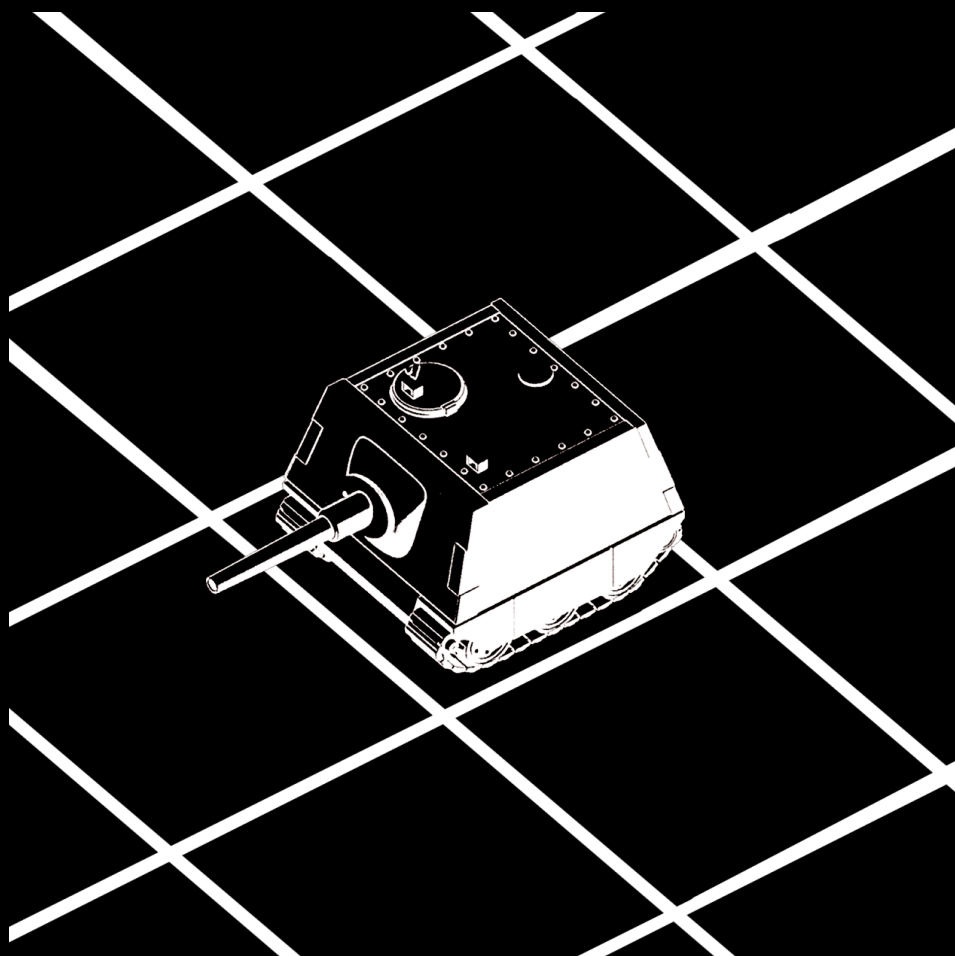
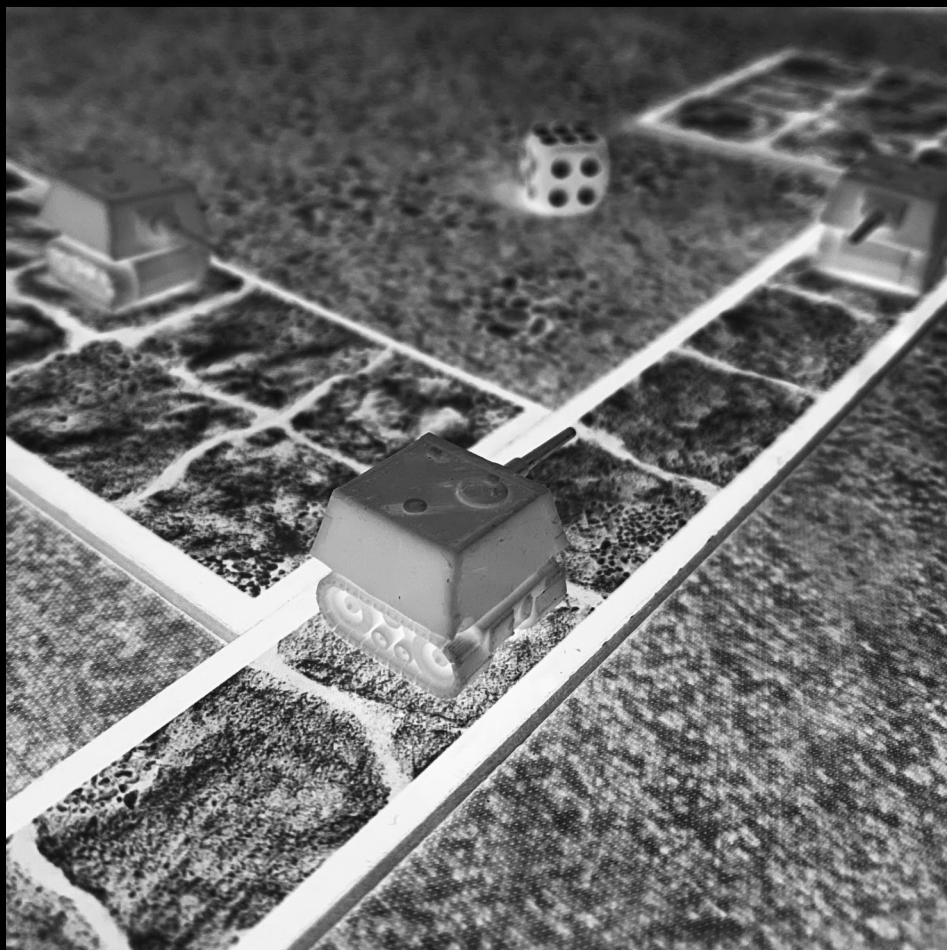


DUNGEON TANKS

By @Apocrypha_now





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V1.5 JUNE 2025

INTRODUCTION

Of late I have been inspired by the great work of folks like Geoff at @oakbound_studio, Jack at @narcoleptic_wizard, Max at @hieronyms_max, Tara at @manglingMinis and Dave at @adhcreate (all of who have been making tiled version of games: The Woods, Aetherpunk, Turnip28/Swill, Torr and “Chainsaw Caveman and The Machinegun Wizard”, respectively). Also seeing people playing Tonks at a smaller scale and in public/social/alcoholic contexts has made me think about possible optimisations. I have gathered here for your consideration a way to play TONKS on a grid. By using dungeon terrain for 28mm/heroic scale games, it creates some fun modelling opportunities where an armoured vehicle is sort of person-sized, and therefore ‘smol’, ‘CUTE’ and unintimidating.

In the same way that playing the diceless game “The Woods” is incredibly liberating, so too have I found the lack of measuring in the “The Woods Lite” to be a breath of fresh air. Whilst my game “The Panopticon” (*UPDATE SOON, OK?!*) uses terrain features to avoid measuring, “DUNGEON TONKS” uses the good old orthogonal grid to help speed things up whilst presenting new gameplay options.

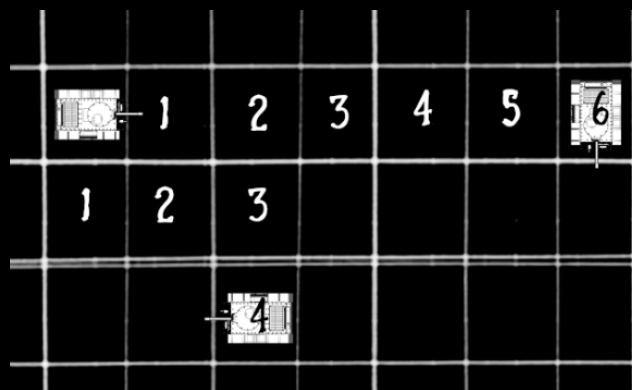
During playtesting I was reminded of a wonderful game of Tonks played on Peter’s (@owlshield) Necromunda board. The long corridors, debris fields and bulkheads presented a fun challenge and were very evocative. I hope this in some way replicates that level of fun and presents people with a quicker and more fun way to play. But why are there Tonks on a space station? Or down a cave? Or in the halls of an ancient castle? Between you and me I heard a rumour that all the Dungeons were just the interiors of much bigger TONKS.

