



WORLD OF TANKS

MINIATURES GAME



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World of Tanks: Miniatures Game is an easy to learn, quick play, small scale tabletop game. You take command of a Tank Platoon, seeking to destroy your opponent's tanks and secure victory.

It is a fast and furious, do-or-die game. In half an hour you can pick your tanks and crew, upgrade them to your specifications, defeat your enemy (or die trying), and be ready for the rematch!

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COMPONENTS

TANKS AND TANK CARDS

Tank

Tank is the term used for any individual miniature in the game.

Tank Cards

These reference cards are used to keep track of your various Tanks' Stats, Special Rules, and record any damage they have taken.



 T-34

 PZ.KPFW. IV AUSF. H

 M4A1 SHERMAN

 CROMWELL

TANK CARDS

Nation

This symbol identifies the Nation that fielded this Tank.

Tank Name

This is the name of the Tank.

Cost

This is how much the card costs to add to your Platoon.

Base Stats

These four numbers represent the basic fighting capabilities of the Tank.

Initiative

This determines the order in which Tanks move and shoot during the turn.

Firepower

This shows how many Attack dice you roll each turn when shooting.

Survivability

This helps determine how many Defense dice you roll when shot at.

Mobility

This shows the maximum number of moves that a Tank can make in each Movement Phase.

Hit Points

This shows how much damage this Tank can take before being Destroyed.



TIGER I
• FORTRESS

VII TIER HEAVY TANK TYPE 65 COST

FIREPOWER  **5**

MOBILITY **»2**

SURVIVABILITY  **2**

INITIATIVE  **4**

HIT POINTS: 8

COMMANDER GUNNER DRIVER RADIO OPERATOR LOADER

Crew Positions

This shows the number and Positions of Crew your Tank can have. You can add one Crew Card to your Tank for each Crew Position.

Special Rules

Some Tanks have Special Rules. These are referenced on the front of the card, with the full rule detailed on the back.

History

This text provides interesting information about the Tank that is not related to the game.

Tank Type

There are five types of tank: Light, Medium, Heavy, Tank Destroyer, and SPG (Self-propelled Guns). Each Tank type has a special rule that affects how it plays in the game.



TIGER I

HEAVY TANK: When Defending, this Tank may Re-roll a Defence die.

• FORTRESS
When this Tank is the target of a Side Shot, do not subtract a Defence die.

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Development of the Tiger I was started in 1937 by the Henschel company. Mass production began in 1942, with an eventual total of 1,354 vehicles manufactured. The tank first saw combat in the fighting for Leningrad, and Tigers were at the forefront of battles from Tunisia to Kursk. Although production was discontinued in the summer of 1944, the Tiger I continued to see action until the end of the war.

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CREW, MODULE, AND UPGRADE CARDS

Crew, Module, and Upgrade Cards represent the extraordinary soldiers or additional equipment that separates an individual Tank from the factory standard. They are used to modify a Tank's Base Stats or give them extra abilities.

Hidden Cards

Crew, Module, and Upgrade Cards are usually Hidden at the start of the game by placing them face-down next to their Tank's Card. When you want to use the ability on a card you must Reveal it. When Revealing a card, flip it face-up for the rest of the game. You may Reveal a card at any time.

Hidden cards still have their card types while Hidden. For example, the Critical Card **Ammo Explosion** requires you to discard all Ammo Cards on your Tank, and this will include face down Ammo Cards.

Lightbulb Icon

Crew, Module, and Upgrade Cards with a large Lightbulb icon on the back must start the game Revealed.



Card Name
This is the name of the Card.

Card Type
Crew, Module, and Upgrade Cards may be attached to your Tanks. See page 19.

Nation
This symbol identifies which nation's Tanks can use this card.

Card Effect
This details what effect this card gives to the Tank.

Universal Symbol
Upgrade Cards with this symbol can be added to any Tank, regardless of Nation.

Cost
This is how much the card costs to add it to your Platoon.

Crew Position
This tells you which Crew Position this upgrade fills.

DICE

World of Tanks: Miniatures Game uses six-sided dice. These dice will be used to determine the effectiveness of your shooting and defense, and to resolve other uncertain events.

Each Die has:

- Three Blank faces,
- Two Hit faces, and
- One Critical Hit face.

In general, symbols are good and blank faces are bad, and these will be explained in detail throughout the rulebook.



Unique Crew Cards

Unique Crew are marked with a * after their name. You may not have multiple copies of a Unique Crew Card in your Platoon.

TOKENS

Movement

These numbered tokens indicate how many moves a Tank made this turn.



Damage

These tokens can be placed next to Tanks or on their Card to show how many Hit Points they have lost. See page 17.



Destroyed

Place these tokens next to your Tank to indicate that it is Destroyed.



Objectives

These tokens are used during certain Battle Modes. See page 22.



Tank ID

These paired tokens can be used in bigger games to keep track of which Tank Card belongs to which Tank Miniature. Place one next to the Miniature and the other on the card.



MEASURING ARROW

The Measuring Arrow is used for many tasks in **World of Tanks: Miniatures Game**, including Terrain and Battle Mode set up, Movement, and checking for Close Range.

The Tail shows how far a Tank can move. The full Measuring Arrow is used for other measurements.



Advantage

This token is given to the player who currently has Advantage.

The player with Advantage wins all Initiative ties. See page 6.

CRITICAL CARDS

These cards are used when a Tank scores a Critical Hit .

Card Name

This is the name of the Critical Card.

Effect

Some Critical Cards have additional and lasting effects on the target.

Quote

This text has no mechanical effect in the game.

AMMO DAMAGED

Discard all Ammo Upgrade Cards from this Tank. +1 Damage for each card discarded.

"Our ammunition rack was hit!"

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Damage Number

Some Critical Cards do Damage. See page 17.

Repairable

Some Critical Cards with lasting effects are Repairable. These can be repaired during the Command Phase.

PLAYING THE GAME

World of Tanks: Miniatures Game has a simple set of core rules, so it is easy to learn.

If you want to get straight into the action, you can turn to page 20 and start playing Your First Game with a **T-34** versus a **Pz.Kpfw. IV Ausf. H**.

GENERAL RULES

Crew, Module, and Upgrade Cards represent special equipment or unique individuals that may contradict the rules in this book. Where this may happen the rule on the card overrides the rule in this book.

Re-Rolling And Modifying Dice

During the game, some rules will let you Re-roll or Modify a die result. You must complete any Re-rolls before Modifying any dice.

Re-Roll

To Re-roll a die result, pick up the die and roll it again.

A die that has been Re-rolled once cannot be Re-rolled a again.

Modify

To Modify a die result, pick up the die and change the top face from one result to another face as instructed by the rule.

