

TANK ASSAULT

SCENARIO GUIDE

OVERVIEW AND OBJECTIVE

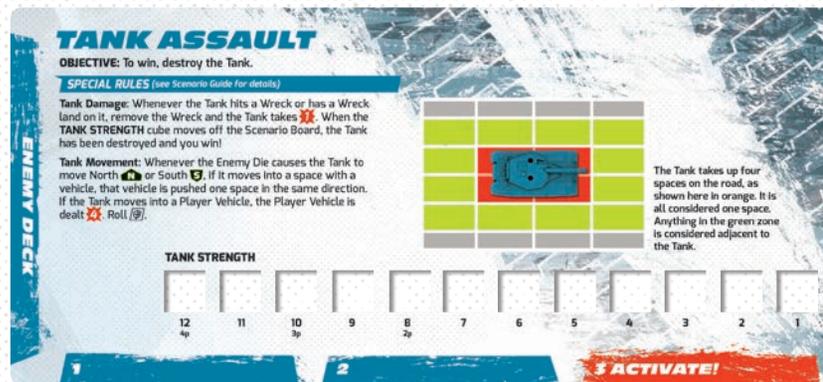
Dangerous mercenary Owen Shaw has stolen a top secret computer chip from a military convoy, and plans to use it to create a deadly device. He is currently escaping in a tank on a highway in Spain. Your team must destroy the tank by forcing it to drive into wrecked enemy SUVs, wearing it down and stopping Shaw in his tracks.

The team wins if the Tank is destroyed. This occurs when the Tank Strength cube moves off the right side of the Scenario Board.

The team loses if the Level 3 Stunt card moves off the West side of the Road Board during an End of Round.

SETUP

Follow the **SETUP** on page 4 of the Instructions, using the Tank Assault Scenario Board and Tank Assault components for steps 6–12.

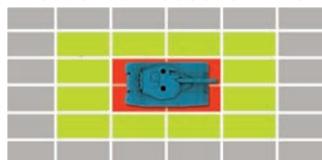


Tank Assault Scenario Board

MAIN ENEMY VEHICLE: THE TANK

SPACE OCCUPATION

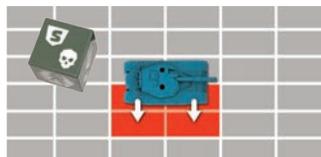
The Tank takes up four spaces on the road, as shown here in orange. It is all considered one space. Anything in the green zone is considered adjacent to the Tank.



The Tank has two slots for pegs. If any peg moves onto the Tank, insert it into either slot. Only one Enemy Peg may be on top of the Tank at a time.

TANK MOVEMENT

The Tank is the Main Enemy Vehicle of this scenario. Move the Tank North or South when  or  is rolled on the Enemy Die. The Tank moves one road space, half the width of the full Tank space, as shown.



EXAMPLE: You roll  on the Enemy Die. Move the Tank one space South, then resolve the Enemy cards.

If any vehicle occupies a space the Tank moves into, that vehicle is pushed one space in the same direction. If there is a vehicle on the other side of that vehicle, it is pushed as well. Any Player Vehicle **directly** pushed by the Tank is dealt  and rolls .

If the Tank moves into a Wreck, it takes  and the Wreck is removed. If the Tank pushes another vehicle into a Wreck, the Wreck is removed (no damage is dealt).

If there is no space for pushed vehicles to move into, the Tank does not move and does not hit Wrecks or deal damage to Player Vehicles.

TANK FIRES!

When **TANK FIRES!** is revealed on an Enemy card, each Player Vehicle within three spaces of the Tank, but **not** adjacent to it, is dealt  and rolls . Any Player Vehicle adjacent to the Tank is safely under the turret and is not dealt damage.

DAMAGING THE TANK

Setting up the Tank to run into Wrecks is the main way to damage the Tank. Every time the Tank hits a Wreck, it takes , whether it is caused by the Enemy Die, an Enemy card, or Road Maintenance.

END OF ROUND

During Road Maintenance, when moving Wrecks West, if the Tank hits a Wreck, the Wreck is removed and the Tank takes . Lower the Tank Strength by 1.

TIPS AND STRATEGY

- ◆ Use the Force action to position Enemy SUVs in front of the Tank, then use the Ram Enemy SUV action to turn them into Wrecks. At the end of each round, any Wrecks within four spaces in front of the Tank will fall back and smash into the Tank to damage it!
- ◆ Keep your eye on Stunt cards as many of them offer alternative ways to damage the Tank. In addition, successfully performing Stunt actions earn you more Boost tokens!

FREQUENTLY ASKED QUESTIONS

Can I use a Ram Enemy SUV action or a Force action to damage or move the Tank?

No.

If the Tank moved and pushed another vehicle into my Player Vehicle, does the Tank deal damage?

No.