

BOARD GAME

TANK CHESS: EXTENDED

BROCHURE

This set (Extended) can be defined as an expansion for the Tank Chess basic game because it contains some additional elements, but it can also be considered a different, extended edition of the game. The 'Extended' set has all the elements needed to play games on all possible board variations (using border surfaces, the board can be reduced to the sizes of the basic game: 16×16 and 20×20 squares).

If playing pieces from the basic set are not at hand, then beige and gray pieces from this set should be used (instead of white and black). Together with the basic set pieces, it is possible to play 4-player games with different colored pieces (white, black, beige and grey), instead of attaching flags to two of the four teams.

The game Rulebook is the same as for the basic game Tank Chess, while the rules related to the new vehicles and obstacle schemes for 24x24 and 12x12 boards are shown in this booklet. Therefore, the game components list from the Rulebook is irrelevant, and the valid list is shown here:

Game Components ('Extended' Version)

- Board (24×24 squares)
- Custom obstacles, two sets: one with 26 obstacles (the same as in the basic game) and one with additional 16
- A set of border surfaces (4 large and 2 small)
- A total of 56 playing pieces (tanks): 22 beige, 22 gray, 6 white and 6 black
- Set of antennas and flags
- Two reference sheets with tank characteristics
- 18 info cards
- Move counter and notepad
- Rulebook
- Brochure (with obstacle schemes for 16×16 and 20×20 square boards – the same as in the basic game)
- 'Tank Chess: Extended' Brochure

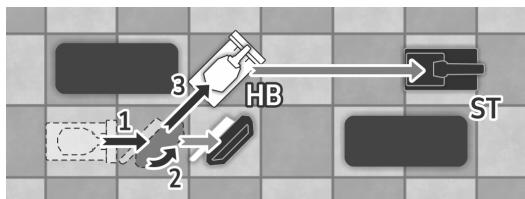
Tank Characteristics

The characteristics of all tank pieces are shown on reference sheets and info cards. The pieces that are part of this set and are not mentioned in the Rulebook (Light Tank, Medium Tank, Heavy Tank, Tank Destroyer and Heavy Mortar) are the following:

- **Super-heavy Tank (ST)** has the strongest armor (**IV – III – II**), a very strong gun (**IV**), but a very low speed (**2**). It advances very slowly, but is almost indestructible.

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

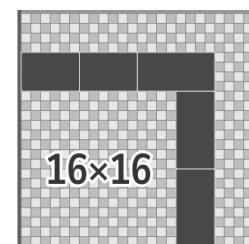
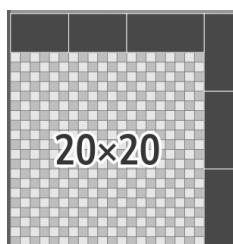
- **Heavy Bulldozer (HB)** is equipped with a plow for pushing destroyed tanks. It can push all types of destroyed vehicles except Super-heavy Tank. It can only push one destroyed tank at a time, straight ahead. Heavy Bulldozer has gun (**III**) and speed value (**3**) as the Heavy Tank, while the rear armor is weaker to compensate the additional weight of the plow (**III – II – 0**). In the example below, a white Heavy Bulldozer pushed the destroyed tank in the first step, then rotated in place, and moved straight ahead in the third step. From that position, it fires at the black Super-heavy Tank.



- **Light Howitzer (LH)** can fire over obstacles, only straight ahead at a distance of **4** to **7** squares. It has a good speed (**4**) and firepower (**III**), but weak armor (**0 – 0 – 0**). Compared to Heavy Mortar, Light Howitzer has a weaker firepower, but a longer firing range.

Board Setups

The following pages show obstacle schemes for 24x24 and 12x12 square boards. All the setups have their variants for boards with 16x16 and 20x20 squares, shown in the basic brochure. The following diagram shows how to reduce the board size to 16x16 or 20x20 squares using border surfaces.

