1.0 ROLLING THUNDER CAMPAIGN BATTLES

1.1 INTRODUCTION

Rolling Thunder (RT) Campaign Battles simulate true-to-life warfare scenarios between equal Allied and Axis Tank Companies, each with a Chain of Command (4.0), multiple Combat Platoons (4.5), and Support Units (4.7). A Campaign includes a series of sequential Battle-rounds (3.4) that are structured and monitored by a Moderator (3.1), and the outcome of one stage affects the pre-conditions of the next.

The Battlefield (2.0) consists of inter-connected Zones (3.5), environmental obstacles, and Bridges (3.18) that are manipulated to create additional strategic challenges. In addition to Tank combat, game-play includes additional Simulated Actions (3.9) such as Supplying Fuel (3.10), Minefields (3.11), and Artillery Strikes (3.12).

Because of this added complexity, Team Members must work together, communicate effectively, develop comprehensive battle plans, adapt to changing conditions, utilize real world tactics, and prioritize logistical Support. For each round, victory is achieved when one Team eliminates the other and reaches their assigned Exit Objective (3.7).

1.2 EXAMPLE SCENARIO (2.0)

Having won the previous Battle-round, the Allied Team is now on the Offensive. They Occupy and will Start in Zone 5 (3.6) and their Exit Objective is the village in Zone 1. In order to break-out and advance on the village, they must use their Support Unit (SU) to Supply Fuel to any new Zone they enter, as well as either Repair the obstructed Bridges in Zones 3 and 4, or Clear the active Minefields in Zones 6 and 7. In order to win the round, they must K/O (3.13) all the Axis Tanks and Occupy Zone 1.

The Axis Team is Defending Zone 1 and has access to open Bridges for a counter attack. They Occupy all Zones except 5, meaning they already have Fuel Support, giving them a logistical advantage. To enter Zones 6 and 7 they have to first Clear the Minefields. Their Objective is to K/O all the Allied Tanks and Occupy Zone 5.

