

Print out as many of the unit cards as you think you will need. (Red Team/ Blue Team)

They need to be cut, folded and glued so that there is one side green and one side brown.

Unit Stats explanation:

SP = speed - how far you can Move

R = range - how far you can fire

A = armour - how tough your tank is

S = skill - how accurate your tank is at shooting

D6 = damage - how powerful the tank is

Print out as many of the obstacle cards as you think you may need.

There is an optional Back to these cards if necessary.

Print out the PITS and Scorecard once.

There are spare markers.

Print out the command cards once (or twice for a more luck orientated game)

There is an optional Back to these cards if necessary.

Print out the Tank Shocker rules if required.

I have included blanks of all the player types for you to create your own teams.

Feel free to post your own teams for people to use!

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Tank Shocker

Players control robot tanks to score points against their opponent.

What you need:

- A Unit deck for each player
- A Command deck for each player
- A Goal card for each player
- A Pits card for each player
- An Obstacle deck
- Some D6
- A metric measuring device
- A large flat area at least 120cm square

Using the points on the cards, each player creates a Unit Deck no greater than 200 points.

E.g. The Blue Player takes 4 Runners (36pts,) 4 Interceptors (44pts,) 2 Attackers (30pts,) 3 Blockers (39pts) and 3 Defenders (51pts)

The Red player takes 3 Runners (27pts), 4 Interceptors (44pts), 2 Blockers (26pts) and 6 Defenders (102pts)

Each player is also given a command deck. (16 cards)

Shuffle the Obstacle deck and place to one side.

Players take turns to pick an obstacle card and place it on the board. Cards can be placed adjacent to each other to create larger obstacles.

When one player chooses to stop, the other player can place one more obstacle on the board and then no more obstacles can be placed.

Shuffle the command and unit decks.

Six units will start on the board. Remove that many cards from the top of the unit deck

Place the Pits card in the middle of the edge on your side of the board. Place the goal card Directly in front of the Pits. Take turns to place the tanks from the top of your deck within 15cm of the edge of the board.

Place the Unit deck on the Pits card. The deck must remain square so that only the top card of the unit deck is visible at any time. Place your command deck near the play area.

Each player takes the top card from their Command deck.

They must choose whether to use the primary or secondary action.

When they have stated which action they intend to use, the players reveal their cards.

The action will have an initiative value. The player with the higher initiative value will go first. If both values are the same, the player who chose a primary action will go first.

If both are primary then each player rolls a dice and the highest roll goes first (re-roll ties).

E.g.

The Blue player picks up the following command card:

Primary - Move 1 tank Init 10 / Secondary - Fire 1 tank Init 5

The Red player picks up the following command card:

Primary - Fire 3 tanks Init 5 / Secondary - Move and Fire 3 tanks Init 2

The Blue player chooses the Secondary Action Init 5 because he has a few tanks in a position to score.

The Red player chooses the Primary Action Init 5 because he needs to prevent the Blue player from scoring.

The red player goes first because she used a Primary action

To perform the action you must roll under the initiative value on a D6. If the action is a secondary action, then you minus two from the dice roll.

The Red player rolls a 4 so she is able to perform the action. After she completes her turn, the Blue player rolls a 6, but because of the minus 2 it equals a four. So he will be able to perform his action.

Players may choose not to play their card and instead store it in their hand but this must be stated when they would normally say what action they are choosing.

Stored cards can be used instead of picking up a card.

When both cards have been played (or stored) move the marker on the Pits card to one level higher. If the marker is at the highest level, move the marker back to the bottom and pick up a card from the Unit deck and place it within 5cm of the Pits card.

If you run out of Command cards, shuffle the discard pile and start again.

Object of the game: - to be the first to score 5 points.

How to score: Hit the enemy's goal with a tank shot and do 5 damage.

Moving: A tank can move in any direction up to its move characteristic. A tank can turn any amount of times during its movement to go around obstacles. If a tank moves over an obstacle card, it must apply any move effects from the card.

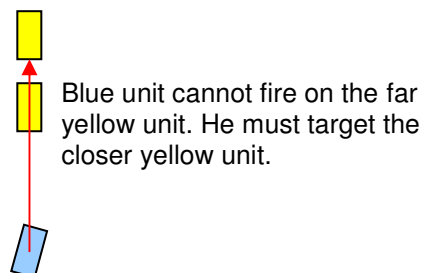
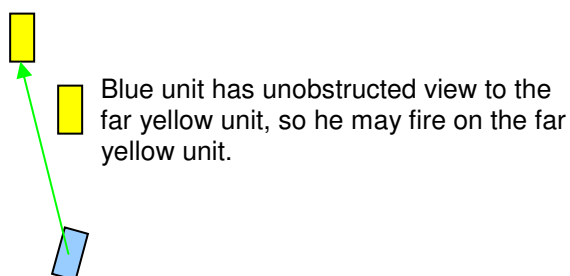
Shooting: A tank must be within weapon range of the Goal or target before it can shoot. A tank must target the first card in a straight line from the centre of the shooting card to the centre of the target card. If the line crosses any obstacle cards that effect shooting, apply those modifiers. If the target is in range roll a D6. If the result is equal or under your skill (plus modifiers), then you have hit.

Now you roll for damage if the result is higher than the armour value of the target then you have damaged the target.

If it is a goal, you score a point.

If it is an undamaged tank flip the card to the damaged side.

If it is a damaged tank, your opponent removes the card and places it in the discard pile.



Variations:

LUCKY LUCKY!!!

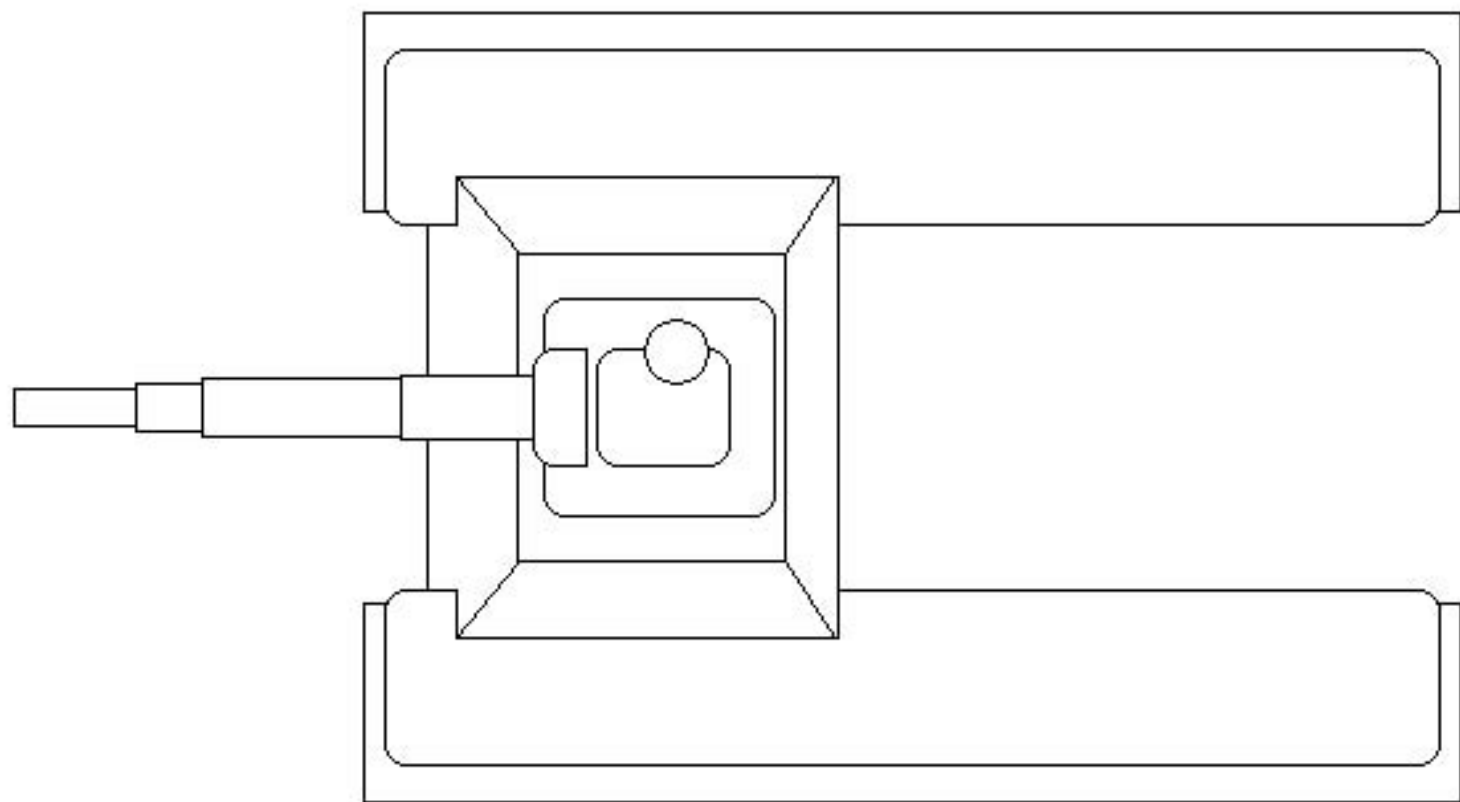
Print two lots of command cards for each command deck. Important cards may take longer to appear.

