

TANK CHESS SPECIAL PIECES

RULES

The Tank Chess project consists of a basic game in several variants and three expansions. There are a total of 39 types of pieces (tanks). Another 6 types that are not part of those sets are featured in this mini expansion.

Components

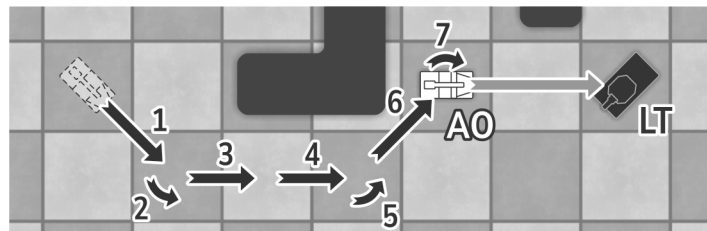
- 6 piece types (a total of 18 pieces)
- Reference sheet with tank characteristics
- 12 info cards
- Sheet with rules and board setups

New Pieces

There are three extremes among the new vehicles: the two lightest pieces (AC and AO) and the heaviest (UT). The rest represent some intermediate categories compared to other pieces from Tank Chess and expansions.

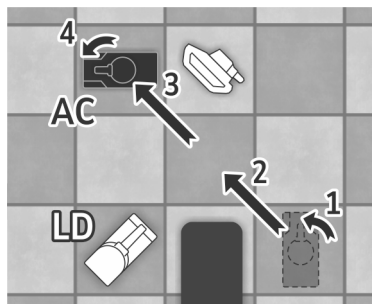
Armed Off-road Vehicle (AO) has great speed (7) and moves the same way as other vehicles, but it cannot rotate twice in a row for 45° on the same square – it must either take at least one step straight ahead between rotations, or wait for its next move to rotate again while on the same square.

AO has no armor (0-0-0), and its weapon is a recoilless gun (power I), with a range of 2 to 5, and it fires only straight ahead.



In the diagram above, the white AO uses its high speed to reach a firing position and destroys the black LT.

Armored Car (AC) also has high speed (6) and moves like AO (it cannot rotate in place twice in a row). It only has frontal armor (I-0-0), its gun has value I with range 2+, firing in three directions (it has a turret).



In the diagram to the left, the black AC cannot reach and destroy the white LD because it could not make two consecutive rotations (the fourth step is a rotation to the left, so the fifth step cannot also be a rotation).

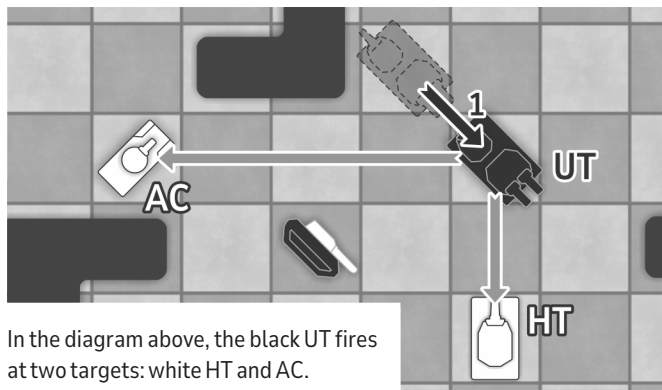
Cruiser Tank (CT) has speed (4) and a gun in a turret like a Medium Tank (II), but a different distribution of armor (I-II-0).



In the diagram to the left, the white CT rotates in the last step in order to orient its stronger side armor towards the enemy tank.

Light Destroyer (LD) has speed 5, armor I-0-0 and a gun value of III which fires straight ahead. Using its high speed and strong gun, it is suitable for 'hunting' Medium Tanks, Tank Destroyers and other vehicles with an armor value of II or less.

Ultra-heavy Tank (UT) is the strongest tank in the game, with armor V-IV-III and a gun value of V. It also has a second gun (III) firing backwards. Both guns are in turrets that fire in three forward/backward directions, and both can fire in the same turn. Due to very heavy weight, UT is extremely slow – it can make only 1 step in each turn.



In the diagram above, the black UT fires at two targets: white HT and AC.

