

TANK CHESS

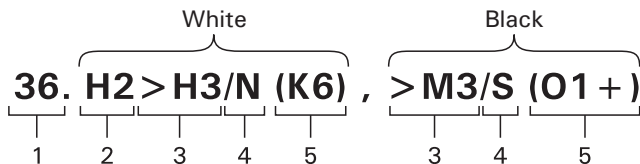


BROCHURE

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RECORDING GAMES

Along the edges of the board there are letters and numbers that determine the coordinates of every square on the board. The coordinates are recorded the same way as in chess: letter first, then number. In the middle of the board there is a symbol of a compass that helps to determine the cardinal points: N (north), S (south), E (east), and W (west). With the help of coordinates and the compass, it is possible to record the whole course of the battle. The example below explains step by step how to write an entire move:



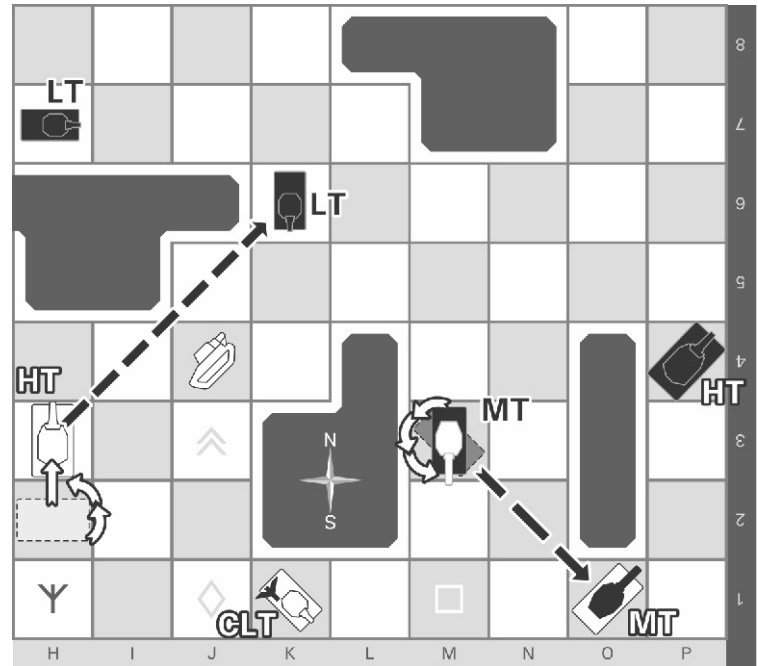
- 1 - The move number;
- 2 - The starting coordinate of the moved piece (omitted if the piece was just rotated);
- 3 - The final coordinate of the moved piece;
- 4 - The orientation of the piece in the final position;
- 5 - In brackets: coordinates of the destroyed opponent's piece, and/or one of the symbols:
+ (check), # (checkmate), - (escape), = (escapemate).

Check: in the next move, the opponent's Command Tank can be destroyed;

Checkmate: in the next move, the opponent's Command Tank will certainly get destroyed - this is the end of the game;

Escape: in the next move, your own Command Tank is in a position to get off the board and win;

Escapemate: in the next move, your own Command Tank will surely exit the board - this is the end of the game;

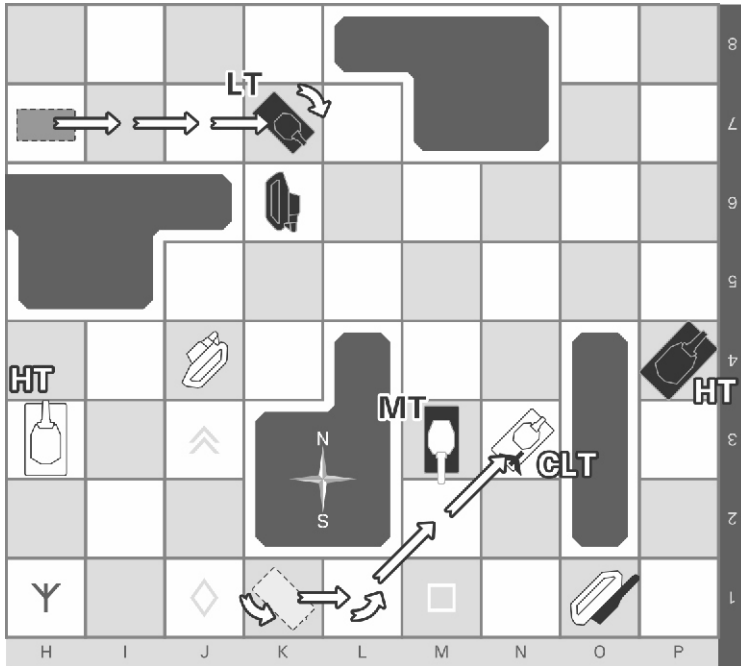


The picture above shows the entire 36th move. In the previous, 35th move, Black moved his LT to the K6 square and came in a position to destroy White's CLT in the next move (by arriving to I3). This is check. White has several options: to move his CLT to a safe square or to destroy Black's LT. He decides for the second option and his HT destroys the black LT at K6.

In that same move, Black rotates its MT at the M3 square so it's in a position to destroy the white MT at O1, and again checks the white CLT (in the next move this MT can reach M1/SW from where it would destroy the white CLT). The 37th move is also shown on the following page:

37. K1 > N3/NE , H7 > K7/SE (#)

To get in a position where it isn't threatened, White moves his CLT to N3. However, this is a bad move, because Black moves its LT from H7 to K7 and again gives check. By carefully observing the situation, we come to the conclusion that it is actually checkmate and the victory for Black! There is no square for the white CLT to escape safely so that it couldn't be destroyed in the next move by the LT from K7 or the MT from M3 or the HT from P4. There is also no possible way for White to destroy the black piece that gave check (as in the previous move), nor is it possible for White CLT to be covered by another white piece.



Before the start of the game, the players should write down the size of the board and the obstacle scheme they are using. If the players decide to choose by themselves the piece types to play with, the coordinates of all the starting positions must also be written down.

As it's shown, it's easy to write down the entire game so that dedicated players can gradually create a personal database of the games played. We invite all the players to send their interesting games (with commentary) to the e-mail: tank.chess.game@gmail.com. The most interesting ones will be rewarded by Forsage Games and published on their site. If the circumstances allow, the most interesting games will also be printed as a booklet or as a brochure.

SCHEMES FOR OBSTACLE SETUPS

Basic obstacle setups have several open directions along which tanks can advance, but also enough obstacles that can serve as a cover. The ratio between obstacles and empty squares is balanced, which helps the diversity of the games. That way if the players choose to attack they can push in various directions and if they choose to defend they can take strategically important positions to contain the attack.

Having said that, the Basic setups are recommended for new players and for tournament play also, because the balance between open pathways and the obstacles gives a lot of opportunities for different tactical approaches.

The rules of this game are very simple and flexible, so it is possible to use various board sizes and obstacle formations. Additional obstacles can be arranged on the blank side of the board in an infinite number of combinations. The schemes for some of the possible setups are shown on the following pages and each one has a variant for both boards (16x16 and 20x20). The initial position of each piece type is marked with a correspondent symbol: ♀ ♁ ♢ □ △ ☉

By playing on different board setups, even the experienced players can test their skills on unknown terrain.

