

Mass Production Tank

75 Points (115 Points with use of Set Bonus) *play test, point value 150!

Set Bonus – Mass Production: Tank Company can have one more copy of this tank extending their 5 tank team to 6, fulling Point Cost total at 100 points. 2 tanks for the price of one!!

Turret – Double Barrel Break Action					
TURRET TYPE	Smoothbore	ACCURACY	4+	RANGE	12"
INTEGRITY	15			WEIGHT	35
PENERTATION	5	DAMAGE	15	POINT COST	20
Roll one die. If it hits, two shots hit. If Miss, Roll second die. If it hits, only one shot hits.					

Hull – Light Weight (name here)					
INTEGRITY	5	WEIGHT	20	Low cost Armor that best reflects its price!	
ARMOR	6 / 3 / 3	POINT COST	5		

Tracks – Marathon Runners					
INTEGRITY	5	CARRY WEIGHT	90	Incredible Speed at the price of Carry Weight and Integrity	
SPEED	10"	POINT COST	10		
BARREL ROLL	YES				

Engine - Wilder					
INTEGRITY	0	WEIGHT	20	Powerful engine with wild shakes! Accuracy requires +1 to succeed.	
POWER	6	POINT COST	5		

Crew – Jury Rig Engineers					
WEIGHT	10	Keep Her Together!! – Hit that would normally destroy tank, would not!! Tank would take one more hit to be destroyed.			
POINT COST	25				

Ammo – High Explosive					
TURRET TYPE COMPATIBILITY	Smoothbore, Rifled				
PENERTATION	-	DAMAGE	5	WEIGHT	5
SHOTS	2			POINT COST	10

All **Chemical Damage**, Area Effect of **5 Damage** with **3" Radius** except target tank.

Diamondback

100 Points

Set Bonus – Turret Reload is 3 shells

Turret – Diamondback Revolver					
TURRET TYPE	Rifled	ACCURACY	Special	RANGE	16"
INTEGRITY	20			WEIGHT	40
PENERTATION	6	DAMAGE	12	POINT COST	35
Can attack up to Six shots! Accuracy Progressively requires +1 step each shot. May stop firing at any number between 1-6.			Roll in sequence 1 st 3+ 2 nd 4+ 3 rd 5+		
Turret Reload is 2 shells at End Phase and Trick Shot			And so on...		

Hull – Diamondback Hide					
INTEGRITY	5	WEIGHT	40	Highly Damage resistive with low Integrity	
ARMOR	18 / 14 / 8	POINT COST	20		

Tracks – Diamondback Treads					
INTEGRITY	10	CARRY WEIGHT	100		
SPEED	8"	POINT COST	15		
BARREL ROLL	NO				

Engine – Ross Standard					
INTEGRITY	5	WEIGHT	10		
POWER	3	POINT COST	15		

Crew – Team Players					
WEIGHT	10	Focus Fire – At Rest, Damage increased +5 if targeted tank was previously attacked by ally in Round.			
POINT COST	15				

Grizzly

115 Points

Set Bonus –

Turret – Gatling Cannon					
TURRET TYPE	Rifled	ACCURACY	5+ x5	RANGE	12"
INTEGRITY	10			WEIGHT	50
PENERTATION	0	DAMAGE	15	POINT COST	25
May Roll up to 5 Accuracy dice in one attack					

Hull – (name here)					
INTEGRITY	0	WEIGHT	35		
ARMOR	20 / 10 / 7	POINT COST	25		

Tracks –					
INTEGRITY	20	CARRY WEIGHT	130		
SPEED	6"	POINT COST	20		
BARREL ROLL	NO				

Engine – Ross Heavy Duty					
INTEGRITY	20	WEIGHT	25		
POWER	1	POINT COST	15		

Crew – Gun Ho Greenhorns					
WEIGHT	15	Trigger Happy – When moving, when a opponent tank enters 12" Range , tank may Attack with Accuracy requirement +2 .			
POINT COST	20	This will exhaust tank ammunition and tank will have to reload, unless shots saved or otherwise.			

Ammo – High Explosive					
TURRET TYPE COMPATIBILITY	Smoothbore, Rifled				
PENERTATION	-	DAMAGE	5	WEIGHT	5
SHOTS	2			POINT COST	10
All Chemical Damage, Area Effect of 5 Damage with 3" Radius except target tank.					

