

DEATH on TREADS

Core Rules

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Death On Treads is a custom-tank table-top wargame featuring novel and quite often humorous weapons technology; including belt-fed tanks, break-action tanks, revolvers, breech-loaders, muzzle-loaders, gatling and more!

****This game is still in testing and is subject to changes in the future.**

****The next update involving "Spot Range" and "Gun Range" stats to be added. Current "Range" is only a single stat, leaving the gun to be affected whenever Range is reduced.**

Having Gun and Spot separate would also expand on turret ability and effectiveness.

****Turrets would be able to have long range gun and short range spot, or vice versa. Thus affecting how players would position their tanks.**

Basic Game Rules

Model Size

Standard size of a tank would be around the space of **2" x 4"** and **1 1/2"** tall on average. For your stand-ins be sure to know the center of turret as well as center of mass.

Points

Assembling a tank requires points and a tank company will have the total point value of all your tanks. Each tank, when assembled, would be worth the points used to create it.

Win Game: Battle (working label)

A 5 Round limit, winner by fully destroying the opposing team or by timeout, measuring amount of points from tanks destroyed.

Player that destroys one enemy tank, receives the amount of points that tank was worth.

Win Game: Annihilation

To Win, players have to destroy all tanks of the opposing player's or players' team.

Dice Rolls

<u>1+</u>	No Roll Needed
<u>2+</u>	Must Roll ≥ 2
<u>3+</u>	≥ 3
<u>4+</u>	≥ 4
<u>5+</u>	≥ 5
<u>6+</u>	≥ 6
<u>6++</u>	Must Roll 6 then confirm with <u>4+</u> .
<u>6+++</u>	Must Roll 6 then confirm with <u>6+</u> .
<u>MISS</u>	Automatic failure

Attacks, Reactions and some Special Abilities would have a marked standard dice Roll, but the Rolls would sometimes be altered by stat changes from damage, loss of crew or special abilities.

These Roll changes would be stated in steps.

An Accuracy 4+ increase by 2 steps would end up 6+.

A Reaction 6+ with 2 steps increase would end up 6+++.

Table Size

The smallest recommended table size for 2 VS 2 tank battle can be played on a 3' x 3' table.

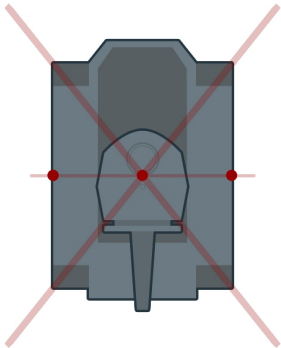
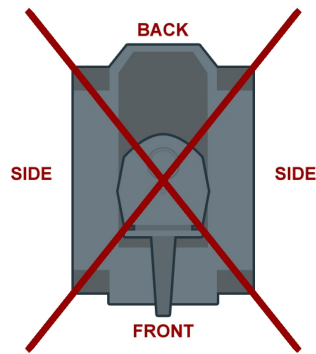
Pivots

Pivoting the tank is measured in 45° angles. The amount of pivots is determined by the final amount of Speed of the tank. These Pivots determine the maximum turning radius of the tank in movement phase. All tanks start with the minimum amount of 1 Pivot.

≥10"	2 Pivots (90°)
≥16"	3 Pivots (135°)
≥22"	4 Pivots (180°)

Tank Facing

When your tank is fully assembled, you then need to know the Front, Sides and Back of your tank. From overhead, measure across from corner to corner and you will find the four sides of your tank.

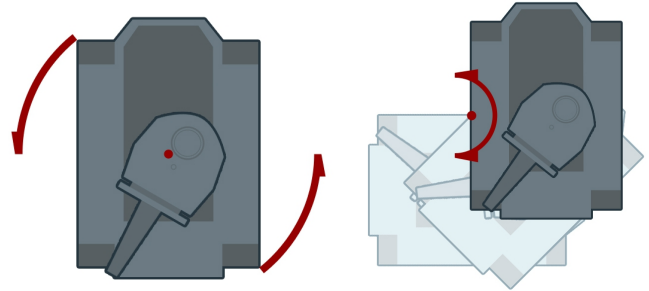


Pivot Points

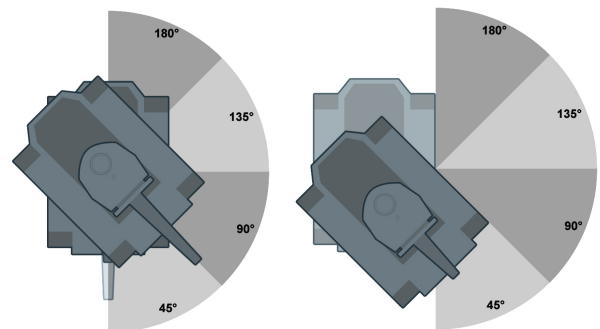
Using the center of the cross section, you can use this as the center of mass. After that sideways down the center of the tank you'll find the tank side pivot points.