To make the game even more diverse, the players have the option to choose the exact pieces they want to play with in each battle. The players don't have to choose same pieces, the only thing that matters is that they have the same number of pieces and that one of them is the Command tank. In this case, the pieces have to be placed on the marked squares, but the symbol and the piece type don't have to match. Also you can choose different piece type to be your Command tank: you just need to attach the antenna to that particular tank.

If the players want to play a short game, they can agree to play with a fewer number of pieces.

OLD TOWN

This setup has a lot of short and narrow passages. Because of the amount of cover, the Command Tanks could easily make a breakthrough to the opposite side of the board, if there weren't any Mortars to prevent them from distance.

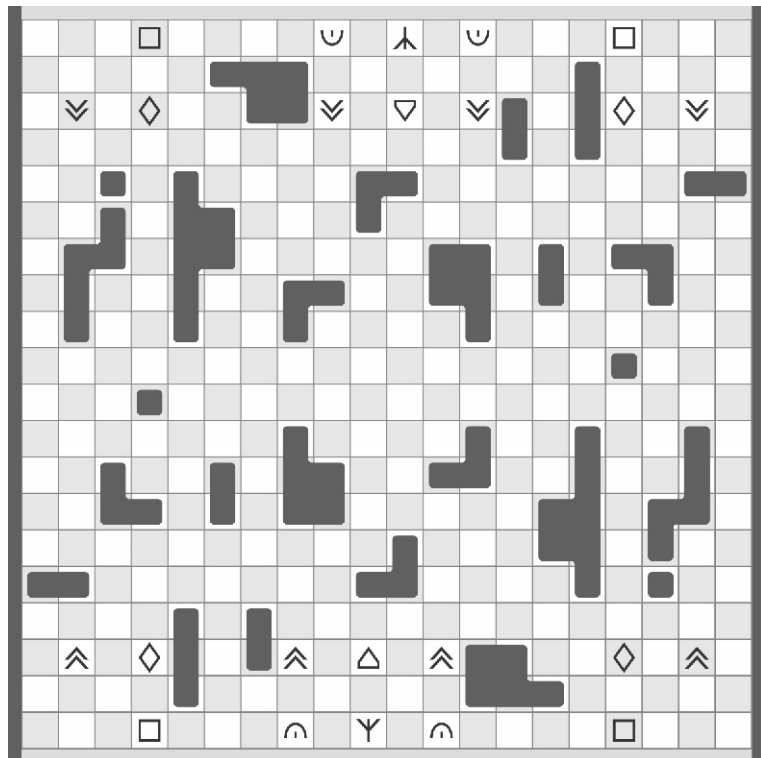
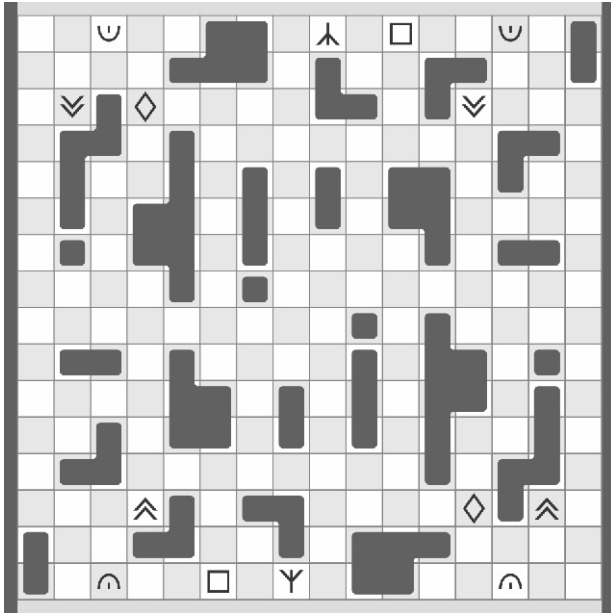
Recommended pieces:

16x16:

- 1 CLT
- 2 LT
- 1 MT
- 1 HT
- 2 HM
- Σ: 7

20x20:

- 1 CLT
- 4 LT
- 2 MT
- 2 HT
- 1 TD
- 2 HM
- Σ: 12



OPEN FIELD

This setup has fewer obstacles and a lot of empty space. The advances here should be carefully considered, because there isn't enough cover for the pieces. In other words, the armour on this setup can be more important than the speed.

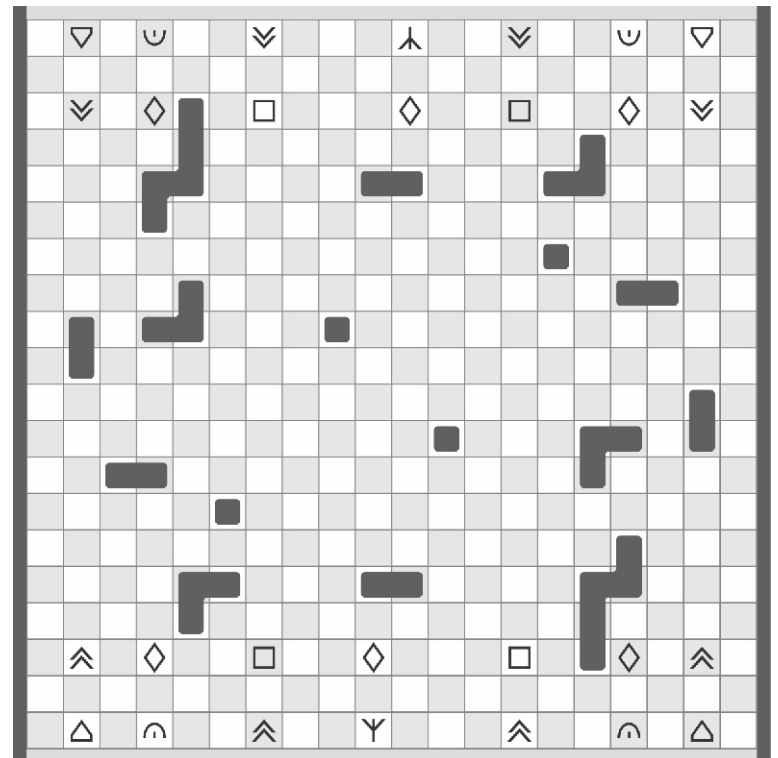
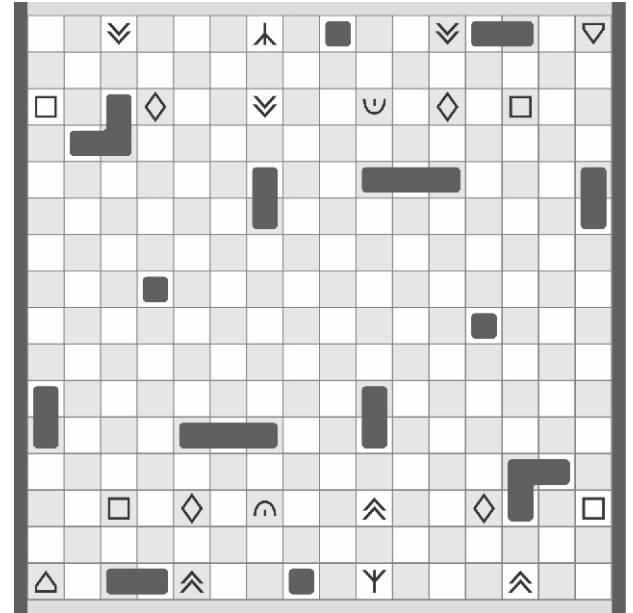
Recommended pieces:

16x16:

- 1 CLT
- 3 LT
- 2 MT
- 2 HT
- 1 TD
- 1 HM
- Σ: 10

20x20:

- 1 CLT
- 4 LT
- 3 MT
- 2 HT
- 2 TD
- 2 HM
- Σ: 14



FORTRESS

This setup is characterized by two walls (fortresses) with a few passages and by a central area that has no obstacles. A suggested variant of this setup is to use Medium Tanks as Command Tanks (*).

