

# TANK CHESS

## EXPANSION

# FUN SET

## RULEBOOK

Tank Chess basic game has five tank types and two boards (with 16×16 and 20×20 squares) which can be modified in countless ways using custom obstacles. This guarantees diversity and long-term entertainment, but for the players who want to go an extra mile, there is the Fun Set expansion which brings many new elements.

New obstacles and tank types are introduced, but the essence of the game remains the same: outsmarting the opponent by carefully maneuvering your pieces.

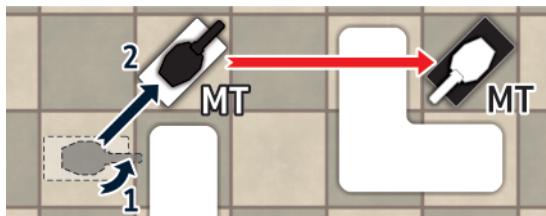
### Components

- 6 types of obstacles: 6 low obstacles (white), 16 water obstacles (translucent blue), 12 hedges (translucent green), 12 mud obstacles (translucent yellow), 20 trees (green markers) and 10 land mines (red markers)
- 14 tank types (a total of 44 pieces)
- Two notepads for writing down coordinates of remote-controlled mines
- Two reference sheets with tank characteristics
- 28 info cards
- Two obstacle reminders
- Rulebook and Brochure

### Obstacles

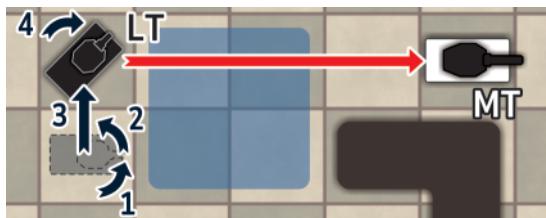
There are only high obstacles (dark brown) in the basic set, representing buildings, boulders, or similar objects through which tanks cannot move nor fire. Fun Set expansion features six different types of obstacles that influence movement and firing in different ways.

**Low obstacles** represent low walls, stones and similar, through which tanks cannot pass. Due to their small height, all tank types can fire over them.



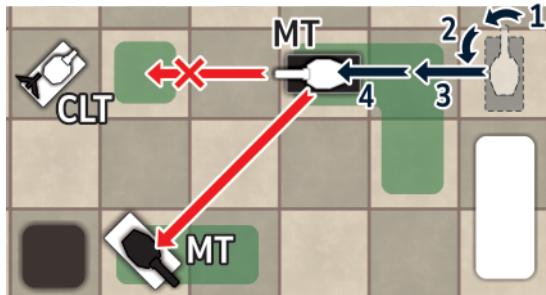
In the diagram above, white Medium Tank moved around a low obstacle and fired at black MT over another low obstacle.

**Water obstacles** (representing rivers, lakes, canals, etc.) are also impassable for almost all tanks (except Amphibians), but it is possible to fire over them.



If they want, a player can deliberately move any tank into the water and sink it (the piece is removed from the board).

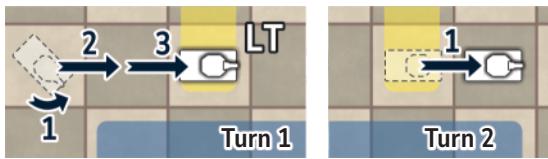
**Hedges** (representing tall bushes, thicket) have opposite properties than low obstacles. All the vehicles can pass through hedges, but no tank can fire through them as they block the view if at least one of the squares in between the tank that fires and the target contains a hedge. However, mortars and howitzers can fire over them normally. Hedges cannot be destroyed (they spring back after a tank has moved through).



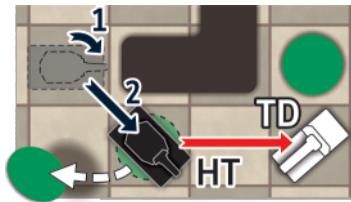
In the diagram above, black Medium Tank can fire at white MT, but cannot fire at white CLT because of the hedge in the line of sight.

**Mud obstacles** do not affect firing in any way, but they slow down movement. When a piece reaches a square with mud on it, it stops immediately. Moreover, when a

piece starts on a square with mud, it can make only one step (one square forward, backward or one 45° rotation).



**Trees** are obstacles that cannot be passed nor shot through. However, Super-heavy Tank (ST), Heavy Tank (HT) and Heavy Bulldozer (HB) can knock down trees. When a tree is destroyed (the green marker is removed from the board), the vehicle that destroyed it cannot move further during the same turn (it stops on the square where the tree was), but it can still fire. In the next turn, the tank can move normally.



**Land mines** are represented by red hexagonal markers. Only Minesweeper (MS) can cross over mines (which clears them). Any other vehicle is destroyed if it moves to a square with a red marker. Firing is possible over mines.

In most cases, there is no reason to intentionally destroy your own tank by moving it onto a mine, but in some situations the destroyed tank can provide a cover for other, more important units, see the example below:



## New Pieces

In addition to the combat vehicles, Fun Set expansion includes pieces that have special roles: clearing mines, pushing destroyed tanks, crossing water obstacles, etc. The characteristics of the different vehicle types are shown on reference sheets and info cards.

