

Kleinpanzer: A Pickup Tank Wargame

Introduction: *Kleinpanzer* is a quick and simple wargame about armoured tracked vehicles blowing up other armoured tracked vehicles.

Setting up: You will need a number of tokens with a clearly indicated front or back to act as vehicles, and a regular square grid for a play surface. You will also need suitably-scaled objects to act as cover, a coin, some way to mark Open and Rough terrain, and a couple d10s. Lay out your grid and arrange a suitable terrain/cover setup to your liking.

Pick a maximum point value; more points means more vehicles and a longer game. You can pick any arrangement of vehicles that fit your point value, and customize them as you choose.

Before starting play, each player places all their vehicles along the edge of the grid closest to them.

The turn: Flip a coin to see who goes first. Players take turns moving all their Light vehicles, then all their Mediums, and finally their Heavies. You can move/shoot with any of your vehicles of each class in any order. Moving a vehicle's hull during a turn imposes a non-cumulative -1 Aim penalty on any shot that occurs after the vehicle moves. You can shoot with as many weapons as your vehicle has in one turn.

Victory: The game ends after 5 turns or when all but one player have had their vehicles destroyed. At the end of the 5th turn, the player with the most surviving vehicles by Point Cost is the winner.

Building Vehicles: Each vehicle Hull (Light/Medium/Heavy) has a Base Weight, further modified by your choice of that vehicle's Chassis. All non-Chassis components have a Weight Cost.

To be playable, a vehicle must have: 1 Chassis, 1 Engine, 1 Mount, and any number of weapons. The total Weight Cost of the Engine,

Mount and Weapons must be equal to or lower than the Weight Limit of the Chassis and the Hull. For all available components, see tables, page 2.

Health and Armor: If a vehicle's health goes to 0, it dies. The minimum value for any vehicle's Armor is 0.

Mobility and Terrain: Each vehicle occupies one square. One point of mobility equals a 45-degree turn OR one square of movement in the direction the vehicle is currently facing. A vehicle can move backwards at double the Mobility cost.

Moving into or out of terrain (Base/Open/Rough) alters the moving vehicle's total Mobility score. If this alteration changes the vehicle's current supply of Mobility to 0, it cannot move until its next turn. Moving out of Rough terrain costs one additional point of Mobility.

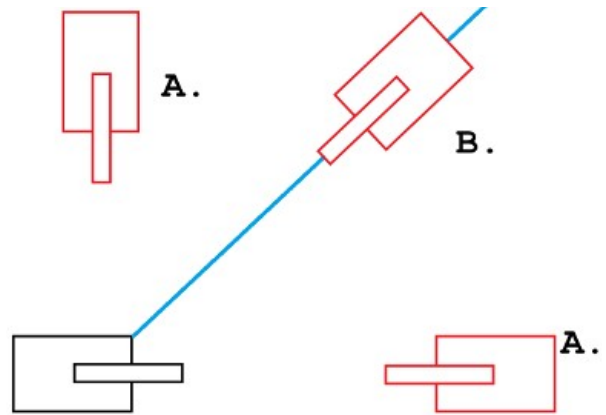
Range of Fire and Mounts: A mount can only fire on targets within 22.5 degrees of the angle in which it is pointing (imagine a 45-degree angle centered on the mount). Mounts have no maximum range. Mounts cannot hit objects behind cover. Destroyed vehicles count as cover. If you can draw a straight line from the vehicle's Mount to the target that remains within the 22.5-degree range, the vehicle can hit the target.

Turret Mounts have a Base Rotation value, which functions similar to mobility. 45 degrees of costs one point of Base Rotation. Rotating the turret does not impose an Aim penalty.

Shooting: To shoot, pick a vehicle, and roll Aim (1d10+Base Aim+ Weapon Aim score) against a target vehicle. The target rolls Evade (See Hull Types table). If the target vehicle is within a 2-square radius of the firing vehicle, the firing vehicle receives a +1 bonus to Aim. If the target's Evade roll is equal or higher than your Aim roll, the target takes no damage. If the Aim roll is higher, the target receives a hit.