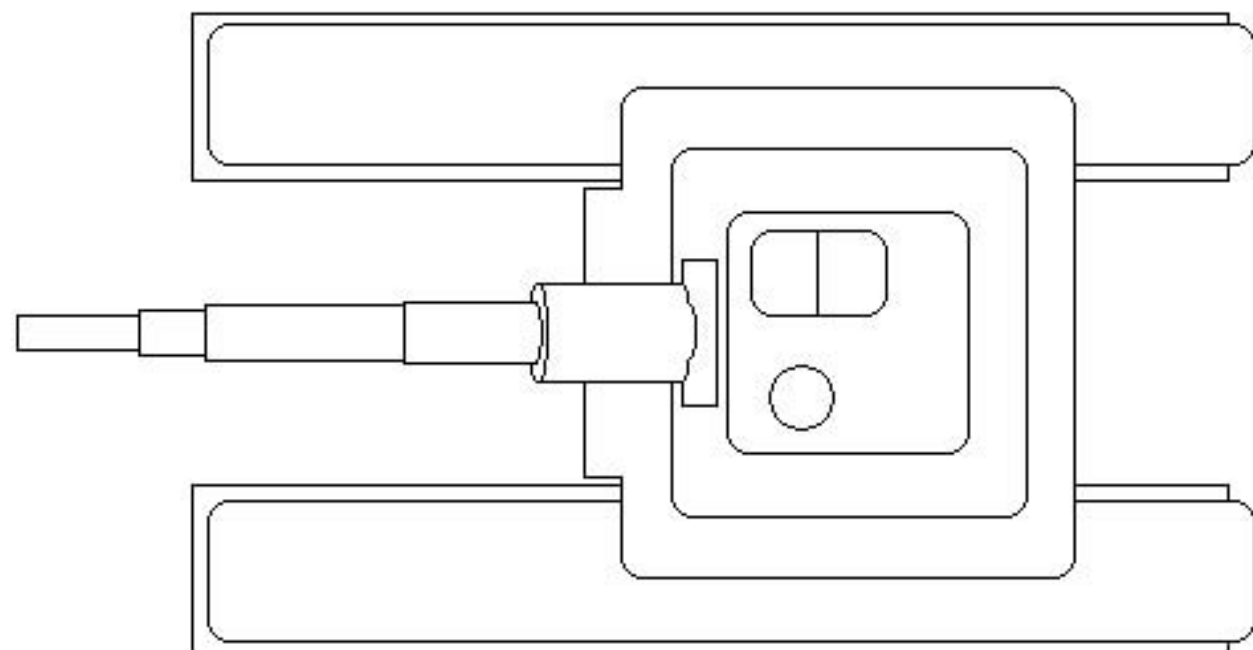
TACTICS!!

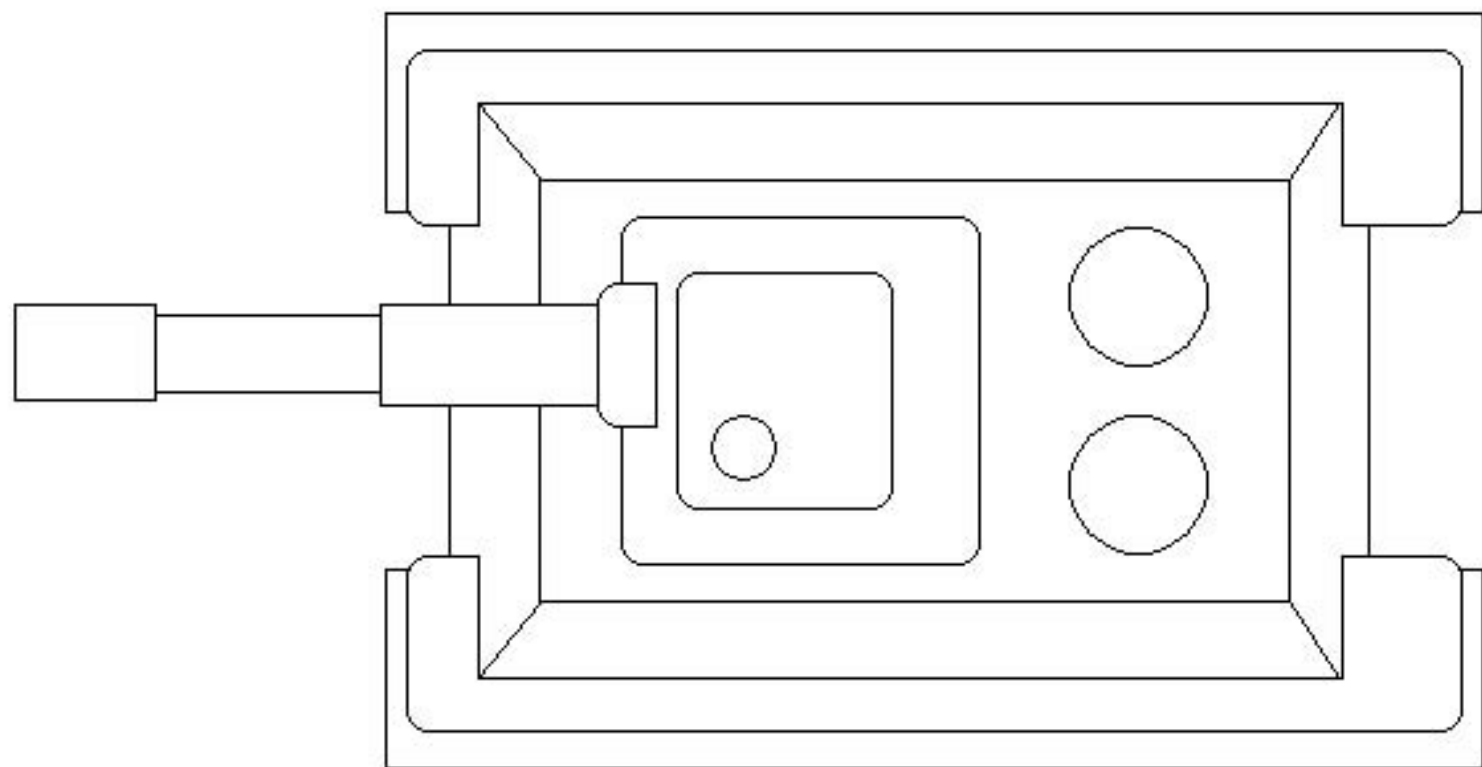
All actions automatically work. Do not try to roll under initiative.