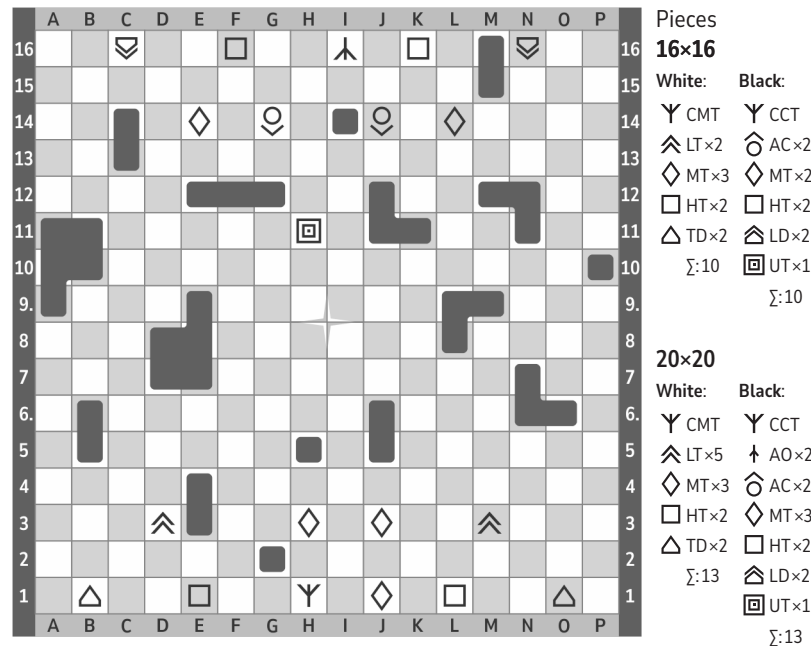
Armored Boat (AB) can only be used in board setups with wide water surfaces, which are part of the Fun Set Plus expansion. Compared to combat boats from that set (Fast Boat and Gun Boat), AB has the best armor (II-II-II) and lowest speed (3). Its gun value is II.

BOARD SETUPS

There are two different board setups on this sheet, each in several board sizes.

Landship

This setup is asymmetric, with the white pieces being from the basic game and the black mostly from the Special Pieces mini expansion. Due to the lack of firepower on the opposing side, the Ultra-heavy Tank dominates the central area. While minding the firing directions it covers, perhaps the best strategy is to ignore the UT, because it can't quickly attack anything.



