TANK GAME RULES V4

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Players: 2 – 100
Time: 3+ days

PLAY

Each player controls one Tank with 3 lives. At the start of each <u>gameday</u> each <u>living</u> Tank is given 1 action point. An action point can be spent to Move or Shoot.

Once you lose your last life, you are <u>dead</u>, and you join a group called the Council. The Council can affect the living players in significant ways.

SETUP

Each player should be given one tank card and assigned a spawn randomly. Provide a blank Logbook next to the physical board. All Tanks start with 3 lives, 1 action point, 0 gold, and a <u>range</u> of 2. Write this information, as well as your name, on the tank card.

If any Tank was the Last Man Standing in the previous game, they start with a Bounty of 5 gold. Any tanks who were Last Men Standing in games before that start with a bounty of 3 gold.

ENDING THE GAME

The game ends when there is only 1 Living Tank remaining on the board. That Tank is the Last Man Standing and the singular winner of the game.

The game can end early if the Council succeeds at passing an Armistice Vote, which is explained later on in the rules. In this case, the members of the Council win instead.

Note: Defined terms are underlined when they first occur in the rules. Definitions are at the end of the rules document.

ACTIONS

Below is a table of actions that you can take. In general,
you may take an action at any time during the gameday. Each
action has a cost and an effect, as well as some additional
rules specified further in the rules.

| Action Name	Cost	Effect
Move	1 AP	Move to an <u>adjacent</u> space
Shoot	1 AP	Shoot at a space within your range
Give X Gold	X+1 gold	Give X gold to another tank within your range
Buy AP	3 gold	Gain 1 AP
Upgrade Range	5 gold	Increase range by 1

After taking each action, note the action you took into the
Logbook. Once you have performed one of these actions, you
must wait for a cooldown, meaning you may not take another
action for 5 minutes.

If you do not wish to Move or Shoot on a given day, you can
save your action point for another day. However, you cannot
have more than 5 action points at any time.

You may take an action at any time during the gameday, and
you can do any combination of actions (in any order), as
long as you have enough resources saved up and you obey the
cooldown.

MOVE

Spend 1 action point to move to any adjacent space. You cannot move into an <u>occupied</u> space. You can move diagonally, but only if you could otherwise make the move in 2 steps (see images).
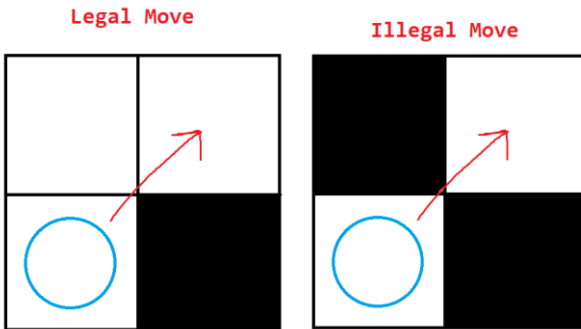
SHOOT

Spend 1 action point to shoot. You can target any grid space within your range that you have <u>line of sight</u> on.

- If the grid space is empty, you automatically <u>miss</u>.
- If the grid space is occupied by a wall or dead tank, you automatically <u>hit</u>, and it loses 1 <u>durability</u>.
- If the grid space is occupied by a living tank, you must roll to see if you hit or miss.
    - Determine the <u>distance</u> to the target.
    - Note your tank's range.
    - Roll a # of dice equal to **(Range – Distance) + 1.**
        - Shortcuts:
        - When at your range, roll 1 die.
        - When adjacent, roll [range] dice.
    - If any of the dice show this symbol ⊕ , your attack hits, and the tank loses 1 life.

GOLD

Gold is a secondary resource that is used for a few things. You collect it by being positioned in the Gold Mine at the start of a day, or by looting it from other tanks when you kill them. There is no limit to the amount of gold you can hold.

GIVING GOLD

Gold can be given to other tanks within your range. You do not need to have line of sight to share gold. The Tax on transferring gold is 1 gold per instance. For example, if you want to give 5 gold to another Tank, it will cost you 6 gold. There are no limits to the number of times you can transfer gold per gameday, given that you have the gold. The 1 gold Tax is put into the Coffer (see The Council below).

