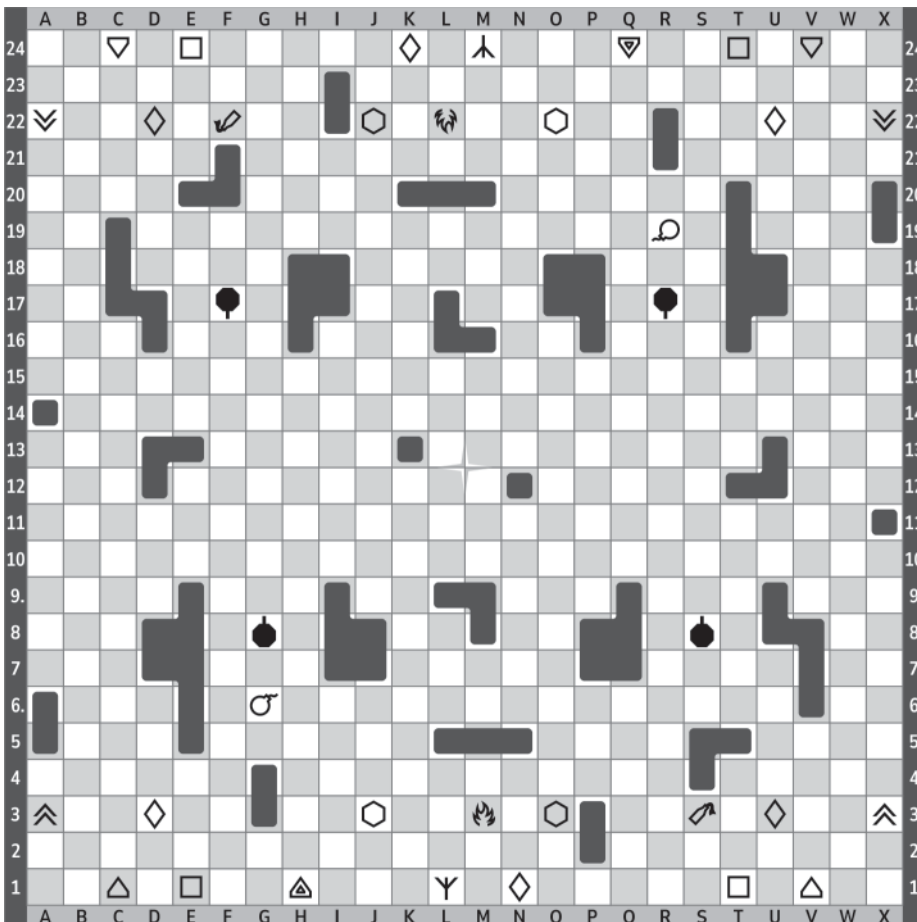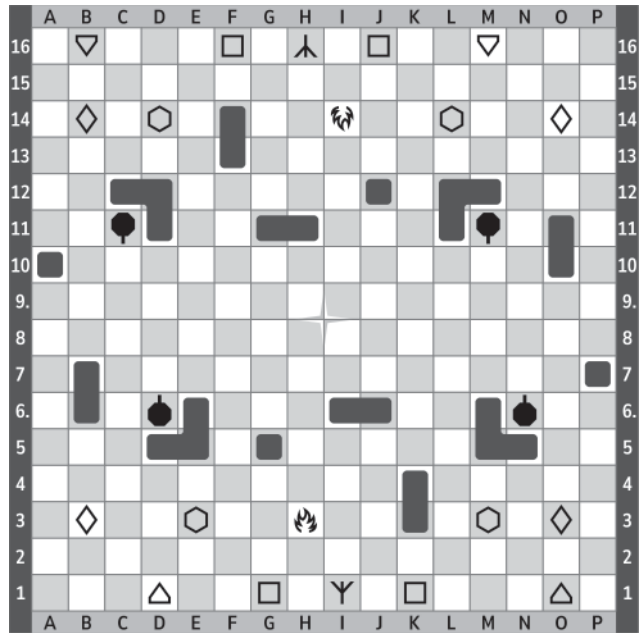## Defense Line

Pillboxes, placed in front of all other pieces, dominate the central area. Flamethrowers can destroy them, but it is not easy, as they have to get very close.

Smoke Launcher is in the role of Command tank (CAS).

16×16:

Y	CSL
◇	MT ×2
□	HT ×2
△	TD ×2
⬡	IT ×2
🔥	FT ×1
●	P ×2
Σ: 12	

24×24:

Y	CSL
⩘	LT ×2
◇	MT ×3
□	HT ×2
△	TD ×2
⬙	HD ×1
◯	IT ×2
🔥	FT ×1
⤯	AS ×1
♂	RB ×1
●	P ×2
Σ: 18	
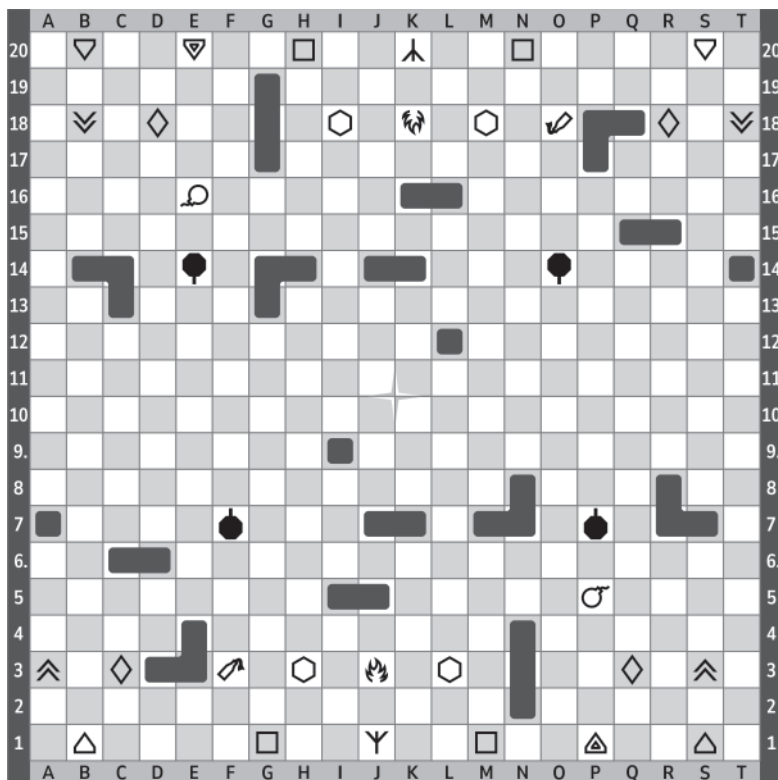
Defense Line

20×20:

Y CSL
⌃⌃ LT ×2
◇ MT ×2
□ HT ×2
△ TD ×2
⬚ HD ×1
⬡ IT ×2
🔥 FT ×1
⚲ AS ×1
♂ RB ×1
● P ×2
∑: 17
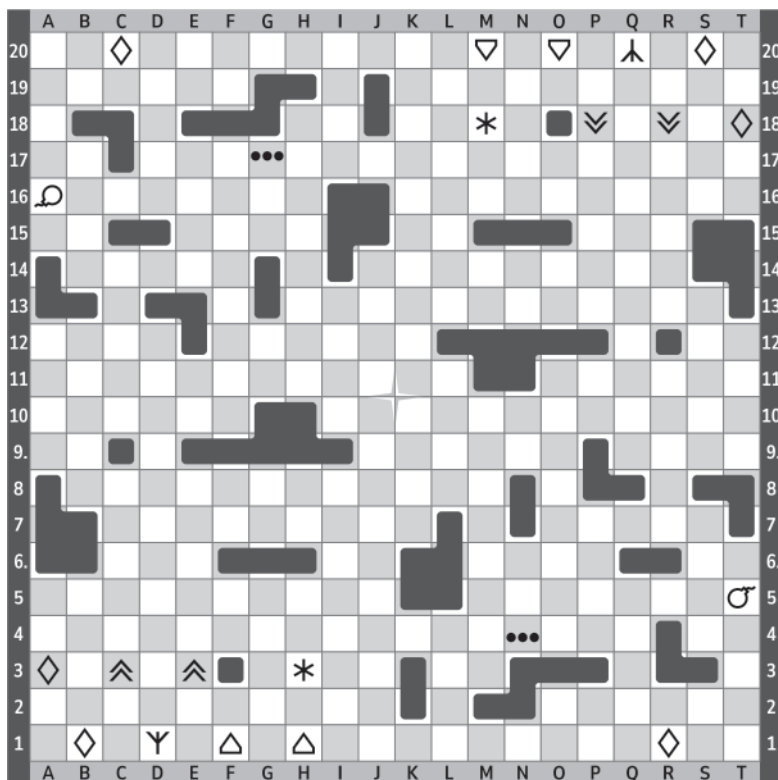
Passage Blocking

