TANK CHESS
EXPANSION
FUN SET
PLUS

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 like new challenges, there are expansions that bring many new elements.

Fun Set Plus expansion introduces eight new types of obstacles and 15 new types of pieces, but the essence of the game remains the same: outsmarting the opponent by carefully maneuvering your pieces.

Components

- 8 types of obstacles: 12 low obstacles (white), 32 water obstacles (translucent blue), 12 hedges (translucent green), 12 fire obstacles (translucent red), 20 ice obstacles (frosted white), 10 roads (translucent black), 12 smoke obstacles (circular gray markers) and 10 land mines (hexagonal red markers)

- 15 piece types (a total of 40 pieces)

- 4 circular red markers (for marking destroyed Pillboxes)

- Two reference sheets with tank characteristics

- 30 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 Plus expansion features eight 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. All tank types can fire over low obstacles (except the Tankette because it has a low silhouette). However, no tank type can fire over a low obstacle if the target has a low silhouette – Tankette (TK) and Remote-controlled Bomb (RB). This does not apply to mortars and howitzers, which can hit any target over any kind of obstacle.

In the diagram above, white Medium Tank cannot fire at black Tankette which is located behind a low obstacle, but it can fire over the Tankette and destroy the black Light Tank.
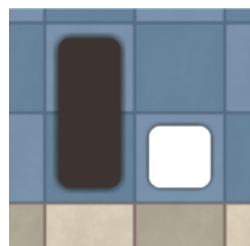
Water obstacles represent wide water surfaces (rivers, lakes, etc.). Several piece types from this expansion can move over water surfaces unhindered: Fast Boat (FB), Gun Boat (GB), Light Landing Boat (LL), Heavy Landing Boat (HL) and Amphibious Howitzer (AH).

Water obstacles don't interfere with firing in any way. When a vehicle located on the water is destroyed, the piece is removed from the board (it sinks). If they want, a player can deliberately move any tank into the water and sink it (remove the piece from the board), for example, to open a passage for another piece.
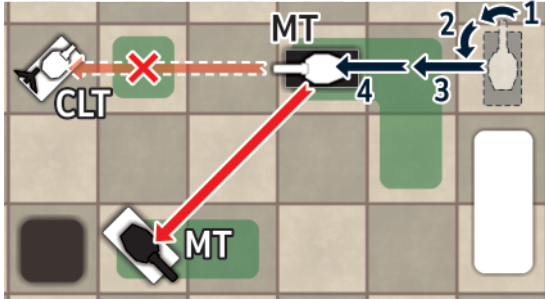
Some of the wide translucent blue plastic obstacles have shapes cut out that represent flat islands. Land vehicles (if they are carried there by landing boats) and amphibious vehicles can move over those islands. The diagram below shows an example:

High and low obstacles can be placed on top of water obstacles, acting the same as when placed on land (vehicles cannot pass over them, high obstacles prevent firing, etc.).
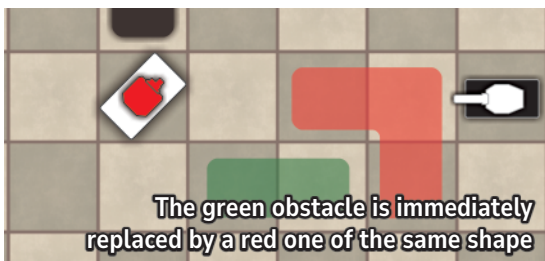
Hedges (representing tall bushes and thickets) have opposite properties than low obstacles. All the vehicles can pass through hedges, but no tank can fire through them, as they block the view if at least one of the squares in between the tank that fires and the target contains a hedge. However, mortars and howitzers can fire over them normally. Hedges are not destroyed when tanks pass through them (they spring back after a tank moves away).

In the diagram above, black Medium Tank can fire at white MT (a hedge is flattened when a piece is located on the same square, so it does not block firing), but it cannot fire at white CLT because of the hedge in the line of sight.

Fire obstacles represent hedges aflame. Only the Flamethrower (FT) can ignite hedge obstacles. When FT 'fires' at any square containing a hedge (translucent green), the whole obstacle is set on fire – the translucent green plastic shape is replaced by a red one. When one hedge obstacle is set on fire, the neighboring hedges (separate plastic shapes) are not.