A die that has been Modified may not be Modified again.

Examples of cards that allow you to Re-roll or Modify a die.



Rolling for Advantage

During the game, you will need to roll for Advantage. To do this each player rolls three dice.

The player that rolls the most [dice icon] gains Advantage.

If this is tied, then the player with the most [dice icon] gains Advantage.

If this is still tied, roll again.

Initiative [dice icon] Ties and Advantage

In some cases multiple Tanks may have the same Initiative value. In this case the player who has Advantage counts as having the higher Initiative value in ties.

If you have Initiative ties between Tanks in the same Platoon, the owning player chooses the order in which those Tanks acts.

Destroyed Tanks

If at any point of the game a Tank has lost all of its Hit Points it is immediately Destroyed. Mark it with a Destroyed Token.

Destroyed Tanks cannot move, shoot, use Special Abilities or otherwise act. Destroyed Tanks are both Impassable Terrain and Blocking Terrain.

TURN SEQUENCE

During a game, players will play through a number of turns until one player achieves victory. Each turn consists of three Phases:

1. Movement Phase

In this Phase players will move each of their Tanks in Initiative order, from lowest to highest.

2. Shooting Phase

In this Phase players have a chance to shoot with each of their Tanks in Initiative order, this time starting with the highest and moving on to the lowest.

3. Command Phase

In this Phase players will mark destroyed Tanks, repair Critical Cards, check for victory conditions, shuffle the Critical Card deck, and clear all Movement tokens from the table.

Rules References

Throughout the rules you will find boxes like this one. They contain additional information, usually pointing you to other sections of the rules that are relevant to the current section.

GAME SETUP

BATTLEFIELD SETUP

World of Tanks: Miniatures Game is played on a 3' x 3' Battlefield.

Both players start the game by rolling for Advantage. Starting with the player that wins the roll (see page 6), players alternate placing terrain until all terrain pieces have been placed. The two Woods or Hills must be placed first, then the four Buildings, and then finally the Walls.

Woods, Hills, and Buildings may not be placed within a Measuring Arrow of each other, or the table edge. Walls must be placed with a short edge touching a Building or another Wall.

Attacker or Defender

After the terrain is set up, roll for Advantage again. The player that wins the roll may choose whether to be the Attacker or Defender.

The Attacker starts with Advantage while the Defender chooses which side of the table they want to deploy on.

DEPLOYMENT

The Defender now chooses a table edge to deploy on. The Attacker will deploy on the opposite table edge.

The players place their Tanks on the table in Initiative order. The Tank with the lowest Initiative is placed first, before moving up through higher Initiative values.

To deploy a Tank, place the Measuring Arrow so that it is touching your edge of the table. Place the Tank square against the tail of the Measuring Arrow.

Trading Advantage

It is unlikely that the Attacker will retain Advantage for the entire game. During the Command Phase, there is a chance it will change sides. See page 18.

DEPLOYMENT

Both players roll for Advantage.

The first player with a M4A1 Sherman and Cromwell rolls:



The second player with a T-34 and Pz.Kpfw. IV Ausf. H rolls



The second player wins the Advantage roll.

The Pz.Kpfw. IV Ausf. H has the lowest Initiative , so is deployed first.



The M4A1 Sherman and the T-34 both have the same Initiative of 5.

Since the second player has Advantage, first player would deploy their Sherman first...



...before the second player Deployed their T-34

Finally first player would deploy their Cromwell with Initiative 8.



THE MOVEMENT PHASE

In the Movement Phase both players have a chance to move all of their Tanks, maneuvering for cover or lining up shots.

Initiative

In the Movement Phase players move Tanks with the lowest Initiative first and proceed up through the Initiative order to the Tank with the highest Initiative.

Stationary

A Tank does not have to move. If a player does not move a Tank, it does not gain a Movement token. Instead, its shooting becomes more effective (see page 14). Any Tank that does not have a Movement token is considered to be Stationary.

Movement

Most Tanks can make multiple moves per turn, with a maximum number of moves limited by their Mobility .

Moving a Tank

To move a Tank, place the Measuring Arrow touching any part of the Tank and pointing in any direction.

Then pick up the Tank and place it anywhere along the Measuring Arrow, so that the hull is square against the Tail.

This completes one move and can be repeated a number of times up to the Tanks Mobility.

Place Movement Token

After you complete all of a Tank's moves, place a Movement token next to it to show how many times it moved. The faster your speed, the harder you will be to hit, but the harder it will be for you to hit the enemy.

Defensive Measures

Instead of moving a Tank, you may add Movement tokens up to its maximum Mobility even if you don't change its physical placement. This is to indicate taking evasive action or generally focusing on avoiding enemy fire.



MOVEMENT AND TERRAIN

The **World of Tanks: Miniatures Game** has four main types of terrain: Woods, Hills, Buildings, and Walls. Each have their own rules explained in the diagrams below and through the Shooting section.

WOODS AND HILLS

Tanks can move into Woods and onto Hills with no penalty.

An M4A1 Sherman makes two moves into the Woods.

BUILDINGS AND WALLS

Impassable Terrain

Terrain that is Impassable may not be entered and Tanks cannot end their move on that piece of terrain. When moving a Tank you cannot place the Measuring Arrow in such a way that it would make the Tank move through Impassable Terrain.

Tanks cannot move through Buildings as they are Impassable Terrain. Movement Arrows may be placed over Impassable Terrain, but Tanks must stop where the Measuring Arrow crosses Impassable Terrain.

Tanks can move over Walls with no penalty.

A Pz.Kpfw. IV Ausf. H makes one move up to the Building, but cannot go through it.

STOP

A T-34 makes two moves over a wall.

If a Tank moves over a Wall, the Wall is destroyed and removed from the game.

THE SHOOTING PHASE

In the Shooting Phase, both players have a chance to shoot with all of their Tanks.

Initiative

The Shooting Phase starts with the Tank with the highest Initiative and proceeds down through the Initiative order to the Tank with the lowest Initiative. The player with Advantage gets to act first in the case of Ties.

The first thing to do when shooting with a Tank is pick a target. There are no range limits, so your choice of target is only limited by Line of Sight, and in the case of an Assault Gun, its inability to fire to the side or rear.

LINE OF SIGHT

A Tank has Line of Sight to its target if you can draw a straight line from the center of the Tank's turret to any part of a target Tank without passing through another Tank or any Blocking Terrain.

Assault Guns

Restricted Line of Sight: Tanks with the Assault Gun Special Rule have a more restricted Line of Sight. They draw Line of Sight from the center of the front of their hull rather than from the turret.

