

DICE ZONE: TANK BATTLE

RULES

Dice Zone: Tank Battle is a game for 2-6 players which evokes the memories of classic arcade games whilst also presenting a novel twist on a conventional dice-based wargame.

The object of the game is to place your initials on the leaderboard by reaching a high score of 1000 points more quickly than your opponents.

ESTABLISH TEAMS

The game can be played with 2 to 6 players, either as a free for all, or in 2 opposing teams (of 2 to 4 tanks on each side).

PLAY AREA SETUP

The standard play area is a circular hex map, approximately 25 hexes in diameter. Players should take it in turns to place terrain in the play area until they are all happy with the arrangement. Suggested

layouts may be included in an Appendix.

To start the game, spawn 1 loot crate onto the board for each player in the game. (see later for the spawning process)

For the initial set-up, do not roll the yellow dice. Place the loot crates along the following axes.

No. Tanks	Spawn crates on the following axes
2	1, 4
3	1, 3, 5
4	2, 3, 5, 6
5	1,2,3,5,6
6	1,2,3,4,5,6

Table 1: spawn points for crates on initial board setup

STARTING LOCATIONS

Choose a starting player.

The player to the right of the start player chooses their starting location, and facing. In reverse clockwise order players choose their start point. The last player to choose their start point, will be the first to take their turn.

TANK DESIGN

When players know their starting spawn point, they must then design their tank. Players start with 10 dice which are assigned across 9 separate stats. Players should set the 10 dice on each tank to a total value of 40. If there are multiple tanks on each team then points can be distributed across multiple tanks freely (i.e. 1 tank with 50 points and 1 tank with 30).

TANK STATS

Each tank requires dice for the following stats.

ARMOUR (4 yellow dice)

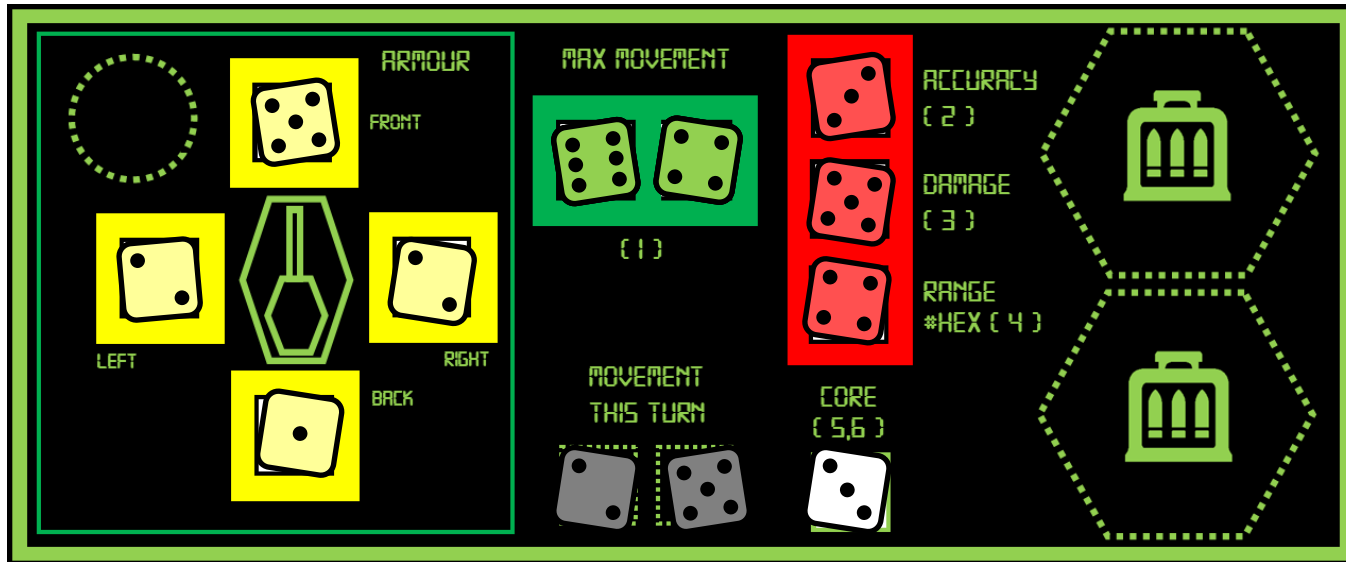
- Front armour
- Right Side armour
- Left Side armour
- Rear armour