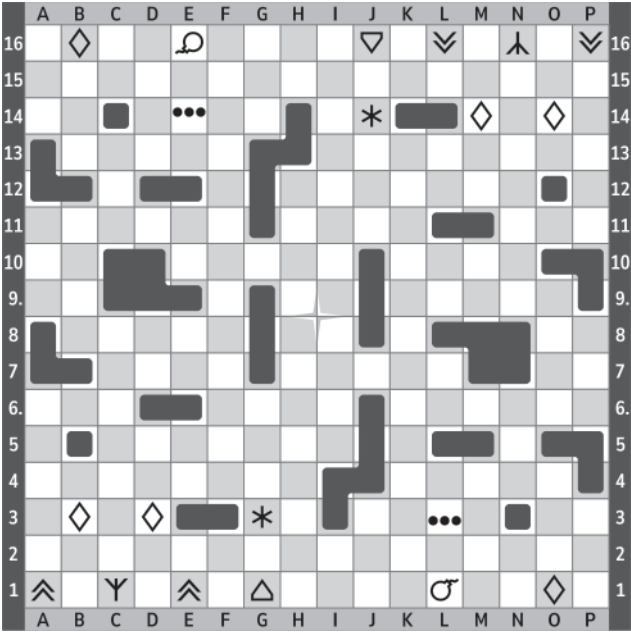**20×20:**

Y CLT
⌃⌃ LT ×2
◇ MT ×3
△ TD ×2
✳ MS ×1
••• ML ×1
♂ RB ×1
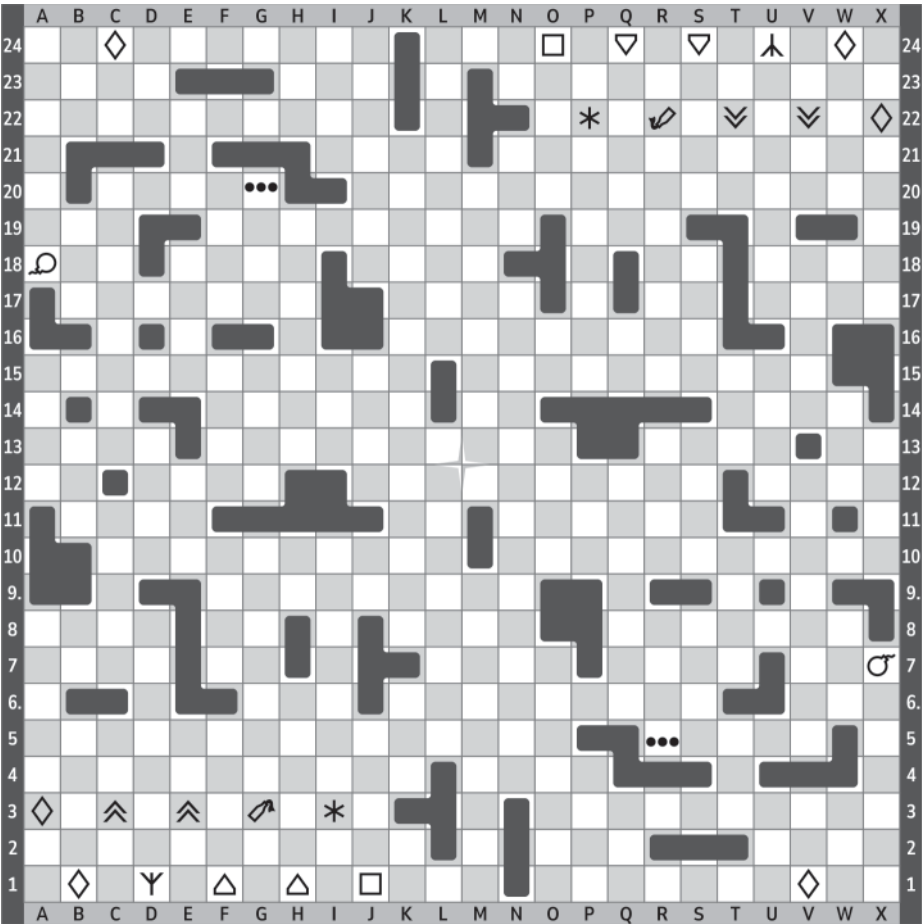∑: 11

2

Passage Blocking

This setup is characterized by a weakly protected side, with only a Medium Tank accompanied by a Remote-controlled Bomb and a Minelayer. By timely placing mines in narrow passages, the Minelayer can stop the enemy advance, but not for long, as there is a Minesweeper as a countermeasure. RB can also be used to clear a mine, but only once (because it is removed from the board when activated).

Light Tank is in the role of Command tank (CLT).

16×16:

Ⴤ	CLT
⩘	LT ×2
◇	MT ×3
△	TD ×1
✳	MS ×1
•••	ML ×1
♂	RB ×1
∑: 10	

24×24:

Ⴤ	CLT
⩘	LT ×2
◇	MT ×3
☐	HT ×1
△	TD ×2
⟋	MS ×1
✳	ML ×1
•••	AS ×1
♂	RB ×1
∑: 13	

3

Low Profile

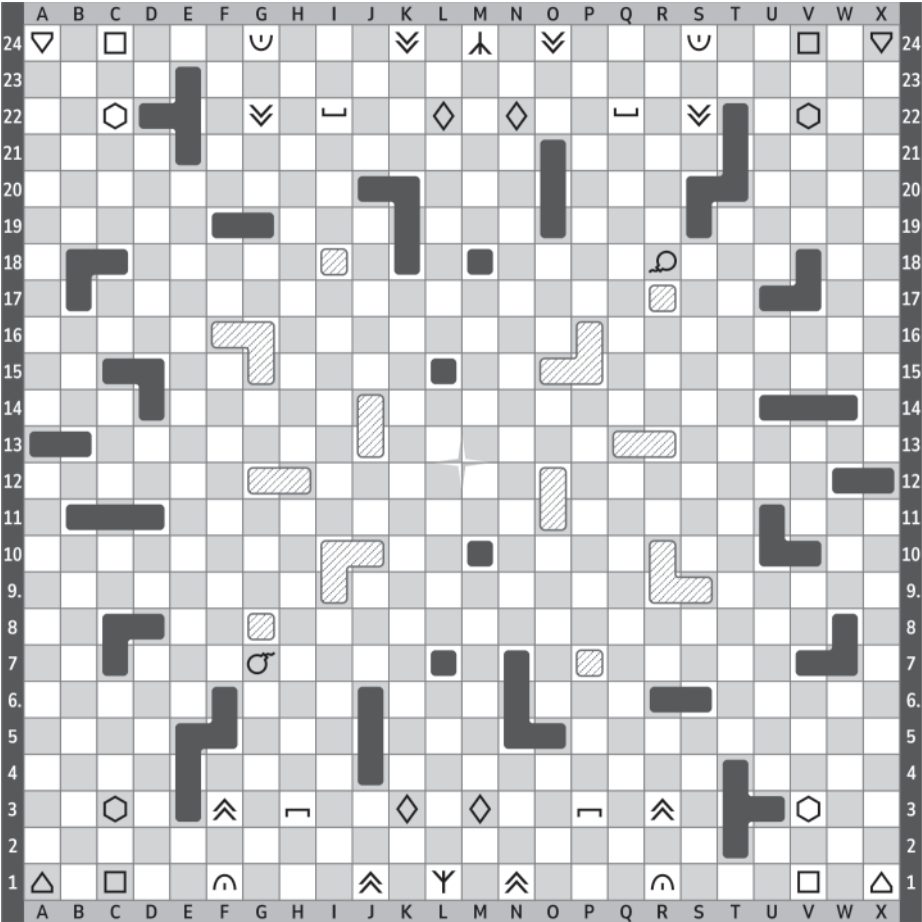Tankettes can make good use of the central area of the board because, unlike other vehicles, they can take cover behind low obstacles. Next to them lurks the Remote-controlled Bomb, which also has a low profile.