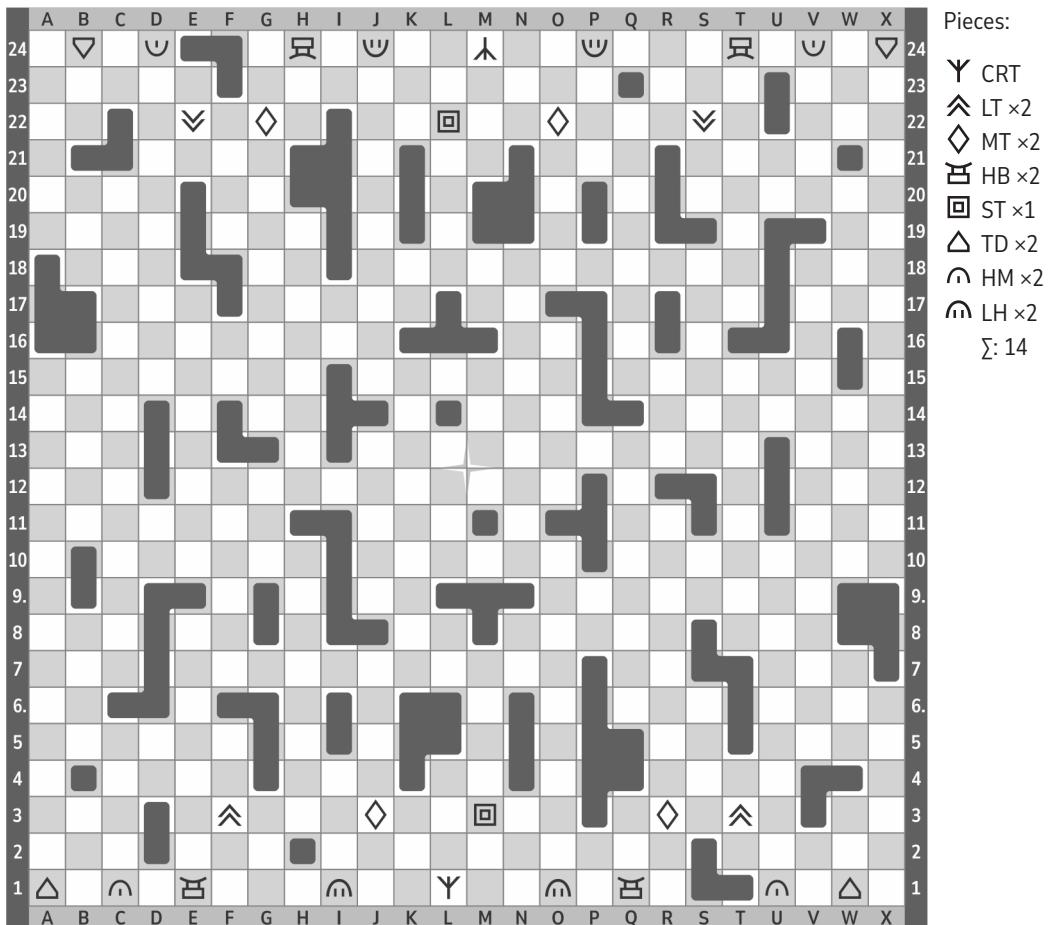


To play on a 12x12 square board, border surfaces are not needed as it is enough to place the obstacles on a folded 24x24 square board (on one quarter).

A few blank schemes of 24x24 square boards are provided at the end of this brochure, where players can sketch their own setups.

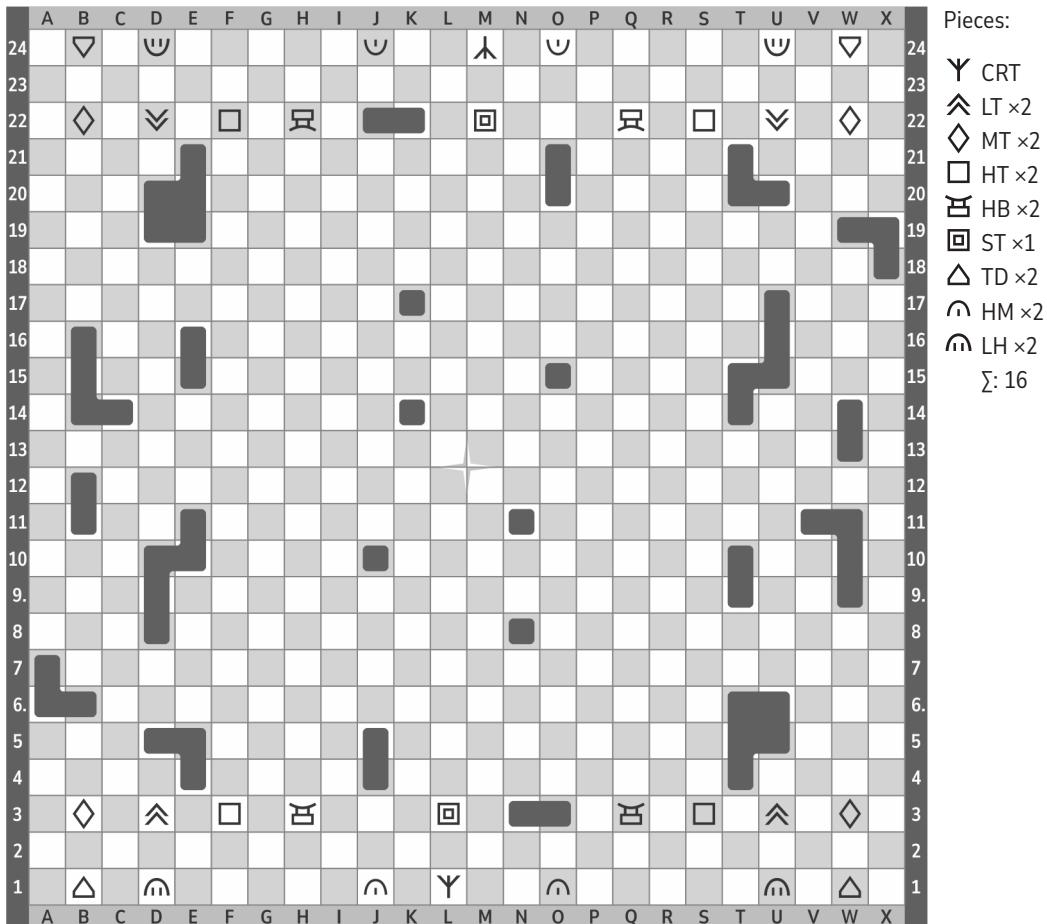
Old Town (24x24)

Heavy Mortars and Light Howitzers play the key role in this setup with many obstacles, as they can fire over cover to prevent the enemy from advancing quickly.