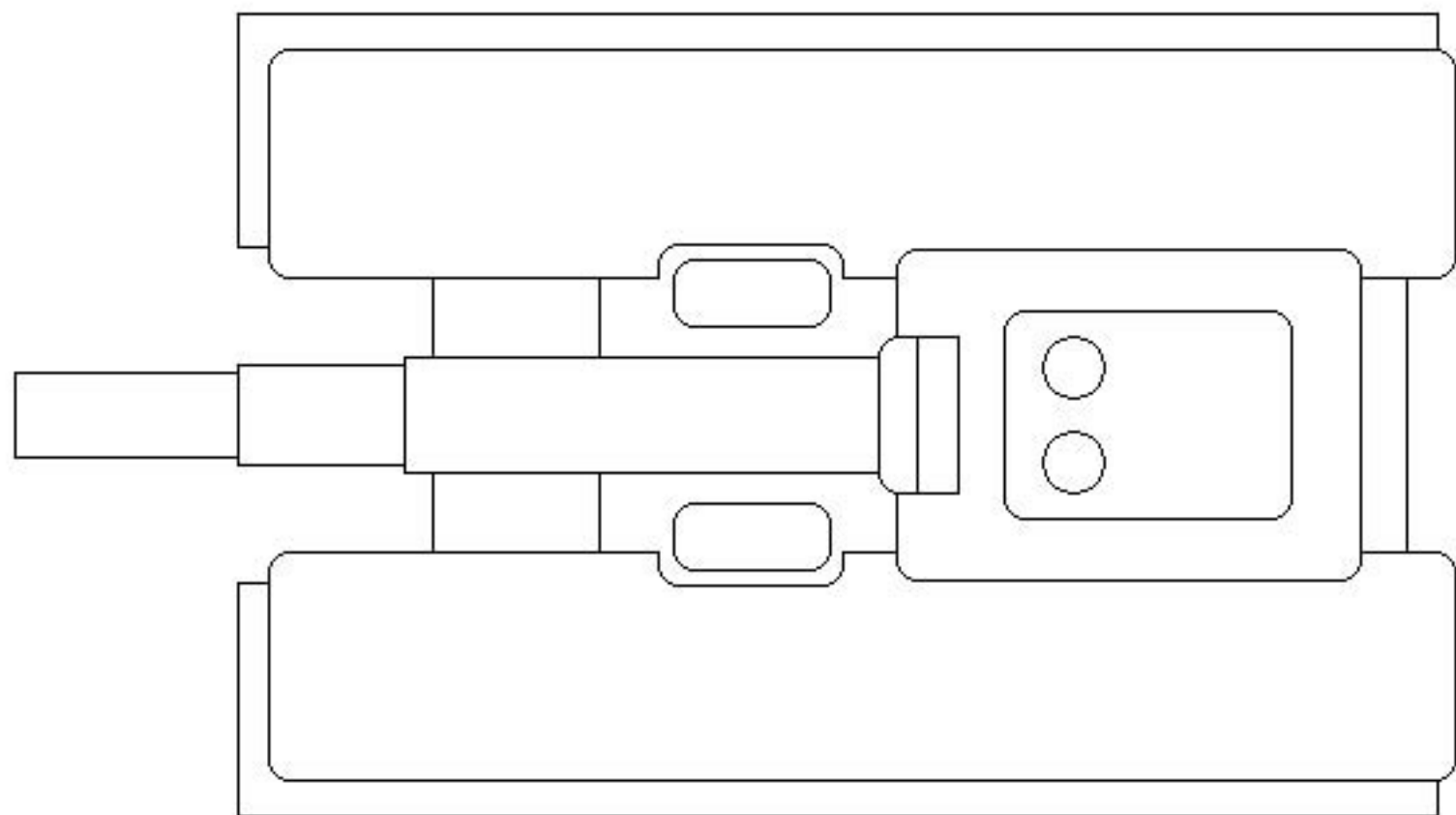
Some other ideas to try:

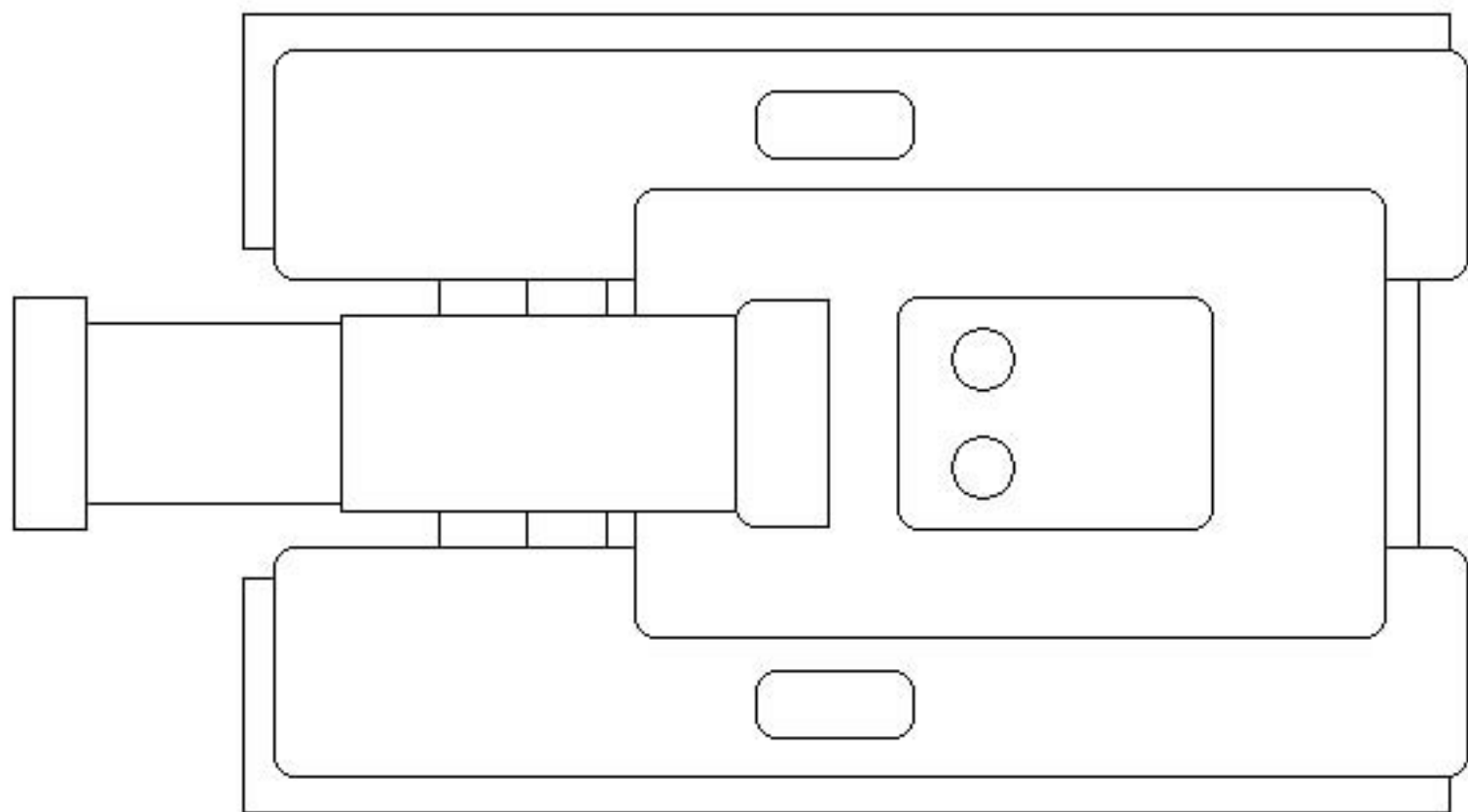
1. Increase the number of starting tanks on the board.
2. Have preset Game Arenas, where the obstacles are placed in a specific design.
3. Change the number of points for the unit deck.
4. If a hit doubles the damage of an undamaged card's armour, remove the card instead of flipping it to the damaged side.
5. Don't play with the damaged sides. A single hit destroys a card.
6. Reduce or increase the number of turns to supply a unit card.