YOU WILL NEED:

- A playing surface that's got a regular pattern of squares for Tonks to traverse - a mixture of wide open and little confined areas is fun, with lots of alternative routes and bottlenecks. Think Dungeon tiles, Heroquest, Chessex matts etc. Imagine trying to chase down an opponent, or getting the drop on them from a vantage point.
- Some obstructions to help break up large areas. These should fit within the grid structure.
- A little Tonk for each player that fits within the grid structure you're playing on.
- Some 6 sided dice (referred to as a D6) - At least 2 per player
- An 8 sided dice (referred to as a D8)
- Some clumps of cotton wool or a similar to denote Blast Markers

CONVENTIONS:

- The grid is the playing area. You cannot move or shoot beyond the confines of the playing surface or across any gridless voids.
- Tonks should always be orthogonally aligned to the grid, no Tonks at 45 degrees or anything funky like that.
- Should you ever need to roll a target number of 6 or less, roll 1D6. Match or exceed the target number to succeed.
- Your target number can never be lower than 2 (i.e. a roll of 1 always misses, no shooting attack automatically hits).
- Should you ever need to roll a target number of **7 or higher** you must roll 2D6 and get the target number EXACTLY to succeed.
- Scores of 13 or more are impossible and automatically fail.
- When counting squares between Tonks do not count the square your Tonk is in, but do count the square of the target Tonk. Do not count diagonally.



(in the example above the left Tonk is consider 4 squares and 6 squares away from the other Tonks)

SETUP

To get ready for a battle first of all arrange your playing grid. This could be dungeon tiles, a chess board, whatever you have the space and resources for. Try to break up big open areas with some Obstructions that take up a few squares. Players each place their Tonks spread around the perimeter in any orientation they like.

Obstructions and the edges of the playing grid cannot be shot through nor moved through (they block line of sight).

YOUR TONKS

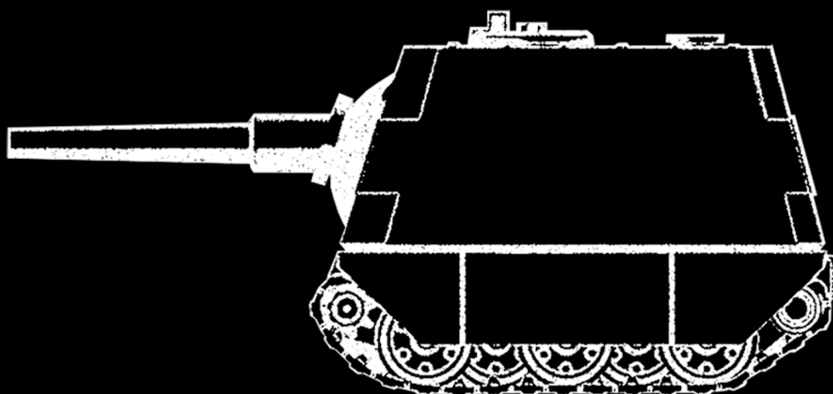
Hull Points represent the overall integrity and combat effectiveness of your Tonk. As battle rages you will likely suffer damage and your Tonk will lose hull points. You can track this by placing a small D6 next to your Tonk. Your tonk's hull has 4 facings. Front, 2 sides and a rear - these have different armour values. Your Tonk starts with its turret facing forward. In the game your tonk's turret can face the four facings of the hull.

Basic Tonk Profile:

TONK

Special Rules: None

Occupies: 1 x 1



	Width	Length	Front Armour	Side Armour	Rear Armour	HP
TONK	1	1	6	5	4	6

HOW TO PLAY

In games of "DUNGEON TONKS" players take it in turns to make actions with their Tonk. At the beginning of the game, all players roll 1D6 (rerolling ties). The player with the highest score goes first, and play proceed clockwise from them.

Your goal is to blow up your friend's TONKS - by shooting them, ramming them, or engineering their demise within the dungeon somehow

On your turn, you may perform any 3 actions in any combination or in any permissible order with your Tonk. You may repeat actions during your turn. At the start of your turn you must declare what 3 actions you are going to attempt.

ACTIONS -

- **Move** - move forward up to 4 squares, or backwards up to 2 squares, and turn 90 degrees once at any point after you move one square. Your turret turns with your tonk. You may opt to not move any squares forwards or backwards, and instead rotate 90 degrees on the spot.
- **Fire** - fire your tonk'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 Tonk's gun barrel.
- **Reload** - remove a single blast marker from your Tonk.
- **Rotate Turret** - Rotate the turret of your Tonk to an adjacent face

EXAMPLES TURNS

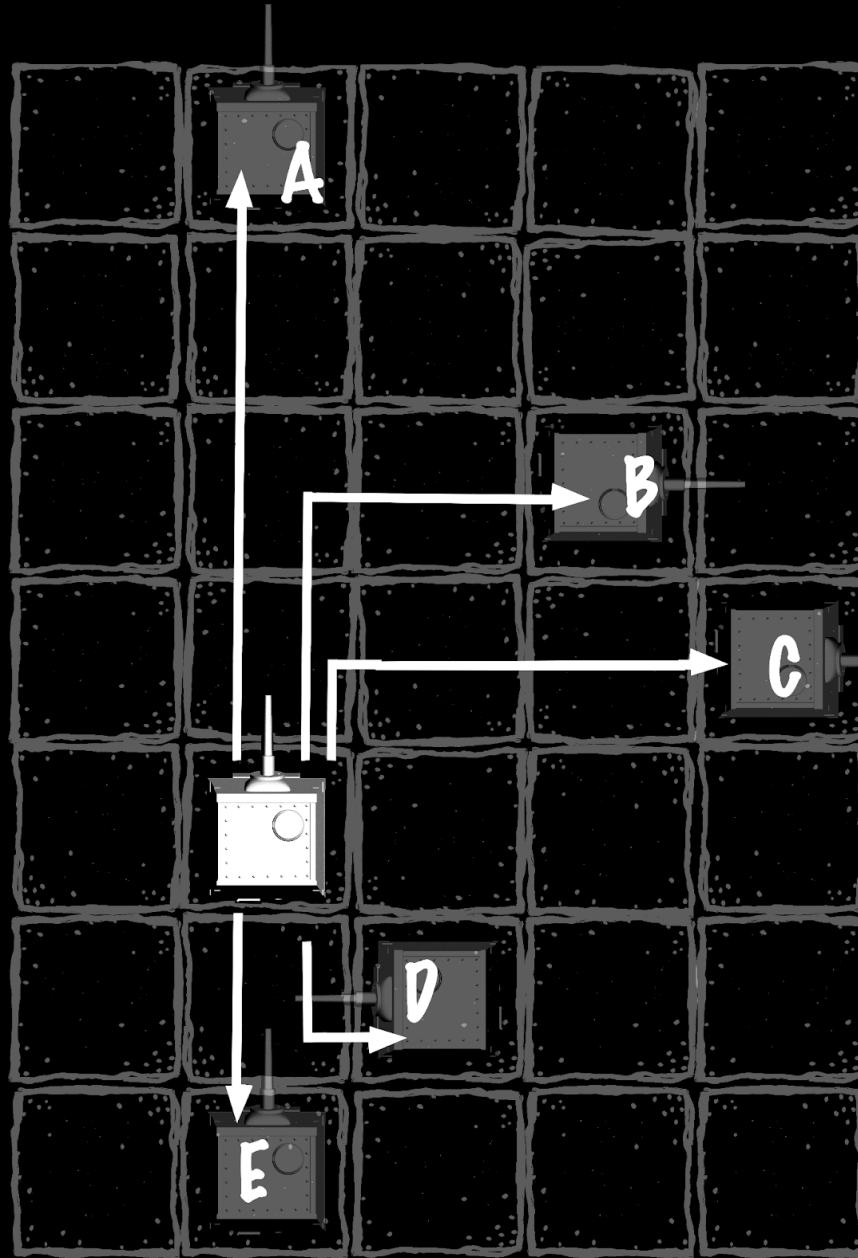
"I'm going to MOVE 3 times"

"My TONK is going to move, rotate turret and fire".

