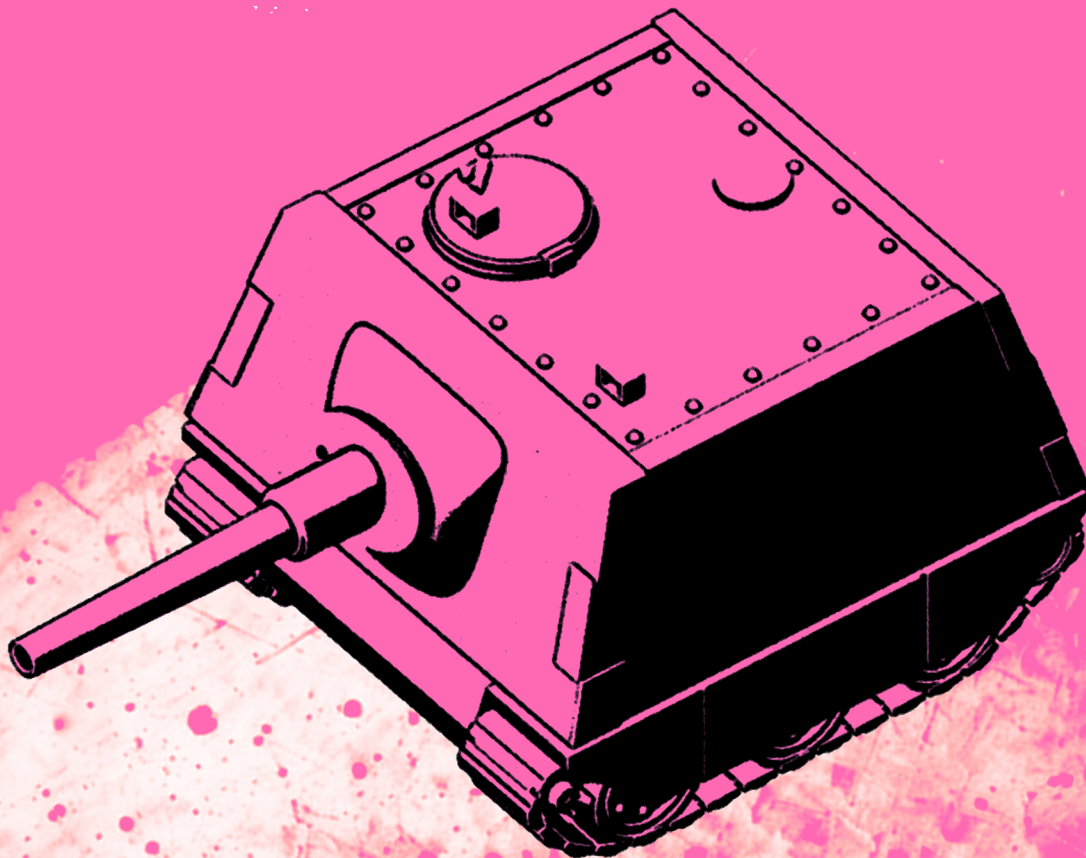


TONKS!



MULTIPLAYER

TANK-TO-TANK

KERFUFFLES

TONKS



INTRODUCTION

TONKS IS A SMALL TABLETOP WARGAME OF TANK BASED COMBAT. IT IS WRITTEN TO BE QUICK AND FUN TO PLAY WITH FAIRLY LOW MINIMUM REQUIREMENTS PRIOR TO BATTLE. GET SOME PLAYERS, MAKE SURE THEY HAVE A TANK EACH, CREATE A LIGHTLY FURNISHED BATTLEFIELD AND START BLASTING AWAY AT EACH OTHER. TONKS IS A GAME NOT PREOCCUPIED WITH HISTORICAL NOR TECHNICAL ACCURACY SO LET YOUR IMAGINATION RUN RIOT. KITBASHED MONSTROSITIES, MAD PAINT SCHEMES AND OUTRAGEOUS TACTICS ARE ALL THE ORDER OF THE DAY. TELL THE STORIES YOU WANT TO, AS LONG AS THERE ARE TANKS!

WHAT ARE YOU WAITING FOR, COMMANDER? TIME TO ROLL OUT!



(THESE COULD BE BUILDINGS, RUINS,
SMALL HILLS, ROCKS, DENSE WOODLAND ETC.)

CONVENTIONS

SHOULD YOU EVER NEED TO ROLL A RESULT HIGHER THAN 6 (I.E. 7,8,9 ETC) YOU MUST ROLL 2D6 AND GET THE REQUIRED SCORE EXACTLY. HIGHER RESULTS FAIL. SCORES OF 13 OR MORE ARE IMPOSSIBLE. WHEN ROLLING 2 DICE, 1s DO NOT COUNT AS A MISS.

ALL MEASUREMENTS ARE TAKEN FROM THE TANKS HULL.

YOU

WILL

NEED

AT LEAST 2 LITTLE TANKS WITH ROTATING TURRETS
(15MM SCALE OR 1/72 WORKS WELL)
A 2FT X 2FT PLAYING AREA

3 ROUGHLY RECTANGULAR OBSTRUCTIONS
(4IN X 2IN- ISH) &
2 ROUGH SQUARE-ISH OBSTRUCTIONS
(2IN X 2IN- ISH)

SOME 6 SIDED DICE (REFERRED TO AS D6S),
AT LEAST 2 PER PLAYER.