On a successful hit, roll the weapon's damage and subtract the target's Armor. The Armor value depends on whether you hit the front, sides or rear of the target's hull, and is unaffected by the angle of the target's turret.

If firing on a target's corner, visualize a diagonal line extending outward from the target's corner at a 45-degree angle. If the firing tank is to either side of the line, it hits that side's armour (A.) If the vehicle is directly on the line (B.), flip a coin, with the defender calling the result, to see which armour value is hit.



Hull Types

Name	Base Health	Mobility (B/O/R)	Armor (F/S/R)	Evade (Round Down)	Base Aim	Weight Limit	Point Cost
Light	8	8/10/6	2/0/0	Mob/2 +2	0	4	1
Medium	9	6/8/4	2/2/2	Mob/2+1	0	6	2
Heavy	10	4/2/6	3/3/2	Mob/2	1	8	3

Chassis Types

Name	Health	Mobility (B/O/R)	Armor (F/S/R)	Base Aim	Weight Limit	Special
Bogie	+1	+2/+0/+2	+1/+0/+0	+0	+1	---
Rhombus	+2	+0/+0/+2	+1/+1/+0	+0	+2	Swift Rotation
Christie	+0	+2/+2/+0	+1/-1/+0	+0	-1	High Acceleration
Torsion	+0	+1/+1/+1	+1/+0/+0	+2	-2	Smooth Ride

Engine Types

Name	Health	Mobility (B/O/R)	Armor (F/S/R)	Base Aim	Weight Cost
Light	+0	+0/+1/+0	+0/+0/+0	+0	0.5
Medium	+1	+1/+0/+0	+0/+0/+1	+0	1
Heavy	+2	+0/+0/+1	+0/+1/+1	+0	1.5
Turbine	-1	+1/+2/+1	+0/+1/-1	+0	2

Mount Types

Name	Health	Mobility (B/O/R)	Armor (F/S/R)	Base Aim	Weight Cost	Base Rotation
Standard Turret	+1	+0/+0/+0	+1/+1/+0	+0	0.5	6
Heavy Turret	+2	+0/+0/-1	+2/+1/+1	+1	1	4
Standard Casemate	+2	+0/+0/+0	+2/+1/+0	+1	1.5	---
Heavy Casemate	+3	+0/+0/-1	+2/+2/+1	+2	2	---

Weapon Types

Name	Evade	Weapon Aim	Damage	Weight Cost	Special
Machine Gun	+0	+0	-2	0.5	Burst Fire, Disruptive
Autocannon	+0	+1	+0	1.5	Burst Fire
Cannon	+0	+4	+1	1	---
Heavy Cannon	-1	+5	+2	2	Slow Loader
Howitzer	+0	+1	+2	1.5	High Explosive
Heavy Howitzer	-1	+3	+3	3	High Explosive, Slow Loader
Rocket Rack	+0	+0	+3	1.5	High Explosive, Barrage

Specials:

- **Barrage:** This weapon can only be fired once/vehicle/game. When fired, it resolves 3 separate shots; these shots can be against different targets.
- **Burst Fire:** When firing this weapon, roll twice to hit and take the higher result.
- **Disruptive:** Any vehicle hit by this weapon, even if it takes no damage, receives a -2 to Aim and Evade until the end of its next turn.
- **High Acceleration:** This vehicle's mobility costs to turn are doubled and its costs to move are halved. Moving 2 squares costs 1 point, while turning 45 degrees costs 2.
- **High Explosive:** When this weapon hits a target, the square the target is in, as well as one adjacent square further along the line of fire, are considered Rough Terrain for the rest of the game. Any cover within these squares is removed. Alternately, you can spend one firing of this weapon to remove three squares of cover within your range of fire.
- **Slow Loader:** This weapon incurs a -2 Aim penalty on every second consecutive turn it is fired. Firing every second turn incurs no penalty.
- **Smooth Ride:** This vehicle incurs no Aim penalty for firing after moving.
- **Swift Rotation:** This vehicle's mobility costs to turn are halved and its costs to move are doubled. Moving 1 square costs 2 points, while turning 90 degrees costs 1.