Fixed Field of Fire: Tanks with the Assault Gun Special Rule can only shoot at another Tank if either:

- the target's entire hull (excluding protruding gun barrels) is in front of the Tank, or
- any part of the target's hull (again excluding protruding gun barrels) is directly in front of the Tank.

LINE OF SIGHT

Tanks can shoot in any direction. They draw Line of Sight from the center of their turret to their target.

Tanks with the Assault Gun Special Rule (like the StuG III Ausf. G) cannot shoot targets unless they are completely in front of it, or...

...any part of the target is directly ahead of it.

Tanks with the Assault Gun Special Rule cannot shoot at Tanks behind them.

Usually this M4A1 Sherman wouldn't be a viable target because it is partially behind the front of the StuG III Ausf. G. However, part of it is directly in front of the attacking Tank's hull, so it can be shot at.

BLOCKED LINE OF SIGHT

Draw a line from the center of the Tank's turret to check if it has Line of Sight to a target. A Tank's Line of Sight is stopped by other Tanks and Blocking Terrain.

The Pz.Kpfw. IV Ausf. H has a Line of Sight to the T-34 past the Cromwell in front of it.

The Cromwell is Blocking Line of Sight to the M4A1 Sherman.



COVER

Tanks are In Cover if the shooting Tank cannot draw Line of Sight to three of its four corners without passing through Cover.

In some cases it may be possible to see a Tank, but not be able to draw Line of Sight to any of its corners. You can still shoot Tanks concealed this way.

Tanks ignore any Terrain directly underneath their own model when determining whether a target is In Cover.

In Cover

Sticking to Cover will let your Tanks roll extra Defense Dice any time they come under fire. See page 14.

HULL DOWN

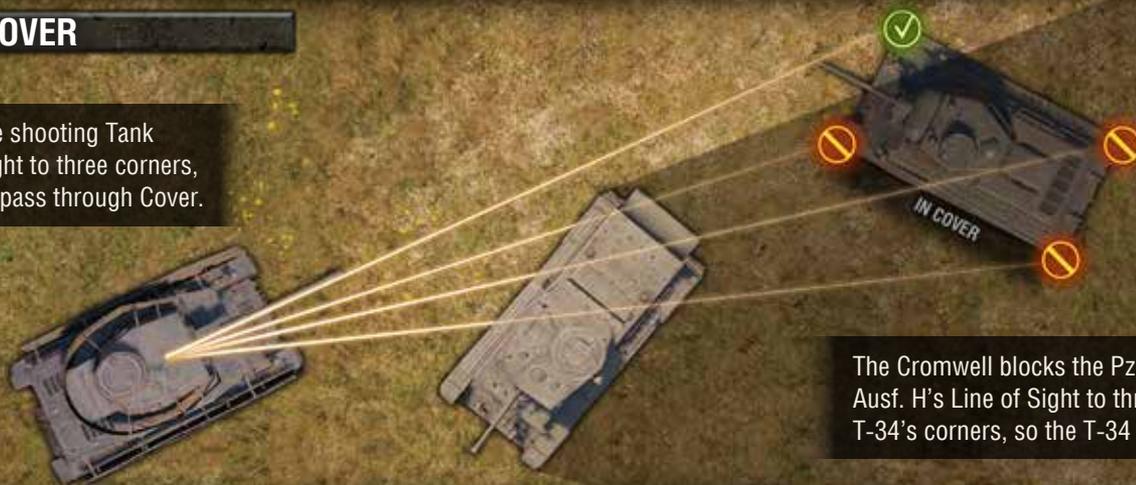
Taking Cover on a Hill or behind a Wall is better than just being in Cover as Hills and Walls block incoming Hits.

If a Tank is In Cover on a Hill or behind a Wall, it is Hull Down and will take less Hits when shot at (see page 17). A Wall is destroyed and removed from the game when a target that is Hull Down behind it is shot at.

IN COVER

A Tank is In Cover if the shooting Tank cannot draw Line of Sight to three corners, or those Lines of Sight pass through Cover.

The Cromwell blocks the Pz.Kpfw. IV Ausf. H's Line of Sight to three of the T-34's corners, so the T-34 is In Cover.



SHOOTING AND TERRAIN

WOODS

Woods are Concealing Terrain and give Cover to Tanks in them or seen through them.

The Pz.Kpfw. IV Ausf. H can draw a clear Line of Sight to three corners of the Cromwell, so it is not In Cover.

All Lines of Sight from the Pz.Kpfw. IV Ausf. H to the two M4A1 Shermans pass through Cover, so both M4A1 Shermans are In Cover.

The Pz.Kpfw. IV Ausf. H can only draw a clear Line of Sight to two corners of the T-34, so it is In Cover.

BUILDINGS

Buildings are Blocking Terrain, so they block Line of Sight to Tanks behind them.

The Cromwell can draw a Line of Sight to one of the corners of the M4A1 Sherman, so it is In Cover.

The Pz.Kpfw. IV Ausf. H is entirely behind the Building, so all Lines of Sight to it are blocked.

