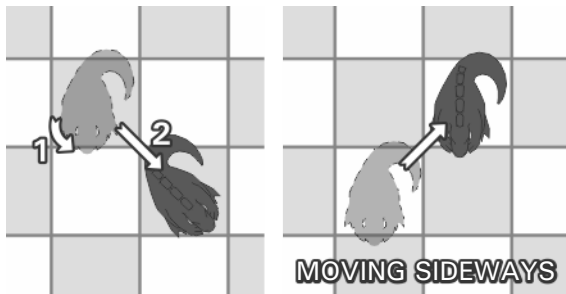


# MONSTER

During the Kickstarter campaign for Tank Chess, a Monster piece was first mentioned in a commentary, as a joke. However, because of the interest the comment attracted, this piece was offered as a special add-on with the idea that anyone who gets it can make up the rules for it on their own. On demand of some backers, we present you the "official" rules that concern this piece.

## MOVEMENT

Monster (M) moves very slowly (max. speed: 2 steps). A step can be a movement forward or a turn for 45 degrees. As the equivalent of tank's reversing, Monster can move to any adjacent square by only one step, but it cannot rotate during the same turn (moving sideways).

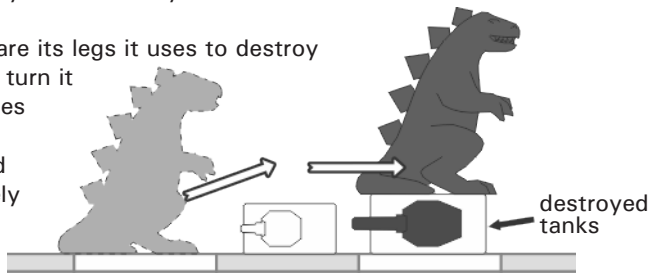


While moving, M can cross over water and low obstacles. When it comes to a tree, it stomps it and the corresponding marker is removed from the board (M can stomp over two trees in one turn). The mud does not slow M down. However, M cannot get over the high obstacles. Destroyed tanks, except the UT, don't affect M's movement (M can stand on top or move over them).

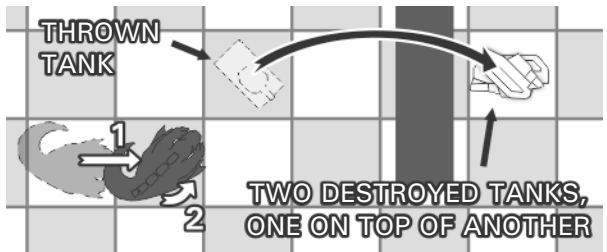
## OFFENSIVE CAPABILITIES

Monsters can destroy enemy tanks in 4 ways:

**1. STOMPING.** The M's weapons are its legs it uses to destroy the tanks. If M makes 2 steps in a turn it can destroy two tanks. These pieces remain on the board, turned to the side (except AO, which is removed from the board as it gets completely squished). M cannot trample the Ultra-heavy Tank as it's too tall.

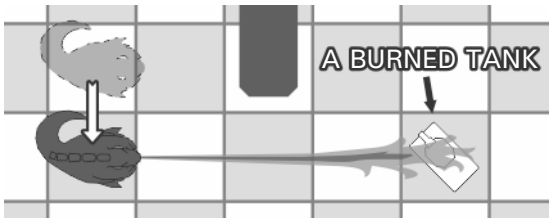


**2. THROWING THE TANK.** M's other weapons are its arms. At the end of its movement, Monster can pick up any tank (active or destroyed, except for HT, HB, ST or UT) located on the square that is right in front of it. The picked up piece can then be thrown in one of three forward directions (range: 2 to 3 squares). The thrown tank gets destroyed that way. If the thrown piece lands on a square where there is another opponent's tank – both tanks get destroyed. Then, both destroyed pieces are put on top of each other on that square and act as a high obstacle. Thrown tanks can fly over any obstacle (like shells of mortars and howitzers).



**3. HITTING WITH A TAIL.** In one turn, after having finished the movement, M can destroy a piece that is located behind it (except the ST and UT). The destroyed piece gets turned to the side and stays in its place (in the case of AO, the figure again should be removed from the board).

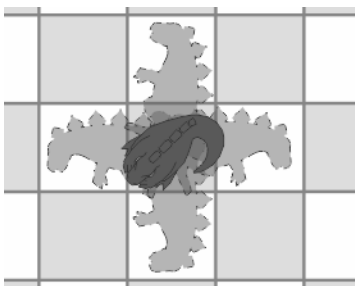
**4. SPITTING FIRE.** Another type of weapon that M has at its disposal is the flame it can create in one of the three forward directions. The range of the flame is 2 to 4 squares, and the heat is sufficient to destroy a tank whose armour on the affected side has a value of 0 (practically, a flame is equivalent to a cannon of a value 1). A flame can be cast over all obstacles, except the high ones (UT or two destroyed tanks included).



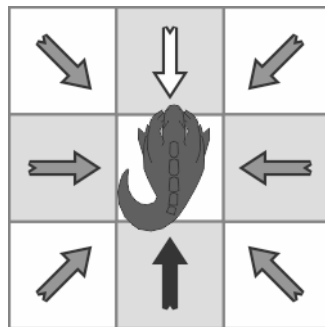
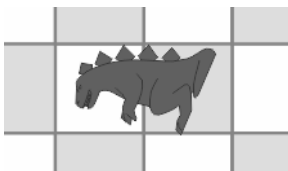
In one turn, Monster can destroy enemy tanks during the movement by stomping, and after the movement by hitting them with its tail and spitting fire (or alternatively, by throwing tanks). So, in one turn, Monster can destroy up to 4 tanks!

### SCALES (ARMOUR)

Monster's scales have armour properties. Contrary to tanks, the front is the weakest part and the back is the strongest (values: II - III - IV). Due to its height, the Monster cannot hide behind active or destroyed tanks, trees and bushes (in relation to M, those are low obstacles). M can only hide behind buildings (high obstacles, two destroyed tanks or UT).



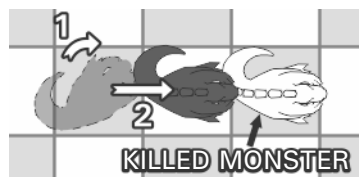
Possible positions that a destroyed Monster can occupy



When hit, M flips to the side, in which case it occupies two adjacent squares (but not diagonal). That way it becomes an obstacle. The player whose M is killed chooses to which of the four sides M will fall. If M falls on a tank, M destroys it (the tank is removed from the board). M cannot fall over a high obstacle.

### MONSTERS IN A DUEL

Monster can kill the opponent's Monster only if at the end of its movement it reaches the square directly behind it while facing towards the opponent. Then it uses its brute force and knocks out the enemy that falls to the ground.



*We hope the players will complete the proposed rules and that they will make some obstacle schemes in which Monster would play a major role. You can put any suggestions on a BGG forum so other players could provide comments and further suggestions.*