PROPULSION

- Movement (2 green dice)
- *An additional 2 black dice are used by each tank to assign their actual speed during gameplay.*

WEAPON SYSTEM (3 red dice)

- Range



Player Board showing a Tank with a total of 35 points remaining (black dice for speed don't count towards value)

- Accuracy
- Damage

CORE (1 white dice)

- 'Core damage resilience'

If at any point in the game a tank does not have a dice against any stat then that stat counts as having a value "0".

A tank that is reduced to "0" core is destroyed.

GAMEPLAY

PLAYER TURNS

Each turn has the following phases;

1. Players reassign dice (Speed, Weapons and Armour) on each Tank.
2. Place counters on turn order tracks.
3. Tanks move according to turn order
4. Tanks shoot according to turn order
5. Respawn Loot Crates

1. ASSIGN DICE

MOVEMENT

Players turn their 2 black dice to their

desired speed during the turn. This value can not be higher than their Movement stat.

WEAPONS SYSTEM

Players may rearrange the values of the 3 red dice comprising their Weapon System—reassigning the values of Range, Accuracy and Damage between the 3.

ADJUST ARMOUR

Players may reassign 0-2 points from any of their dice to 1 or 2 Armour dice.

2. PLACE TURN ORDER COUNTERS

Players place counters on the Turn order tracks associated with Speed and Shooting.

Tanks move in order of speed. The tanks with the highest speed move first.

In the case of a tie, the tank with the highest total pip count will move first.

Tanks shoot in reverse order of accuracy. The tanks with the lowest accuracy stat shoot first.

In the case of a tie, the tank with the lowest total pip count will shoot first.

3. MOVEMENT PHASE

Each tank has a maximum of 12 movement, indicated by 2 green dice. This is their movement stat. The speed of a tank is set during the Assign Dice step, and cannot be more than the Movement stat.

Each point of movement can be used to either turn the tank 1/6 turn or move the tank forwards 1 hex. Backwards movement is slower so 2 points of movement must be used to reverse back 1 hex.

A Tanks does not need to move it's entire speed during movement.

If a tank drives through a spawned Loot Crate then some bonuses may be applied immediately.

4. SHOOTING PHASE

Tanks shoot in reverse order of accuracy. The tanks with the lowest accuracy stat (rolling the fewest dice) shoot first. In the case of a tie, the tank with the fewest total pips remaining will shoot first. Shooting follows the following steps...

- **DETERMINE TARGET**

As tanks have rotating turrets they may

shoot at any tank within line of site.

Line of site is determined by drawing an imaginary line from the centre of the hex occupied by the tank shooting to the centre of the hex occupied by the target.

If the line crosses any other occupied hex then line of site may not be drawn and the tank must choose another target.

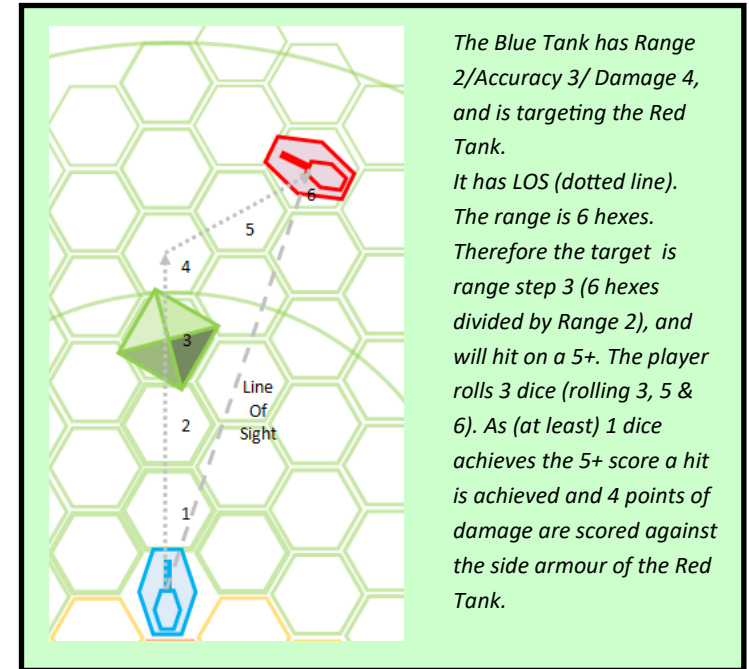
Line of site may be drawn along the edge of an occupied hex.