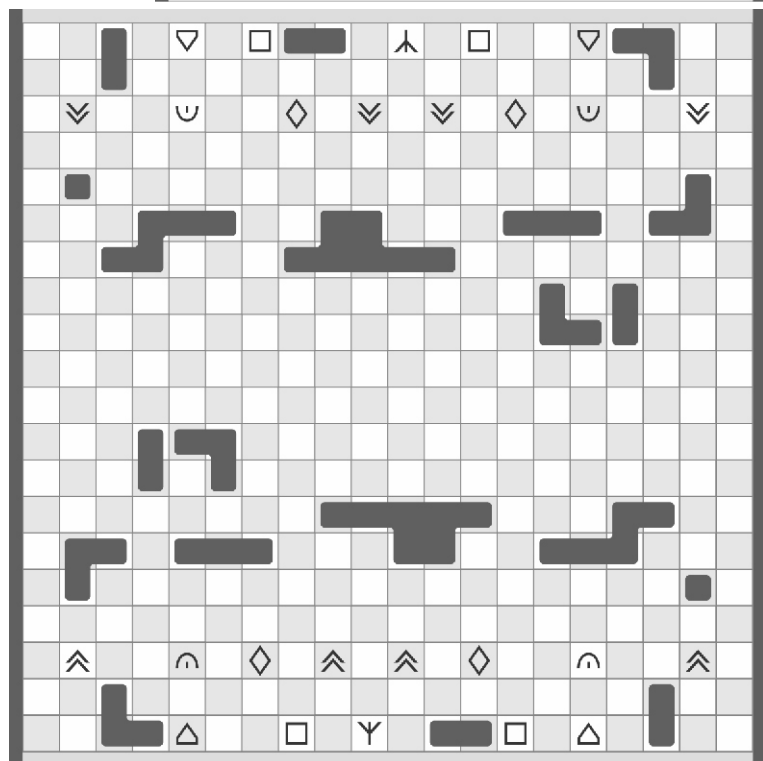
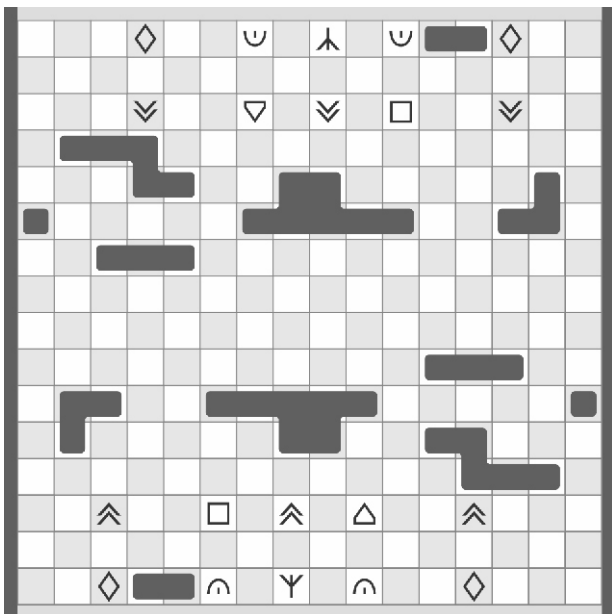
Recommended pieces:

16x16:

- 1 CLT*
- 3 LT
- 2 MT
- 1 HT
- 1 TD
- 2 HM
- Σ : 10

20x20:

- 1 CLT*
- 4 LT
- 2 MT
- 2 HT
- 2 TD
- 2 HM
- Σ : 13



DIAGONAL

In this setup, the starting positions of the pieces are in the opposite corners. An attempt to quickly escape through the unprotected side of the board with the Command Tank is perceived as one of the more likely options to achieve victory.

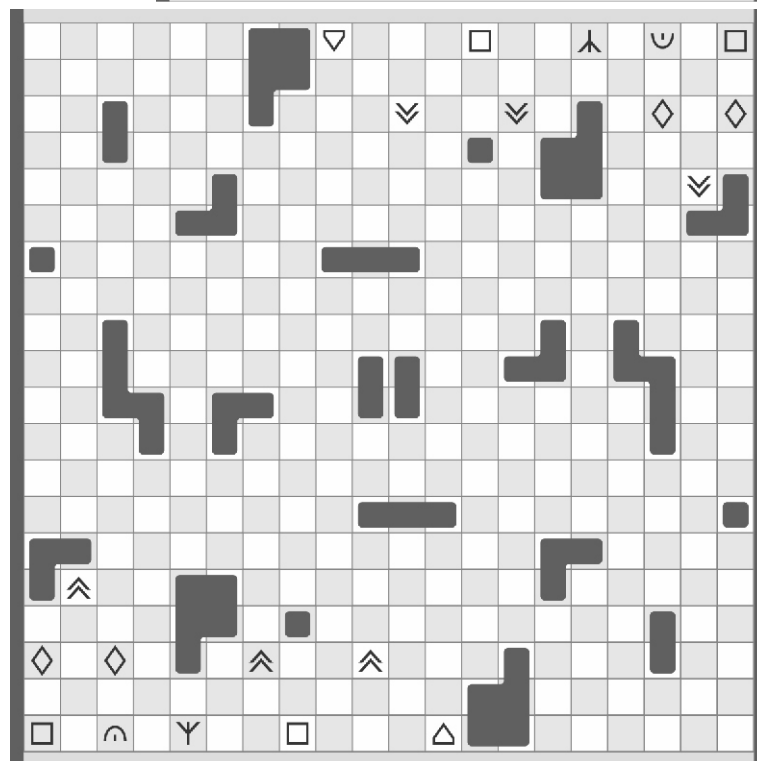
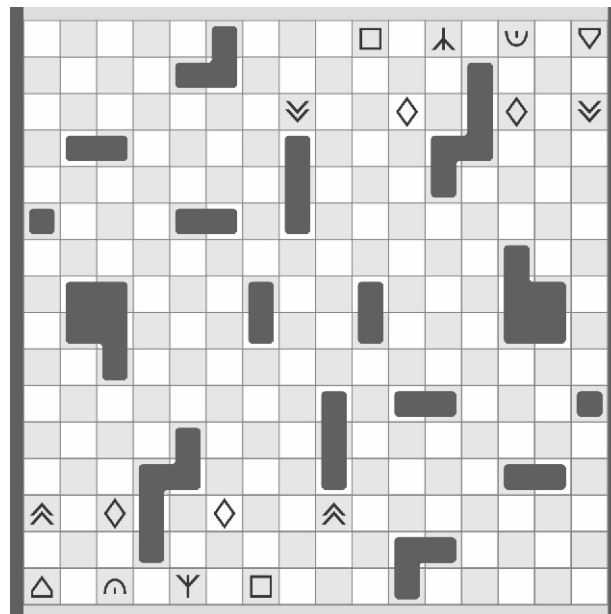
Recommended pieces:

16x16:

- 1 CLT
- 2 LT
- 2 MT
- 1 HT
- 1 TD
- 1 HM
- Σ : 8

20x20:

- 1 CLT
- 3 LT
- 2 MT
- 2 HT
- 1 TD
- 1 HM
- Σ : 10



SPLIT FORMATIONS

In this setup, the pieces are organized in two separate formations. There are a few passages between the two parts of the board that split the forces, so, virtually, there will be two battles going on at all times.