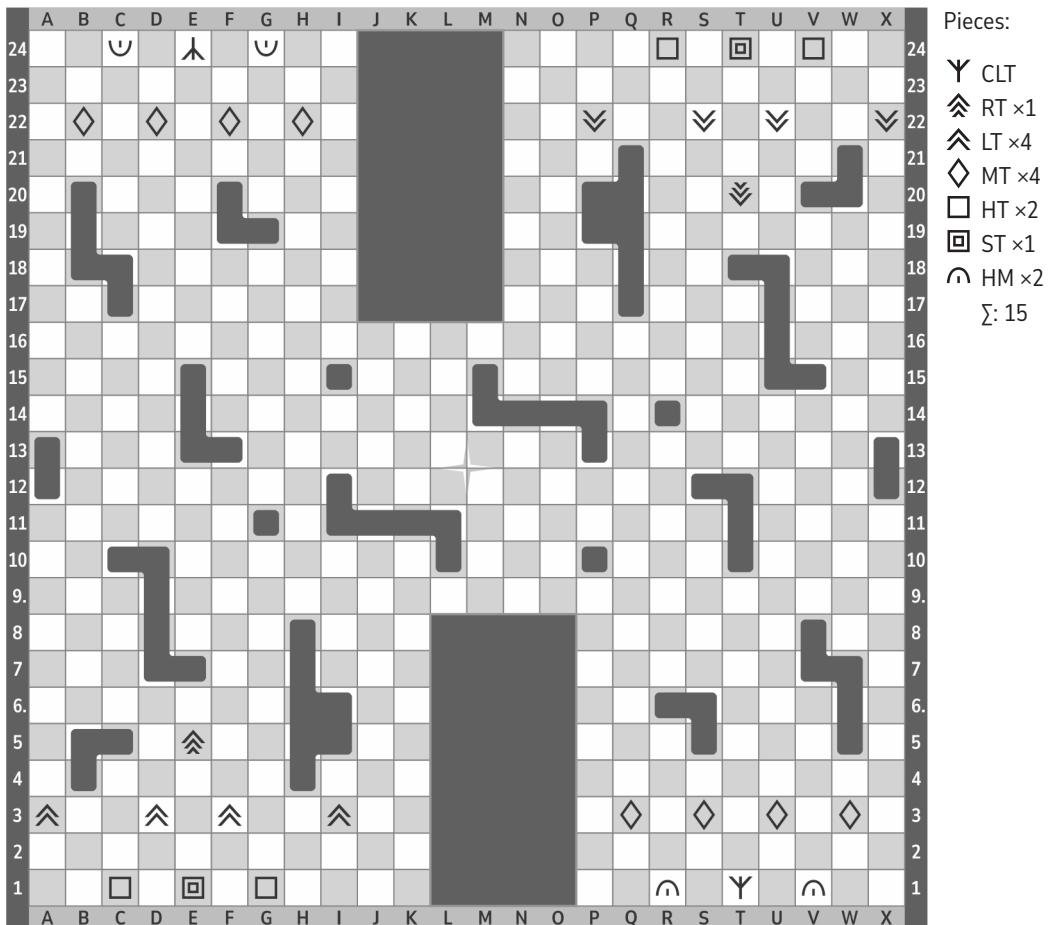
Open Field (24x24)

The Command Recon Tank should wait before attempting to escape to the other side until destroyed tanks provide enough cover on the board.