Tesla Monstrosity

100 Points

Set Bonus –

Turret – Electric Flash Cannon					
TURRET TYPE	Spec Tech	ACCURACY	3+	RANGE	16"
INTEGRITY	10			WEIGHT	35
PENERTATION	0	DAMAGE	10	POINT COST	30

Shock Damage
If hit, Roll Electric check dice equal to Engine Power

Hull – Resistor					
INTEGRITY	20	WEIGHT	35	Receiving Shock Damage reduced by 5 .	
ARMOR	15 / 8 / 4	POINT COST	20		

Tracks – Magneto Chargers					
INTEGRITY	5	CARRY WEIGHT	100	Every 4" traveled, Add +1 Power to Engine. Lasts til End Phase. Unaffected tank Speed	
SPEED	8"	POINT COST	18		
BARREL ROLL	YES				

Engine – Arcing Generator					
INTEGRITY	10	WEIGHT	15	If hit tank by Electric Attack adds +2 Power to Engine that lasts one Round.	
POWER	2	POINT COST	17		

Crew – Monsters!!					
WEIGHT	15	When a crew member is hit, owner may Roll 4+ save. Fire Bad! - When on fire, if extinguish Roll fails, Roll Crew/Engine Check. If it hits a crew member, that crew member is dead. Only once per Round, instead of Movement or Attack Action Roll 4+ to recover a single crew member of choice.			
POINT COST	15				

Tombstone

100 Points

Set Bonus – Turret Ability can Roll 3+ success

Turret – Grave Bolt Action Sniper					
TURRET TYPE	Rifled	ACCURACY	3+	RANGE	16"
INTEGRITY	20			WEIGHT	45
PENERTATION	10	DAMAGE	20	POINT COST	40
Critical Hit - On a successful hit, Roll 4+ to hit target Crew or Engine					

Hull – Casket					
INTEGRITY	20	WEIGHT	50		
ARMOR	15 / 10 / 8	POINT COST	20		

Tracks – Hollowed Ground					
INTEGRITY	10	CARRY WEIGHT	125	Tank can push destroyed/inoperable tanks an extra 2" .	
SPEED	6"	POINT COST	15		
BARREL ROLL	NO				

Engine – Cold Heart					
INTEGRITY	15	WEIGHT	25		
POWER	2	POINT COST	20		

Crew – Vampires					
WEIGHT	5	At Rest, Reaction Improved -1 step, Range increase +4 , and Camouflaged. On receiving Damage from shots tank will catch Fire. Fire disables Crew abilities until extinguished.			
POINT COST	15				

Flintlock Tank

100 Points

Set Bonus –

Turret – Flintlock Cannon					
TURRET TYPE	Smoothbore	ACCURACY	4+	RANGE	12"
INTEGRITY	20			WEIGHT	50
PENERTATION	0	DAMAGE	35	POINT COST	30

When attacking, if target tank is within **Half Range**, Roll **4+** to set on Fire

Hull – (name here)			
INTEGRITY	15	WEIGHT	40
ARMOR	10 / 7 / 5	POINT COST	10

Tracks –			
INTEGRITY	5	CARRY WEIGHT	120
SPEED	8"	POINT COST	18
BARREL ROLL	YES		

Engine – The Little Engine that Could (LETC)			
INTEGRITY	10	WEIGHT	15
POWER	1	POINT COST	12

If tank starts within **4"** of ally tank
Add **2 Power**.

Crew – Aggressive Driver		
WEIGHT	15	At start of movement, if enemy Tanks are outside of Turret Range, Speed Increased +6" . When enemy tanks are within Turret Range, Tank has no backwards penalty and can use 1 extra pivot within Round for Reaction purposes.
POINT COST	30	

Flame Tank

115 Points

Set Bonus – Fire Damage from this tank is 7

Turret – Inferno Pressure Cannon					
TURRET TYPE	Spec Tech	ACCURACY	4+	RANGE	10"
INTEGRITY	15			WEIGHT	40
PENERTATION	0	DAMAGE	20	POINT COST	40

Increase Pressure – Instead of Attacking or Moving, tank could add 6" Range next shot with **Accuracy** set to 3+, Range Max at 24" and if target tank is hit within 12" Range the target tank suffers **Heat Stroke**

Hull – Iron Oven				
INTEGRITY	20	WEIGHT	45	Fire Resistant – <u>2+</u> extinguish saves
ARMOR	15 / 10 / 5	POINT COST	22	

Tracks –			
INTEGRITY	15	CARRY WEIGHT	135
SPEED	4"	POINT COST	20
BARREL ROLL	NO		

Engine – Furnace Engine				
INTEGRITY	20	WEIGHT	35	If tank is on Fire , add <u>+2 Power</u> .
POWER	3	POINT COST	18	

Crew – Machines		
WEIGHT	15	Reaction can Roll <u>-1</u> step lower to succeed. When hit by Electric attacks, Roll Crew Check, If it hits a crew member that member is dead. Ignores Heat Stroke .
POINT COST	15	

Diesel Punk

100 Points

Set Bonus –

Turret – Steam Pressure Cannon					
TURRET TYPE	Smoothbore	ACCURACY	3+	RANGE	16"
INTEGRITY	10			WEIGHT	30
PENERTATION	16	DAMAGE	10	POINT COST	30
Firing activates Smoke Screen .					

