## CITY RIVER

In the middle of the city flows a river that prevents tanks (except Amphibians) from crossing to the other side. The existing bridges are the only paths for attack/escape, but there are also tank-bridges that can decide the winner if used at the right place and time.

* Alternative choice: Instead of two MTs, each player can choose a pair of THs, TTs, or ATs.

Recommended pieces:

16x16:
- 1 CAM
- 2 AM
- 3 MT
- 1 HT
- 1 HB
- 1 B
Σ: 9

20x20:
- 1 CLT
- 3 AM
- 2 HT
- 1 HB
- 2 HM
- 1 B
- 1 R
- 2 MT*
Σ: 13
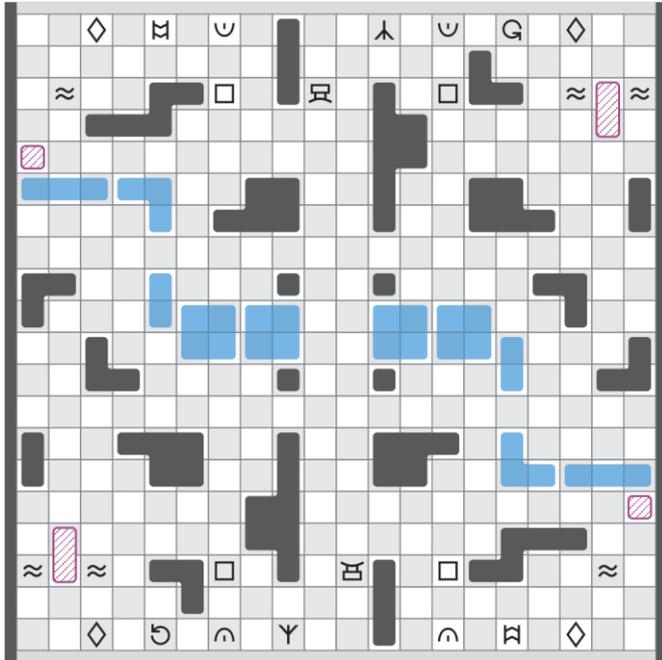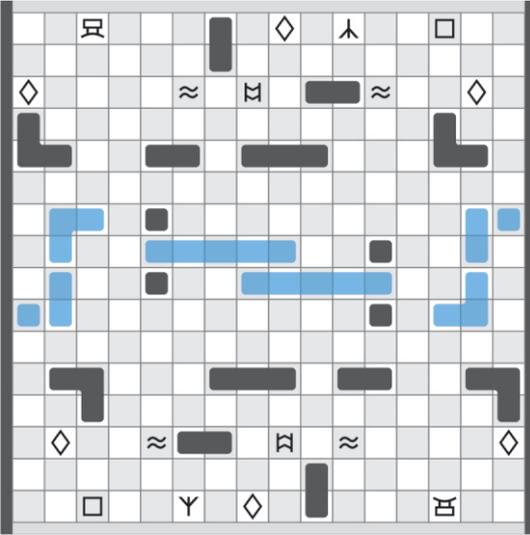
RUINS

The battle takes place around the ruins, with the HT (16x16 board) and the ST (20x20 board) taking the role of the Command Tank. They can clear the path by knocking down the trees with help of a HB.

A tank-bridge (20x20 board) can create a new attack/escape route, but it can be a double-edged sword if the opponent uses the newly created path for a push.

Recommended pieces:

16x16:
- 1 CHT
- 1 HB
- 2 AM
- 2 TH
- 2 TD
- 1 LM
Σ: 9

20x20:
- 1 CST
- 1 HB
- 2 TT
- 2 AM
- 2 TH
- 1 TD
- 2 HM
- 1 HH
- 1 B
- 1 R
Σ: 14
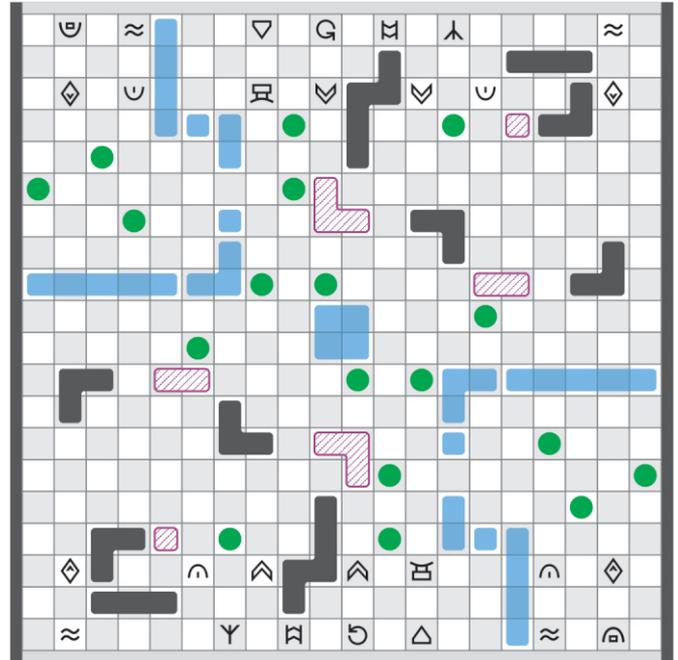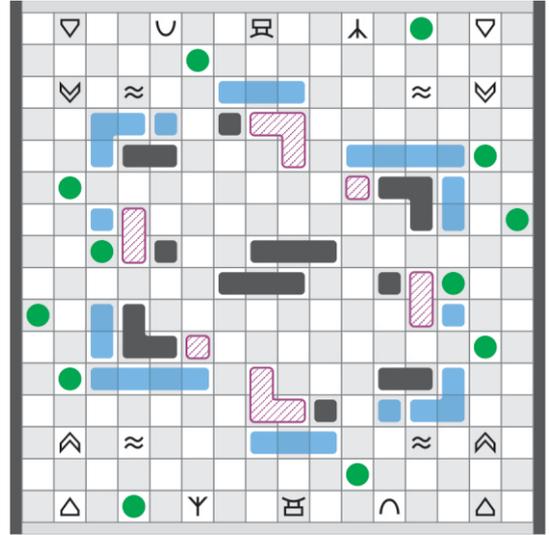
THE MOUNTAIN PASS

This scheme is based on a suggestion sent by Ivan C. Erickson.

The narrow mountain paths mainly require the use of light vehicles, with the exception of a HB that can clear the way if it's blocked by a wreck. The hedge doesn't allow shooting from distance, but it gives the opportunity to get to the opponent unnoticed.

Recommended pieces:

16x16:
- 1 CLT
- 2 LT
- 2 AM
- 1 RT
- 1 TT
- 1 HB
- 1 LM
- 1 B
Σ: 10

20x20:
- 1 CLT
- 2 LT
- 2 AM
- 2 TH
- 2 TT
- 1 RT
- 1 HB
- 1 LM
- 1 RL
Σ: 13
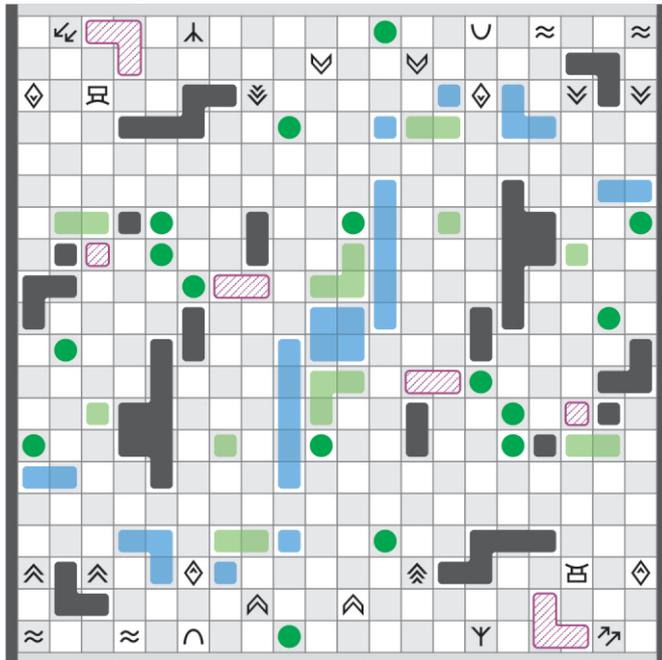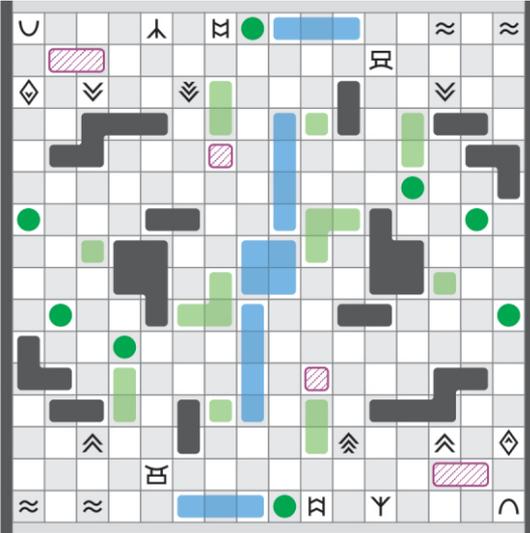
CREEKS

In this setup, there are almost no high obstacles (except for the two houses), but there are plenty of trees, shrubs, water, and mud.