AN 8 SIDED DICE (REFERRED TO AS A D8)

SOME CLUMPS OF COTTON WOOL OR A
SIMILAR MARKER TO DENOTE BLASTS

A TAPE MEASURE MARKED IN INCHES

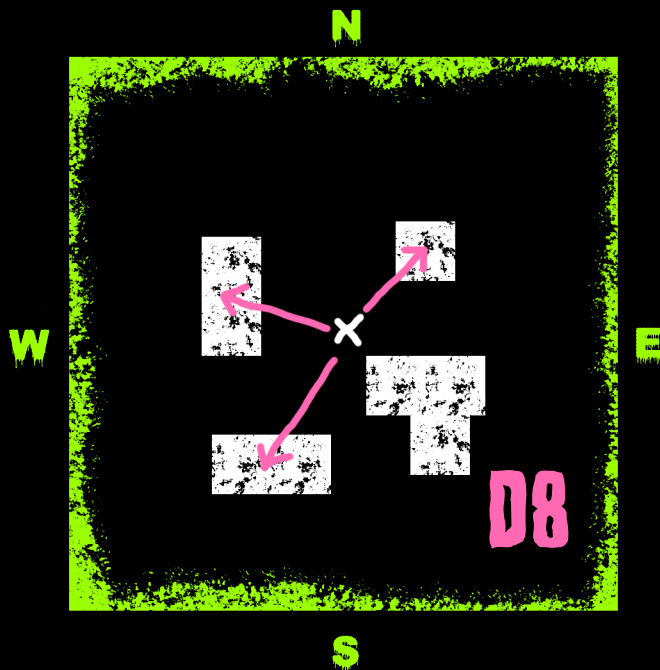
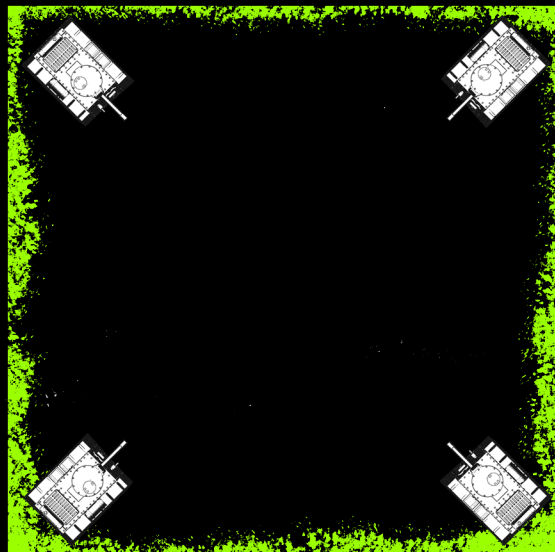
A TEN SIDED DICE (REFERRED TO AS A D10)
FOR CAMPAIGN PLAY

SETUP

TO GET READY FOR A BATTLE, PLACE TANKS IN OPPOSITE CORNERS OF THE BOARD FACING INWARDS AT 45 DEGREES TO THE EDGES OF THE BOARD, THE REARMOST PARTS OF THE TRACKS TOUCHING BOTH OF THE BOARD EDGES.

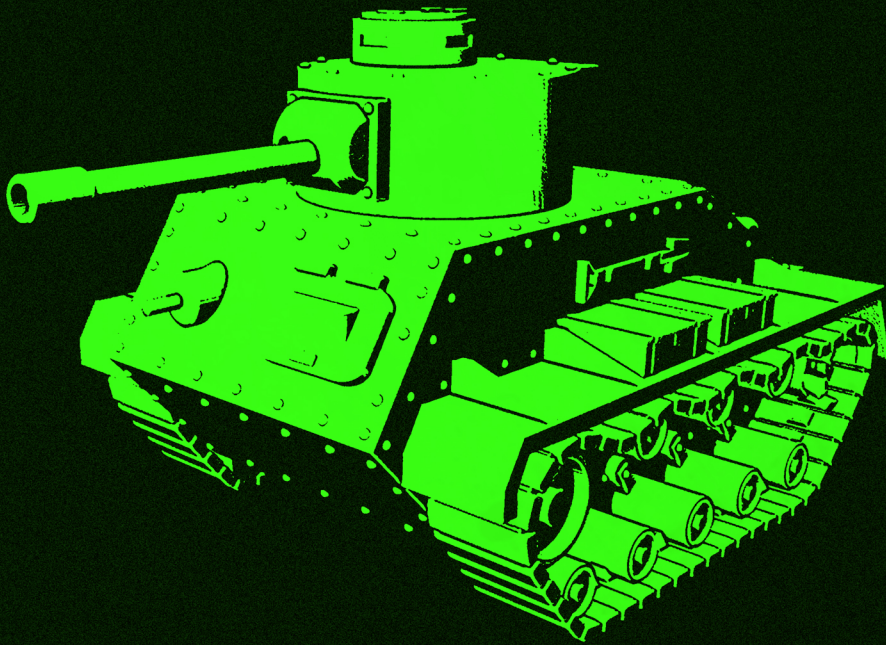
IF YOU HAVE MORE THAN 4 TANKS PLAYING AT ONCE BEGIN PLACING THEM IN THE MIDDLE OF EACH BOARD EDGE FACING INWARDS. IF YOU HAVE MORE THAN 8 TANKS PLAYING MAKE UP A SYSTEM AND LET ME KNOW HOW IT GOES.