BUYING ACTION POINTS

You may spend 3 gold to buy 1 action point. You still may not have more than 5 action points at any time.

UPGRADING RANGE

You may spend 5 gold to increase your range by 1. This affects the number of hit dice you roll and how far away you can target with abilities like Shoot and Give Gold.

LOOTING GOLD

When you kill or destroy another Tank, you gain some of the gold that they had, but this is also taxed. The looter gains at least 1 gold, and the council gains at least 1 gold (given the looter got theirs first). After those requirements are satisfied, the council collects a tax of 25% of the amount, rounded. Example, Corey kills Bryan, who had 10 gold. Corey gains 7 gold and the coffer gains 3 gold.

GOLD MINE

There is an area(s) on the game board marked as the Gold Mine. At the start of each gameday, each Gold Mine generates an amount of gold equal to the number of grid spaces it overlaps with on the board. The gold is divided up among all living Tanks that are within that area. If the Gold does not divide evenly, the remainder is put into the Coffer. If there are no tanks in the mine, all of the gold it generates is put into the Coffer.

When a wall which is <u>orthogonally adjacent</u> to an existing Gold Mine is broken, the Gold Mine expands into that space, and the amount of gold it generates increases accordingly. If at any time, two or more independent Gold Mines are orthogonally adjacent, then all involved mines are merged.

DEATH AND DESTRUCTION

DEATH

When a Tank is <u>killed</u>, it stays where it is on the board. It loses its action points and gold, and it gains 3 Durability. Dead tanks do not gain action points at the start of the day, nor can they perform actions. Dead tanks do not gain gold from gold mines. Dead tanks retain their range. Note this kill in the Logbook (see above).

DESTRUCTION

When a tank is <u>destroyed</u>, it is removed from the board. When you destroy a tank, you gain nothing.

RESURRECTION

If a dead tank gains a life for any reason, it becomes a living tank. It regains its ability to gain action points and perform actions. It regains its ability to gain gold from mines. You have no action points until you gain one for some reason, such as the Council or the start of a gameday.

THE COUNCIL

"The Council" is a group of <u>out-of-play</u> players that can still affect the outcome of the game. If your tank is dead, you are considered a Councilor, and your vote counts as 1 vote. If your Tank is destroyed, then you are a Senator, and your vote counts as 2 votes.

COFFER

The Council has a Coffer of gold which accumulates throughout the game (see Gold and Gold Mine above). The Coffer exists even if nobody is on the council.

The Council has a base income. At the start of each gameday, the Coffer gains 1 gold per Councilor, and 3 gold per Senator, that is a member of the Council.

DECREES

At any time during a gameday, the Council may vote on one of the following Decrees. If the vote passes, the gold is spent. If the Coffer doesn't have the required gold, you can't do it.

Decree	Vote Type	Cost	Target	Effect
Stimulus	<u>Uncontested Majority</u>	3 gold	Living Tank	Target gains 1 action point
Bounty	Uncontested Majority	1–5 gold	Living Tank	There is a bounty on the target Tank
Grant Life	<u>Super-majority</u>	15 gold	Any Tank Living or Dead	Target gains a life

MORE INFORMATION/LIMITATIONS

- Stimulus - There is no limit to the number of decrees per gameday.
- Bounty - The council must agree on both the target of and the amount of the bounty. The bounty does not go away until that tank is dead. The player who kills the tank gets all of the bounty gold. If the target tank already has a bounty, then their bounty increases by

the amount of the new bounty (it accumulates). Only one bounty may be decreed each gameday.

- Grant Life – The Council may only choose this decree once it has at least 3 members. No tank may have more than 3 lives. May only be decreed once per gameday.

Votes from councilors may be sent in virtually, but the final result must be recorded in the Logbook.

ARMISTICE VOTE

The members of the Council have a means by which they can win the game. By swaying the public opinion in favor of an armistice, they can end the game early and prevent someone from being declared the Last Man Standing and earning all the glory for themselves.

