

PANZERLAND

MIK II



PANZERLAND MKII

PANZERLAND MK II

is a tabletop miniature tank skirmish game for 2, 4 or 8 players.

Each player navigates 1 tank with its crew while trying to achieve his mission.

General requirements

A gaming area, 3'x3'

As much terrain as desired (Recommended but not limited to: 3-5 pieces, 3"-4" diameter each)

Attack Dice: 1 black die, 1 white die (or 2 dice of any colour as long as you can tell them apart)

6 Dispensers (Markers with the numbers 1-6)

6 Depleted Markers

6 Ammunition Markers

Individual requirements

1 Miniature tank per player with rotating turrets (15mm scales work best, 28mm scale is fine, too)

1 6-sided die

2 Ammunition markers (abbreviated AM)

Setup

Players take turns setting up the terrain however they like. Also, they agree upon which piece of terrain is considered passable and which piece of terrain can provide cover.

Then players take turns placing the dispensers.

Dispensers have to be placed in a way each tank can get into contact with a Dispenser.

Players place their tanks in opposing corners.

Next to their tank they place 1 die showing the 6-face. That's the "Hull Die" showing the number of Hullpoints the tank has got.

The Hull Die always moves alongside the tank.

Each tank starts with 1 AM.

When playing with 4 or with 8 players, players may build teams of 2 tanks each.

Each team starts in one corner.

Last but not least, pick a mission to play (see the other side for details).

This Sheet

----- Mountain Fold

..... Valley Fold

Turn order

A turn has got 3 phases:

- Initiative

- Action

- Upkeep

Initiative

Players roll their dice to determine order of acting during the Action phase.

Order goes from highest to lowest result. Reroll ties vying for a certain position.

Action

During this phase with his tank a player may either ADVANCE or ATTACK.

ADVANCE

If at the beginning of an ADVANCE action a tank does not have any AM, the player now receives 1 AM for his tank.

A player then moves his tank in a straight line forwards or backwards a distance of up to his Hull Die's score in inches.

Before, during or after moving he may turn the tank once by up to 90° into any direction.

Additionally he may turn the tank's turret by 90° into any direction.



ATTACK

A player may move his tank in a straight line a distance of up to half his Hull Die's score in inches.

If the tank moves, it does NOT get to turn during an ATTACK action.

Either before or after moving, the player may turn the tank's turret by 90°.

Also either before or after moving, if an opposing tank, that is at least 1" away, now lies within line of sight and inside that firing arc (see fig. 1) with the turret's weapon systems inside and the tank does have at least 1 AM, the active player removes 1 AM and rolls the Attack Dice for an attack.

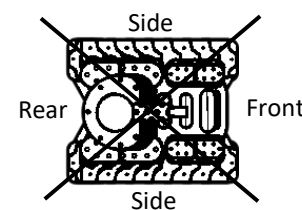


Fig. 1 – firing arcs

The attacking player then checks, which side of a tank he can actually hit out of his firing arc and checks the score needed to equal or beat by adding both Attack Dice together:

Front: 10 | Side: 9 | Rear: 8

Whenever more than 1 side could be hit, the tank targets the side that is easier to hit.

If the attacking player did not move his tank for the ATTACK action, he receives a +1 to his result, if the attacked tank is at least partially behind cover, he receives a -1 to his result.

If the required result (see above) has been scored, the attacked tank has been hit and reduces his Hullpoints by 1. As soon as the last Hullpoint has been removed, that tank is destroyed. If more than 2 players play, leave the model in play but treat it as impassable terrain providing cover.

As long as a tank does not have at least 1 AM, the tank cannot perform an ATTACK action.

(Well, it can, but as it cannot shoot, an ADVANCE action is more advisable.)

Credits

Cover artwork:

Sunset by Wikimedia Commons

Tank Silhouette by Grafindo Desain

Tank in fig. 1 by "Alucard"@Open Game Art

The cartoony tanks have been generated via A.I.

Deal with it ☺

Thank you...

 [@apocrypha_now](https://www.instagram.com/apocrypha_now)

for the initial inspiration for
PANZERLAND

 [@rekrom](https://www.instagram.com/rekrom)

for providing the ideas for
PANZERLAND MK II

PANZERLAND MK II

V.07.2023

has been brought to you by

CatZeyeS



Entertainment

Kai Bettzieche

Visit us:

www.catzeys.de

<https://linktr.ee/catzeys>

Dispenser

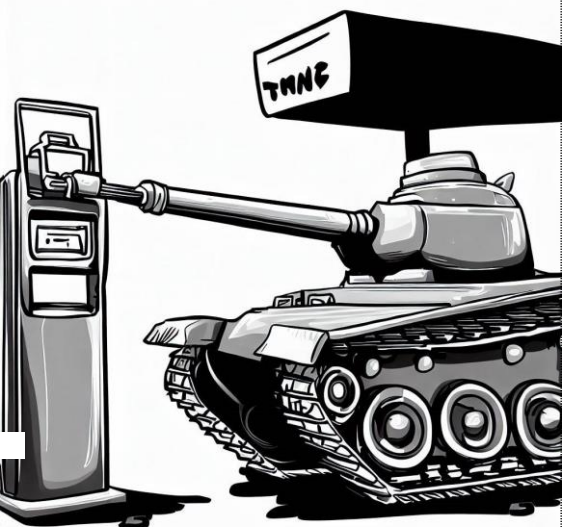
If after an ATTACK action or an ADVANCE action a tank ends its movement in contact with a Dispenser, the player rolls a die:

1-3: This tank now receives one additional AM from his Individual requirement markers. This way, a tank can have 2 AM. However, a tank can never have more than 2 AM at any point of time!