The diagrams below show a Flamethrower setting a hedge on fire (more details about FT characteristics on page 4).

The green obstacle is immediately replaced by a red one of the same shape

Once aflame (it became a fire obstacle), the red plastic shape remains on the board until the end of the game.
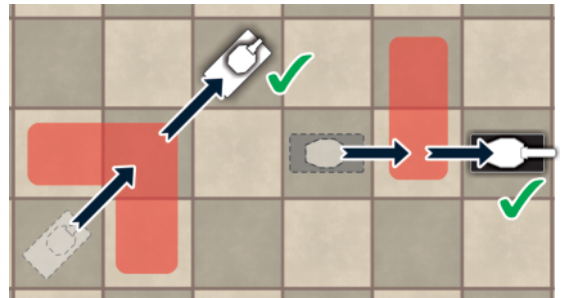
On some board setups (Fiery Battlefield), fire obstacles are deployed from the start.

Like hedges, fire obstacles block the line of sight, and it is not possible to shoot through them (only mortars and howitzers can shoot over them).

Most vehicles can pass through squares covered with a fire obstacle, but as soon as a vehicle enters fire, it must immediately exit in the next step in the same turn (it must not pass through fire two squares in a row, nor rotate in place while in fire).

If a tank finishes movement in fire, or it does not immediately exit, it is destroyed and remains in place (it cannot fire in that turn).

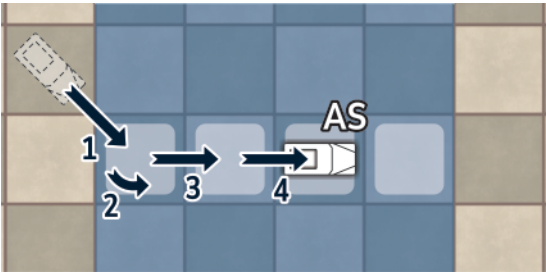The diagrams below show examples of successful and unsuccessful passage through fire obstacles.

For various reasons (tires on wheels, open cabin, slow speed), some vehicles cannot pass through fire – if one enters a square with fire, it is immediately destroyed at that square. Such pieces are: Recon Tank – **RT**, Light Mortar – **LM**, Rocket Launcher – **RL** and Tank Hunter – **TH** (from Fun Set expansion); Anti-tank Squad – **AS**, Minelayer – **ML** and Remote-controlled Bomb – **RB** (from this expansion); Airborne Unit – **AU** (from Airborne expansion); Armored Car – **AC**, Armed Off-road Vehicle – **AO** and Ultra-heavy Tank – **UT** (from Special Pieces mini-expansion).

In some situations, a player may deliberately move a piece onto a square covered with a fire obstacle and thus self-destruct it (e.g. to block a passage).

Ice obstacles are placed on top of water obstacles, representing a frozen water surface. Each ice obstacle covers one square on the board.

The following vehicles can move over ice (lightweight category): Light Tank – **LT** (from the basic game); Recon Tank – **RT**, Tank Hunter – **TH**, Amphibian – **AM**, Light Mortar – **LM** and Light Howitzer – **LH** (from Fun Set expansion); Tankette – **TK**, Remote-controlled Bomb – **RB**, Anti-tank Squad – **AS**, Minelayer – **ML** and Amphibious Howitzer – **AH** (from Fun Set Plus expansion); Airborne Light Tank – **AL**, Airborne Unit – **AU** and Fast Anti-aircraft Vehicle – **FA** (from Airborne expansion); Armed Off-road Vehicle – **AO**, Armored Car – **AC** and Light Destroyer – **LD** (from Special Pieces mini-expansion).

If a heavier vehicle moves onto a square with ice, the ice breaks and the vehicle sinks in the water (the piece and ice marker are removed from the board).

Boats cannot pass through squares covered with ice: Fast Boat – **FB**, Gun Boat – **GB**, Light Landing Boat – **LL**, Heavy Landing Boat – **HL** (and Armored Boat – **AB** from Special Pieces mini-expansion).

Ice does not restrict firing.

