

# Tank Maneuver

## Directions:

For 2 Players  
Ages 12 to Adult

Presented by: James Minetola II  
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Out of the snowstorm the shape of enemy tanks appear. You must deploy your army and battle in a desperate struggle that will determine the fate of nations. On this narrow isthmus, using the best equipment from the Second World War, you attempt to defeat your opponent.

Use your pieces, based on the actual capabilities of real life units, together in offense or defense because each piece has a role to play. For instance, your Tiger needs help from Recons and less powerful units to protect it from M-18 Hellcat Tank Destroyers and Hummel Self-Propelled Artillery.

Discover an important enemy asset? Call in a tank-busting Stuka airstrike. If you roll the dice better than your opponent, your Stuka's 37mm cannons will remove that pesky Tiger from the board!

Guard your Command Center with Gun Emplacements to avoid a long-range strike from an enemy Puma Recon. Use Amphibious Assaults to land behind your opponent and deliver a knock out blow!

**Contents:** Gameboard, 45 Blue Pieces, 45 Black Pieces, Labels.



## Assembly: \* \* \* Attention \* \* \*

**\*\*The stickers are sticky. Carefully put the stickers on the pieces.\*\***

The stickers are separated into two bags, one for the Blue Army, one for the Black Army. \*\*\*Keep the bags of stickers separated\*\*\*

- 1) Take the Blue Army Pieces out of the bag first. Keep the Bag.
- 2) Sticker the 45 stickers onto the Blue Army Pieces.
- 3) Take the Black Army Pieces out of the bag second. Keep the Bag.
- 4) Sticker the 45 stickers onto the Black Army Pieces.



BLUE Army:  
Piece Rank--# of pieces

T (Tiger)--1  
P (Panther)--2  
N (T-34)--4  
S (Sherman)--4

I (Infantry)--4  
X (Puma Recon)--2  
R (Recon, Humbar)--8

J (Jagdpanther)--2  
M (M-18 Hellcat)--2  
F (Panzerjaeger IV)--2  
E (Hetzer)--2

Planes--1  
A (M-40)--2  
H (Hummel)--2  
W (Wespe)--2  
K (Katyusha)--1

G (Gun Emplacement)--3  
Z (Command Center)--1



BLACK Army:  
 Piece Rank--# of pieces

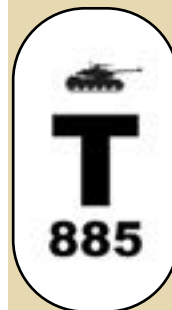
T (Tiger)--1  
P (Panther)--2  
N (T-34)--4  
S (Sherman)--4

I (Infantry)--4  
X (Puma Recon)--2  
R (Recon, Humbar)--8

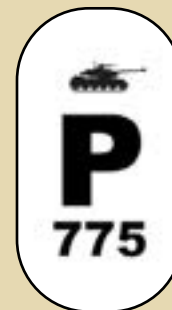
J (Jagdpanther)--2  
M (M-18 Hellcat)--2  
F (Panzerjaeger IV)--2  
E (Hetzer)--2

