

# TANK CHESS

## AIRBORNE EXPANSION

### RULES

This mini expansion features several new vehicle types that add an extra dimension to the game.

### Components

- 5 piece types (a total of 16 pieces)
- 2 airborne stands
- Two reference sheets with tank characteristics
- 10 info cards
- Sheet with rules and board setups

### New Pieces

This expansion features two vehicle types that can be deployed anywhere on the board by parachute:

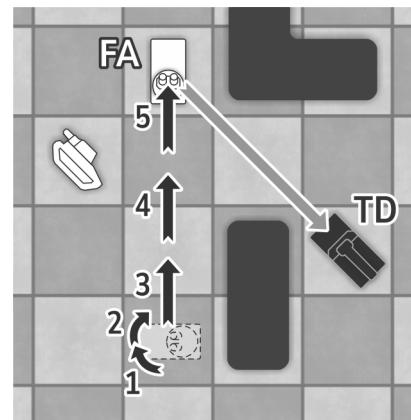
**Airborne Light Tank (AL)** is similar to a Light Tank, with the same values for gun (**I**) and armor (**I-0-0**), but is slightly slower (**4**).

**Airborne Unit (AU)** is a light tracked transport vehicle which carries soldiers that can destroy an enemy tank by attaching explosives (strength **II**) to it at close range. Its speed is **4**, and it has no armor (**0-0-0**). To destroy an opponent's vehicle, the AU must come to an adjacent square, near the side where the target has an armor value of **I** or less (the orientation of the AU does not matter, as the soldiers can exit to any side).

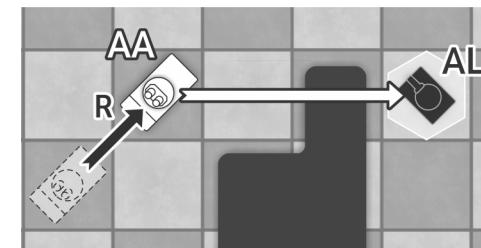
There are two types of anti-aircraft vehicles that can also fire at targets on the ground and one stationary piece that is intended exclusively for firing at targets in the air:

**Armored Anti-aircraft Vehicle (AA)** has armor **I-I-0**, speed **4**, and gun **I**. It has a turret that rotates quickly, so it can fire in all eight directions. AA can fire both at airborne targets and at vehicles on the ground. When targeting units on the ground, its firing range is **2+**, and when firing at targets in the air, its range is **1-3** squares.

**Fast Anti-aircraft Vehicle (FA)** has the same gun value and firing range as AA, but it has a higher speed (**5**) and no armor (**0-0-0**). Due to the ability to fire in all eight directions, both AA and FA are very useful in any phase of the game.

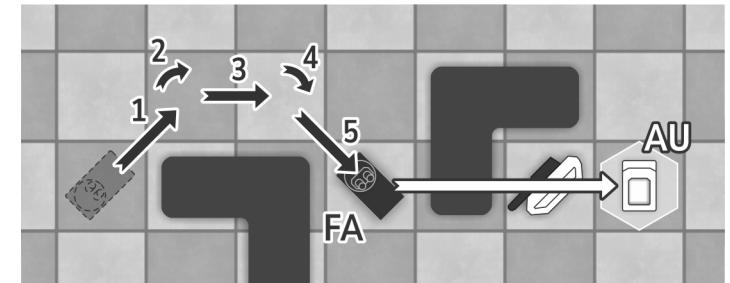


In the diagram to the left, the white Fast Anti-aircraft Vehicle uses its high speed and ability to fire in all directions to destroy the black Tank Destroyer.



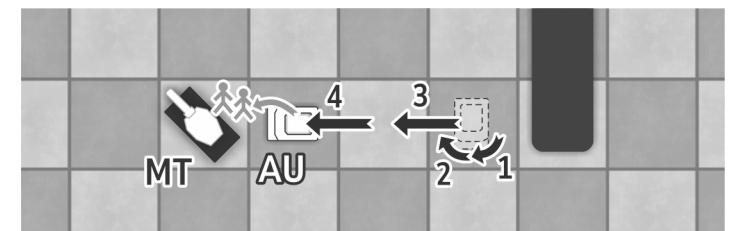
In the diagram to the left, by reversing, the white AA came into a position to fire at the black AL, which is still in the air (on a stand).

In the diagram below, the black FA fires at the white AU in the air.



While a piece is on a stand (in the air), other pieces may pass through the square under it, but they may not end their movement there.

In the next turn, the stand is removed and the 'airborne' piece is lowered onto the square, keeping its orientation. In that turn, the piece can immediately move and fire if it has an opportunity, but the player may decide to leave it there and move any other piece.



In the diagram above, the white Airborne Unit moved four steps immediately after landing, and it destroyed the black Medium Tank.