1 RANDOMLY DETERMINED PLAYER THEN GENERATES THE BATTLEFIELD BY PLACING THE TERRAIN.



ROLL THE D8. PLACE THE CENTRE OF AN OBSTRUCTION THAT MANY INCHES AWAY FROM THE CENTRE OF THE BOARD IN THE DIRECTION THE DICE IS POINTING. RANDOMISE THE ORIENTATION OF EACH RECTANGULAR PIECE OF TERRAIN BY ROLLING A D6, 1-3 ITS ALIGNED NORTH TO SOUTH, 4-6 ITS ALIGNED EAST TO WEST, FROM THE PERSPECTIVE OF THE PLAYER PLACING TERRAIN. OBSTRUCTIONS CANNOT BE SHOT THROUGH NOR MOVED THROUGH (THEY BLOCK LINE OF SIGHT). SHOULD THE DIE ROLLS LEAD TO TERRAIN THAT OVERLAPS, PLACE THE SUBSEQUENT PIECES ADJACENT TO THE EXISTING TERRAIN, BUT AS CLOSE TO THEIR RANDOMISED POSITION AS POSSIBLE. OBSTRUCTIONS PLACED IN SUCH A WAY ARE CONSIDERED TO HAVE FORMED LARGER CONTINUOUS OBSTRUCTIONS.

YOUR TANK



HOW TO PLAY

GAMES OF TONKS ARE SPLIT INTO ROUNDS, AND IN EACH ROUND EACH PLAYER HAS A GO. AT THE BEGINNING OF THE ROUND YOU MUST DETERMINE WHICH ORDER TANKS WILL ACT IN. EACH PLAYER ROLLS A DICE AND ADDS THEIR NUMBER OF HULL POINTS. PLAYERS THEN ACT IN ORDER OF ASCENDING SCORES WITH LOWEST FIRST.

ON YOUR TURN YOU MAY PERFORM ANY 3 ACTIONS IN ANY COMBINATION OR IN ANY PERMISSIBLE ORDER WITH YOUR TINY TANK. YOU MAY REPEAT ACTIONS DURING YOUR TURN.

Your tank starts with 6 hull points. These represent the overall integrity and combat effectiveness of your tank. As battle rages you will likely suffer damage and your tank will lose hull points. You can track this by placing a small D6 next to your tank. Your tank's hull has 4 facings. Front, 2 sides and a rear.

Your tank starts with its turret facing forward. In the game your tank's turret can face the four facings of the hull.

ACTIONS

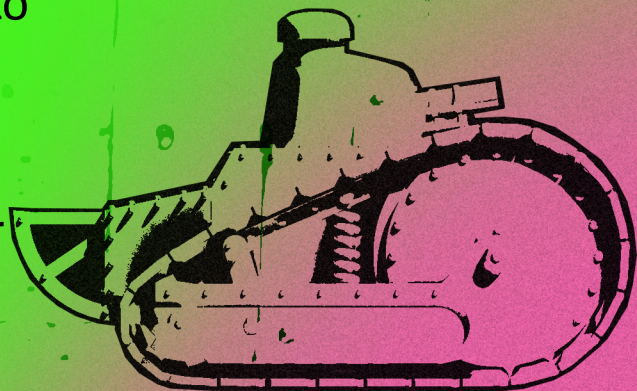
MOVE - move forward up to 4", or backwards up to 2" in the direction your tank is facing, and turn up to 90 degrees at the end of the move (when turning rotate about the centre of the tank). Your turret turns with your tank

FIRE - fire your tank's gun at a visible target that your turret is facing, if you do not have a blast marker. Firing generates a blast marker that you place near the tank's gun barrel.

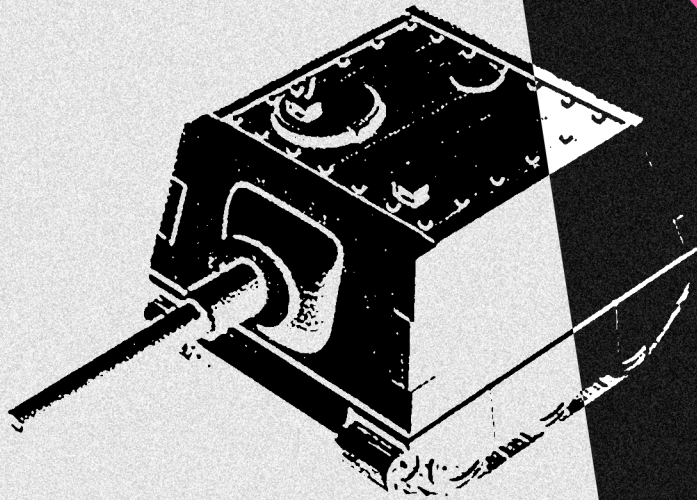
RELOAD - remove a blast marker from your tank.

TURRET ROTATE - Rotate the turret of your tank to an adjacent face relative to its current position.

When it is your turn you must verbally declare which 3 actions you are taking before you do them. When you have done your three actions, play passes to the next player as determined by the roll at the beginning of the turn. Once every player has had a turn, begin the whole process again, with each player rolling a dice, adding their number of hull points, and then acting in turn.

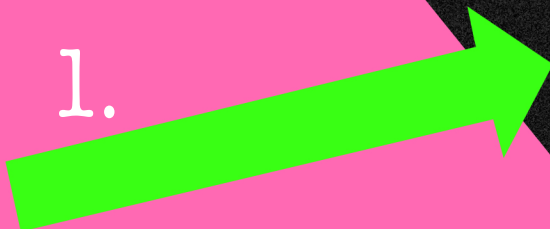


EXAMPLE



Ace Tanker Sam decides they're going to have a pop at a tank round the corner of an obstruction they're safely hiding behind. Sam got their turret pointing in the right direction last turn. Sam declares they will move, fire and move. They move forward just enough to get the enemy tank in line of sight. They fire, and add a blast marker to their tank. They then reverse 2" back into cover.

