

TANK ROBBERY

A role-playing game about a team of **SPECIAL OPS** animals stealing a **TANK**
a hack of **Grant Howitt's *Honey Heist***
by **Andrew J. Young**

*You are an animal living in dangerous times.
Humans have encroached on your home. Again.
You've fought tooth and nail, but they just keep pushing forward.
You've had enough. Desperate times call for desperate measures.
You're putting together a squad for the most daring mission you can imagine.
You're going to steal a tank.*

Character creation

Roll a six-sided die (d6) on each of these tables to create your character. Then name your character.

Animal

1. Snail
2. Tortoise
3. Armadillo
4. Hermit Crab
5. Snapping Turtle
6. Clam

Special ops training

1. Sharpshooting
2. Infiltration
3. Heavy Weapons
4. Demolitions
5. Cyber Warfare
6. Strategic Command

Mindset

1. Naïve
2. Cynical
3. Nervous
4. Arrogant
5. Dejected
6. Vengeful

Accessory

1. Top Hat (or) Beret
2. Scarf (or) Ascot
3. Goggles (or) Monocle
4. Bangles (or) Hoops
5. Cape (or) Trenchcoat
6. Roll twice more

Stats

When you start the game, your character has 3 points in both stats: **Withdrawn** and **Naked**.

Withdrawn: Use this stat when your actions involve deception, caution, or subterfuge.

Naked: Use this stat when your actions involve flashiness, brashness, or face-to-face conflict.

Playing the game

Any time you take an action that has consequences, determine whether it is a **Withdrawn** action or a **Naked** action. Roll a d6. (If the action involves your special ops training, roll twice and use the lowest result.) If the result is less than or equal to the relevant stat, you succeed. If not, you fail.

When you succeed at an action, add 1 point to the relevant stat (and subtract 1 from the other stat).

You can move 1 point from **Withdrawn** to **Naked** by confessing something you like about humans.

You can move 1 point from **Naked** to **Withdrawn** by reciting a monologue about your shell.

If your **Withdrawn** stat ever reaches 6, you retreat entirely into your shell and close it. Forever.

If your **Naked** stat ever reaches 6, you (painlessly) leave your shell behind and join the humans.



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Running the game

Playing a game of *Tank Robbery* requires one participant to be the gamemaster (GM). The GM's job is to set the scene for the elaborate theft of the tank, decide what kinds of defenses are in place to prevent exactly such a theft, and to play the roles of all of the nonplayer characters (NPCs).

To that end, here are a bunch of tables for the GM to roll on, choose from, or be inspired by.

Scenario setup (GM only)

Before you begin playing, roll a d6 on each of these tables to establish the scenario. Only reveal the information that the players know as they learn it. For example, they aren't likely to know what the human boss's quirk is when they first begin, but they probably know the terrain and headquarters.

Terrain	Human headquarters	Human boss's quirk	Weather conditions
1. Rural farmtown	1. Big red barn	1. Loves driving tanks	1. Heavy rain
2. Bustling metropolis	2. Concrete bunker	2. Taxidermy hobbyist	2. Thick fog
3. Sparkling lake	3. Tall office building	3. Writes awful poetry	3. Galeforce winds
4. Towering forest	4. Series of large tents	4. Does close-up magic	4. Blinding blizzard
5. Mountain tundra	5. Ancient castle	5. Can talk to animals	5. Total eclipse
6. Giant soundstage	6. Repurposed zoo	6. Is a bear in disguise	6. Double rainbow!

Extra details and twists (GM only)

When you want to add details to the scenario (or throw in a twist), roll a d6 on these tables.

Special defenses (x2)	Secret danger	The tank	Final encounter
1. Trained attack dogs	1. Air support inbound	1. It can fly.	1. Bazooka squadron
2. Heavy guard patrols	2. Rival animal mercs	2. It is just a hologram.	2. Boss in a mech suit
3. Deadly laser grids	3. It's a trap!	3. It is sentient.	3. Another, bigger tank
4. Giant crystal dome	4. Unstable reactor	4. It needs repairs, fast!	4. Cyborg battle-bear
5. Motion-tracker cams	5. Unknown gas leak	5. It is wildly outdated.	5. Confederate ghosts!
6. Team of teenage mutant ninja _____ (d6 on animal table)	6. Hunter tracking down one of the player characters	6. It is actually a robot that needs X pilots. (X = players + 1)	6. Tank's self-destruct sequence activated: "T minus 60, 59, ..."

Thanks to the fantastic Grant Howitt for writing the inspirational *Honey Heist*.
For more of Grant's brilliant role-playing games, visit rowanrookanddecad.com.
For more of my role-playing games, visit thatonegm.weebly.com.