Planes--1  
A (M-40)--2  
H (Hummel)--2  
W (Wespe)--2  
K (Katyusha)--1

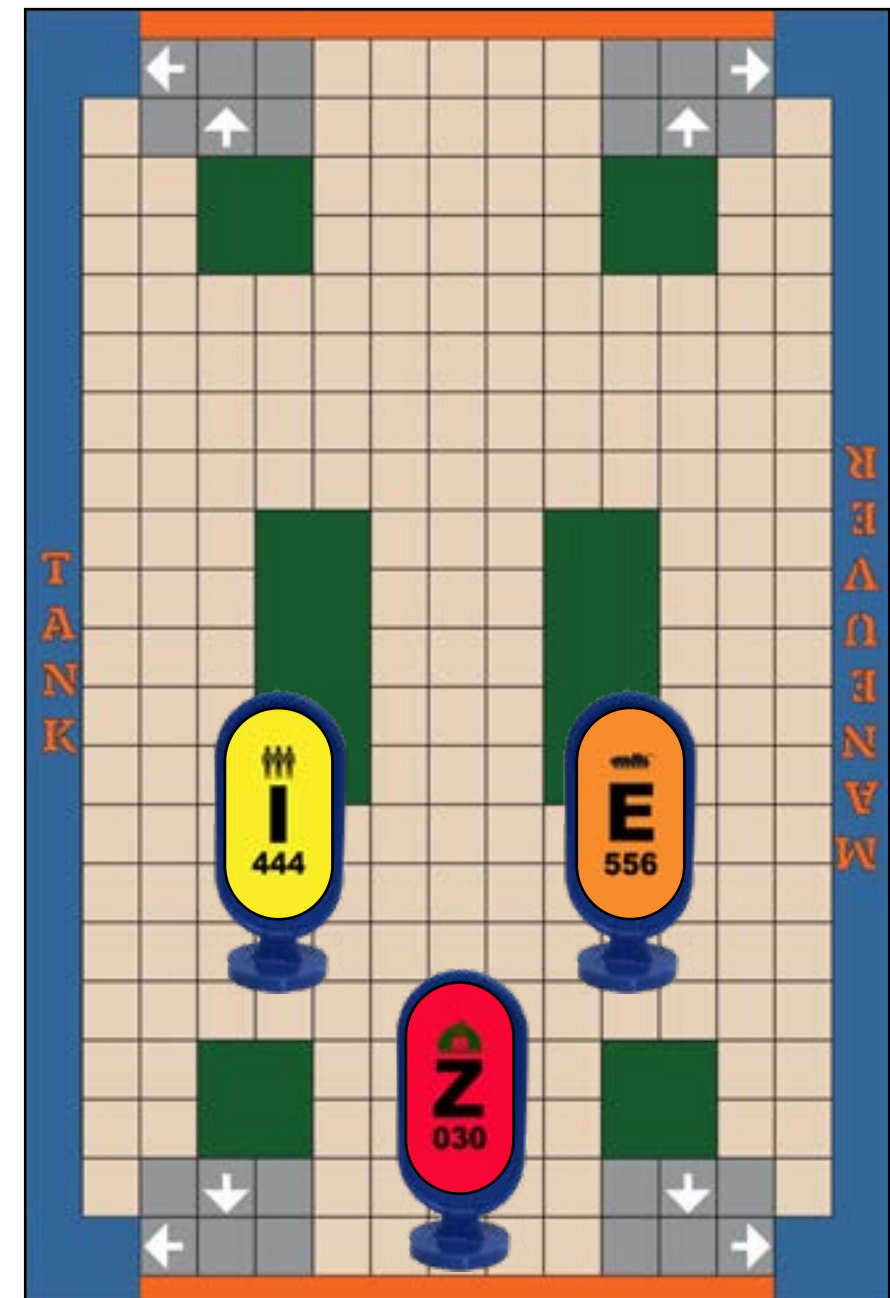
G (Gun Emplacement)--3  
Z (Command Center)--1



**The German Tiger Tank was the most powerful tank on the battlefield when it was introduced in late 1942. It had heavy armor and a powerful 88mm gun.**



**The German Panther Tank is regarded as the best all around tank of the Second World War. It was fast and had heavy, sloping armor with a powerful 75mm anti-tank gun.**



- 1) Put Gameboard between the two players with the orange edge closest to each of you.

- 2) Flip a coin to determine who gets which color army.
- 3) Setup your army using tactical tips and rules.
- 4) Put units on board with the stickered side towards you. Your opponent does the same, neither you or your opponent can see each other's rank of pieces.
- 5) Only one unit can be on a square. Put units on last eight squares on your half of the board. Anywhere except on mountains (green) or blue squares or orange strip. At the beginning of the game, the middle five squares are left unoccupied.
- 6) Start game when both players are happy with their board setup.

Type of Unit	Number of Units	Unit Symbol	Unit	Offense	Defense	Mobility	Attacks by moving onto a square?	Special Function
A) Moveable Units:								
Tank	1	T	Tiger	8	8	5	yes	none
Tank	2	P	Panther	7	7	5	yes	none
Tank	4	N	T-34	6	6	5	yes	none
Tank	4	S	Sherman	5	5	5	yes	none
"Mechanized Infantry"	4	I	Infantry	4	4	4	yes	"Can take "G" Gun Emplacements"
"Reconnai-ssance"	2	X	Puma Recon	4	4	10	yes	"Can recon and attack on the same turn"
	8	R	Recon (Humbar)	1	1	10	yes	
Tank Destroyer	2	J	Jagdpanther	8	7	6	yes	none
Tank Destroyer	2	M	M-18 Hellcat	8	3	6	yes	none
Tank Destroyer	2	F	Panzerjaeger IV	7	5	6	yes	none
Tank Destroyer	2	E	Hetzer	5	5	6	yes	none
Airstrike	1	Airplanes	Stuka G Strike	9	0	entire board	"yes, must return to original square"	"3 times per game it can attack an opposing unit"



The Russian T-34 was an innovative design with sloped armor. Produced in large numbers by the Russians. It ended up being a war-winner.



The US Sherman Tank had poor armor and a low velocity gun compared to its German counterparts. It ended up being a war winner due to sheer numbers combined with overwhelming US airpower.