2.0 Battlefield Map & Example Scenario

MINES! **MINES!**
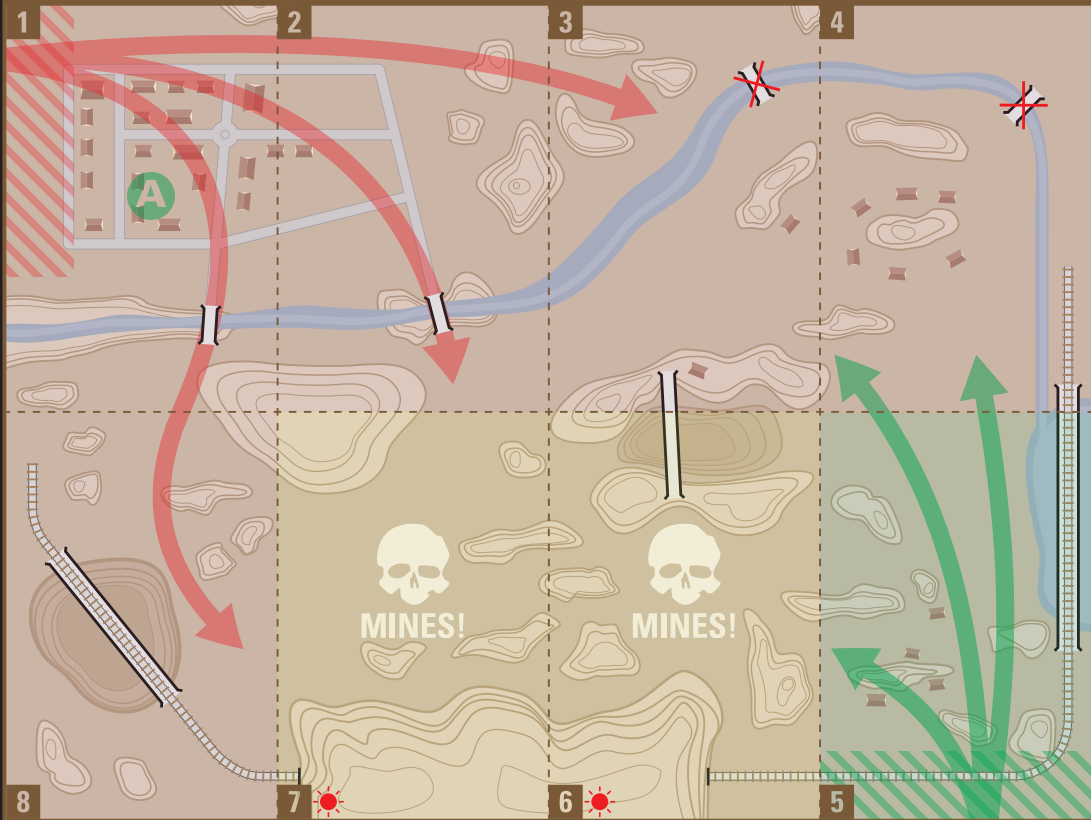
2.1 Legend

2.2 BATTLEFIELD MAP

- ← Allied Offensive (3.6)
- (A) Allied Exit Objective (3.7)
- ▨ Allied Support Depot (3.8)
- → Axis Counter Defense (3.6)
- ▨ Axis Support Depot (3.8)
- ☀ Active Minefield (3.11)
- ═ Open Bridge (3.18)
- ✕ Obstructed Bridge (3.18)

2.3 CHAIN OF COMMAND

- **S** Simulated Action (3.9)
- ⊘ Immune to Artillery Strikes (3.12)
- ✚ Tank on Tank (TBU) Combat (3.3)
- **MINES!** Vulnerable to Mines (3.11)
- ⛽ Requires Fuel Supply (3.10)
- **C** Vunerable to Capture (3.16)
- ⚑ Mine Clearing Flag (4.10)
- ⚑ Bridge Repair Flag (4.11)
- ↓ Chain of Command (4.0)
- ↑ Battlefield Promotion (4.0, 3.14)

3.0 Game Play & Definition of Terms

3.1 ROLLING THUNDER MODERATOR (RTM)
- Orchestrates and referees the Battle-rounds, and controls changing conditions
- Before each Battle, holds Briefings with both COs and XOs (4.0) to assign Starting & Occupied Zones (3.6), Exit Objectives (3.7), Minefields (3.11), and Bridge obstructions (3.18)

3.2 OPPOSING TEAMS
- Equal sides of either Allied or Axis, ideally with 8 - 11 Tanks and 1 Recovery Truck (4.0)
- Once Teams are established, they should stay together for all RT Battles

3.3 TAMIYA BATTLE UNIT (TBU)
- Turreted Tanks use stock TBU (45°), and Fixed-structure Tanks use TFA (90°)
- No more than one quarter of a Team's Tank-force can be Fixed-structured vehicles

3.4 BATTLE-ROUNDS
- To win, a Team must K/O (3.13) all opposing Tanks and Occupy their Exit Objective (3.7)
- In the First-round, Teams Occupy an equal number of Zones (3.5) divided by the River
- The winner of the previous round will be on the Offensive in the next (3.6)
- 20-minutes in between rounds to de-brief, strategize, perform maintenance, etc.

3.5 BATTLEFIELD ZONES
- The field is divided into 8 numbered Zones, that delineate Starting & Occupied Zones (3.6), Exit Objectives (3.7), Supplying Fuel (3.10), and Minefields (3.11)

3.6 STARTING & OCCUPIED ZONES
- Teams must begin each Battle with all Tanks and SU within their assigned Starting Zone
- Offensive Team only Occupies 1 Zone, while Defensive Team Occupies all others
- Occupied Zones do not need to receive Fuel Support (3.10)

3.7 EXIT OBJECTIVE
- Assigned by the RTM and may be a specific Zone, area, or landmark on the Battlefield
- In order to reach Objective and win round, team must first K/O all opposing Tanks