Ice can be melted by the Flamethrower – when FT 'fires' at a square with ice, the ice marker is removed from the board. An example is shown in the diagram below:
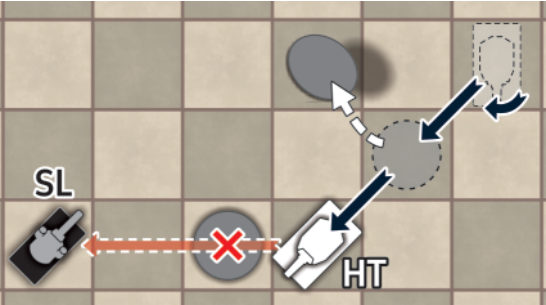

If a vehicle is located on ice and is destroyed by the Flamethrower, the ice below it is melted and the destroyed piece is removed from the board (it sinks).

Smoke obstacles are not placed on the board as part of a setup; instead, they are generated by Smoke Launchers during the game (more details about SL on page 5). When a smoke cartridge is fired, a gray cardboard marker is placed on the board, taking up one square.

Smoke obstacles do not interfere with vehicle movement in any way, but firing is not possible through the square because it obscures the line of sight (the same as a hedge obstacle), except if a mortar or howitzer is firing.
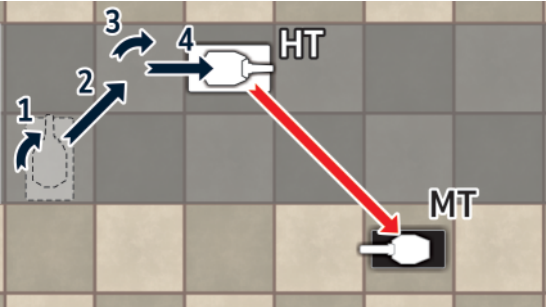
When any vehicle comes to or passes through a square containing a smoke obstacle, the marker is removed from the board (smoke is dispersed).

The diagram above shows a white Heavy Tank passing through a square containing a smoke marker (which is thus removed from the board). After movement, the HT cannot fire at black Smoke Launcher because there is a smoke obstacle in the firing line.

Road represents a hard surface over which tanks can move faster. Any vehicle can move one extra step when moving on a road if all squares it passes through in the current turn, including the initial and the final square, are on the road.

Road does not influence firing in any way.

In the diagram above, white Heavy Tank moved 4 steps, even though its speed is generally 3.
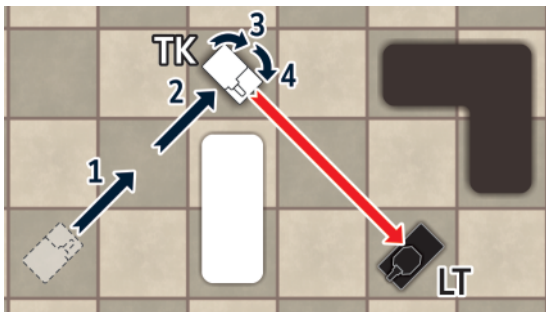
New Pieces

This expansion features 15 types of pieces. Most of them have some special characteristics and abilities, which is all shown on reference sheets and info cards.
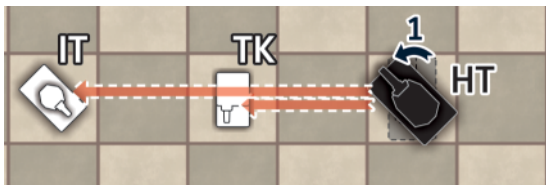
Heavy Destroyer (HD) has the same speed as Heavy Tank (**3**), very strong armor (**III** – **III** – **I**) and a powerful gun (**V**). It can only fire straight ahead (no rotating turret). It doesn't have a special ability, but it can have a significant role in the game because of its powerful gun.

Infantry Tank (IT) has a decent speed (**4**) and weak gun (**I**), but its armor is equally good on all sides (**II** – **II** – **II**). It is interesting that an IT cannot destroy another piece of the same type, because it doesn't have a weak armor side.

Tankette (TK) has a low silhouette, so it cannot fire over a low obstacle, but it can hide from enemy fire behind it. When destroyed, a Tankette is flipped on its back (not on its side). An active or destroyed Takette has properties of a low obstacle – all pieces can fire over it. Tankette has a decent speed (**4**), weak armor (**I** – **0** – **0**) and a weak gun (**I**) that can only fire straight ahead (no turret).