"I will Fire, reload and fire again" etc.

MOVING

Tonks may not move through other Tonks, Obstructions or the edge of the playing grid. If a Tonk's path would deliberately take it into a square containing an obstruction, or beyond the edge of the playing grid, it stops and loses a hull point. Some examples of "Move" actions are shown below:



A: 4 Squares forwards,

B: 2 Squares forwards, a 90 degree turn and then 2 more squares forwards.

C: 1 Square forwards, a 90 degree turn and then 3 more squares forwards.

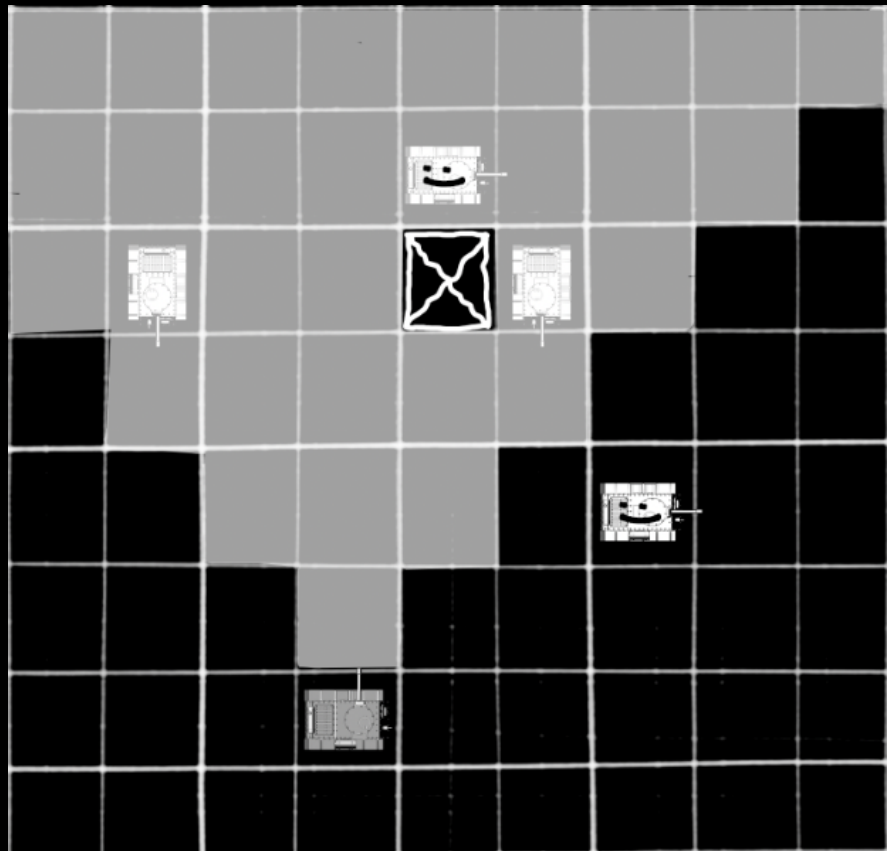
D: Reverse 1 Square, a 90 degree turn and then 1 more Square backwards.

E: Reverse 2 Squares.

FIRING

When you shoot at an opponent's Tonk, you can only shoot at targets within your Turret's field of view - this is based on a diagonal pattern of squares originating from the face of your TONK that your turret is facing. You must be able to draw a straight line between both Tonks without it crossing an obstruction in order to Fire.

(The Smiley Tonks
Out of LOS and cannot
Be shot at)



You cannot Fire if you have a Blast Marker!

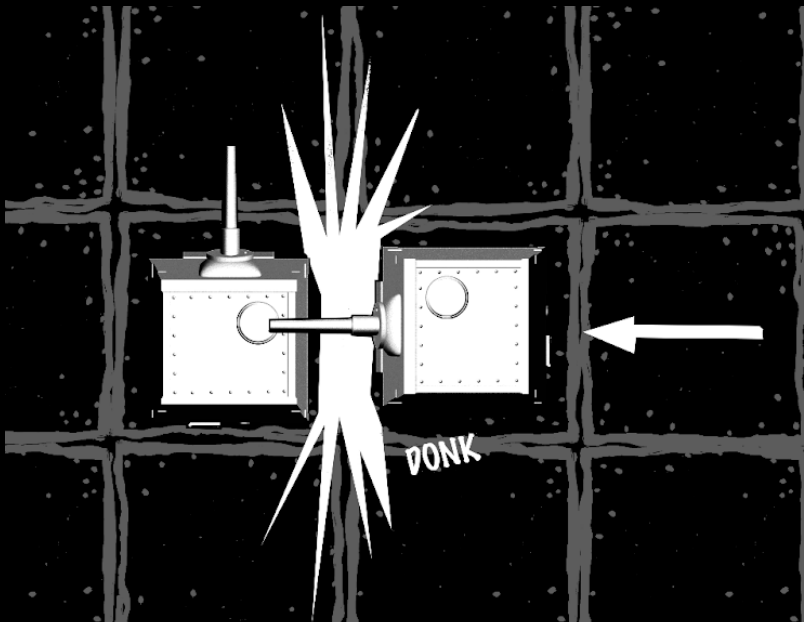
If you can fire at an opponent's Tonk then follow these steps:

- Roll a D6 & place a Blast Marker on your Tonk's gun barrel.
- Your target number is the Armour Value of the face you are firing at.
- A successful roll removes 1 HP from their Tonk.
- If within 4 squares of the target Tonk, reduce the target number by 1.
- When you successfully hit a Tonk you must roll an additional D6. If you roll a 5-6, something exciting happens! The Player who owns the Tonk that got shot at must roll a D8 on the "Something Exciting Happens!" table.
- If the target is partially obscured (i.e. poking round a corner but still visible) you resolve your shooting attack against the highest visible armour value.

RAMMING

If your Tonk moves so that it would move into a space containing a TONK , your Tonk has rammed it. Your Tonk stops in the adjacent square and both players roll a D6.

- If the result of the roll off is a tie, nothing happens.
- If one player rolls 1 higher than the other, their opponent receives 1 Blast Marker.
- If one player rolls 2 higher than the other, their opponent loses 1 Hull point.
- If one player rolls 3 or more higher than the other, their opponent loses 1 Hull point and immediately rolls on the Something Exciting Happens! table.
- If you drove the front of your Tonk into the sides or rear of their Tonk, you may increase the result of your roll by 1.
- Tonks already in contact cannot ram, and must move at least 1 square away before being able to ram again.



The TONK on the right gains a +1 to their ram roll because they drove into the side or rear of their opponent

END OF A TONK

When you reach 0 hull points your Tonk is destroyed.
Immediately roll a D6 to see what happens to your Tonk.

1-2 - Wreck - The Tonk becomes an obstruction for the remaining players.

3 - Rolling Hulk - It immediately makes a full move forward in a straight line. It halts if it meets any obstructions and resolve any ramming if it hits another Tonk. The Tonk becomes an obstruction for the remaining players.