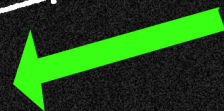
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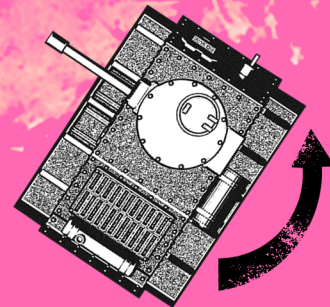


3.



MOVING

TANKS MAY OPT TO NOT TRAVEL WHEN MAKING A “MOVE” ACTION, ALLOWING THEM TO TURN ON THE SPOT UP TO 90 DEGREES FOR EACH TIME THIS ACTION IS USED.



TANKS MAY NOT MOVE THROUGH OTHER TANKS OR OBSTRUCTIONS.

IF A TANK’S PATH TAKES IT INTO CONTACT WITH AN OBSTRUCTION IT HALTS AND LOSES A HULL POINT. TURNING ON THE SPOT OR REVERSING AWAY WHEN IN CONTACT WITH AN OBSTRUCTION INCURS NO FURTHER LOSS OF HULL POINTS.

IF A TANK’S MOVEMENT OR ROTATION TAKES IT INTO CONTACT WITH ANOTHER TANK IT HALTS AND YOU MUST ROLL A D6. ON A ROLL OF 1-3 THE TANK THAT MOVED INTO CONTACT WITH THE OTHER TANK LOSES A HULL POINT. ON A ROLL OF 4-6 THE VEHICLE THAT GOT HIT LOSES A HULL POINT. TURNING ON THE SPOT OR REVERSING AWAY INCURS NO FURTHER LOSS OF HULL POINTS FOR BOTH TANKS WHILST IN CONTACT SOME TANKS HAVE LONGER GUN BARRELS. THESE DO NOT COUNT AS PART OF YOUR TANK REGARDING MEASURING, NOR FOR COLLIDING WITH OTHER TANKS OR OBSTACLES.

TURRETS REMAIN ORIENTED TO THE TANK’S HULL, NOT THE SURROUNDINGS.



FIRING

WHEN YOU SHOOT AT AN OPPONENTS TANK, YOU MUST DETERMINE WHICH FACING YOU ARE SHOOTING AT ON THEIR TANK. ALL TANKS ARE SLIGHTLY DIFFERENT, WITH DIFFERENT LENGTHS, WIDTHS, HEIGHTS AND TURRETS IN DIFFERENT POSITIONS. TO SIMPLIFY THIS SITUATION WE USE THE TANKS HULL AS THE BASIS FOR DETERMINING FACING. DRAW AN IMAGINARY LINE FROM THE CENTRE OF YOUR TANK TO THE CENTRE OF THEIR TANK. WHERE THIS LINE MEETS THEIR HULL IS THEIR FACING YOU ARE TARGETING. WHERE THIS LINE MEETS YOUR TANKS HULL MUST ALIGN TO THE SIDE YOUR TURRET IS FACING, OTHERWISE YOU MAY NOT SHOOT AT THAT TARGET BECAUSE THE TURRET IS FACING THE WRONG DIRECTION!

'A' cannot shoot 'B' because it's turret is facing it's front face

IF YOU CAN FIRE AT AN OPPONENTS TANK THEN ROLL A D6 & PLACE A BLAST MARKER ON YOUR TANKS GUN BARREL.

IF SHOOTING AT THE TARGETS **FRONT** FACING, SCORE A **6** TO HIT.

IF SHOOTING AT THE TARGETS **SIDE** FACING, SCORE A **5** OR **6** TO HIT.

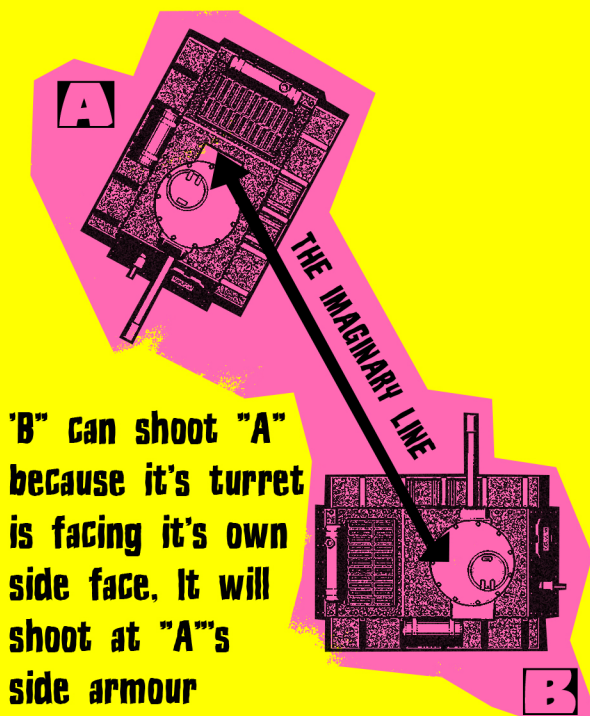
IF SHOOTING AT THE TARGETS **REAR** FACING, SCORE A **4** OR **5** OR **6** TO HIT.

A ROLL OF 1 ALWAYS MISSES.

A SUCCESSFUL HIT REMOVES A HULL POINT FROM THEIR TANK.

IF WITHIN 4 INCHES OF THE TARGET TANK, +1 TO THE RESULT YOU ROLL ON YOUR DICE WHEN FIRING.