Type of Unit	Number of Units	Unit Symbol	Unit	Offense	Defense	Mobility	Attacks by moving onto a square?	Special Function
"Self-Propelled Artillery"	2	A	M-40 Artillery	9	3	4	"no, shoots between 1-6 squares"	"Must fire before moving if firing."
"Self-Propelled Artillery"	2	H	Hummel	9	3	4	"no, shoots between 1-5 squares"	Can fire over friendly and opposing units."
"Self-Propelled Artillery"	2	W	Wespe	9	3	4	"no, shoots between 1-4 squares"	
"Devestating Artillery"	1	K	Katyusha	9	3	4	"no, shoots 1 square away"	"Can move up to 4 spaces and then fires in up to 4 directions. "K" unit cannot take part in Amphibious Assaults."
) Unmoveable Units:								
"Gun Emplacement"	3	G	"88mm Gun Emplacement"	0	10	0	no, must be attacked	"Immune to Artillery/Airstrikes. Only opponent Infantry can take this piece."
"Command Center"	1	Z	"Command Center"	0	3	0	no, must be attacked	"Immune to Artillery/Airstrikes and Humbar Recon attacks."



How to Play:

One player moves first, then the second follows, then back to the first and so on.

On a turn, a player must either:

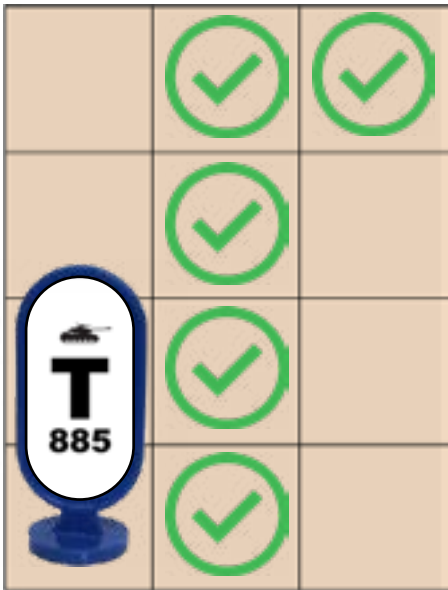
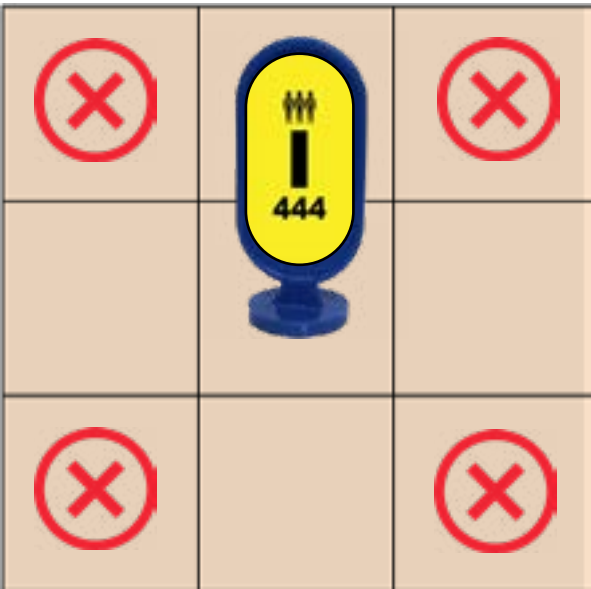
- 1) Move to an open, legal space.
- 2) Or attack an opponent's piece.
- 3) Or if you are artillery, fire at an opponent in range.

If none of these three things is possible, the game ends and the player who cannot do one of above three things, loses.

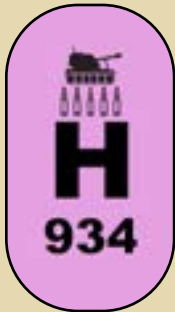
How to Move:

Command Center and Gun Emplacements cannot move once they are placed at the beginning of the game and the game commences.

- 1) Pieces move according to their movement ability: forward, backward or sideways. They do not need to move their entire movement strength.
- 2) There is no diagonal movement; pieces are unable to skip over another piece. Pieces cannot move onto a square already occupied by another piece (unless attacking).
- 3) Pieces cannot skip over mountains or move onto mountains. Further, pieces cannot move on water (unless making an amphibious assault).
- 4) A single piece only can be moved per turn unless it is an amphibious assault (see amphibious assault).



**American Self-Propelled 155mm Artillery.** A unit such as this provided covering fire and bombardment support for other units in the field.