4-6 - Detonation - Make a Fire action against all Tonks within 5 squares.
Remove the Tonk from the board.

SOMETHING EXCITING HAPPENS! (D8)

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 player to your left makes a Move action with your Tonk as they wish.

4 - Engine Floods - *The engine stops and the crew try their best to restart it.*

You must undertake a special “REPAIR” action if you want to make a Move action with your Tonk 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 Tonk. This is in addition to any blast marker the Tonk 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 Tonk becomes immobile, unable to move, reverse or turn. If this result occurs again after that, lose a hull point.

7 - “Hang on lads” - *Motivated by the threat of incoming fire, your plucky Tonk crew pulls their socks up! Jam sandwiches are distributed amongst the crew.* Your Tonk 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 attacks now have a Target Number one higher. If this result occurs again the effects are cumulative.



ADDITIONAL VEHICLES

ONLY TO BE USED IN GAMES WITH 4 OR MORE PLAYERS

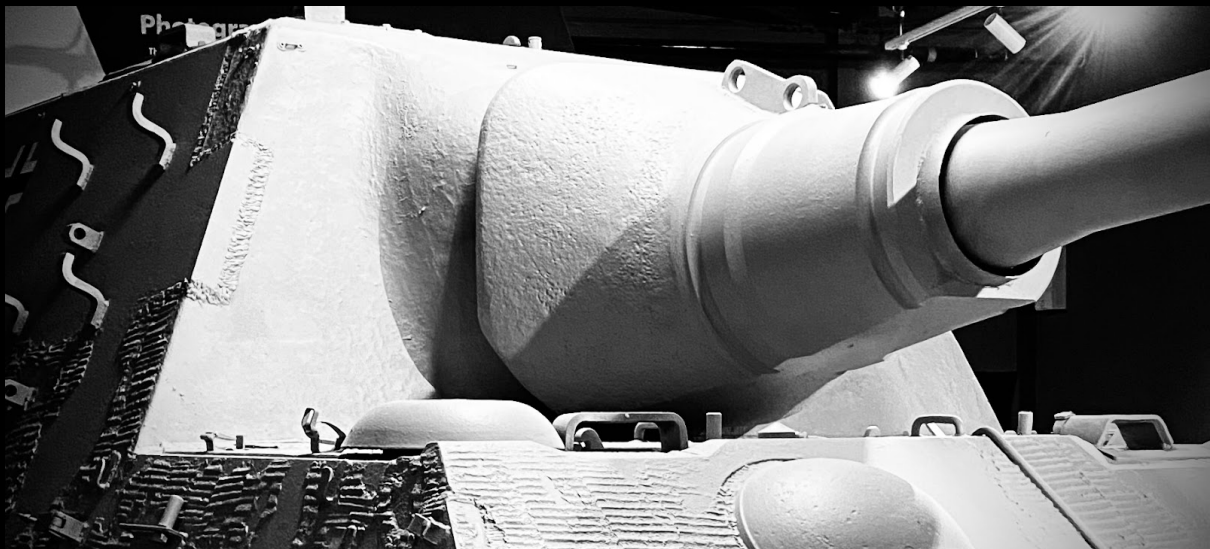
Tonk Destroyers

Occupies: 1 x 1

	Width	Length	Front Armour	Side Armour	Rear Armour	HP
<i>TONK Destroyer</i>	1	1	8	4	3	6

Special Rules:

- **BIG GUN**
 - Tonk Destroyers have no turret, and cannot take Rotate Turret actions.
 - They are considered to always have their weapons facing the front of the Tonk Destroyer
 - All Fire actions by a Tonk Destroyer reduce the Target Number required to succeed by 1.
 - A “Turret jammed” result on the Something Exciting Happens! table instead removes an additional Hull Point.



Beasts of the Old War

Occupies: 1 x 2

	Width	Length	Front Armour	Side Armour	Rear Armour	HP
<i>B.O.T.O.W.</i>	1	2	6	6	4	10

Special Rules:

- **BIG -**

- A Beast of the Old War occupies 2 squares lengthwise. When they rotate they rotate about the front square if space permits. They move in the direction of their narrow ends. When they turn, no part of the Tonk may cross any obstacles.
- They can only ever move up to 3 squares forwards or 1 backwards as part of a Move Action.
- You cannot make Rotate Turret actions.
- Beasts of the Old War have the advantage that they have a pair of side facing weapons that fire and reload independently. Doing so still produces a Blast Token as usual that will prevent shooting again on that side only until a Reload action is taken.
- A “**Turret jammed**” result on the Something Exciting Happens! table instead results in “**Lost a track**”.
- When you build your Beast Of The Old War you must decide whether the sponsons project from the front or rear square of the tonk’s sides. This must be the same on both sides.

- **OLD -**

- Whenever a player hits a **Beast** and **Something Exciting Happens**, the player who caused the damage can make the player controlling the Beast re-roll the result, if they wish. The second result must then be used and cannot be re-rolled again. This represents the highly malfunction prone and ageing mechanisms within these huge steel monsters.



Armoured Conk

Occupies: 1 x 1

Time for a driveby

	Width	Length	Front Armour	Side Armour	Rear Armour	HP
Armoured CONK	1	1	5	3	3	4

Special Rules:

- **LIGHT GUN -**

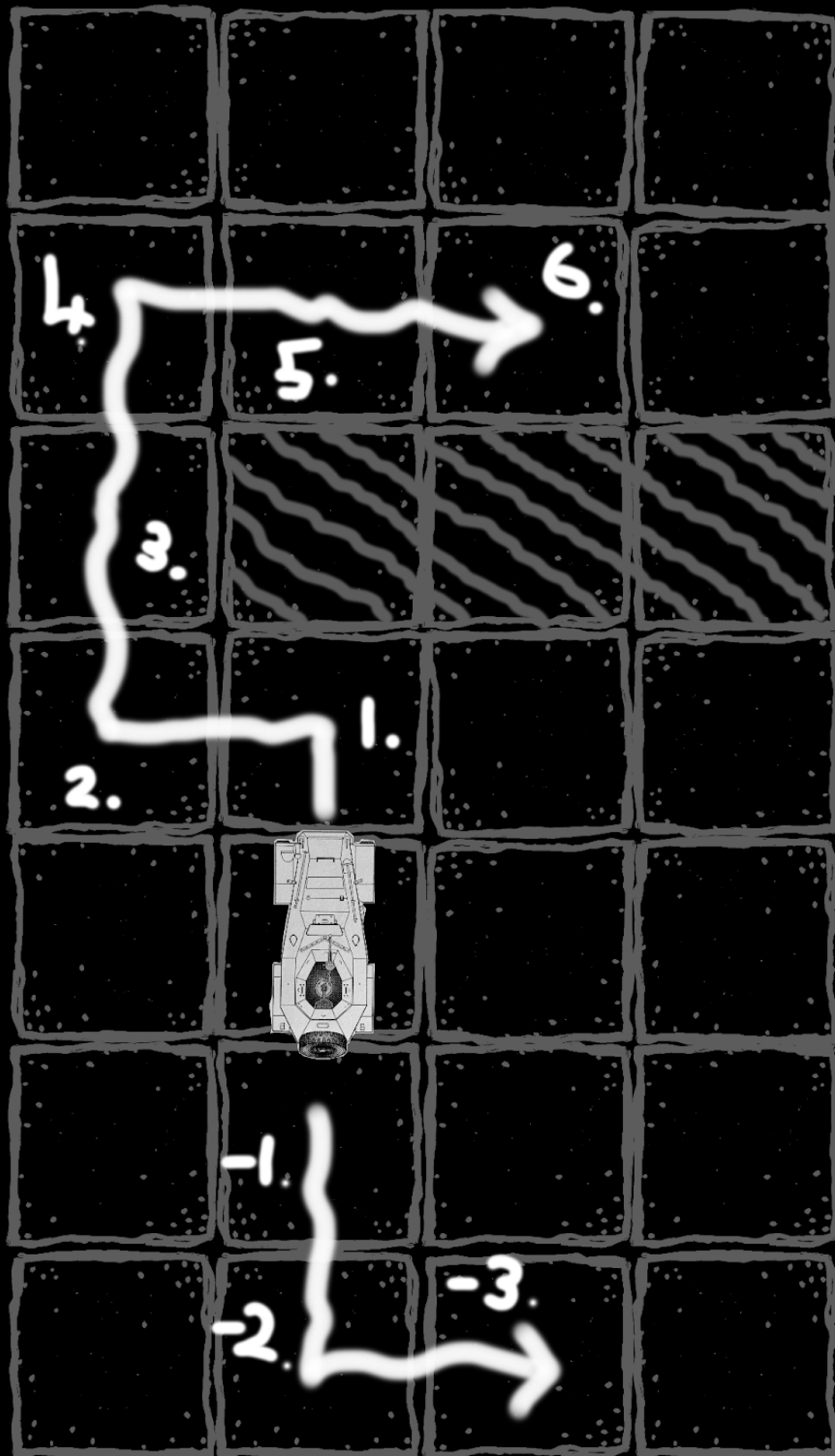
- Increase the value of all **Target Numbers** by **1** when making shooting attacks with an Armoured Conk.
- **Something Exciting Happens** only on a 6 when an Armoured CONK hits a target
- You only need to reload after Firing 3 times. Keep track of this between turns.