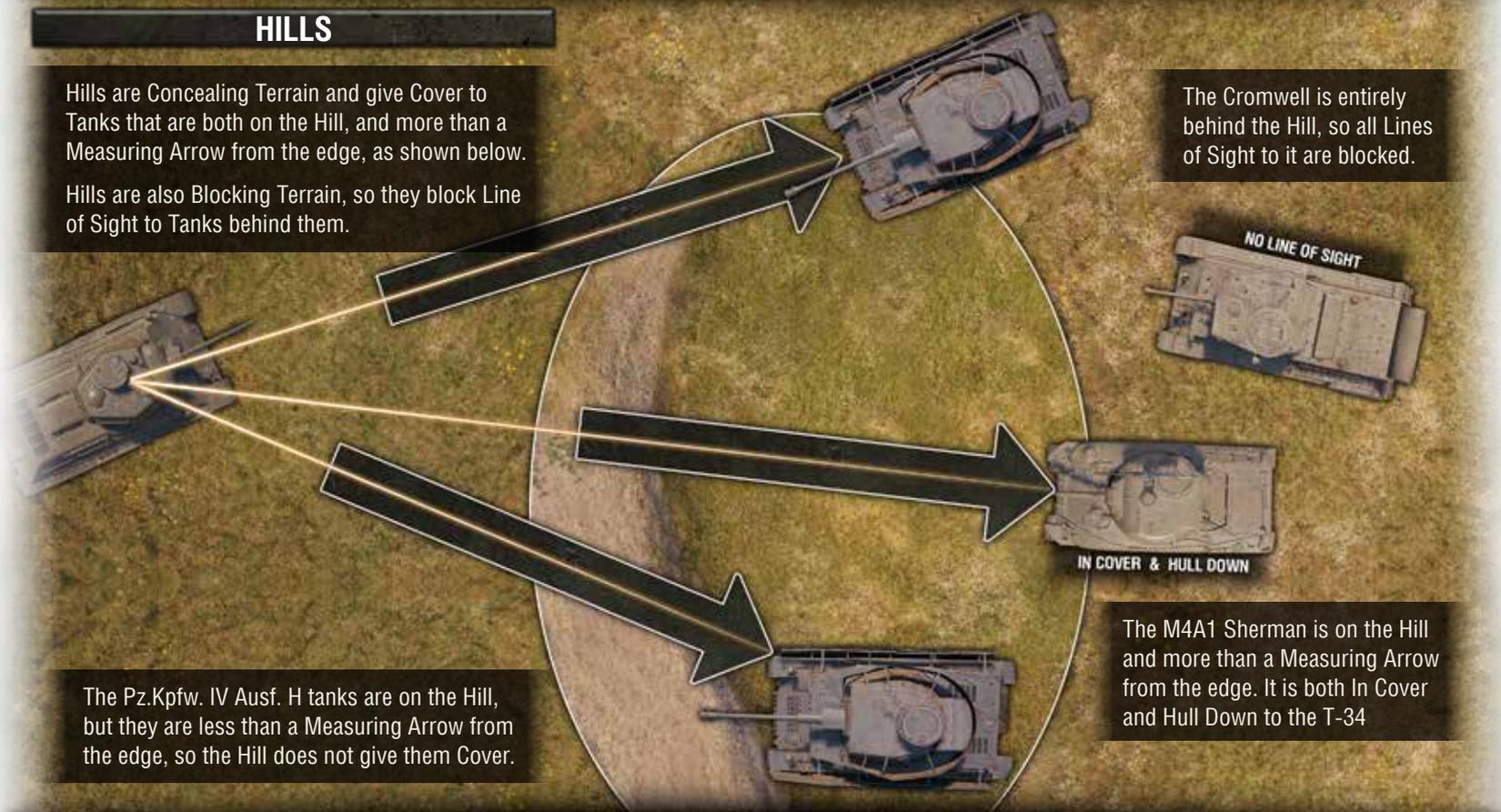
The Cromwell can draw a Line of Sight to three corners of the T-34, so it is not In Cover.

HILLS

Hills are Concealing Terrain and give Cover to Tanks that are both on the Hill, and more than a Measuring Arrow from the edge, as shown below.

Hills are also Blocking Terrain, so they block Line of Sight to Tanks behind them.

The Cromwell is entirely behind the Hill, so all Lines of Sight to it are blocked.



The Pz.Kpfw. IV Ausf. H tanks are on the Hill, but they are less than a Measuring Arrow from the edge, so the Hill does not give them Cover.

The M4A1 Sherman is on the Hill and more than a Measuring Arrow from the edge. It is both In Cover and Hull Down to the T-34

WALLS

Walls are Concealing Terrain and give Cover to Tanks behind them, but are destroyed when shot through.

The M4A1 Sherman cannot draw a Line of Sight to three corners of either T-34, without crossing the Wall, so both are In Cover and Hull Down.



If the M4A1 Sherman shoots at either T-34, the Wall will be destroyed and removed from the game.

ROLL ATTACK DICE

Once a Tank has determined a valid target, it can attempt to Shoot it by rolling its Attack dice. The number of dice you roll is your Tank's Firepower  number, plus any cards that add to your Firepower.

Each result of  scores a Hit, each  scores a Critical Hit, and each  is a Miss.

Some Special Rules, Crew, Modules, and Upgrades allow you to Modify or Re-roll dice (see page 6). Remember to check cards attached to your tank!

Shooting While Stationary

Stationary Tanks may Re-roll any  Misses.

Stationary Tanks

If a Tank has no Movement token (See page 8), it is Stationary.



DEFENCE DICE

After the shooting player has made their Attack roll (including Re-rolling or Modifying any dice), the target player assembles a pool of Defense dice.

THE DEFENCE DICE POOL

1. Create the Pool

The starting number of dice in the pool is a Tank's Base Survivability  number.

2. Shooting Tank's Movement

Add one Defense die for each move that the shooting Tank made (as shown by the Movement token beside it).

3. Target Tank's Movement

Add one Defense die for each move that the target Tank made (as shown by the Movement token beside it).

4. In Cover

Add one Defense die if the target Tank is In Cover.

5. Close Range

Subtract one Defense die if the shooting Tank is within one Measuring Arrow (including the head) of the target Tank, measured from any part of the Tank's hull.

6. Side Shot

Subtract one Defense die if any part of the shooting Tank's hull (excluding protruding gun barrels) is behind the front of the target Tank. Some special rules change the number of dice removed for a Side Shot (see page 18 for an example).

7. Six-Dice Maximum

A Tank can never roll more than six Defense dice. If the dice pool exceeds this number, reduce it to six before rolling.

CREATE YOUR DEFENSE DICE POOL

- 1 The M4A1 Sherman starts with a dice pool of one die thanks to its Survivability $\frac{1}{2}$ stat.
- 2 Add one die to the pool for the Pz.Kpfw. IV Ausf. H's move of 1
- 3 Add two dice to the pool for the M4A1 Shermans move of 2
- 4 By positioning itself in the Woods, the M4A1 Sherman tank is In Cover. This adds a fifth die to the pool.

CLOSE RANGE

Since the Pz.Kpfw. IV Ausf. H is in Close Range (within one Measuring Arrow) one die is removed, reducing the Defense dice pool to four.

SIDE SHOTS

In this example, the T-34 has a Survivability of 1 (adding one die), moved once (adding one die), and the Cromwell moved twice, (adding two dice), for a total of four Defense dice.

Since the Cromwell moved behind the front armor of the T-34, the T-34 must now remove a Defense die, reducing its Defense dice pool to three dice.

DEFENDING: DEFENSE CANCELS HITS

Roll Defense Dice

After creating their Defense dice pool, the target player rolls those dice to try and cancel the attacker's successes.

The target player starts by canceling one of the shooting player's Hits  or Critical Hits  for each Critical  that they rolled in their Defense dice pool.

Then the shooting player picks one of their own Hits  or Critical Hits  to cancel for each Hit  rolled by the target player.

Any remaining Hits  or Critical Hits  will now be resolved. See page 17.

The M4A1 Sherman rolls their Defense dice:



Now compare the Pz.Kpfw. IV Ausf. H's successful hits to the M4A1 Sherman's successful saves.

1

With a  the M4A1 Sherman gets to choose to cancel either a  or a . Typically, they will cancel a .