WHEN YOU SUCCESSFULLY HIT A TANK YOU MUST ROLL AN ADDITIONAL D6. IF YOU ROLL A 5-6 THEN SOMETHING EXCITING HAPPENS! THE PLAYER WHO OWNS THE TANK THAT GOT SHOT AT MUST ROLL A D8 ON THIS TABLE . . .



'B' can shoot 'A' because it's turret is facing it's own side face. It will shoot at 'A's side armour

SOMETHING EXCITING HAPPENS

Could be good, but probably bad...
We did just get hit...

- 1 - Turret jammed** - With a loud clang the traverse mechanism falls apart. For the remainder of the game you may not rotate the turret from its current location. If this result occurs again, lose a hull point.
- 2 - Ammunition fire** - Arcs of flaring phosphorus ricochet around within the crew compartment as the incoming round ignites the magazine. Lose another hull point.
- 3 - "They got Jenkins!"** - The driver is knocked out and slumps forward over the controls. The tank immediately makes a move action, with the player who made the shooting attack moving the tank as they wish. This move may deliberately take the tank into contact with obstructions and other tanks. Jenkins then clears their head and is ok. If the tank is unable to move due to other damage, reroll on this table.
- 4 - Engine Floods** - With a gudunk-gudunk-grrrrrr the engine stops and the crew try their best to restart it. At the beginning of your next turn, you must undertake a special action if you want to start moving/turning/reversing again. You may however undertake all other actions (i.e. Rotate Turret, Fire & Reload). If this result occurs again whilst the engine is still flooded, lose a hull point.
- 5 - "We're on fire Sergei!"** Noticing a funny smell the crew become quite animated when they realise the hull is burning. Add a blast marker to the tank. This is in addition to any blast marker the tank already has. This blast marker can be removed as usual by undertaking a reload action.
- 6 - Lost a track** Roll a D6, 1-3 left track damaged, 4-6 right track damaged. For the remainder of the game you may still move forward and reverse. However, when turning after moving forwards you can only turn in the direction of the damaged track. When reversing you may only turn in the direction of the undamaged track. If this result occurs again the other track is lost and your tank becomes immobile, unable to move, reverse or turn. If this result occurs any further times, lose a hull point each time.
- 7 - "Hang on lads"** - Motivated by the threat of incoming fire, your plucky tank crew pulls their socks up! Jam sandwiches are distributed amongst the crew. Your tank may immediately make a single action of your choosing, and regain 2 hull points. This may not exceed your original number of hull points.
- 8 - Shattered Optics** - The expensive and shiny periscope cracks as the hull distorts. All Shooting rolls now suffer a -1 to the roll result. If this result occurs again the effects are cumulative.



When you reach 0 hull points your tank is

DESTROYED

Immediately roll a D6 to see what happens to your tank.

1-3 - WRECK - Hatches fly open and plumes of smoke pour out from the interior as the crew scarpers. The tank becomes an obstruction for the remaining players. Mark the tank with some additional blast markers to highlight this effect.

4-6 - DETONATION - A combination of a perforated fuel tank and the ammo rack burning leads to a colossal explosion. This obliterates the tank entirely and sends fragments of wreckage flying in all directions. Make a shooting attack at all tanks within 12" and line of sight, nearest to the destroyed tank first. Remove the tank from the board.

**LAST TANK STANDING
WINS**

CAMPAIGNS

You and your fellow tank commanders may decide to play a campaign of connected games. To do so you must keep track of your **TONK** rating, calculated as follows -

$$\begin{aligned} &(\text{Number of Games Won} - \text{Number of Games Lost}) \\ &+ \\ &(\text{Campaign Kills} / \text{Campaign Players}) \end{aligned}$$

“**Number of Games Won**” is the number of games in the Campaign where you were the last tank standing

“**Number of Games Lost**” is the number of games where you were not the last tank standing and you lost.

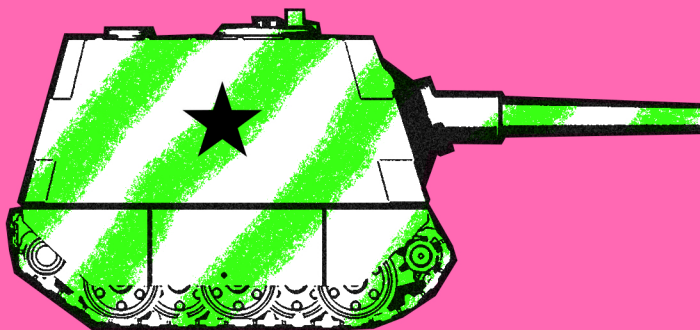
“**Campaign Kills**” is the running total of the number of tanks that you reduced to 0 hull points across all games in the campaign

“**Campaign Players**” is the number of people taking part in the Campaign and should remain constant

After every game you must calculate your **TONK** rating. Campaign games should where possible have all players participating. Should your **TONK** rating rise above the number of players in the campaign you are victorious!

YOU MUST EMBLAZON YOUR TANK WITH A SUFFICIENTLY STYLISH/TERRIFYING SLOGAN, CAMPAIGN BADGE OR MOTIF CELEBRATING SUCH A HARD EARNED VICTORY.

