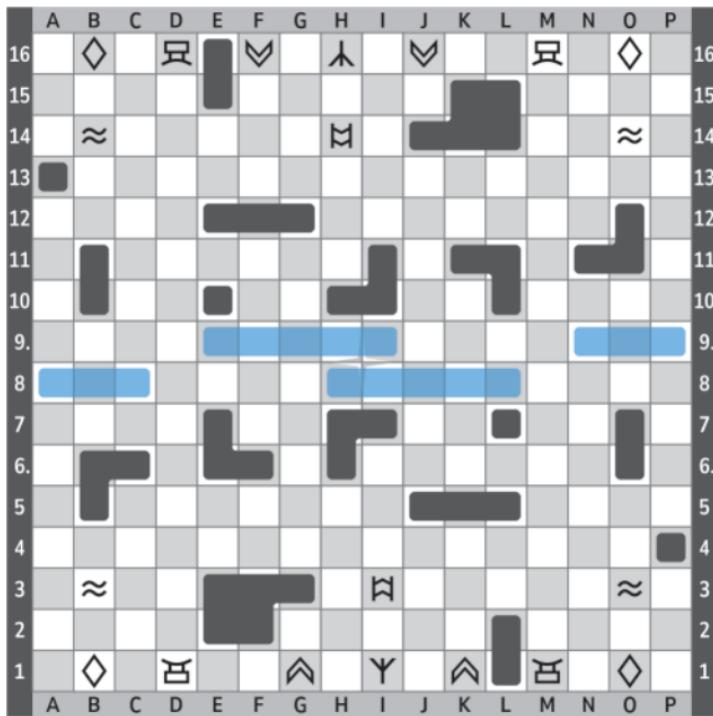


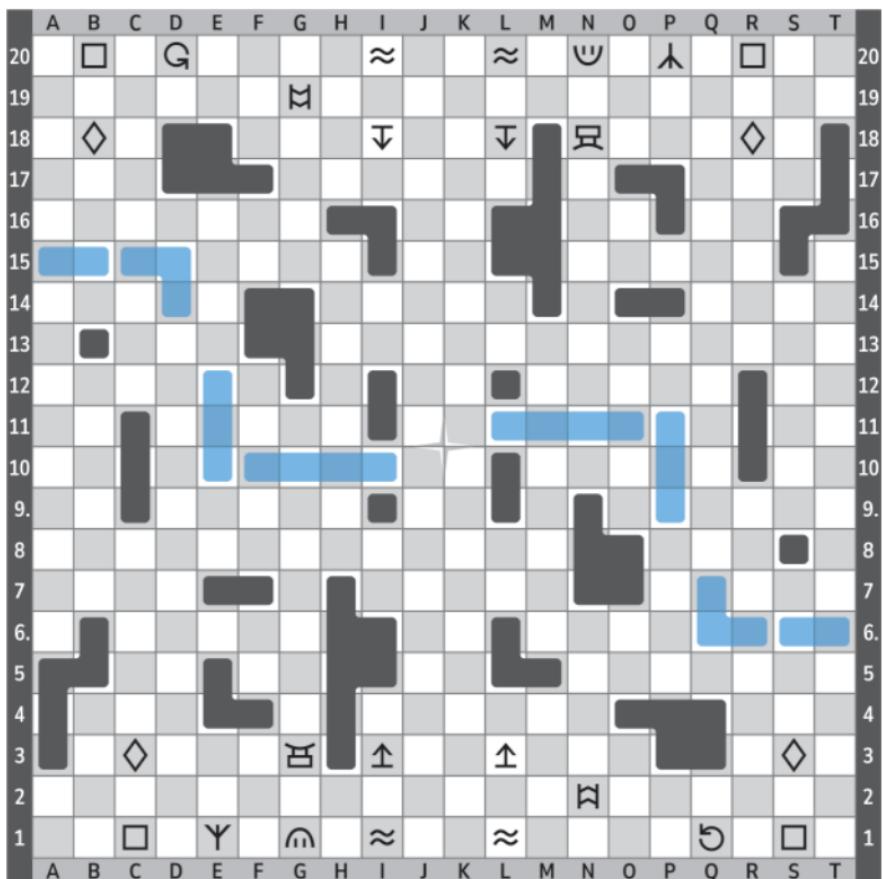
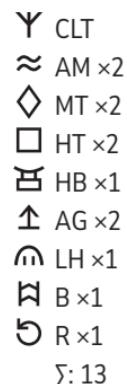
1. City River (v2)