Turning in place

Using any of the three pivot points, if possible, can be used to turn the tank. If tank is only turning in place, the amount of pivots is increased by 1. When tank Driver is dead, this bonus would not happen.



Turning using side pivots is good for clean turns around corners.

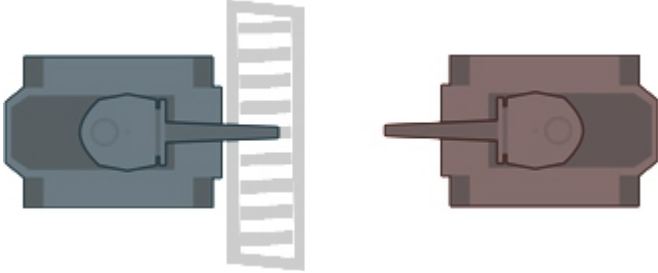


If unsure of your turning, by center pivot use the turret cannon to eyeball the angle.

Tank cannot move farther than speed amount.

Cover

In Movement Phase, tanks can be maneuvered into cover. There is Light and Heavy cover. Light cover can obstruct aim with **Hull Down**. Heavy Cover, no attacks can pass through. Players, before a game, can establish Light and Full cover types.



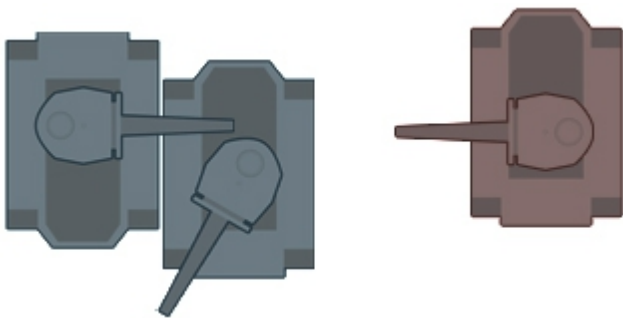
Tanks have to be within 1" to be in cover and out of the open.

Cover is determined by the line of sight between the attacking and opposing tank.

Tanks in open, are not Hulled Down unless by special ability.

Cover Formation

As opposed to using the terrain as cover your tanks can use each other as Light cover.



Line of sight still applies. Tanks cannot aim through tanks but around them. If turrets of tanks obstruct aim, the attack cannot be made.

Targeting Cover

Players can have their tanks target cover for the intention of destroying it. When attacking, player must declare target.

Cover Armor and Integrity

Light cover has **25 Integrity**.

Heavy cover has **15 Armor** and **25 Integrity**.

When all Integrity is gone the cover is removed from field as destroyed.

Brush / Forest

Tanks in Brush/Forest are in hiding.

Whenever outside tanks attempt to target hidden tank they suffer **one** step of **Range Reduction** (See Chart pg).

Measured by line of sight between tanks or labeled zones on table.

Tanks while Spotted, cannot affect Range until no longer Spotted.

Brush/Forest is not cover, and cannot be targeted and can only be destroyed if tank in Brush was hit by Area Effect or Fire. Brush can also be destroyed by using 6" of travel to run over.

Spotting

Any tanks within Turret Range is spotted.

Spotting is used for indirect attacks from special turrets with artillery or revealing camouflaged tanks.

Destroyed Tanks / Dead Crew

When the Tank's Integrity is reduced to **0** the tank is destroyed and left inoperable on table.

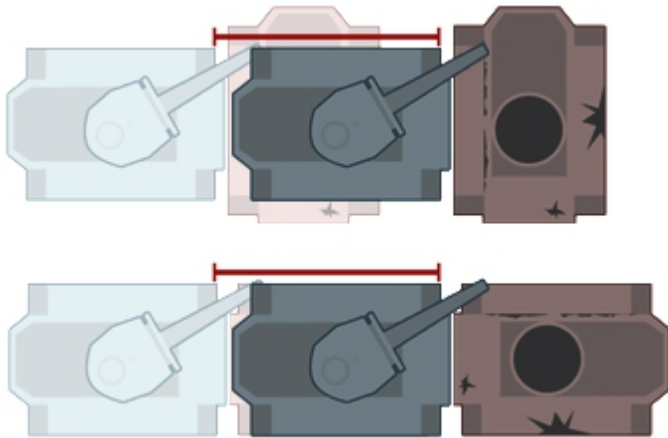
A similar state of destroyed is the death of the crew. When all members of the crew are dead, the tank is left inoperable on table. The Engine is not a crew member.

Remember or label the tank is destroyed / dead crew by removing tank's turret or turning turret straight back. The use of a token may be used as well.

