

Ramming Rules:

Tanks did occasionally try and ram other tanks. It was rare and usually done as a last ditch tactic when the main gun had jammed or run out of ammo. Therefore, in CAC it is an Optional Rule.

1. Fully Armored Vehicles (FAV) may attempt to Ram other FAV, PAV and SUV Teams (Troop and Gun Teams can't be Rammed; use Overrun Rules). They must first pass a CQtest and then move into Base Contact with the Target Team. Once in Base Contact, movement and firing stops and the Ram is resolved following the procedure below. Failing the CQtest simply means the team cannot Ram this Phase (only one CQtest to Ram per Phase is allowed), but it can continue its move.
2. The Rammed FAV, PAV or SUV Team immediately makes 1d20 Damage Roll using the following Modifiers: **FAV (-4); PAV '0'; SUV +4**. The Ramming Team automatically becomes **Shaken**.
3. Ramming could also cause track, transmission and suspension damage that showed up after the Ramming occurred; therefore, the Ramming Team must CQtest the first time it tries to move after the Ramming; if failed it suffers Track/Wheel Damage, and if a '1' is rolled it suffers an M-Kill.

Russian Commissars:

The Hollywood Russian Commissar, pistol in hand shooting "cowardly comrades", only existed during the first years of WWII. By mid-war after the disasters of 1942, Commissars, now called Political Officers, were only found at the higher levels of command, regiment and above. Nevertheless, Russian Command and Control could be brutal even as "executed" by line officers. The rule below reflects the "Commissar" effect and may be used as permitted by Scenario Rules.

1. If permitted by Scenario, the 2iC Team (only) may be designated as a Commissar Team.
2. Any Russian Troop Team in Command Distance of a Commissar Team can CQtest to **ignore** (treat as No Effect) d20 Retreat Results (a separate CQtest must be made for each d20 Retreat Result).
3. Any Russian Troop Team in Command Distance of a Commissar Team can CQtest to **convert** d20 Panic Results into a Retreat (a separate CQtest must be made for each d20 Panic Result).
4. Any number of Teams in Command Distance may attempt to **ignore** or **convert** each Phase.
5. Any Team that rolls a natural "1" for its CQtest is **eliminated**, the Commissar shot them!
6. The Commissar Team loses any/all of its special abilities, such as FAO/FAC, that it had as 2iC.