board.

To capture a flag, a tank must come to a square next to it, survive the following opponent's turn and stand still on that square one more turn. The winner is the player who captures all enemy flags first. In attack vs. defence, the game can be limited to a certain number of turns until which the attacker must capture the flag(s).

HIT DIRECTION SCHEMES



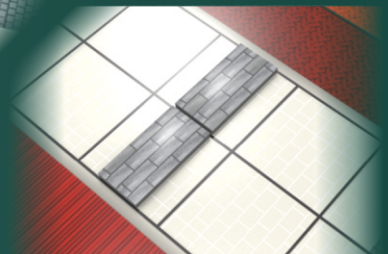
OPTIONAL RULES

If the sum of small numbers on dice rolled is **equal** to distance + armour, the targeted tank is only **damaged**.



A plastic square marker is then placed underneath it and from that moment the tank can't move (it can only shoot).

Barricades can be placed on any street square. Tanks can neither move nor shoot over them.



PANZER
STRIKE

France
1944

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