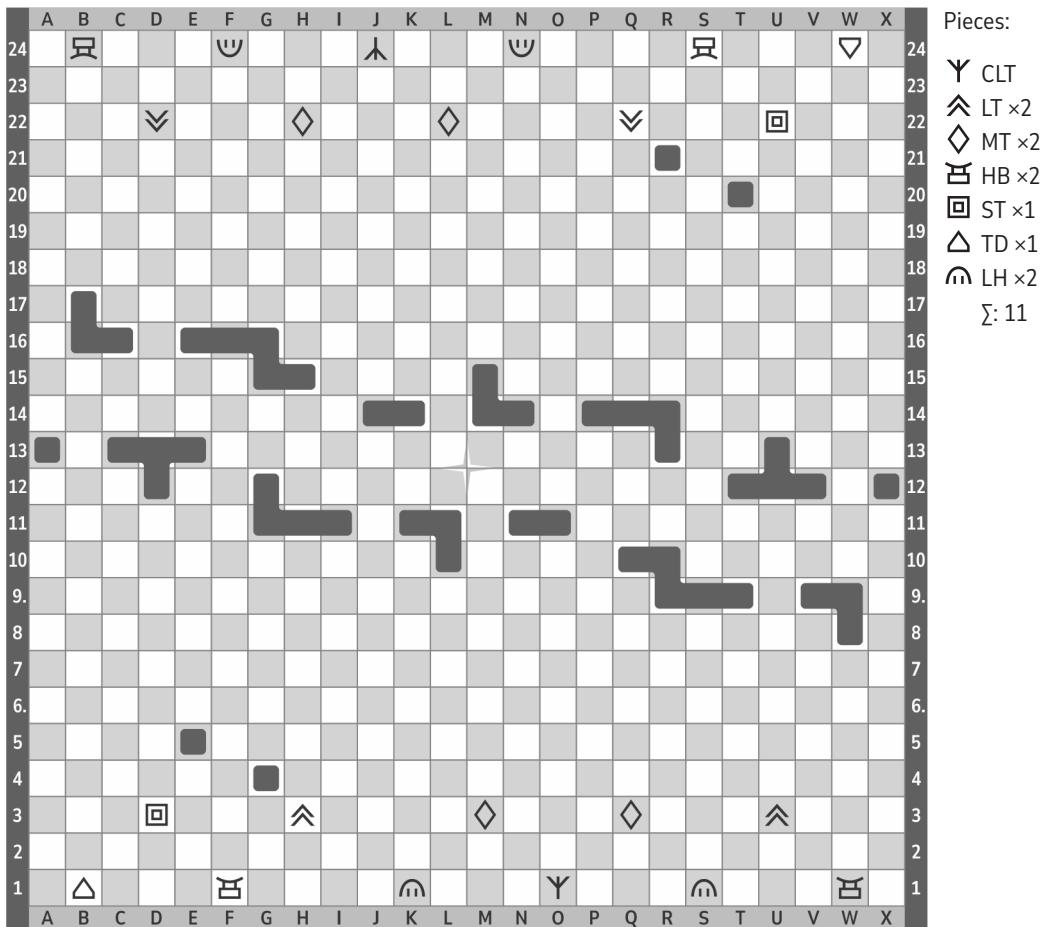
Split Formations (24x24)

Border surfaces act as obstacles in this setup, placed as such to emphasize the separation of formations within the same team.



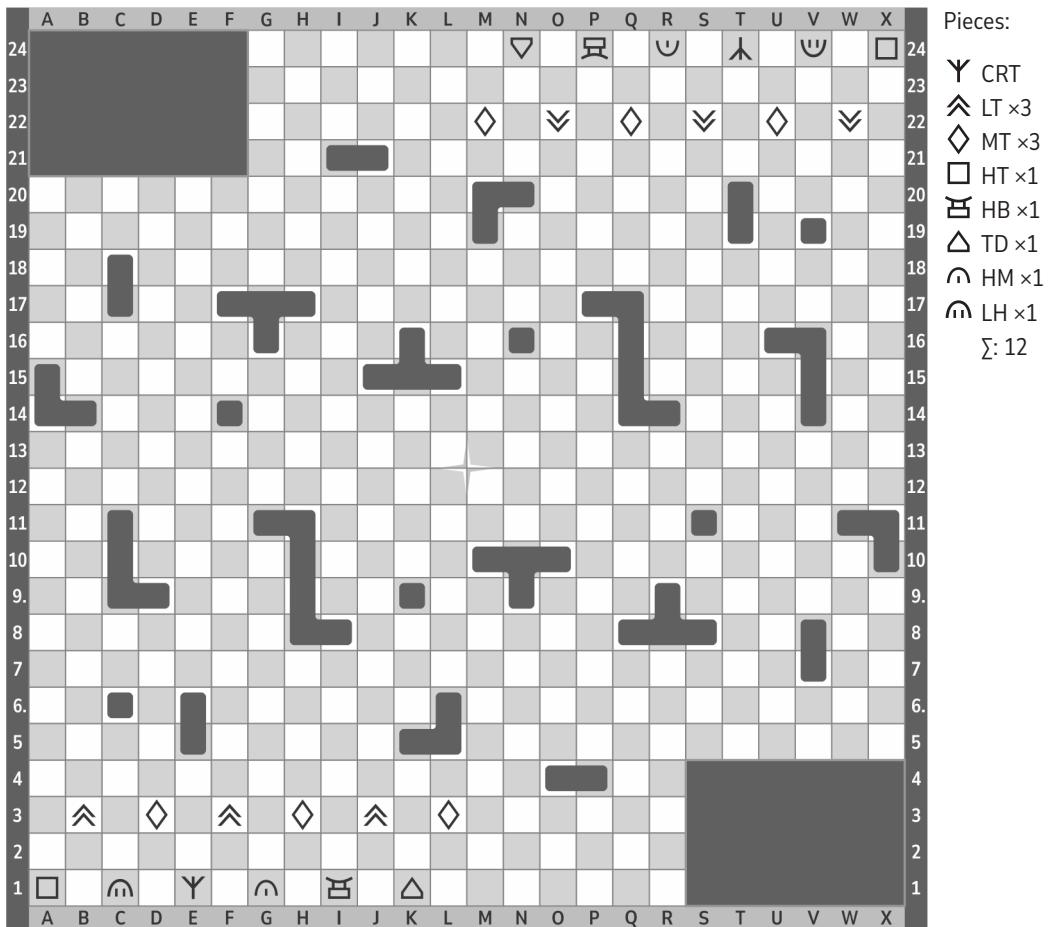
Wall (24x24)

Controlling the tight space inside the wall can be key to victory. Creating cover on the opponent's half of the board (by destroying the opponent's or sacrificing one's own pieces) can create conditions for the Command tank to escape.