- **WHEELS**

- Armoured Conks may move **forward 6 squares** or **backwards 3 squares**, and may turn 90 degrees for every square moved.
- They may not turn on the spot before moving. Be careful not to get stuck!



SO ROUND.



6 squares when moving forward, 3 squares when reversing

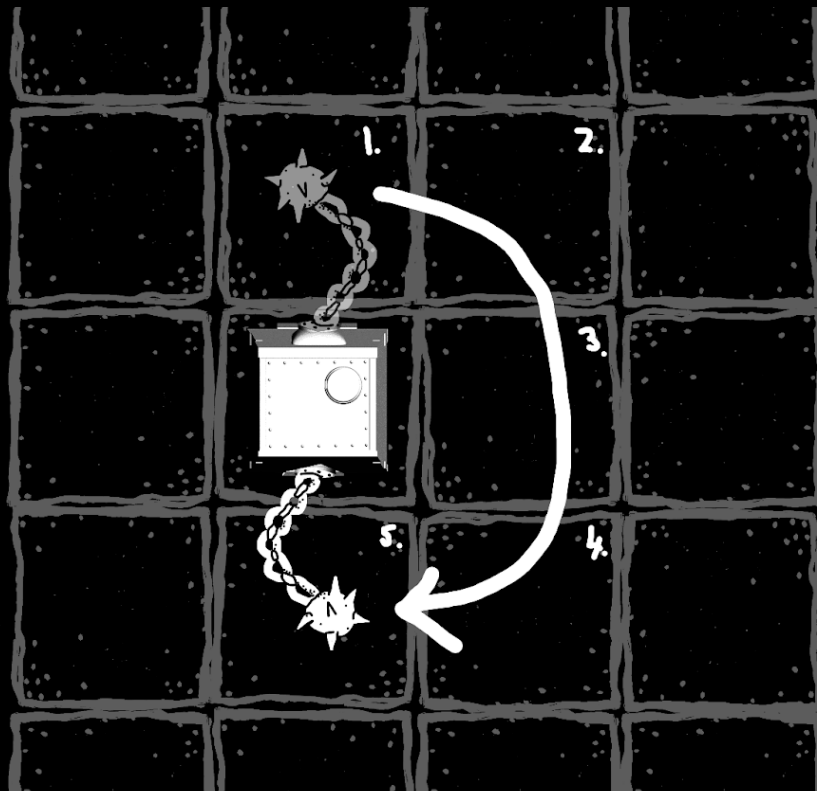
FLAIL Tonk

Occupies: 1 x 1

	Width	Length	Front Armour	Side Armour	Rear Armour	HP
FLAIL TONK	1	1	6	5	4	5

Special Rules:

- **No Gun**
 - FLAIL Tonks cannot make shooting attacks.
 - Reroll "Something Exciting Happens!" results 2 & 8.
- **FLAIL**
 - This Tonk uses a large flail attached to it's turret to inflict close range damage. When this Tonk makes a "**Rotate Turret**" action it always rotates it 180 degrees. Therefore the turret flail will always be facing the front or back of the Tonk.
 - When Rotating the Turret decide which way you will rotate it (clockwise or anti-clockwise). All Tonks in the 5 adjacent squares within that arc will loose 1 HP. No Reload action is required, so Flail Tonks can do a lot of damage at close range to multiple enemies! Check to see if Something Exciting Happens as usual. In the example below, the FLAIL Tonk has rotated it's turret from the front to the rear clockwise, whacking the 5 highlighted squares.



FIST Tonk

Occupies: 1 x 2

	<i>Width</i>	<i>Length</i>	<i>Front Armour</i>	<i>Side Armour</i>	<i>Rear Armour</i>	<i>HP</i>
FIST TONK	1	2	8	4	3	5

Special Rules:

- **No Gun**
 - FIST Tonks cannot rotate your turret.
 - Reroll “Something Exciting Happens!” results 1 & 8.
 - A FIST tonk occupies 2 squares lengthwise. When they rotate they rotate about the rear square if space permits. They move in the direction of their narrow ends. When they turn, no part of the Tonk may cross any obstacles.
- **FIST**
 - This Tonk uses a large hydraulic FIST mounted to it’s front to punch enemies.
 - This Tonk does not make normal shooting attacks.
 - When you make a “Fire” action, the square directly in front of your Tonk is whacked with a huge mechanical FIST projecting from the front of your Tonk. Any Tonk in that square immediately loses 1HP and moves 1 square directly away from your Tonk. If the square behind it is occupied or it is against a wall, it loses an additional HP.
 - You must Reload to wind back the FIST between shots.

PLONKS

Occupies: 1 x 1

(Democratically named by "The People". Can also be called Pleens & Plones.)

You have chosen to fly a fixed wing aircraft indoors. Congratulations.

	Width	Length	Front Armour	Side Armour	Rear Armour	HP
PLONK/PLEEN	1	1	N/A	N/A	N/A	6

Special Rules:

● ZOOMING -

- PLONKS move up to 8 Squares in a Move action.
- They can only move forwards in the direction they are pointing.
- PLONKS can make 3 x 90 degree turns at any point you wish, each rotation costing 1 square of movement.
- You must move a compulsory minimum of 4 Squares in your whole turn or you loose 1HP.
- You can pass over any other vehicle, but cannot end your move in the same square as one. If you do, you stop before the blocking vehicle and loose 1HP.
- Each turn you MUST make at least 1 move action.
- Hitting an Obstruction causes you to lose 2 HP, instead of the usual 1HP.

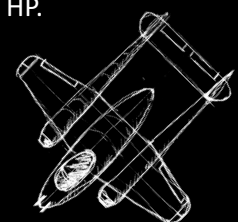
● STRAFING

- PLONKS only fire in a straight line forwards in their direction of travel.
- All shooting attacks by an PLONK at anything that isn't another PLONK increase the Target Number required to succeed by 2 when shooting (*plinky machine guns aren't great against TONKS*)
- PLONKS do not need to Reload.

● CRASH & BURN

- When other players shoot at a PLONKS, the target number required is the distance to the PLONKS in squares PLUS ONE. This goes for any type of vehicle, including other PLONKS.
- If you PLONKS gets damaged your opponent does not roll to see if "Something Exciting Happens". Instead, when it is next your turn you must use your first action to Move in a straight line D6 squares. This can count as your compulsory move if you move more than 4 squares. Damage will occur from hitting obstructions as usual.
- PLONKS reduced to 0HP always suffer a "DETONATION" result.
- PLONKS cannot be rammed or get rammed by any type of vehicle, but similar to "Zooming" above, no vehicle can end their move in a square occupied by an PLONKS. If you do, you stop before the blocking PLONK but do not loose any HP.

NB: It's fun if everyone has a TONK and a PLONK, nice and hectic!
If you're playing it that way, your turns alternate between
controlling your TONK and your PLONK.



BIG TONKS

HP: *See below*

Armour: *See below*

Occupies: *See below*

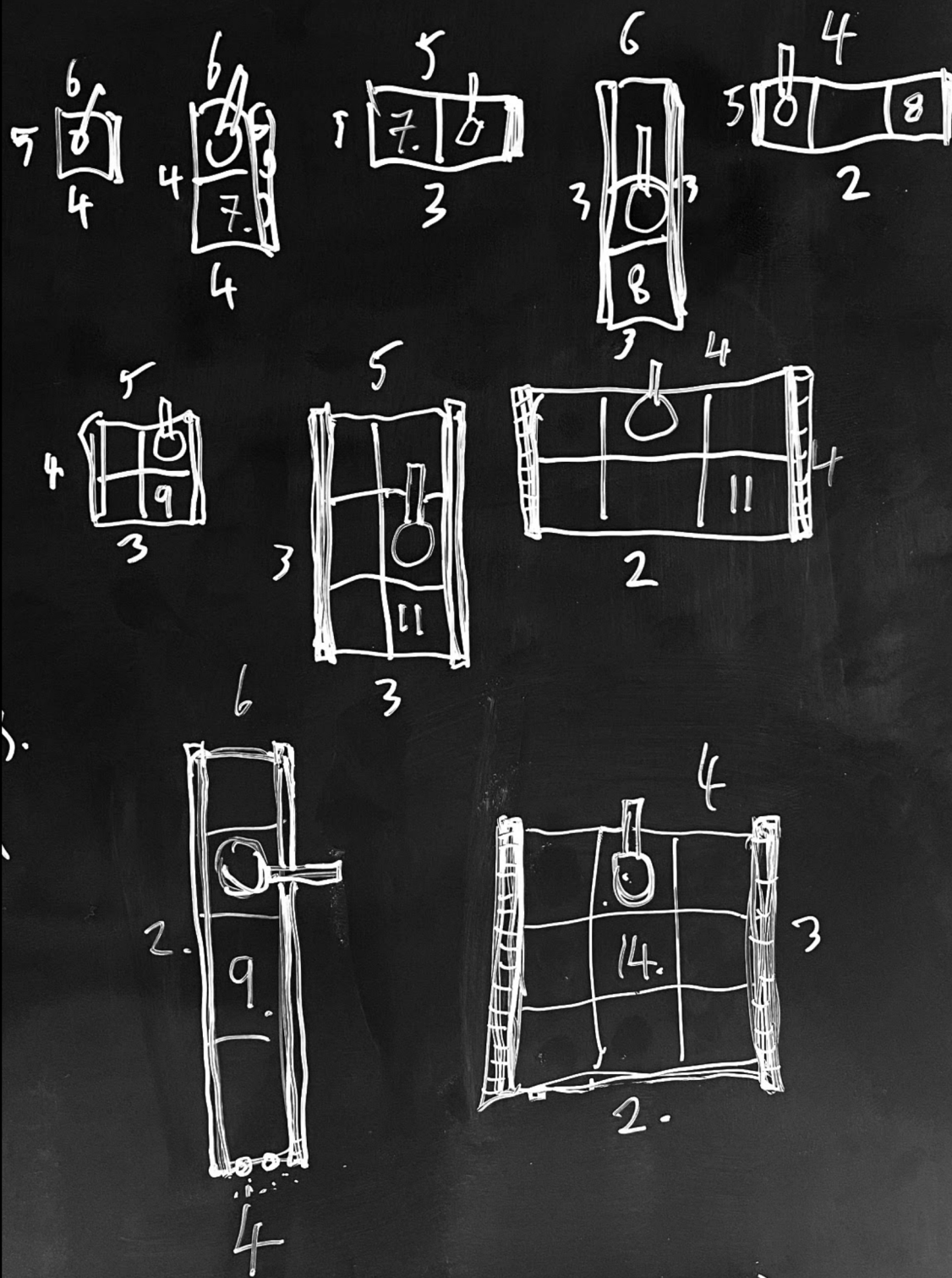
BIG Tonks allow you to play Dungeon Tonks with a wider variety of models, maybe even Tonks you've already made or have in your collection. Will they get stuck in dungeons? Will they be easier to sneak around behind? Are they going to squish you? Probably

Special Rules:

- **BIG Hulls:** BIG Tonks are bigger than 1 square. The Tonk itself can occupy one of the grid patterns in the table below (*A Normal Tonk is shown as an example*) . Bigger Tonks have more HP but larger vulnerable areas.
- **Massive:** When you shoot at a BIG Tonk, you do not get the bonus for being closer than 4 squares.

	<i>Width</i>	<i>Length</i>	<i>Front Armour</i>	<i>Side Armour</i>	<i>Rear Armour</i>	<i>HP</i>
TONK	1	1	6	5	4	6
Long-TONK	1	2	6	4	4	7
Wide-TONK	2	1	5	5	3	7
Snakey-TONK	1	3	6	3	3	8
Wall-TONK	3	1	4	5	2	8
Chonky-TONK	2	2	5	4	3	9
Heffer-TONK	2	3	5	3	3	11
Treader-TONK	3	2	4	4	2	11
TONK-a-pede	1	4	6	2	4	9
MEGA TONK	3	3	4	3	2	14

- **Turret:** Each MEGA Tonk has 1 main turret. You choose which square it occupies on the hull. Your Tonk will make the turning part of Move actions around that square. When they turn, no part of the Tonk may cross any obstacles. Your field of vision follows the same pattern as usual from the square your turret is in, ignoring your own tonk that you are shooting over.
- **MOAR Turrets:** You may add additional Turrets, 1 per square that your BIG Tonk occupies. These cannot shoot through other turrets. Each additional turret sacrifices 1 HP. Each turret has it's own individual blast markers. A reload action removes 1 individual blast marker of your choosing, making that turret ready to fire again.



YES?

BIG TONK Destroyers

HP: *See below*

Armour: *See below*

Occupies: *See below*

It's a Tonk Destroyer BUT BIG, same deal as with BIG TONKS but they're Tonk Destroyers.

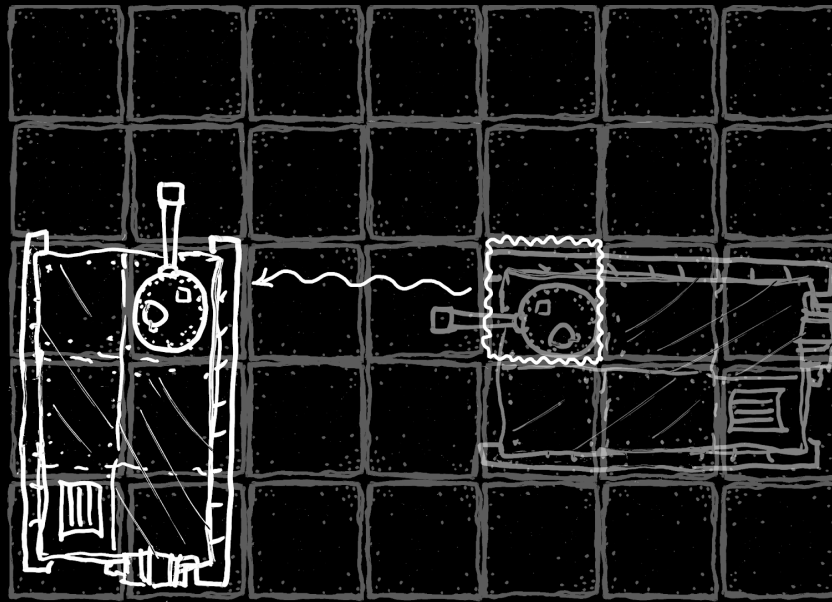
Special Rules:

- **BIG HULLSs:** BIG Tonk Destroyers are bigger than 1 square. The Tonk Destroyer itself can occupy one of the grid patterns in the table below (*A Normal Tonk Destroyer is shown as an example*) . Bigger Tonk Destroyers have more HP but larger vulnerable areas.