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
16x16:



20x20:

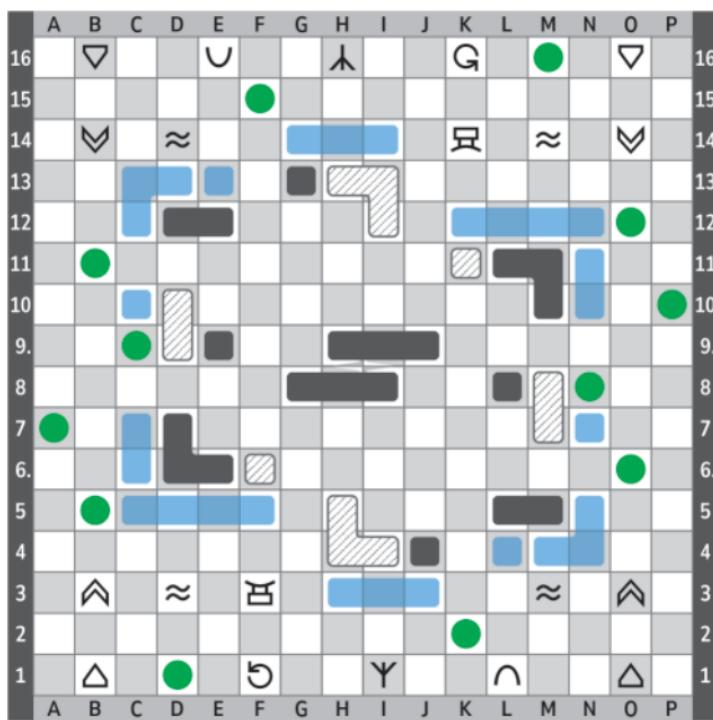


2. Ruins (v2)