3.8 SUPPORT DEPOT (SD)
- A designated area within a Starting Zone that serves as the base of operations for the SU (4.7), and is the drop-off location for Recovered Tanks (4.8) and for the XO to install Mine or Bridge Operation Flags (4.10, 4.11)

3.9 SIMULATED ACTION
- An element of game-play that is symbolic of an actual activity or hazard – **S**

3.10 SUPPLYING FUEL **S**
- Unoccupied Zones must receive Fuel Support (4.9) as Tanks advance into and through them
- Any Tank in an unsupported Zone longer than 2-minutes is K/O (3.13)
- If a Tank leaves an unsupported Zone before 2-minutes, then its time clock re-sets

3.11 MINEFIELDS **S**
- Active Minefields will be marked by a solid Red Light placed next the Zone (4.10)
- Any Tank that enters an active Minefield is immediately K/O (3.13)
- Any SU (4.7) that enters an active Minefield is K/O for the duration of that Battle-round
- Fields may be Cleared by the SU (4.10), or become active/inactive at timed intervals (3.1)

3.12 ARTILLERY STRIKES **S**
- Teams can use 1-Artillery Strike (4.6) per battle to K/O one opposing Tank (3.13)
- Artillery Strikes are ordered by the CO and can be used at any time during a Battle
- Teams cannot use Artillery Strikes against the CO, XO, or SU

3.13 KNOCKED OUT (K/O)
- Any Tank that receives the allotted TBU hits (3.3), enters an active Minefield (3.11), or is targeted by an Artillery Strike (3.12) are considered disabled
- K/O Tanks cannot participate unless Recovered (3.15) but should not exit the Battlefield

3.14 BATTLEFIELD PROMOTIONS
- When a superior rank is K/O, the next Tank in the Chain of Command is promoted (4.0)

3.15 TANK RECOVERIES
- Any K/O Tank can be Recovered by the SU and returned to Battle (4.8)
- Teams get 1-Recovery for every 3-Tanks (i.e. 7 – 9 Tanks = 3 Recoveries)
- Any Tank can be Recovered more than once, which is decided by CO and XO (4.1)

3.16 CAPTURING A SUPPORT UNIT **S**
- 1. Drive an able Tank into the same Zone as an opposing and Unprotected SU (3.17);
- 2. Position Tank in direct line between the SU and its Support Depot; 3. Shout *Captured!*
- New Team commands the captured/re-captured SU, and Recoveries are re-set (3.15)
- Teams may not intentionally block the path or hit the SU in order to Capture it

3.17 PROTECTING A SUPPORT UNIT **S**
- To prevent Capture, a friendly and able Tank must be in the same Zone as the SU

3.18 BRIDGES
- Before the Battle, the RTM can use Dragon's Teeth to obstruct any Bridge
- At scheduled times during Battle (3.1), RTM can use Air Strikes **S** to obstruct any Bridge
- All obstructed Bridges can be repaired (4.11) and then crossed by both teams
- Teams may not cross an obstructed Bridge, and may not intentionally obstruct one
- If a Tank is K/O on a Bridge, then it must move to the opposing side of the River (3.19)

3.19 RIVER
- The river is a fixed natural barrier and can only be crossed using open Bridges

4.0 Tank Company Chain Of Command

4.1 COMMANDING OFFICER (CO)
- *Team Leader* – Creates a Battle Plan and gives secondary orders through XO
- Assigns Chain of Command and supervises Battlefield Promotions (3.14)
- Prioritizes logistical Support Unit (SU) Operations for the XO (4.7)
- Keeps time for changing conditions and Calls-in Artillery Strikes (3.12, 4.6)
- Responsible for mustering his Company on the field at the appointed time (3.4)
- Operator is identified by a colored vest and has a Flag on their Tank

