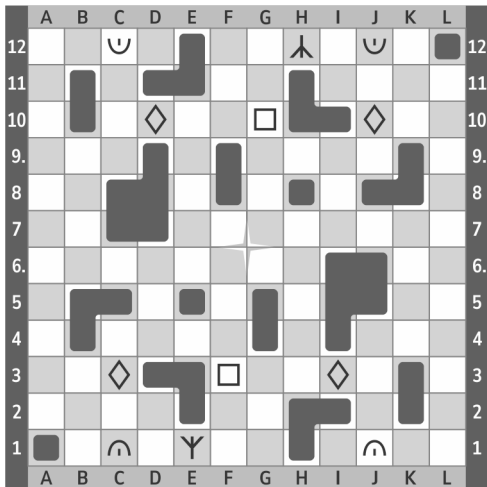


Old Town (12×12)

This setup is characterized by narrow passages. Using the cover of many obstacles, the Command tanks could easily make a breakthrough to the opposite side of the board, if Mortars were not there to prevent them.

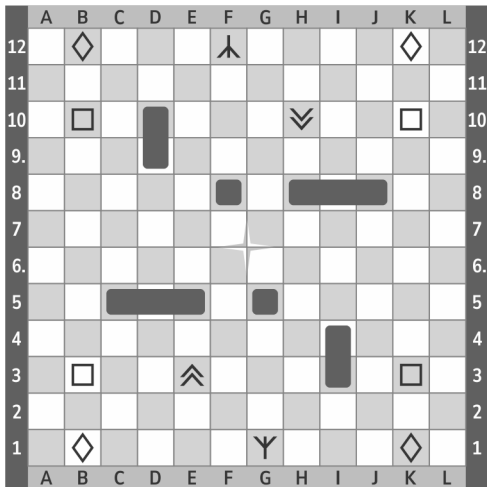


Pieces:

- CLT
- MT ×2
- HT ×1
- HM ×2
- Σ: 6

Open Field (12×12)

This setup has few obstacles and large areas of empty space. Any advance should be planned carefully due to lack of cover. Because of this, strong armor is more important than speed.

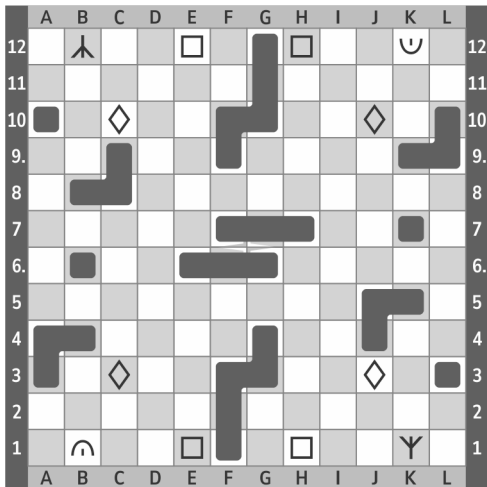


Pieces:

- Y CLT
 - ^ LT ×1
 - ◇ MT ×2
 - HT ×2
- Σ: 6

Split Formations (12×12)

In this setup, the pieces are grouped in two separate formations. There are few passages between the sides of the board, forcing two separate battles on the left and right.

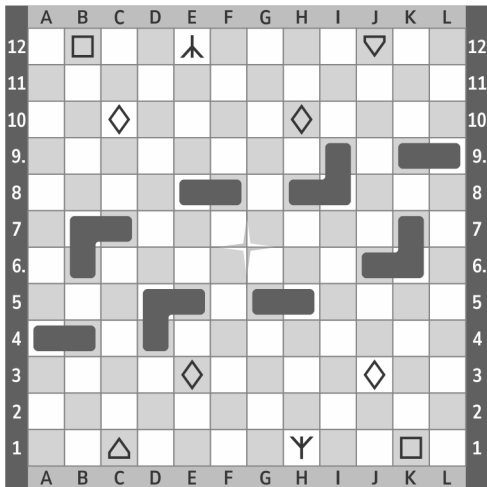


Pieces:

- CLT
- MT ×2
- HT ×2
- HM ×1
- Σ: 6

Wall (12×12)

Despite the small number of pieces, escaping is difficult because there is no cover beyond the wall. The starting positions are exposed, so the pieces should be moved in time to acquire safe positions.