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

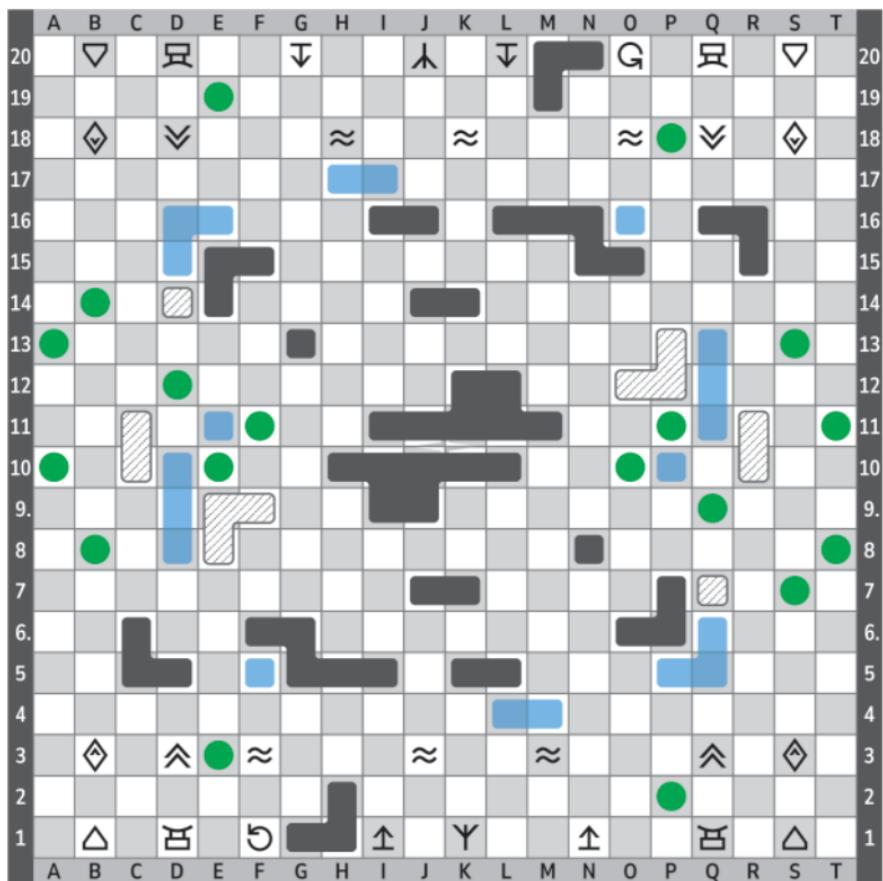
Pieces

16×16:



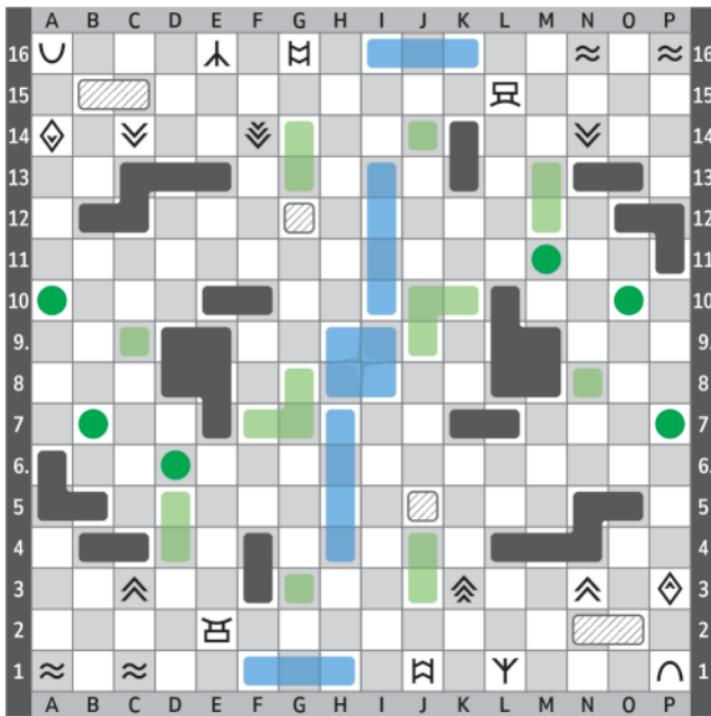
20×20:

Y CHT
⊟ HB ×2
≈ AM ×3
↗ LT ×2
◊ TT ×2
△ TD ×2
↑ AG ×2
↶ R ×1
Σ: 15

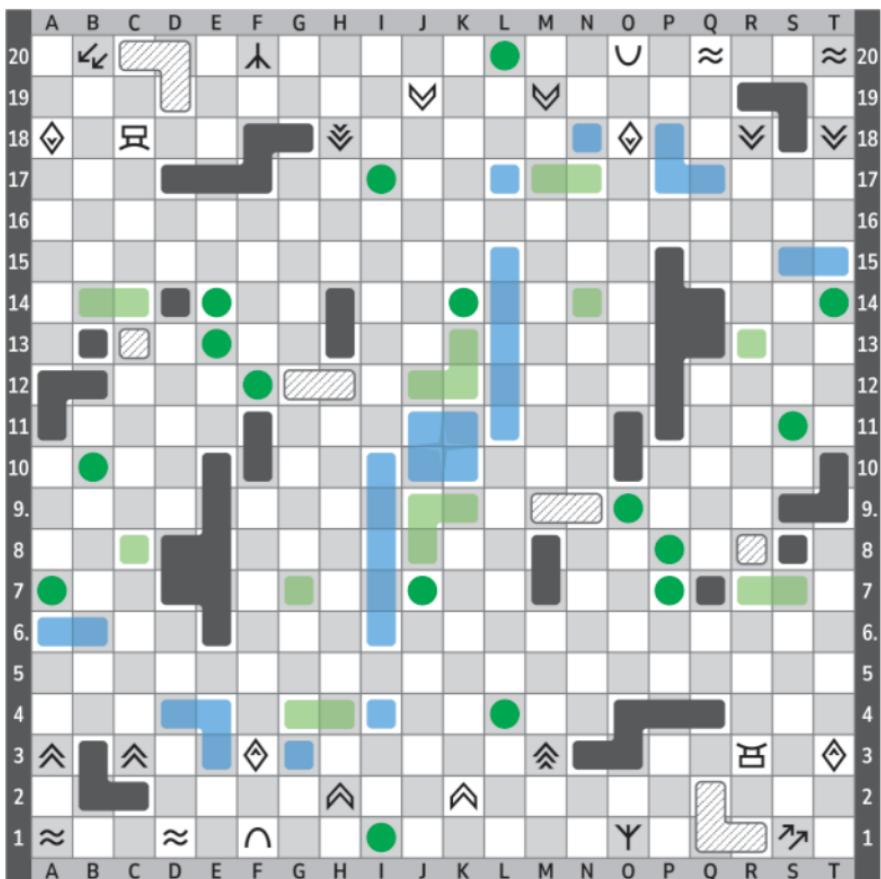


3. The Mountain Pass

This setup is based on a suggestion sent by Ivan C. Erickson. It is characterized by large obstacles that direct the battle into multiple separated passages.



Pieces	
16x16:	
Y	CLT
▲	LT ×2
≈	AM ×2
▲	RT ×1
◊	TT ×1
口	HB ×1
○	LM ×1
■	B ×1
Σ:	10
20x20:	
Y	CLT
▲	LT ×2
≈	AM ×2
▲	TH ×2
◊	TT ×2
▲	RT ×1
口	HB ×1
○	LM ×1
↗	RL ×1
Σ:	13



4. Greeks

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

16x16:

Y CHT

□ HTx1

◊ MTx2

▲ LTx2

▲ RTx1

△ TDx1

↗ RLx1

▣ Bx1

Σ: 10

20x20:

Y CLT

▲ RTx1

◊ MTx2

□ HTx2

▣ STx1

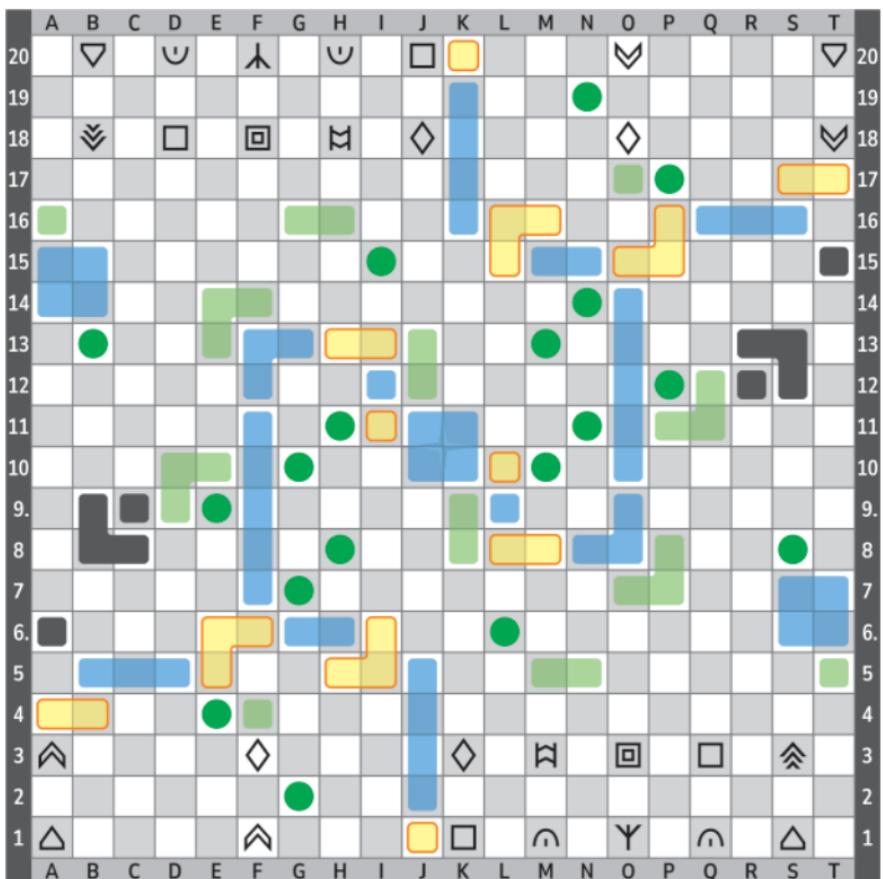
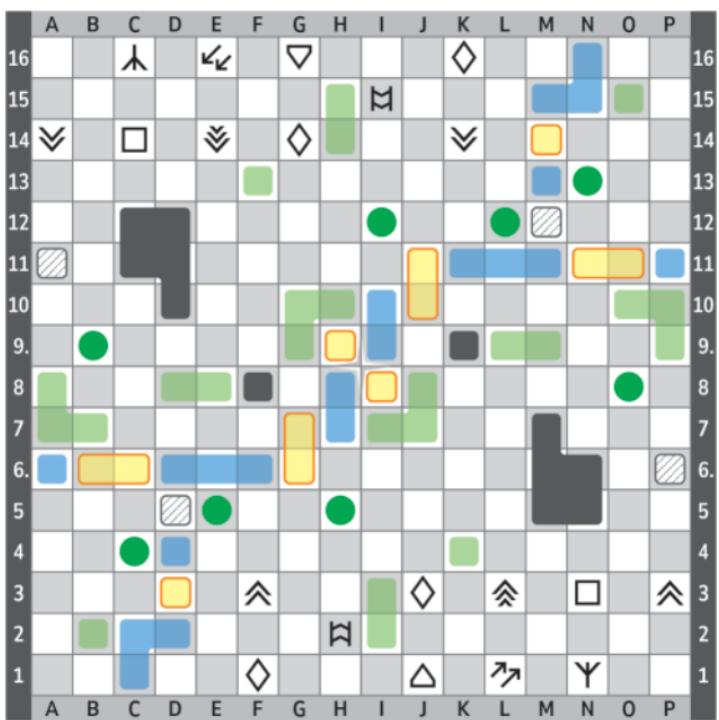
△ TDx2