Hull –					
INTEGRITY	15	WEIGHT	30	Wide Angle Front	
ARMOR	13 / 13 / 5	POINT COST	10		

Tracks –					
INTEGRITY	0	CARRY WEIGHT	100	Tank can push destroyed/inoperable tanks an extra 2" .	
SPEED	8"	POINT COST	12		
BARREL ROLL	YES				

Engine – Furnace Engine					
INTEGRITY	20	WEIGHT	35	If tank is on Fire , add +2 Power .	
POWER	3	POINT COST	18		

Crew – Heat Protection					
WEIGHT	5	At Rest, activates Fire Resistant . Ignores Heat Stroke .			
POINT COST	20				

Artillery Tank

100 Points

Set Bonus –

Turret –					
TURRET TYPE	Rifled Artillery	ACCURACY	4+	RANGE	12" / 30"
INTEGRITY	5	WEIGHT		WEIGHT	60
PENERTATION	5	DAMAGE	30	POINT COST	55

Hull – Firing Platform					
INTEGRITY	8	WEIGHT	20	For Indirect Fire Only At Rest, Accuracy Improved <u>-1</u> step	
ARMOR	6/ 5/ 4	POINT COST	10		

Tracks –					
INTEGRITY	0	CARRY WEIGHT	100		
SPEED	4"	POINT COST	8		
BARREL ROLL	NO				

Engine – LETC					
INTEGRITY	10	WEIGHT	15	If tank starts within <u>4"</u> of ally tank Add <u>2</u> Power.	
POWER	1	POINT COST	12		

Crew – Doctor on Board					
WEIGHT	5	Only once per Round, instead of Movement or Attack Action Roll <u>4+</u> to recover a single crew member of tank or ally within <u>6"</u> base of tank.			
POINT COST	10				

Barret-Style Sniper Tank

115 Points

Set Bonus –

Turret –					
TURRET TYPE	Rifled	ACCURACY	5+	RANGE	24"
INTEGRITY	5			WEIGHT	50
PENERTATION	20	DAMAGE	15	POINT COST	50

Called Shot – If at Rest, May designate a single target during Movement Phase, Accuracy requirement -2 on that target until End Phase.
At Rest, Accuracy -1 step.

Hull –					
INTEGRITY	0	WEIGHT	30	<u>-1</u> Pivot amount	
ARMOR	22/ 0/ 0	POINT COST	20		

Tracks –					
INTEGRITY	10	CARRY WEIGHT	100		
SPEED	8"	POINT COST	15		
BARREL ROLL	NO				

Engine –					
INTEGRITY	5	WEIGHT	10		
POWER	3	POINT COST	15		

Crew – Night Watch					
WEIGHT	10	At Rest add <u>+4</u> " to Range,			
POINT COST	15	if Turret is Rifled , At Rest add <u>+8</u> " to Range instead.			

Additional Crews

Crew – Hard Hats		
WEIGHT	5	Low Gear – add +10 Carry Weight , decrease -1 Power
POINT COST	10	
Crew – Speedsters		
WEIGHT	15	Speed Holes – Armor -3 all sides, increase Speed 6
POINT COST	10	
Crew – Nervous Recruits		
WEIGHT	15	Jumpy – At Rest, when a opponent tank enters 12” Range , tank may Attack with Accuracy requirement 1 higher. May only use once per Round. This would exhaust tank ammunition and tank will have to reload, unless shots saved for attack or otherwise.
POINT COST	20	
Crew – Hull Down Kings		
WEIGHT	15	At Rest, tank can set in Hull Down position.
POINT COST	10	
Crew – Veterans		
WEIGHT	15	Careful Aim – At Rest, may Reroll one Accuracy Check.
POINT COST	30	
Crew – Night Watch		
WEIGHT	10	At Rest add +4 ” to Range , if Turret is Rifled , At Rest add +8 ” to Range instead.
POINT COST	15	