In the diagram above, white Tankette moves around a low obstacle and fires at black Light Tank.
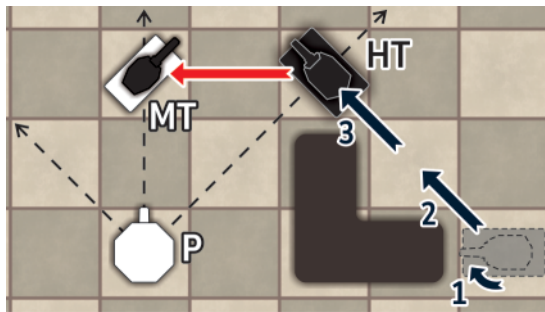

In the diagram above, black Heavy Tank can fire at both the Infantry Tank and the Tankette (but the player has to choose only one).

Pillbox (P) can be treated as a fixed playing piece or as some kind of active obstacle that can fire at enemy tanks.

Pillbox has a gun value of **IV**, which fires in three directions. Unlike tanks, Pillboxes can fire at pieces located on squares immediately next to them. If an enemy vehicle ends its movement on a line of fire, the player controlling the Pillbox may fire from it, but they cannot move any vehicle in that turn.
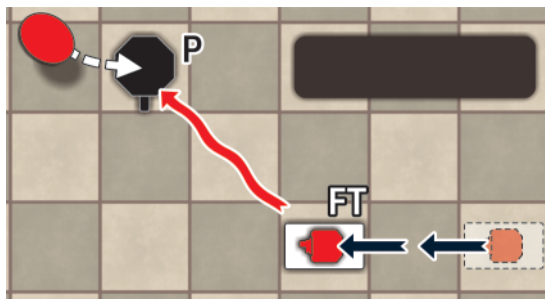
Pillbox has very strong concrete armor on all sides (**V**) so no tank can destroy it, except the Flametrower (which doesn't penetrate armor but burns the target).

In the diagram above, black dashed arrows show Pillbox's firing directions. Black HT destroys white MT, and in the next turn (diagram to the right) the white player decides to use the opportunity and destroys the black HT.

Flamethrower (FT) has the same speed (**3**) and armor as a Heavy Tank (**III** – **II** – **I**). Instead of a classic gun, it has a flamethrower. The weapon has a very short range – only 2 squares (it can't be used at a distance of 1), but it has an absolute power, so it can destroy any target, including Pillboxes. FT has a turret so it can fire in three directions. It can also set hedges on fire and melt ice obstacles (shown on the previous pages).

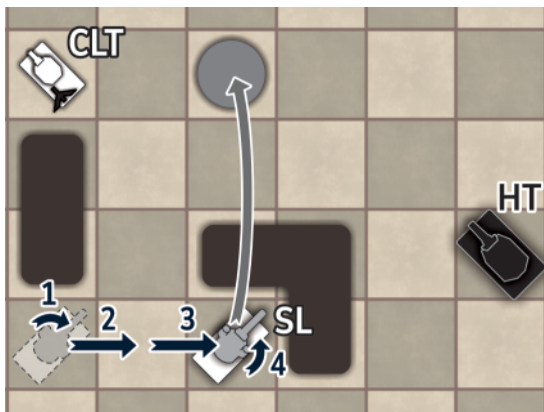In the diagram above, white FT destroys a black Pillbox. A red marker is placed on top of the destroyed Pillbox.

Smoke Launcher (SL) has the same speed (**4**) and gun as Medium Tank (**II**), but the armor is a bit weaker (**II** – **0** – **0**). It has a turret and can fire in three directions.

Smoke Launcher's special feature is the ability to launch smoke cartridges. It can be launched in three directions, at a distance of 1, 2 or 3 squares. A smoke cartridge can fly over any obstacle or vehicle (like howitzer/mortar fire). A circular gray marker is placed on the board to represent deployed smoke.

A smoke cartridge cannot be launched to a square occupied by a playing piece, high obstacle, water, hedge, tree or fire obstacle.

In one turn, a Smoke Launcher can either fire from its gun or launch a smoke cartridge, not both. It can launch a smoke cartridge an unlimited number of times.