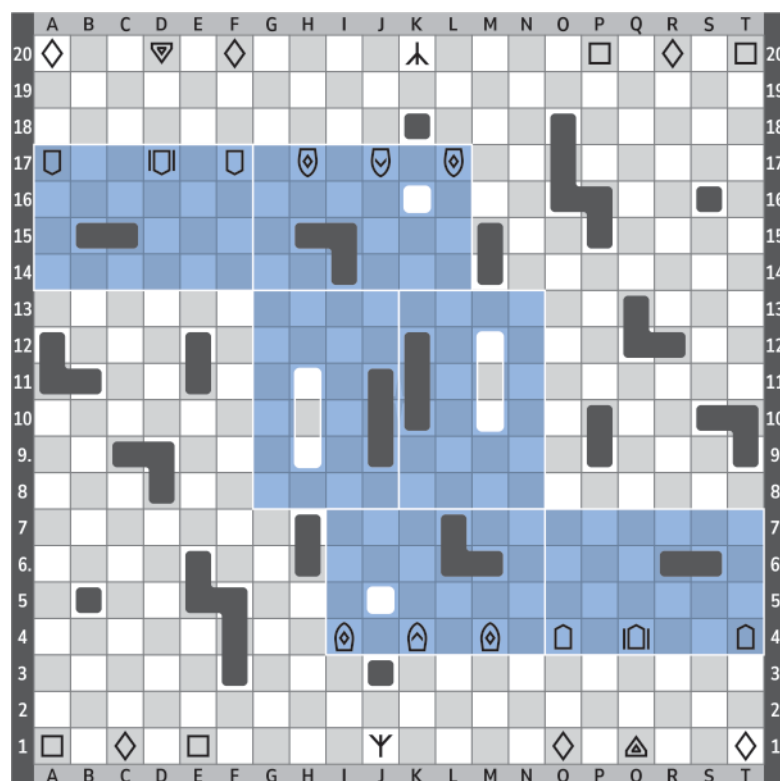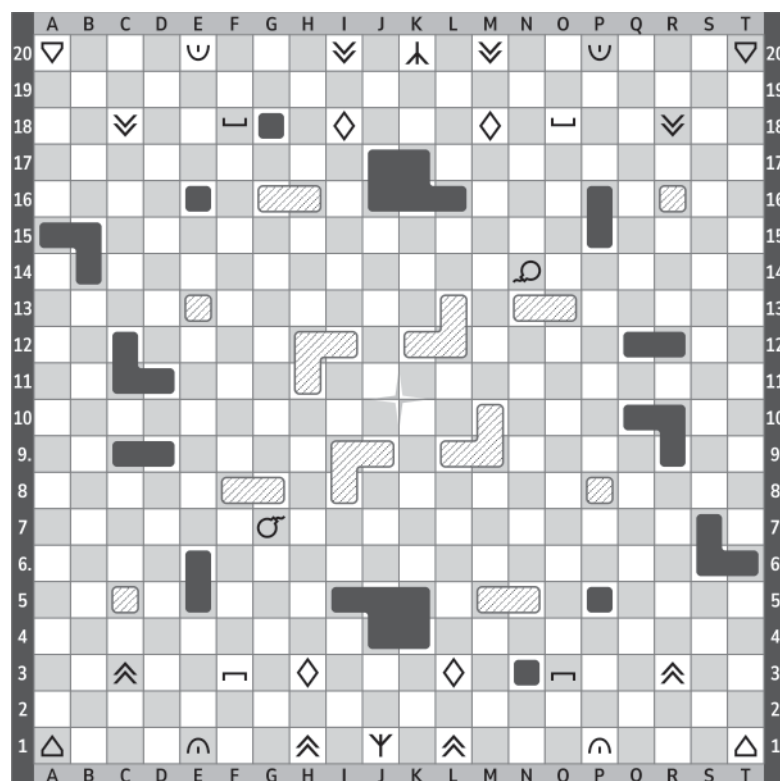Anti-tank Squad is in the role of Command tank (CAS).
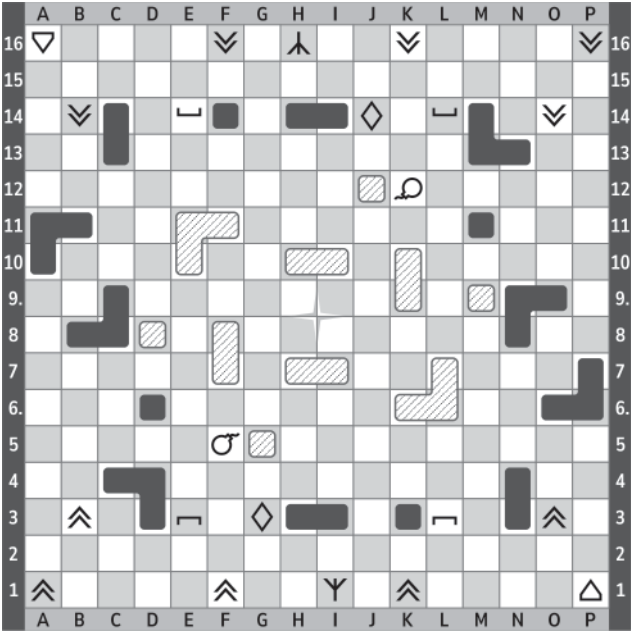
16×16:
Y CAS
⊓ TK ×2
≫ LT ×5
◇ MT ×1
△ TD ×1
♂ RB ×1
∑: 11

24×24:
Y CAS
⊓ TK ×2
≫ LT ×4
◇ MT ×2
◯ IT ×2
▢ HT ×2
△ TD ×2
⌒ HM ×2
♂ RB ×1
∑: 18

Low Profile

20×20:

- $\curlyvee$ CAS
- $\gg$ LT ×4
- $\diamond$ MT ×2
- $\triangle$ TD ×2
- $\cap$ HM ×2
- $\sqcap$ TK ×2
- σ RB ×1
- $\sum$: 14

River Crossing

20×20:

- $\curlyvee$ CAH
- $\diamond$ MT ×3
- $\square$ HT ×2
- $\triangle$ HD ×1
- $\cap$ FB ×1
- $\diamond$ GB ×2
- $\square$ LL ×2
- $\square$ HL ×1
- $\sum$: 13

River Crossing

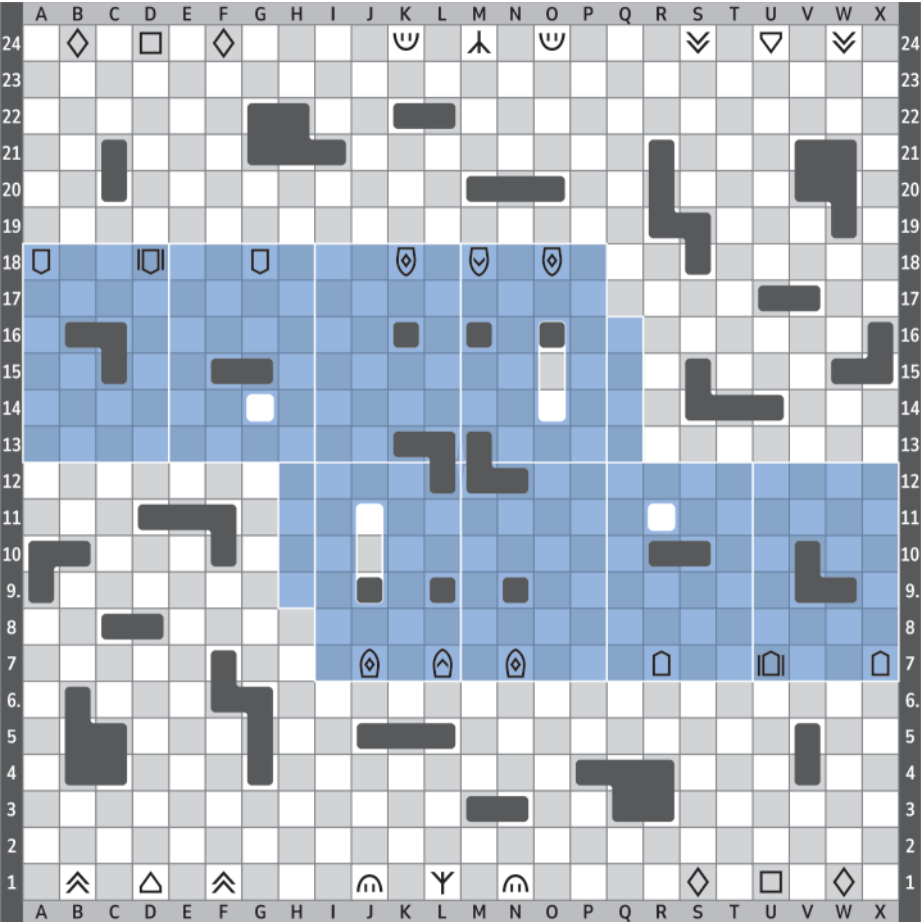A wide river with islands runs through the middle of the battlefield. Boats have an important role in this setup, but land vehicles can cross the river with the help of landing boats and significantly influence the outcome of the game.

Amphibian Howitzer is in the role of Command tank (CAH).
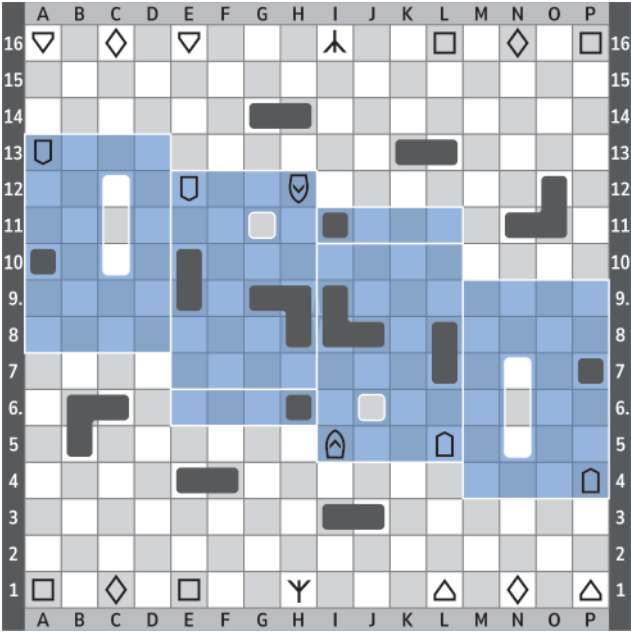
16×16:
- Y CAH
- ◇ MT ×2
- ☐ HT ×2
- △ TD ×2
- ⬠ FB ×1
- ⎕ LL ×2
- ∑: 10