There is an Armistice Counter that tracks the public's opinion. At the start of each gameday, the counter gains 1 point for each member of the council (councilors and senators count equally). When the counter reaches a specified limit (determined by player count and map), the game ends and the Council wins.

LOGBOOK

The Logbook is the source of truth for the game. All actions must be written into the Logbook, or else it is not considered to have happened. Actions are applied in the order they are written in the Logbook. All actions must be written by the person performing that action. Any illegal/invalid action written into the logbook will be struck out and undone. You will not get any spent actions points or gold back. Also note when tanks are killed.

EXAMPLES:

Move

- "10/9/2023 – Schmude – Moved to B3"

Shoot

- "10/10/2023 – Corey – Shot at G4 (hit)"
- "10/11/2023 – Xavion – Shot at D7 (miss)"

Giving Gold

- "10/19/2023 – Bryan – Gave 5 Gold to Schmude"

Upgrade

- "10/19/2023 – Ryan – Upgraded Range"

Buy Action Point

- "10/20/2023 – Stomp – Bought 2 action points"

Council Decrees

- "10/20/2023 – Council Decree – Stimulus to Stomp"
- "10/21/2023 – Council Decree – 3 Gold Bounty on Xavion"
- "10/22/2023 - Council Decree – Grant Life to Ty"

Kills/Deaths

- "10/23/2023 – Craig was killed"

DEFINITIONS

ADJACENT

The 8 grid spaces surrounding grid space X are considered Adjacent.

DEAD / KILLED

A Tank is Dead if it has 0 lives. The Tank which hit it, bringing it from 1 life to 0 lives is the Tank that killed it.

DESTROYED

A Tank or Wall is Destroyed if it has 0 durability. The Tank which hit it, bringing it from 1 durability to 0 durability is the Tank that destroyed it. When something is destroyed, it is removed from the game board permanently.

DISTANCE

The distance from one tank/wall to another tank/wall is defined by the distance between their grid spaces. The distance from one grid space to another is the minimum number of adjacent steps it takes to go from one to another.

Expressed algebraically: max(abs(a.x-b.x), abs(a.y-b.y))

DURABILITY

The number of hits something can take until it's Destroyed.

GAMEDAY

A Gameday is defined as follows: Any Monday, Wednesday or Thursday that the office is open, from 10am to 4pm.

HIT

A hit is the result of a successful shoot action.

LINE OF SIGHT

Given an attacker A and a target B, line of sight is defined as follows. A has line of sight on B, if you can draw a straight, uninterrupted line from the center of A's space to the center of B's space. Walls and Tanks that are not your target count as interruptions to lines. Crossing the corner of something is not considered an interruption unless you cross two opposing corners.

LIVING

A Tank is Living if it has at least 1 life.

MISS

A miss is the result of an unsuccessful shoot action.

OCCUPIED

A space is occupied if there is a wall or tank (living or dead) in it.

ORTHOGONALLY ADJACENT

The 4 grid spaces to the top, bottom, left and right of grid space X are considered Orthogonally Adjacent to X.

OUT-OF-PLAY

A player whose tank is dead or destroyed.

RANGE

Given Tank A and a range of R, A can attack/give with any other Tank that is within R spaces from A's position.

SUPER-MAJORITY

A super-majority is a vote where at least 2/3rds of the votes are in favor.

UNCONTESTED MAJORITY

An uncontested majority is a vote where one and only one option has at least 50% of the votes. Ties (ex. 2 votes for Tank A and 2 votes for Tank B) fail to pass.

PATCH NOTES

- New line of sight rules
- Previous "Last Men Standing" start with a bounty
- Giving gold, upgrading range and buying action points are now considered "actions"
- All actions have a 5-minute cooldown
- The Council gains some tax when you are looting gold from a dead player
- Buying action points does not become cheaper with more gold. The "Buy AP" action only buys 1 action at a time
- Upgrading Range costs 5 gold
- Grant Life decree requires a super-majority
- The council gains a base income to the Coffer
- The council can win via Armistice Vote
- Gameday is from 10am to 4pm