

“TANKS” FOR THE APOCALYPSE

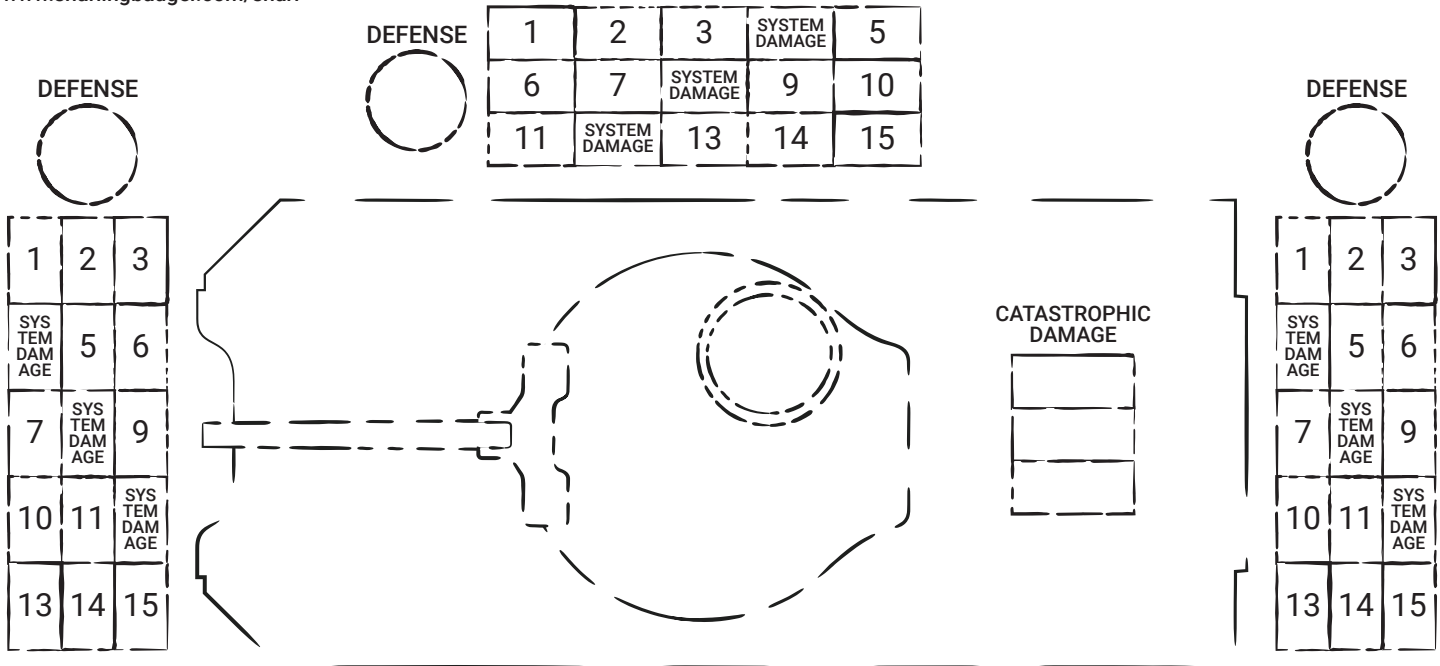
From SNARL 2023
www.snarlingbadger.com/snarl

Front / Back System Damage (roll d6)

- 1: Track Damage (-1 Move to first dice)
- 2-4: Armor Weakened (-1 Defense)
- 5: Engine Damage (-1 Action Dice)
- 6: Crew Damage (-1 Action Dice)

Side System Damage (roll d6)

- 1-3: Track Damage (-1 Move to first dice)
- 4: Armor Weakened (-1 Defense)
- 5: Engine Damage (-1 Action Dice)
- 6: Crew Damage (-1 Action Dice)



Attack Chart

Roll 3d6 (total after modifiers)

Roll less than Defense
MISS (No Damage)
Equal to Defense up to Defense +2
GLANCING HIT (1d6 Damage)
Greater than Defense +2
PENETRATING HIT (2d6 Damage)
Roll 18 or higher
CRITICAL HIT (4d6 Damage)

DEFENSE

1	2	3	SYSTEM DAMAGE	5
6	7	SYSTEM DAMAGE	9	10
11	SYSTEM DAMAGE	13	14	15

Starting Modifications

Starting Malfunctions

Movement (any number of dice)

- Each Movement dice is d6 inches of movement.
- Each 5 inches of Movement grants +1 to Defense.
- May split Movement dice between other actions.
- One 90 degree turn per Movement.
- If Movement carries your tank into contact with enemy tank, resolve a Ram the Enemy.

Steady Aim (two dice, may not Move)

- +2 on next attack roll.
- Tank may still rotate.

Ram the Enemy

- Only roll if tank traveled 5 inches.
- Roll 3d6 + modifiers for the Enemy and determine damage.
- Roll 3d6 + modifiers and determine damage for Front.
- Tank may not move again this activation.

Fire Main Armament (3 Action dice)

- Draw straight line from center of turret to nearest part of enemy tank. If it passes through terrain, -2 to attack.
- Roll 3d6 + modifiers and check Attack Chart for result and to determine damage.

Floor It! (all dice to Move)

- Resolve as normal Movement.
- May reroll two dice results.
- May split up dice in any number of Movements.

Pop Smoke (one dice; may not ram)

- +1 Defense against enemy attacks until your next turn.

Evasive Maneuvers (two dice; must have spent at least 4 Movement)

- Enemy attack at -2 against your tank until your next turn.