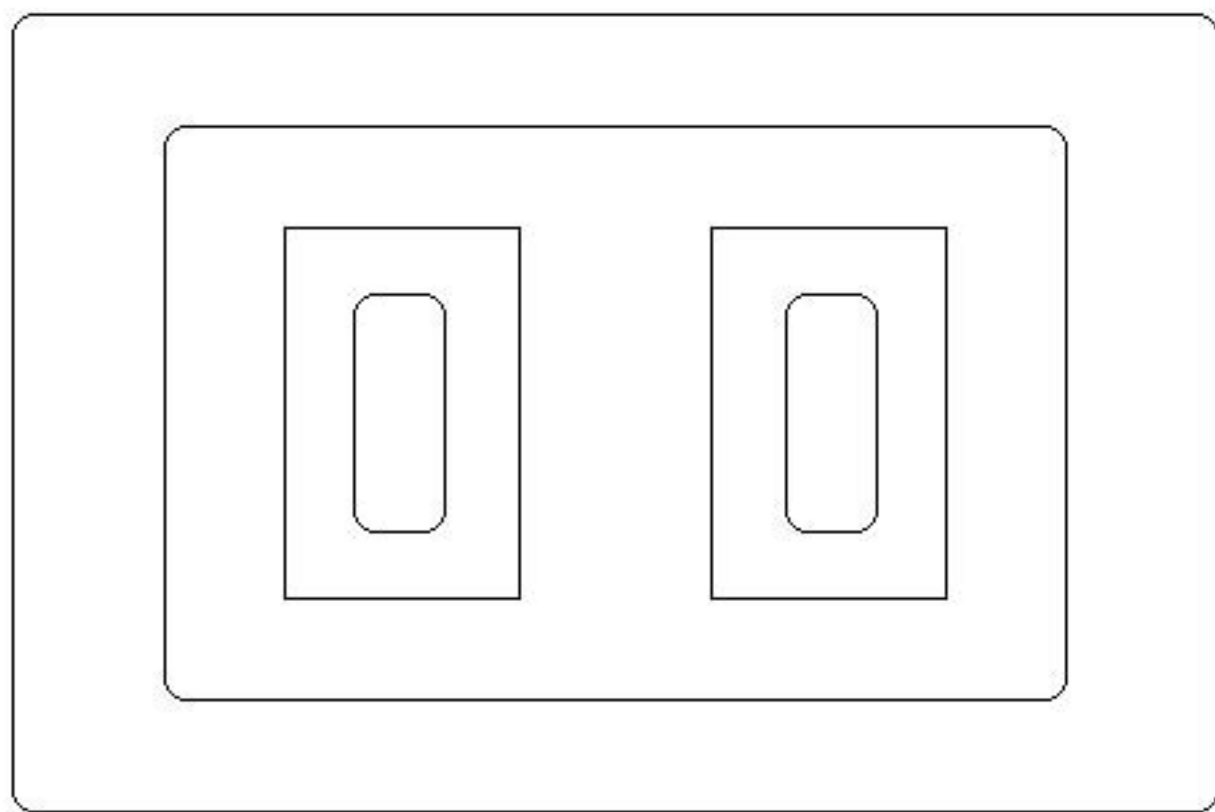












BUILD

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UNITS

DISCARD

PITS

BUILD

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UNITS

DISCARD

PITS



SPARE

SCORE

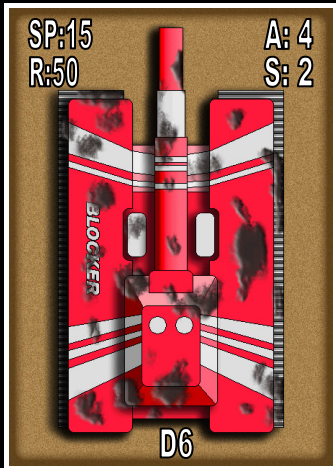
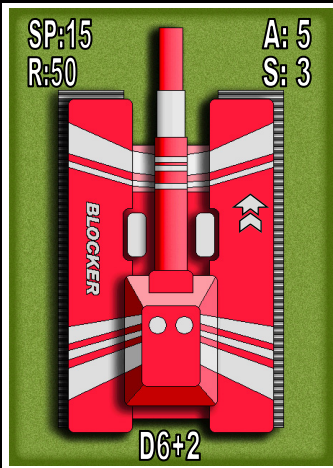
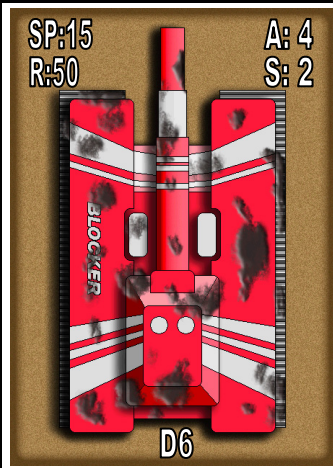
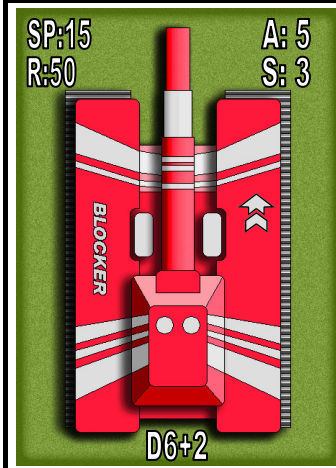
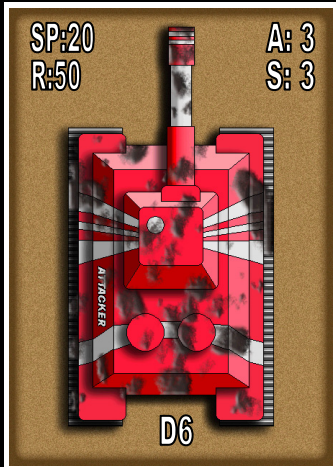
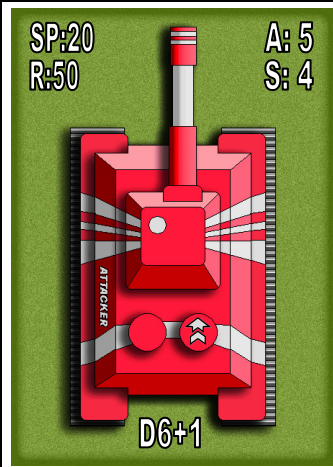
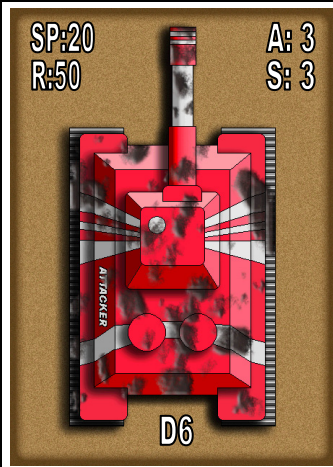
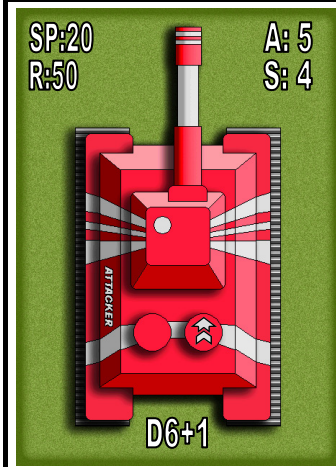
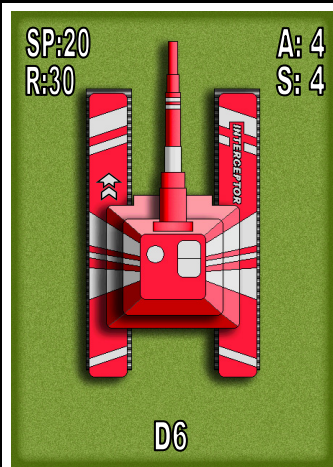
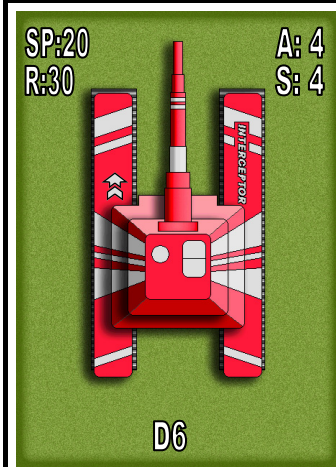
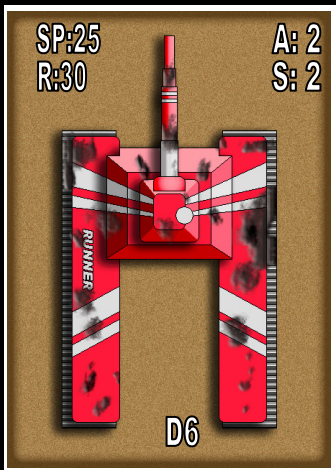
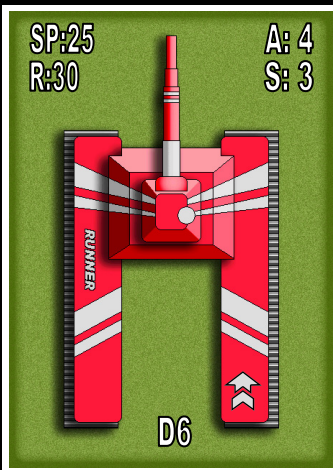
