

## What a Tanker solo system

**Basic rules:** A turret will only turn from front to keep an acquired, or easiest to acquire enemy within 60° of gun facing. Vehicles with fixed guns (TD's etc) will attempt to pivot or move to face the easiest to acquire enemy.

Vehicles will always attempt to acquire the easiest to acquire enemy, as soon as possible, unless they already have an acquired target.

Buttoning up is always done if a target has been acquired. Tanks will unbutton to acquire after acquisition is lost, unless under fire.

Movement will always be by the fastest route.

**Wild Dice:** These are used in the following priority order:

- (1) Recover Command Dice lost to temporary damage.
- (2) Fill gaps in command dice sequences, as below (where marked **CD**).
- (3) Add strike dice to a successful hit.
- (4) Save till next turn to give Initiative.

### **Command dice:**

These are thrown as usual, and the following actions are performed as far as possible: Choose whichever situation is most applicable. If more than one is applicable, use the one nearest the top of the list. If, during an activation, the situation changes, follow that instruction until as many command dice as possible are used.

#### **(A) Damaged, with 4 or less command dice**

Shoot, if possible, then/or retire away from all enemy vehicles trying to get more terrain between you and them. (**CD**)

#### **(B) Under fire**

Shoot, if acquired, or attempt to acquire. If enemy are able to shoot vehicles flank or rear, use Move dice to turn to present front to as many enemy vehicles as possible, including the most dangerous one, after any shooting/acquisition. Move behind any cover if possible, if in the open, after shooting. (**CD**)

#### **(C) Enemy acquired**

Attempt to Aim, Load, and Shoot as fast as possible (**CD**)

#### **(D) No enemy acquired**

Vehicle will attempt to move closer to the nearest enemy if likely to be able to end in cover relative to them (measure distance assuming each move dice roll is 6 or more or 3 if reversing) (**CD**) If the enemy has a fixed gun, or twice your armour, try to outflank them.

**Redundant dice:** Unused Aims will be used to increase hit chances when shooting, extra Moves will be used to increase moves or rotate turret only. Fast vehicles will always convert 1 redundant die to move in A,B and D above. TD's will convert a redundant die to an aim if shooting.