It is not possible to fire through a smoke obstacle. When any vehicle passes through it, the gray marker is removed from the board.
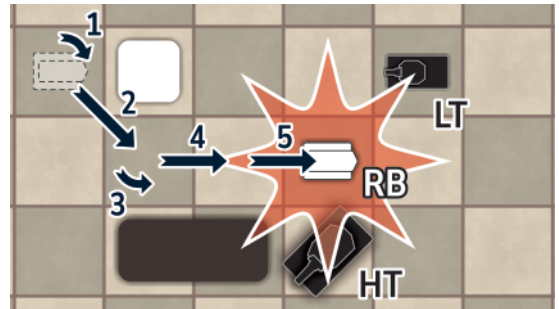

In the diagram above, white Smoke Launcher protected white Command Tank (CLT) by launching a smoke cartridge, which created a cover.

Remote-controlled Bomb (RB) is a very specific piece. It has good speed (**5**), but no armor (**0** – **0** – **0**). Its weapon is an explosive that can be activated only once, and then the RB itself is destroyed. The explosive value is **V**, so it can destroy any piece type except Pillbox. When an RB is activated, all pieces on squares adjacent to it are destroyed (flipped to their sides), including pieces from the same team if they happen to be on those squares. After the explosion, the RB piece is removed from the board (it is completely disintegrated and does not represent an obstacle in the further course of the game).

RB explodes if any piece from any team fires at it. If the RB gets into the fire, it explodes immediately (as soon as it

enters a square with the fire obstacle). The effect is exactly the same – the RB piece is removed from the board, and all the pieces that are on the adjacent squares get destroyed (turned to their sides).

Like the Tankette, the RB has a low profile, so it can take cover behind low obstacles and all pieces (except the Tankette) can fire over it.

In the diagram above, the white RB activates and destroys two opposing pieces (HT and LT).

In the diagram above, the white HM fired at the black RB, with the explosion destroying two other black pieces (HD and IT).

Anti-tank Squad (AS) is a half-tracked vehicle with a speed of **4** and no armor (**0** – **0** – **0**). Its weapon is the soldiers who get out of the vehicle and place explosives (strength **III**) on the opponent's tank. To destroy an opponent's vehicle, the AS must come to an adjacent square, near the side where the target has an armor value of II or less (the orientation of the AS does not matter, as the soldiers can exit to any side).
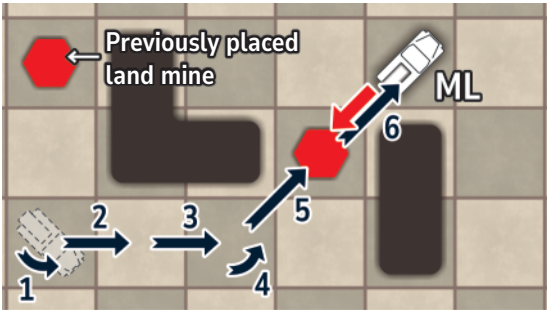

In the diagram above, the black AS destroys the white HT.

Minelayer (ML) is a truck that has high speed (**6**) and no armor (**0** – **0** – **0**).

ML moves in the same way as other vehicles, but it cannot rotate twice in a row for 45° on the same square – it must either take at least one step straight ahead between rotations, or it must wait for its next move to rotate again while on the same square.
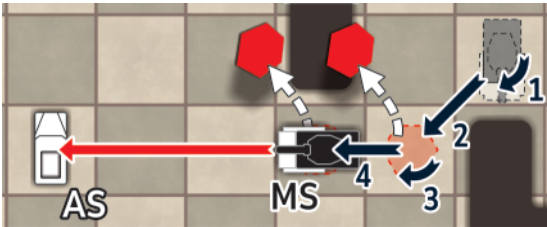
ML has no active weapons but carries land mines that can be placed on the board. A land mine (hexagonal red marker) is placed on the square immediately behind the Minelayer, after its movement.

Placed land mines remain on the board and are useful for blocking narrow passages. Any piece (except the MS) is immediately destroyed if it comes on a square with a mine (generally, there is no reason to do so, but sometimes a destroyed piece can serve as cover for other vehicles). Land mines do not interfere with firing in any way.

The diagram above shows the white ML placing a mine.

