

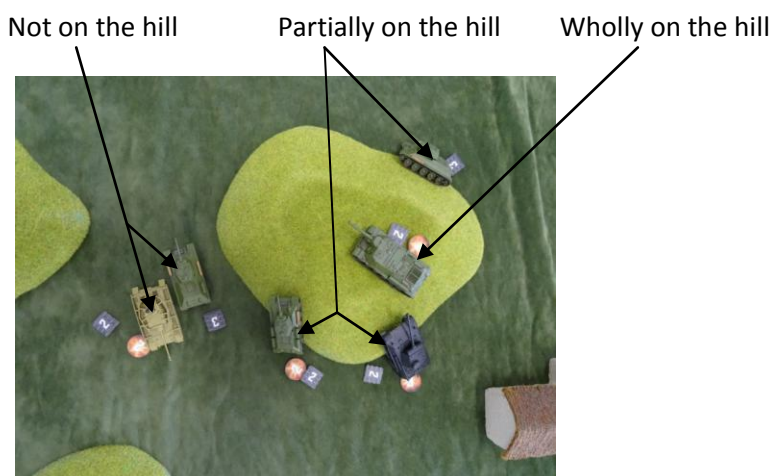
TANKS

THE GALE FORCE 9 TANKS GAME – MORE TERRAIN

The **GALE FORCE 9 TANKS** game does not include rules for terrain such as hills and rivers for some reason. Therefore, here are some simple ideas that you may wish to try.

HILLS

- First, a tank or vehicle is deemed to be “on the hill” if that tank or vehicle is partially or wholly on the hill thus:



- If your tank is not on the hill, then when evaluating a Line of Sight, you can trace your Line of Sight onto a hill but not then off that same hill
- Therefore, if your tank is not on a hill, and the target is also not on a hill, then any hills in-between block Line of Sight to those tanks or vehicles hidden behind them, and may give cover to those tanks or vehicles partially hidden behind them
- If your tank is on a hill, then when evaluating a Line of Sight, that hill you are on has no affect

Can you fire from one hill onto another hill?

- Possibly. If your tank is **wholly** on a hill, and the target is also **wholly** on another hill, then you can fire at that target over any tanks, vehicles or hills in-between
- When firing from hill to hill, any such fire over destroyed tanks, over woods or over buildings is exactly as per the rules
- Hills have no affect on movement

ROUGH GROUND or DESERT

- A tank or vehicle moving into, through or out off an area of rough ground or desert may only make a single move
- However, rough ground and desert have no affect on movement if the tank or vehicle is moving along a road through the rough ground or desert
- Rough ground and desert have no affect on shooting

CREEKS

- All tanks and vehicles can cross a creek, and at any point
- However, a tank or vehicle that is moving into, through or out of a creek may only make a single move
- Creeks have no affect on shooting

RIVERS

- Rivers are impassable terrain except at bridges or fords
- A tank or vehicle moving onto, over or off a bridge may only make a single move
- A tank or vehicle moving into, through or out of a ford may only make a single move
- However, if a tank or vehicle is rated as amphibious, then that tank or vehicle may cross a river, and at any point
- A tank or vehicle using its amphibious function may only make a single move
- Rivers have no affect on shooting

SWAMPS

- Swamps (or bogs and the like) are impassable terrain
- However, swamps have no affect on movement if the tank or vehicle is moving along a road through the swamp
- Swamps have no affect on shooting

CANALS

- Canals are impassable terrain except at bridges
- A tank or vehicle moving onto, over or off a bridge may only make a single move
- A tank or vehicle rated as amphibious cannot use its amphibious function to cross a canal
- Canals have no affect on shooting

ANTI-TANK DITCHES

- Anti-Tank ditches (or the like) are impassable terrain to all tanks and vehicles
- Anti-Tank ditches (or the like) have no affect on shooting

ESCARPMENTS

- Escarpments (including cliffs and the like) are impassable terrain
- To shoot, first determine if you have a Line of Sight to the target as per the rules
- Then, proceed to determine if the escarpment blocks that Line of Sight to the target as set out below
- For a firer on the escarpment: When looking along the Line of Sight, if the target is below the escarpment and is also closer to the escarpment than the firer is, then the firer's Line of Sight is blocked by the escarpment
- For a firer not on the escarpment: When looking along the Line of Sight, if a target is on the escarpment and is further away from the escarpment than the firer is, then the firer's Line of Sight is blocked by the escarpment
- Otherwise, simply treat any tanks or vehicles on the escarpment as if they are on a hill

LARGE BODIES OF WATER

- Any large bodies of water (such as lakes, the ocean or the like) are impassable terrain to tanks or vehicles except those rated as amphibious
- A tank or vehicle using its amphibious function may only make a single move
- Any such large body of water has no affect on shooting