To deploy an 'airborne' vehicle, a stand is placed on a square on the board, and the selected vehicle (AL or AU) is placed on it, with its orientation determined. It cannot be deployed onto a square already occupied by another piece or any of the following obstacles: high, low, water or tree. If deployed above a mine or fire, it will be destroyed immediately upon landing (the reason for doing this may be to permanently block a passage).

While on the stand (in the air), the 'airborne' piece can only be destroyed by an opponent's anti-aircraft piece (AA, FA or T). In this case, the armor value of the airborne piece is irrelevant (it is hit from below and counts as 0), and obstacles do not interfere with firing. If destroyed while in the air, the airborne piece is lowered to the square below and placed on its side.

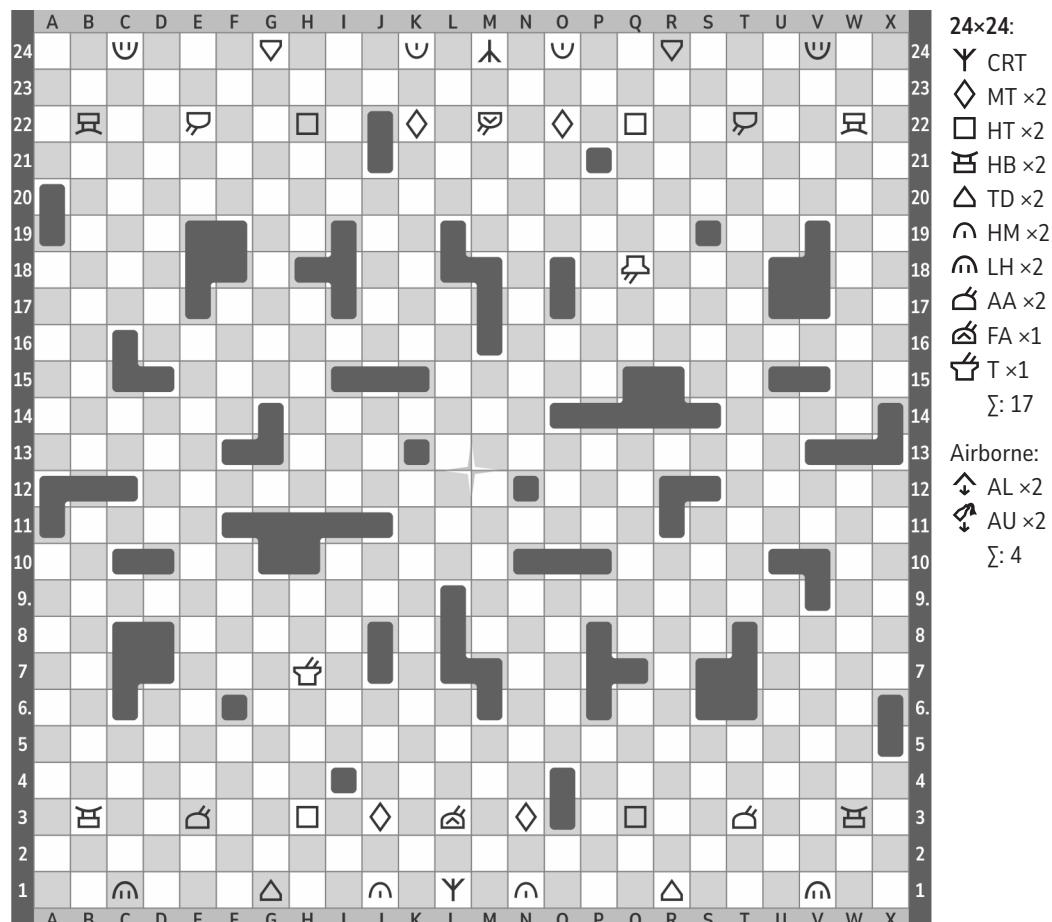
## BOARD SETUPS

The obstacle schemes with 12x12, 16x16 and 20x20 squares shown here use only the elements that are part of the basic game and this expansion. In addition to those, pieces and obstacles from the Extended set are used in the 24x24 scheme.

