

TANK CHESS

EXPANSION

FUN SET

In the game Tank Chess there are five types of tanks and two basic boards, with the addition of empty gridded boards to allow creating countless schemes using obstacles. All in all, with the Tank Chess main game only, the challenge and diversity are guaranteed long-term, but for the players who want to go an extra mile, there is the Fun Set expansion. It contains additional elements as well as new schemes.

All the basic rules of the game remain the same, with only some new features and possibilities being introduced. With these additional elements, Tank Chess reminds a little bit of some realistic war games, but the essence of the game still remains the same: outsmarting your opponent by carefully positioning and maneuvering your pieces.

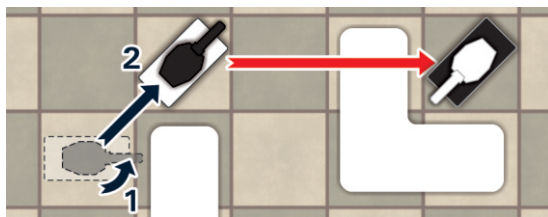
THE CONTENT

- Five new types of obstacles: 6 Low obstacles (white), 16 Water obstacles (transparent blue), 12 Hedges (transparent green), 12 Mud obstacles (transparent yellow) and 20 Trees (green markers);
- 14 new types of vehicles (44 in total);
- Two types of mines: 10 Land mines (red markers) and Remote Controlled mines (two notepads for writing down their coordinates);
- 2 reference sheets with characteristics of all tanks;
- A brochure with additional schemes.

NEW OBSTACLES

In the Basic set, the obstacles represent high buildings through which tanks can neither pass nor fire. In reality, there are obstacles that can't be traversed, but can be shot over them, as well as some obstacles that can be destroyed by passing right through them, so there are obstacles in the Fun Set that represent those types.

LOW OBSTACLES can be some walls, trenches, etc. through which tanks cannot pass. Due to their small height, all types of tanks can fire over them.

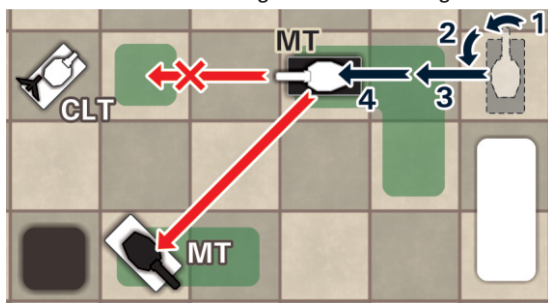


WATER OBSTACLES (rivers, lakes, canals) are also impassable for almost all tanks (except Amphibians), but firing over them is possible for all types of tanks. If they want, players can deliberately move any tank into the water and sink it (the piece is removed from the board).



HEDGES (representing tall bushes or shrubs) have opposite properties than low obstacles. All the vehicles can pass over hedges, but no tank can shoot through them as they block the view if at least one of the squares in between the tank that fires and the target contains a hedge. However, mortars and howitzers can shoot over them normally. Hedges cannot be destroyed (they spring back after a tank has moved through).

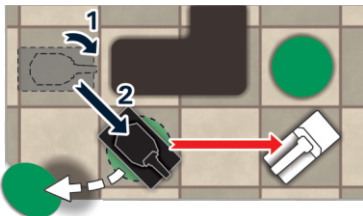
In the picture below: Black's tank can shoot at White's MT, but cannot shoot at the White's CLT because of the hedge in the line of sight.



MUD doesn't affect shooting in any way; however, it slows down all tanks: when a piece reaches a square with mud on it, it stops immediately. Moreover, while a piece is on squares with mud, it can make only one step per turn (one square forward, backward or one rotation for 45°).



TREES are obstacles that cannot be passed nor shot over. However, Super-heavy and Heavy tanks (including Heavy Bulldozers) can knock down trees by simply stepping over such obstacles. When a tree is destroyed, the vehicle that destroyed it cannot move further during the same turn, but it can still shoot. The correspondent tree marker is then removed from the board and the obstacle no longer exists. In the next turn, the vehicle involved can move normally.



NEW PIECES

In addition to the tanks whose main purpose is to fight, the Fun Set also includes pieces that have some specific role (removal of mines, pushing destroyed tanks, crossing water obstacles, etc.). All the characteristics of the different types are shown in a separate table (reference sheet).

- **Super-heavy Tank (ST)** has the strongest armour (IV, III, II), very strong gun (IV), but the lowest speed (max. 2). It progresses very slowly, but it's almost indestructible.

- **Tank Hunter (TH)** has weak armour (0, 0, 0), but it's very fast (max. 5) and has a decent gun (II). It can be very effective hunting down the opponent's Command Tank.

- **Assault Tank (AT)** has mediocre speed (max. 4) and gun (II), but a strong frontal armour (III, 0, 0). There is no rotating turret so it can shoot only at the targets that are straight ahead.

