

# PANZERLAND



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**PANZERLAND** is a miniature tank skirmish for 2, 4 or 8 players. Each player navigates 1 tank with its crew. The mission: Eliminate all opposing tanks.

## General requirements

A gaming area, 3'x3'  
As much terrain as desired (Recommended but not limited to: 3-5 pieces, 3"-4" diameter each)  
Attack Dice: 1 black die, 1 white die (or 2 dice of any colour as long as you can tell them apart)  
Individual requirements:  
1 Miniature tank per player with rotating turrets (15mm scales work best, 28mm scale is fine, too)  
1 6-sided die  
1 reload marker (a piece of cotton, for example)  
Reload markers are abbreviated RM

## Setup

Players take turns setting up the terrain however they deem appropriate. Also, they agree upon which piece of terrain is considered passable and which piece of terrain can provide cover.  
Players place their tanks in opposing corners. Next to their tank they place 1 die showing the 6-face. That's the "Hull Die" showing the number of Hullpoints the tank has got. The Hull Die always moves alongside the tank.

## Turn order

A turn has got 2 phases:  
- Initiative  
- Action

## Initiative

Players roll their dice to determine order of acting during the Action phase. Order goes from highest to lowest result. Reroll ties vying for a certain position.

## Action

With his tank a player may ADVANCE or ATTACK.

## ADVANCE

A player moves his tank in a straight line forwards or backwards a distance of up to his Hull Die's score in inches. Either before or after moving he may turn the tank by up to 90° into any direction. Additionally he may turn the tank's turret by 90° into any direction. During an ADVANCE action a player may remove one of the tank's RMs.

## ATTACK

A player may start by moving his tank in a straight line a distance of up to half his Hull Die's score in inches. If the tank moves, it does NOT get to turn during an ATTACK action. Either before or after moving, the player may turn the tank's turret by 90°. If an opposing tank now lies within line of sight and inside that firing arc (see fig. 1) with the turret's weapon systems inside and the tank does not have any RM, the active player rolls the Attack Dice for an attack.

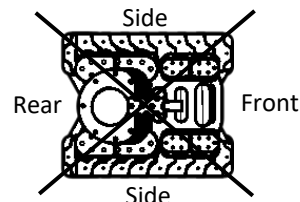


Fig. 1 – firing arcs

The attacking player then checks, which side of a tank he can actually hit out of his firing arc and checks the score needed to equal or beat by adding both Attack Dice together:

Front: 10 | Side: 9 | Rear: 8

If the attacking player decided to not move his tank for the ATTACK action, he receives a +1 to his result, if the attacked tank is at least partially behind cover, he receives a -1 to his result. If the required result (see above) has been scored, the attacked tank receives 1 damage and thus removes 1 from his Hullpoints. As soon as the last Hullpoint has been removed, that tank is destroyed. If more than 2 players play, leave the model in play but treat it as impassable terrain providing cover. No matter his result, the attacking player receives 1 RM.

## Special Damage

If the black die rolls a 6, the opposing tank receives an automatic hit. Refer to the following table to see what the tank hit receives:

1: 1 Damage	4: 1 Damage + 1RM
2: 2 Damage	5: 2 Damage + 1RM
3: 3 Damage	6: BOOM (see below)

If the white die rolls a 6, the opposing tank receives an automatic hit and 1 damage. Additionally refer to the following table to see what the tank hit receives:

- 1: Left chain broken – the tank cannot turn to the left any more.
- 2: Right chain broken – the tank cannot turn to the right any more.  
(If both chains are broken, the tank cannot move at all any more, but may still attack.)
- 3: Crew hit – During an ADVANCE action the tank may either turn itself or the turret. If this result is scored a 2<sup>nd</sup> time, the tank's entire crew is eliminated. The tank's player is out of the game. The model remains in game and is treated as impassable terrain providing cover.
- 4: Weapon System hit: On his next turn the tank can not perform an ATTACK action. The crew repairs the Weapon System, though – even during an ADVANCE action.
- 5: Engine hit: On his next turn, the tank can not perform an ADVANCE action. Also, it cannot move during an ATTACK action. The crew is busy repairing the engine, though – if the tank attacks another tank it does not receive the +1 for not having moved.

6: BOOM: The attacker has hit something critical. The entire tank blows up and does not participate in the battle any more. The tank's player is out of the game. The model remains in game, and is treated as impassable terrain providing cover.

## New Turn

When each player has acted, a new turn begins.

## Optional Rule

When playing with 4 or with 8 players, players may build teams of 2 tanks each. The last team remaining in the game wins.

## Credits

Cover artwork:  
Sunset by Wikimedia Commons  
Tank Silhouette by Grafindo Desain

Tank in fig. 1 by "Alucard"@Open Game Art

The design of **PANZERLAND** has been heavily inspired by TONKS, which is a tank battle game, too, designed by [@apocrypha\\_now](https://www.instagram.com/apocrypha_now) (check out his Instagram for details)!

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V.05.2023

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