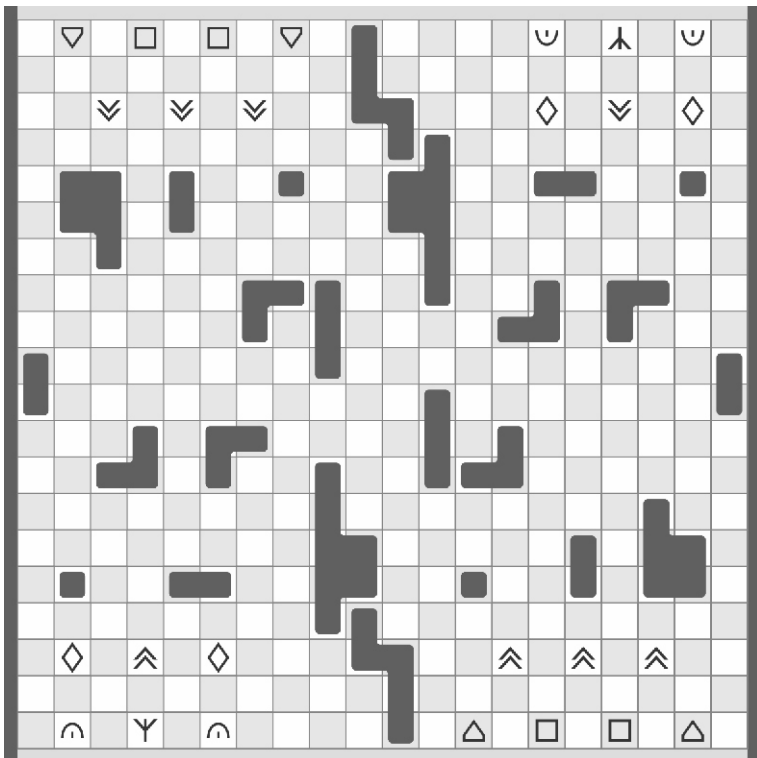
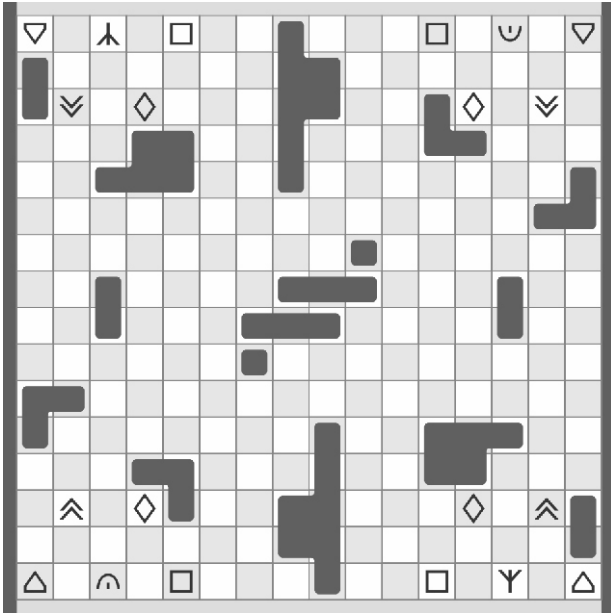
Recommended pieces:

16x16:

- 1 CLT
- 2 LT
- 2 MT
- 2 HT
- 2 TD
- 1 HM
- Σ : 10

20x20:

- 1 CLT
- 4 LT
- 2 MT
- 2 HT
- 2 TD
- 2 HM
- Σ : 13



WALL

Even without many pieces on the board, escaping with the CLT is hard because there is no cover beyond the wall. The starting positions are exposed so you should move the pieces quickly to establish defensive control from a safe position.

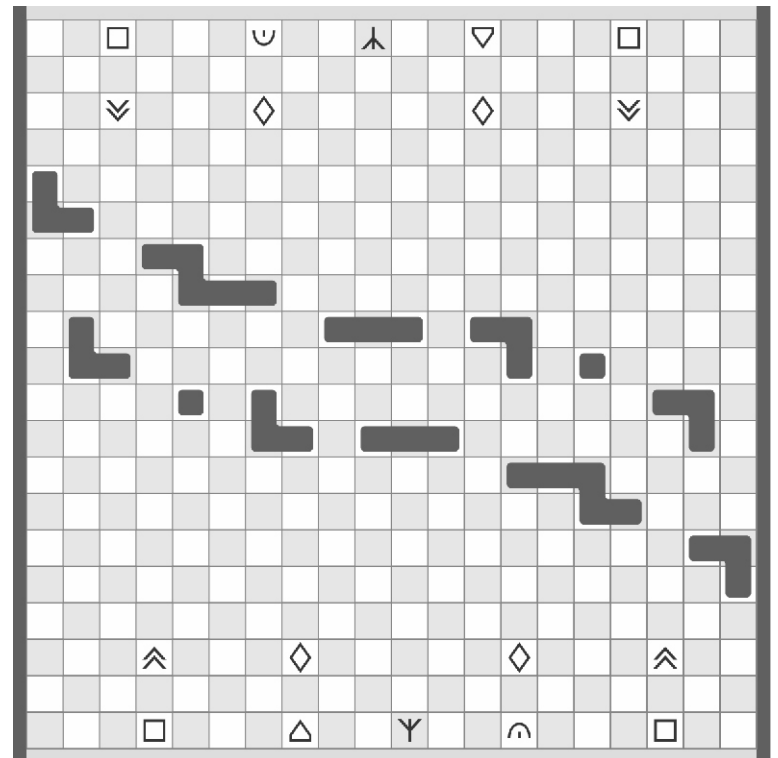
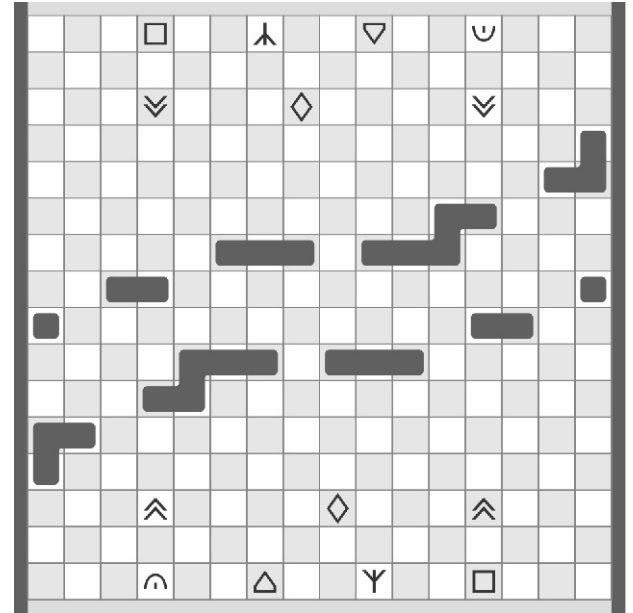
Recommended pieces:

16x16:

- 1 CLT
- 2 LT
- 1 MT
- 1 HT
- 1 TD
- 1 HM
- Σ : 7

20x20:

- 1 CLT
- 2 LT
- 2 MT
- 2 HT
- 1 TD
- 1 HM
- Σ : 9



CASTLE

Using border surfaces, the boards can be reduced to a desired size (12x16, 20x16, etc.). The given examples are 12x12 and 16x20 squares. In both cases, the combat revolves around the ruins of a castle at the centre of the board.