24×24:
- Y CAH
- ⌒ LH ×2
- ≫ LT ×2
- ◇ MT ×2
- ☐ HT ×1
- △ TD ×1
- ⬠ FB ×1
- ◉ GB ×2
- ⎕ LL ×2
- ▣ HL ×1
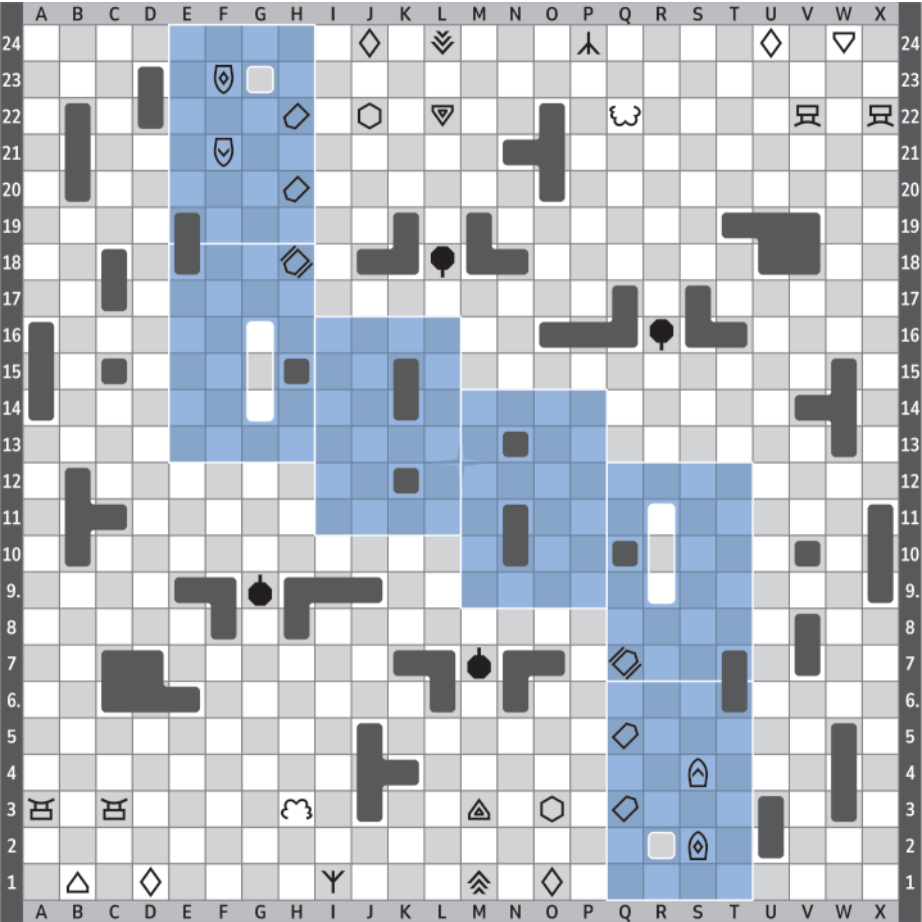- ∑: 15

Border Fortifications

Each player has a fortress with bunkers on their side of the river. Victory can be achieved without attacking the fortified positions, by securing a path on their side of the river for the Command tank to escape. To prevent this, it is necessary for at least some vehicles to cross the river with the help of landing boats.

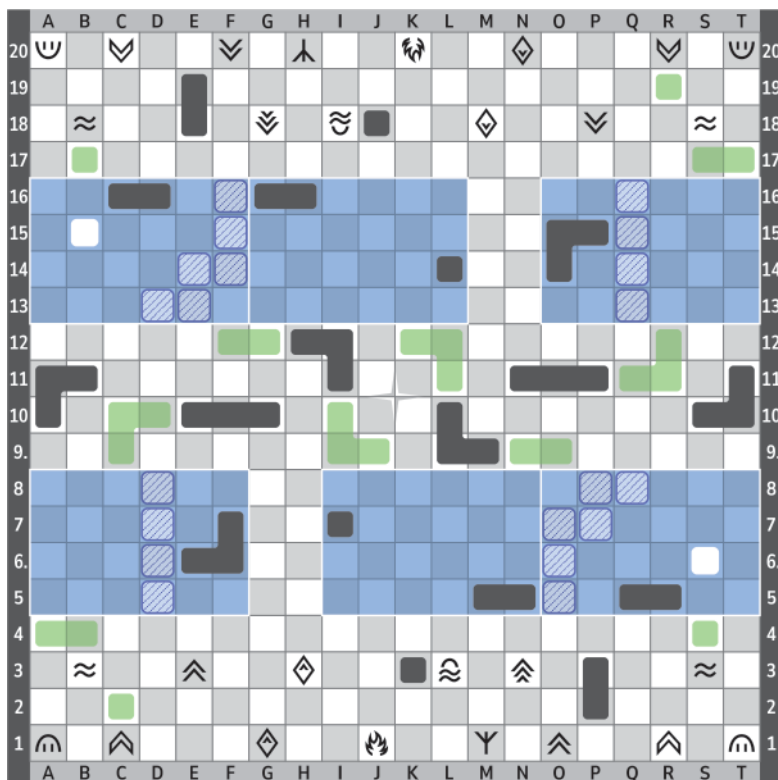Light Tank is in the role of Command tank (CLT).
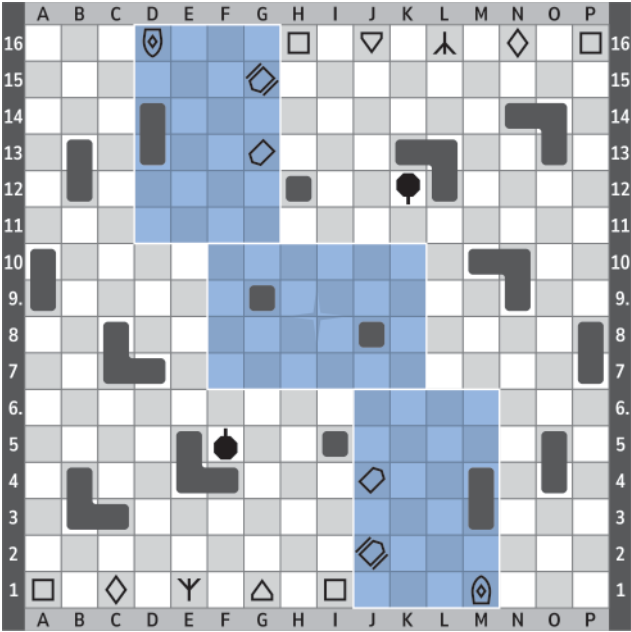
16×16:

Y	CLT
◇	MT ×1
□	HT ×2
△	TD ×1
◉	GB ×1
▯	LL ×1
▣	HL ×1
●	P ×1
Σ: 9	

24×24:

Y	CLT
⩘	RT ×1
◇	MT ×2
♋	SL ×1
⬡	IT ×1
⊟	HB ×2
△	TD ×1
⬟	HD ×1
◈	FB ×1
◉	GB ×1
▯	LL ×2
▣	HL ×1
●	P ×2
Σ: 17	

7

Border Fortifications

20×20:

Y	CLT
◇	MT ×1
ᙍ	SL ×1
□	HT ×2
△	TD ×1
◈	GB ×2
⌂	LL ×1
⌸	HL ×1
●	P ×2
	∑: 12

Canals

20×20:

|	
Y	CAM
≫	LT ×2
≫	RT ×1
◇	TT ×2
≫	TH ×2
⌒	LH ×2
≈	AM ×2
≋	AH ×1
✿	FT ×1
	∑: 14
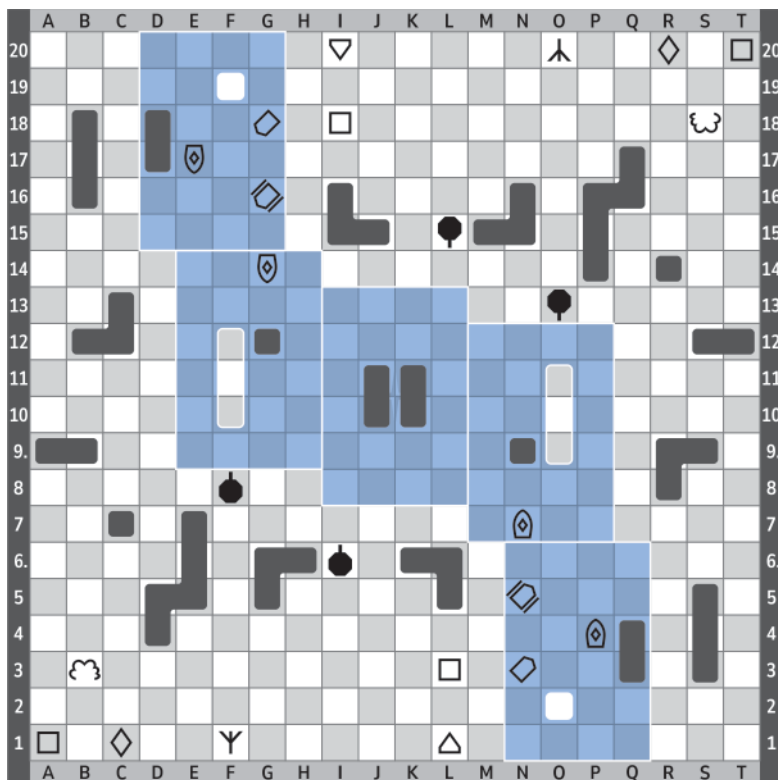
Canals

Each of the two canals has an embankment over which all tanks can pass. In addition, there are several narrow frozen paths through which only light pieces can pass.

Amphibian is in the role of Command tank (CAM).