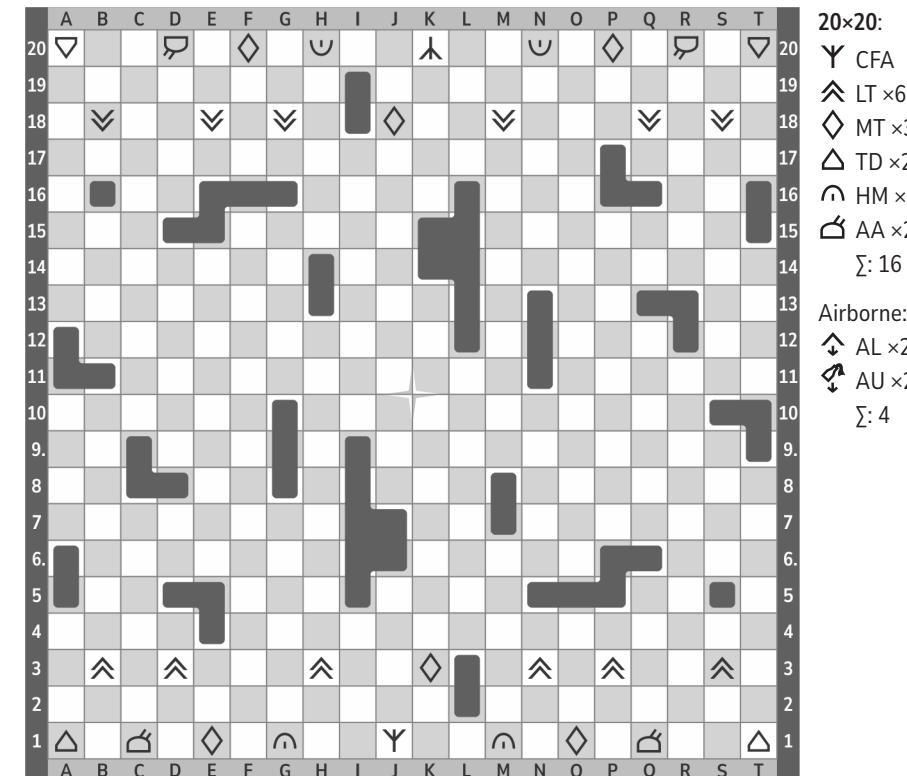
The starting positions of 'airborne' pieces (AL and AU) are not marked in the schemes, because their purpose is to appear on any square on the board chosen by the player.

## Airborne Assault

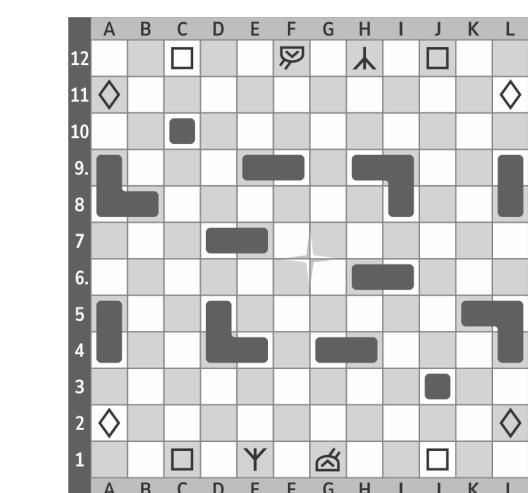
Starting positions of the anti-aircraft vehicles are such that they can protect all other pieces if the opponent decides to drop an airborne piece in one of the first turns.



24x24:  
 Y CRT  
 ◊ MT x2  
 □ HT x2  
 △ TD x2  
 □ HB x2  
 □ HM x2  
 □ LH x2  
 □ AA x2  
 □ FA x1  
 □ T x1  
 Σ: 17  
 Airborne:  
 ↓ AL x2  
 ↓ AU x2  
 Σ: 4



20x20:  
 Y CFA  
 ▲ LT x6  
 ◊ MT x3  
 △ TD x2  
 □ HM x2  
 □ AA x2  
 Σ: 16  
 Airborne:  
 ↓ AL x2  
 ↓ AU x2  
 Σ: 4



12x12:  
 Y CMT  
 ◊ MT x2  
 □ HT x2  
 △ TD x2  
 □ FA x1  
 Σ: 6  
 Airborne:  
 ↓ AU x1

**Optional:** Tankettes (TK) from the Fun Set Plus expansion and Armed Off-road Vehicles (AO) from the Special Pieces mini expansion can be dropped by parachute. These pieces can replace AL or AU, or be added to the selection. Note that AO can be rather dangerous because of its high speed (7), as it can more easily land on a square outside the reach of anti-aircraft guns and still be able to attack immediately.

## Other Board Setups

Some obstacle schemes published in the basic game and other expansions can be adapted to play with pieces from this expansion. A few examples are shown below:

**Open Field 16x16** – two Light Tanks on squares E1 and N1 (L16 and C16) are replaced by two Armored Anti-aircraft Vehicles. Each player has two Airborne Light Tanks to drop by parachutes.

**Split Formations 16x16** – HM is replaced by AA, and the second AA is the Command tank (instead of CLT). Each player has two AL pieces to deploy.

**Wall 20x20** – the two LTs are replaced by two AAs, and a T is added on square K4 (J17). Each player has two AU pieces for deployment.

**Diagonal 20x20** – two LTs on squares B5 and J3 (S16 and K18) are replaced by two AAs. CLT is replaced by CFA. Each player has four 'airborne' pieces: two ALs and two AUs.

**Corridors 16x16** – the two HTs are replaced by two AAs. Each player has two AL pieces to deploy.