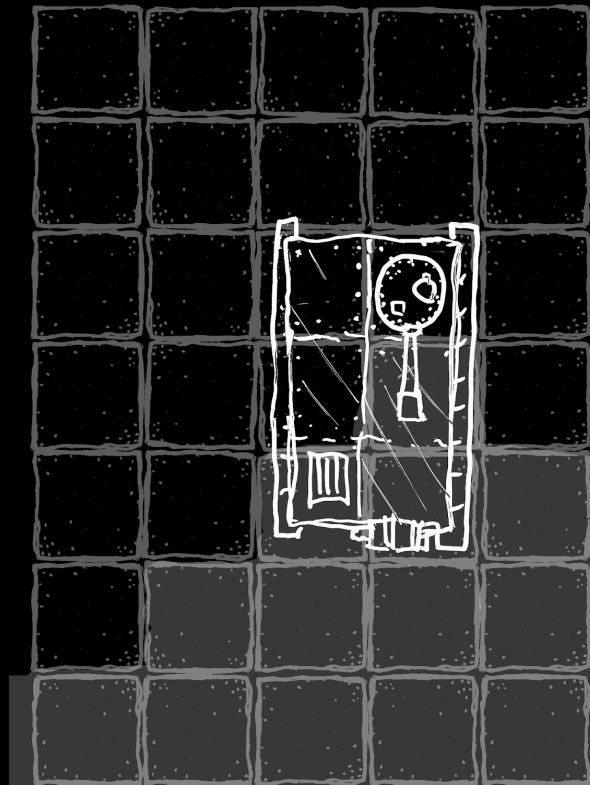
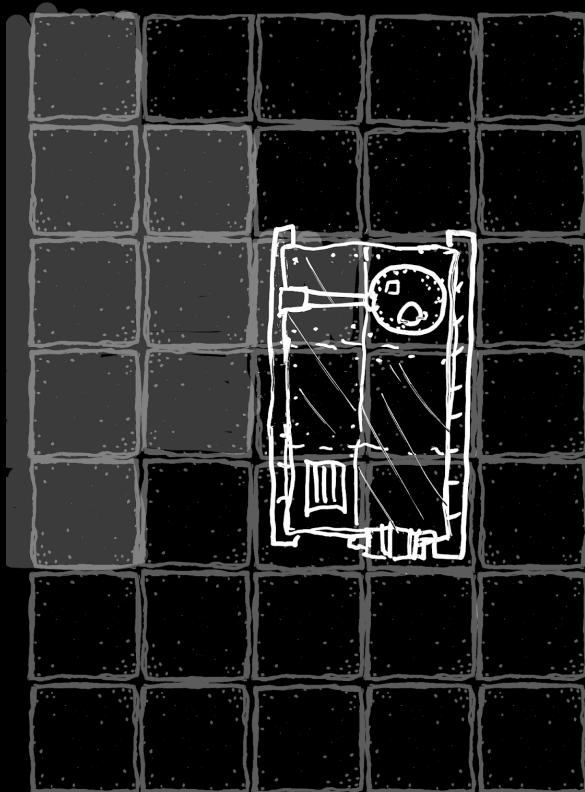
	Width	Length	Front Armour	Side Armour	Rear Armour	HP
TONK Destroyer	1	1	8	4	3	6
JagdTONKer	1	2	8	3	3	7
Assault TONK	2	1	7	4	2	7
Siege-TONK	1	3	8	2	3	8
BONKbard	2	2	7	3	2	9
Doom DONKER	2	3	7	2	2	11

- **Massive:** When you shoot at a BIG Tonk Destroyer, you do not get the bonus for being closer than 4 squares.
- **Gunishment:** Each MEGA Tonk has 1 big gunt. You choose which square it occupies on the front of your hull if your hull is more than one square wide.
 - Your Tonk will make the turning part of Move actions around that square.
 - When they turn, no part of the Tonk may cross any obstacles.
 - Your field of vision follows the same pattern as usual from the square
 - Tonk Destroyers have no turret, and cannot take Rotate Turret actions.
 - All shooting attacks by a Tonk Destroyer reduce the Target Number required to succeed by 1
 - A “Turret jammed” result on the Something Exciting Happens! table instead removes an additional Hull Point.

BIG VEHICLE NOTES



This is an example of a Heffer-TONK moving and turning about the turret, and in this example the turret is in the front right hand square of the TONK.



In the above example of the same Heffer-TONK you can see how it draws a line of sight from it's turret as if it were a normal TONK, ignoring it's own hull.

OPTIONAL RULES

*ONLY TO BE USED IN GAMES WITH 3 OR MORE PLAYERS
IF EVERYONE IS UP FOR IT (THAT MEANS YOU HAVE TO
ASK)*

OPTION 1 – EXTRA CHAOS

When you get to the last 2 vehicles in a multiplayer game, every single shot that hits automatically causes a roll on the “SOMETHING EXCITING happens” table. When a Plonk gets hit it will automatically travel 6 squares as its first action, instead of rolling a d6.

OPTION 2 – LOSERS

The person who dies first in a game can choose an upgrade from the upgrade table to start with in the next game

OPTION 3 – TREASURES

When playing in a particularly large dungeon, evenly spread out a number of Treasure Chests (equal to the number of players +1). They can be shot over but not moved over. On their turn a player may make an “OPEN” action (as one of their 3 actions) if their vehicle is in one of the 8 adjacent squares to a Treasure Chest. BUT NOT PLONKS.

When opening a chest, roll a d6.

- On an even result roll a d8 on the TREASURE TABLE.
- On an odd result roll a d8 on the MONSTER TABLE.

OPTION 4 – BARRELS

When playing in a particularly large dungeon, evenly spread out a number of Barrels (equal to the number of players +1). They can be shot over but not moved over. You may choose to shoot a barrel. They are considered to have an armour value of 2 on all sides. When you successfully hit a barrel

OPTION 5 – CHASMS

Chasms are squares that can be shot over but not moved over, apart from PLONKS. PLONKS may end their moves over chasms. No vehicle collides with a chasm and you cannot lose HP from hitting one. If you want to get spicy, make driving into a chasm INSTANT DEATH. However, BIG TONKS & BIG TONK DESTROYERS can trundle over them freely as long as there is always 1 square of the vehicle on a non-chasm square.

UPGRADES (08)

1. EXTRA ARMOUR PLATING

+1 to the armour value of one of your vehicle's faces (your choice) for the rest of the game

2. TOOL KIT

Sacrifice 1 action on your turn and use this item to restore d6 HP to your vehicle (cannot exceed starting HP) . You can only do this once per game.

3. DODGY-SHELLING FUEL

For the rest of the game you may move 1 extra square during a Move action

4. INCENDIARY ROUNDS

For the rest of the game any time you make someone roll on the "Something Exciting Happens" table the result is automatically 5. "We're on Fire Sergei"

5. TOW MISSILE

When making a Fire action you can choose to use this item. When resolving the shooting attack reduce the target armour value by 2. If you hit it causes 2HP of damage. You can only attempt this once per game and if you miss the item is wasted.