In addition to the basic game and Fun Set Plus, these setups require pieces from the Fun Set expansion.

16×16:

Symbol	Piece
Ψ	CAM
≈	AM ×2
≋	AH ×1
⟰	RT ×1
⟰	LT ×1
⋀	TH ×1
◈	TT ×1
∑:	8

24×24:
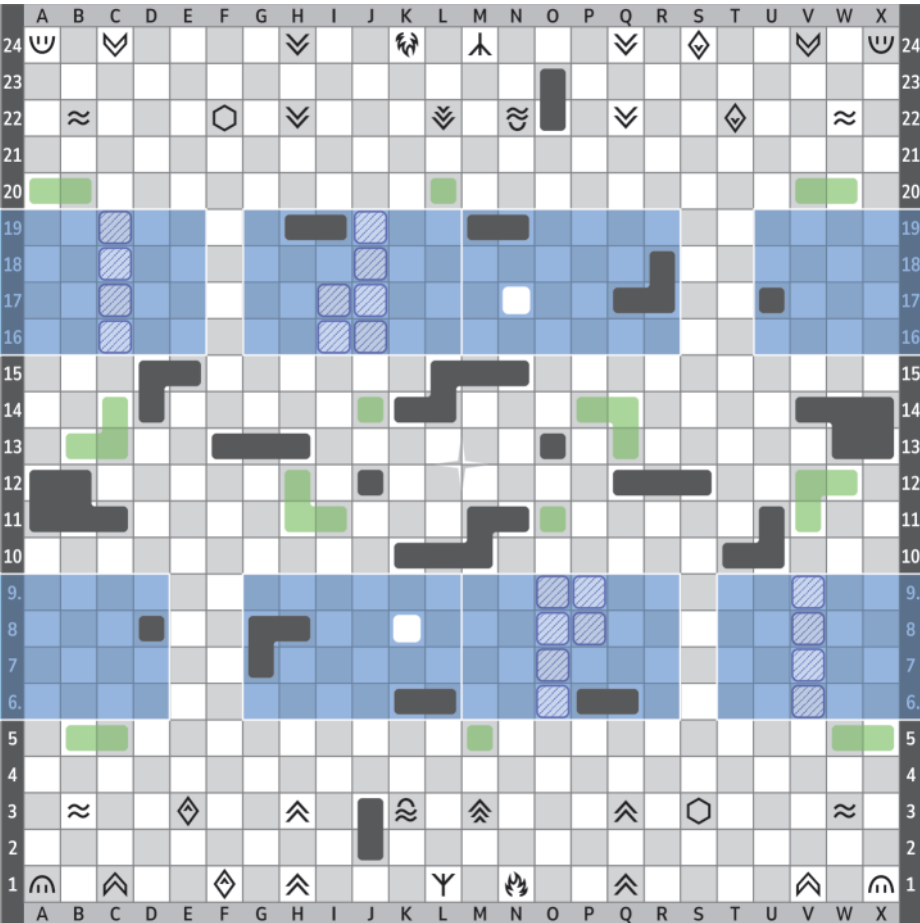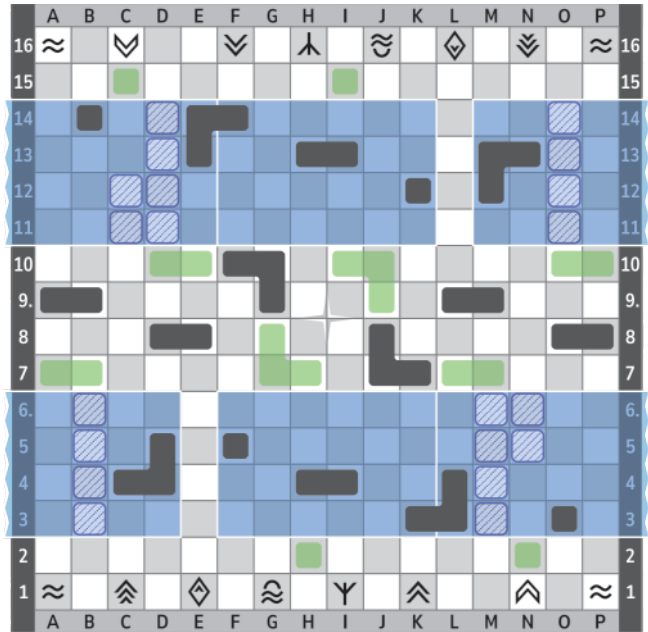
Symbol	Piece
Ψ	CAM
≈	AM ×2
≋	AH ×1
⟰	RT ×1
⟰	LT ×4
◈	TT ×2
⬡	IT ×1
⋀	TH ×2
⋒	LH ×2
🔥	FT ×1
∑:	17

Winding Road

The road passing through the middle of the board enables slow vehicles to advance quickly. This setup is dominated by strongly armed vehicles and a Recovery Vehicle that can bring destroyed tanks back to the fight.

Heavy Tank is in the role of Command tank (CHT).

In addition to the basic game and Fun Set Plus, these setups require pieces from the Fun Set expansion.

16×16:

- Y CHT
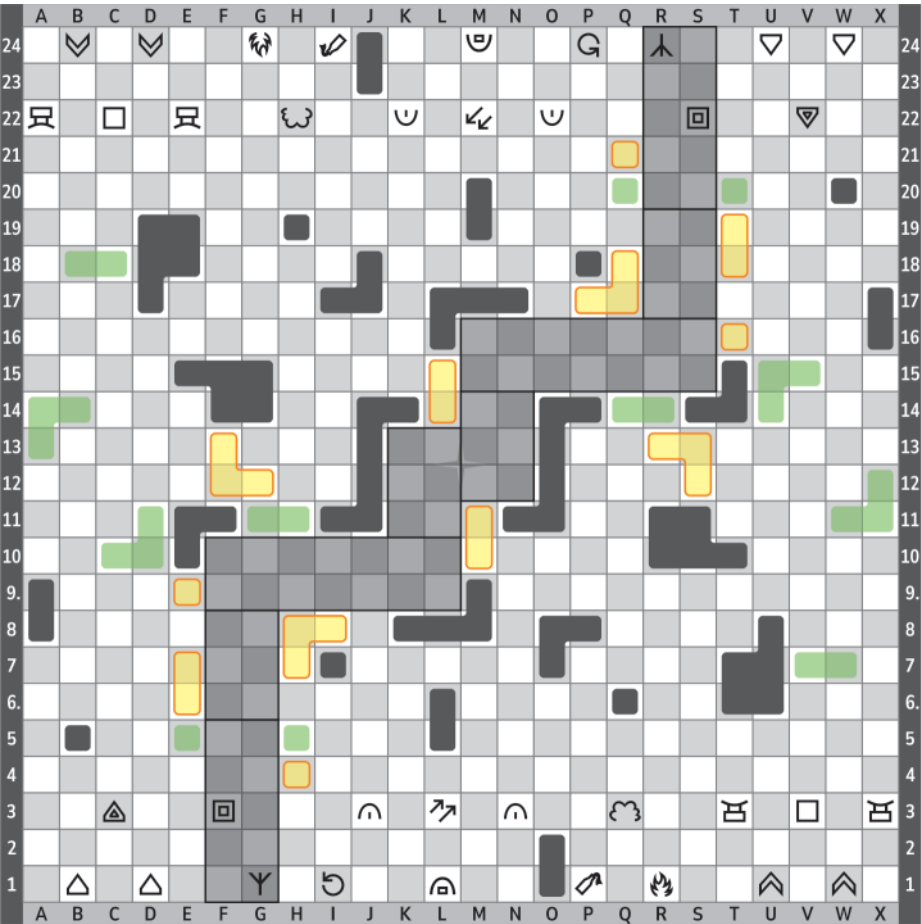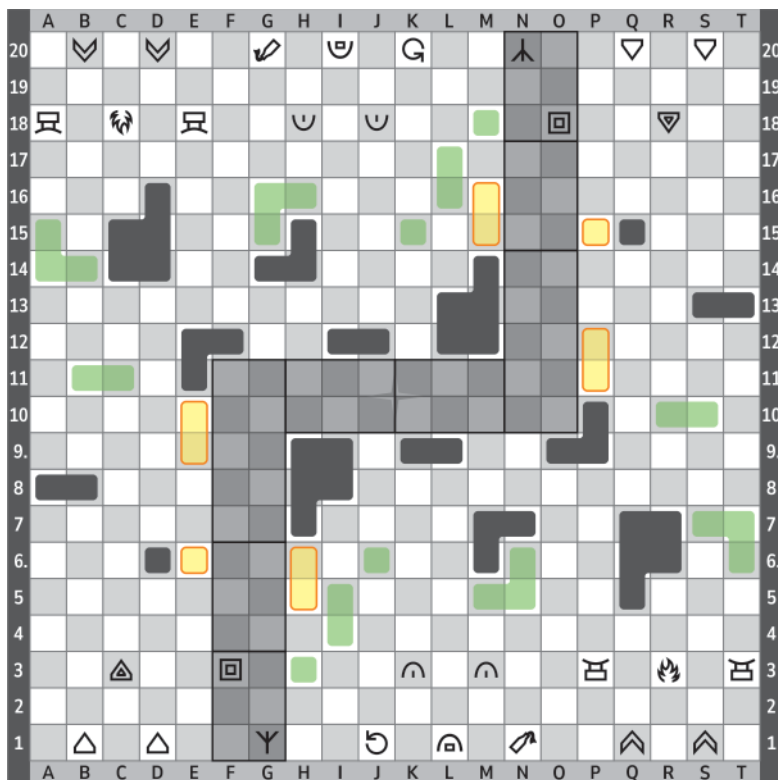- ▣ ST ×1
- △ TD ×1
- ◬ HD ×1
- 员 HB ×2
- ☙ FT ×1
- ⌒ HM ×2
- ↺ R ×1
- ∑: 10

