

# SPQVI's Rule Modifications for TFL's *What a Tanker!*

## Version 1.0

### Rationale for modifying *What a Tanker!* (WAT)

WAT is a great game that is let down by its activation system. The rest of the TFL's rulesets are all about leadership as a resource and that makes for good games. In Chain of Command, for instance, you need to use your activations wisely to get your sections moving IOT win a game. In WAT, with the rules as written, it's a crap shoot as you cannot plan ahead. By adopting a 2d6 activation system, the problem is solved and WAT becomes even more enjoyable. The math for 2d6 is simple, and being given a limited number of generic activations really makes you think about what your priority is: reloading and getting into cover, or rushing ahead to get behind the enemy.

Like the vanilla WAT, these rules play fast. Because you have some action economy, games can be quite deadly and force you to plan things out. Remember to jockey back after firing to get ready to re-engage and always keep your turret facing towards the enemy.

### Initiative

Unchanged. Note that activation dice can affect initiative in the following round.

### Activation

Instead of rolling Command Dice, roll 2d6 with modifiers and compare the total to the following table:

| Modified Roll                                                                                                                                                                                                                   | Result                                 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|
| 2 or less                                                                                                                                                                                                                       | 1 action, -1 to next round initiative  |
| 3-6                                                                                                                                                                                                                             | 1 action                               |
| 7-9                                                                                                                                                                                                                             | 2 actions                              |
| 10                                                                                                                                                                                                                              | 3 actions                              |
| 12                                                                                                                                                                                                                              | 3 actions, +1 to next round initiative |
| <i>*On a natural 11-12, you gain a wild die. Wild dice no longer shift actions or add actions, but otherwise are unchanged. This means wild dice can still be used to remove temporary damage or to add to aiming/shooting.</i> |                                        |

### Modifiers

|                                  |               |                  |
|----------------------------------|---------------|------------------|
| +1: experienced                  | +2: veteran   | +3: ace          |
| -1: 2 man turret                 | -1: conscript | -2: 1 man turret |
| -1: per point of damage incurred |               |                  |

A conscript T-26 would have a -3, while a veteran Pz IV would have a +2 to die rolls until damaged.

### Activations: All actions cost the same

This means that if you get 2 actions, you can move and reload. Or aim and acquire. Up to you. This will force you to use real tactics. Don't remain in the open too long or you will be shot.

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#### Damage

Determining damage is unchanged. Instead of losing Command dice, you suffer -1 to your activation roll for every Command dice you would have lost.

At a total modifier of -5 (**including your training/tank layout**) your crew bails. A poorly designed but tough tank may be hard to knock out, but easier to force the crew to bail out.

*In practice, with a -4 modifier, a tank will rarely get 2 actions (needing to roll an 11 or better on 2d6), so going below -5 would mean an average tank would not only take more damage than in the standard rules it simply would not be activate very much and you'd never get anything done. We've found the -5 modifier to be a good place to end it for a tank and is similar to the original game.*

#### Ramming

You must use 2 move actions to ram (down from 3 Drive dice). These move actions must include 2 dice of movement between the actions. So pivot, move, move, ram, is allowed.

#### Fast

Add 2" to your movement roll (not to individual dice).

#### Slow

Subtract 2" from your total movement roll (not to individual dice).

#### Tank Destroyers

Tank Destroyers are considered to be always aimed. This makes them able to fire quickly, but they are very vulnerable so shoot and scoot is the nature of their game.

#### Feedback

These are our house rules and they have worked well enough for us here in on the coast. Hopefully they will help you out as well. If you have any questions, comments, quibbles, ideas for improvement, please comment on the blog or send an email. I'd love to hear what you have to say.