

1. City River (v2)

The river flowing through the center of the city significantly restricts movement, with only a few 'bridges.' Using the Bridge Tank to open an additional attack route can be key for victory.

Pieces

16×16:

Υ CLT

≈ AM ×2

⋈ TH ×2

◇ MT ×2

□ HB ×2

⌘ B ×1

Σ: 10

20×20:

Υ CLT

≈ AM ×2

◇ MT ×2

□ HT ×2

⌘ HB ×1

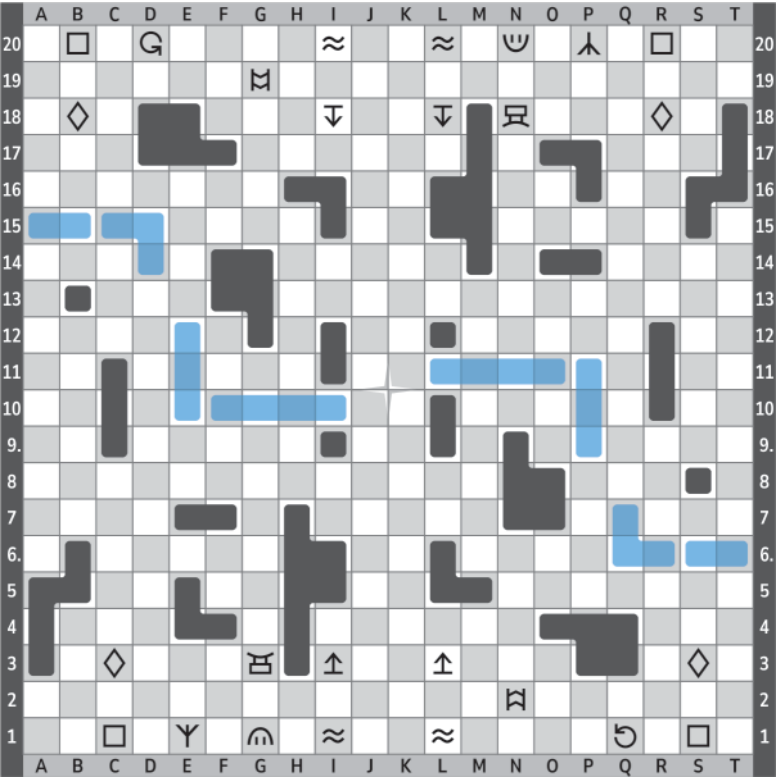
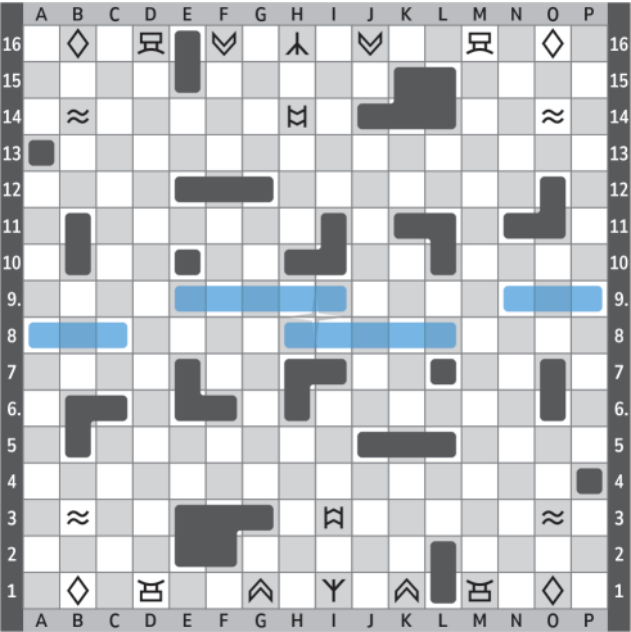
⋈ AG ×2

⌘ LH ×1

⌘ B ×1

⌘ R ×1

Σ: 13



2. Ruins (v2)

The battle takes place around the ruins of a fortress, with the Heavy Tank taking the role of the Command Tank.

