

# SPECIAL PIECES

Despite being an abstract game, Tank Chess derives from a realistic game called Panzer Strike and all the pieces in the game have characteristics similar to some existing armoured vehicles. However, during the campaign on Kickstarter, we added some pieces that we have singled out because they don't have the a realistic background. In reality, the Armed off-road vehicles (AO) don't have anything going for them in tank battles, and Ultra Heavy Tanks (UT) have never been built.



Ultra-heavy Tank (UT)



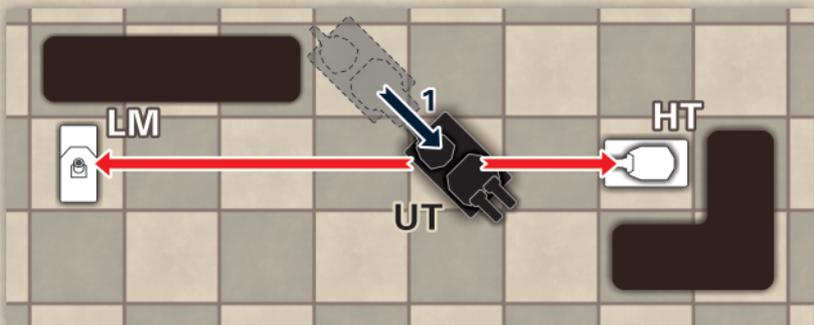
Armed Off-road vehicle (AO)

		MAX SPEED	ARMOUR	GUN	SHOOTING DIRECTION	RANGE
 ULTRA-HEAVY TANK UT	 UT	1	V - IV - III	V		2+
				III		2+
 ARMED OFF-ROAD VEHICLE AO	 AO	7*	0 - 0 - 0	I		2-5

\* Cannot rotate in place.

## ULTRA-HEAVY TANK

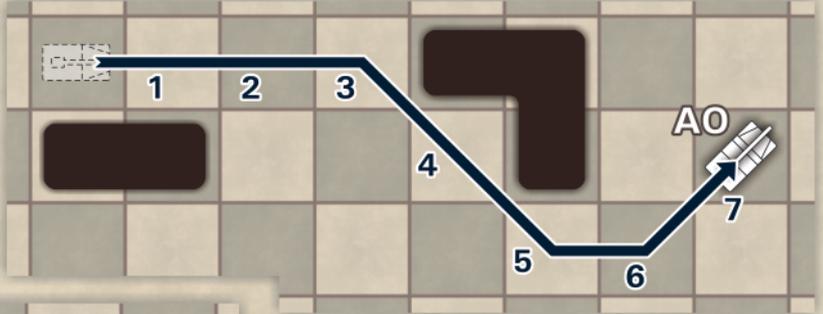
The Ultra-heavy Tank (UT) is the strongest and the slowest vehicle. Its max speed is only 1 and its armor values are **V**, **IV** and **III**. On the front, it has a turret with a double-barreled gun that shoots in three directions and has a value of **V** and in the back there is a smaller turret with another cannon (**III**) that shoots in three directions backwards. Like the Twin-gun Tank, the UT can also shoot at two targets simultaneously. On top of that, being a heavy means that it can destroy tree-type obstacles.



## ARMED OFF-ROAD VEHICLE

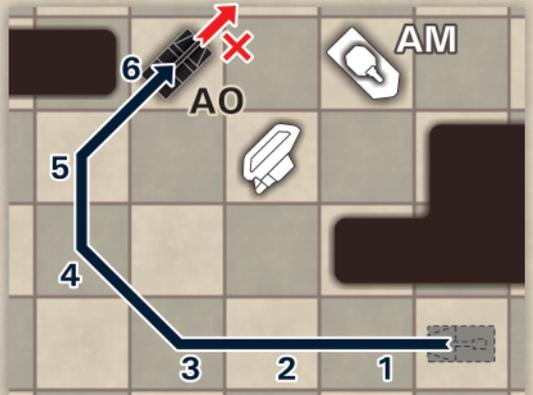
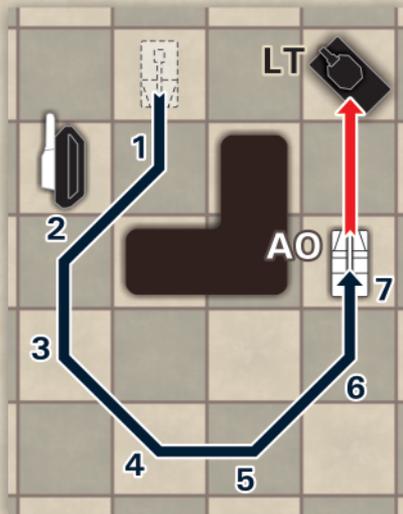
The Armed Off-road vehicle (AO) is the fastest piece in the game (max. 7 speed). The AO movement is different from the other pieces: it does not lose movement steps due to turning. Because of this, an it can move even further, but at the same time it cannot rotate in place. Therefore, in each step this piece can move to a square that is right in front or to the squares that are left or right to that square.

In the following pictures you can see some examples:



When moving backwards, just like any other piece, Armed Off-road vehicle can only move once to the square that is right behind. But in this situation it may also turn at 45 degrees simultaneously (left or right).

The AO does not have any armour (0, 0, 0), and it has a recoilless gun that can shoot only right in front due to the mounting. The gun is weak (it has a value of 1) and its range is limited to 5 squares (even though it cannot shoot over obstacles), which is another distinctive feature. In the following pictures you can see this firing mechanic:



In the picture on the right, Black's AO can't destroy White's AM because of its inability to rotate in place.