DEFENSE DICE ROLL:

SUCCESSFUL HITS:



2

Against the Defenders , the Pz.Kpfw. IV Ausf. H gets to choose to cancel it with either a  or a . Typically, they will cancel it with a .

3

In this example, the Pz.Kpfw. IV Ausf. H has managed to score one Critical Hit.



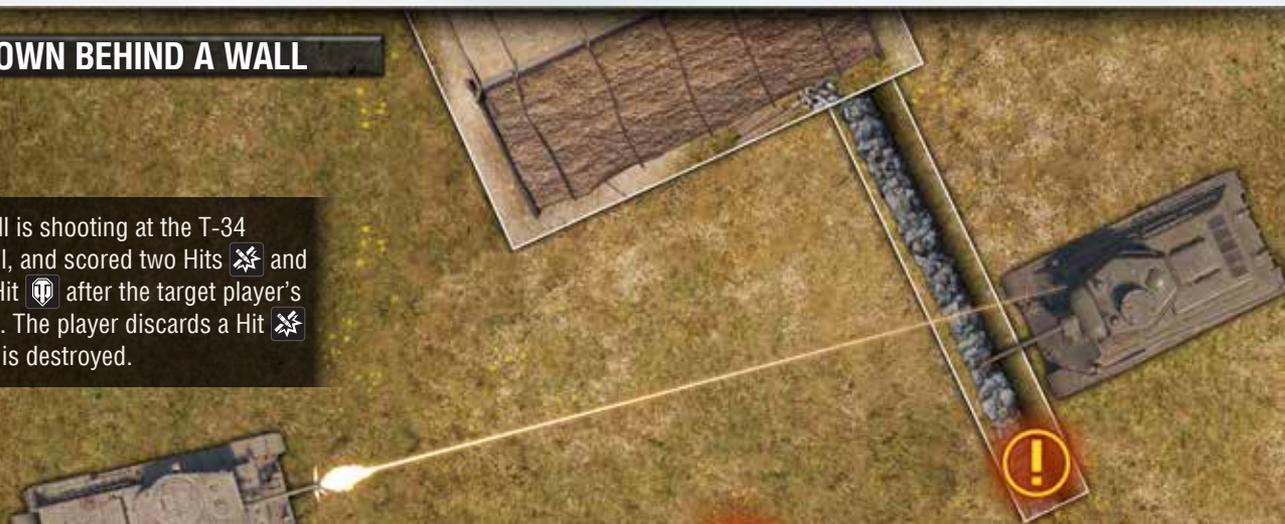
Hull Down

If a Tank is Hull Down (In Cover on a Hill or behind a Wall, see page 13), the shooting player must discard a Hit , if there are any. If there are no Hits, they do not need to discard a Critical Hit .

If the Tank was Hull Down behind a Wall, the Wall is destroyed and removed from the game, regardless of whether dice were removed (even if all of the dice were canceled by the target player's Defense dice or there were no Hits  remaining).

HULL DOWN BEHIND A WALL

The Cromwell is shooting at the T-34 behind a Wall, and scored two Hits  and one Critical Hit  after the target player's Defense dice. The player discards a Hit  and the Wall is destroyed.



If the Cromwell had only scored 1 Critical , there would not be any Hits  to discard, but the Wall would still be destroyed.

ASSESS DAMAGE

After comparing the Attack and Defense rolls, any uncanceled Hits  or Critical Hits  are applied to the target Tank.

Hits

Each Hit  that is not canceled after the Defense roll causes the target Tank to lose a Hit Point. Place a Damage token next to the Tank or on the Tank's card to show the Damage.

Critical Hits

The target player draws a Critical Card for each Critical Hit  that is not canceled after the Defense roll.

If the card has a Damage Number, immediately add that much Damage (in some cases, no damage) just as you would for a Hit. Then apply any special effect listed on the card.

If the card is Repairable, place the Critical Card on the Tank's card to remind the players of its effect. Critical Cards that aren't Repairable are placed on the discard pile once they have been resolved.

In-the-red

The Hit Points bar is divided into coloured segments. Some Upgrade Cards reference 'In-the-red'. Tanks are In-the-red if they only have red Hit Points remaining.



Destroyed Tanks

If at any point during a game a Tank loses all of its Hit Points it is immediately Destroyed. Mark it with a Destroyed Token.

Destroyed Tanks cannot move, shoot, use Special Abilities or otherwise act. Destroyed Tanks are both Impassable Terrain and Blocking Terrain.

THE COMMAND PHASE

The Command Phase has four steps that clean up the battlefield, preparing it for the next turn.

1. Check For Victory

If a Battle Mode has unique victory conditions, check whether they have been met now.

Regardless of any other victory conditions, if at this step your opponent has no Tanks in play (they are all Destroyed or removed from the game), you win.

If at this step you and your opponent both have no Tanks in play (they are all Destroyed), you end the game in a draw.

COMMON SPECIAL RULES

Each Tank Card in the game will have a list that indicates what, if any, Special Rules that Tank has.

The following is a list of common Special Rules:

Arrow Shot

When attacking you must Modify a  to a Hit .

Assault Gun

This tank has a Restricted Line of Sight and Fixed Field of Fire. (see page 10).

Big Gun

When Attacking you may Modify a  to a .

Fortress

When this tank is the target of a Side Shot, do not subtract a Defense die.

High Explosive

Discard all  before Assessing Damage.

Light Flank

When this tank is the target of a Side Shot, subtract an additional Defense die.

2. Repair

Each Tank may attempt to repair one Critical Card with the Repairable keyword. Roll one dice. On a roll of  or , discard the Critical Card.

When you repair a Critical Card you only remove the card and its special effect. Any Damage taken from a Critical Card remains.

3. Roll for Advantage

Both sides roll for Advantage, the side that wins will have Advantage and will win all Initiative ties for the next turn.

4. Reset the field

Remove all Movement Tokens and shuffle discarded Critical Cards back into the Critical deck, ready for the next turn.

TANK TYPES

There are five Tank types: Light, Medium, Heavy, Tank Destroyer, and SPG (Self-propelled Gun). Each Tank type has a special rule that reflects its role on the battlefield.

Light Tank

Friendly Tanks shooting at a Tank within Close Range of this Tank gain +1 .

Medium Tank

When Shooting, this Tank may Re-roll a  Attack dice.

Heavy Tank

When Defending, this Tank may Re-roll a  Defence die.

Tank Destroyer

This Tank gains +1  while in Cover.

Self-propelled Guns

Other Tanks do not block this Tanks Line of Sight.

CREATING A PLATOON

Tank Platoons are created from four different card types: Tank Cards, Crew Cards, Module Cards, and Upgrade Cards. Each of these cards has a Cost that will be added together to create your Platoon. The Tank Cards in your Platoon can be from any mix of Nations.