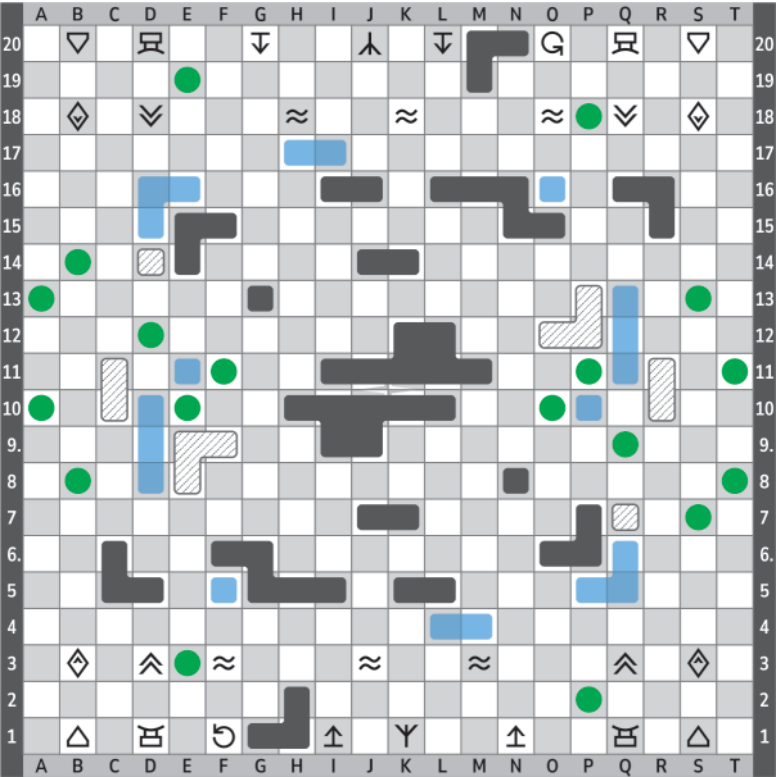
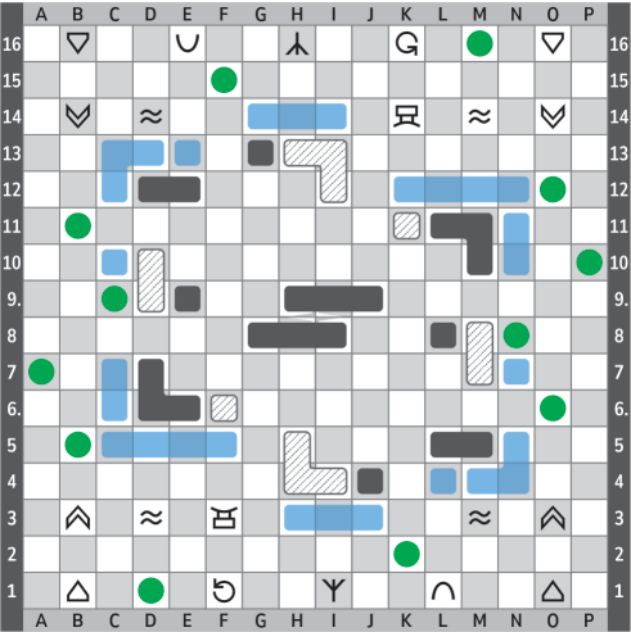
Pieces

16×16:

- Y CHT
- HB ×1
- ≈ AM ×2
- ⋈ TH ×2
- △ TD ×2
- ∩ LM ×1
- ⤿ R ×1
- Σ: 10

20×20:

- Y CHT
- HB ×2
- ≈ AM ×3
- ⋈ LT ×2
- ◇ TT ×2
- △ TD ×2
- ⤿ AG ×2
- ⤿ R ×1
- Σ: 15





### 4. Creeks

To advance, all tanks have to pass through mud or use the Bridge Tank to cross the water. Either way, movement across the battlefield must be planned carefully.