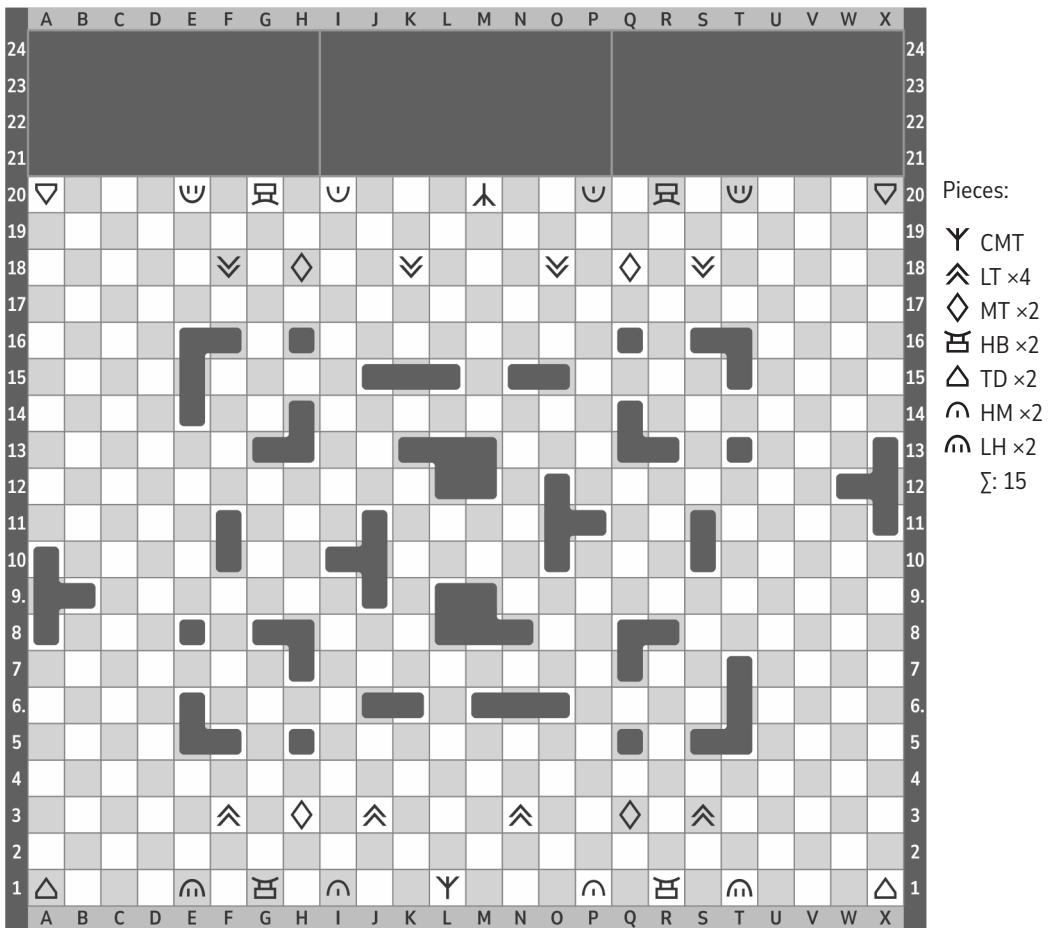
Diagonal (24×24)

This setup is characterized by all pieces of one team being arranged on their own left side of the board. Border surfaces (in the role of obstacles) narrow the space through which the Command tank can escape.