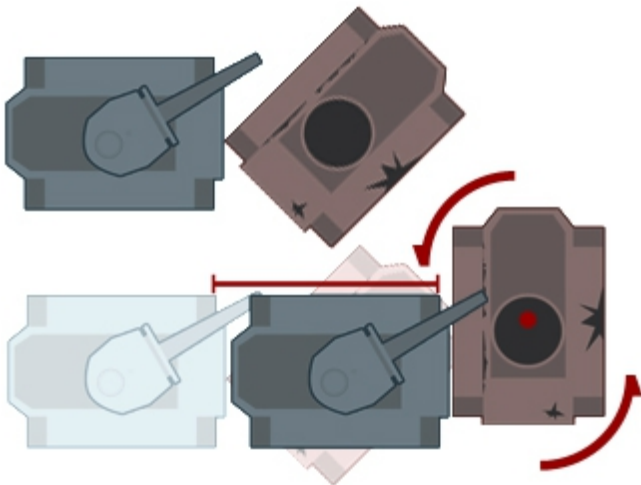
Destroyed / Inoperable tanks can be placed on field before start of a game as movable Heavy cover.

Pushing Destroyed Inoperable Tanks

Destroyed / Inoperable tanks become Light Cover that can be pushed. If the tank attempting to push has its Weight greater than or equal to the Destroyed / Inoperable tank, the push can be made. As to how far they can be pushed, this is measured with Engine Power. Every 1 Engine Power can push 1".



Tank can push by placing the at side or front. A nice and evenly clean push.

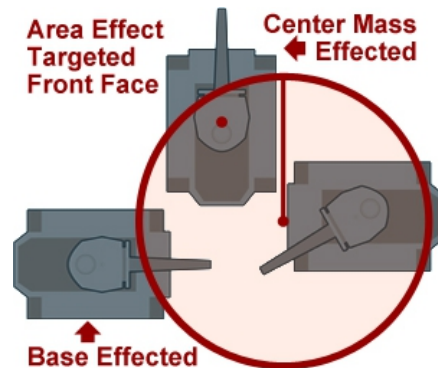


Pushing corner will turn the destroyed tank by center of mass.

Area Effect

Some weapons and attacks have an area effect. The attack would state if the effect center would start from center of mass or targeted facing of target tank.

Rules for tanks affected by area depend on the effect. Some state tanks are affected when their center mass is within Radius. Others, most times attack effects, would need the tank's base to touch the Radius.



Assembling Your Tank

Part Functions and Terminology

A Complete Tank

A single tank is made of a Turret, Hull, Tracks, Engine and Crew.

Integrity

Each part, in exception to ammo and crew, has an Integrity **[INT]** rating. This amount added all together is the total amount of Damage the tank can handle. If this value is reduced to 0 the tank is destroyed and inoperable.

Total Integrity is measured by adding the Integrity of all the tank's parts together.

Turret	<u>10</u>
Hull	<u>5</u>
Tracks	<u>5</u>
Engine	<u>5</u>
INT Total	<u>25</u>

Weight

Everything to put a tank together has a Weight **[WT]** value. This value is added together just as Integrity, but this value must stay below or equal to the Carry Weight value on the Tracks.

Turret

Turret holds the basic Weight and Integrity, but as well as Range, Accuracy, Penetration and Damage. When picking a Turret, be aware that there are three types of Turret cannons: Rifled, Smooth-bore and Special Tech.

Accuracy

Accuracy **[ACC]** labels how high Roll required for successful shot.

If labeled 3+ then its required to Roll 3 or higher to succeed.

Turret Types

The turret types label what possible Ammo can be used with the turret. Ammo as well will have the turret type compatibility labeled.

Rifled has the least amount of variety in ammunition, but has effective Penetration and Damage and good Range.

Smooth-bore carries the most in ammo options but usually has shorter Range.

Special Tech cannot use ammo due to its unconventional technology.

Ammo / Ammunition

Ammunition is optional, If your tank has Carry Weight to spare.

Ammo is limited in shots and can be used for special Damage. Ammo will have its usual Penetration, Damage, Weight, the shot limit and any special status effects it may cause.

Ammo causes its own Penetration and Damage separate from the turret's label Penetration and Damage.

Ammunition uses the same Accuracy and Range as the Turret that it is fired from.

Only one shot of this special ammo within an attack.

Range

Range determines if your tank can attack target opposing tank. Range also measures if opponent tanks are spotted.

Measuring Range, start from the center of tank turret.

If a target tank is within 6", your tank's **Accuracy** is improved -1 step, aka Point Blank.

Penetration

Penetration **[PEN]**, in attack, is the value used to negate the Armor of targeted opposing tank.

Damage

Damage **[DAM]** used to reduce opponent's tank Integrity.

Artillery – Direct and Indirect Fire

Artillery turrets can target any tank spotted by ally tanks.

The first Range value is the Direct Range. The second is the maximum Indirect Range.

Where Direct Fire ends Indirect begins.

Artillery turret can only spot within its Direct Fire Range.

Direct Fire follows normal rules for firing targets. While Indirect Fire can target tanks that allies spot in their Range, and ignore cover.

Artillery cannot receive Point Blank bonus.

Artillery – Top or Side Hit

After the Accuracy Roll of an attack with artillery turret, attacking player Rolls 4+ check for hitting of the top of target tank, if it fails the shot hits the target facing of tank.