Pieces

16×16:

Y CHT

□ HT ×1

◇ MT ×2

⋈ LT ×2

⋈ RT ×1

△ TD ×1

↗ RL ×1

⋈ B ×1

Σ: 10

20×20:

Y CLT

⋈ RT ×1

◇ MT ×2

□ HT ×2

⊠ ST ×1

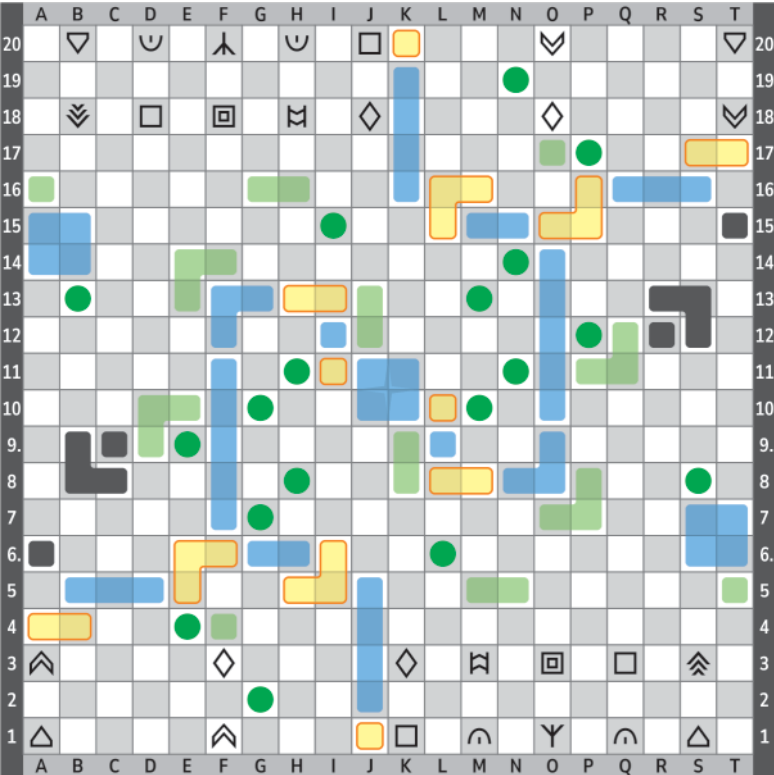
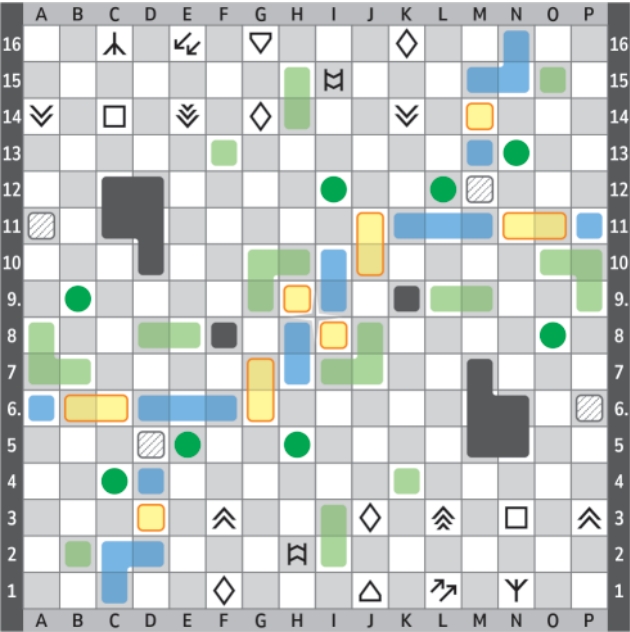
△ TD ×2