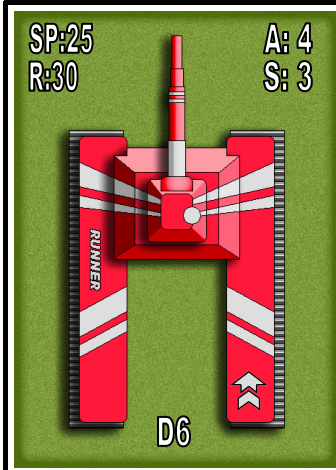
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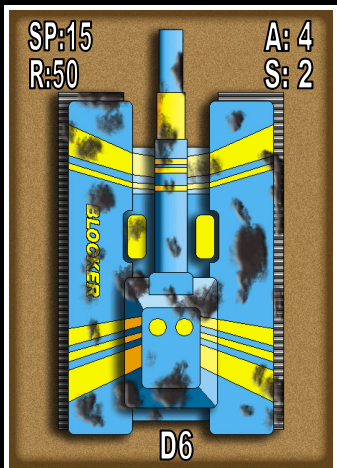
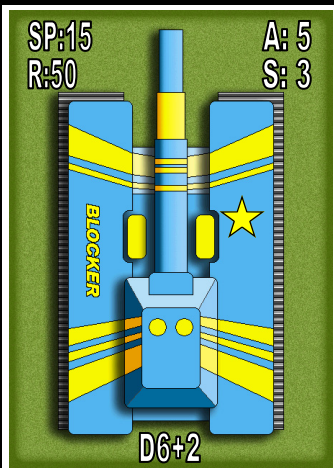
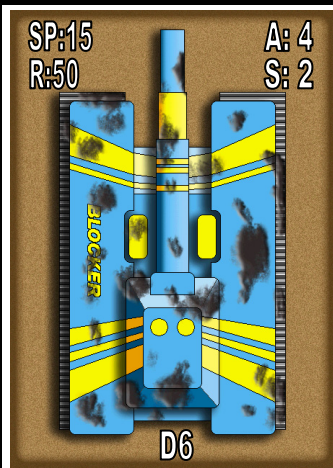
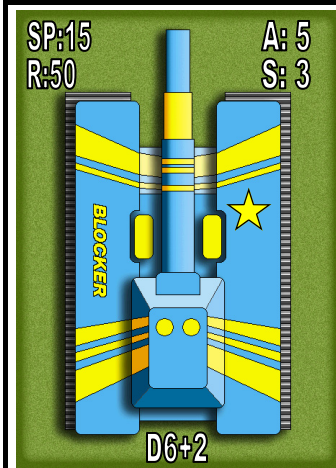
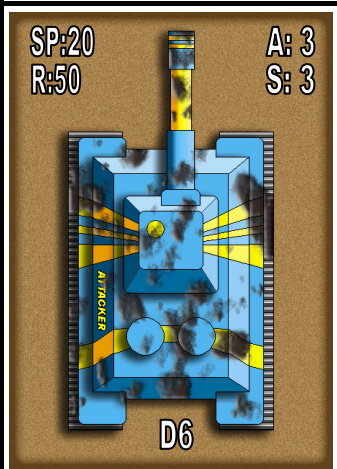
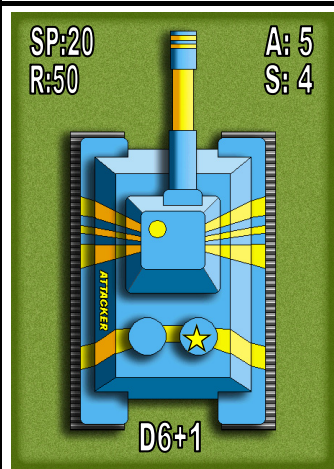
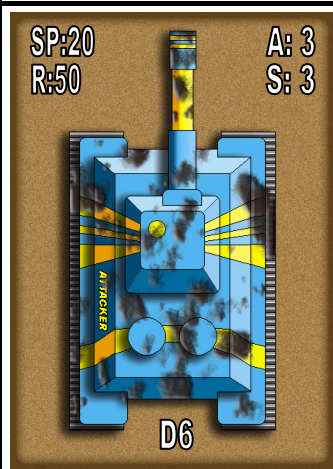
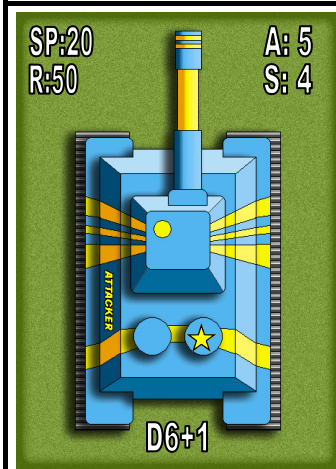
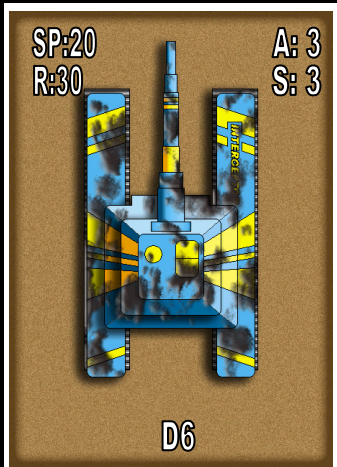
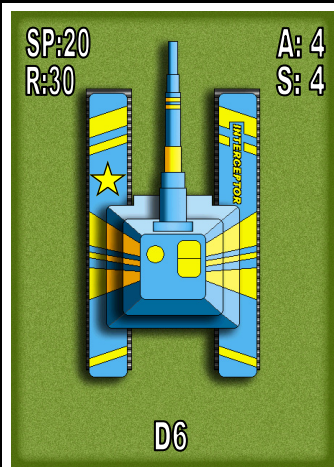
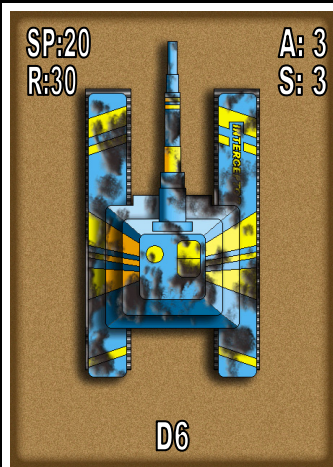
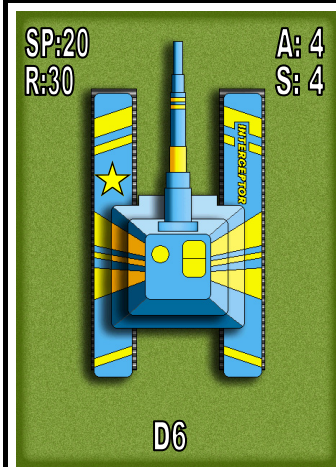
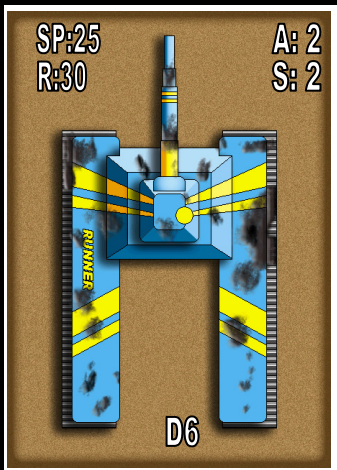
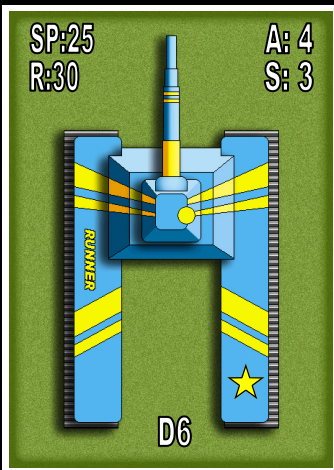
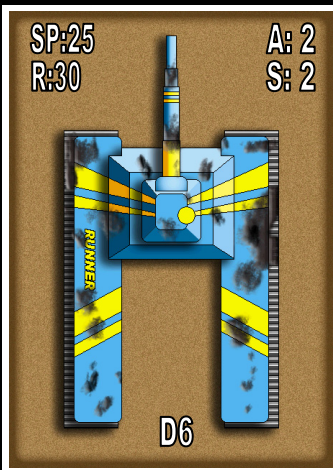