Hitting the top of tank will result in no Armor value against attack.

Hull

Hull is the main body of your tank, making up the foundation of your tank's Armor.

Armor

Armor [**AR**] is by which how much Damage is resisted. This armor is in 3 different values on the Hull. These values are the front, sides and back of the tank's Hull.

AR 15 / 8 / 5

Front 15, Side 8 and Back 5

Tracks

Tracks dictate the Speed, Carry Weight of the tank, and if they can Barrel-Roll in Reaction.

Speed

Speed [**SPD**] is the distance tank can travel in inches. Speed applies to Reaction movements.

Barrel-Roll

Barrel-Roll is a special movement that can be performed in Movement Phase and Reaction. As a movement it costs 6" of movement.

Farther details found under **Barrel-Roll Movement**

Carry Weight

Carry Weight [**CWT**] is the limit of how much Weight the Tank can have. If the total amount of Weight exceeds the Carry Weight, the tank cannot take this combination of parts.

Minimum Speed

If an upgrade or part would reduce Speed to below the minimum of 4", the tank cannot take that upgrade/part.

Engine / Power

The Engine determines amount of Power [**POW**] your tank has. Power is used for various abilities of the tank. Most important is it modifies Track Speed

For every 1 POWER, add 2" to SPEED.

Tank Crew

The tank crew keeps the tank working and operating. Most often crew would modify their tank to their liking. These modifications are in the form of stat changes and/or abilities. A tank crew includes Commander, Gunner, Driver and Loader.

Points / Point Limit

Like the Carry Weight limit, points are a limit for the use of parts in the whole Tank Team / Company. A game will have a Point Limit set. Pay in mind as you piece together your tank and your tank company, that there is a Weight limit for individual tanks and the point limit for the team / company.

Status Effects and Special Abilities

Critical Hit

For every **5 DAMAGE** received owner of tank has to Roll **+2** check. If it fails, Roll Critical Damage Check and follow chart below.

If Roll hits an already dead Crew, Reroll Check.

Roll 1	Engine	Engine POWER is reduced to 0 and catches Fire
Roll 2	Loader	Can only reload if tank kept at REST in Round
Roll 3	Driver	SPEED reduced by 6" . Does not pass SPEED Minimum
Roll 4	Gunner	ACCURACY requires to Roll 2 steps higher.
Roll 5	Commander	RANGE Reduction Once (Refer Chart), REACTION requires 1 Higher Roll
Roll 6	Ammo	5 DAMAGE to tank

Electric / EMP / Overload / Short Circuit

When a tank is hit by an Electric attack, the tank owner has to Roll systems check.

Roll 1	Engine Systems	POWER reduced 1 , lasts one Round
Roll 2	Firing Systems	ACCURACY requires to Roll 1 higher, lasts one Round
Roll 3	Driving Systems	PIVOTS reduced to 1 , lasts one Round
Roll 4	Range Systems	RANGE reduced 1 time. (Refer Reduction Chart)
Roll 5	All Systems	All Systems suffer their Electric effect
Roll 6	Miss	No Effect

Hull Down

When tank is behind Light Cover tank it is hulled down. Hulled down tank makes the tank harder to damage in attempts of shooting through cover, adding **3** Armor.

Hull Down activities within **1"** of cover.

Fire

When Tank catches fire, owner must Roll **4+** to extinguish and remove fire at Round's End.

If failed, tank loses **INT 5** and fire is not removed.

Fire Resistant

The Fire Extinguish check is **2+** Roll.

Heat Stroke

Crew suffers from intense heat.

Accuracy requirement increase by **1** step if tank moves, Speed reduced **4"**, and Reaction **1** step higher Roll. Lasts one Round.

Range Reduction

Turret Range can be affected by special and the loss of your Commander. Turret Range cannot fall under **6"**.

<12"	Lose 2" Range
≥12"	Lose 4" Range
≥18"	Lose 6" Range
≥24"	Lose 8" Range
≥36"	Lose 12" Range

Camouflaged

Targeting a camouflaged tank will affect Range of attackers and spotters (Refer to Range Reduction Chart). Camouflage will label how many steps it would affect.

Example:

Camouflaged 2 = Range Reduction 2 times

Ramming / Collision

When in movement phase, owner could attempt to Ram opponent.

Ramming / collision occurs when tank moves over 8" and into base of opposing tank. Both tank owners involved have to roll the Collision Damage.

Ramming ends movement of tank.

Collision Damage

Collision damage is measured 1 Die for every 20 Weight at 5+ to succeed. For each Die hit equals 5 Damage.

The tank running the Ram would use its Engine Power while tank being rammed does not.

Add 1 Die for every 1 POWER to Collision Damage Roll.

Collision Damage is affected by the targeted Face Armor.

Smoke Screen

Smoke Screen causes area effect with Radius of 4".

Accuracy for tanks targeting tanks within Smoke Screen is 1 step higher.