	Range Step			
	1	2	3	4
Roll to Hit	3+	4+	5+	6+
1	67%	50%	33%	17%
2	89%	75%	56%	31%
3	96%	88%	70%	42%
4	99%	94%	80%	52%
5	100%	97%	87%	60%
6	100%	98%	91%	67%

Table 2: approx. % to hit with different numbers of dice at different range

- **ASSESS RANGE**

The range of a shot is determined by counting the number of hexes between the shooting tank and the target by the shortest possible route. This is then divided by the Range stat of the shooting tank (rounding up).



The Blue Tank has Range 2/Accuracy 3/ Damage 4, and is targeting the Red Tank. It has LOS (dotted line). The range is 6 hexes. Therefore the target is range step 3 (6 hexes divided by Range 2), and will hit on a 5+. The player rolls 3 dice (rolling 3, 5 & 6). As (at least) 1 dice achieves the 5+ score a hit is achieved and 4 points of damage are scored against the side armour of the Red Tank.

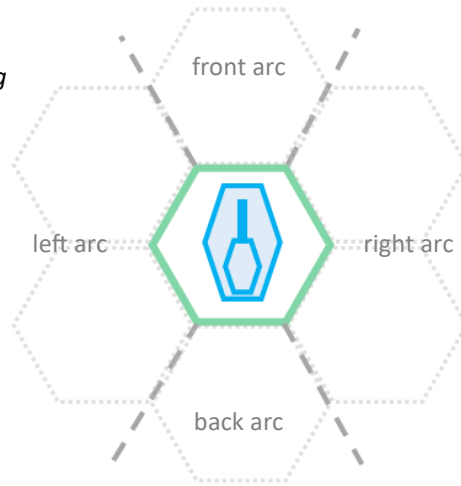
Each tank rolls as many dice as their accuracy stat. To score a hit they must roll a number higher than the number indicated in the table below. Only one of the dice rolled must roll the target number. A '1' is always a miss.

- **DAMAGE**

If a hit is scored then damage is applied to the target. The Damage Stat of the shooting tank determines the amount of damage done to the target. Damage is applied to the side of a tank from which the hit comes.

The first points of damage, reduce the

Diagram showing firing arcs.



armour stat on the respective side of the tank. If there is additional damage then the remainder becomes carry over damage.

Roll a dice and apply carry over damage to other tank stats according to Table 3. Damage carried over to Armour will reduce all other armour stats by the carry

Carry Over Damage Table	
Dice Roll	Apply to stat
1	Movement
2	Damage
3	Accuracy
4	Range
5	Core
6	Core

Table 3: showing location of carry over damage

over amount.

If any carry over damage would be applied to a stat which has already reached a value of "0" then this should be applied to the Core. If the value of the Core reaches "0" then the tank is immediately destroyed and removed from the game.

Damage opposing tank	10 pts / point damage
Inflict carry over damage	+10pts / point carried over
Destroy tank	100 points
Collect credit	100 points
Collect ammo crates	100-200 points

Table 4: showing points derived from different actions

CRITICAL HITS

If any rolls to hit includes two or more rolls of 6 then damage can be directly applied to the carry over damage table.

DESTROYED TANKS

If a tank is destroyed – through a reduction in Core stat to "0", then the tank is destroyed and removed from the game.

RESPAWNING TANKS

Depending on the game mode being played, destroyed tanks may immediately respawn. The player immediately rebuilds another tank using 40 points of dice.

ALTERNATIVE WAYS TO PLAY

Several alternative end conditions can be played....

High Score: The game ends as soon as one player or team reaches 1000 points.

Points are scored as shown in Table 4.

Last Man Standing: once eliminated, player tanks do not respawn. The winner of the game is the last tank remaining.