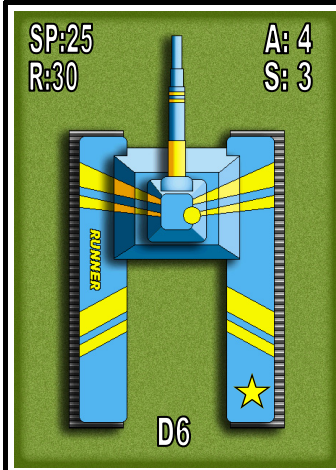
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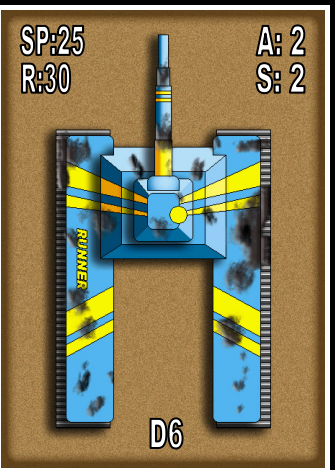
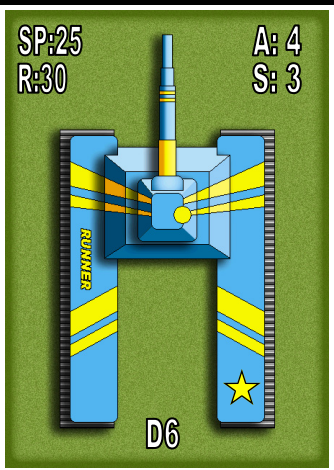
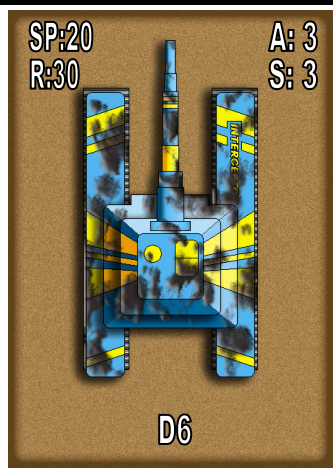
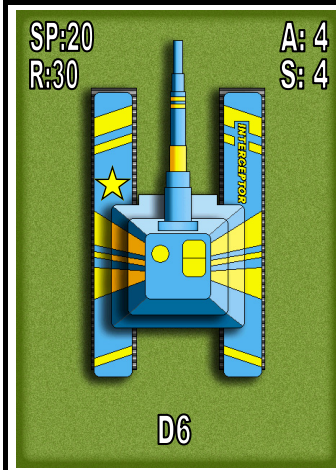
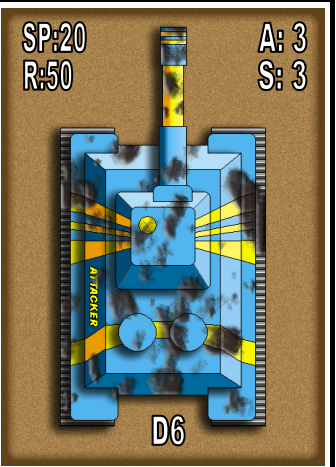
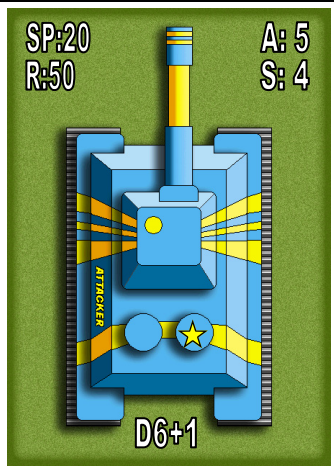
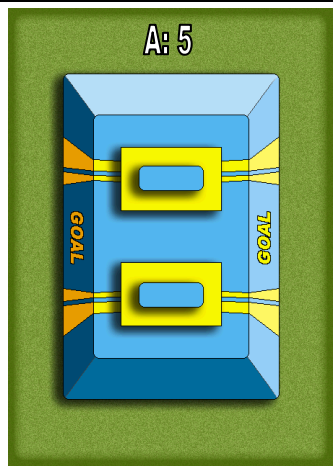
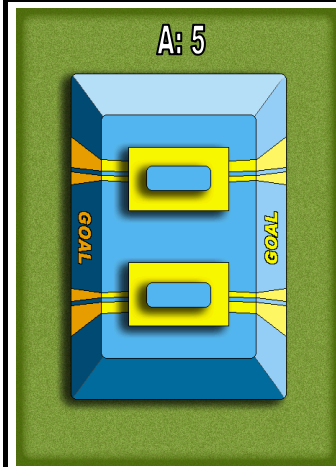
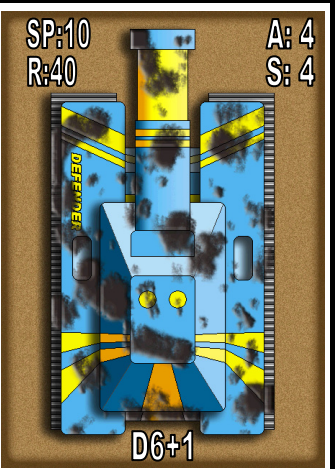
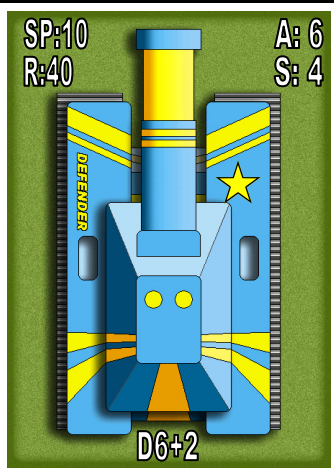
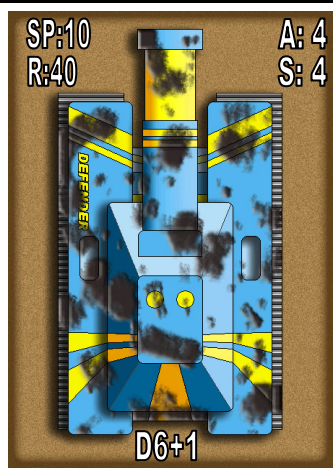
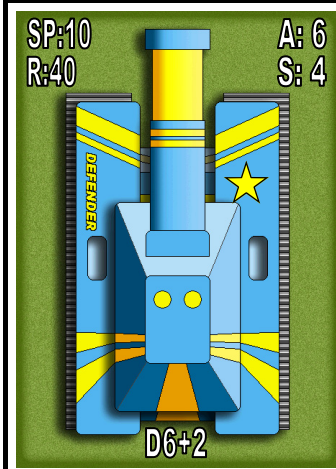
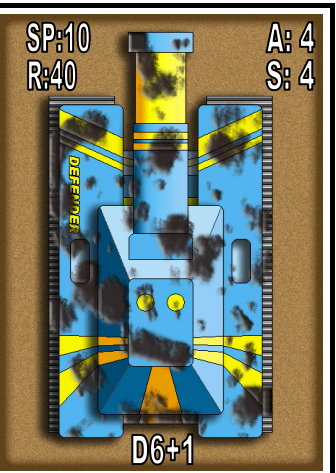
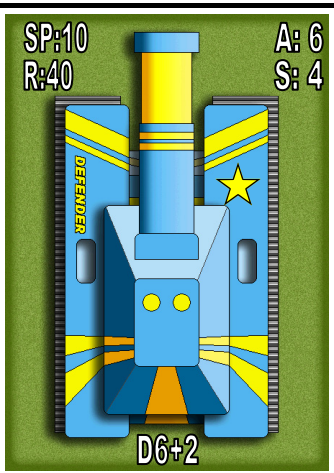
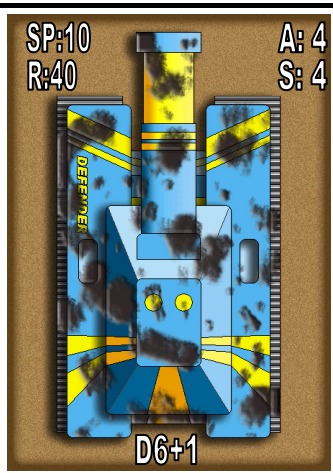
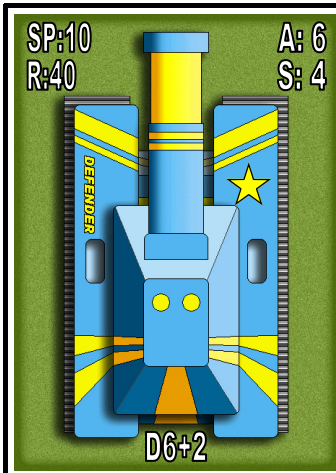
