Tank Hunter 2e

Comprehensive English manual

An English text file with the rules for Tank Hunter 2e / Tank Hunter 2e Jäger / Tank Hunter 2e Commander
Non-layouted, no images. Rules are the same for all three games.

Backdrop

Sometime in the future, tank afficionados have created models and robots to simulate the tank showdowns of yesteryear, playing it out in huge campaigns. You are one of these players; with all kinds of tanks, artillery and infantry, you must show off your superiority, or, more importantly, just enjoy dishing it out with all kinds of tanks. And, luckily for you, the concept of "nationality" for tanks is not an important aspect anymore, so you have access to all kinds of combinations of armour.

Note: This game is a remake of "Tank Hunter" from 1989. All art is new, and some rules have been adjusted, but the base rules remain the same.

Note again: All *Tank Hunter 2e* games share rules and are standalone games, but each game brings in some new aspects. These rules are comprehensive for the games including *Tank Hunter 2e Commander*. If you are playing *Tank Hunter 2e* or *Tank Hunter 2e Jäger*, you will encounter concepts and symbols that can't be found in your specific game.

Game overview

Tank Hunter 2e is a light-hearted quick card game featuring a lot of tanks. At the start of the game, players will draft a hand of cards that can be either units (tanks, artillery, infantry…) or events (stuff that affects the battlefield).
* Players will have their unit cards on the table in front of them, and event cards in hand.
* On a player's turn, he can launch an attack on a fellow player using one of his units, play event cards to help him or draw event cards.
* Attacks are resolved by one simple die roll that is adjusted depending on attacking unit and defending unit.
* Each unit a player destroys become points in his score pile. A player who has all his units destroyed is out of the game.
* The game goes on until either all but one player are out of the game or the event cards have ended the game. The player with the most points wins. The game also ends if the unit deck runs out, which won't happen unless the players have decided to only play with parts of the unit deck.

Components

The game consists of a bunch of Unit Cards and a bunch of Event Cards. And some markers. And 2 dice.
The **Unit cards** have quite a lot of information on them. Don't fret, this game is really quite easy. All numbers will be explained in detail later, here's a preview:
The top right number is the card's *points* – how much points you get for blowing it up.
The numbers on the bottom left are different *attack values*, and the numbers on the bottom right are *defence value* and *supply value* (how likely this unit is to run out of ammo).
Then all units have a *nationality symbol* and bunch of other symbols that mean

different things. We'll get to those.
In TH2: Commander, some of the Unit cards are Commanders. They are not really units, they just share the card back.
The **Event cards** are less complex; they have an *effect* described in text, and a *colour* that tells you when you can play them (on your turn, on another's turn or immediately as you draw them). The *top left symbol* also tells you when you can play them; doubling the information with the card colour.

Preparations
*Note: When playing this game for the very first couple of times, you will want to play with only tanks, and skip weak stuff like artillery and infantry. So, remove all non-tanks from the unit deck, leaving it with only tanks (**AFV**). You'll also want to remove the Events that handle non-tank stuff; they are Trench (2pcs), Heavy Guns (2pcs) and Escape (2 pcs).*
Note again: Using the Commander cards (TH2: Commander) is considered as "optional" to spice the game up a bit. Your first plays, you'll want to remove the Commanders from the unit deck.
Also, in the future, in order to cut down on the game time, or simply for thematic purposes, you can choose to limit the units in the unit deck to certain nationalities, or only have 1 copy of each different unit in the deck, or so on. You're fully free to adjust the unit deck in any way you like.

* Shuffle the unit cards and deal 5 units to each player. The rest is placed in a face down pile (=the unit deck).
* Remove the 3 "Carpet Bombing" from the event deck, shuffle and deal 1 to each player. Then, divide the rest into 3 piles of about the same size, shuffle 1 Carpet Bombing into each of them, then stack them without shuffling further (=the event deck).

Each player now has 6 cards. First, they should be drafted in clockwise direction.

> **Don't know what drafting is?**
> Drafting is that all players simultaneously choose one card in hand to keep (putting it face down before them) and send the rest to the next player. (They must choose what card to keep before looking at the cards they get from their neighbour). From the new cards they get, they choose one card to keep and send away the rest. This is repeated until they just get one card that they keep.