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.
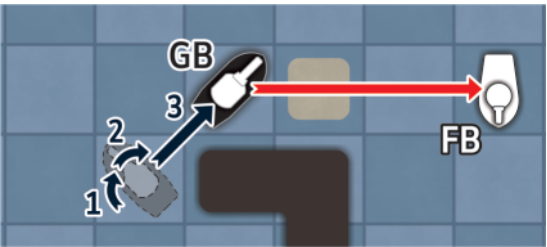

In the diagram above, the black MS neutralizes two mines in one move and fires at the white AS.

Amphibious Howitzer (AH) can move both on land and water, with a speed of **4**. It has no armor (**0** – **0** – **0**), and the firepower of its howitzer (it can fire over obstacles) is **III**. It can only fire straight, within the range of **3** to **6** squares.

Fast Boat (FB) can only move over water obstacles. Fast Boat is equivalent to Light Tank: speed **5**, armor **I** – **0** – **0**, gun value **I** mounted in a turret (fires in three directions).

Gun Boat (GB) is equivalent to Medium Tank: speed **4**, armor **II** – **I** – **0**, gun value **II** in a turret.

In the diagram above, the black GB destroys the white FB. The affected boat is removed from the board (it sinks).

Light Landing Boat (LL) is used for transferring land vehicles over water surfaces. Its speed is **4**, armor value is **0** – **I** – **0**, and it has no armament.
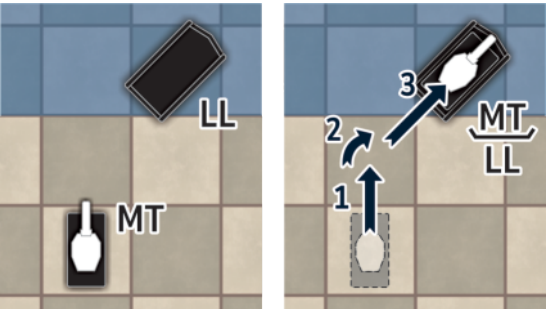
All land vehicles (including amphibious vehicles) can be loaded onto the LL, except for the heavier pieces: Heavy Tank – **HT** (from the basic game); Super-heavy Tank – **ST** and Heavy Bulldozer – **HB** (from Fun Set expansion); Flamethrower – **FT** and Heavy Destroyer – **HD** (from Fun Set Plus expansion); Ultra-heavy Tank – **UT** (from Special Pieces mini-expansion).

A vehicle can enter / exit the LL both from the front and from the rear, but only in a straight direction.
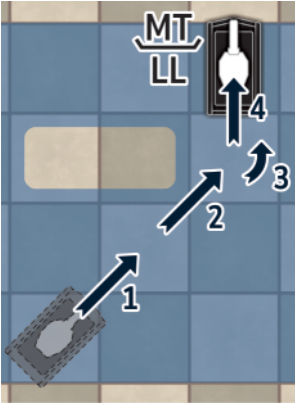
When a landing boat moves, the vehicle loaded onto it can fire, but only straight ahead, even if it has a turret.

When firing at an LL that has a vehicle on board, the armor of the LL is taken into account (**0** – **I** – **0**).
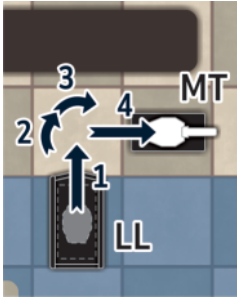
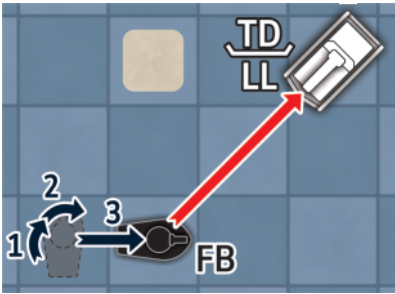The example below shows an MT loading onto the LL.

The diagram below on the left shows LL with MT on board moving to the opposite coast of the river.
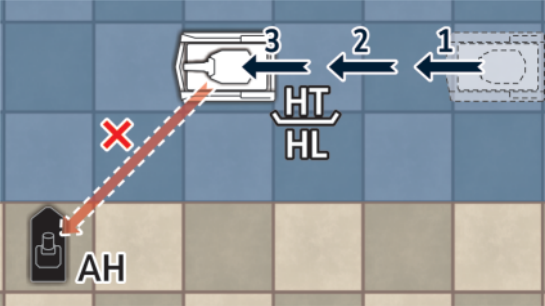
The diagram below shows the MT landing from the LL.