Cost Limit

Before a game, players create a Platoon to a certain Cost limit. This limit may be agreed upon by the players playing the game, or set by a Tournament Organizer. Try playing your first few games at 50 Cost and then move up to 200 Cost. 200 Cost is the standard Cost limit, but you can change this limit to suit the games you and your friends want to play. Each card you add to your Platoon will have a Cost, and the total must be equal to or under the agreed Cost limit.

Tank Cards

Tanks come from particular Nations, indicated by the flag symbol on their card (Symbol Germany, Symbol U.K., Symbol U.S.A., and Symbol U.S.S.R.). You can take any mix of Tanks in your Platoon, even if they are not from the same Nation.

You and your friends may want to create Platoons of Tanks from just one Nation. If you do, you are only allowed to add Tank Cards from one particular Nation to your Platoon. Other than this restriction, you build your forces in the same way you would build a normal Platoon.

Tanks may only be given Upgrades, Modules and Crew that match that Tank's Nation. However, some cards are marked with the Universal symbol [symbol]. These represent more universal cards that are available to all Tanks regardless of Nation.

Upgrade Cards

There are three subtypes of Upgrade cards; Ammo, Consumable, and Equipment.

You may attach up to three of each subtype of Upgrade card on a single Tank.

Module Cards

There are five subtypes of Module cards; Gun, Turret, Engine, Suspension, and Radio.

You may attach up to one of each subtype of Module card on a single Tank.

Crew Cards and Crew Positions

Crew Cards are marked with the Position that the Crew fills. The Crew Positions on Tank cards indicate how many of each position of Crew they can have attached to it.

The positions of crew are; Commander, Driver, Gunner, Loader, and Radio Operator.

Some Tanks may let you take multiple of the same position of Crew while others may not give you an option to attach some positions of Crew cards.

In some cases Tanks may have Crew Positions covering multiple roles, for example Commander/Gunner. In this case you may attach either a Commander or Gunner Crew Card in this position.

Crew with the same Card Effect do not stack. For example, if you have Driver and Gunner each with the Concealment Crew Card then your Tank only gains +1  while In Cover, not +2  while In Cover.

Some Crew may have multiple Card Effects. For example if a Driver had both Repair and Clutch Braking, the Tank would be able to Repair an additional Critical Card each turn and attempt to rotate its facing at the end of the Movement Phase. Adding another Crew with Repair would not allow the Tank to Repair a third Critical Card each turn.

Unique Crew Cards

Unique Crew Cards are marked with *. Players may have as many Unique Crew Cards in their Platoon as they want, but can only have one of each particular Unique Crew Card in their Platoon. Unique Crew still count as Crew Cards, so any effects that affect Crew Cards affect Unique Crew Cards as well.

Equipping a Tank

In summary, you may attach to each Tank Card:

- **0-1** Crew Card per Crew Position
- **0-1** Module Card per Subtype
- **0-3** Equipment Cards
- **0-3** Ammo Cards
- **0-3** Consumable Cards

0-1 Module Card per Subtype



EQUIPPING A TANK

0-3 Equipment Cards

0-1 Crew Card per Crew Position



0-3 Consumable Cards



0-3 Ammo Cards

YOUR FIRST GAME

1. What You Need.

You will need the following components to play your first game,

- Pz.Kpfw IV Ausf. H Tank and Card
- T-34 Tank and Card
- Critical Deck
- Dice, Tokens and Measuring Arrow
- A space to play (ideally a 3' x 3')

2. Setup

Set up the terrain and Tanks as shown on the scenario map, using the Measuring Arrow.

3. Play The Game

Players move through three Phases each turn.



A. Movement Phase (page 8)

The Pz.Kpfw IV Ausf. H has the lowest Initiative  so it will move first. To move a Tank, place the Measuring Arrow touching the hull and facing in any direction. Then place the tank square against the Tail of the Measuring Arrow. The Pz.Kpfw IV Ausf. H has a Mobility  of 2 so can move up to two times each turn. Place a Movement token showing how many times the Tank moved.

After the Pz.Kpfw IV Ausf. H has moved it is now the T-34's turn to move. The T-34 has a Mobility of 3 so can move up to three times each turn.

Once both Tanks have moved (or chosen to stay Stationary) it is time to start shooting.

B. Shooting Phase (page 10)

Since the T-34 has the highest Initiative it gets to shoot first. To shoot, the T-34 must have Line of Sight to the Pz.Kpfw IV Ausf. H. If you can draw a line from the T-34 turret to the Pz.Kpfw IV Ausf. H without going completely through a Building then it is in Line of Sight.

After determining if you can see the Pz.Kpfw IV Ausf. H you create an Attack dice Pool. Grab a number of dice equal to the Firepower  number on your Tank card, in the case of the T-34 that is 4.

Roll the dice. Each result of  scores a Hit, and each  scores a Critical Hit. If your T-34 has no Movement token next to it, it is considered to be Stationary and you may Re-roll any of its Attack dice that failed to Hit. Otherwise, because it is a Medium Tank, it can Re-roll one dice.

The Pz.Kpfw IV Ausf. H now gets a chance to stop the T-34 attack. Create a pool of Defense dice. The Pz.Kpfw IV Ausf. H has a Survivability  of 1, so starts with 1 die.

Add another die for each time the T-34 and Pz.Kpfw IV Ausf. H moved this turn.

Add an additional die if the Pz.Kpfw IV Ausf. H is In Cover. The Pz.Kpfw IV Ausf. H will gain Cover if the T-34 can see it but cannot draw Line of Sight to three of its four corners without passing through a Forest or Building.

Remove one Defense die if the T-34 is within Close Range of the Pz.Kpfw IV Ausf. H. To be in Close Range, the Tanks need to be within one Measuring Arrow of each other.

Remove one Defense die if any part of the T-34 hull is behind the front of the Pz.Kpfw IV Ausf. H tank's hull.

A Tank can never roll more than six Defense dice.

Roll the Defense dice. Each result of  cancels a Hit or Critical Hit chosen by the shooting player, and each  cancels a Hit or a Critical Hit chosen by the target player.

Each uncanceled Hit causes the Tank to lose a Hit Point. For each uncanceled Critical Hit draw a Critical Card and apply all effects to the Tank. This may include the loss of Hit Points and/or other Effects.

After the T-34 has shot it is then the turn of the Pz.Kpfw IV Ausf. H to return fire following the same steps.

Once both Tanks have shot, it is time to move on to the Command Phase.

C. Command Phase (page 18)

If either Tank has lost all of its Hit Points then the Tank is Destroyed and their opponent wins the game.

