

# Changes in Fun Set

If you have the old version of Fun Set, this paper informs you about the changes in the new version, most of which are adjustments of vehicle characteristics:

- Assault Tank is now called **Assault Gun** and has a stronger gun: **III** (it was previously only **II**). Other characteristics remain the same.
- **Heavy Bulldozer** has changed armor: **III – II – 0** (previously the side and rear armor was **I**).
- **Light Howitzer** has a better speed: **4** (previously 3), and broader firing range: **4 to 7** squares (it was 5 to 7).
- **Heavy Howitzer** also has improved speed: **3** (it was 2), and extended firing range: **5 to 9** squares (it was 7 to 9).
- **Rocket Launcher** has extended firing range: **3 to 6** squares (previously was 4 to 6).
- **Recovery Vehicle** has improved armor: **I – I – 0** (previously was 0 on all sides).
- **Bridge Tank** has a better speed: **4** (previously was 3), and has the ability to relocate after entering water:

If no vehicle is currently on the bridge, a Bridge Tank can exit the water (the hull part is reattached with the bridge part), by moving a single step forwards or backwards (it cannot rotate in place while in water). In the next turn, it can move normally on land, and deploy on another place. While outside the water, it can be destroyed.