**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.

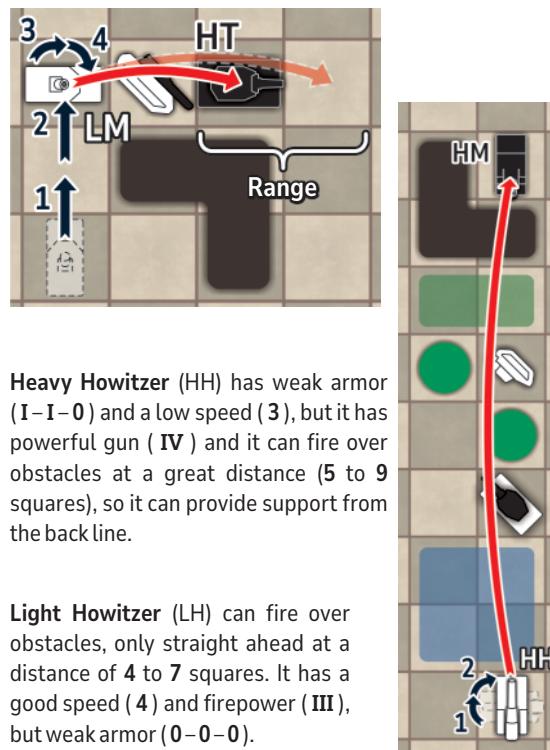
**Tank Hunter (TH)** has weak armor (**0 – 0 – 0**), but is very fast (**5**) and has a decent gun (**II**). It can be very effective hunting down the opponent's Command Tank.

**Assault Gun (AG)** has a decent speed (**4**), powerful gun (**III**) and a strong frontal armor (**III – 0 – 0**). It has no rotating turret so it can fire straight ahead.

**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.

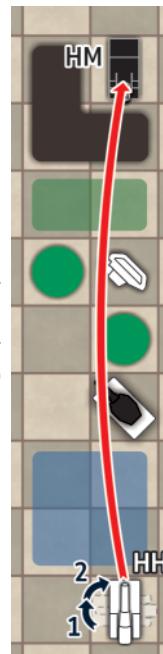


**Light Mortar (LM)** can fire over obstacles at a short range – 2 or 3 squares. The armor is poor (**I – 0 – 0**), but the speed is decent (**4**). Unlike the Heavy Mortar, it has a weak gun (**II**). It can only fire straight ahead.

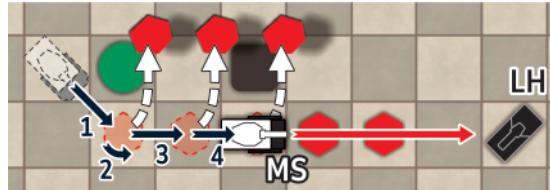


**Heavy Howitzer (HH)** has weak armor (**I – I – 0**) and a low speed (**3**), but it has powerful gun (**IV**) and it can fire over obstacles at a great distance (**5** to **9** squares), so it can provide support from the back line.

**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**).



**Minesweeper (MS)** is a medium tank with a mine flail that can destroy land mines by simply passing over them. The markers of the destroyed mines are removed from the board. In one turn, an MS can sweep several squares with mines. It has speed (4) and gun (II) like a Medium Tank, but the side armor is weaker (II-0-0) to compensate the weight of the mine flail.



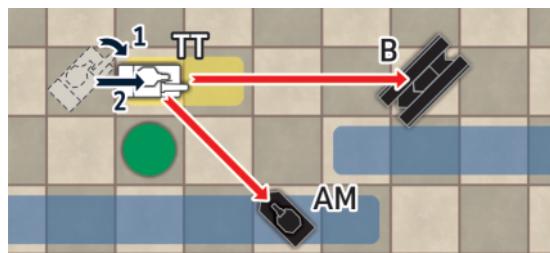
In the diagram above, a white Minesweeper cleared three mines as it moved, and fires at black Light Howitzer.

**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. If a pushed tank reaches water, the piece is removed from the board (it sinks). 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).

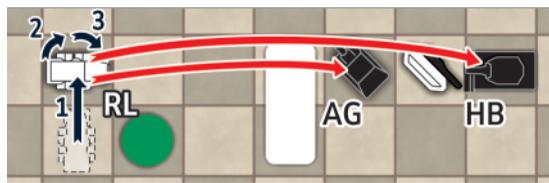


In the diagram above, a white Heavy Bulldozer pushed the destroyed tank in the first step, then rotated in place, and moved straight ahead in the third step. From that position, it fires at the black Super-heavy Tank.

**Twin-gun Tank (TT)** has armor (II-I-0) and speed (4) as the Medium Tank, but has two guns. The main gun has a value of II and fires only straight ahead, while the second gun (I) is mounted in a small turret and therefore can fire in three directions. Twin-gun Tank can fire at two targets in the same turn.