24×24:
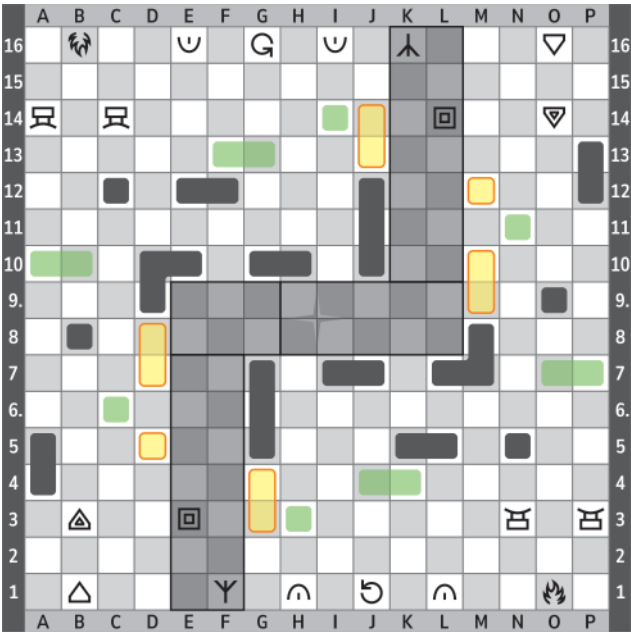
- Y CHT
- ☐ HT ×1
- 员 HB ×2
- ▣ ST ×1
- △ TD ×2
- ◬ HD ×1
- ⌃ TH ×2
- ⌒ HM ×2
- ⌂ HH ×1
- ↗ RL ×1
- ⟋ AS ×1
- ⧢ SL ×1
- ☙ FT ×1
- ↺ R ×1
- ∑: 18

Winding Road

20×20:

Y	CHT
△	TD ×2
⌂	HD ×1
▣	ST ×1
⌒	HM ×2
⌒	HH ×1
↺	R ×1
⚞	AS ×1
互	HB ×2
⋀	TH ×2
🔥	FT ×1
∑: 15	
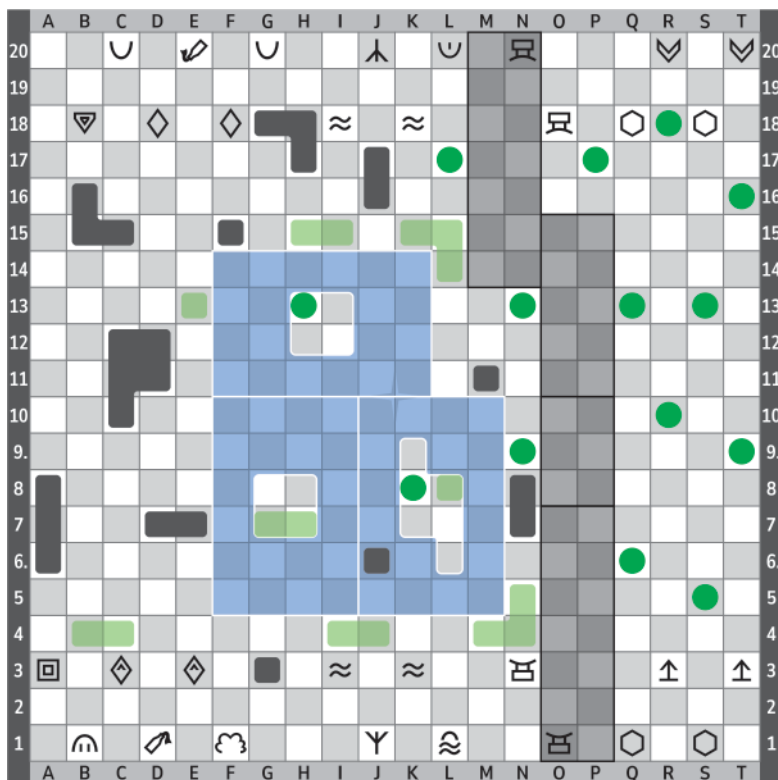
Countryside Lake

20×20

White:		Black:	
Y	CAM	Y	CRT
≈	AM ×2	◇	MT ×2
≋	AH ×1	⌂	HD ×1
▣	ST ×1	⌒	LM ×2
◈	TT ×2	⌒	HM ×1
🝙	SL ×1	⚞	AS ×1
⌒	LH ×1	≈	AM ×2
⚞	AS ×1	互	HB ×2
互	HB ×2	⬡	IT ×2
⬡	IT ×2	⋀	TH ×2
⬆	AG ×2		∑: 16
∑: 16			

11

Countryside Lake

This is an asymmetric setup. The main feature is the lake with islands. White Command tank is an Amphibian (CAM), which has the advantage of being able to move on the whole board, including water. Black Command tank is a Recon Tank (CRT), which can use its high speed to quickly reach the opposite side of the board, especially if moving on the road.

In addition to the basic game and Fun Set Plus, these setups require pieces from the Fun Set expansion.

16×16

White:	Black:
Y CAM	Y CRT
≈ AM×2	◯ IT×1
≋ AH×1	⋀ TH×1
◯ IT×1	◬ HD×1
▣ ST×1	≈ AM×2
⟰ AG×1	⋂ LM×2
⋒ LH×1	⋒ HM×1
☶ HB×2	☶ HB×2
⧢ SL×1	⟋ AS×1
⟋ AS×1	Σ:12
Σ:12	