UPGRADES

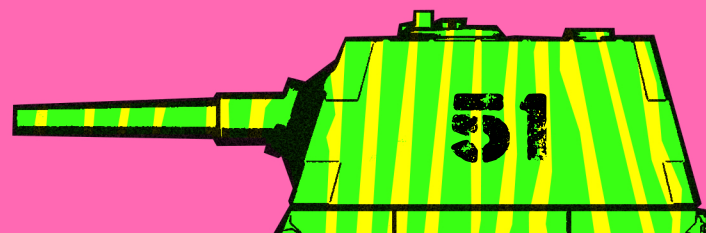


WHEN YOUR TANK IS **DESTROYED** AND YOU LOSE A GAME YOU ROLL ON THE UPGRADES TABLE BEFORE YOU PLAY YOUR NEXT GAME IN THE CAMPAIGN.

SHOULD YOUR **TONK** RATING FALL BELOW ZERO AFTER A GAME YOU MAY CHOOSE AN UPGRADE INSTEAD OF ROLLING ON THE UPGRADES TABLE.

ROLLS FOR UPGRADES SHOULD BE MADE BEFORE ANY PLAYERS CHOOSE UPGRADES, THIS INCLUDES ANY ADDITIONAL ROLLS OR CHOICES REQUIRED BY THE UPGRADE.

THESE UPGRADES SHOULD GIVE A BOOST TO PLAYERS AND KEEP THE CAMPAIGN EXCITING UNTIL THE BITTER END.



UPGRADES

1 - SMOKE GRENADES - once per game you may make a fire action that instead of shooting a tank deploys an approximately 4" x 2" smoke cloud up to D8" away from your tank, placed anywhere you would be usually able to shoot. For the remainder of the game this cloud blocks line of sight and may not be fired through or into by any tank, but can be driven through by any tank.

2 - ARMOUR PIERCING ROUNDS - you are equipped with D6 armour piercing rounds for the battle. These rounds add +2 to your score when rolling to hit, and this is in addition to the +1 for being at close range. You use these shells first and cannot opt to not use them. Once the last Armour Piercing Round is fired you must place an additional blast marker on your tank (prompting a double reload prior to firing again)

3 - TOOLKIT - once in the game you may make a special repair action. Restore D6 hull points. This cannot take you above your original number of hull points.

4 - EXTRA ARMOUR - you spent the evening welding! Before battle commences choose either your front, both sides, or rear facings. The "to hit" value for that facing(s) is increased by 1 for the duration of the game.

5 - CULIN HEDGEROW CUTTER - although originally designed for cutting through bocage, these spikes offer advantages in tank to tank combat. When your tank drives into an opponent's tank, you never lose a hull point and they always do. Also should you come into contact with an obstruction you take no damage.

6 - INCENDIARY ROUNDS - you are equipped with enough incendiary rounds to last the whole game. When you hit a tank and roll to see if Something Exciting Happens!, instead of the usual 5-6, if you score a 4-6 the result is automatically “We’re on fire Sergei!”

7 - LIGHT TANK - various home comforts and pieces of armour have been removed to cut down on weight and give your tank a speed advantage. You may now move up to 6” forwards and 3” when reversing. However you start with 4 hull points and have a maximum of 4 hull points for the game.

8 - POWERED TURRET RING - When making a Turret Rotate action the turret may move it up to 180 degrees as if it has been moved twice to the opposite face of the tank.

9 - COAXIAL MACHINE GUN - This weapon is ineffective against an armoured target and hopeless at penetrating the armour in a meaningful way. However, occasionally a well placed burst of machine gun fire can break a subsystem on an enemy tank. When you Fire - even if you miss - you check to see if something exciting happens to the opponent’s tank.

10 - HEAVY TANK - You have become TONK. Your tank has been upgraded with huge amounts of additional armour at the expense of manoeuvrability to become a beast of the mechanised battlefield. You start with 8 hull points and have a maximum of 8 hull points for the game. All armour facings have the “to hit value” increased by 1. You may only move forwards 3” or reverse 1” when you make a move action. TONK.

ALL UPGRADES ONLY LAST FOR ONE GAME.

THERE IS AN ALTERNATIVE CAMPAIGN SYSTEM IN THE EXTRAS SECTION FOR ESPECIALLY ENTREPID TANK CREWS...

EXTRAS

SPRINKLE THESE OVER
YOUR TANK BATTLES TO
SPICE THINGS UP A
LITTLE BIT



ALTERNATIVE SETUPS



No Obstructions - a rolling steppe, baking hot desert or nuclear wasteland is a prime location for high mobility tank warfare. Wide open spaces are ideal for lethal fire and manoeuvre. Don't setup any obstructions for the game.

Confusion - visibility can be very poor for the crew inside a tank whilst buttoned down. Whose tanks are those? Which side are we on? Set up as usual, but before a player can make a Fire action, they must end a movement action in the board quarter opposite where they started the game. Setup obstructions as usual.

"10 paces at dawn" - is a highly unconventional but very civilised way of initiating tank combat. The primary advantage is that it allows for a quick brew prior to the commencement of hostilities. Arrange the obstructions in a rough enclosure approximately 8" from the centre of the board with gaps wide enough for tanks to navigate. Setup all tanks arranged radially (like a flower) in the centre of the board so they are back to back. All players must take a move action as their first action when it is their turn in the first round.

Amidst the Barrage - a savage and continuous artillery bombardment of the area is underway, pounding the battlefield causing much confusion for the hapless tankers. Number all obstructions on the battlefield 1-5. At the end of every round the last player who took a turn rolls a D6. The corresponding obstruction is blasted to smithereens and removed from the table. If they roll a 6 they may choose which obstruction is removed. On subsequent rounds, rolling a number that corresponds to an obstruction that has already been removed counts as a 6. Wrecks that have become obstructions cannot be removed in such a way.