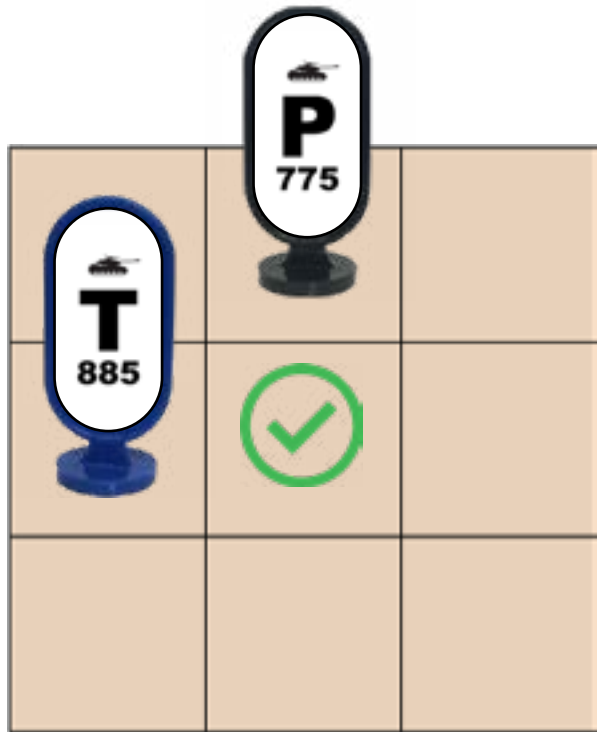
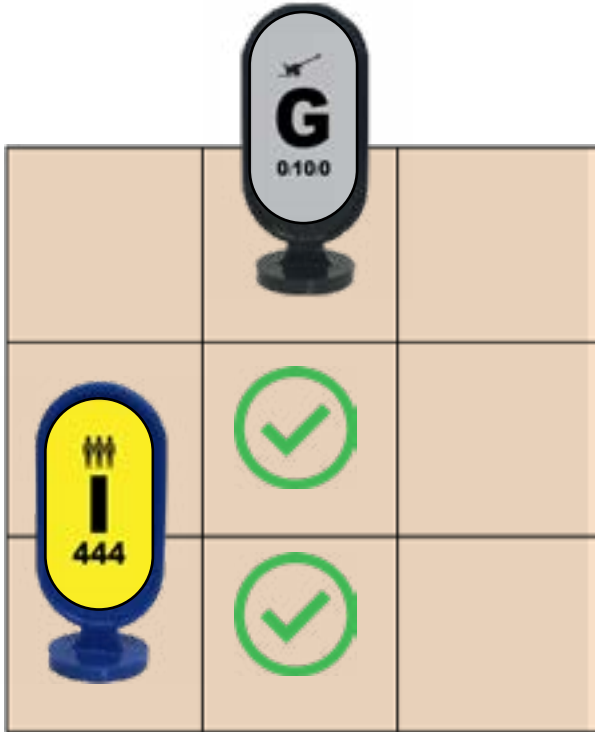


**German Self-Propelled 150mm Artillery**

How to Conduct Offense:

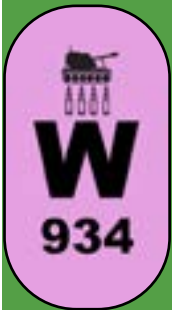
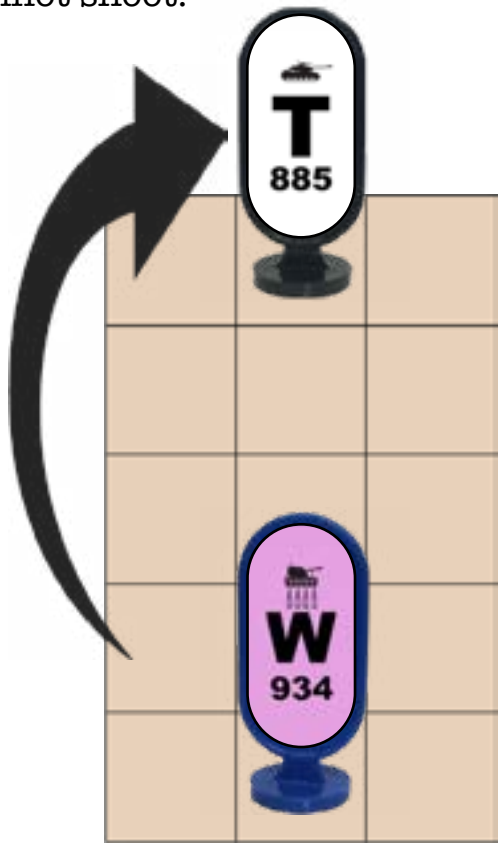
Command Center and Gun Emplacements are not able to attack, they can only defend.

- 1) Attacking is moving a piece onto a square occupied by an opponent's piece.
- 2) Take your attacking piece and slightly tap your opponent's piece. Declare your piece's unit (Tiger (T), Sherman (S), etc.) Your opponent declares the defending piece's unit.
- 3) The attacking piece's offensive strength is compared with the defending unit's defensive strength. The piece with the higher number wins and the other piece is removed from the board. If the offensive strength of the attacking piece is equal to the defensive strength of the defending unit, both pieces are taken off the board. (SEE APPENDIX)
- 4) If the remaining and winning piece is the attacker, that piece moves onto the space formerly occupied by the defending piece. Any additional movements it possesses can be used after winning the engagement. However, it cannot attack a second time on the same turn.
- 5) If the remaining and winning piece is the defending piece, it remains on its current square where it was attacked.
- 6) Attacking is a choice, never mandatory. Only a Mechanized Infantry can defeat a Gun Emplacement.