24×24
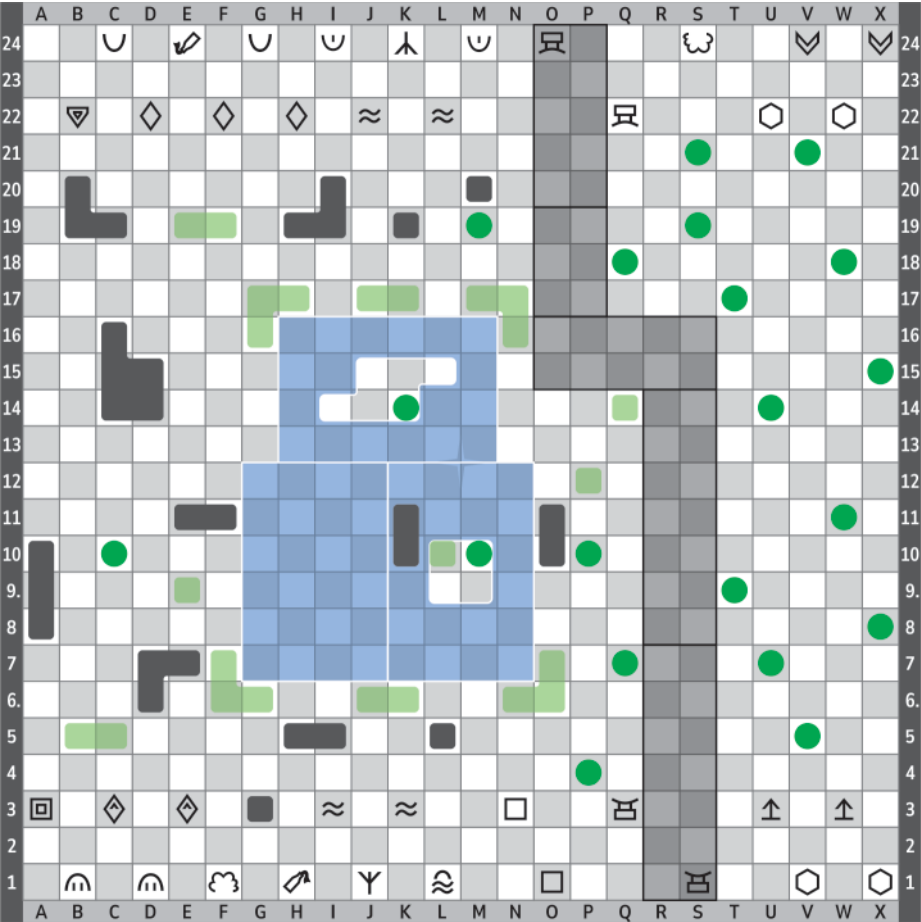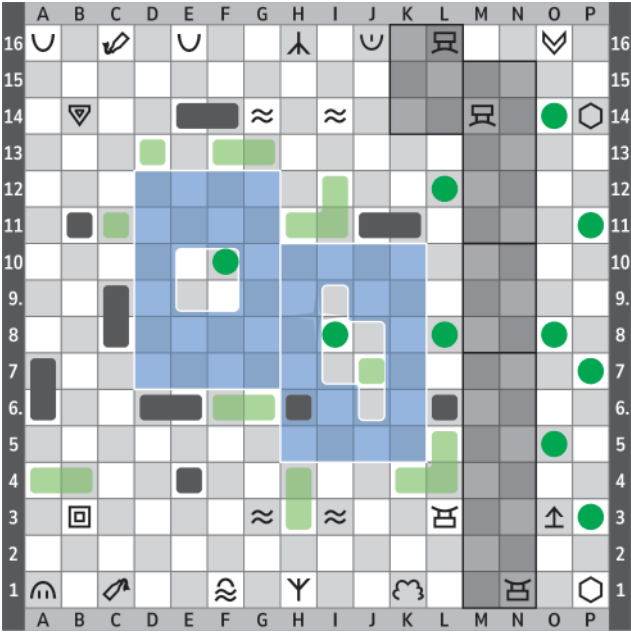
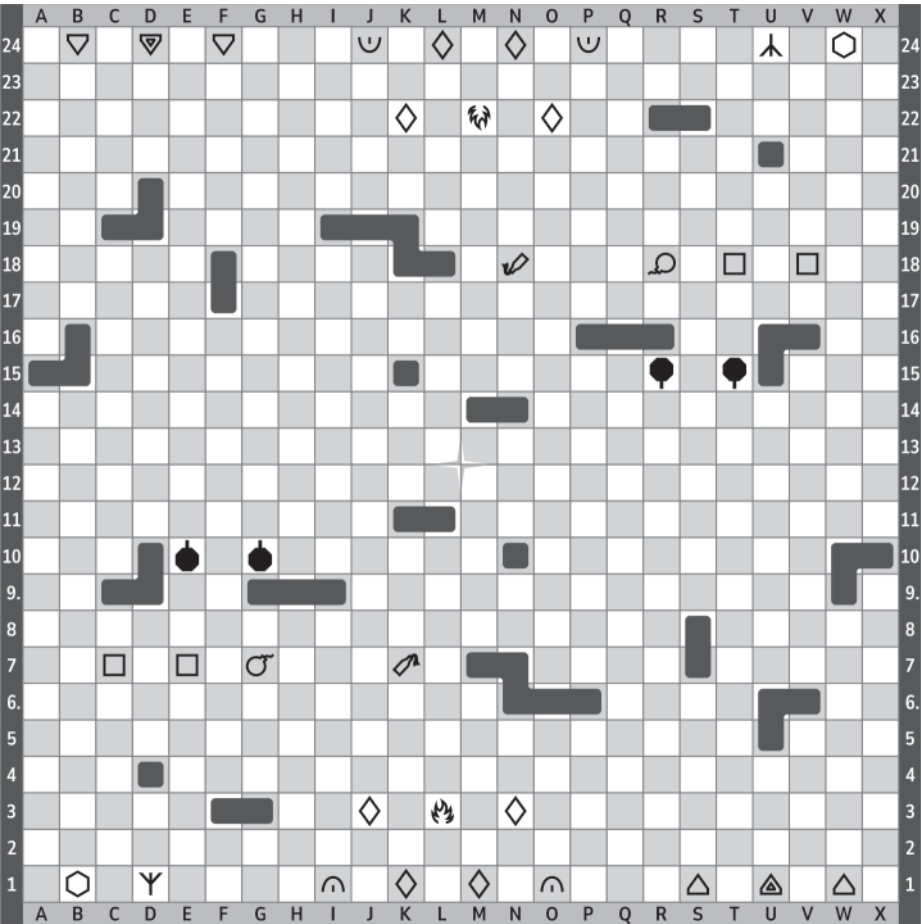| White:	Black:
Y CAM	Y CRT
≈ AM×2	◇ MT×3
≋ AH×1	◯ IT×2
◈ TT×2	⋀ TH×2
◯ IT×2	◬ HD×1
▢ HT×2	⋂ LM×2
▣ ST×1	⋒ HM×2
⟰ AG×2	≈ AM×2
⋒ LH×2	☶ HB×2
☶ HB×2	⧢ SL×1
⧢ SL×1	⟋ AS×1
⟋ AS×1	Σ:19
Σ:19	

Outpost

This setup is characterized by the forward positions with Pillboxes, supported by groups of tanks behind them.

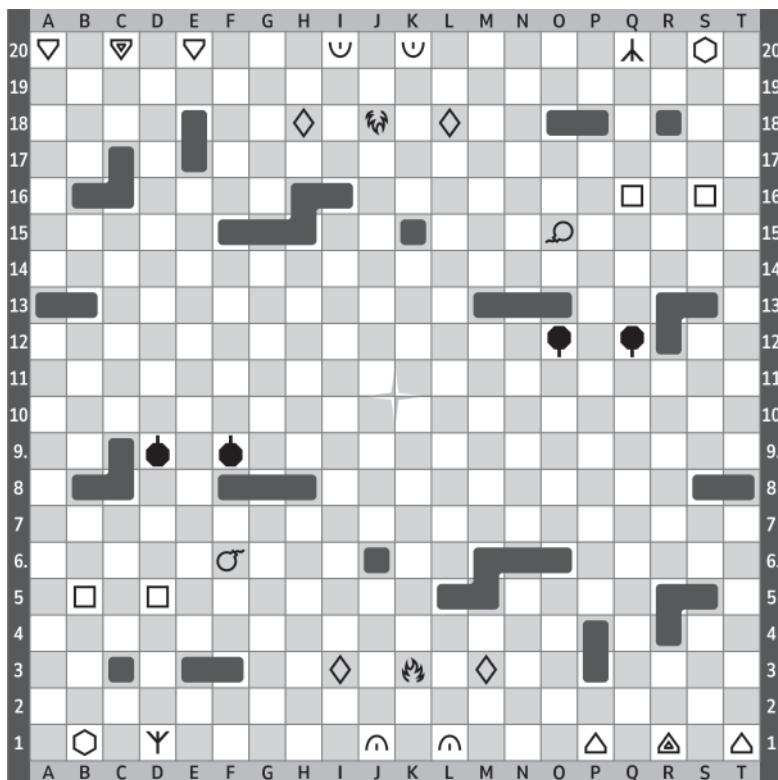Infantry Tank is in the role of Command tank (CIT).
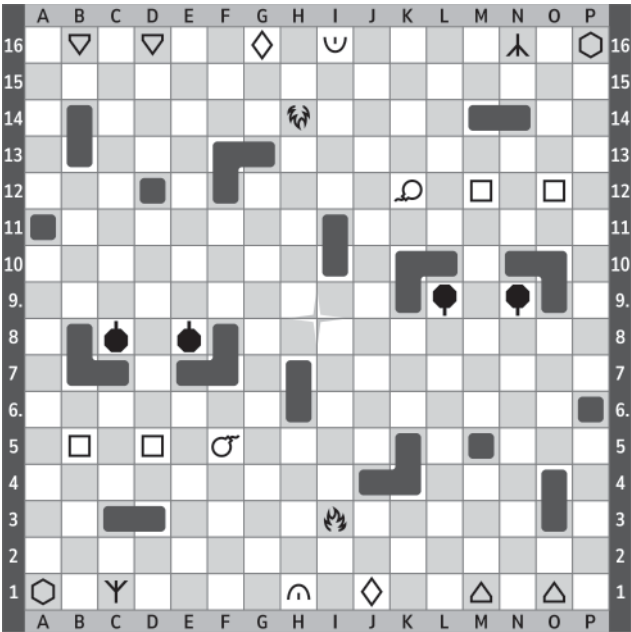
16×16:

Y	CIT
◯	IT ×1
◇	MT ×1
☐	HT ×2
△	TD ×2
🔥	FT ×1
∩	HM ×1
♂	RB ×1
●	P ×2
∑: 12	

24×24:

Y	CIT
◯	IT ×1
◇	MT ×4
☐	HT ×2
△	TD ×2
⬢	HD ×1
∩	HM ×2
🔥	FT ×1
⟋	AS ×1
♂	RB ×1
●	P ×2
∑: 18	

13

Outpost

20×20:

Y CIT
⬡ IT ×1
◇ MT ×2
☐ HT ×2
△ TD ×2
⬢ HD ×1
∩ HM ×2
🔥 FT ×1
♂ RB ×1
⬤ P ×2
Σ: 15
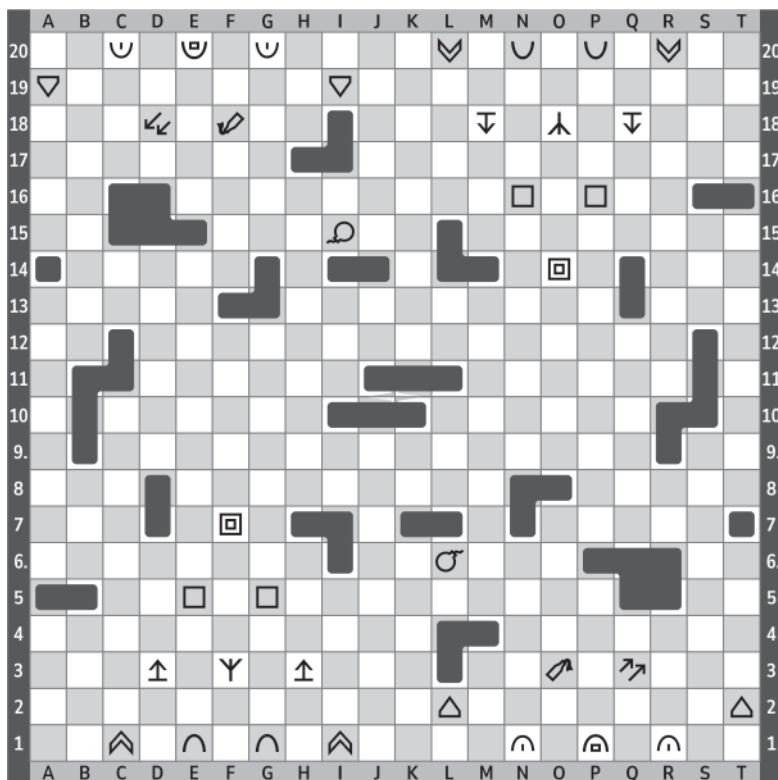
Wedge

20×20:

Y CHD
☐ HT ×2
▣ ST ×1
△ TD ×2
⬆ AG ×2
⋀ TH ×2
∩ LM ×2
∩ HM ×2
⌂ HH ×1
↗↗ RL ×1
⤢ AS ×1
♂ RB ×1
Σ: 18

Wedge

A heavily armored group of tanks, with a Super-heavy Tank in the lead, suggests a slow but sure advance towards the enemy territory. Rushing, however, would cause too many losses, as they are countered by powerful weapons. Using lighter vehicles from the back of the wedge to disturb the defenses before proceeding with the breakthrough might have better results.

