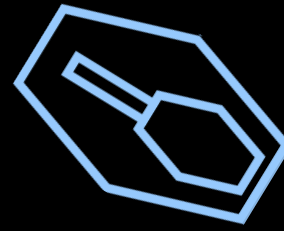
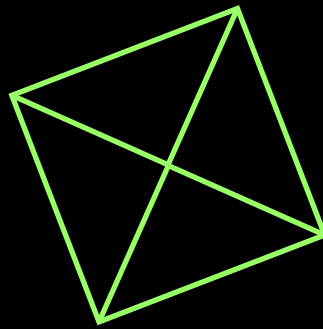
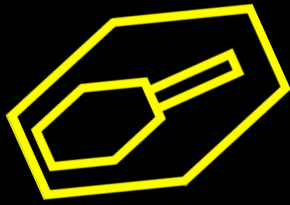


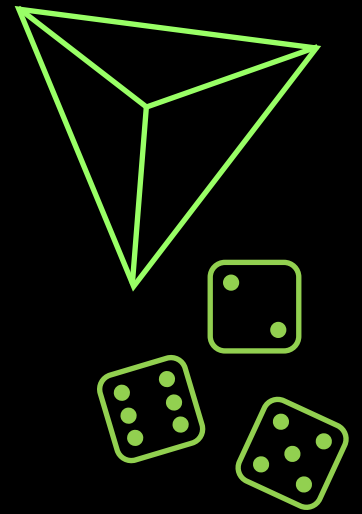
DICE ZONE TANK BATTLE

TO PLAYERS
MINS / PLAYER



UNIQUE FEATURES

- A fast paced wargame with theme, graphics & gameplay inspired by 80s Arcades
- Intuitive d6 based system for all stats
- Players design their tanks to make a 'tankier' tank, a long range sniper, or a fast moving objective grabber
- Hit loot crates to boost stats & get cool stuff like Mines, AP rounds or guided missiles
- Initiative System that allows faster tanks to move before slower tanks (which can turn to face) and more accurate 'snipers' to fire after those which shoot 'from the hip'.



TANK DESIGN

\$1 per tank. Each quarter gives 10 dice pips to use across Armour, Movement, Accuracy, Range or Damage

- Pump up the armour to take more hits
- Redesign your weapon system on-the-fly to trade damage for accuracy or range

ARMOUR FRONT	MAX MOVEMENT	ACCURACY (2)	LOOT CRATE
LEFT	(1)	DAMAGE (3)	
RIGHT	MOVEMENT THIS TURN	RANGE #HEX (4)	LOOT CRATE
BACK		CORE (5,6)	

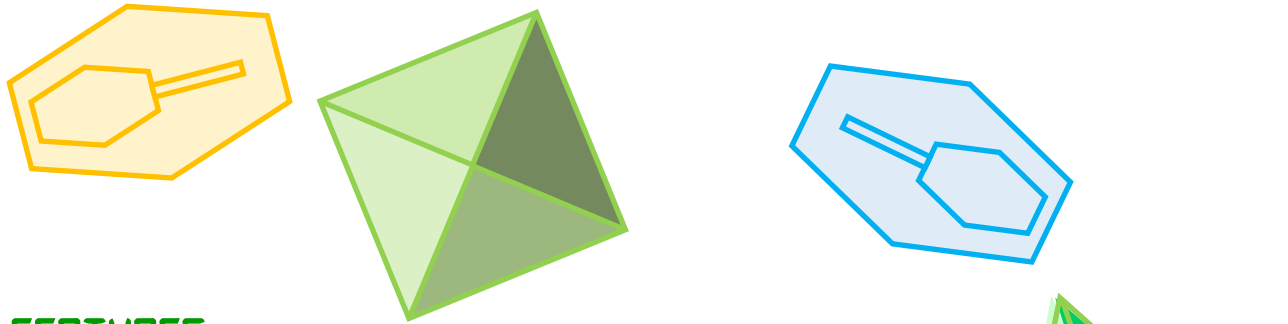
COMPONENTS

- 8 tanks; 8 design boards
- 96 x 5mm dice (12 / tank)
- 6 x 12mm dice for combat
- Hex board (square)
- 24 x Loot Crate tokens



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TO PLAYERS
MINS / PLAYER



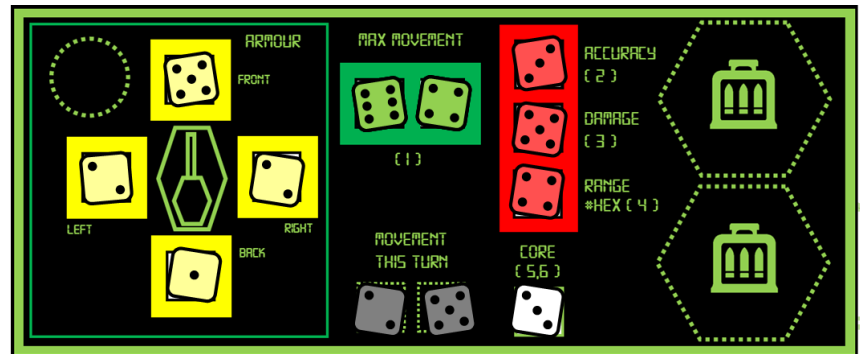
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