The tanks can pass through the bushes smoothly, the trees can be avoided or taken down, but in order to bypass the water, the tanks must pass through the mud. Since that's risky, any advances must be planned carefully.

Recommended pieces:

16x16:
- 1 CHT
- 2 LT
- 2 MT
- 1 HT
- 1 RT
- 1 TD
- 1 RL
- 1 B
Σ: 10

20x20:
- 1 CLT
- 1 ST
- 2 HT
- 2 MT
- 1 RT
- 2 TD
- 2 TH
- 2 HM
- 1 B
Σ: 14
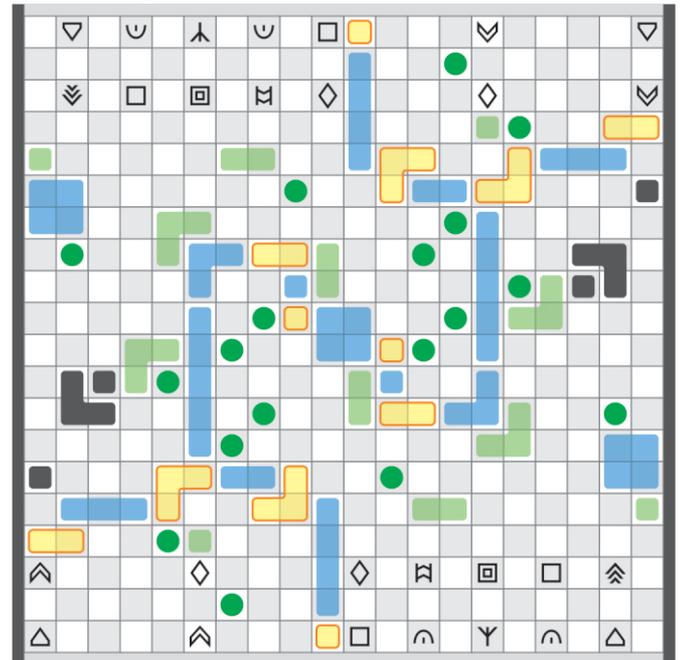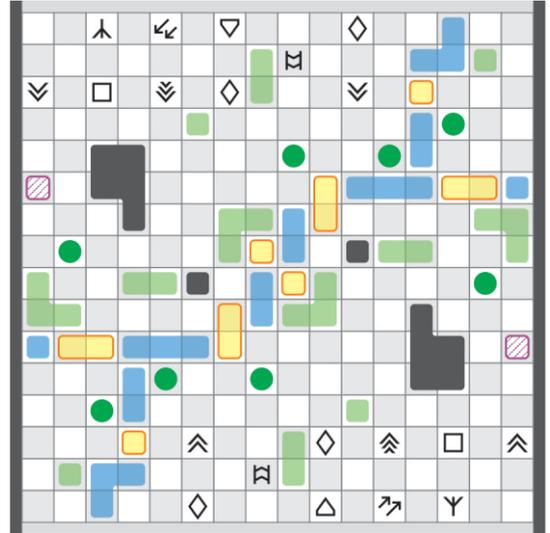
SWAMP

Water, mud, trees, and shrubs with only a few high obstacles (thick tree trunks that can't be taken down) are dominant on this scheme.

TH / TT have taken the role of Command Tanks. The Amphibians can easily find their way in order to progress, while other tanks have to go around obstacles or slowly move through the mud.

Recommended pieces:

16x16:
- 1 CTH
- 2 LT
- 2 AM
- 1 AT
- 2 TT
- 2 LH
Σ: 10

20x20:
- 1 CTT
- 2 MT
- 2 AM
- 2 TH
- 2 HB
- 2 LM
- 1 HH
Σ: 12
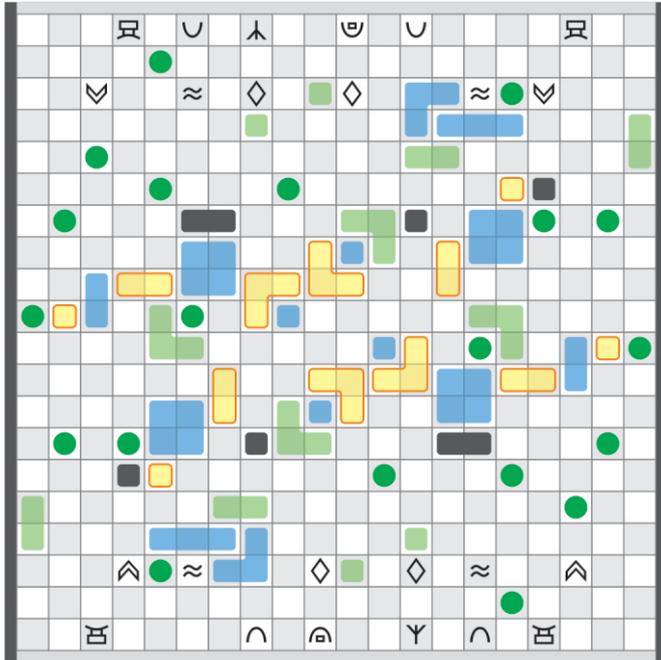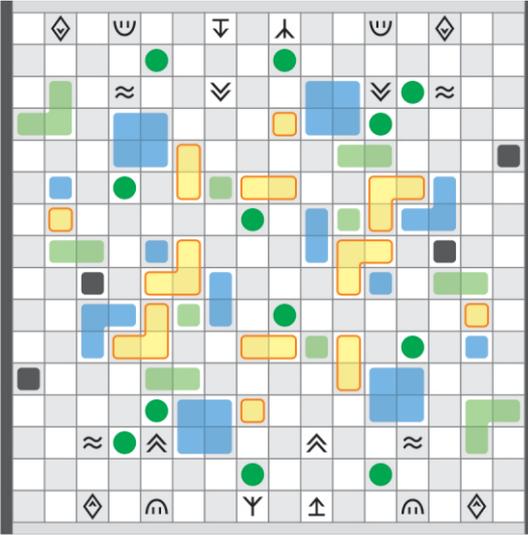
MINEFIELD

The boards of different sizes have different configurations (wide boulevards / city park) and one thing in common: the middle part is full of mines.

The Minesweepers can clear some passages, but it should be noted that the Command Tanks are the RTs, which are very fast, so they can choose some more indirect routes for escape.

16x16:
- 1 CRT
- 2 AT
- 1 LT
- 1 MT
- 1 MS
- 1 HT
- 1 TD
- 1 TH
- 1 LH
Σ: 10

20x20:
- 1 CRT
- 2 LT
- 2 MT
- 2 HT
- 2 AT
- 1 MS
- 1 LH
- 1 HH
- 1 R
Σ: 13
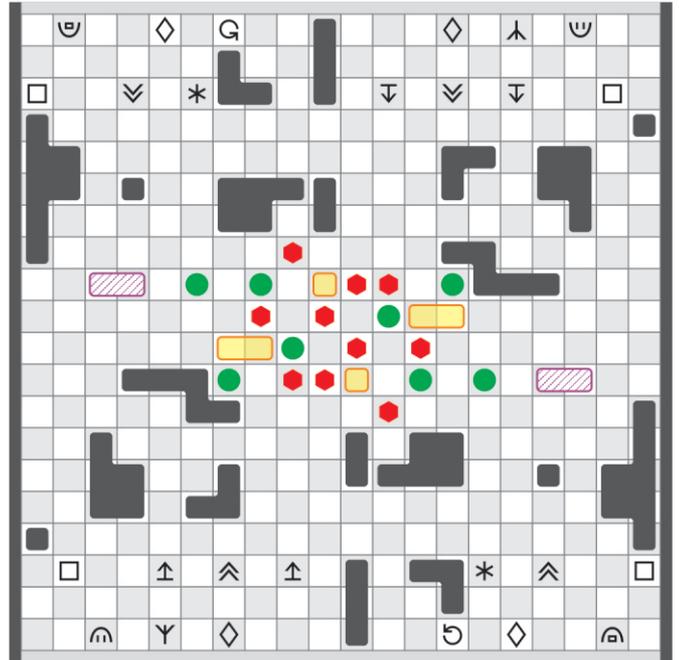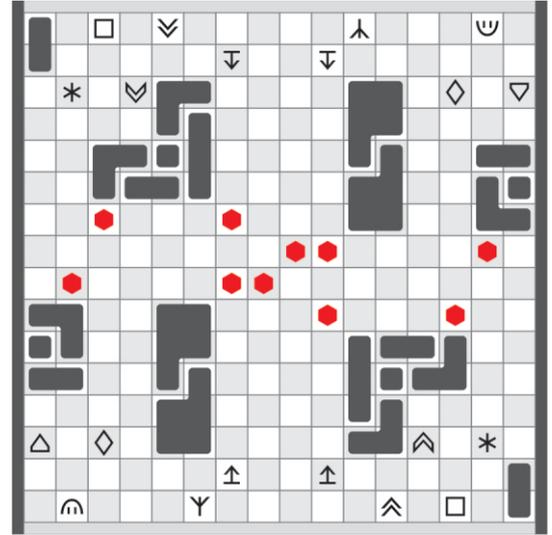
PONDS
Speed vs. Armour

