

BATTLE TANK

Escape from Giant Robot Island

A Tactical Boardgame for 2-4 players

Sgt. Roger Stammel halted his men outside the communications room. I had been one hell of a day... The assault on Giant Robot Island had failed, largely due to lack of intel. Dr. Victor von Mechanstein had a few surprises in store for the sergeant's men when they arrived on the beach. After being locked away in the dungeon of the doctor's volcanic laboratory, they had managed to escape and sneak through his mechanized base. And now they'd finally found the communications room.

Stammel put out an urgent S.O.S. to base, giving them a brief rundown of the ruin of their original mission. Return communique was brief; "Secure transport for your men, and make your way to the beaches. Deploy flares and you will be retrieved." With his new orders, the sergeant led his men closer to the surface, only to run into the best of luck... the tank depot. He quickly ordered his men into the battle tanks, and told them to sabotage the rest. If their luck held out, the good doctor wouldn't know of their communication quite yet. As they climbed into their tanks, and went to radio silence, everyone knew their new mission...

Escape from Giant Robot Island!

Battle Tank on Giant Robot Island is a strategy board game designed for 2-4 players. One player chooses to play as Dr. Victor von Mechanstein, a twisted evil genius with a penchant for giant mechanical death machines who will use his robots to prevent the escape of Sgt. Stammel and his men. The other players each man a battle tank as members of the sergeant's platoon, and attempt to escape to the beaches of Giant Robot Island, blazing a trail of robotic wreckage along the way.

Battle Tank: Escape from Giant Robot Island

Contents

1 7.5"x7.5" volcano tile

12 3.75"x3.75" island tiles

4 two-sided tank/infantry tokens

12 two-sided giant robot tokens

1 Megamech token

10 Tanker Tactics cards

5 Mad Scientist Event cards

2 six sided dice

1 rules sheet

Rules

Unit types

Tank:

Infantry:

Robot (walking)

Robot (flying)

Megamech

Movement

Each token has its own unique movement rules, but unless otherwise noted no unit may move diagonally.

Tanks: 3 movement points (MP), each square entered costs a number of points based on its terrain. Tanks may only move forward or in reverse. Reverse costs 1 more MP than the terrain cost. Only 1 tank may occupy any square and may not pass through another tank's square. If a robot bars the way the tank may push the robot 1 square in any direction at the cost of 1 MP. A tank may turn 1 facing each time it enters a square otherwise it costs 1 MP to turn.

Infantry: 1 movement point (MP). Infantry may turn freely and count all terrain as 1 MP unless it is impassable. Infantry may move into and through the space of any other unit.

Robots (walking): 2 movement points (MP). Robots may turn freely and always count the terrain cost as 1MP unless it is impassable. At the beginning of its movement a walking robot may convert to a flying robot.

Robots (flying): 3 movement points (MP). A flying robot may turn freely and treats all terrain as Road when moving. At the beginning of its movement a flying robot may convert to a walking robot. If there are no tanks in any of the tiles the robot flies through it gains +1 MP.

Megamech: 2 movement points (MP). Dr Von Mechanstein's personal combat vehicle. Megamech may turn freely and always count the terrain cost as 1MP unless it is impassable.

Terrain:

Open – 1MP

Forest – 2MP

Road – 1MP any unit may move diagonally along a continuous road.

Cliff – Impassable, a robot forced to move over a cliff rolls on the malfunction table.

Shooting

To shoot a target roll the die type of the weapon if the result is equal to or greater than the distance to the target it is a hit. To determine the distance add the MP of all intervening squares (including the target's square) and then add the armor value facing the attacker. If the attack succeeds roll again on the appropriate malfunction table. A flying robot counts all intervening squares except the target's as Open (1MP).

Coordinated fire: two adjacent units of the same type (2 tanks, 2 flying robots, 2 walking robots, etc) may forfeit their normal machinegun attacks to roll a single attack with a D6 at one target.

Units may fire all their weapons on their turn in any order the player chooses.

Infantry: Infantry in the same space as their target always attack the lowest armor value, if they are in a square with a tank they may not be targeted by any unit outside that square.

Malfunction: When an attack succeeds roll a die and compare the result to the appropriate table below.

Tank

1: No Effect, the Tank's thick armor deflects the attack

2-3: Crew Stunned: the tank loses its next turn.

4: Weapon hit: one weapon chosen by attacker is disabled.

5: Immobilized: The tank may not move.

6: Wrecked: The crew abandons their machine, flip the counter over.

Robot (subtract 1 from the result for Megamech)

0: No Effect, the machine's impregnable bolognium alloy armor deflects the attack.

1-2: Stunned: the robot loses its next turn, if flying it is instead destroyed.

3-6: Destroyed: the robot is blown to pieces by the attack, remove the counter from play.

Infantry

1-3: Pinned down: Heavy fire forces the troops to take cover, they may not move next turn.

4-6: KIA: the brave soldiers are Killed in Action, remove the counter from play.

Cards

Tanker Tactics: Each tank player begins the game with one Tanker Tactics card which may be played at any time. If a player doesn't have a Tanker Tactics card at the start of their turn they may draw one from the deck.

Mad Scientist Events: Unlike Tanker Tactics the Mad Scientist player does not draw a card. Instead at the beginning of his turn, if there are any Tanker Tactics cards in the discard pile he may flip over the top card of the deck and immediately resolve it.

Game Play

One player takes the role of Dr. von Mechanstein and each other player chooses a tank token to represent their crew.

Place the volcano tile in the center of the table, placing the a Tanker Tactics cards , Mad Scientist cards and the 12 terrain tiles face down in separate piles after shuffling each group.

Starting with the Mad Scientist player then going clockwise each player takes the top tile from the pile and places it on the table. The road squares on the tile must match the roads on another tile and the final board takes the form of a square 20 grid squares on a side. The player to the left of the Mad Scientist player takes the first turn then play proceeds clockwise from there.

Turn Sequence

First Turn

Tank players:

Draw a Tanker Tactics card from the pile.

Place your tank token on one of the 3 squares containing a gate.

Move your token up to its total MP.

Mad Scientist

For each tank take 3 robot tokens then place them on the board. Each token may only be placed in the center square of a terrain tile. You are not required to deploy all the robots at once and may hold any number in reserve.

Remaining turns:

Tank Players:

Draw a Tanker Tactics card if you do not already have one.

Move your tank up to its MP.

Resolve attacks (see shooting above)

Mad Scientist:

Resolve a mad Scientist event if applicable.

Then:

Move each robot up to its MP

Resolve attacks (see shooting above)

Or:

Deploy additional Robots (1 per tank token in play, infantry tokens do no count)

Robots may only be deployed in the center square of a terrain tile.

Play continues until one of the following happens:

- 1) All tank players move their tank or infantry token off the board from one of the road squares in the terrain tile furthest from the volcano tile and/or have been removed from the game due to the death of their crews.
- 2) 10 Turns have been played.

If the majority of the tank players have escaped or Megamech has been destroyed they win, if not the mad scientist wins.