Tank Destroyer

When preparing to battle or join a campaign a player may opt to take a Tank Destroyer instead of a Tank if there are 3 or more players. Tank Destroyers come in many shapes and sizes, but here we are interested in vehicles without turrets that mount their guns in their hulls. This means they can carry heavier guns (particularly good at shooting tanks!) and some additional armour, but they are more vulnerable to side and rear attacks.

Tanks Destroyers have no turret, and cannot take **Rotate Turret** actions. They are considered to always have their weapons facing the **front** of the tank. A “Turret jammed” result on the **Something Exciting Happens** table instead removes an additional hull point. A “Powered Turret Ring” on the upgrades table cannot be equipped and a different upgrade must be taken (roll again on the upgrades table).

All shooting attacks made by the Tank Destroyer are +1 to hit.

This is in addition to the +1 at close range and any upgrades.

If shooting at a Tank Destroyer’s **front** facing, score a **8** to hit.

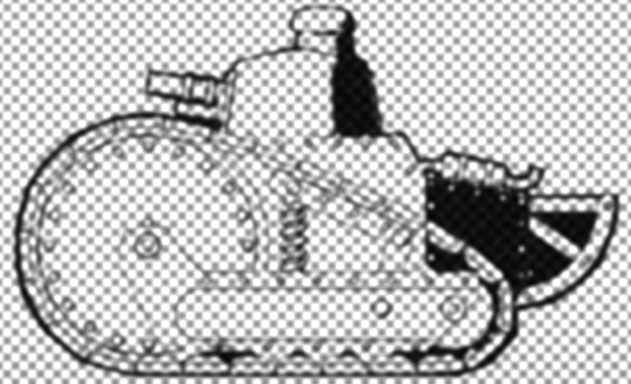
If shooting at a Tank Destroyer’s **side** facing, score a **4,5** or **6** to hit.

If shooting at a Tank Destroyer’s **rear** facing, score a **3,4, 5** or **6** to hit.

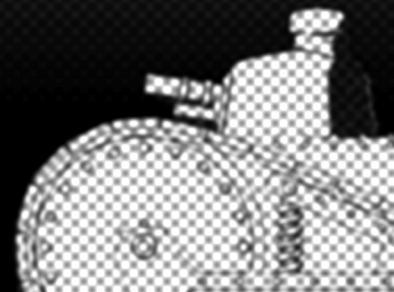


TEAM

TONK



IF YOU HAVE MULTIPLE PLAYERS WHY NOT SPLIT INTO TEAMS OF ROUGHLY THE SAME SIZE. YOU PLAY EXACTLY AS USUAL BUT YOU CANNOT TARGET THE TANKS ON YOUR TEAM WHEN FIRING. THE WINNER IS NO LONGER THE LAST TANK STANDING BUT RATHER THE TEAM OF THE LAST TANKS STANDING.



TONKS 28



To play Tonks with 28mm scale minis, double the board dimensions (i.e. 4'x4'), double obstruction sizes (4"x4" & 8"x4") and all inch values detailed in the core rules i.e. tank speeds & the ranges of certain effects. If you have to roll a dice to determine a distance, roll 2! **All tanks MUST be kitbashed and suit ably VERY grim and weathered in appearance. Enamel washes and oils are nearly COMPULSORY.**



TONKS OF

LEGACY

SOME TANKS ARE ELEVATED ABOVE THEIR MASS-PRODUCED PEERS AND BECOME LEGENDARY. THEY BECOME TONKS OF LEGACY.

WITH ALL PLAYERS IN AGREEMENT A TONKS OF LEGACY CAMPAIGN MAY BE PLAYED. THIS WILL REQUIRE BRAVERY, SACRIFICE AND COMMITMENT FROM ALL TANK CREWS INVOLVED. PLAY A CAMPAIGN OF TONKS AS USUAL, BUT WITH THE FOLLOWING RULES -

WHEN PLAYING A TONKS OF LEGACY CAMPAIGN, ALL PLAYERS MUST BE PRESENT TO WITNESS EACH OTHERS ROLLS.

EACH PLAYER ROLLS TWICE SUCCESSIVELY ON THE UPGRADE TABLE FOR THEIR TANK/TANK DESTROYER. THESE UPGRADES ARE PERMANENT FOR THE DURATION OF THE CAMPAIGN! IF BOTH HEAVY TANK AND LIGHT TANK RESULTS ARE ROLLED THEN THE FIRST RESULT MUST BE KEPT, AND THE SECOND RESULT RE-ROLLED.

PLAYERS MUST ENSURE THEIR TANK IS PHYSICALLY CUSTOMISED AND REPRESENTS ANY UPGRADES THEY HAVE. IT MUST BE UNIQUE TO THEM AND THIS CAMPAIGN. ORDINARY TANKS DO NOT BECOME TONKS OF LEGACY!

Your tank must have a name. It's each tank for themselves, no Team Tonk allowed.

After each game do not roll on the Upgrades table.
The TONK Rating system is not used for this type of campaign.

Whilst playing the game, should something exciting happen to your tank, there is a chance the result becomes permanent. If at the end of a game you have suffered **Turret jammed**, **Lost a track**, or **Shattered Optics** when rolling on the **"something exciting happens"** table - regardless of having survived the game or not -

YOU MUST CHOOSE ONE OF THESE TO BECOME

PERMANENT.

Subsequent games begin with these effects in play from the beginning.
They must also be modelled on your **tank i.e. turrets glued in position, periscopes snapped off, tracks snapped, holes drilled etc.**

Thems the rules.