▲ THx2

○ HMx2

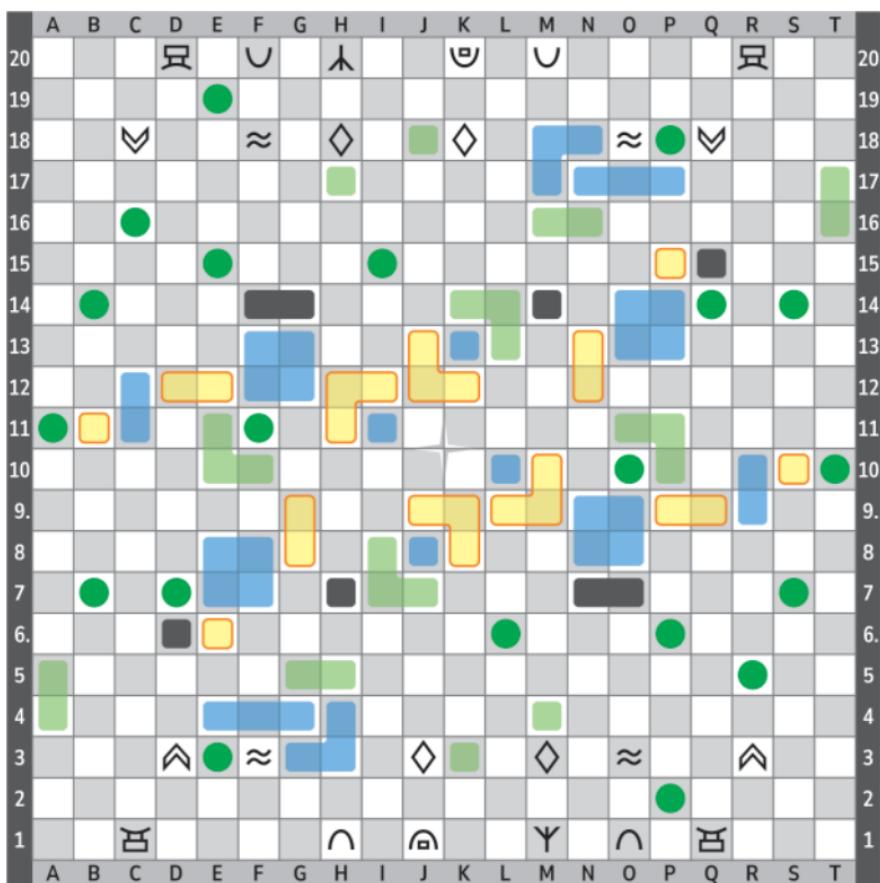
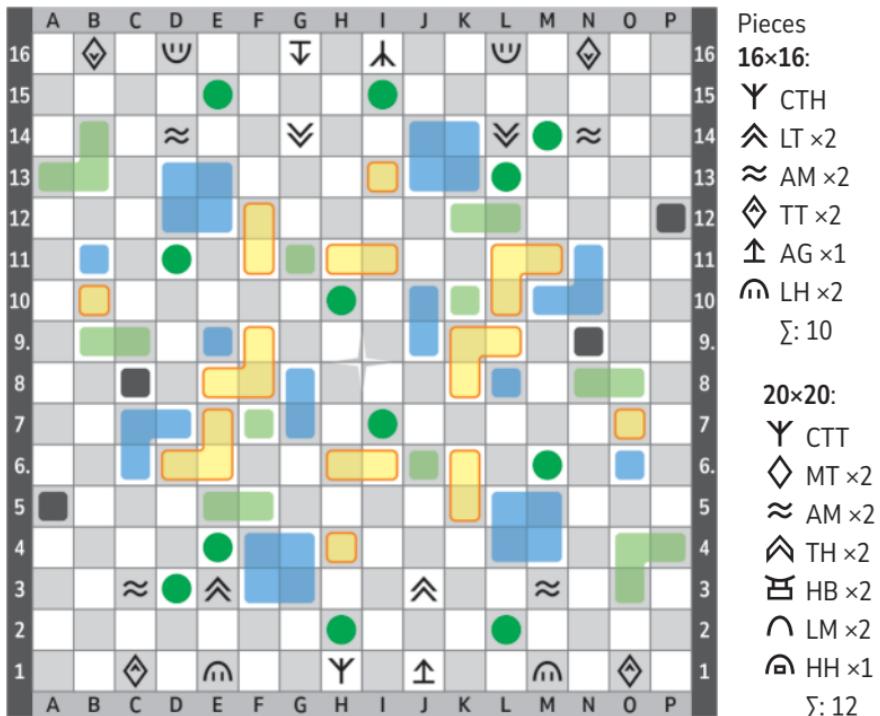
▣ Bx1