⋈ TH ×2

⌒ HM ×2

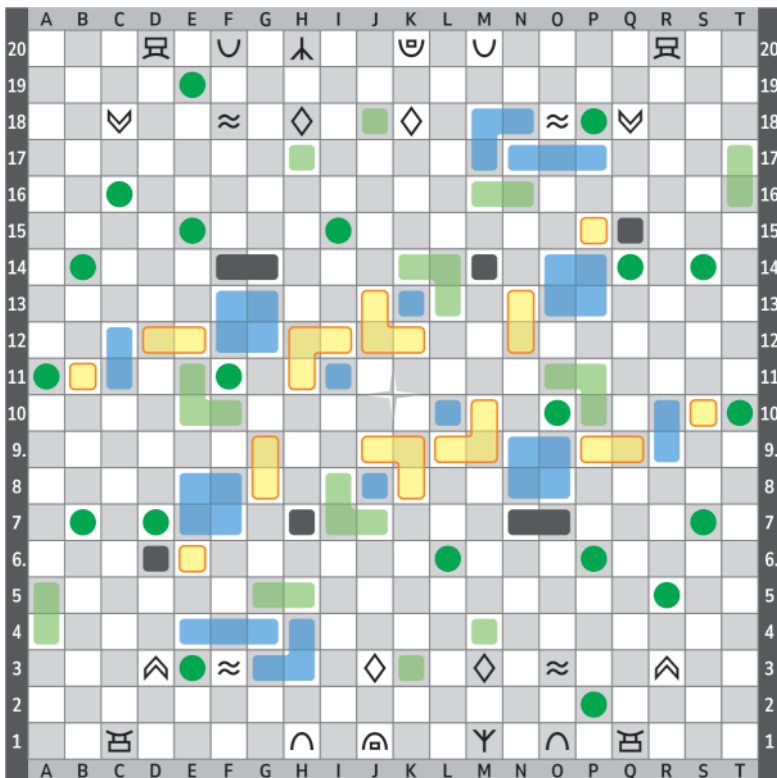
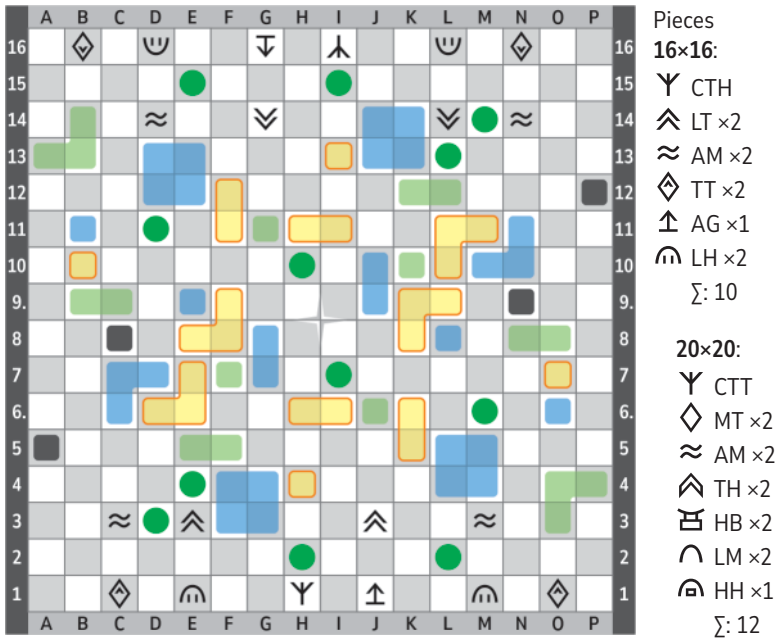
⋈ B ×1

Σ: 14



## 5. Swamp

The terrain is dominated by water and mud. Amphibians can easily advance over the water, while other tanks must go around the obstacles or move slowly through mud.



6. Minefield (v2)

The passage through the middle is well covered by Tank Destroyers, preventing easy advance. Minesweepers are there to open side passages by clearing the mines.