- **Amphibian (AM)** has bad armour (0, 0, 0) and a modest gun (I), but high top speed (max. 5). This is the only vehicle that can pass over water obstacles.

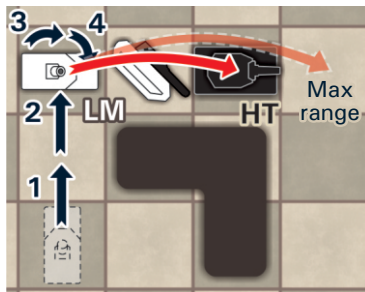


If the Amphibian is destroyed while on the water surface - the piece is removed from the board (it sinks so it doesn't become an obstacle).

- **Recon Tank (RT)** has the highest speed (max. 6), but weak armour and gun (0, 0, 0; I). It can be very useful in the role of the Command Tank or in the pursuit of the opponent's Command Tank.



- **Light Mortar (LM)** can shoot over obstacles at a short range, at only 2 or 3 squares of distance. The armour is poor (0, 0, 0), but the speed is very decent (max. 4). Unlike the Heavy Mortar, it has a weak gun (II), but it is still dangerous for all targets in cover. It can only shoot straight forward.

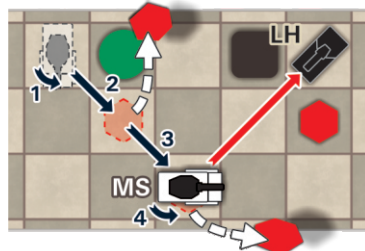


- **Heavy Howitzer (HH)** has poor armour (I, I, 0) and a low speed (max. 2). However, the gun is powerful (IV) and it can shoot over obstacles at a great distance (7, 8 or 9 squares). It's most useful when it's in the back line.

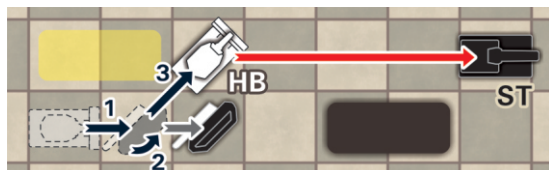
- **Light Howitzer (LH)** can shoot over obstacles, and it's limited to shooting straight forward and at a distance between 5 and 7 squares. It has basically no armour (0, 0, 0), its max. speed is 3 and the gun value is also III.



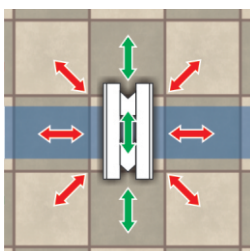
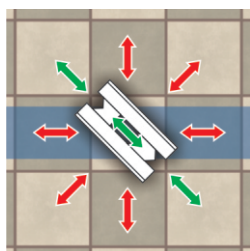
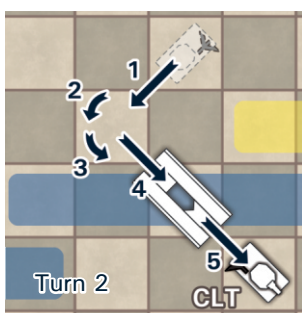
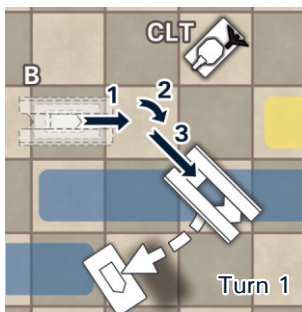
- **Minesweeper Tank (MS)** is a medium tank with a mine flail that can destroy land mines by simply passing through the squares with mines. The markers of the destroyed mines are removed from the board. In one turn, MS can sweep several squares with mines. It can shoot like all other medium tanks, but the side armour is a bit weakened (II, 0, 0), to compensate the weight of the mine flail.



- **Heavy Bulldozer (HB)** is a type of heavy tank equipped with a blade for pushing the destroyed tanks. It can push all destroyed tanks apart from the Super-heavies. It can also fight (III level gun), and its side armour is weaker due to the additional weight of the blade (III, I, I). It may only push a single destroyed tank per turn, up to a maximum of 3 squares (max. 3 speed). Pushing is limited to one direction only: straight ahead. If the destroyed piece falls into the water, then it gets removed from the board (it sinks).



- **Bridge tank (B)** is one of two pieces that have no gun, so it cannot fight. It has a support role – it provides a way for other tanks to cross the water obstacles (narrow rivers or canals). By coming to a square with a water obstacle, the piece is separated in two parts. The lower part (the hull) is removed from the board, while the upper part (the bridge) is placed onto this square. From that point, all the pieces (even the opponent's ones), except for the Super-heavies, can use that bridge to cross the water barrier. To do so, the vehicles must approach the bridge in a straight line, and while moving on the bridge, the pieces must move forward or backward (no rotating in place allowed). Once installed, the bridge cannot be moved nor destroyed.