With these 6 cards, players keep any Events in hand, but the Unit cards should be lined up before each player, **face down**. This is called the player's Front Line. Some unit cards allow the player to place them in the Rear Line, this means they are placed in a second line below the first. Commanders (found in TH2: Commander) are *always* placed in the rear line, and also, they are always face up. Another thing about commanders, that will be repeated several times because it's important, is that, even though they have the same card back as unit cards, they do NOT count as units for any other purpose.

Finally (although all cards are face down) players announce aloud the value of their highest valued unit card (top right number). The player with the highest number is the

first player; in case of a tie, roll a die.

And the game can begin.

A player's turn
On a player's turn, he can basically either **do one attack** to another player, **scout another player's units**, or he can **draw one event card** to his hand. He can also play any number of event cards for free. However, there are some things that happen before his turn actually starts. These happen **"before the player's turn"**, and none of them have any meaning at the start of the game, but they do get important after a while:
a) All the player's *exhausted* cards are now *refreshed*. (Some cards in the game are turned sideways, "exhausted" when their special effect is used).
b) The player may rearrange all his *hidden* (face down) units as much as he likes (not between Front and Rear lines, though).
c) The player may move ONE unit from his Rear line to his Front line.
d) The player may discard 3 Event cards from hand to *re-supply* or *liberate* one of his units. (Units can *run out of ammo* or be *pinned down* by the enemy; either will disable the unit so it can't attack. Re-supplying/liberating the unit makes it able to fight again).
e) If the player has no units in his Front line at this point, his Rear line now becomes his Front Line.

Please note that for rules purposes, the above happens **before the player's turn**. What this really means is that no one can play any Events during the above, because Events can only be played on a player's turn.
When the above has been taken care of, the player takes his turn, which is either **attack, scout** or **wait**. The player (and other players) can also play event cards to their heart's content.

Hidden and revealed units
Units can be either hidden (face down) or revealed (face up). A hidden unit cannot do anything, has no abilities and cannot be attacked. Players can, at *any* time during the game (even out of turn) reveal any number of their units at will, even in mid-action. However, unless special rules or events allow them to, players can never conceal their units at will.
Hidden units can have markers or counters on them. Markers or counters do not go away just because a hidden unit is revealed or vice versa.

Front line and rear line
All units are, unless stated otherwise, placed in the player's front line. Some units have the ability to be placed in the rear line. As a base rule, units in the rear line cannot attack nor be attacked. They can still be affected by event cards, though. Also, there are special attacks that they can perform (long range and anti-air attacks, see the section about attacks).
Once before a player's turn, he can move *one* of his rear units to his front line. However, unless special rules or events allow them to, players can never move front line units to the rear line.
Finally, if a player has no units in his front line before his turn starts, his rear line

will be considered as his front line.

Attack
The most typical thing players'll do in this game is attacking a unit of another player. The turn player chooses which one of his units that will attack, and which unit (of another player) will be the target. Both units must be in the front row, and both units must be *revealed* (face up).
(Now, you might wonder, how do you get your enemy to reveal his units? That's done by scouting, and is explained below, but we explain attacks first.)

Attacks are resolved by rolling a die. If the die result is equal to or below the attacking unit's attack value minus the target's defence value, then the attack has succeeded. In most cases, this means the target unit was destroyed and the turn player gains it as points, but all this varies depending on what type of unit has attacked what type of target. If you're only playing with tanks, it's easy as pie, which is why we suggested you'd play your first games with only tanks. Once you insert artillery and infantry in the fray, there's more to keep track of, but the game also gets more fun. At attacks can be a bit complex, it has a whole section of its own later in the rules, but as said, if you just play with tanks, it's dead easy.

If the attack fails, the target unit will in most cases get a chance to *counter* the attack. In fact, with some attacks the target gets to counter *before* the attack! Counters work as normal attacks, and follow the same rules, with the same restrictions, with the exception that – naturally – they can't be countered. So you won't see counters being countered – that would quickly get out of hand.