Accuracy of tanks within Smoke targeting out is 2 steps higher.

Tanks within smoke attacking each other receive no modifiers.

Point Blank does not go into affect for tanks in smoke.

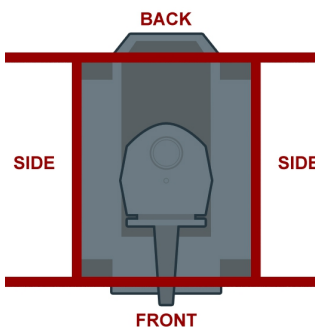
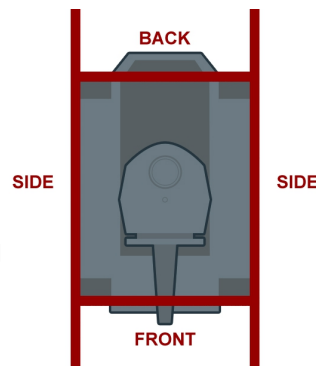
Piercing / Chemical / Shock / Burn

Ammo Effect: Damage ignores Armor rating.

Special effect still affected by cover.

Broadsides

Sides are easier to Penetrate while the front and back are tougher. Broadsides facing angles are drawn differently. Side targeting areas are wider, while front and back are narrower.



Wide Angle Front

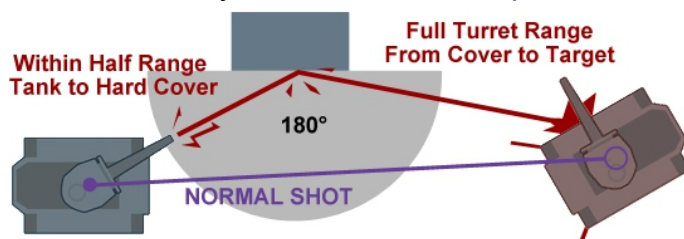
The sides have the tougher angle to target, while the front and back have the wider angles. The front with its stronger armor is beneficial to have wider but the back is easier to target as a downside.

Trick Shot

Turret can fire shots ricocheting off Hard Cover surfaces to hit more vulnerable targets.

To perform Trick Shot, the target Hard Cover must be within half Range of turret. From the cover the shot can only be angled from surface in 180° angle. The Range of the shot from ricochet is the full Range value of Turret.

Accuracy is worsened +2 steps.



The shot from cover to target must have a clear line of sight.

Begin Battle

A battle is measured in Rounds. Within each Round is Movement Phase, Attack / Reaction Phase and then the End Phase.

Tank Turn Order

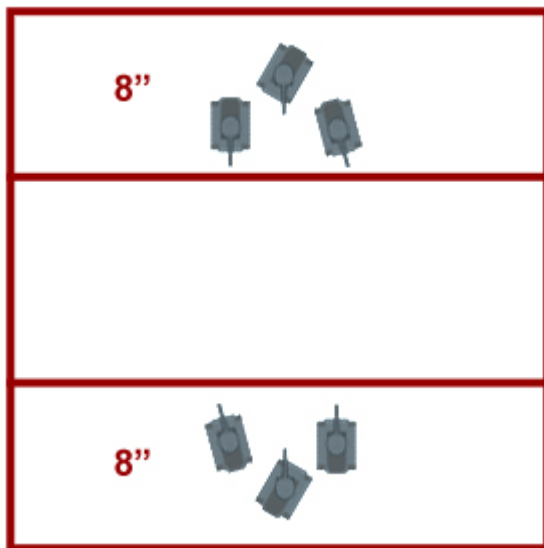
Before starting a game list tanks from fastest to slowest in order. If tanks have the same Speed refer to highest Engine Power. If Power is same, refer to a 50/50 dice roll. This list is the order the tanks will play in each Phase. The fastest tank goes first and so on.

Terrain

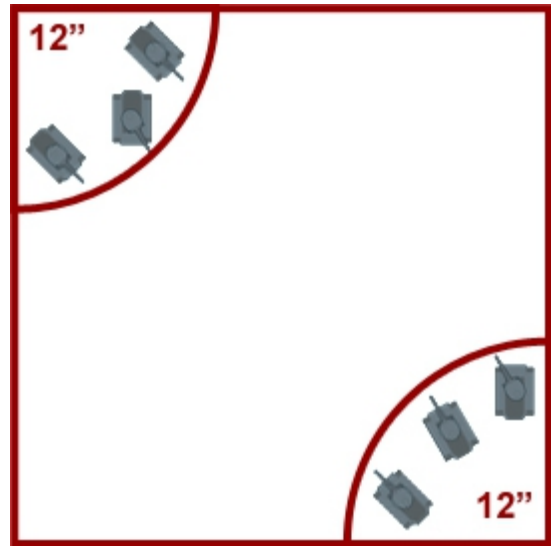
Players take turns in positioning a single piece of terrain at a time. This is a vehicle centric game, so be careful not to crowd your table space. Pieces should be placed 3" apart from each other. Players should also agree the cover types and their functions as they place pieces.