**Bombardment using Artillery:**

There are three Self-Propelled Artillery types. The M-40 (A), Hummel (H) and Wespe (W). Each can hurl one projectile downrange that will defeat any unit it hits, except Command Center and Gun Emplacements (stationary units). If an Artillery shoots a stationary unit, the defender tells the opponent what piece was attacked. Artillery cannot attack diagonally. Artillery must shoot first and then move. If the Artillery moves first, it cannot shoot.



German Self-Propelled Artillery. The Wespe is lighter armed than the Hummel or the M-40. The artillery in this game is a bit of a fantasy piece because they can effectively attack tanks. In real life SP Artillery would target Infantry.



The Russian Katyusha is the ultimate fantasy piece in the game. In real life it was rocket artillery targeting infantry and other “soft” targets. In this game it can defeat the mighty Tiger, a “hard” target.

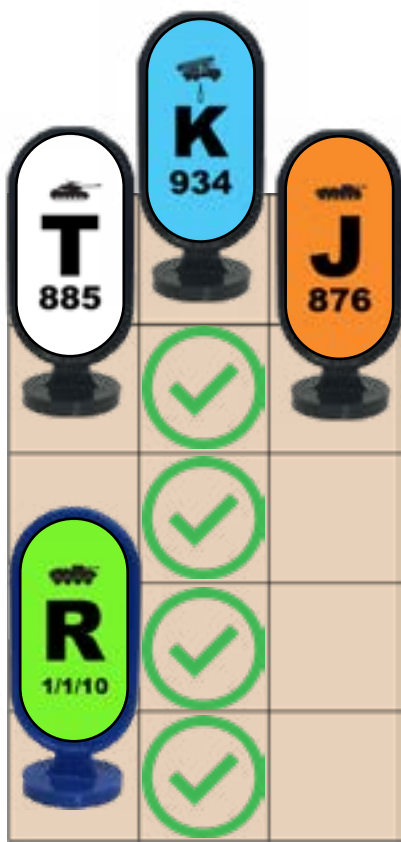
**Devastating Artillery:**

The Katyusha (K) can move and then fire one space away in all directions. It attacks forward, backward and side to side simultaneously. It cannot attack diagonally however. The Katyusha does not move onto the space of the unit it has just attacked.



How to Conduct a Reconnaissance:

Two units can conduct a reconnaissance, the Puma (X) and the Humbar (R). Both units recon in the same way. The Recon unit announces a “re con” and the opponent must show any unit that is forward, back ward or side to side of the Recon unit. The Recon unit can also attack on the same turn as a recon. The Recon unit can also continue to move after a recon has been made, if it has any movement left.



**Humbar Recon is British Recon. The British had the best intelligence of any nation in the Second World War, therefore it is fitting that the majority of Recon in the game is British.**



**Puma Recon is German Recon. It had a more powerful anti-tank gun compared to other recon units. It can fight more powerful units than the Humbar and Recon all on the same turn.**



How to Read your Piece Face:

The information on the face shows what that piece can do. The “A” has six bullets up top. This shows the range it can fire its artillery shells. It can fire between one and six range. The unit symbol shows at the very top that this “A” is in the category of Self-Propelled Artillery.

Next piece is the “J,” this piece does not have any bullets on it and as a result cannot fire. It has to attack by moving onto the square of its opponent. It has an 876 number sequence. This means that its offense is an 8, defense is a 7, and mobility of 6.

Go back to the “A,” it’s artillery fires at a 9 offense, however it cannot move onto an opponent’s square in attack. It can only fire from afar. The “A” then defends at a 3 and has a mobility of 4.