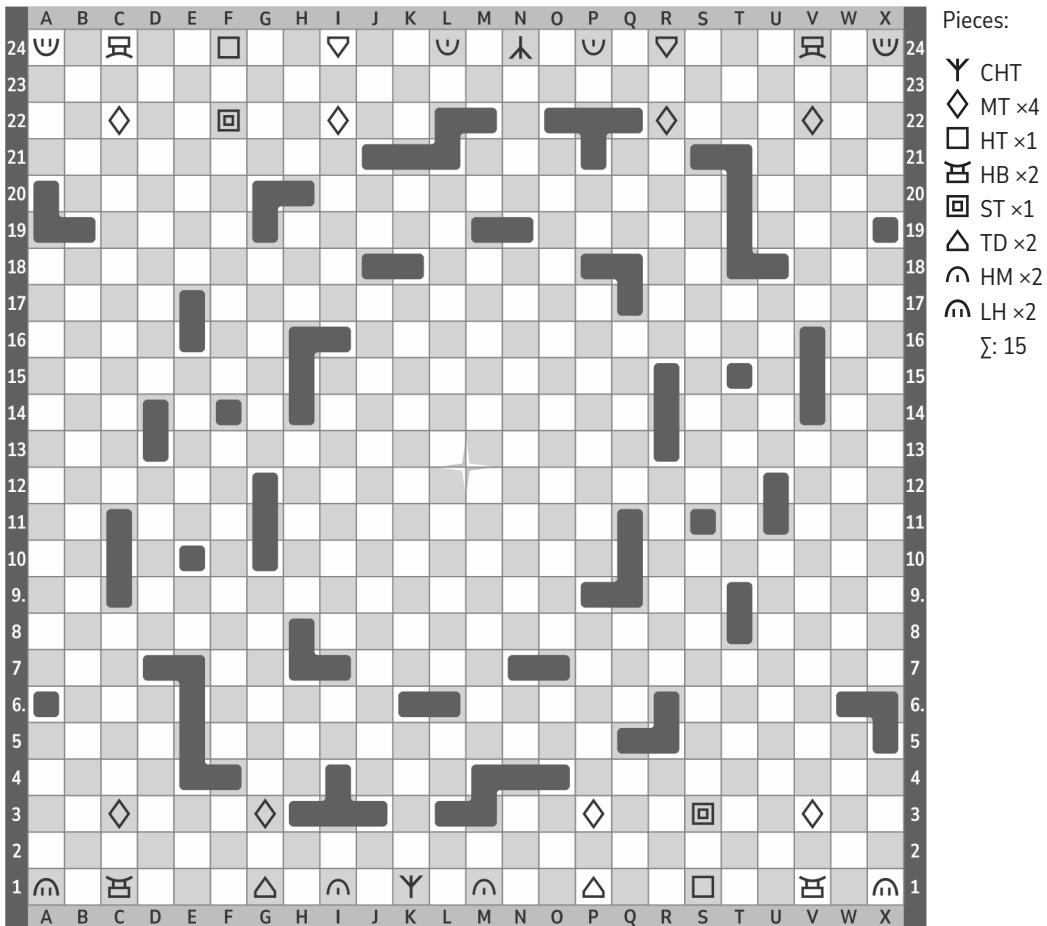
Castle (24×20)

Border surfaces reduce the board size to 24×20 squares. A wide and short battlefield, with several insidious diagonal directions, requires careful consideration of every move from the very beginning.



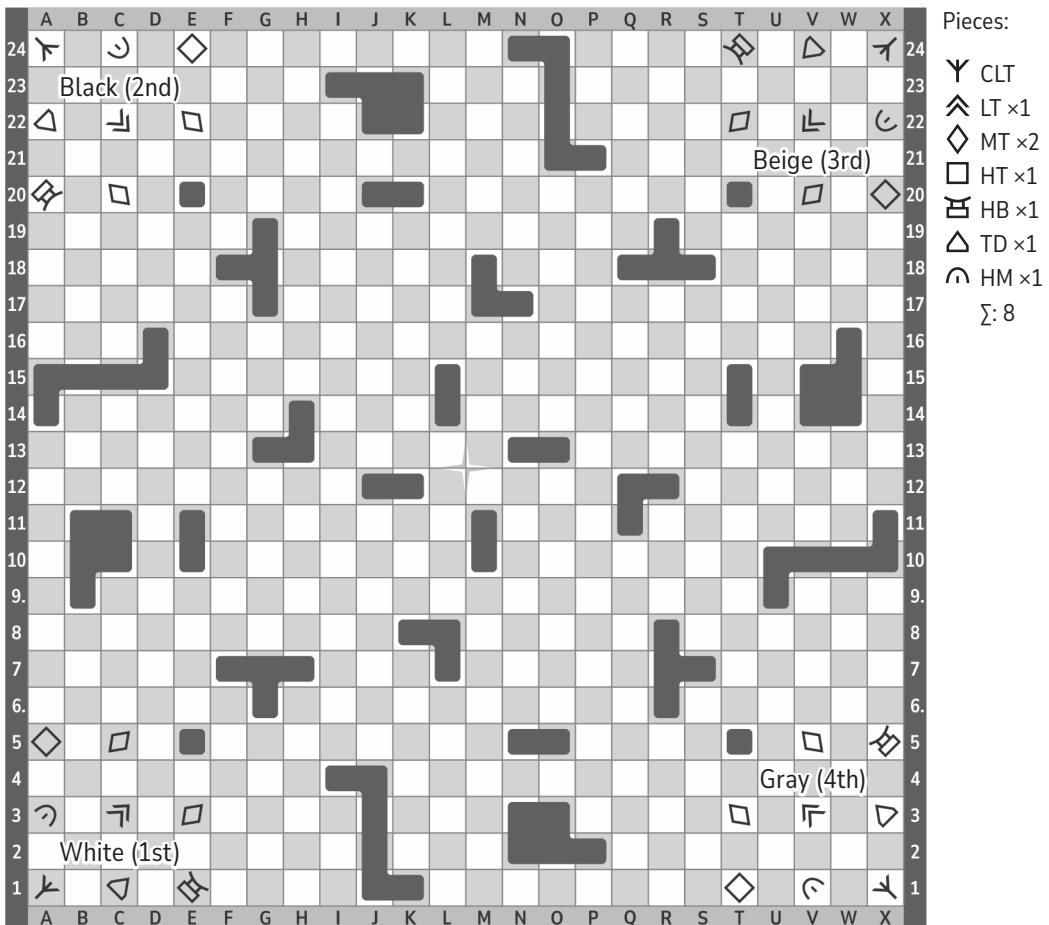
Colosseum (24x24)

