

# TANK HAMMER v1

## CORE RULES

Tank Hammer puts you in command of an army of war machines as you battle for supremacy in the grim darkness of the far future. This page contains the core rules for playing games with your miniatures, and is designed to be used with the Core Rules associated with Warhammer 40k 9th edition.

## BATTLEFIELD SIZE

- Games are intended to be played on 6' x 4' battlefields.

## ARMY RULES

### TANK UNITS

In Tank Hammer all the standard Battlefield Roles in an army must be filled out by **TANK** units.

### ENGINEER UNITS

While not in command of your army, **ENGINEER** units serve a vital role in games of Tank Hammer.

- Provide their associated support to your **TANK** units.
- Will often have crucial responsibilities in various missions.
- Cannot be given or make use of Warlord Traits/Relics/Upgrades/Stratagems which increase their offensive performance.
- Are not slain when disembarking from destroyed Transports.
- Provides a benefit during Battle Upkeep - see pg 4.

### WHAT QUALIFIES AS TANKS AND ENGINEERS?

Generally, everyone knows what units are **TANKS** and **ENGINEERS** which units are not. If you are unsure if a particular unit counts as a tank, verify with the organizer or your local playgroup so that everyone is on the same page.

### COMMAND TANKS

Each army must be led by a **TANK WARLORD**. Some armies have tank units which can serve **CHARACTERS**, but many do not. To remedy this, an army which does not take a **CHARACTER TANK** unit can select 1 **TANK** unit (excluding Lords of War units), and upgrade it to a *Command* variant for **35 pts**. A unit which does so gains the following:

- **CHARACTER** keyword.
- Improved Ballistic Skill by 1 (to a maximum of 2+).
- Improved Leadership by 1
- Can be granted a Warlord Trait.
- Must be your **WARLORD**.

## TRANSPORTS

- Units which have the **TRANSPORT** keyword count as Objective Secure.
  - If an objective is contested by an equal number of ObSec units, then the objective marker is controlled by the model within range of that objective marker which has the greater Wounds characteristic.
- Units which have the Dedicated Transport Battlefield role are considered to have *Sticky Objective Control*.
  - It is recommended to place an **INFANTRY** model(s) as a token to help keep track of which objectives remain under your control.

## LORDS OF WAR

Encouraged. 🕶️

## ARMY COMPOSITION

Armies must be organized into the following unique detachment.

### ***ARMoured SPEARHEAD DETACHMENT***

Command Benefits: None

- 3-X Heavy Support
- 0-3 Every other Force Org
  - Including 1 Engineer

## RULES & EXCEPTIONS

Rules for play will follow the standard Warhammer 40k 9th edition rules -with the following exceptions!

## TERRAIN

Tank units (henceforth referred to as **TANKS**) are considered valid for the Breachable terrain rule.

## LIMITED RESERVES

Units cannot be placed into Strategic Reserves during the Declare Reserves and Transports Step. Though they can be placed into Strategic or Standard Reserves through their own Stratagems or other abilities.

## CORE STRUCTURE ABILITIES

- **Core Shielding:** Units cannot make attacks against the Enemy Core unless they are within 12" of it.
- **Protect At All Costs:** Shooting attacks can still be made against Enemy units which are within Engagement Range of the Friendly Core.
- **Destroy at Any Cost:** Enemy units can still make ranged attacks against the Friendly Core while it is within Engagement Range of Enemy units.

## BATTLE UPKEEP

The rules on this page take place in between battles.

### REPAIR ROLL

First, players will make a Repair Roll for each destroyed **TANK** model from the previous battle.

On a 3+ the repair of that **TANK** model goes smoothly, see 'Good As New' on the Detriments Table.

On a 1-2 the repair of that Tank encounters complications.

- **TANKS** with 9 wounds or less: Roll D6: **1-3** Start next battle with half wounds,. **4-6**. A-O-K.
- **TANKS** with 10+ wounds: Roll 2D6, adding any detriments acquired to its datasheet.
- **TANKS** which exploded in the previous battle do not roll, make a Repair Roll and instead only roll on the Detriments Table.

### Detriments Table

**2 Cracked Armour:** -1 Save.

**3 Faulty Sensors:** -1 Ballistic Skill and Weapon Skill.

**4 Compromised Hull:** -1 Toughness.

**5 Slow Accelerators:** -1 Movement.

**6-7 Weapon Systems Failure:** Randomly determine a Primary weapon and Roll D6:

- 1= Weapon destroyed; 2=Worsen damage by 1 (to min 1); 3=Worsen AP by 1; 4=Worsen Strength by 1; 5= Worsen Range by 6"; 6=Reduce Attacks by 1.

**8 Stiff Suspensors:** -1 Attacks.

**9 Battle Weathered:** Starts next battle with **D3** lost wounds.

**10: Battle Trauma:** -1 Ballistic Skill and Weapon Skill for the next game.

**11: 'Good As New':** The unit is restored with previous injuries intact.

**12+ Battle Scars:** Benefits of (11) and +1 to hit for the next game.

### ENGINEERS

If your **ENGINEER** was not slain in the previous battle, before rolling on the Detriments Table, you can choose to have your **ENGINEER** assist. If so, roll 3D6 instead of 2D6.

Note: An Engineer can only assist in repairs once per Battle Upkeep.

### UPGRADE BAY

After a player has done all of their Repair Rolls, they can spend their accumulated VP on various upgrades for **TANK** units which have a Wounds characteristic of 10+.

**35 VP - Ablative Plating:** Reduce damage suffered by 1 (doesn't stack with similar abilities).

**35 VP - Replacement Parts:** Can be used to repair a single detriment.

**35 VP - Weapon System Tune Up:** Select a primary weapon, and improve its Number of Shots, Strength, AP or Damage by 1. You choose.

Note that any of the above upgrades are lost when a **TANK** is destroyed, unless the rolled results for its subsequent repair is 'Good As New' on the Detriments Table.

\*Each attribute of each weapon can only be *Tuned Up* once.

\*Primary weapons refers to weapons systems which are not hull or hatch mounted. Unless those are the only weapons the unit possesses.

## TANK HAMMER ROSTER

BATTLE GROUP NAME:	FACTION:
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VP
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NAME	UNIT
DETRIMENTS	UPGRADES

NAME	UNIT
DETRIMENTS	UPGRADES

NAME	UNIT
DETRIMENTS	UPGRADES

NAME	UNIT
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