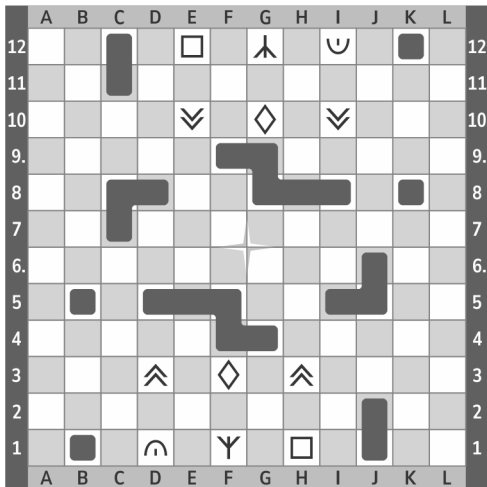


Pieces:

- Y CMT
- ◇ MT ×2
- HT ×1
- △ TD ×1
- Σ: 5

Castle (12×12)

At the start, all pieces are grouped in the middle, so the direction of attack is imposed through the ruins of the castle in the center of the board. However, it is possible to make a quick breakthrough at flanks.

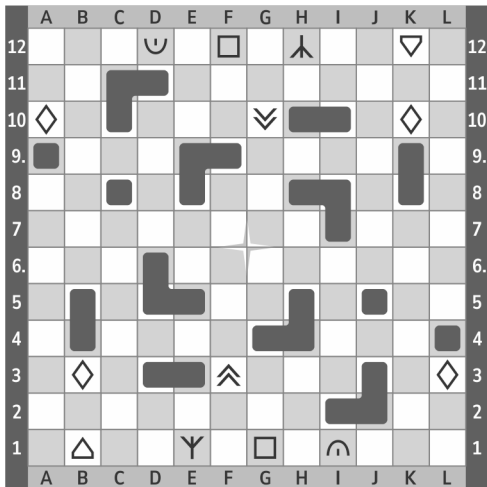


Pieces:

- Y CLT
- ∧ LT ×2
- ◇ MT ×1
- HT ×1
- U HM ×1
- Σ: 6

Colosseum (12×12)

The dominant feature of this setup is an open central area, controlling which can be crucial for victory. The 16×16 scheme was made by Lorenzo Meucci, and the 12×12 scheme is made on a similar principle.

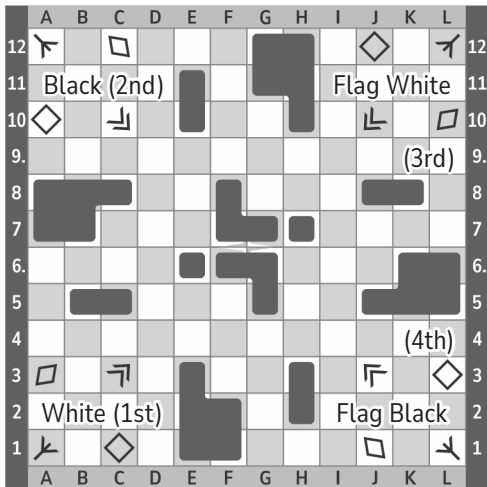


Pieces:

- Y CLT
- ⋈ LT ×1
- ◇ MT ×2
- HT ×1
- △ TD ×1
- ⌒ HM ×1
- Σ: 7

Corner (12×12)

The starting positions are pretty safe, but the pieces can be in danger very quickly if they move incautiously because they can be attacked by multiple opponents from different directions.

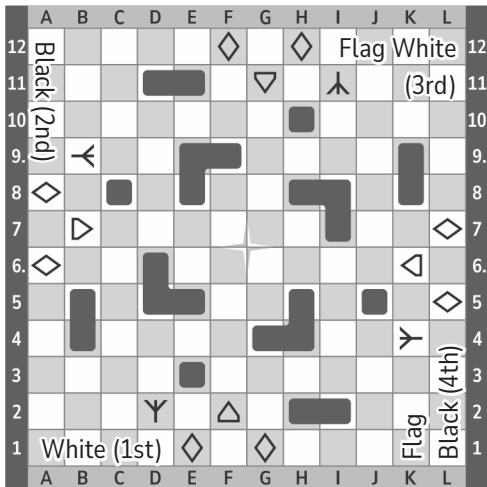


Pieces:

- CLT
- LT ×1
- MT ×1
- HT ×1
- Σ: 4

Four the Glory (12×12)

The starting positions are such that every player can immediately flank their neighbours. The 16×16 and 20×20 schemes were made by Marcos Hidalgo, and the 12×12 scheme is based on those.



Pieces:

Y CHT

◇ MT ×2

△ TD ×1

Σ: 4