This scheme is asymmetrical, both in terms of obstacles and pieces in play. White has heavy, well-armoured tanks at their disposal, while Black has light and fast vehicles.

Alternative choices:
*   White: TT > HB; Black: TH > AT
* * White: ST > HH; Black: AT > LM

Recommended pieces:

16x16

White:	Black:
1 CMT	1 CLT
2 MT	2 LT
2 TT *	2 AM
2 HT	2 TD
2 HM	2 TH *
	1 RL
Σ: 9	Σ: 10

20x20

White:	Black:
1 CMT	1 CRT
2 MT	2 LT
2 TT	2 AM
2 HT	2 AT **
2 HB	2 TD
2 HM	2 TH
1 ST **	2 LH
	1 RL
Σ: 12	Σ: 14
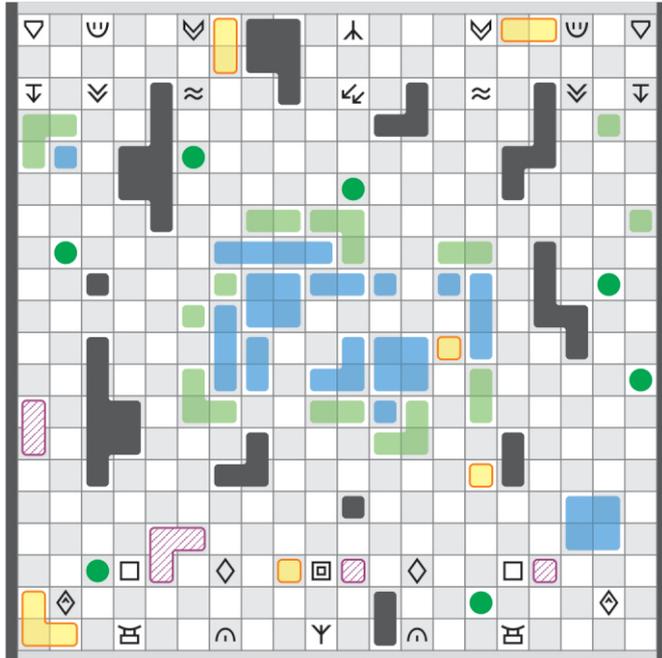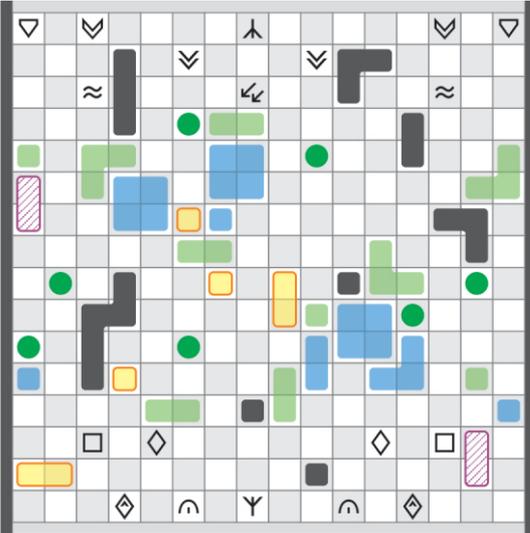
VILLAGE
(For 4 players)

The vehicles start in yards, and their starting positions are protected by various obstacles. In this variation, saving the Command Tank (CTT) isn't an imperative, but it is a valuable piece in battle because it can fire twice in the same turn.

If agreed, as an option, each player can place two land mines anywhere on their own quarter of the board.

Recommended pieces:

16x16:
- 1 CTT
- 1 AM
- 1 TH
- 1 AT
- 1 HB
- 1 LM
Σ: 6

20x20:
- 1 CTT
- 1 LT
- 1 AM
- 1 TH
- 1 AT
- 1 HT
- 1 HB
- 1 LM
Σ: 8