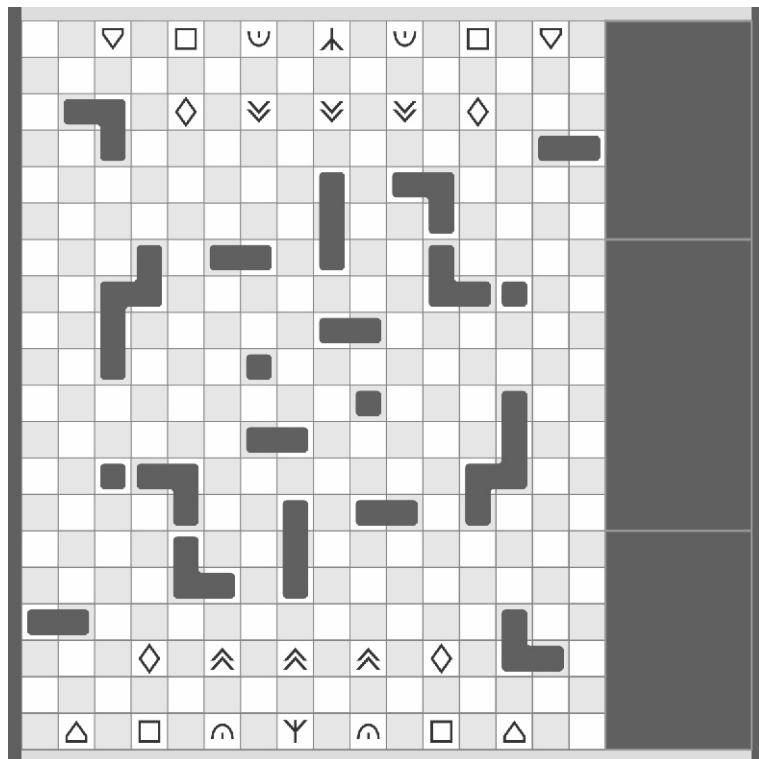
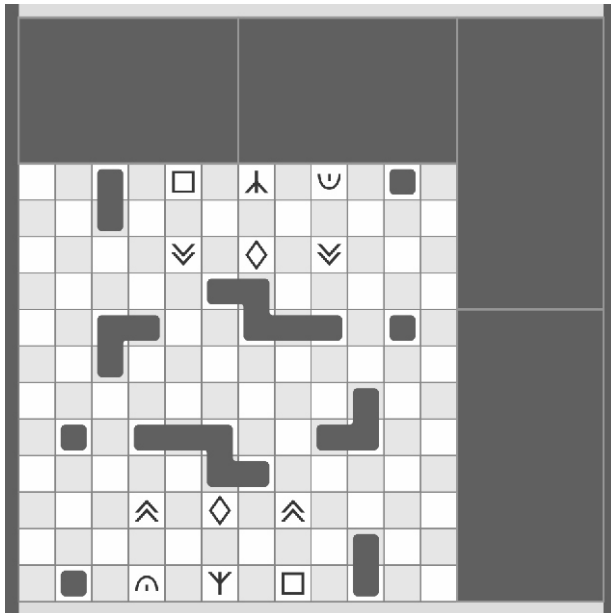
Recommended pieces:

12x12:

- 1 CLT
- 2 LT
- 1 MT
- 1 HT
- 1 HM
- Σ: 6

16x20:

- 1 CLT
- 3 LT
- 2 MT
- 2 HT
- 2 TD
- 2 HM
- Σ: 12

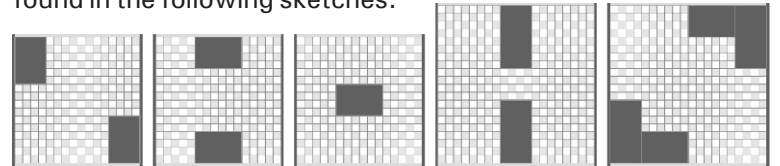


BLANK SHEETS FOR DRAWING SETUPS

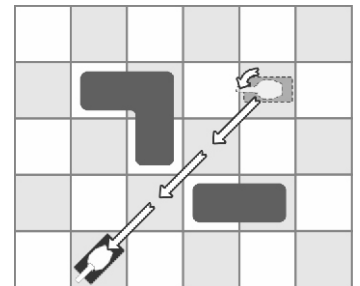
For drawing new obstacle setups you can use the pad that contains blank sheets. The piece types used and their starting positions should be determined for each setup. The basic rules to follow when creating a new setup are:

- 1: The initial positions of the white pieces are on the southern part of the board, while the black ones are on the north;
- 2: The obstacles and the starting positions must be in central symmetry (in order to grant the same conditions for both players);
- 3: The obstacles and the starting positions must be arranged in such way that they don't permit the destruction of the opponent's piece during the first turn.

The 'Castle' scheme shows how border surfaces can be used to downsize the board. Those surfaces can be used in various ways, and some of the possible combinations can be found in the following sketches:



NOTE: If obstacles are placed like in the picture, it is possible to pass between them.



You can send schemes with your setups to the email: tank.chess.game@gmail.com.

All interesting setups will be published on our website and the author will be credited accordingly. The best setups will be rewarded by Forsage Games and they will be included in the next edition of this game.

During and after our Kickstarter campaign (10th December 2017 - 4th January 2018) we already received some interesting obstacle schemes from the backers that will be presented in this brochure.

COLOSSEUM

The dominant feature of this setup is an open central area that needs to be controlled at all times. The 16x16 scheme was made by our Kickstarter backer Lorenzo Meucci. The 20x20 scheme is made on a similar principle.

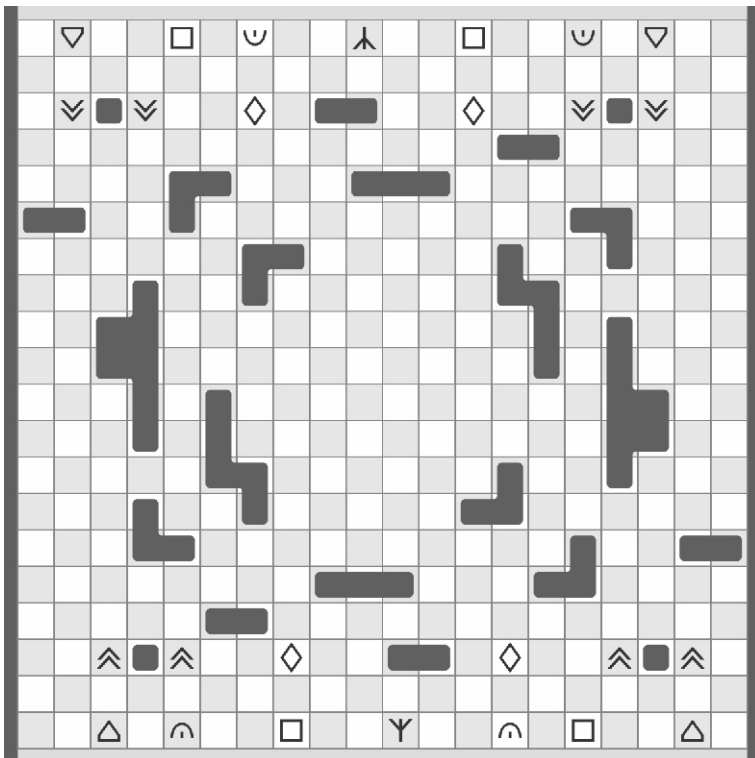
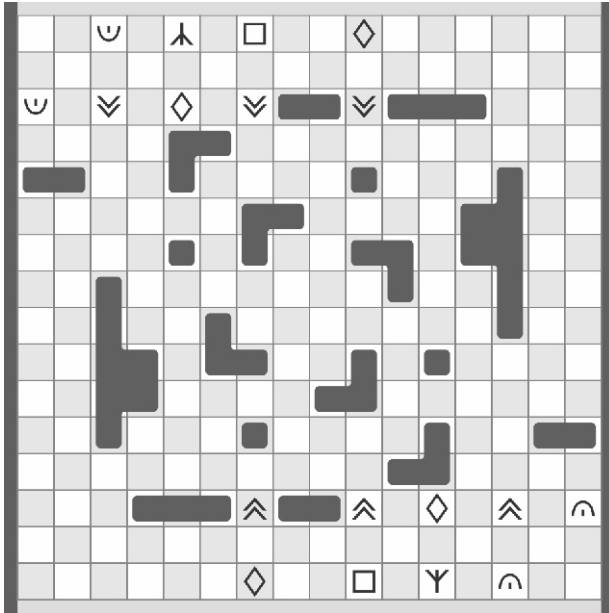
Recommended pieces:

16x16:

- 1 CLT
 - 3 LT
 - 2 MT
 - 1 HT
 - 2 HM
- Σ : 9

20x20:

- 1 CMT
 - 4 LT
 - 2 MT
 - 2 HT
 - 2 TD
 - 2 HM
- Σ : 13



CORRIDORS

This setup is characterized by many corridors and blocking them can be an effective defensive strategy. If you have Heavy Bulldozers in your set, you can use them instead of Heavy Tanks (*). The author of the 20x20 scheme is Chris Hep.

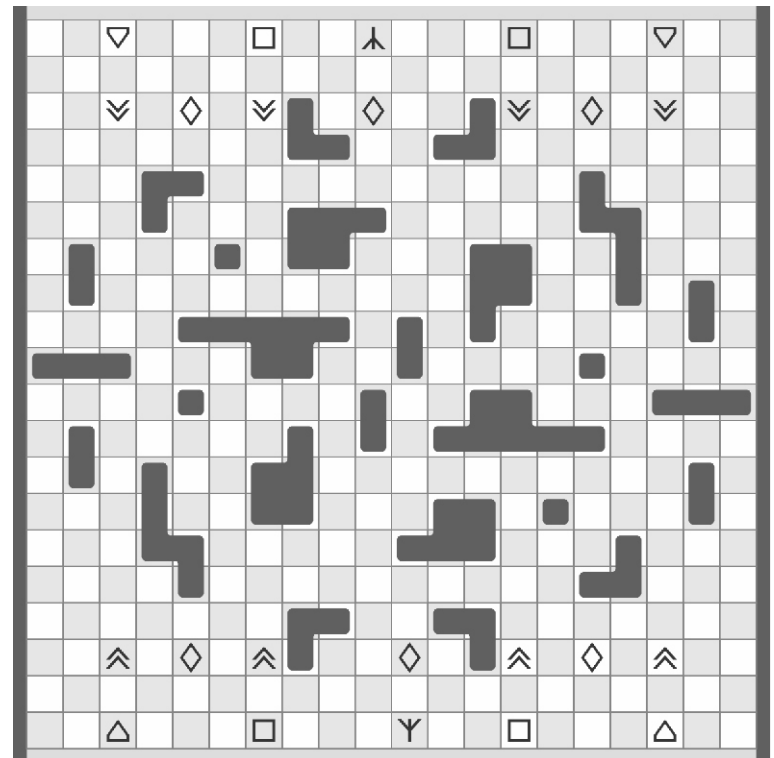
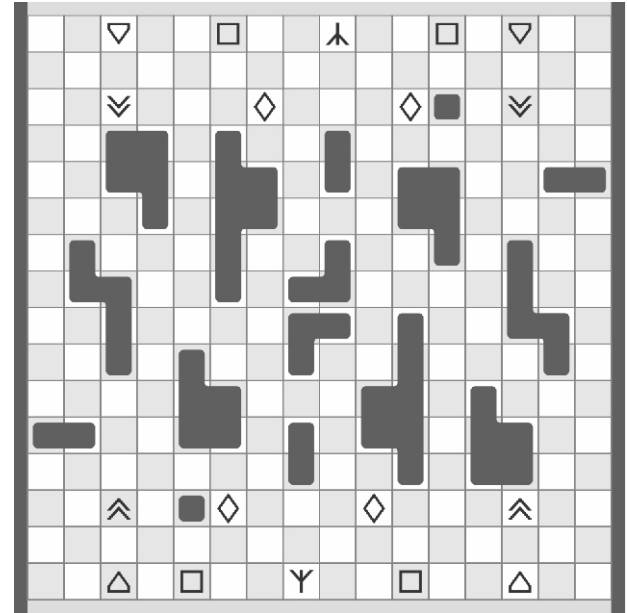
Recommended pieces:

16x16:

- 1 CLT
 - 2 LT
 - 2 MT
 - 2 HT*
 - 2 TD
- Σ : 9

20x20:

- 1 CLT
 - 4 LT
 - 3 MT
 - 2 HT*
 - 2 TD
- Σ : 12



GAME MODS

SINGLE TYPE PIECES: Apart from different obstacle schemes, this game shows a lot of variety in other aspects too. For example, games can be played in such way that all the pieces represent a single tank type (all tanks have the properties of Lights/Mediums/Heavies, etc.) and one of them is the Command Tank. The most dynamic games are played with all the tanks being Lights (no matter what pieces represent them). In this game mod, a defensive strategy is very effective as no piece can be destroyed from the front. If all the pieces represent Tank Destroyers or Heavy Mortars, the armour would be meaningless as all the pieces could be destroyed from any side. We suggest that players play this mod from time to time, as it requires a different way of thinking comparing to the regular game. This mod can be applied to almost any obstacle scheme.

LAST TANK STANDING: No matter the obstacle scheme, the game can be played with a goal to destroy all of the opponent's tanks. In this mod, no piece has the status of the Command Tank, because there isn't a possibility to escape and win. The draw here is a relatively common case. For example, one player is left with a LT, and the other with a HT: a LT can never destroy a HT, and a HT is almost never going to reach a LT in order to shoot at him. This mod is especially suitable for younger players.

THE ESCAPE OF THE THREE: Exactly like in the previous case, there isn't a Command Tank, and the obstacle scheme can be chosen freely. The goal of each player is to push through the enemy lines and escape with any three tanks. The player who succeeds first is the winner (Note that rushing to escape with the first two tanks may not be the best choice, since you will have less tanks to fight with in the meantime). If both players fail, the winner is the one who escaped with more tanks; if they escape with the same number of tanks, it's a draw.

CAPTURE THE FLAG: This mod can be played on any board size and with any obstacle scheme that has the 4 central squares unoccupied (without obstacles). One flag is placed exactly in the middle of the board. The goal of the game is to get to the flag, take it, and then carry it to a square in the row 1 if it's White, or to a square in the rows 16 or 20 (depending on the size of the board) if it's Black.