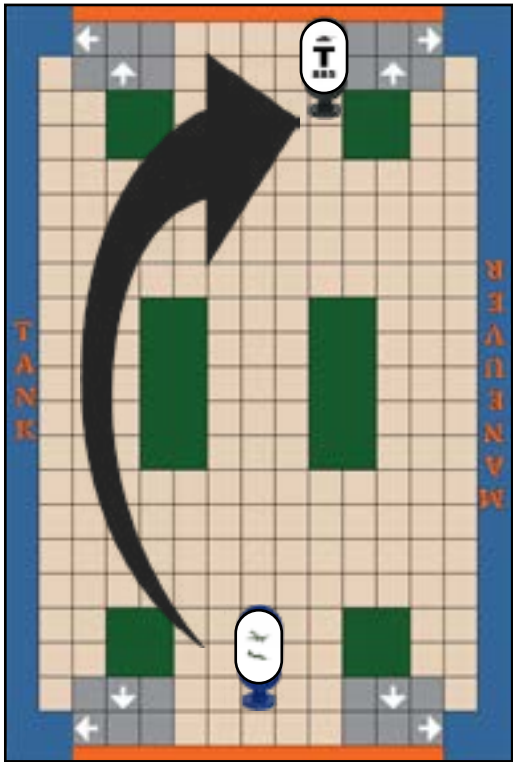
Skip to the piece with aircraft on it. The plane on top is the JU 87G Stuka “tank buster.” The plane on the bottom is the Me-262 jet fighter. This piece stays stationary the whole game and defends at a zero. As a result, any piece attacking it will defeat it, including a successful airstrike. This piece can strike any piece on the board and defeat it if the roll is good enough, except stationary units.

The last piece is the “K” or Katyusha rocket artillery (devastating artillery). It has one bullet which says that it fires from a range of one square away. This unit can attack after moving, unlike the “A.” It has an offense of 9. It has a defense of 3 and a mobility of 4.



# AirStikes with Stuka and Air Defense with Me-262:

Break out the Dice!  
An airstrike takes one turn for a player. **\*\*Point to the unit you wish to airstrike, so as not to reveal your own airstrike piece.\*\***  
Roll the Dice!  
Then the defending player rolls the Dice. Whoever gets the higher number wins. If it is the defender winning, then the piece stays on the board. If the offensive player wins, then the piece is removed from the board.  
If there is a tie in the rolls, each player re-rolls until a winner is found.  
**Side note: Airstrike pieces can airstrike an opponent airstrike piece. If the attacker wins, the opponent loses all remaining airstrikes.**  
**Also, if you lose your airstrike piece, there is no Me-262 to defend against opponent airstrikes and future airstrikes are uncontested.**  
If an opponent Recon or other mobile unit takes an airstrike piece, that player loses all airstrikes and the ability to defend opponent airstrikes.  
**Command Centers and Gun Emplacements must simply reveal what they are if attacked by airstrike, no roll of the dice is required in these situations.**  
Each player gets three airstrike opportunities per game, unless he/she loses piece.



**German JU 87G Stuka Dive Bomber equipped with dual 37mm anti-tank cannons under the wings. Also, the defending German Me-262 is encased in the piece. It is a turbo-jet fighter and one of the best of the war.**



**Command Center. Capture this piece and the game is over in your favor. Remember that Humbar British Recon units CAN NOT capture this piece, but Puma Recon can.**

## How to Win the Game:

- 1) Capture the Command Center.
- 2) One player cannot move or attack on a turn.
- 3) If your opponent is down to 18 or fewer pieces, move 4 of your pieces off the backside of your opponent's end of the board into the orange zone. Once these pieces are off the board they cannot return. However, they count towards your total piece count. If you have 16 pieces on the board, and 3 off the board in the orange zone, you have a total of 19. As a result, your opponent cannot win the game yet even if he/she has 4 pieces off the back of your board. At any point in the game, you can start moving your pieces off the board, but beware, once they are off, they cannot come back.

## Tactical Tips for the Game:

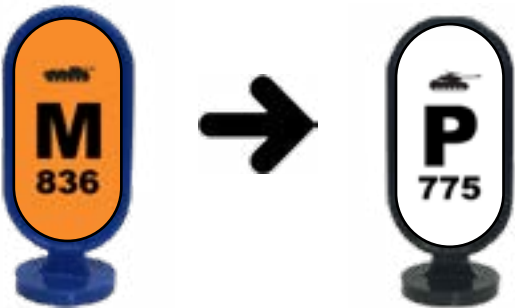
- 1) Beware placing units in the first row to start the game to avoid artillery strikes.
- 2) Place a few recon units up front to discover your opponent strength where he/she attacks and where you decide to attack.
- 3) Protect your Command Center with Gun Emplacements to avoid a long range enemy Puma strike.
- 4) Weaken your opponent first before going for the Command Center. Going for the Command Center too quickly can be a self-defeating strategy.
- 5) There are certain high-value targets that can be taken out with the Puma. Be on the lookout for these targets (M-18 Hellcats and M-40 Self-Propelled Artillery).
- 6) Use Airstrikes on Heavy Armor Units such as Tiger and Jagdpanther as these are not easily defeated by other units.

## Extra Challenge Rules:

These are optional rules that you can add to enhance the game.