The large board size enables this setup to fully live up to the Colosseum title (based on Lorenzo Meucci's 16x16 board scheme).



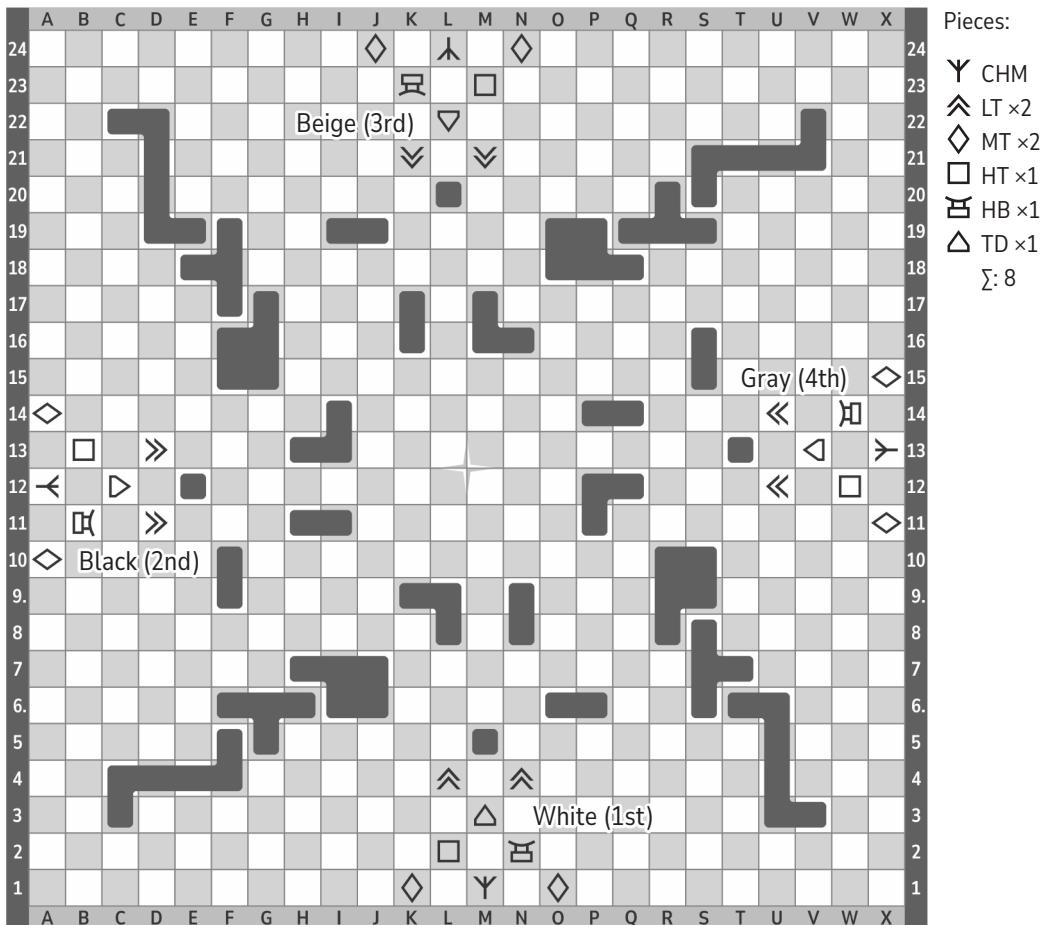
Corner (24×24)

Unlike the smaller ones, this board provides enough cover to gradually occupy good tactical positions before direct encounter with the opponents.

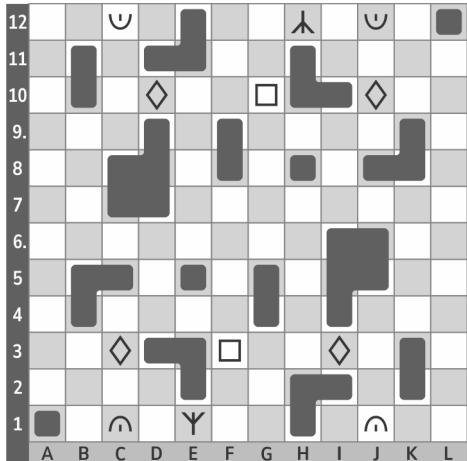


Four the Glory (24×24)

