

## Game Document

# Battle Tanks

Date: March 28th 2023

Author: Mark Lyman

---



## Versions

Version	Date	Author(s)	Notes
1.0	3/28/2023	Mark Lyman	Initial Release
2.0	9/16/2023	Mark Lyman	Triple+ Meganuke rule added

---

## Table of Contents

<b>Versions</b>	<b>2</b>
<b>Table of Contents</b>	<b>3</b>
<b>Introduction</b>	<b>4</b>
<b>Equipment Needed</b>	<b>4</b>
<b>Win Condition</b>	<b>4</b>
<b>Initial Terms and Rules</b>	<b>5</b>
<b>The Basic Game</b>	<b>6</b>
<b>The Final Battle</b>	<b>7</b>
<b>Running out of dice</b>	<b>7</b>
<b>Misfires and Meganukes</b>	<b>8</b>
Misfire	8
Meganuke	8
Double Meganuke	8
Triple+ Meganuke	8

---

## Introduction

You are the commander of a small army of 5 **Tanks** and 1 **Nuke**. As commander of the army, you will send your **Tanks** and **Nukes** to battle in an effort to out-damage your opponent and add their **Tanks** and **Nukes** to your own **Arsenal**, thereby growing your army to become the **SUPREME COMMANDER!!!**

## Equipment Needed

- 2 to 8 People
- 5 x Regular Dice Per Player
- 1x Odd Dice Per Player
  - The odd dice can be an oversized, smaller, or different colored dice.

## Win Condition

The winner is the player who wins the **Final Battle**.

---

## Initial Terms and Rules

- Everyone starts with 5 regular dice and 1 oversized dice.
- Regular dice are called **Tanks**. Big dice are called **Nukes**.
- **Nukes** get +1 to their roll.
- A **Nuke** roll of 6 is a **Meganuke**.
- A roll of 1 is a misfire (both Tanks and Nukes).
- The dice you hold next to you are called your **Arsenal**. The dice rolled for battle are said to be located in the **Battlefield**.
- A player cannot roll a **Nuke** twice in a row (even if they own more than 1 **Nuke**) but this means a **Nuke** can be rolled every other time.
  - The only exception is if a player has only **Nukes** left, then he has no other choice but to roll **Nukes** back-to-back.

---

## The Basic Game

1. Everyone rolls a single **Tank** or **Nuke**.
  - a. On the very first roll of the game, you cannot use a **Nuke**.
  - b. All players must roll at the same time. No one should be allowed to watch the rolls and then decide to roll a **Tank** or **Nuke**.
  - c. A player must announce when they intend to roll a **Nuke**. This allows other players to choose their own **Nukes** before the battle occurs.
2. If there are no matching dice, the highest roller wins all the dice in the **Battlefield** and adds them to their **Arsenal**.
3. If there are matching dice, any matching dice AND any dice that are higher than the highest match - all go to **War**.
  - a. All other dice are left in the **Battlefield** as loot and will be a reward for the ultimate winner of the **War**.
  - b. A **Nuke** roll of 2 and a **Tank** roll of 3 are a match because a **Nuke** gets +1.
  - c. A **Nuke** roll of 3 and a **Tank** roll of 3 are not a match. The **Nuke** gets +1 and wins the battle.
4. All players at **War** roll another **Tank** or **Nuke** from their **Arsenal** and repeat steps 2 and 3 until there is a single winner. The ultimate winner takes ALL of the dice in the **Battlefield** and adds them to their **Arsenal**.
  - a. Remember that you cannot roll a **Nuke** twice in a row.
5. This continues until there are 2 players left at which point the last 2 players have a **Final Battle**.

---

## The Final Battle

At the Final Battle, both players launch all of their **Tanks** and **Nukes** at the same time (roll all dice at the same time).

- Every **Tank** roll of 6 does 1 point of damage.
- Every **Nuke** roll of 5 does 1 point of damage.
- Every **Meganuke** does 3 points of damage.

The player who does the most damage becomes the **SUPREME COMMANDER!!!**

*If both sides tie, everyone dies and no one wins.*

## Running out of dice

Normally, if a player runs out of dice, they are out of the game.

However, if a player's final dice roll allows the player to go to **War**, they get a free dice from the bag to roll for the **War**, but they get a -1 to the roll.

That dice remains in the game as if it came from the player's **Arsenal**.

---

## Misfires and Meganukes

### Misfire

When a player rolls a 1, this is a misfire, the weapon fails to fire and essentially rolls a 0 and is left in the **Battlefield** as loot. Double misfires do not go to **War**, but are both left in the **Battlefield** as loot.

*Nuke 1's do not get +1. They just misfire.*

### Meganuke

A Nuke roll of 6 is a **Meganuke**. **Meganukes** are devastating!!! No matter what else occurs, the **Meganuke** wins. Even if there are other matches (**Wars**), too bad - **Meganuke** wins.

### Double Meganuke

A **Double Meganuke** occurs when 2 **Nukes** roll a **Meganuke**.

This causes **ABSOLUTE DESTRUCTION!!!**

All dice in the **Battlefield** (including the **Meganukes**) are completely destroyed and removed from the game.

*No one wins when there is a **Double Meganuke** event.*

### Triple+ Meganuke

When 3 (or more) **Meganukes** occur at the same time,

**THE ENTIRE WORLD IS DESTROYED** and the game is over - no one wins.