Deployment

Before starting a battle decide deployment by opposing corners or sides on table.



For opposing sides deployment Roll 50/50 for picking long or short on table. Start **8"** maximum inward from edge.



In 3'x3' opposing corners measure **12"** radius from corner for the deployment zone. Larger battles like 6'x4' have **20"** corner start zones.

For corner and side start, Players Roll Dice for who would pick which side to start first.

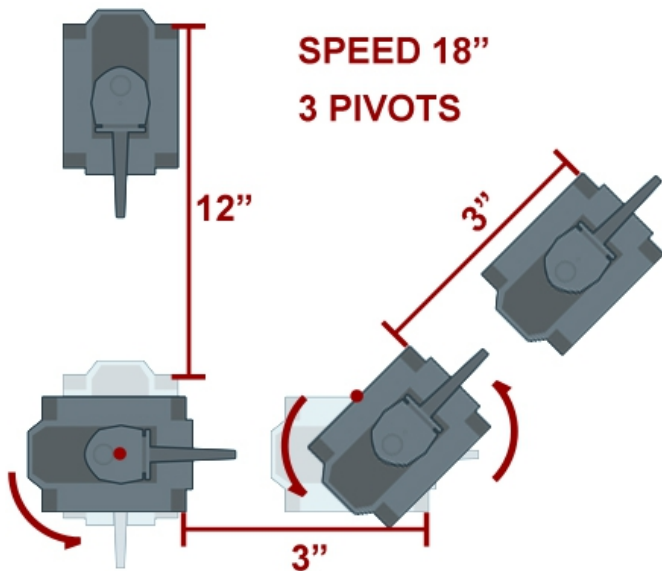
Cowering

When a tank starts and ends its movement with its base 6" from and its back towards table edge, the tank is Cowering. A cowering tank's Accuracy is **2** steps higher.

Smaller 3'x3' battles, 4" from edge.

Movement Phase

When moving your tank, pivot and move your tank one action at a time.



Here a tank with Speed 18" moves forward 12" then using center pivot, turns using 2 pivots. Again it moves 3" forward and uses its last pivot to turn left pivot and ends using its last 3" forward, ending at the full distance it can travel.

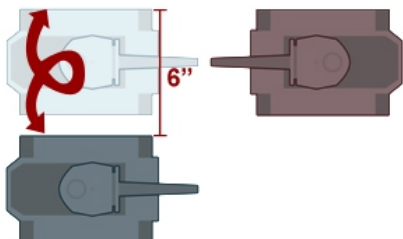
Within this phase, tanks move in order of their Speed and Power made in the Turn Order list. After all players gone through their movement, the game shall continue to the Attack Phase.

Barrel-Roll Movement

Tanks with a Barrel-Roll on Tracks can perform this action at cost of 6" of movement and only once in Round.

Barrel-Roll Measurement

Barrel-Roll measured as tank moves sideways 6" either direction.



Turning In Place

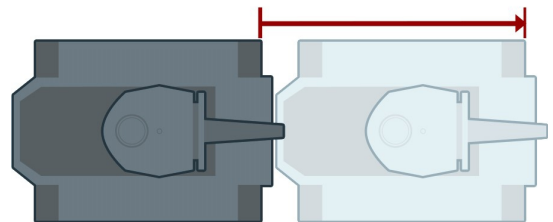
When turning in place, the may use **1** extra **Pivot**. When tank Driver is dead, this bonus would not happen.

At Rest

Rather than moving in Movement Phase. Owner of tank could decide to keep tank at rest. Opening the options involved with tanks at rest: Reaction, counter-acting various status effects and activating abilities.

Movement

The distance travel must be under or equal to the calculated Speed of the tank.



When measuring movement, measure from front to front or back to back.

Backing/ Reverse Movement

When in movement phase, you may move tank in reverse. Movement in reverse is half of what tank is capable of.

Cost penalty still applies in Dodge Reaction.

Difficult Terrain

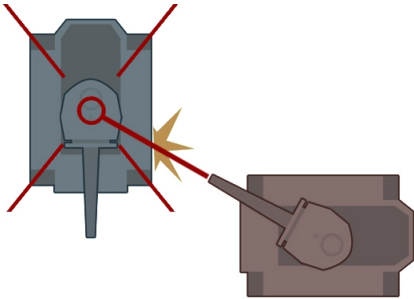
Difficult can be mud, rocky surfaces or loose sand. When moving in Difficult Terrain cost of movement is double to travel. Tank cannot move backwards.

Attack / Reaction Phase

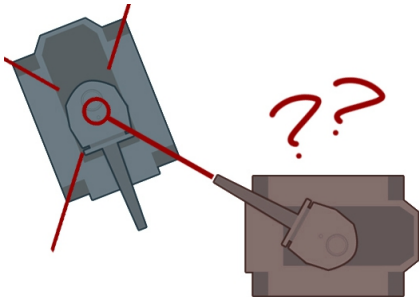
Each tank performs their attacks in order of their Speed and Power made in the Turn Order list.