If your tank becomes a Wreck when reduced to 0 hull points in a game you must **drill a hole in it** to represent the impact of the final attack that finished off your tank. This must be from the corresponding direction that attack came from.

If your tank Detonates when reduced to 0 hull points you must **affix some rubble and debris to it.**

If you reduce another player's tank to 0 hull points you must **paint a kill marking on your tank.**

As you play it is likely that tanks will become increasingly difficult to fight with.

Should the permanent effects of -

1. both tracks being destroyed by "Lost a track"

OR

2. Shattered Optics/Turret jammed (in any combination, having occurring 3 times)

afflict your tank, then that tank can play no further part in the campaign.

The model must be physically destroyed.

Share photographic/video evidence of physically destroying your tank to @Apocrypha_Now, along with you tank's name, and it will be immortalised In Memoriam on the -

TONKS OF LEGACY

MEMORIAL TURRET

You may wish to consider adding it to the Obstructions you use in your games.

If your tank is the last tank standing in a “Legacy of Tonks” Campaign, congratulations, you are victorious! You have bragging rights forever. You have endured, you have suffered, and you have conquered.

You are become the -

**TONKIEST
AMONGST THE
TONK.**

THE RULES ABOUT MAKING UP YOUR OWN RULES

JUST DO IT!

Whilst playing TONKS you may come up with an idea for a new rule.

Perhaps you think that occasionally a man portable anti-tank rocket should scream out of nowhere and hit an unsuspecting tank?

Perhaps you envision a co-op scenario where it's all the players together fighting against one gargantuan city crushing super-tank?

Maybe you'd like to limit the amount of ammunition tanks have, and make them zoom around a circuit in a deadly race?

Or you'd like to field a multi-turreted monstrosity from the early days of tank warfare?

The possibilities are endless and entirely up to you. So you should do it! It might be fun to share your nifty ideas with fellow treadheads & massive tankers. Use **#tonksthgame** on your preferred frequency to share!

**DOWNLOAD AND
PRINT YOUR OWN**



TONKS



WITH MY EARNEST APOLOGIES FROM @APOCGRYPHA NOW

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TANK NAME:

HULL POINTS:

TONKS

PHOTOCOPY AS MUCH AS YOU LIKE

TO HIT

TO HIT

TO HIT

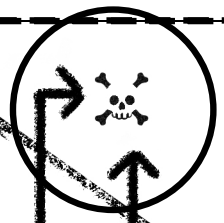
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UPGRADES

- CAMPAIGN GAMES WONS
- CAMPAIGN GAMES LOST
- CAMPAIGN PLAYERS
- CAMPAIGN KILLS
- TONK RATING

TONKS OF LEGACY

- LEFT TRACK
- RIGHT TRACK
- TURRET JAMMED OR SHATTERED OPTICS



MAN/TANKS

RANOON TONK

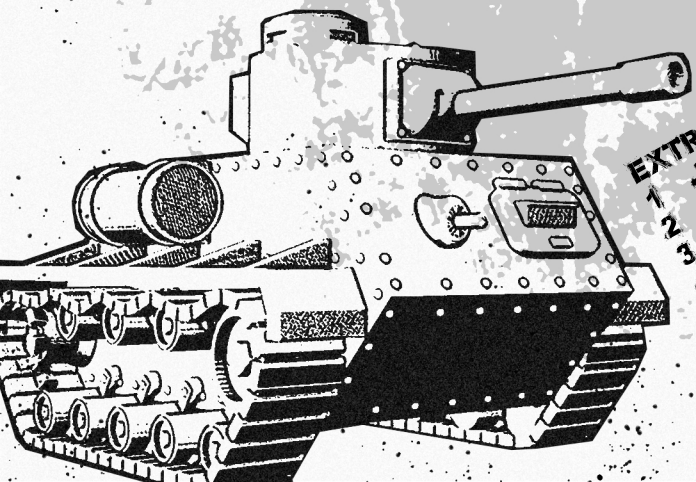
PAINT SCHEME: D4 COLOURS

CAMOUFLAGE PATTERN: ROLL D10

- 1 - SPOTS
- 2 - STRIPES
- 3 - BLOBS
- 4 - BLOCKS
- 5 - LINES
- 6 - DAZZLE
- 7 - AMBUSH
- 8 - MICKEY MOUSE EARS
- 9 - HEAVILY WORN
- 10 - STENCILLED

TREADS 4 LP!

IT'S A TANK!



- EXTRA STOWAGE D6
- 1 JERRY CANS
- 2 AMMO CRATES
- 3 ROLLED UP TARPAULIN
- 4 A LOG FOR GETTING UNSTUCK
- 5 EXTRA LARGE AERIAL
- 6 EXTERNAL FUEL TANKS

Call Sign: Roll D20

- 1 Tank
- 2 Coffin
- 3 Brenda
- 4 Diefenbaker
- 5 Beast
- 6 Marwood
- 7 War Box
- 8 Charlemagne
- 9 TONKETH
- 10 Challenger
- 11 Wittgenstein
- 12 - Roll a D6
- 1-Smith
- 2-Schmidt
- 3- Смит
- 4-Forgeronne
- 5-Fabbro
- 6-스미스
- 13 Adamant
- 14 Linebreaker
- 15 Jubilee
- 16 Your actual real life first name
- 17 Machine
- 18 Grumbles
- 19 Steadfast
- 20 Peninsular



CALL SIGN PREFIXES OR SUFFIXES -

D3 NUMBERS FROM A D20

@ADOCRUPHIA - NOW