- **Recovery vehicle (R)**. In addition to the engineering tank that carries the Bridge, this is the second type of vehicle that does not participate in fighting. Its task is to repair destroyed friendly tanks. The repairing sequence goes like this:

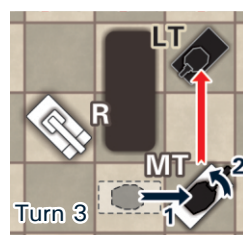
1) In the first turn, R takes a position so that the destroyed friendly tank is right in front of it;



2) In one of the following turns (it does not have to be the next one), the affected tank is repaired. The repaired tank is turned back on its tracks. For this action, the whole turn is spent (no other move with any of the pieces can be made);



3) From that moment on, the tank is repaired and it can join the battle again.



Recovery vehicle has no gun nor armour (0, 0, 0), and its max. speed is 4.

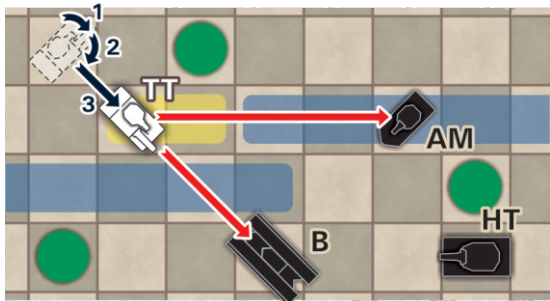
Optional rule: The players can agree on the possibility to repair enemy units, commandeer them that way and use them as their own from that point. If that's the case, the repairing procedure is the same as above, and the only change is that a flag must be placed on the repaired tank after it's put back on tracks in order to show that it fights for the opposite side.

- **Rocket Launcher (RL)** is a rocket system mounted on a half-track vehicle. It has a max. speed of 3 and weak armour (0, 0, 0). Unlike all other combat units, RL has no gun, but rockets that come with some different properties. This vehicle can shoot twice in one turn, and potentially destroy two targets! It shoots only straight forward, it can shoot over obstacles and other pieces, and its range is between 4 and 6 squares.



The rocket strength is **V** (the strongest weapon alongside the gun on the Heavy Mortar).

- **Twin-gun Tank (TT)** is a type of medium tank (armour II, I, 0 ; max. speed 4) that has two guns. The main gun has a value of II and shoots only straight forward, while the other (value I) is mounted on a small turret that can rotate and therefore fire in three directions. That way, it can shoot at two targets simultaneously.



MINES

- **LAND MINES** are represented by red markers, each one taking up one square. No tank can pass over a land mine without getting destroyed, with the exception of the Minesweeper Tank (as already shown), but all tanks can shoot over it. Land mines can be placed as an addition to the Basic setup or any other scheme of obstacles and must be arranged on the north and the south sides respecting the rule of central symmetry.

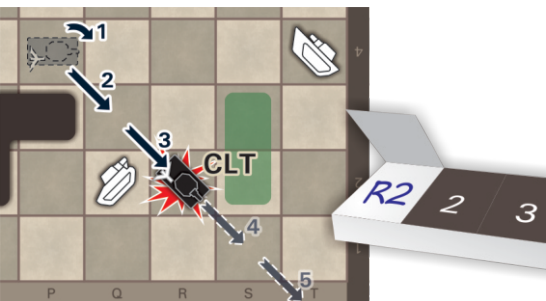
There is an option that gives each player the possibility to set up a few (up to 5) mines on the squares of their own choice within their own half of the board. In that case, the mines don't have to be placed symmetrically.

It's logical that, in most cases, intentionally destroying your own tank to a mine won't be a good move, but in some situations the destroyed tank (with the plastic piece flipped on the side) can provide a useful cover for other units.



- **REMOTE CONTROLLED (RC) MINES** aren't represented with markers. Instead, each player has a notepad where they can write the coordinates of 3 squares on their half of the board that will contain the RC mines, which aren't visible to the enemy.

When an opponent's tank comes to a noted square (at any moment during movement), a player who set up the mine has the option to activate it. If they decide to do so, the coordinates must be shown to the opponent (of the activated mine only). The destroyed piece is then turned to the side and remains on that square.



However, if the player does not want to activate the mine, they are not required to show the coordinates from the notepad. This decision is logical because the player could be waiting for a more valuable opponent's piece.

If an opponent's piece ends its movement on a RC mine and the player decides not to activate it - the first next opportunity to activate it is when (if) the opponent moves the piece again.

BROCHURE

As many as five new types of obstacles from the Fun Set provide immense opportunities for creating different obstacle schemes. While with the obstacles within the basic set the majority of custom schemes represent an urban environment, it is possible to design the most diverse battlefields and environments using the obstacles from the Fun Set. In the Brochure, there are the schemes we have prepared for this release, and we expect our players to send their schemes to the email tank.chess.game@gmail.com. We will put all the received schemes to the test and if they are good, we'll publish them on our website www.gamesforsage.com, and the best of them will be part of the next printed edition of the brochure.