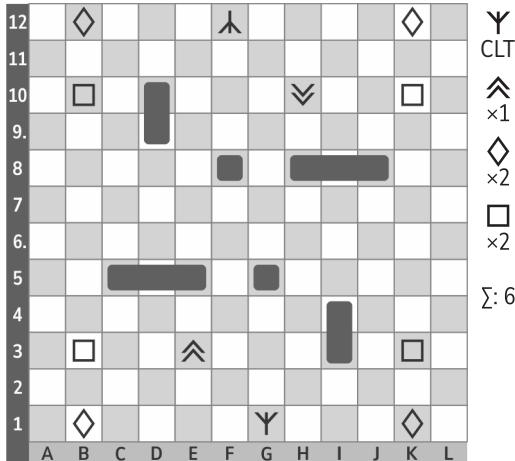
This setup is based on Marcos Hidalgo's 16×16 and 20×20 board setups. As teams move out from relatively safe condensed formations, they must be wary of enemy mortars attacking from all sides.



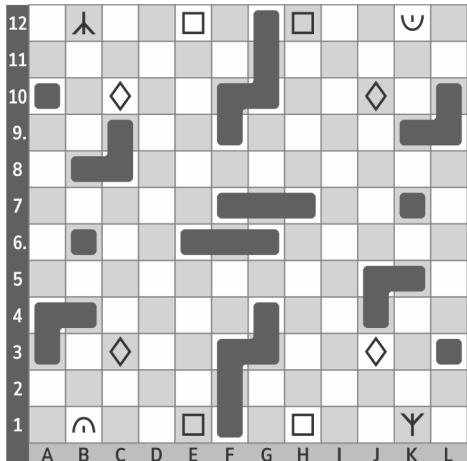
Old Town (12×12)



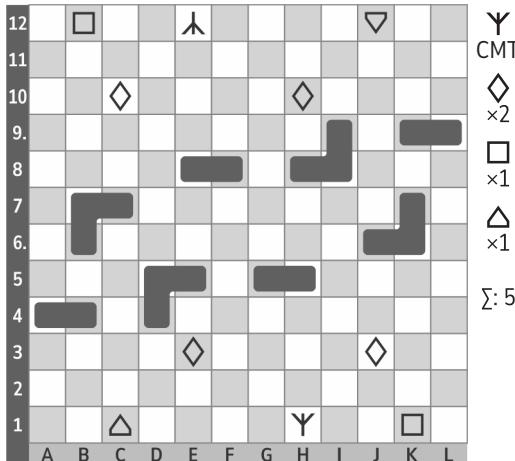
Open Field (12×12)



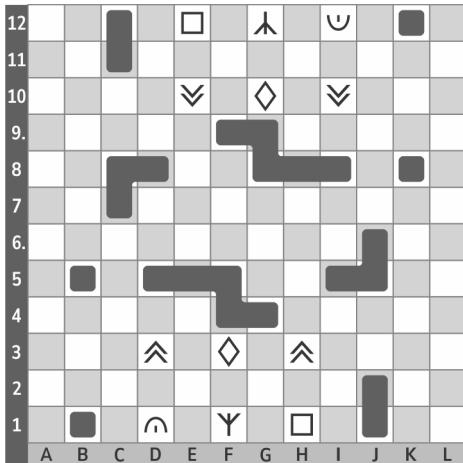
Split Formations (12×12)



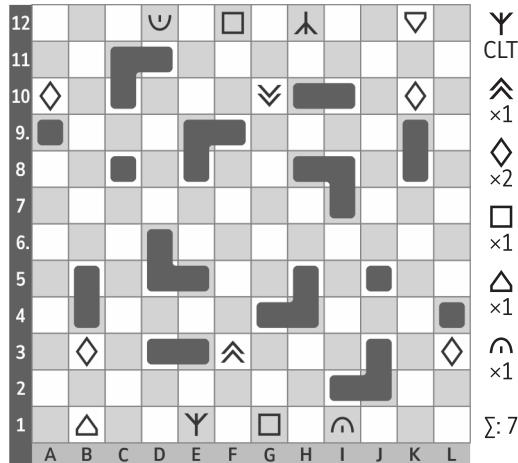
Wall (12×12)



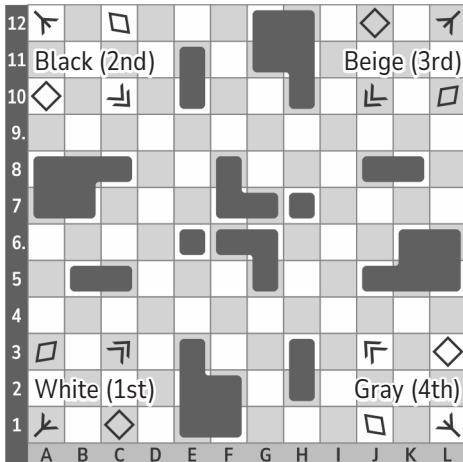
Castle (12×12)



Colosseum (12×12)



Corner (12×12)



Four the Glory (12×12)