Team Play: players may play teams of 2 or 3 tanks.

Limited Pocket Money: Players start the game with 10 credits. Each credit is worth 6 points of dice. Players may use these credits before the start of any turn and can assign points to any stat. If any tank is destroyed then they are out of the game.

LOOT CRATES

	20 points		10 points		+2 on to hit		Bonus accuracy dice
	+6 to front armour (max 6)		+4 to side armour		Tank may split accuracy dice across 2 shots		Tank may always fire first if player wants to
	1st 2 damage to armour in each turn ignored		Armour can be reset each turn		AP Missiles ignore armour		Ghost Missiles ignore cover
	Back armour can not be pierced		+6 armour; (reset armour)		AP Missiles ignore armour		Homing Missiles
	Double damage		+1 dice damage		HE Missiles cause splash damage		May fire 2x / turn (different targets)
	+2 dice to 2 stats		+1 dice with reset		May fire 2x each turn (same target)		Proximity Mine. Can be dropped during movement
	+1 dice movement each turn		Double movement		Reset Stats		Loot Crate Token Back

Loot crates appear on the field of battle and contain upgrades. These will encourage aggressive play rather than turtling. They add special weapons such as mines or missiles which can increase damage or add special abilities.

SPAWN CRATES

In order to spawn crates, roll 1 yellow

dice and 2 red dice to determine the spawn point for each crate. The yellow dice gives the direction from the centre point and the sum of the 2 red dice gives distance from the centre point. If the spawn point is occupied by terrain then place the credit adjacent to the terrain – towards the centre. For the initial set-up, do not roll the yellow dice.

PLAYER AID

Player Aid : Turn Structure

1. Reset Stats

- Reset **Weapons System** (redistribute pips on red dice)
- May push **max 2** pips from **Weapons**, or **Movement** to **Armor**
- Cannot remove from Armour once assigned

2. Set Speed (choose how much movement to use on black dice)

3. Players Reveal

4. Assign movement and accuracy markers to Turn Order track

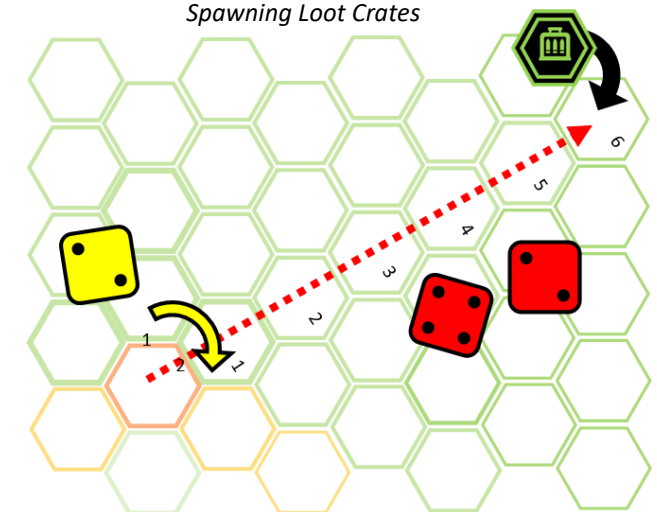
5. Tanks Move— In order of fastest tank to slowest

- If tied, the lowest total pips moves last
- Tanks do not need to use all movement
- 1 hex forward per pip; 1/6 turn per pip; 1 hex reverse per 2 pips

6. Tanks Shoot— in order of least accurate to most accurate

- If tied, the lowest total pips shoots first
- Roll the same number of dice as accuracy stat
- Only 1 successful roll is required to hit
- Range step 1 hits on 3+ ; Range step 2 hits on 4+ ; Range step 3 hits on 5+ ; Range step 4 hits on 6+

Spawning Loot Crates



DICE ZONE: TANK BATTLE

CONDENSED Rules

Dice Zone: Tank Battle is a game for 2-6 players which evokes the memories of classic arcade games whilst also presenting a novel twist on a conventional dice-based wargame.

The object of the game is to place your initials on the leaderboard by reaching a high score of 1000 points more quickly than your opponents.

The game can be played with 2 to 6 players, either as a free for all, or in 2 opposing teams (of 2 to 4 tanks on each side).