6. SMOKE GRENADES

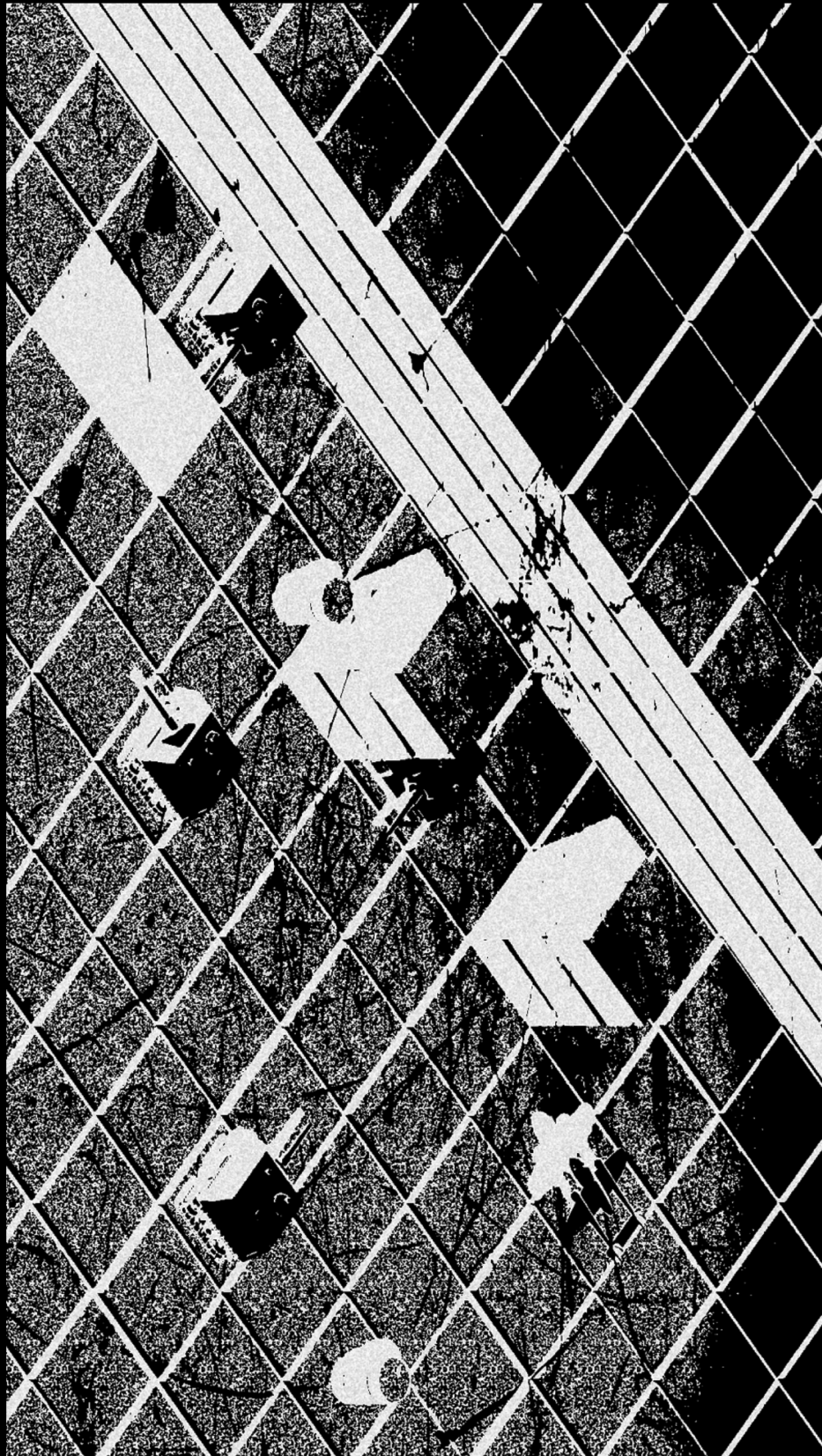
Sacrifice 1 action on your turn and use this item. You may only do this once per game. Deploy a 2 x 2 smoke cloud anywhere within line of sight of your vehicle (regardless of turret facing). The cloud can be smaller to fit around obstacles. Those squares can be moved through. For the purposes of Fire actions they count as obstructions. Use some cotton wool or similar.

7. SANDBAGS

Sacrifice 1 action on your turn and use this item. You may only do this once per game. Deploy a 2 x 1 obstacle anywhere a square adjacent to your vehicle in any orientation you wish. Those squares can be Fired over but not moved over, apart from Plonks. Players may attempt to destroy them by ramming as if they were another vehicle. Any result in which the sandbag loses the roll-off results in both squares being removed.

8. TELEPORT BEACON

Sacrifice 1 action on your turn and use this item. You may only do this once per game. Immediately move your vehicle to ANY UNOCCUPIED SQUARE in any orientation you wish.



MONSTERS (08)

Activating Monsters: Some monsters require “Activating”. This is done every time the player who discovered this monster from a treasure chest completes their turn (the ‘discovering’ player). At that point, the first player immediately to their left then Activates the Monster and controls it as per its rules (the ‘controlling’ player). When a ‘discovering’ or ‘controlling’ player is eliminated, transfer that role to the player immediately to their left.

1- YELLOW CUBE

Replace the Treasure Chest with a Yellow Cube. The Yellow Cube counts as an obstacle, blocking movement and line of sight. Any time a Vehicle starts its turn in one of the adjacent 8 squares, or moves through any of the 8 adjacent squares at any point in its turn, it loses 1HP. For the rest of the game, every time ANY vehicle is reduced to 0HP you do not follow the usual rules. Instead you replace that vehicle with a YELLOW CUBE.

Activation: N/A

2- MUNCHER

(I.e. a cave spider, giant rat, hungry goblin, killer snail,)

Replace the Treasure Chest with a MUNCHER. The MUNCHER counts as a 1 x 1 obstruction that cannot be moved through, shot through, or rammed. It can be shot at assuming it has an armour value of 5 and 1HP. When at 0HP it is removed from play. Should a MUNCHER try to move into a square occupied by a vehicle, that vehicle will lose 2HP.

Activation: Moves 4 squares towards the nearest vehicle.

3- ZOMBIE TONK

Replace the Treasure Chest with a ZOMBIE TONK, which is a TONK but with 4HP.

Activation: 1 Normal action as if it were a TONK

4- ATONKIC BOMB

Replace the Treasure Chest with an ATONKic bomb. This can be shot over but not moved through. It is ticking. When it explodes, any vehicle within 7x7 squares (centred on the bomb) automatically loses 4HP. This damage zone is not blocked by obstructions or the edge of the playing space.

Activation: Roll a D6. On a result of 1 the bomb explodes.

5- SHOOTER

(I.e. a Skeleton archer, a grumpy wizard, a conscript with a bazooka)

Replace the Treasure Chest with a SHOOTER. The Shooter counts as a 1 x 1 obstruction that cannot be moved through, shot through, or rammed. It can be shot at assuming it has an armour value of 5 and 2HP. When at 0HP it is removed from play. It cannot move. It can make shooting attacks in any direction and reduces the target number by 2.

Activation: *Shoot at a target of your choice within line of sight.*

6- ROBO-TONK

Replace the Treasure Chest with a ROBO-TONK, which is a TONK Destroyer but with 3HP.

Activation: *2 Normal actions as if it were a standard vehicle, but it must remain within 6 squares of the location at which it was discovered.*

7- THE BLOB

Replace the Treasure Chest with THE BLOB. The Blob counts as an obstacle, blocking movement and line of sight.

Activation: *The blob grows - Add 2 more blobs to adjacent unoccupied squares to any already occupied by the Blob.*

8- DOPPELTONKER

Replace the Treasure Chest with THE DOPPELTONKER. This is a copy of the vehicle that discovered the DoppelTONKER in the Treasure Chest (vehicle type, any upgrades, remaining HP)

Activation: *2 Normal actions as if it were a standard vehicle.*