Targeting

When attacking, you must recognize which facing of the opposing tank you are targeting.



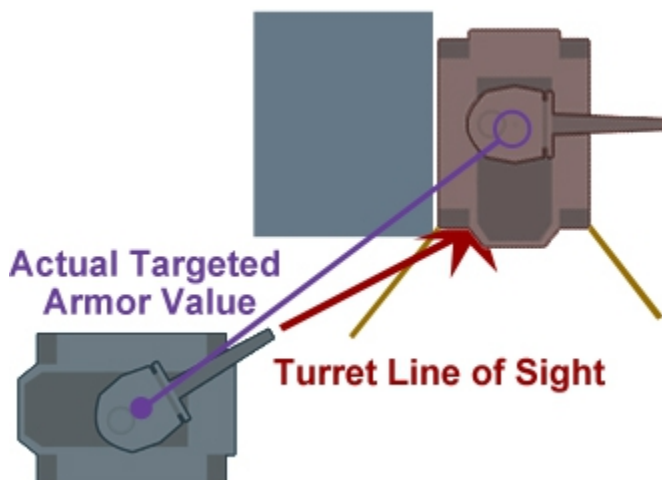
Target determined by the position of your tank's turret aimed at the center of mass of opponent.



If turret is within an indistinguishable facing, flip coin or Roll 50 / 50 to determine targeted facing.

Line of Sight

When targeting opposing tank, player can use Line of sight to confirm target, but the armor value is still in relation to targeting the center of mass of target tank.



Point Blank

If a target tank is within **6"**, your tank's **Accuracy** is improved **-1** step.

Accuracy Check

After your target is set you are ready to Roll your Accuracy check. If succeeded, tank has fired on target and the opponent, if the tank has fair amount of movement leftover, can perform a Reaction.

If Accuracy Check failed, it is a miss and ends the attack.

Lasts One Round

Using the tank that activated the ability as the reference point, one round is when that tank is played in one phase and then ends when used in the Next Round's same phase.

Example: Tank uses Smoke Screen in Attack Phase. This Smoke Screen will last til the same tank has played its attack again in the Next Round.

This applies even if the Turn Order has changed between Rounds.

Reaction Check

The opponent can perform a Reaction Roll.

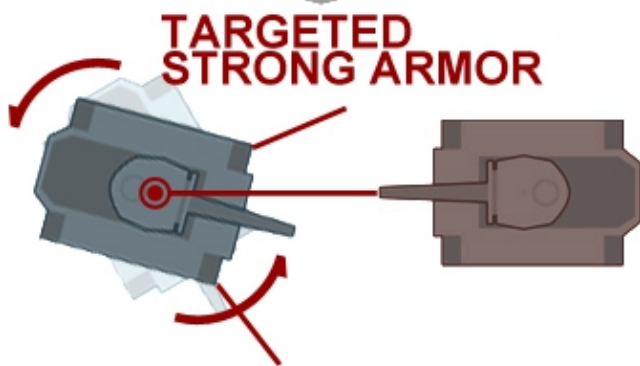
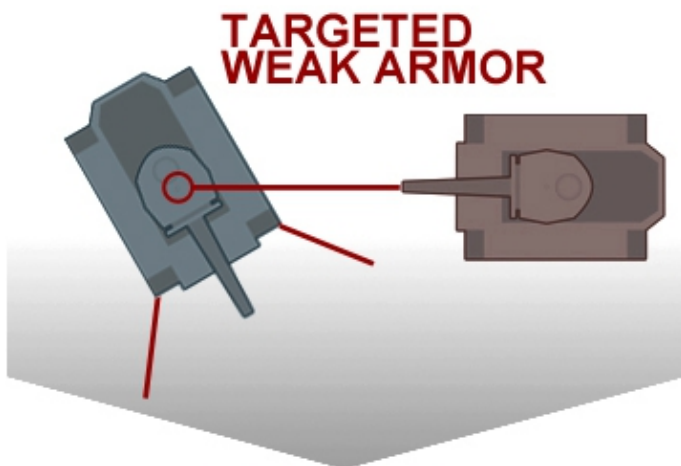
5+ to succeed

When at Rest, **3+** to succeed.

This reaction is in the form of pivoting the tank, moving the tank forward / backward or Barrel Roll, if able.

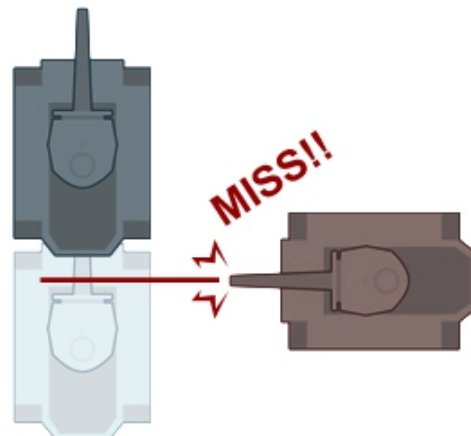
Reaction: Turning / Pivoting

One choice, if opponent decides to react, is to turn in place. Pivoting / Turning their tank to a more advantageous facing. Use the normal amount of pivots calculated for the tank.