Scout
Scouting is quite similar to attacking. In fact, if the scouting fails, the enemy gets to launch a counterattack! The turn player chooses which one of his units that will scout and it must be in the front row and it must be revealed.
However, not all units can scout, only units with a scouting symbol can, and, also, the turn player doesn't target a specific *unit*; instead he target an *opponent*.
The scouting player rolls a die, and if the result is equal to or below the scouting unit's scouting value, the turn player gets to reveal *as many of the opponent's hidden units as the die result shows*.
However, if the scouting fails, the target player may choose *any* of his units in his front row (even a hidden one, provided it's revealed first) to perform a counterattack against the scouting unit. **However, tanks that lack turret (carrying the No Turret icon) cannot counterattack a scouting**.

Wait
The player can choose to neither attack nor scout, but instead draw an event card from hand. Event cards are quite powerful; they can help a player to attack or get him more units.
The base hand limit in the game is 3 event cards (although the hand limit might change during the game). If a player who already has 3 events in hand is to draw a new, he must first discard an event in hand before he draws a new.
If the player draws a red event card, it must be played immediately.
In the highly unlikely event of the Event deck running out, reshuffle the discards to

form a new deck.

Play Event cards
During a player's turn (but not *before* a player's turn) all players (not just the turn player) can play event cards – as long as the timing allows. Gray event cards can *only* be played on a player's own turn and gold event cards can be played on other player's turns (red event cards must be played immediately so if you have them in hand, you're doing it wrong). This is also represented by the top left symbol of the event card. Please note that there are gold cards that can *only* be played on other player's turns, and gold cards that *also* can be played on a player's own turn. The gold colour only signifies that the card is at all playable on other player's turns. Event cards also feature a fancy helping symbol on what happens with them after they've been resolved.
In case many players want to play simultaneously, the turn player has priority, then in clockwise order around the table.

BILD PÅ EVENT CARD SYMBOLS

Turn end
When the turn player's done, and it's clear that no one wants to play any more events, turn goes to the next player. Or, to be precise, first the stuff that happens "before his turn" happens. Then it's his turn.

Attacks – details
Okay so here we are with this important section where you learn how to blow up everyone's tanks. With just tanks, it's actually really easy, but if you add artillery and infantry, it can end up being a little messy. But the basic idea is this:
1. Turn player chooses which of his units will attack, and what unit to target. Both units must be on their respective Front lines and both must be revealed (face up).
2. Turn player rolls a die.
3. If the result is equal to or below "attacking unit's attack value minus target's defence value", the attack is a success, and the target is destroyed. The turn player gains the destroyed target card and puts it in his score pile.
4. Regardless of fail or success, if the die roll was equal to or above the attacking unit's *supply value*, that unit is "out of ammo". Place an "out of ammo" counter on it. A unit that is out of ammo cannot attack nor scout further.
5. If the attack failed, the target unit gets to launch a counterattack at the attacking unit. A counterattack works just like a normal attack, only no further counterattacks can happen.

However, the above depends a bit on who is attacking who. After all, infantry doesn't attack tanks the same way they attack other infantry. Tanks rely mostly on their armour, whereas artillery and infantry mostly rely on being able to hide away. So each unit has one defence value: either armour or agility. So most units have 2 different attack values, depending on what defence the target uses.

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There are five types of attacks in this game: Anti-armor, Grenades, Trample, Suicide

and Gunfight. It's rarely a matter of choice; it mostly depends on how the target defends itself (armour or agility). So you'll usually know what kind of attack it will be just by looking at the target's defence symbol. But here's the list:

* **An AFV or a GUN attacking an AFV** is always **Anti-Armor**. Anti-armor attacks are the base of the game, and they are resolved as per the basic description above. The relevant numbers are the attacker's Anti Armour attack value and the target's Armour defence value. This is the only attack type you'll eer see if you're only playing with tanks.
* **An INF attacking an AFV** is a **Suicide attack**. For suicide attacks, there is no defence value, so the target number for the die roll is simply the suicide attack value of the INF. Also, a suicide attack can never be countered.
* **A GUN attacking a GUN or INF** is always a **Grenade attack**. Defence against grenades are done with Agility, so the relevant numbers are the attacker's non-AA attack value, and the target's agility value. Grenade attacks differ from the base type in quite some ways. First of all, grenade attacks don't destroy when successful, instead they **pin down** the enemy (put a pinned down marker on the target unit), which basically means "1 damage" (out of max 2). Also, **counters to grenade attacks happen *before* the attack**! Which means, the attack is only performed if the counter failed. The attacker can get destroyed/pinned down before he even shoots! However, **INFs cannot counter grenade attacks**, they're too weak. But GUNs can!
* **An AVF attacking a GUN or an INF** can also be a Grenade attack (just like above), but against these targets, AFVs can also **Trample**. The Trample attacks are a bit different. The defender still checks his agility, but the attacking AFV refers to his *Trample value*. This attack signifies that the tank is physically crushing its target. So, a successful Trample destroys the target (unlike grenade attacks). Also, INFs get to counter a Trample if the Trample fails. GUNs also get to counter Tramples, but just like grenade attacks, they counter **before** the Trample happens and can thus stop it prematurely. However, **no counter attack can EVER be a Trample**. If a GUN attacks an AVF and misses, the AVF can NOT choose Trample as the counter attack.
* **An INF attacking an INF or a GUN** is a **Gunfight**. The relevant numbers are the attacker's Gun attack value and the target's agility. If the target is a GUN, the GUN gets to counter before the Gunfight happens. If the target is an INF, the counter attack happens after.

Was that confusing? Here's a chart for you with some memory stuff:

AFV vs AVF	attack: anti-armour	–>	counter: anti-armour
AFV vs GUN	counter: anti-armour	–>	attack: grenade
	counter: anti-armour	–>	attack: trample
AFV vs INF	attack: grenade	(no counter)	
	attack: trample	–>	counter: suicide
GUN vs AFV	attack: anti-armour	–>	counter: grenade
GUN vs GUN	counter: grenade	–>	counter: grenade
GUN vs INF	attack: grenade	(no counter)	
INF vs AVF	attack: suicide	(no counter)	
INF vs GUN	counter: grenade	–>	attack: gunfight
INF vs INF	attack: gunfight	–>	counter: gunfight

Attack is successfull if die roll is equal to or below [attack value–defence value]

What-attack-value-to-use-memory-tech: If defending unit has armour, use anti-armour value. If not, use the other attack value. One exception: Trample attacks uses the trample value. Also remember: No defence value against suicide attacks:
The checklist:
Anti-armour: anti-armour attack vs armour
Grenade: non-AA attack vs agility
Trample: trample vs agility
Suicide: suicide attack value
Gunfight: gun attack vs agility
A successfull attack destroys target, except grande attacks that pins down the target.

There are also a few other special types of attacks, such as long-range attacks, and event-triggered attacks. They are described in the next section.

Rules concerning attacks – and special attacks
General attack rules
No cancelling attacks: The base rule is that once an attack has been declared, it cannot be cancelled at will by the attacking player – even if the target is changed by some effect. Event cards, however, might cancel attacks as they happen.
No values below 0: Some effects in the game lowers attack or defence values. They can, however, never be negative.

Units with several attack values
Some units have attack values like "1x4" or "2x2". This means that this specific unit can shoot several times with just one attack action (1x4 means "4 times with value 1" and 2x2 means "twice with value 2"). Each shot is resolved with a separate die roll, and each such roll can trigger an out of ammo status. However, for all other purposes, the whole salvo is still just one attack: it can only be countered once, and even if one of the rolls triggers an "out of ammo", the units still gets to finish the salvo – rule-wise, the player is merely repeating attack sequence step 2 and 3 several times.
To decrease the risk of an out of ammo-roll, the player can, before the attack starts, decide not to shoot all shots. This must be decided before the first roll, though, and he must shoot at least one shot, as you can't cancel attacks fully.