In the diagram on the right, a white Fast Boat sinks a Light Landing Boat with a TD on board.

Heavy Landing Boat (HL) can carry all vehicles except Super-heavy Tank (Fun Set) and Ultra-heavy Tank (Special Pieces). HL has speed **3** and armor **0 – II – 0**.

In the diagram above, the white HT loaded on the HL cannot fire at the AH from this position, because tanks can only fire straight ahead while loaded on a landing boat.

If empty, landing boats (LL and HL) are considered a low obstacle in the fore-aft direction – tanks can fire over them.
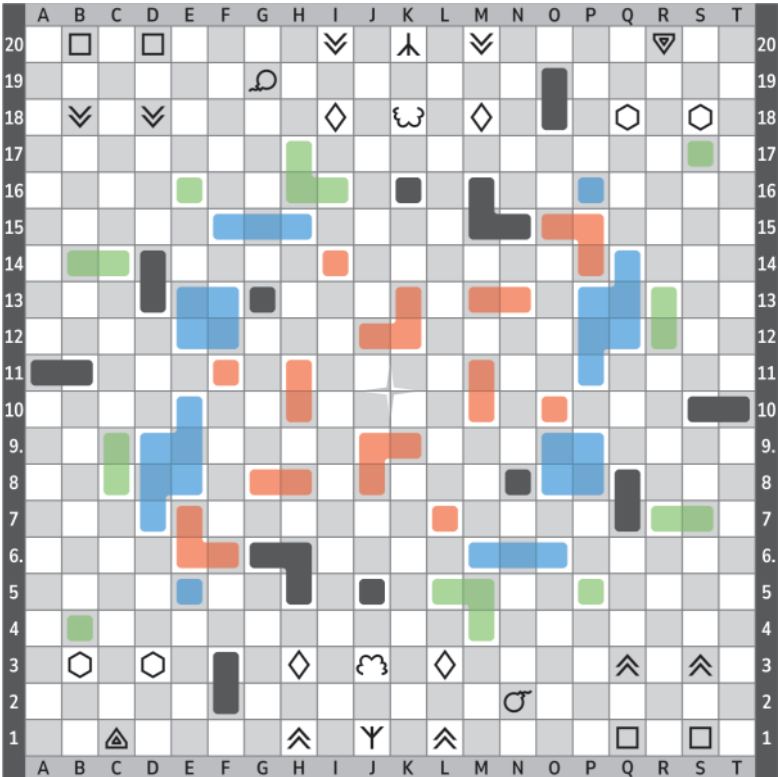

BROCHURE

Three variants of one board setup (for boards with 16×16, 20×20 and 24×24 squares) are shown in the diagram on the right and on the next page. The Brochure shows 10 more setups, each in three or four variants (some of them also have variants for a 12×12 square board).

In addition to obstacles and pieces from the basic game and this expansion, some setups also use elements from the Fun Set expansion. The 24×24 board setups use elements found in the Extended edition of Tank Chess.
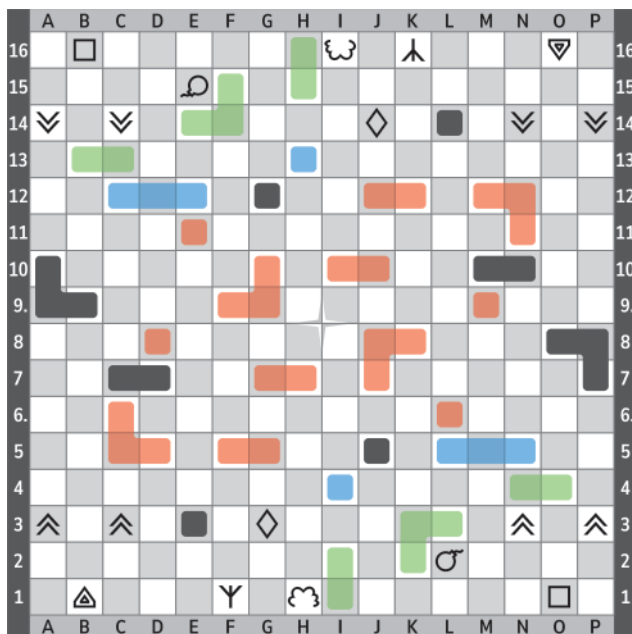
Fiery Battlefield – 20×20:

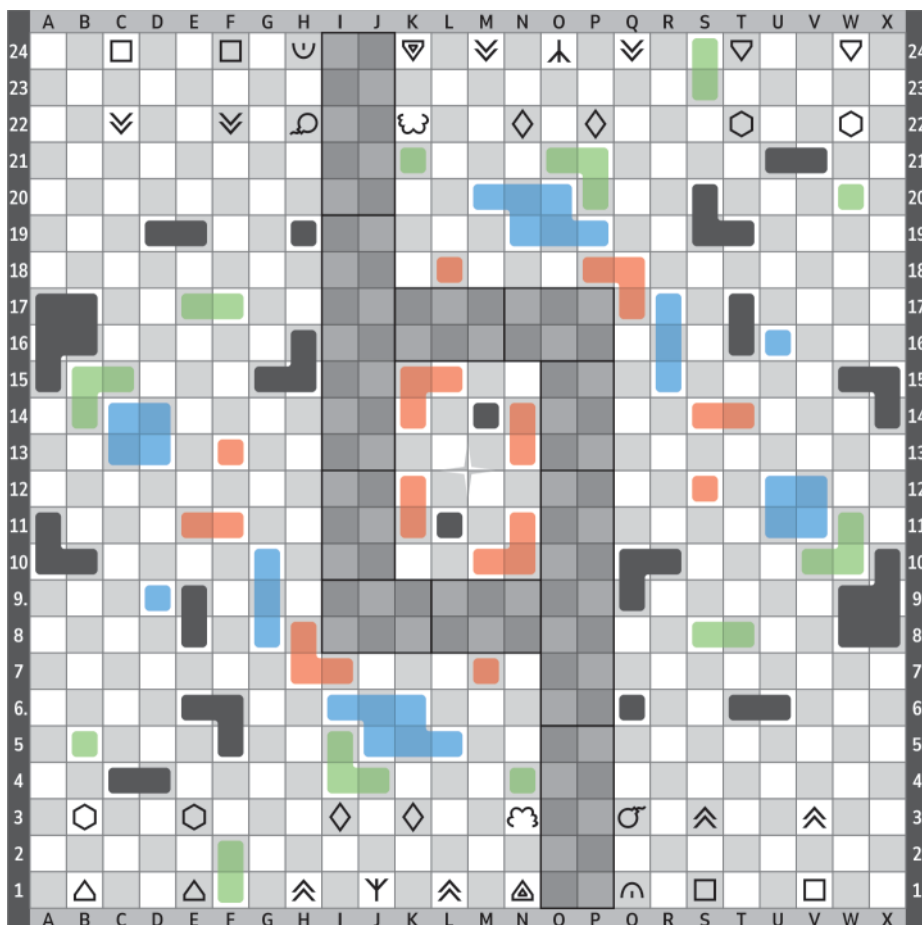|		
Y CAS	⟲ SL ×1	⬠ HD ×1
⩘ LT ×4	□ HT ×2	♂ RB ×1
◇ MT ×2	⬡ IT ×2	∑: 14

Fiery Battlefield

This setup is characterized by a large number of fire obstacles that are on the board from the beginning of the game.

Anti-tank Squad is in the role of Command tank (CAS). The AS is one of the vehicles that cannot pass through the squares covered by fire obstacles, so it is not very easy to find a route to the opposite side of the board for the escapemate.

16×16:
- Y CAS
- ⩘ LT ×4
- ◇ MT ×1
- ⌣ SL ×1
- ▢ HT ×1
- ⬣ HD ×1
- ♂ RB ×1
- ∑: 10

24×24:
- Y CAS
- ⩘ LT ×4
- ◇ MT ×2
- ⌣ SL ×1
- ⬡ IT ×2
- ▢ HT ×2
- △ TD ×2
- ⬣ HD ×1
- ⌢ HM ×1
- ♂ RB ×1
- ∑: 17