If both Tanks are destroyed the game ends in a draw.

If neither tank is destroyed you may attempt to repair Critical Cards assigned to your tank. Choose one card with the Repairable keyword and roll a die, on a result of  or  remove the chosen Critical Card from your tank.

Remove all Movement tokens from the Tanks and shuffle discarded Critical Cards back into the Critical Card deck. Then start a new turn beginning with the Movement Phase.

Congratulations, you have now completed the first of part of your **World of Tanks: Miniatures Game** Boot Camp. Now try playing the same game again, this time using Crew and Upgrade Cards to upgrade your Tanks to a total Cost of 50 (see below for a suggested list).

You will need to add in the Advantage rules from page 6.

Pz.Kpfw. IV Ausf. H with

Camouflage Net
Binocular Telescope
105-octane Gasoline
Snap Shot



T-34 with

Spall Liner
Recon
Safe Stowage

Once you have played a game with the Pz.Kpfw. IV Ausf. H and T-34 using Crew and Upgrade Cards, try a pair of larger 100 Cost Platoons.

Add a Cromwell to the Pz.Kpfw. IV Ausf. H, and a M4A1 Sherman to the T-34.

Cromwell with

Pudding and Tea
Large Repair Kit

M4A1 Sherman with

Gun Rammer
Enhanced Gun Laying Drive
Repair
Smooth Ride

BATTLE MODES

There are a number of ways to play **World of Tanks: Miniatures Game** beyond the basics. This section describes four different Battle Modes you can play.

ASSAULT

The attacker wins this Battle Mode by defeating the defender on their home ground.

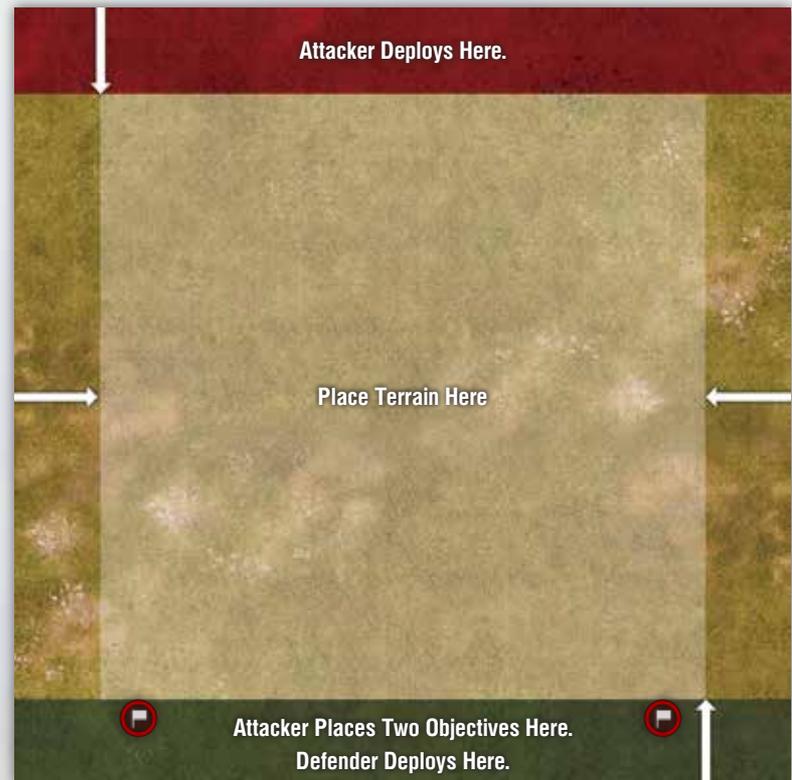
Table Set Up

After placing the terrain, the Attacker places two Objective tokens within a Measuring Arrow of the Defender's side of the board.

Check for Victory

When checking for victory in the Command Phase, the Attacker gains one Victory Point if they have a Tank within a Measuring Arrow of the center of an Objective token and the Defender does not.

The game ends after eight turns. If the Attacker scores **two** Victory Points before this point, they win the game. Otherwise, the Defender wins the game.



ENCOUNTER

You win this Battle Mode either by destroying all of the enemy Tanks, or by holding the center of the battlefield against all comers.

Table Set Up

After placing the terrain, place an Objective token in the center of the board.

Check for Victory

When checking for victory in the Command Phase, you gain one Victory Point if you have a Tank within a Measuring Arrow of the center of the Objective token and your opponent does not. You cannot claim a Victory Point in the first turn.

When you score **three** Victory Points, you win the game.

If you run out of time, the player that has the most Victory Points at that time wins the game. In the case of a tie, the player that Destroyed the most points worth of Tanks wins. Include the Cost of any Crew, Module and Upgrade Cards that Destroyed Tanks started the game with.



CAPTURE THE BASE

You win this Battle Mode by penetrating your opponent's lines to take your objective, or by just wiping them out.

Table Set Up

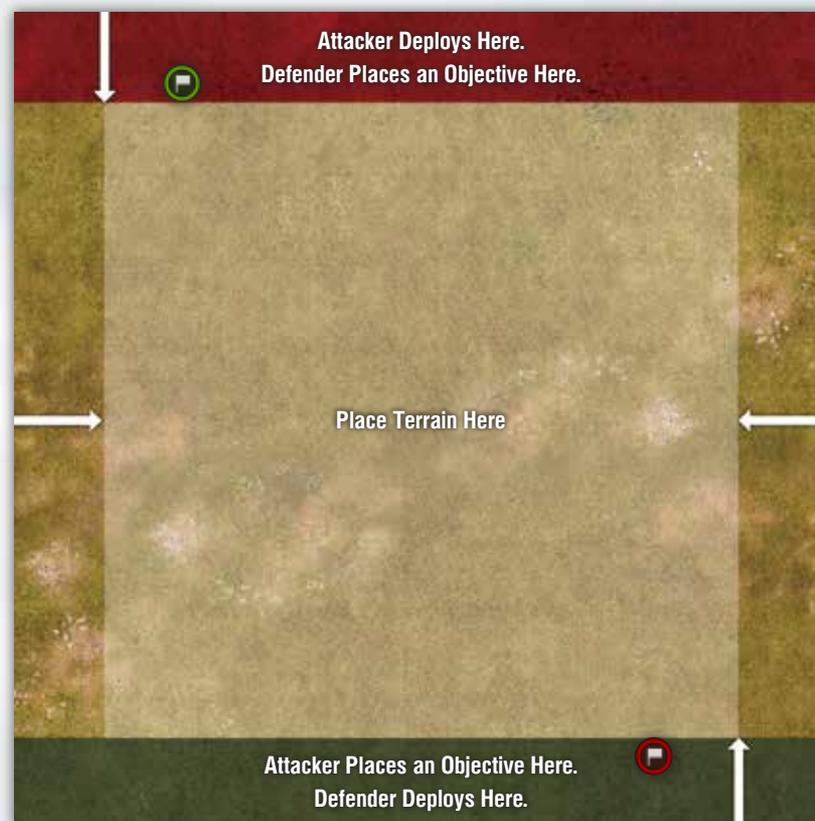
After placing the terrain, each player (starting with the Attacker) places an Objective token within a Measuring Arrow of the opponent's side of the board.