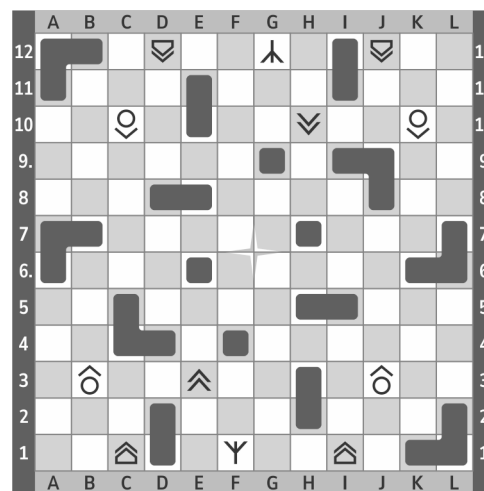
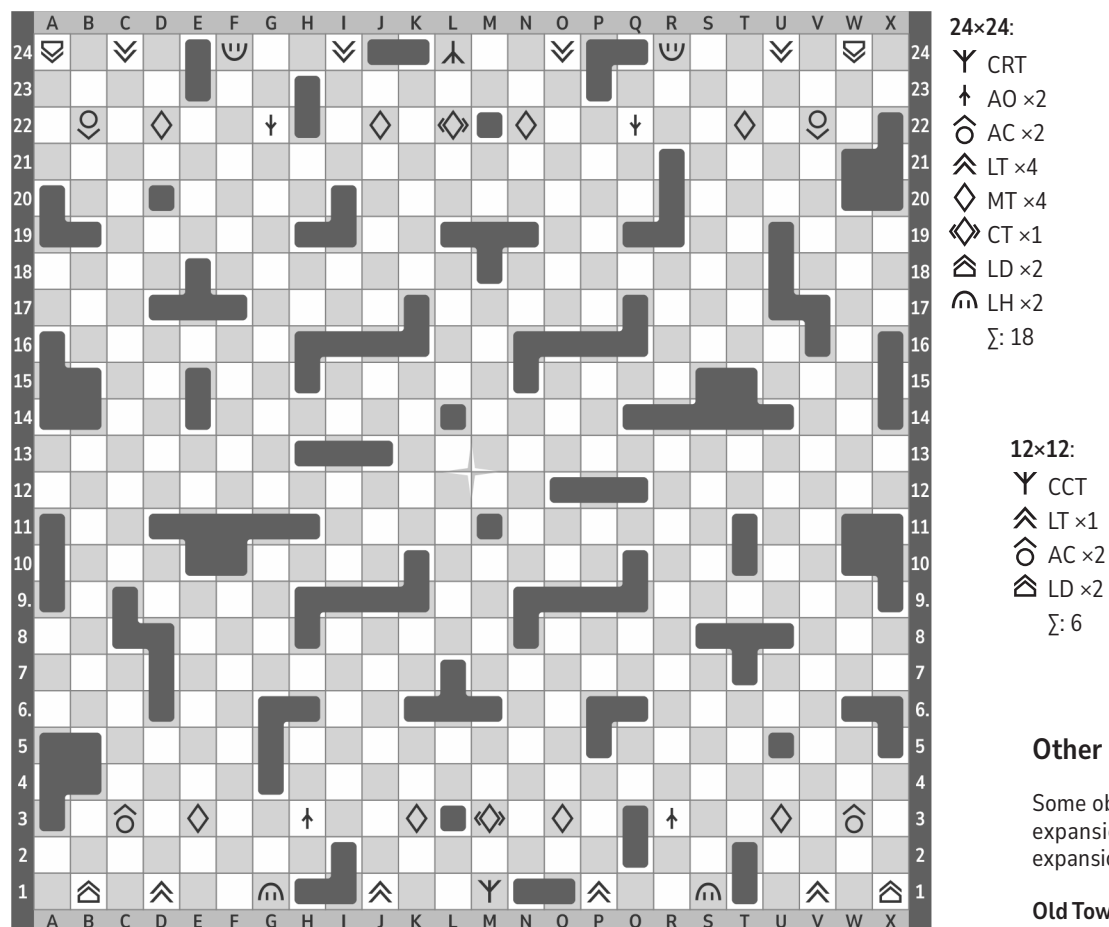
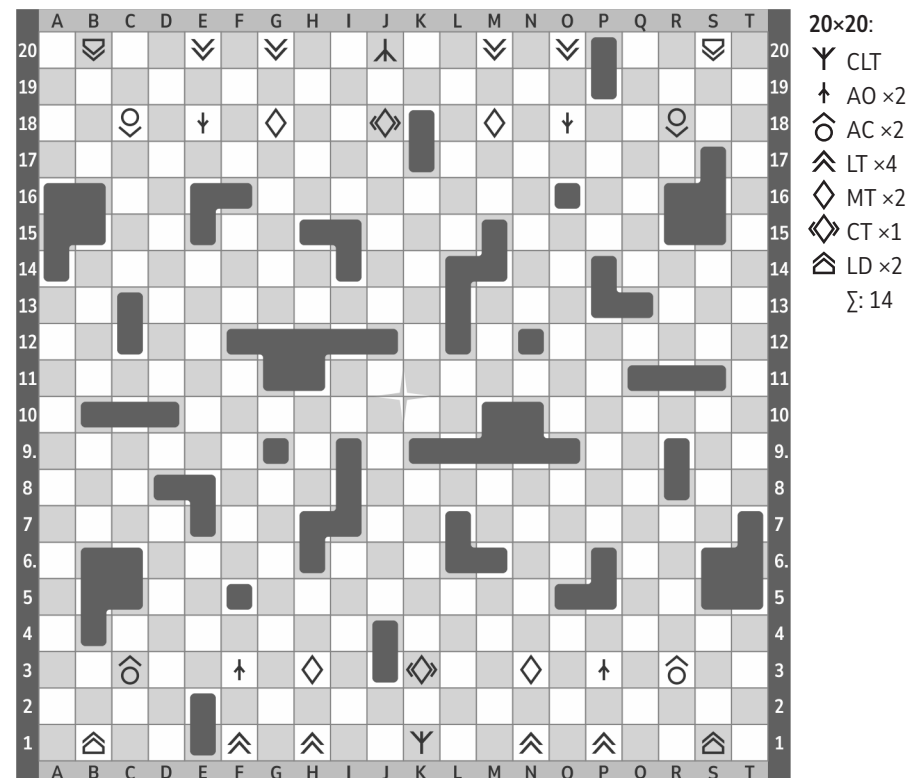
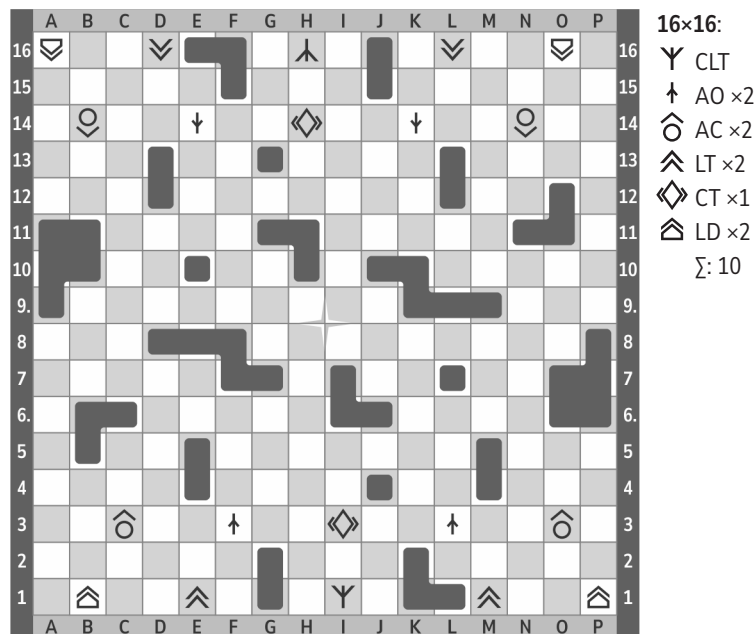
Pieces	White:	Black:
16x16	Y CMT	Y CCT
	⋈ LTx2	⋈ ACx2
	◇ MTx3	◇ MTx2
	□ HTx2	□ HTx2
	△ TDx2	△ LDx2
	Σ:10	⊠ UTx1
		Σ:10
20x20	Y CMT	Y CCT
	⋈ LTx5	⋈ AOx2
	◇ MTx3	⋈ ACx2
	□ HTx2	◇ MTx3
	△ TDx2	□ HTx2
	Σ:13	⋈ LDx2
		⊠ UTx1
		Σ:13