- 1) Tiger Special: A Tiger Tank can attack two times on a turn.
- 2) Skill on Skill: No airstrikes allowed by either player due to weather conditions.
- 3) Katyusha can launch in an Amphibious Assault and attack all on the same turn, this is devastating if executed right.
- 4) Double your Amphibious Assaults: Each player gets two Amphibious Assaults per side in a game for a total of FOUR Amphibious Assaults per game.
- 5) No Amphibious Assaults in a game.

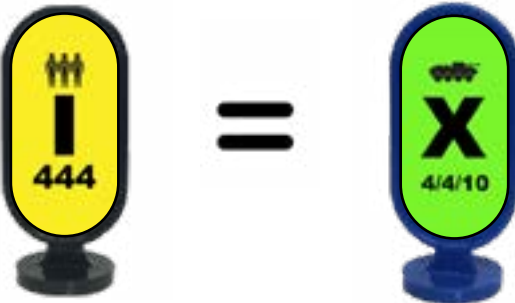
APPENDIX:



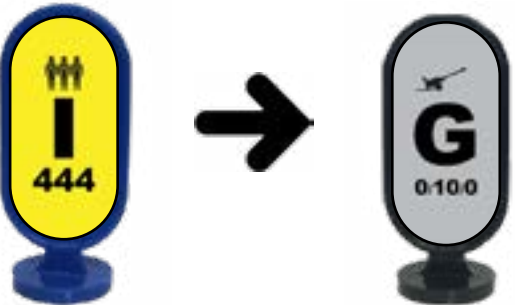
**M Victory**  
8 **Offense** of M-18 (M)  
BEATS  
7 **Defense** of Panther (P)



**P Victory**  
7 **Offense** of Panther (P)  
BEATS  
3 **Defense** of M-18 (M)



**TIE**  
Both units removed from board  
4 **Offense** of Infantry (I)  
TIES  
4 **Defense** of Puma (X)



**I Victory**  
Infantry  
BEATS  
Gun Emplacement



**German Jagd-panther tank destroyer:** An excellent design, constructed from its inception as a tank destroyer. Dealing destruction with an 88mm gun. It was also fast and had thick, sloping armor.



**American M-18 Hellcat tank destroyer:** The fastest tracked vehicle of World War II at 60 mph on roads. It is slowed down in this game to match other tank destroyers speed of 6 moves per turn. The only downside was the Hellcat had thin armor, reflected in its low defensive strength.



Mechanized Infantry can defeat Gun Emplacements (G) that usually defend the Command Center. The Gun Emplacements are fortified and are therefore immune to Artillery strikes and Tank attacks. Only an attack by infantry can dislodge these citadels.



Gun Emplacements are 88mm guns fortified in steel and concrete bunkers. Only infantry can dislodge these fortifications.



German Jaegerpanzer IV was based on the chassis of the Panzer IV tank. It had sloping armor and an effective 75mm gun that allowed it to tackle all but the heaviest tanks. Tank Destroyers were usually built with a front firing gun that did not rotate 360 degrees. Although this was a tactical disadvantage in combat, it made production of tank destroyers simpler.



Hetzer German Tank Destroyer had a very low profile to the ground. It was difficult to spot as a result and could make surprise attacks because of its low profile.



**Amphibious Assaults: OPTIONAL RULE**

You get two per game and you can launch one on each side of the board in a game. Six Amphibious squares are available for assault per side. Any combination of up to three can be launched on a turn by announcing “Amphibious Assault.”

Set up, up to three pieces together with no spaces in between them along the water. Make sure the adjacent squares of land are unoccupied, otherwise you cannot land there. Move your pieces onto the land square(s) then. You can launch one, two or three units per assault.

Then, one of the Amphibious Assault pieces can move and attack another enemy unit. If the unit is a Recon, it can recon and attack too.