Σ: 14



5. Swamp

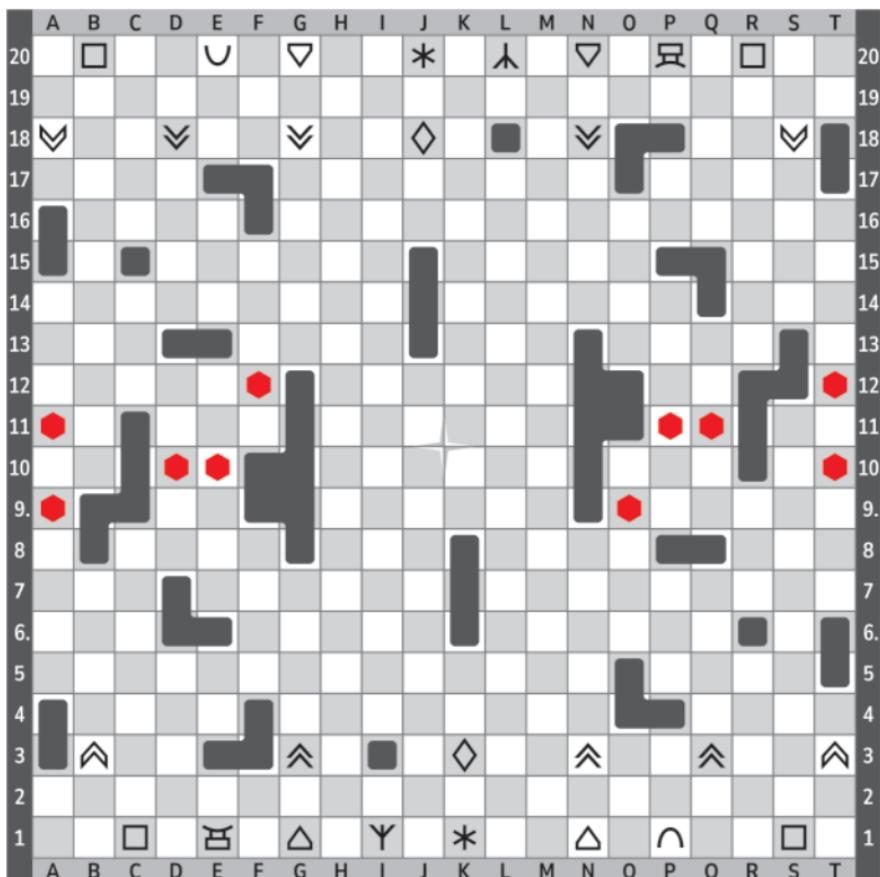
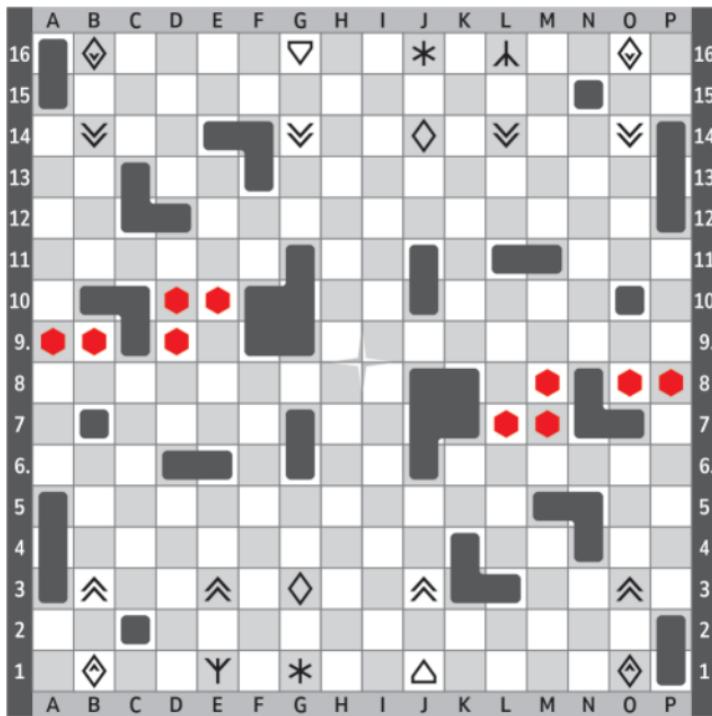
The terrain is dominated by water and mud. Amphibians can easily advance over the water, while other tanks must go around the obstacles or move slowly through mud.



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
16x16:



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.

This image shows two Gomoku boards: a 16x16 board on the top half and a 20x20 board on the bottom half. The boards are a 16x16 grid of light and dark gray squares. Various colored pieces (black, white, green, blue, orange, yellow) and symbols (diamonds, squares, L-shapes, T-shapes, etc.) are placed on the board to represent different moves and piece types. The 16x16 board has a legend on the right with symbols for White and Black pieces, and the 20x20 board has a similar legend below it. The pieces are placed in a way that represents a game in progress, with some pieces having multiple colors or symbols, indicating they are composed of multiple pieces of the same type.

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.

16x16:

- Y CTT
- ≈ AM ×1
- ▲ TH ×1
- ↑ AG ×1
- ¤ HB ×1
- ∩ LM ×1
- Σ: 6

20x20:

- Y CTT
- ≈ AM ×1
- ▲ LT ×1
- HT ×1
- ▲ TH ×1
- ↑ AG ×1
- ¤ HB ×1
- ∩ LM ×1
- Σ: 8