Heavy Destroyer is in the role of Command tank (CHD).

In addition to the basic game and Fun Set Plus, these setups require pieces from the Fun Set expansion.
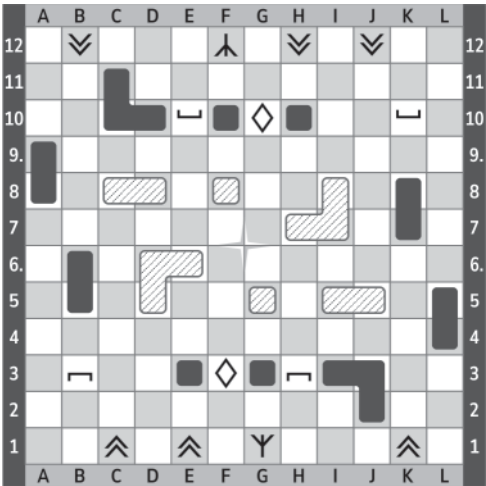

16×16:

Y	CSL
□	HT ×2
▣	ST ×1
△	TD ×2
⬆	AG ×2
⟰	TH ×2
⌢	HM ×2
⤢	AS ×1
♂	RB ×1
∑: 14	

24×24:

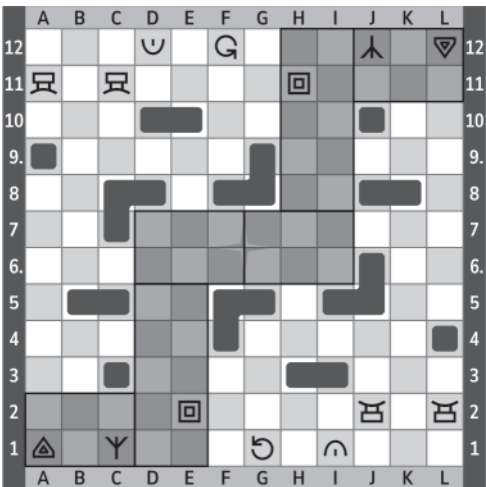|	
Y	CSL
□	HT ×2
⊟	HB ×2
🔥	FT ×1
▣	ST ×1
◇	MT ×2
🐍	SL ×1
◈	TT ×2
◯	IT ×2
△	TD ×2
⬆	AG ×2
⟰	TH ×2
⌢	HM ×2
⌢	LH ×2
⊖	HH ×1
⤢	AS ×1
♂	RB ×1
∑: 27	
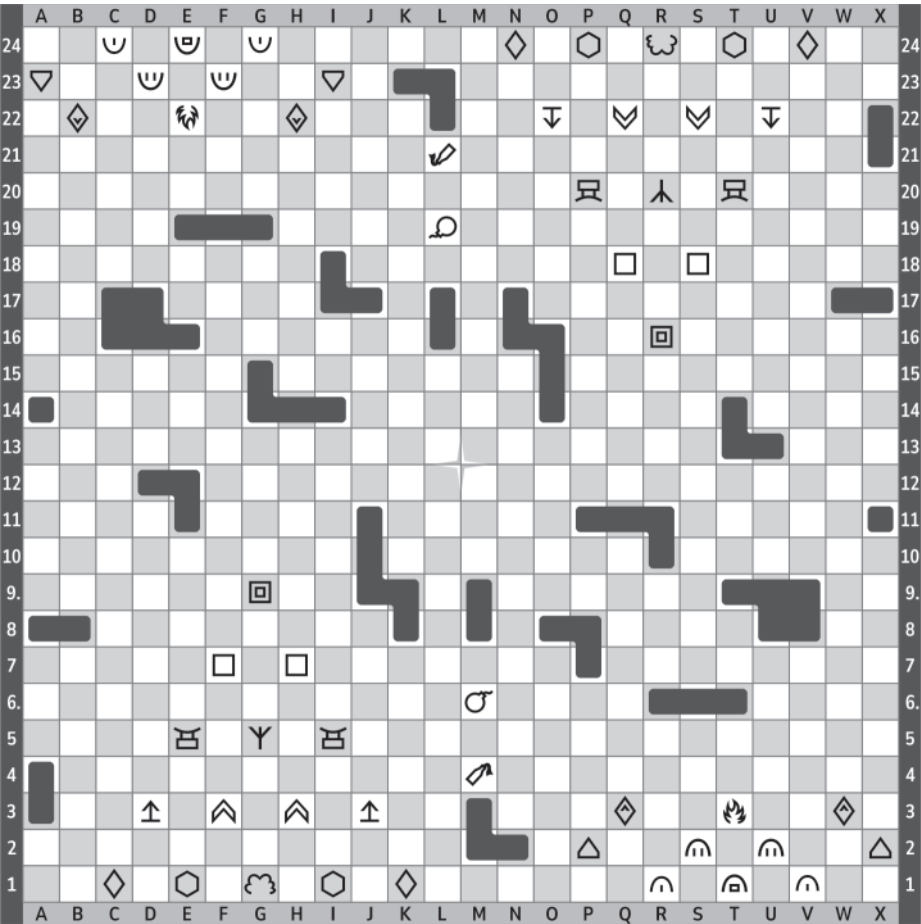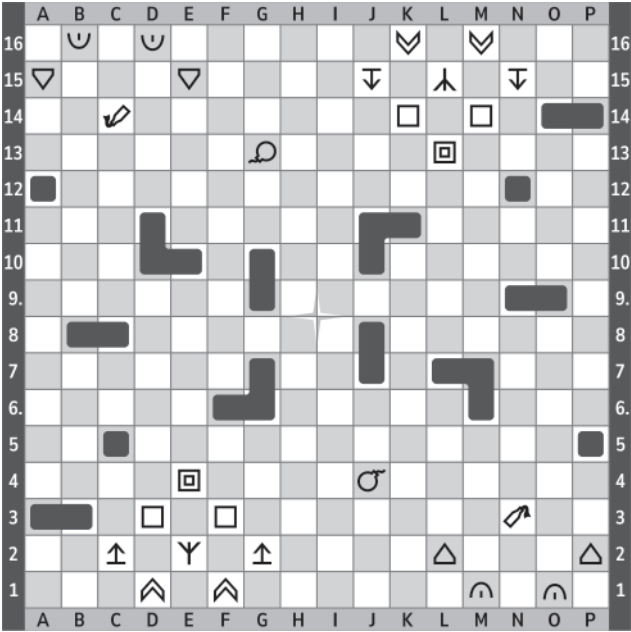
12×12 Board Setups

The schemes shown on the previous pages are for 16×16, 20×20 and 24×24 board sizes. Some of these setups can also be adapted for 12×12 board size, three of which are shown here.
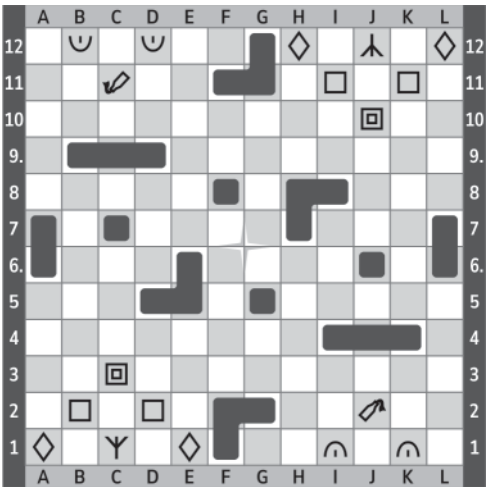

Low Profile

12×12:
Ⴤ CAS
⊓ TK ×2
⩘ LT ×3
◇ MT ×1
∑: 7

Winding Road

12×12:
Ⴤ CHT
▣ ST ×1
◘ HB ×2
△ HD ×1
⌒ HM ×1
↺ R ×1
∑: 7

Wedge

12×12:
Ⴤ CHD
▣ ST ×1
□ HT ×2
◇ MT ×2
⌒ HM ×2
⤤ AS ×1
∑: 9