4-6: The player can immediately do one of the following actions:

- repair a broken chain
- recover 1 lost Hullpoint (up to the maximum of 6 Hullpoints)
- recover a lost crew member (read: from now on, if this tank receives another result of *Crew hit* – see **Special Damage** for details – treat the tank as if no *Crew hit* result has occurred yet).

In any case place a Depleted Marker next to the Dispenser. As long as the Depleted Marker is in place, a tank ending its movement in contact with the Dispenser does not get to roll a die as described above.



Upkeep

When each tank has acted, the Upkeep phase starts.

During Upkeep, Dispensers can get a REFILL or deploy a MINE.

Depending on the Mission played, other things can happen during Upkeep, too.

Any one player rolls a die.

Check the Dispenser with the number rolled.

If the Dispenser does not have a Depleted Marker assigned to it, nothing happens. If the Dispenser, is empty, though, check again:

If there is at least one tank within 1" to that dispenser, that Dispenser deploys a MINE at its position, otherwise the Dispenser receives a REFILL.

MINE

Each tank at least partially within 1" loses 1 Hullpoint and nothing else happens.

REFILL

Remove the Depleted Marker. From now on, a tank ending a movement in contact with the Dispenser gets to roll a die again.

Missions

Decide on a mission or let a die decide, if you as the players cannot agree.

1. Last Tank Standing

Eliminate all opposing tanks. The last tank or the last team with at least 1 tank in play wins.

2. Capture The Flag

During Setup, players place a flag token in their starting corner. A tank moving across a flag token, picks it up. The first tank to move an opposing flag into his own starting area, wins. If a tank gets eliminated, it drops all flags carried at its current position.

A player with an eliminated tank uses the next Upkeep Phase to place his tank back in his starting corner.

Missions (continued)

3. King of the Hill

During Setup, players place 1 marker in the centre plus 4 markers between the central marker and each corner. Crossing a marker, a tank can claim 1 marker for himself/his team. The central marker is worth 2VP, the others 1VP each. During Upkeep, a tank / a team having claimed markers worth 4VP all together, wins.

A player with an eliminated tank uses the next Upkeep Phase to place his tank back in his starting corner.

4. Escort

Play with 2 teams. When played with 2 players, each player gets to play 2 tanks. One team gets to select 1 of their tanks: This is the tank that needs to reach the opposing corner in order for that tank's team to win. The other team has to prevent that tank from reaching their corner in order for their team to win.

5. Control Points

Each player places 2 control points (use barrels, chests markers – anything can represent a control point) anywhere inside the gaming area. Each tank has to touch each control point once, then it has to leave via the corner it entered the gaming area. The first tank to fulfil this requirement wins.

6. Stand your ground

Play with 2 teams. When played with 2 players, each player gets to play 2 tanks. During Setup, place 2 markers: 1 in each corner that is NOT a player's starting corner. If a player crosses such a marker, he claims the marker for his own team. During Upkeep, a tank / a team having claimed both markers, wins.

Special Damage

If during rolling the Attack Dice for an attack the black die rolls a 6, the opposing tank receives an automatic hit and loses 1 Hullpoint. Additionally refer to the following table to see what else the tank hit receives:

1: 1 Damage	4: 1 Damage + lose 1 AM
2: 2 Damage	5: 2 Damage + lose 1 AM
3: 3 Damage	6: BOOM (see below)

If during rolling the Attack Dice for an attack the white die rolls a 6, the opposing tank receives an automatic hit and loses 1 Hullpoint. Additionally refer to the following table to see what else the tank hit receives:

- 1: Left chain broken – the tank cannot turn to the left any more.
 - 2: Right chain broken – the tank cannot turn to the right any more.
- (If both chains are broken, the tank cannot move at all any more, but may still attack.)

3: Crew hit – During an ADVANCE action the tank may either turn itself or the turret. If this result is scored a 2nd time, the tank's entire crew is eliminated. The tank's player is out of the game. The model remains in game and is treated as impassable terrain providing cover.

4: Weapon System hit: On his next Action phase the tank can not perform an ATTACK action. During the hit tank's next Action phase, however, the crew repairs the weapon system, so it becomes available again for consecutive Action phases.

5: Engine hit: On his next Action phase, the tank can not perform an ADVANCE action. Also, neither can it move during an ATTACK action, nor does it receive the +1 to the result for not having moved. During the hit tank's next Action phase, however, the crew repairs the engine, so it becomes available again for consecutive Action phases.

6: BOOM: The attacker has hit something critical. The entire tank blows up and does not participate in the battle any more. The tank's player is out of the game. The model remains in game, and is treated as impassable terrain providing cover.