**Rocket Launcher (RL)** is a half-track vehicle armed with rockets. It has a low speed (3) and weak armor (0-0-0). It can launch two rockets (power V) at the same time, and thus destroy two opponent's vehicles in a single turn. It launches rockets straight ahead, and can hit targets behind obstacles at a range of 3 to 6 squares.



In the diagram above, a white Rocket Launcher destroys two black pieces.

**Recovery Vehicle (R)** does not participate in combat, but has the ability to repair destroyed tanks. The repair procedure is the following:

- 1) In the first turn, R takes a position so that the destroyed tank is straight in front of it.
- 2) In one of the following turns (it does not have to be the next one), the destroyed tank is repaired (the piece is returned to upright position). No vehicles can move nor fire in this turn (the whole turn is 'spent' on the repair).
- 3) From the following turn, the repaired tank can again join the battle.

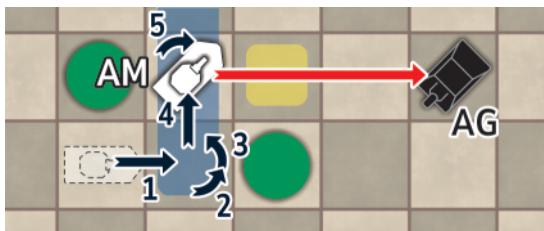
Recovery Vehicle has a decent speed (4) and weak armor (I-I-0).



*Optional rule: opponent's tanks can be repaired. In this case, the repaired tank is captured and continues fight on the opposite side (a flag of opposite color is attached to the piece).*

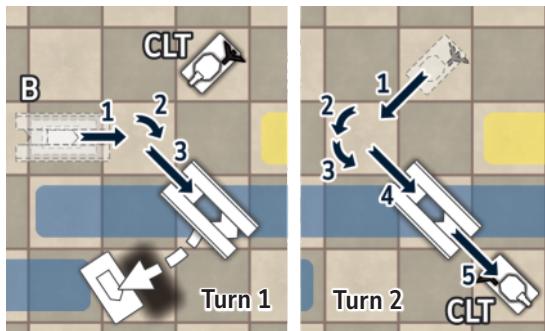
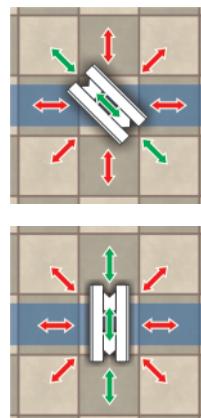
**Amphibian (AM)** has bad armor (0-0-0) and a modest gun (I), but high top speed (5). This is the only vehicle that can pass over water obstacles.

If the Amphibian is destroyed while on the water surface, the piece is removed from the board (it sinks so it does not become an obstacle).



**Bridge Tank (B)** has no gun, so it cannot fight. It has a support role – it provides a way for other tanks to cross the water obstacles. The bridge is deployed when it comes to a square with a water obstacle – the piece is separated into two parts: the lower part (the hull) is removed from the board, while the upper part (the bridge) is placed onto this square.

From that point, all the pieces (including the opponent's) can use the bridge to cross the water obstacle. To do so, a vehicle must approach the bridge in a straight line, and it cannot rotate in place while on the bridge (it must move only forwards or backwards). Only the Super-heavy Tank (and Ultra-heavy Tank, included in 'Special Pieces' expansion) cannot cross the bridge.



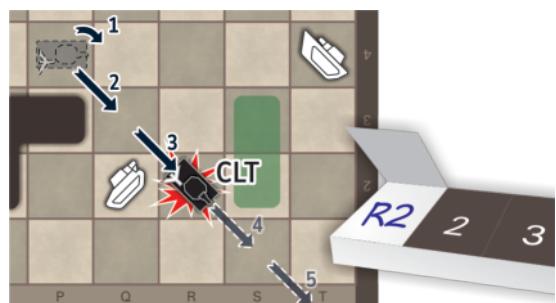
Bridge Tank has a decent speed (4) and equal armor on all sides (I – I – I). When deployed, the bridge cannot be destroyed.

If no vehicle is currently on the bridge, a Bridge Tank can exit the water (the hull part is reattached with the bridge part), by moving a single step forwards or backwards (it cannot rotate in place while in water). In the next turn, it can move normally on land, and deploy on another place. While outside the water, it can be destroyed.

## Remote-Controlled Mines

RC mines are not represented with markers. Instead, each player has a notepad where they can write the coordinates of 3 squares on their half of the board, and hide it from the opponent.

When an opponent's tank moves through a noted square (at any step during movement), the player has the option to activate the mine. If they decide to do so, the coordinates must be shown to the opponent (of the activated mine only). The destroyed piece is then turned to the side and remains on that square.



However, if the player does not want to activate the mine, they are not required to show the coordinates from the notepad. This decision is logical if the player is waiting for a more valuable opponent's piece.

## BOARD SETUPS

Eight different board setups, each in two variants (for boards with 16x16 and 20x20 squares), are shown in the brochure. All types of obstacles that are part of the basic game and this expansion are used.

The diagram below shows how different types of obstacles are shown on the schemes in the brochure:

