

TANK CHESS

GAME CONTENTS

- 1 small board - 16 x 16 spaces;
- 1 large board - 20 x 20 spaces;
- 14 white and 14 black tank pieces;
- 20 white and 20 black flags/antennas;
- set of additional obstacles and border surfaces;
- notepad;
- blank scheme pad;
- turn counter;
- 2 reference sheets;
- rules and brochure.

Each double-sided game board includes one pre-printed set of obstacles on one side (Basic Setup), as well as a blank side for use with the set of additional obstacles to create your own custom maps.

Piece types are:



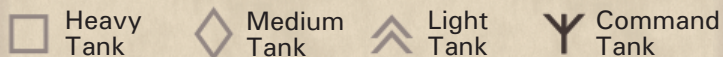
Command (Light) Tank (CLT) Light Tank (LT) Medium Tank (MT) Heavy Tank (HT) Tank Destroyer (TD) Heavy Mortar (HM)

BASIC SETUP 16 x 16

It is recommended that new players use the smaller 16 x 16 board with the pre-printed Basic Setup side for the first few games. Each player should use the following set of pieces: 2 Heavy, 3 Medium, 4 Light, and 1 Command tank.

During setup, pieces are placed on their marked spaces, directly facing the opponent's side of the board.

Tank symbols:



Starting positions of the white pieces



On each player's turn they **MUST** move (change its position or orientation) a single piece of their choosing. Only the selected piece can shoot during this turn. Turns are played alternately, with the White player moving first.

MOVEMENT

Pieces can move straight forward, rotate in place 45°, or a combination of both. Each 45° rotation, and each movement from one space to another counts as one step.

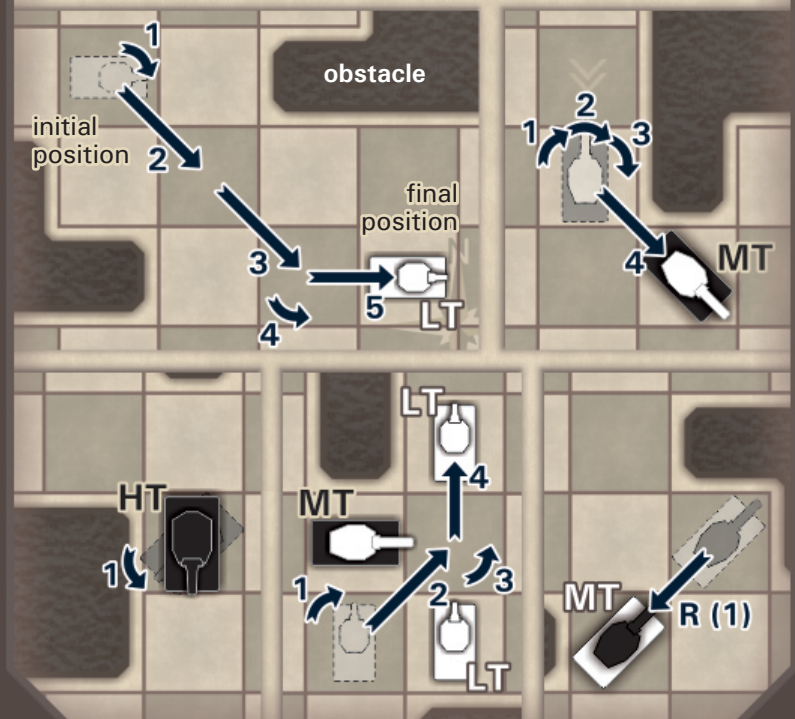
Different tank types have different speeds, with the speeds determining the maximum number of steps a piece can perform in one turn.

Table 1	HEAVY	MEDIUM	LIGHT (and COMMAND)
SPEED	max 3	max 4	max 5

Pieces can also move a single space directly backwards; however, this cannot be used in combination with forward movement and/or rotation.

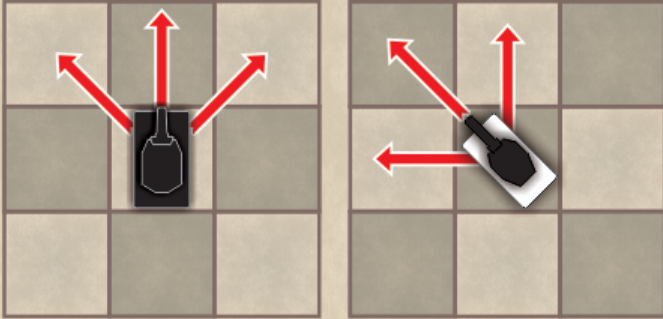
A piece can only move over empty spaces, never over obstacles or other pieces. Additionally, rotating a piece left then right, returning it to the same position and direction from where it began, does **NOT** count as movement.

Examples:

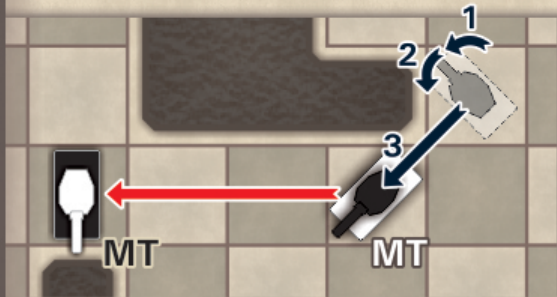


SHOOTING

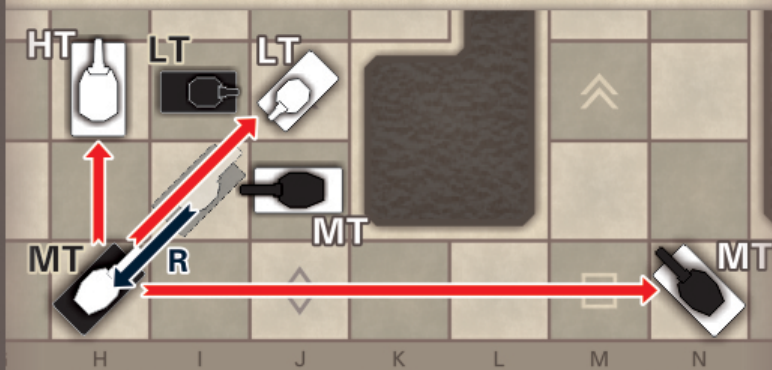
Once a tank has been moved, it may target a single opponent's tank from its final position. If there are multiple valid targets, the tank may choose only one, but it can also choose none. A tank can shoot in three directions – straight ahead or diagonally to the left or right.



The shooting tank must have an unobstructed straight line of sight between itself and the target. Additionally, a tank may NOT shoot any pieces immediately next to it. There must always be at least one empty space between the two.



Pictured Left: White's Medium Tank moves into position to shoot Black's Medium Tank.



Pictured Above: By moving backwards, Black's Medium Tank positions itself with three possible targets, but can only choose one to shoot.

Pictured Right: White's Heavy Tank cannot shoot at Black's Light Tank because there are no empty spaces between them.

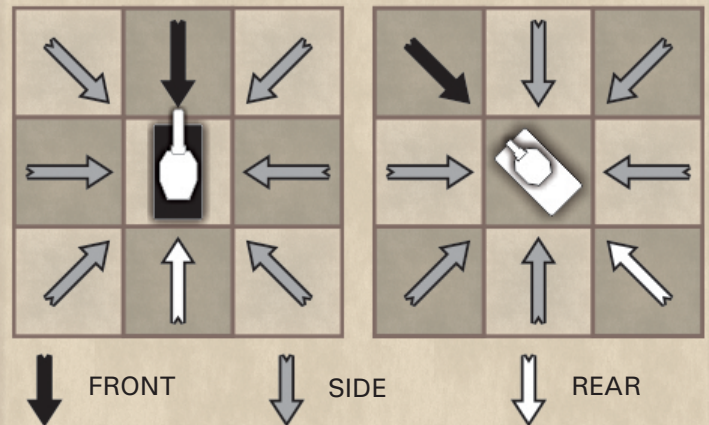


If a tank can shoot at an opponent's piece, it is not necessarily destroyed outright. This depends on the attacker's gun value versus the position and armour value of the target.

ARMOUR

Tanks have different armour values on each side of the tank. Armour is typically strongest at the front, medium on the sides, and weakest at the rear.

Front armour is only hit from directly ahead (black arrow). Likewise, rear armour is only hit from directly behind (white arrow). Side armour is hit from any other direction (grey arrows).



↓ FRONT ↓ SIDE ↓ REAR

Armour values:

Table 2	HEAVY	MEDIUM	LIGHT (and COMMAND)
FRONT	III	II	I
SIDE	II	I	0
REAR	I	0	0

GUN

Different pieces have different gun values:

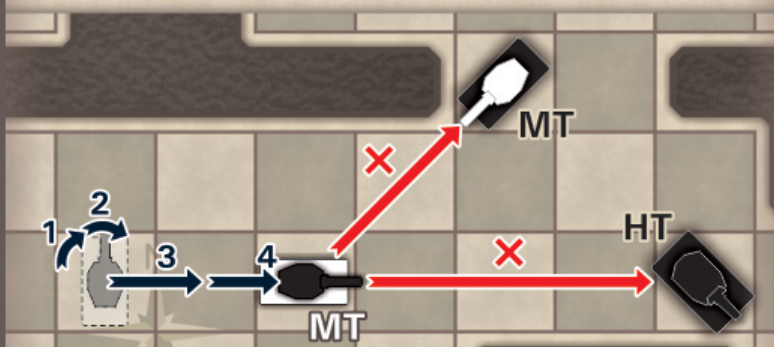
Table 3	HEAVY	MEDIUM	LIGHT (and COMMAND)
GUN	III	II	I

In order to destroy an opponent's piece, the attacking piece's gun value must be higher than the armour value of the tank side (front, side, or rear) that is being targeted.

In other words, when speaking of Light, Medium and Heavy Tanks, a tank can only destroy a tank of the same type from the sides or rear, due to the gun value being equal to the front armour value.



Pictured Left: Black's Command Tank destroys White's Medium Tank by hitting it in the rear armour.



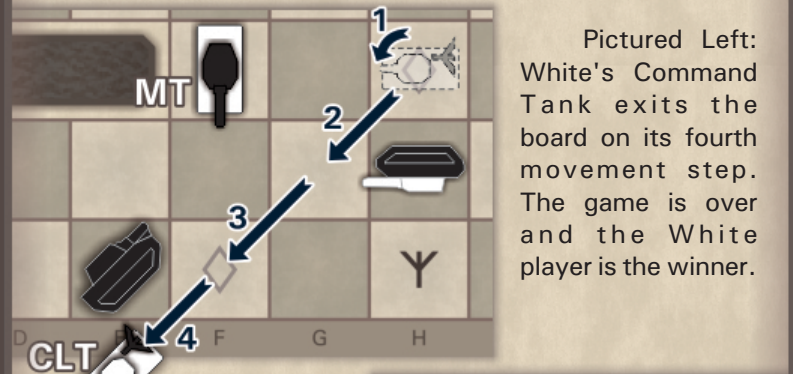
Pictured Above: White's Medium Tank moves into position to target two of Black's tanks. However, White can't destroy either of them because its gun value (II) is not greater than the two Black Tanks' armour values (II) (see Tables 2 and 3).

When a piece is destroyed, it is flipped on its side, remaining on its space. Through the course of a game, destroyed tanks become obstacles through which tanks cannot move or shoot.

END OF GAME

The goal of the game is to either destroy your opponent's Command Tank, or to "escape" with your own Command Tank by strategically moving it to the opponent's side of the game board and exiting the board during its movement. The first player to succeed in either of these two goals is the winner.

Pictured Below: Black's Heavy Tank moves into position and shoots at White's Command Tank, destroying it. The game is over and the Black player is the winner.



Pictured Left: White's Command Tank exits the board on its fourth movement step. The game is over and the White player is the winner.

However, the Command Tank cannot exit diagonally through the corner of the board.

Pictured Right: Black's Command Tank cannot exit the board this turn because of the diagonal corner rule.

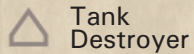


* **CHECK / ESCAPE:** When a player ends their turn, resulting in the possibility of destroying the opponent's Command Tank in their following turn, that player must clearly say, "CHECK!". Additionally, when a Command Tank can "escape" in the following turn, the owning player must say, "ESCAPE!".

BASIC SETUP 20 x 20

The same rules from the 16 x 16 setup also apply to the 20 x 20 board, with the addition of two new piece types: Tank Destroyers and Heavy Mortars.

Tank symbols:



Tank Destroyer

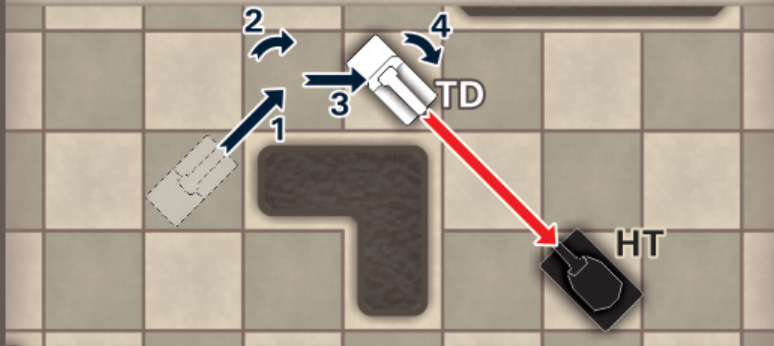


Heavy Mortar

TANK DESTROYER

Tank Destroyers have the same speed (max 4) and armour (II, I, 0) as the Medium Tanks.

However, their gun value is IV, and they can only shoot straight forward since they don't have a turret.



HEAVY MORTAR

Heavy Mortars have the same armour value as Light Tanks (I, 0, 0), while their speed is the same as the Heavy Tank (max 3).

They have a gun value of V and can only shoot straight forward. The Mortar's main feature is its ability to shoot over obstacles or any active or destroyed piece.



Its shooting range is limited to 3, 4, or 5 spaces from the Mortar. If the opponent has multiple pieces in range, the attacking player may choose only one piece to destroy.



Pictured Above: Black's Heavy Mortar has positioned itself where it can destroy either White's Medium Tank (3 spaces away) or Tank Destroyer (5 spaces away). Black may only choose one piece to destroy.

NOTES

- Draws are extremely rare.
- All pieces are worth the same. At first glance, the Heavy Tank is worth the most, but the speed of Light Tanks is much more important than gun and armour values during the end game.
- Mortars significantly change the game. There are no more "safe" spaces (behind obstacles).
- This game may be played using a chess clock. The advised time for a 16 x 16 board is 30 minutes per player, and 45 minutes each for the 20 x 20 board.
- Using the coordinates printed on the board, it is possible to annotate a whole game (for more details, see the brochure).

BROCHURE

An unlimited number of games can be played on the Basic Setup boards, with each one being completely different from the last. Additionally, players can invent their own setups using the blank side of the boards with the additional obstacles. Of the countless possible setups, some suggestions are presented in the brochure. When creating a setup, it is advised to follow the rules presented in the brochure.

EXPANSION

For players who would like to expand their Tank Chess experience, the Fun Set expansion is available (not included in this set). The expansion offers new piece types (Super Heavy Tank, Tank Hunter, Amphibian, Bulldozer, and more), new types of obstacles (water surfaces, low obstacles, etc.), as well as mines.