Check for Victory

When checking for victory in the Command Phase, you gain one Victory Point if you have a Tank within a Measuring Arrow of the center of the Objective token that you placed and your opponent does not. You cannot claim a Victory Point in the first turn.

When you score at least **two** Victory Points and have more Victory Points than your opponent, you win the game.

If you run out of time, the player that has the most Victory Points at that time wins the game. In the case of a tie, the player that Destroyed the most points worth of Tanks wins. Include the Cost of any Crew, Module and Upgrade Cards that Destroyed Tanks started the game with.



FREE-FOR-ALL

This is the basic game as described in the rules. You win by being the last player with an operational Tank, or Tanks on the battlefield. If you run out of time (or play to a set time limit, say 30 minutes or an hour), the player that Destroyed the most points worth of Tanks at that time wins the game. Include the Cost of any Crew, Module and Upgrade Cards that Destroyed Tanks started the game with.

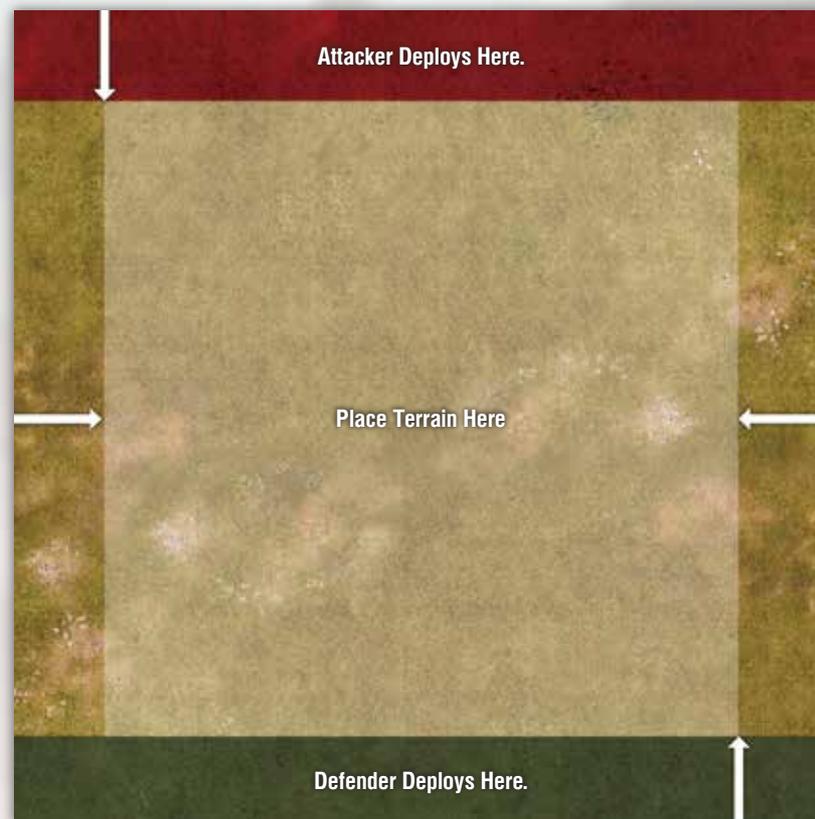
Multiplayer Games

Add more excitement to your game by forming teams of players. Multiplayer games follow the default rules for **World of Tanks: Miniatures Game**, with the following additions and clarifications.

This Platoon: Tanks controlled by the player directly.

Friendly: Tanks controlled by another player on the same team as the player. These Tanks are neither in "this Platoon" nor "enemy Tanks".

Enemy: Tanks controlled by a player's opponents.



QUICK REFERENCE

TURN SEQUENCE (PG 6)

- **Movement Phase:**
Players move their Tanks, in ascending Initiative  order.
- **Shooting Phase:**
Players shoot with their Tanks, in descending Initiative  order.
- **Command Phase:**
Players resolve a number of effects and prepare for the next turn.

MOVEMENT PHASE (PG 8)

- Start with the Tank with the lowest Initiative and proceed up through the Initiative order to the Tank with the highest Initiative.
- To move a Tank, place the Measuring Arrow touching the hull and facing in any direction. Then place the Tank square against the Tail of the Measuring Arrow.
- Tanks can move a number of times each turn, up to their Mobility  number.
- Place a Movement token showing how many times your Tank moved.
- If you decide not to move a Tank it is Stationary. Do not place a Movement token for that Tank.

SHOOTING PHASE (PG 8)

- Start with the Tank with the highest Initiative and proceed down through the Initiative order to the Tank with the lowest Initiative.
- Choose a target and determine Line of Sight.
- Create a pool of Attack dice, based on the Firepower  number of the shooting Tank and any relevant Crew, Module, and Upgrade Cards.
- Each result of  scores a Hit, each  scores a Critical Hit, and each  is a Miss.
- Stationary Tanks may re-roll any of their failed attack dice.
- Create a pool of Defense dice, based on the Survivability  number of the target Tank with an additional die for each of the following that apply:
 - Each time the shooting Tank moved this turn.
 - Each time the defending Tank moved this turn.
 - Defending Tank is In Cover.
- Reduce the pool of Defense dice once for each of the following that apply:
 - The shooting Tank is within one Measuring Arrow of its target.
 - Any part of the shooting Tank's hull is behind the front of the target Tank.
- A Tank can never roll more than six Defence dice.
- Each result of  cancels a Hit or Critical Hit chosen by the shooting player, and each  cancels a Hit or a Critical Hit chosen by the target player.
- Each uncanceled Hit  causes the target to lose one a Hit Point.
- For each uncanceled Critical Hit  draw a Critical card and apply all effects to the Tank. This may include the loss of Hit Points.

COMMAND PHASE (PG 18)

- Check for Victory. If all of your opponent's Tanks are Destroyed, you have won.
- Each Tank may attempt to repair the Effect of one Critical Card with the Repairable keyword. On a roll of  or , discard the Critical Card.
- Roll to determine who has Advantage for the next turn.
- Remove all Movement tokens and shuffle discarded Critical Cards back into the Critical deck.

CREDITS

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