When a piece comes to one of the 4 central squares, it has the option to take the flag and if it decides to do so it should be attached to that piece. The piece that moved in order to take the flag cannot shoot in the same turn. That piece now has the objective to go to the respective row and thus win the game.

If the piece that is carrying the flag gets destroyed, the flag can be taken by another piece, no matter the team. In order to take the flag from a destroyed tank, a piece must finish movement on an adjacent square. Also, the flag can be passed to the piece of the same team at any moment of the game under the same conditions: a piece that passes the flag has to be stationary and the receiving piece must come to an adjacent square at the end of the turn. There isn't a limit on how many tanks can carry the flag during a single game.

In one variation of this scenario, there can be an odd number of flags, and the winner is the player who captures more than a half of them.

FOUR-PLAYER MOD

The enormous flexibility of the game also permits a 4-player variant. Since players have to share piece colour, two players have to stick flags to their tanks (so the teams would be: white, white with flags, black and black with flags). The Command Tanks are represented by an antenna (teams white and black) or by a different-shaped flag (the other two teams). The starting positions and the turn sequence can be seen in the pictures on the next page.

Every player plays for themselves and fights against all other players and the objective is to destroy the most tanks. In this variation of the game, there is no win by escaping. The Command Tanks can be destroyed just as any other tank, the only difference is that they're worth more: every time a player destroys a regular piece they score 1 point, and for the destruction of a Command Tank they score 2 points (one player should write down and keep track of the score).

The game usually ends when 3 of the 4 players lose all of their tanks, but it's also possible to end with multiple surviving opponents if some pieces get trapped somewhere on the board (out of reach of Mortars) or any other way that the pieces can't destroy each other.

Players who have survived tank(s) add their number to the sum of the tanks they destroyed, while other players' score consists only of points they got for destroying tanks (remember that Command Tanks always count as 2, the survived ones also). The winner is the player with the most points.

Also, the game can be played until a determined number of turns according to a previous agreement (for example, the players can agree to play 15 turns each and then count the points). The counting is done the same way.

CORNER

The starting positions are pretty safe for all the pieces. However, the pieces can be in danger very quickly if they move incautiously because they can be attacked by multiple opponents and from different sides.

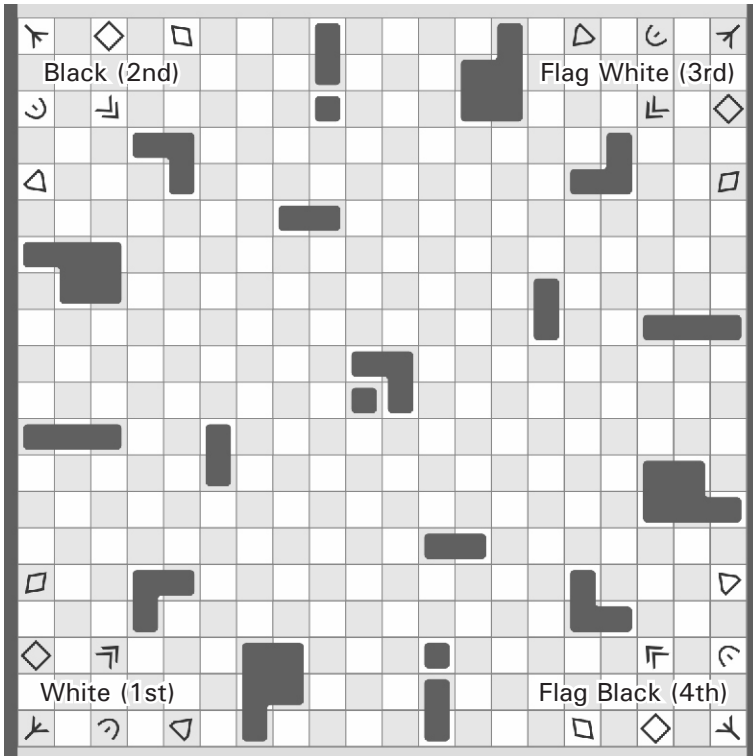
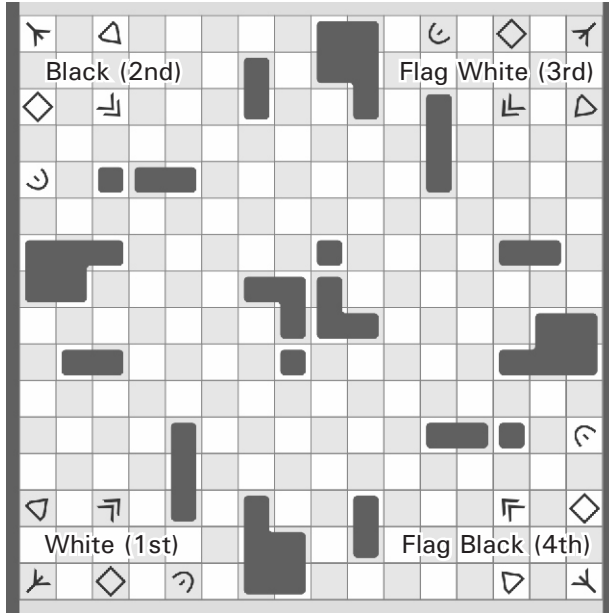
Recommended pieces:

16x16:

- 1 CLT
- 1 LT
- 1 HT
- 1 TD
- 1 HM
- Σ : 5

20x20:

- 1 CLT
- 1 LT
- 1 MT
- 1 HT
- 1 TD
- 1 HM
- Σ : 6



FOUR THE GLORY

The author of this setup is Marcos Hidalgo. The starting positions are set up along the borders of the board. Since there are open lines alongside the border, every player can immediately flank their neighbours.

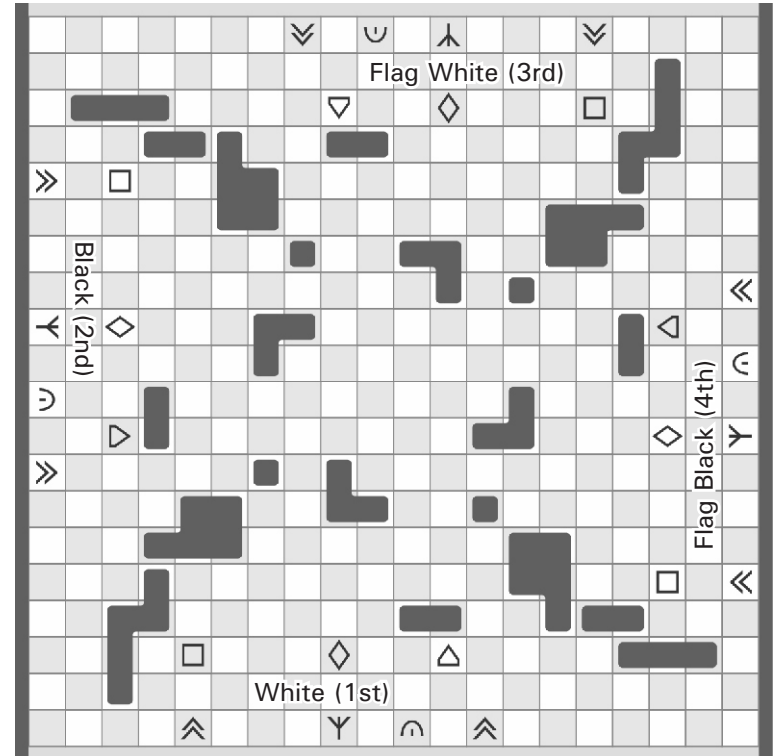
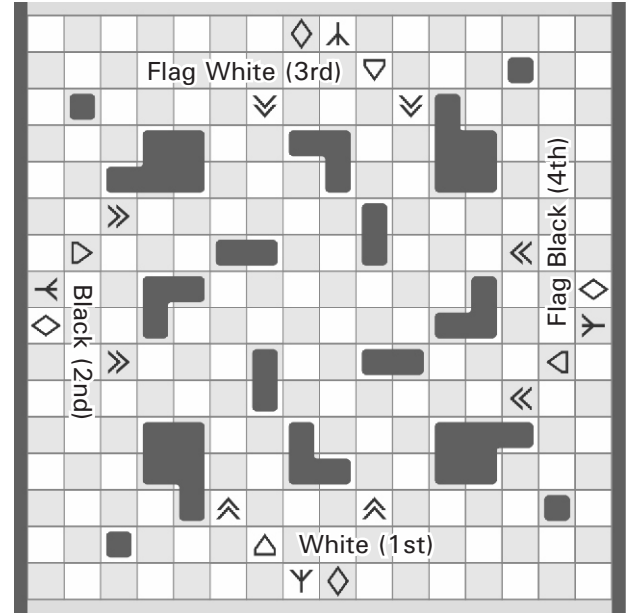
Recommended pieces:

16x16:

- 1 CLT
- 2 LT
- 1 MT
- 1 TD
- Σ : 5

20x20:

- 1 CLT
- 2 LT
- 1 MT
- 1 HT
- 1 TD
- 1 HM
- Σ : 7



ON THE COMBAT VEHICLES THAT INSPIRED THE GAME

In the ancient times, there were some movable machines that offered protection for infantry and, in addition, some of them had some sort of a weapon (catapult). The first prototype of a tank was created in Great Britain in 1915 and was named Little Willie. The first serially-produced tanks were named Mark I and were manufactured in 1916. For the first time, the Mark I tanks were used against Germans on November 15, 1916. During the First World War, the Germans made one type of tank, called A7B, while the French made three types, out of which the Renault FT-17 was mass-produced. The main feature of the Renault tank was a rotating turret on top with cannon or machine gun, a concept that has become a standard in tank design.

After the First World War, most military theorists predicted the use of tanks in close association with infantry. During the Second World War, when Germans showed innovative tactics involving independent tank action, the tank got its full affirmation as an offensive weapon.

The three basic parameters that determine the characteristics of all tanks are: protection, firepower and mobility. Achieving a compromise between these three parameters is the main task for tank constructors.

There is no unique classification of tanks, since each country has had own criteria and specific models. The basic classification is by weight: there are light, medium and heavy tanks. But this has to be taken with reserve because, for example, the German Panther tank is classified as a medium, but it was heavier than some Allied heavy tanks.

At the beginning of the war, most countries had a greater number of light tanks in their armies. Because of their weak armour, a light tank's primary purpose was fighting against infantry and scouting enemy positions. *The Soviet BT-7 and T-50 tanks (which visually suggest a fast vehicle because of their forward-placed turrets) were used as an inspiration for the Light Tank in this game.*

Tanks with a universal role and a balance between the three main parameters were medium tanks. The Panzer IV was the only tank in the German army that was produced during the entire war, while the T-34 and the Sherman were the most mass-produced tanks. *In this game, the Medium Tank doesn't represent any specific tank, although the T-34 was the main inspiration since it is the best example of a balanced, multi-role tank. On the other side, the American M3 Lee is used as an inspiration for the Twin-gun Tank*.*

After encountering well armoured French and British infantry tanks, the Germans started working on a new heavy tank concept. Before it was developed, their tanks were found quite obsolete against the Soviet T-34 and KV-1 tanks. In order to counter them, they raised the bar for the heavy tanks and rapidly developed the Tiger. Later, the Soviet IS-1 and IS-2 heavy tanks were created in response to the appearance of German Panthers. Americans were also developing heavy tanks, but none of them were used in the war. *The Heavy Tank of this game was designed after the well armoured and armed, stocky-looking Tiger.*

Germany made a step further in development of heavy tanks by increasing significantly the armour and size of tanks and thus creating super heavy tanks. None of the prototypes were finished and the concept has shown to be a dead end in tank design. *The inspiration for the Super-heavy Tank* was the Panzer VII Maus.*

In a wider sense, self-propelled artillery is also a type of tank. During the entire war, various types of self-propelled artillery were produced and they could be classified according to different criteria. The basic difference between these vehicles and tanks in a classical sense is in armament. Self-propelled artillery provides support for tanks (or infantry) from a long distance and so they usually equip large-calibre howitzers. They often lack a rotating turret, and since they are not in the front lines, the armour is relatively thin. *As a model for the Heavy Howitzer*, the American M12 GMC was used, while the German Wespe was used as an inspiration for the Light Howitzer*.*

It could be said that the tank destroyers are in between tanks and self-propelled artillery, judging by their construction. Instead of a rotating turret, guns of larger calibre were installed on the chassis of certain types of tanks. Their purpose was to provide support to tanks and infantry from close range, so they usually had a decent armour. Similar to tank destroyers, there were vehicles with howitzers installed for direct fire with a strong front armour, called assault tanks. Some examples are the German Brummbär and the Soviet SU-152. *The Tank Destroyer in this game is a combination of several vehicles, without a direct model. The Assault Tank* is based on the looks of the German Jagdpanzer 38 Hetzer (although the Hetzer was a tank destroyer).*

The Americans made tank destroyers, but on a different concept from the Germans and the Soviets. The most emblematic among them is the M18 Hellcat. It was very thinly armoured and it was meant to quickly get in a position, shoot at the enemy tanks from distance and then run away at a high speed. *This type of turreted tank destroyer is used as an inspiration for the Tank Hunter*.*

Amphibious tanks are by definition very light and lightly armoured. Their basic task is to overcome water barriers (rivers, or other barriers when landing the troops from the ships). *The main inspiration for the Amphibian* was the American LVT(A).*

Apart from various tank types, many specialized vehicles on tracks were used during the Second World War, which in a wider sense were all engineering tanks. They are almost always made on the chassis of already existing types. Engineering tanks include: bulldozers (*Bulldozer Tank* and Heavy Bulldozer**), minesweepers (*Minesweeper Tank**), cranes (*Recovery Vehicle**), pontoon bridges (*Bridge Tank**), and so on.

Half-tracks were mostly used in German and the US army. They had a variety of purposes, from auxiliary to combat (especially in Germany). The combat variants were armed with guns of various calibres, mortars, and even rocket launchers. *The Light Mortar* is based on American M21 MMC Half-track and the Rocket Launcher* is made after the German Wurfrahmen 40.*

Wheeled fighting armoured vehicles with 2, 3 or 4 axles were produced in smaller numbers. Because of their high speeds, they were mostly used for scouting tasks. *The inspiration for the Recon Tank* was the American M8 Greyhound.*

The Sturmtyger was a specific and unique vehicle, built by the Germans. It had a 380mm rocket launcher and very thick front armour, meant for close range combat against fortifications and infantry. *The Heavy Mortar is inspired by the Sturmtyger even though it has quite different characteristics.*

**These vehicles (pieces) are included in the "Fun Set" expansion of this game.*