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<div><div>Primary: Fire 2 Tanks Init: 6</div><div>Secondary: Move 2 Tanks Init: 7</div></div>	<div><div>Primary: Fire 3 Tank Init: 5</div><div>Secondary: Move 3 Tank Init: 6</div></div>	<div><div>Primary: Move & Fire 1 Tank Init: 4</div><div>Secondary: Fire 1 Tank Init: 6</div></div>	<div><div>Primary: Move & Fire 2 Tanks Init: 3</div><div>Secondary: Fire 2 Tanks Init: 5</div></div>
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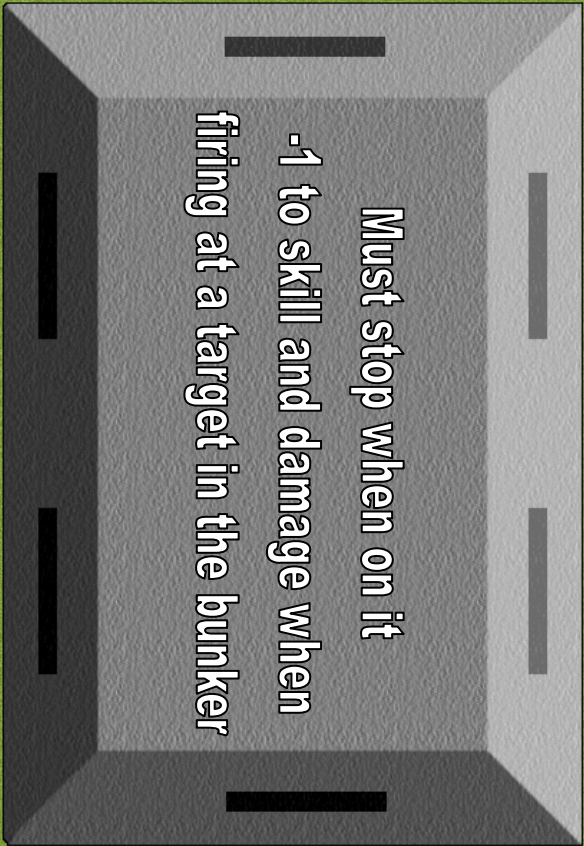
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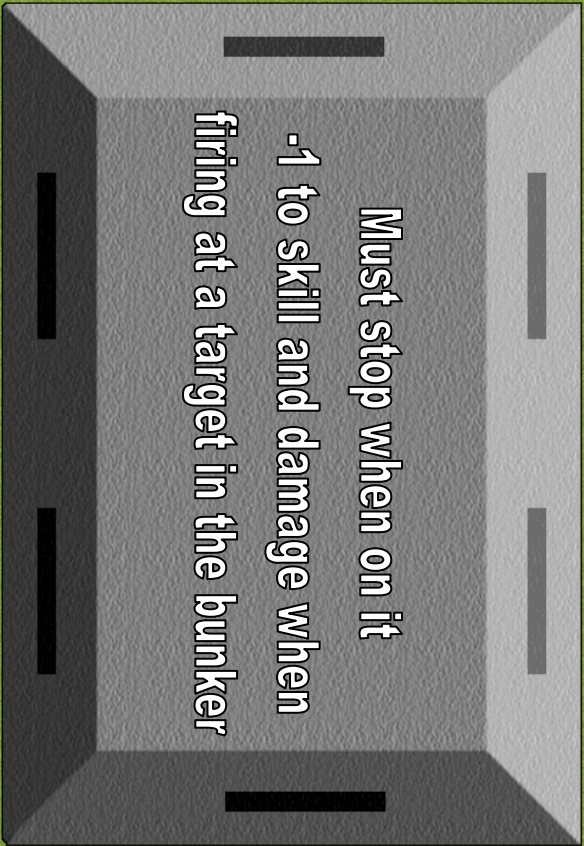
Must stop when on it
-1 to skill and damage when
firing at a target in the bunker