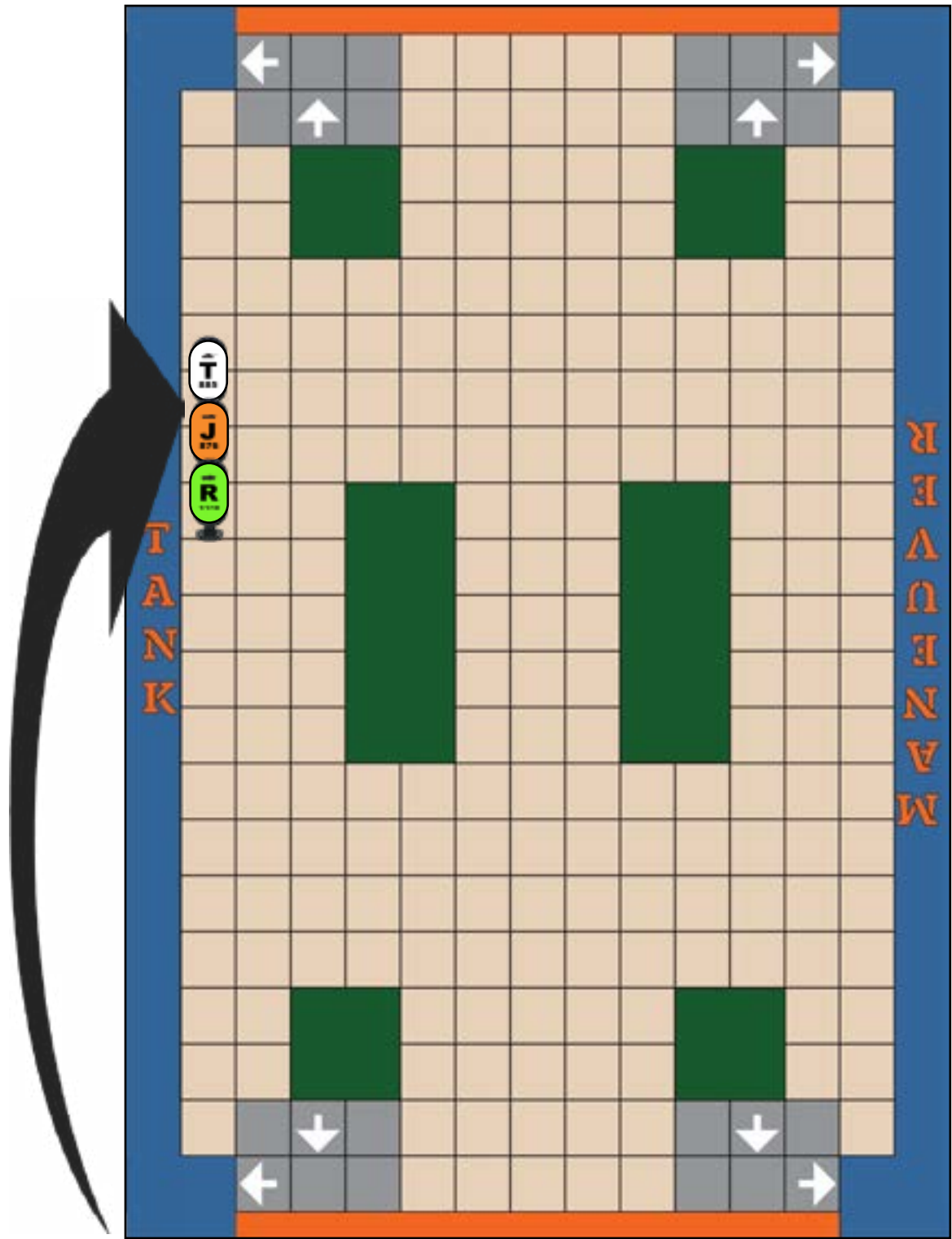
**\*\*Artillery must wait until the next turn to attack, because otherwise it would be too powerful and inconsistent with the game. It can move and not fire on the landing turn however\*\***  
**\*\*Katyusha Devastating Artillery cannot launch in Amphibious Assaults because it radically alters the game for the worse in my opinion, see Auxillery Rules.\*\***

Command Centers and Gun Emplacements are immobile and cannot launch in Amphibious Assaults. However, they can occupy the Amphibious Assault squares.

A unit must start the game on the Amphibious Assault squares to launch an assault. Other units can occupy the Assault squares (grey) during the game, but cannot launch in an Assault. Units that start on the Amphibious Assault squares can leave the grey squares, but if they come back, they cannot launch in an Assault.



**Amphibious Assault**





## Tank Facts:

Tank Maneuver Units Ranked from most to least powerful:

0. The Stuka Airstrike Piece is the most powerful piece.
1. Tiger Tank, with its good mobility, high offense and defense.
2. Jagdpanther, with its great mobility, offense and slightly weaker defense.
3. M-18 Hellcat, hurt only by its weak defense.
4. Panzerjaeger IV, can take on almost any tank.
5. Panther, a good all-around tank.
6. M-40 long-range artillery, wrecking havoc from afar.
7. Puma, power recon, good against lightly armored targets.
8. Katyusha, devastating defensive piece, if it can surprise!
9. T-34, good offense and defense, just not great.
10. Hummel, an effective long-range artillery piece.
11. Hetzer, an excellent tank destroyer. Good at taking out Hummels and Katyushas.
12. Wespe, weakest artillery unit, but effective in Amphibious Assaults as an offensive weapon on the second turn of the Amphibious Assault.
13. Sherman, good at leading attacks because it is not super-costly to lose one.
14. Humbar Recon, your eyes and ears on the battlefield.
15. Mechanized Infantry, important when assaulting Gun Emplacements.
16. Gun Emplacement, critical for defending Command Center.
17. Command Center, must be defended at all costs.



## Notes:



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Customer Service: [tankmaneuverhelp@gmail.com](mailto:tankmaneuverhelp@gmail.com)