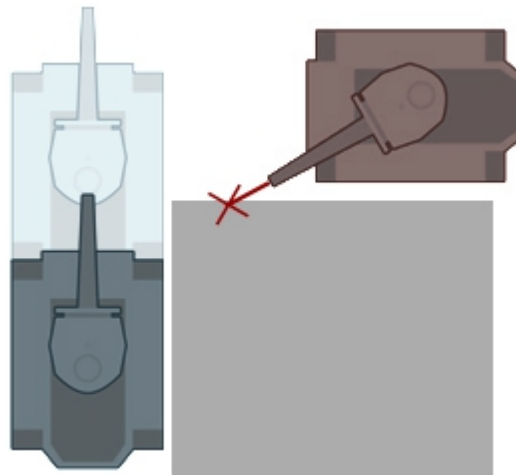


Turning tank front towards the attack where its Armor is strongest so that it can resist the attack.

Reaction: Dodge Forward / Back



Another option for Reaction is the ability to Dodge forward or back, maximum distance of 6" either direction.

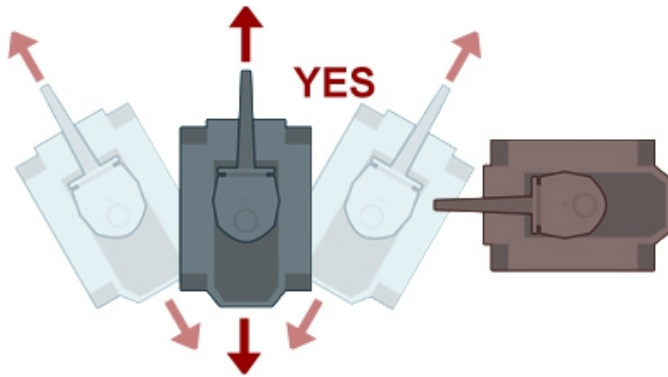


If Attacker's aim is obscured in Dodge, Reaction Roll is 1 step higher to succeed. This applies to both Light and Full Cover.

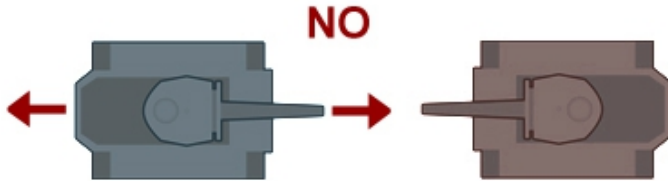
Reverse Movement penalty and Tank Speed still applies.

Dodge-ability

Any movement perpendicular to attacker is possible for Dodging tank to perform a successful forward / backward dodge.



Any Dodge movement that would appear the attacker would have to recalibrate aim can be considered to Roll Reaction.



Moving back and forth directly in front does not affect attacker's Accuracy.

Reaction: Dodge Barrel-Roll

Tanks with tracks that enable a Barrel-Roll can choose to Dodge using the Barrel-Roll action. This Barrel-Roll can be used to get out of head-on situations. Examples like in Dodge-ability section.

Reaction: Movement Performed

Regardless of successful Roll or not, the Reactor performs the movement. The Roll establishes if the attacker misses the original target. As though if the tank reacted fast enough.

Reaction Failed

If the defending player failed the Reaction Roll, their tank has been hit.

See rules for **Armor / Integrity VS Penetration / Damage**

Armor / Integrity VS Penetration / Damage

When attacking, start with the opponent's tank targeted side Armor and subtract the Penetration to have remaining amount of Armor. Use this remaining Armor value to reduce the Damage value. Finally, use the last Damage value to lower Integrity amount.

PEN 5, DAM 15 VS AR 15, INT 20

AR 15 – PEN 5 = AR 10

DAM 15 – AR 10 = DAM 5

INT 20 – DAM 5 = INT 15

This chart is an example of an attack of
Penetration 5, Damage 15
against Armor 15, Integrity 20
ending with the opposed tank with Integrity 15.

Armor 0 and lower does not resist any Damage.

End Attack

When tank finished their attack the next tank in the Turn Order can then perform their attack.

End Phase

When all attacks are done, it is then now the End Phase. Going by Turn Order, all players reload their tanks, perform Fire check or similar saves and may use labeled tank special abilities use in End Phase.

Reload

All tanks reload at End Phase. Turret special rules would state if the turret can fire more than one attack by mention of number of shots and amount that would reload.

End Phase: Tank Turn Order

Some tanks might have been damaged or received stat boosts through the Round. Check the Speed and Power of all surviving tanks and reorder the tank turns here.

End Round / Next Round

When all the End Phase is done, it is then the start of the next Round.