Charge of the Light Brigade

This setup is dominated by light vehicles. Obstacles are distributed evenly across the whole board so the Command tank can easily find cover on its way toward the opposite side of the board, but it is not easy to escape because all opponent pieces are fast and capable of intercepting it.

Light Tank is the Command tank (CLT), except in the 24×24 board setup, where the Recon Tank takes that role (CRT).

The 12×12, 16×16 and 20×20 square board setups require the basic game and this mini expansion. The 24×24 setup requires Tank Chess Extended edition.



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:

Old Town 12×12 – Command Light Tank is replaced by Command Cruiser Tank. Medium Tanks are replaced by Light Destroyers.

Diagonal 24×24 – CRT is replaced by CAO, HT by LD, HB by CT, and the MT on square H3 (Q22) is replaced by AC.

Colosseum 20×20 – CMT is replaced by CCT. Two LTs on squares C3 and S3 (R18 and B18) are replaced by two ACs. TDs are replaced by LDs.

Castle 24×20 – CMT is replaced by CCT, the two HMs are replaced by LDs, and two LHs by ACs.

Hourglass 16×16 – CHT is replaced by CMT, HT by MT, MTs by ACs, LTs by AOs, and TDs by LDs.

Corner 16×16 – CLT is replaced by CAC, and HT by LD.

Four the Glory 24×24 – TD is replaced by LD, HB by AO, HT by AC.

Fun Set:

Creeks 20×20 – ST is replaced by CT, TDs by LDs, HTs by AOs, and THs by ACs.

Swamp 16×16 – AG is replaced by CT, TTs by LDs, and LHs by AOs.

Ponds 16×16 – White CLT is replaced by CCT. White TTs are removed. Black CLT is replaced by CAC, TDs by LDs, THs by AOs.

Village 20×20 – AM is replaced by AC, HT by AO, and TH by LD.

Fun Set Plus:

Low Profile 16×16 – TD is replaced by LD. Two LTs on squares B3 and O3 (O14 and B14) are replaced by AOs. Two LTs on squares F1 and K1 (K16 and F16) are replaced by ACs.

River Crossing 24×24 – AB is added on square S7 (F18). HT is replaced by CT, and TD by LD.

Border Fortifications 20×20 – The GB on square N7 (G14) is replaced by AB, HTs by LDs, and TD by CT.

Winding Road (all sizes) – CHT is replaced by CST, and ST by UT.