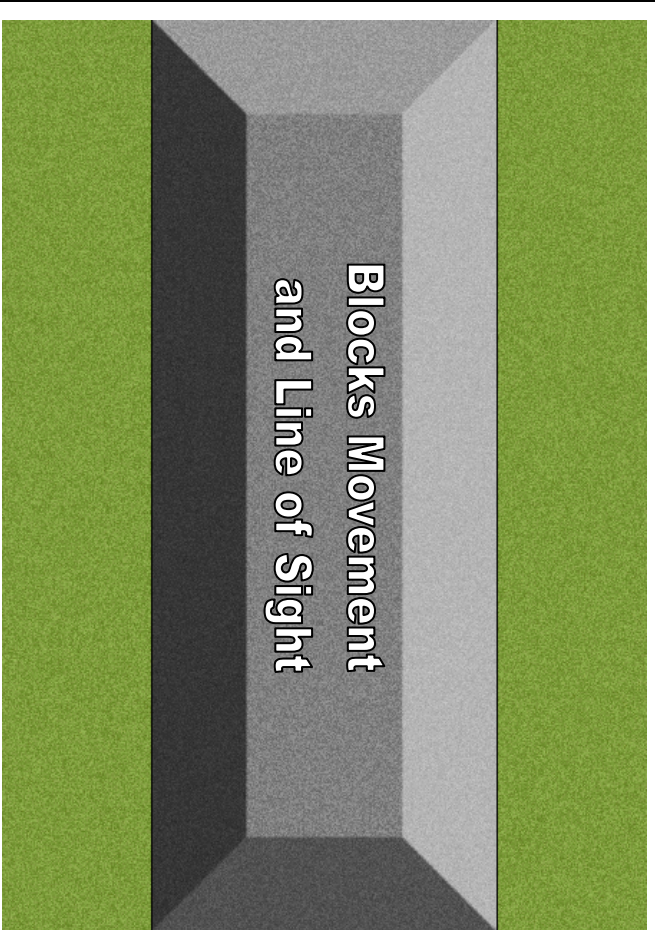
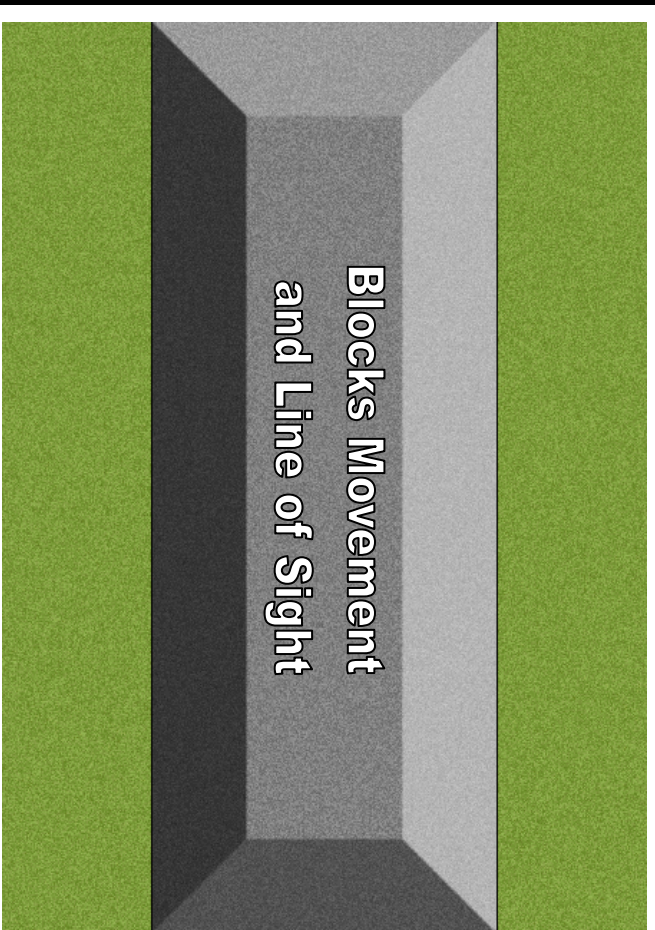
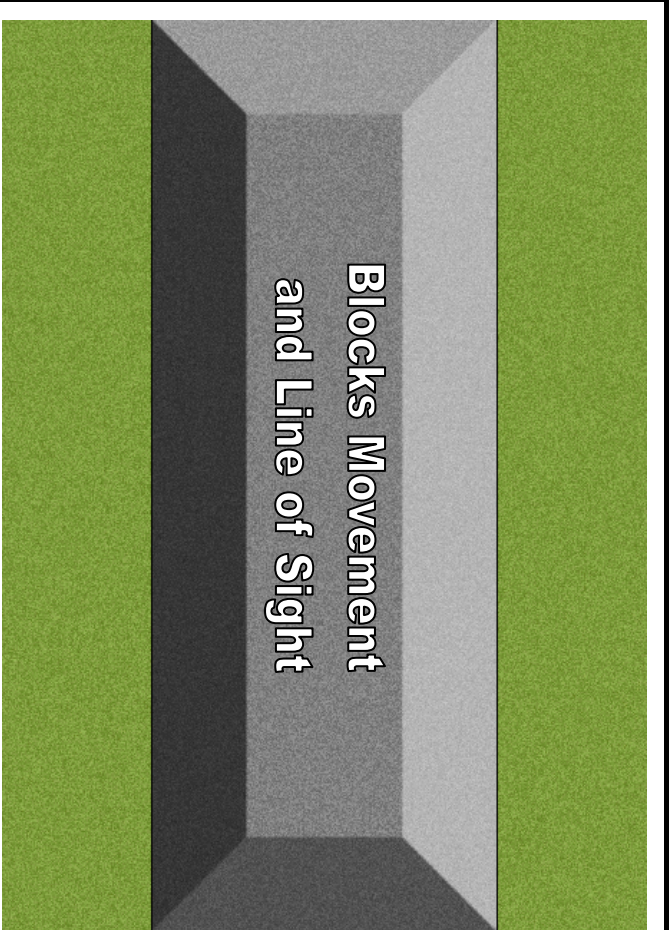
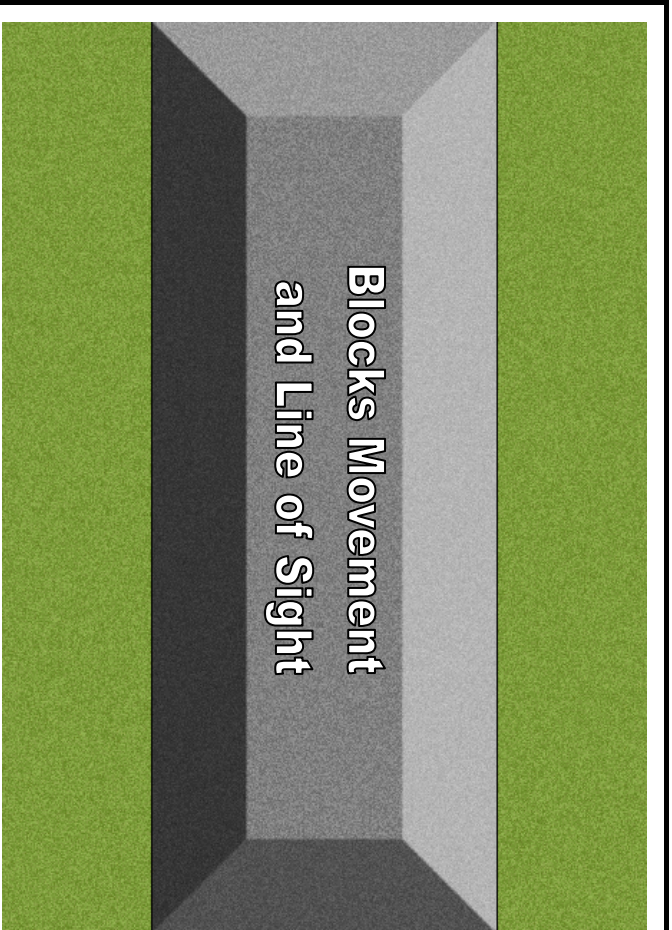
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Blocks Movement

Blocks Movement

Blocks Movement

Blocks Movement

-5 to Speed

-5 to Speed

-5 to Speed

-5 to Speed



-2 to Skill to fire through



-2 to Skill to fire through



-2 to Skill to fire through



-2 to Skill to fire through

OBSTACLE

OBSTACLE

OBSTACLE

OBSTACLE