4.2 EXECUTIVE OFFICER (XO)
- *Logistics Manager* – Supervises and Protects (3.17) all SU Operations (4.7)
- Prioritizes Tank Recoveries (4.8) and coordinates Fuel Support (4.9)
- Maintains communication and provides battle updates to CO
- Installs flags on Recovery Truck for Mine Clearing (4.10) and Bridge Repair (4.11)
- Operator is identified by a colored vest and has a Flag on their Tank
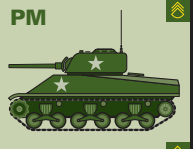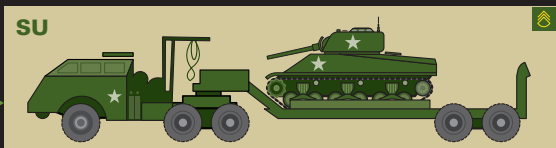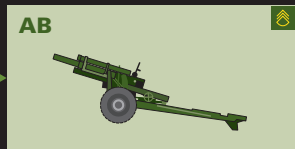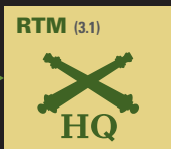
4.3 PLATOON LEADERS (PL)
- *Tactical Muscle* – Directs PM based on Battle Plan and orders from XO
- Leads Platoon to K/O (3.13) opposing tanks & Capture SU (3.16) to reach objective
- Maintains communication and provides battle updates to XO

4.4 PLATOON MEMBERS (PM)
- *Tip of the Spear* – The primary fighting force during RT Battles
- Engage and K/O (3.13) opposing tanks and Capture SU (3.16) to reach objective
- Communicates battle updates to PL and other PM

4.5 COMBAT PLATOONS
- *Band of Brothers* – Work together, communicate, and utilize angles of fire
- Teams have 1 – 3 Platoons, each with 1 Leader and 1 – 3 Members
- In general, it is strategically advantageous to have more Platoons with fewer Members, than fewer Platoons with more Members

4.6 ARTILLERY BATTERY
- Each Team has an unseen Battery, which cannot be K/O or Captured, and can use 1-Artillery Strike per battle (3.12)
- CO Calls-in Strike to the RTM (3.1) who then notifies the K/O target (3.13)

4.7 SUPPORT UNIT
- *Red Ball Express* – A Recovery Truck executes all SU Operations (4.8 - 4.11)
- Under the command of XO, and keeps time for mine and bridge operations
- Can be captured by opposing team, but can be re-captured back (3.16, 3.17)
- If no Trucks are available for Campaign Battles, then use XO Tank

4.8 RECOVERING TANKS
- 1. Pick-up K/O Tank (3.13); 2. Deliver to SD (3.8); 3. Re-set Tank; 4. Re-enter battle
- SU may perform a Tank Recovery & provide Fuel Support at the same time
- When using XO as SU (4.7), escort K/O Tank all the way to the SD

4.9 FUEL SUPPORT
- Supply Fuel to all Tanks on Team by driving SU into an Unsupported Zone (3.10)
- SU can immediately leave that Zone, which is Supported for the rest of round
- A Flagged SU (4.10, 4.11) may not perform Fuel Support or a Tank Recovery

4.10 MINE CLEARING
- 1. At SD, XO installs Flag on SU; 2. Park next to Minefield; 3. Shout *Mine Clearing!*; 4. Press Red Light once for Flash (3.11); 5. After 2-min, shout *Mine Clearing Complete!*; 6. Press Red Light once for Off; 7. At SD, XO removes Flag
- If any timed operation is cancelled, then the time clock restarts

4.11 BRIDGE REPAIR
- 1. At SD, XO installs Flag on SU; 2. Park next to Bridge; 3. Shout *Bridge Repair!*; 4. After 2-min, shout *Bridge Repair Complete!*; 5. At SD, XO removes Flag
- RTM will remove obstacle, teams may cross once RTM exits the field
- The SU may not repair a Bridge and Clear Mines at the same time

CO II **RTM** (3.1) **AB**

HQ

XO I

SU

PL I **PL** I **PL** I

PM **PM** **PM**

PM **PM** **PM**

First Platoon **Second Platoon** **Third Platoon** **SU Operations**