Counter attacks
As specified before, counter attacks follow the same rules as normal attacks (you roll the same die, you can get out of ammo in the same way); except for the fact that they *cannot be countered*.
Counterattacks are never mandatory. The target can choose not to counterattack. Please note that unless both attacker and target are of the same type, *the counterattack is quite often of a different type than the attack*. For example, an INF attacks an GUN with Gunfight. But the GUN won't counter with a Gunfight, it counters with a grenade attack, because that's how GUNs attack INF. Also, remember that a counterattack can never be a Trample. An AFV can attack a GUN with either a grenade attack or a Trample. However, if the attacker was the GUN and the AFV is simply countering, it cannot choose Trample, and will have to make do with a Grenade attack. If the AFV attacked first, it chooses between Grenade or Trample, but if the GUN counterattacks, it must be an Anti-Armor attack, because

that's what a GUN attacks an AFV with.

Out of ammo / pinned down
A unit that's out of ammo or pinned down is effectivaly disabled. Put the relevant marker on the unit. It **cannot attack, counterattack, scout, or be moved during "before turn"**. However, it retains all other abilities (see the abilities list), and it can still be attacked, and affected (and moved) by event cards.
Pinned down is the effect of a sucessful grenade attack. Hence, AFVs can never be pinned down. **A pinned down unit that is further pinned down is destroyed** and gained by the attacker as points.
Out of ammo is what happens if the attack roll was equal to or above the unit's supply value. Any unit can run out of ammo. (Some units have supply value '7'; these will only run out of ammo if any event says so or if something lowers that value.) If by any reason a unit that is out of ammo **would get further out of ammo** (by some event card effect), it is removed from the game. Whoever caused the unit to be removed from the game does not gain it as points.
A pinned down or out of ammo condition can be removed by event cards or if the owning player discarding 3 event cards from his hans before his turn starts.
Remember: markers do not go away just because a unit is concealed!

Exhaust and refresh cards
Some cards can be "exhausted" when a special ability is used. This means to turn the card sideways to show that. An exhausted card retains all its abilities, only it cannot be exhausted again, so it can't use any ability that would require it to be exhausted.
Being hidden/revealed is separate from exhaustion. An exhausted cards remain exhausted even if it's concealed or revealed.
A player's exhausted cards are refreshed (turned back again) before his turn starts. Should an exhausted card forcibly be exhausted again by some effect (or a refreshed card being refreshed again), nothing happens.

Long-range attacks
Long range attacks work like normal attacks but can only be performed by units with the long range symbol. The unit is here firing at something they can't see, they're shooting based on friendly intel. They work as basic attacks with these differences:
* **The firing unit must be in the Rear line**. (The target must still be in the front line, and both must still be revealed.)
* There is no defence against Long range attacks. The target for the die roll is the attacking unit's long range attack value.
* Long-range attacks can't be countered, and they can't be used as a counter either.
Do note that in all other aspects, they work like basic attacks. So they destroy the target, and the attacker can run out of ammo.

Event triggered attacks – air strikes and anti-air attacks
Some events are "attacks" in the form of air strikes (bombing from above). Though they might destroy units, rule-wise they aren't really "attacks"; as they're triggered by event cards which isn't an "action" (remember that a player can many event cards during his turn (or other's turns)). When playing such a card, just follow the instructions on the card. Also, please note that some events don't destroy the target,

but simply remove them from the game.
Some select units carry the **anti-air attack** ability icon, and they may **counter these attacks before they happen**. So, in this aspect, air strikes work as attacks, with the following differences:
* The attack is event-triggered, and doesn't count as an "action" for the turn player.
* The countering unit can be in either front or rear line and can counter an air strike that targets ANY unit of the owning player.
* The countering player can counter the same air strike with ALL his anti-air able units, one at a time.
* The counter(s) happens before the air strike. Also, there is no defence against an anti-air counter. The target for the die roll is the countering unit's anti-air attack value.
* If the counter is successful, the event card is discarded.
But yes, units can run out of ammo from an anti-air counter attack.

Evading (optional rule)
Evading is a rule for experienced gamers to apply at will. If you don't want to use Evading, simply ignore the relevant icon.
Evading is only possible for units with a Evading skill. When such a unit is destroyed by an anti-armour attack or pinned down by a grenade attack, the owning player may do an evade roll, with the unit's evade value as the target. If the die roll is equal to or lower, the unit has evaded and the attack failed.
However, the catch is that **a unit that has evaded (even if it failed), cannot attack nor counter** for the remainder of this player turn, and likewise, **a unit that has attacked or countered this player turn cannot evade**. (In this case, "attack/counter" means to *roll the die)*. So in cases where the counter happens before the attack, you might want to refrain from countering, because if you do, you're not allowed to evade later should you need. An AFV attacking a GUN can evade the counter, because he hasn't rolled his die yet. However, if he evades, he doesn't get to shoot.
Also, **tramples, suicide attacks and gunfights cannot be evaded**.
And finally, **a unit that is pinned down or out of ammo, cannot evade**.