PLAY AREA

The standard play area is a circular hex map, approximately 25 hexes in diameter Terrain is placed to block line of sight.

To start the game, spawn 1 loot crate onto the board for each player in the game and assign each player a start zone from which their tanks must begin.

TANK DESIGN

Players start with 10 dice which are assigned across 9 separate stats. Players should set the 10 dice on each tank to a total value of 40. Points can be distributed across multiple tanks freely (i.e. 1 tank with 50 points and 1 tank with 30).

TANK STATS

Each tank requires dice for the following stats.

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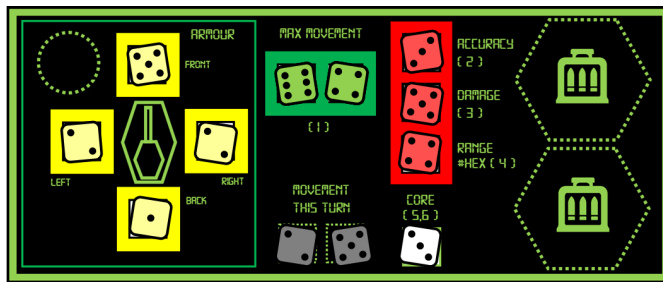
PROPULSION (2 green dice)

WEAPON SYSTEM (3 red dice)

CORE (1 white dice)

'Core damage resilience'

If a tank does not have a dice against any stat then that stat counts as having a value "0".



A tank reduced to "0" core is destroyed.

GAMEPLAY

Each turn has the following phases;

1. ASSIGN DICE

2. DETERMINE ORDERS

3. MOVEMENT

4. SHOOTING

5. RESPAWN LOOT CRATES

1. Players assign dice on each Tank.

MOVEMENT—Players turn 2 black dice to their desired speed during the turn. This value can not be higher then their Movement stat. **WEAPONS SYSTEM**—Players may rearrange the values of the 3 red dice comprising Range, Accuracy and Damage. **ADJUST ARMOUR**—Players may reassign 0-2 points from any of their dice to 1 or 2 Armour dice.

2. **DETERMINE ORDERS**—Place counters on turn order tracks.

3. **MOVEMENT**—Tanks move according to speed. Each point of movement can be used to either turn the tank 60° or move 1 hex. 2 points of movement must be used to reverse 1 hex. A Tanks need not move it's entire speed.

4. **SHOOTING**—

a. Tanks shoot according to reverse accuracy.

b. As tanks have rotating turrets they may shoot at any tank within line of site. LOS is determined by drawing a line from the centre of the shooting tank's hex to the

centre of the target's hex. If the line crosses any other occupied hex then choose another target. Line of site may be drawn along the edge of an occupied hex.

c. The **RANGE** of a shot is determined by counting the number of hexes between the shooter and the target by the shortest possible route. This is divided by the Range stat of the shooting tank (rounding up).

d. Each tank rolls as many dice as their **ACCURACY** stat. To score a hit they must roll a number higher than the number indicated in the table below. Only one of the dice rolled must roll the target number. A '1' is always a miss.

e. If a hit is scored then **DAMAGE** is applied to the target — the Damage Stat determines the amount of damage done to the target. Damage is applied to the side of a tank from which the hit comes.

f. The first points of damage, reduce the armour stat on the respective side of the tank.

g. If there is additional damage then the remainder becomes carry over damage. Roll a dice and apply carry over damage to other tank stats. Damage carried over to Armour will reduce all other armour stats by the carry over amount. If any carry over damage would be applied to a stat which has already reached a value of "0" then this should be applied to the Core.

h. If any rolls to hit includes two or more rolls of 6 then damage can be directly applied to the carry over damage table.

i. If the value of the Core reaches "0" then the tank is immediately destroyed and removed from the game.

5. Respawn Loot Crates

RESPAWNING TANKS

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LOOT CRATES

Loot crates appear on the field of battle and contain upgrades.

These will encourage aggressive play rather than turtling.

They add special weapons such as mines or missiles which can increase damage or add special abilities.

These rules are condensed to give a flavour of the unique elements of this battle system.

There is of course a lot of flexibility possible through further development.

For further information:

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