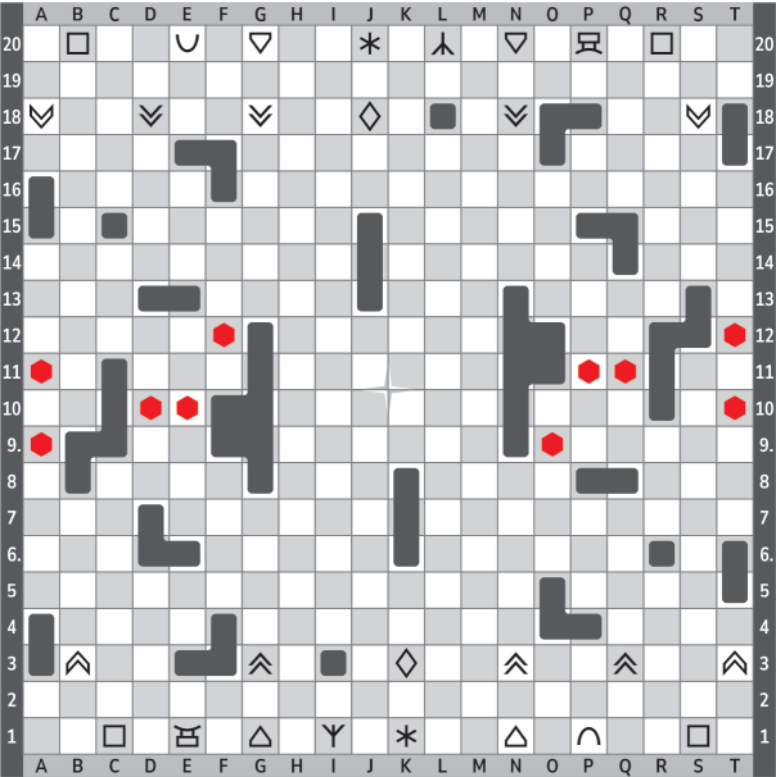
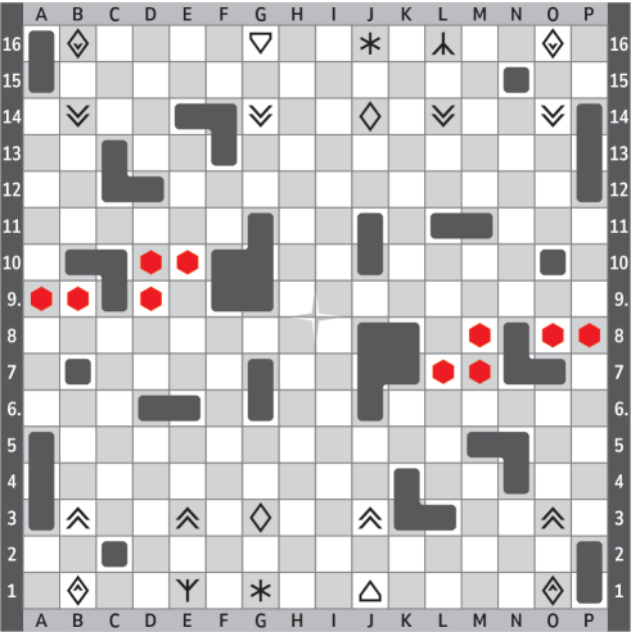
Pieces

16×16:

- CLT
- LT ×4
- MT ×1
- MS ×1
- TT ×2
- TD ×1
- Σ: 10

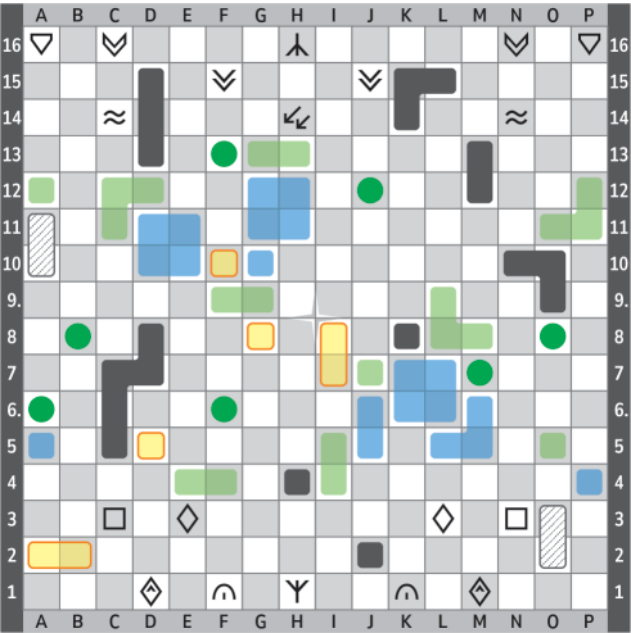
20×20:

- CLT
- LT ×3
- MT ×1
- MS ×1
- HT ×2
- HB ×1
- TH ×2
- TD ×2
- LM ×1
- Σ: 14



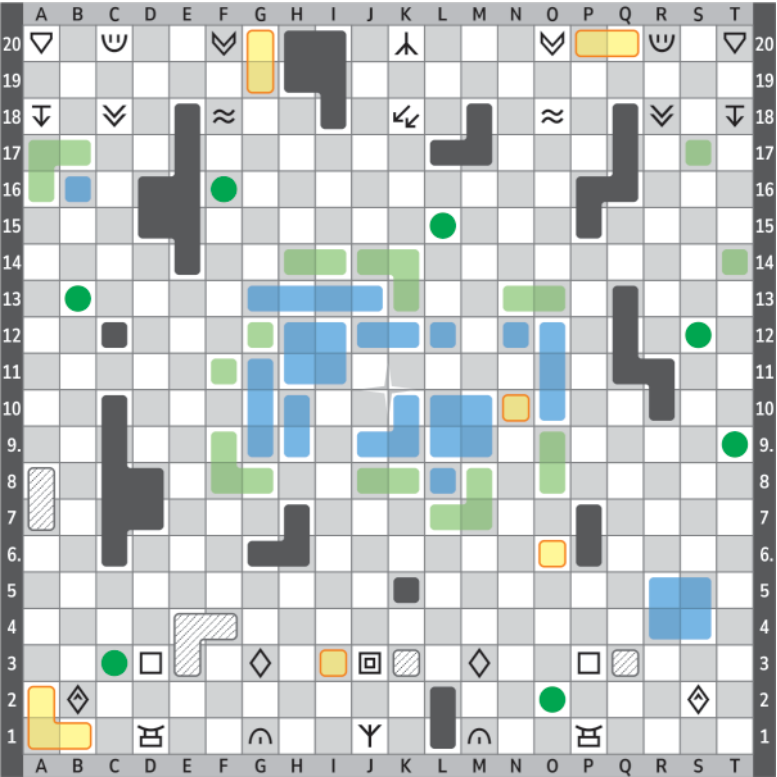
7. Ponds

This setup is asymmetrical in shape and choice of pieces. The White player has well-armored tanks, while the Black player has a larger number of light and fast vehicles.



- Pieces  
**16x16**
- | White: | Black: |
|--------|--------|
| Y CMT  | Y CLT  |
| ◇ MT×2 | ⋈ LT×2 |
| ◇ TT×2 | ≈ AM×2 |
| □ HT×2 | ⋈ TH×2 |
| ⌒ HM×2 | △ TD×2 |
| Σ:9    | ↗ RL×1 |
|        | Σ:10   |

- 20x20**
- | White: | Black: |
|--------|--------|
| Y CMT  | Y CRT  |
| ◇ MT×2 | ⋈ LT×2 |
| ◇ TT×2 | ≈ AM×2 |
| □ HT×2 | ⋈ TH×2 |
| ⌒ HB×2 | △ TD×2 |
| ⊠ ST×1 | ⬆ AG×2 |
| ⌒ HM×2 | ⌒ LH×2 |
| Σ:12   | ↗ RL×1 |
|        | Σ:14   |



### 8. Village (four players)

Vehicles are located in separate yards, with their starting positions protected by various obstacles. Optional: each player can place two land mines anywhere on their own quarter of the board.