Charge (optional rule)
Charging is a rule experienced gamers to apply at will. If you don't want to use charging, then don't. It's as simple as that.
Charging can only be applied when an **AFV is attacking an AFV with an anti-armour attack**. It cannot be applied when countering. The turn player must announce that he's charging before the dice are rolled. Picture the tank storming towards the other tank, set on getting that fucker DOWN.
A charge changes the attack in the following two ways:
* The counter happens first, and gets a +1 to the die roll target.
* The attack itself (should the counter fail) gets a +2 to the die roll target.

Commander cards (optional rule)
Using the Commander cards is for experienced gamers. If you don't want to use them, remove them from the unit deck prior to playing.
* Commander cards are in the unit deck, and they are laid out among the player's units, but for all other purposes, they are not units, and cannot be target for anything that normally targets "units".

* Commanders can never be pinned down or run out of ammo. They can, however, be exhausted.
* A commander is never face down, and always in the rear line. They never leave this place, they remain there for the remainder of the game.
* If a player reinforces his troops mid-game and draws a commander, he puts it face up in the rear line and immediately draws another unit card.
* Again, they don't count as a unit. Which means, if a player at the end of his turn only has Commanders among his cards, he's out of the game.

Special abilities and their icons
This is a comprehensive list of all abilities a unit can have. You'll find icons on the cards to signify what abilities a unit has. Some of them we've already covered, some of them are new. If the icon has a number, that's… guess what? Yes, you're right. It's the value of that ability.

Scouting
This unit can scout.

Long-range attack
This unit can perform long range attack (i.e. attack from the rear line).

Anti-air counter
This unit can counter air strikes.

Rear line positioning
This unit can be positioned in the rear line.

No turret
This tank doesn't have a turret. It's slightly handicapped when scouted and for some events.

Open top
This tank doesn't have a lid. It's weak against suicide attacks, so all suicide attacks against this tank gets a +1 on the die roll target.

Spying
This unit can see far. If a player doing a long range attack has at least one unit with this ability among his units, the attack gets a +1 on the die roll target. This effect does not stack.

Evading
This unit can evade. (This rule is optional).

Amphibian
This ability is invalid if unit is out of ammo or pinned down.
The owning player may exhaust this on his turn. This allows the player to fully ignore one Water event card in play of his choice, during this turn. However, if the player uses this effect to attack an enemy unit, that unit can also ignore the Water event when countering.

When using this, the turn player must roll a die, only to see if this unit runs out of ammo.

Transportation unit
This ability is invalid if unit is out of ammo.
The owning player may exhaust this on his turn in order to conceal one of his INF or move an rear line positionable INF to his rear line.
Then the turn player must roll a die, only to see if the transporting unit runs out of ammo.

Pulling unit
This ability is invalid if unit is out of ammo.
The owning player may exhaust this on his turn in order to conceal one of his GUN or move an rear line positionable GUN to his rear line.
Then the turn player must roll a die, only to see if the transporting unit runs out of ammo.

Leadership
If this unit is in the front line, the owning player may exhaust this when one of his AFVs does an anti-armour, grenade or trample, in order to roll TWO dice and choose the lowest, for each of his attack rolls (if the AFV shoots several times, all rolls use 2 dice). The out of ammo check, however, is done for both rolls. This ability does not stack.
Also, while this unit is in the front line, it cannot be targeted for an attack as long as there are other, non-Leadership, units in the same front line (counters against attacks issued but this unit will still target this unit, though).

Paratrooping
If this unit is in the rear line, it may attack units in other player's rear lines (not front lines). When doing so, treat the attack as if both units were in their respective front lines. (Meaning, the defender can counter as normal, even if he doesn't have Paratrooping himself.)