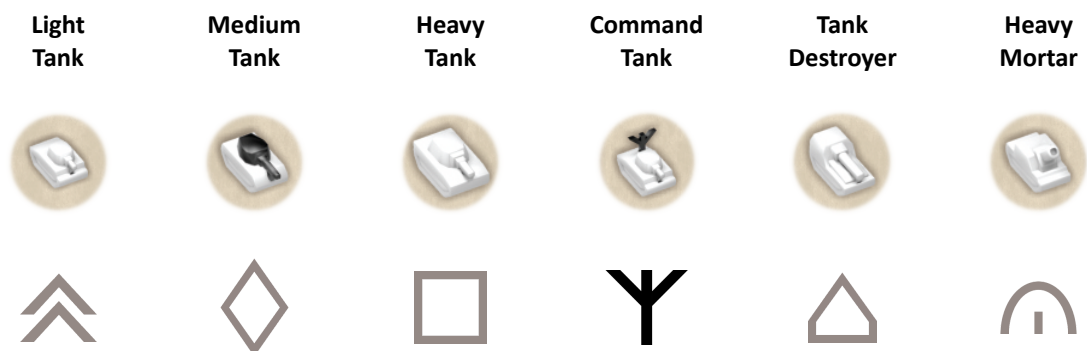


Tank Chess

Objective: Players race to be the first to destroy their opponent's Command Tank or have their Command Tank escape over their opponent's side of the board.

Setup

1. Decide whether to use the 16x16 or 20x20 board and place it in the middle of the table with the basic side (showing pre-printed obstacles) facing up. Players should sit opposite each other with a row of letters facing each of them.
 - It is recommended players use the 16x16 board with the basic side for at least the first few games.
 - Players can play using the blank side of the board and create a custom setup with the Obstacles provided; for instructions and advice on how to do this, refer to the *Tank Chess Brochure*.
2. Players each choose a colour (white or black) and take the corresponding Tank pieces of the chosen colour, placing them on the indicated spaces on their side of the board.
 - If playing on the 16x16 board, the Tank Destroyer and Heavy Mortar Tank pieces will not be used.



End of Game

The game ends in the following situations:

- Ties are possible but are unlikely. A tie-breaker is not specified.

A Player's Command Tank is Destroyed: The player that destroys their opponent's Command Tank wins the game.

A Player's Command Tank Escapes: If a player can get their Command Tank to move off their opponent's side of the board during their turn, they win the game.

- A player cannot move their Command Tank diagonally off the board through via the corners of the board.

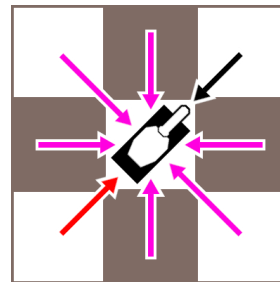
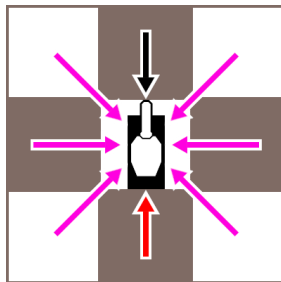
Tanks

Speed: Each tank has a speed; the speed of a tank determines the maximum number of steps of movement a tank can perform during its turn.

- Each 45° rotation a tank performs and each space forward a tank moves costs one step of movement.

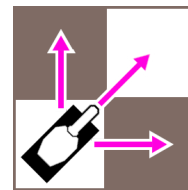
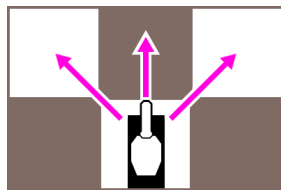
Armour: Each tank has 3 different Armour values for the different sides of the tank; the higher the Armour value, the more powerful a gun needs to be to penetrate it.

- Front armour** can only be hit from directly ahead, **rear armour** can only be hit from directly behind, and **side armour** is hit from any other direction (see below).



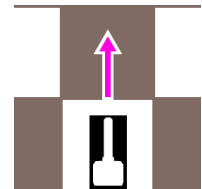
Gun: Each tank has a Gun value; if a Gun value exceeds the Armour value of its target, the target is destroyed.

- A tank can only shoot forwards and diagonally forwards at 45° angles.



Tank Destroyer: Tank Destroyers have a more powerful gun than Heavy Tanks; however they can only shoot directly forward, not at angles as they have a fixed gun, not a turret.

- Tank Destroyers have the same Speed value and Armour values as Medium Tanks.



Heavy Mortar: Heavy Mortars shoot 3 – 5 spaces in front of them and can shoot over obstacles and other tanks; however, they can only shoot directly forward, not at angles as they have a fixed gun, not a turret.

- Heavy Mortars have the same Speed Value as Heavy Tanks and the same Armour values as Light Tanks.



General Rules

Announcing Check/Escape: When a player ends their turn with the possibility of winning the game on their next turn, they must clearly announce the following conditions:

Check: If a player can destroy their opponent's Command Tank on their following turn, they must say, "Check!"

Escape: If a player's Command Tank can escape on their following turn, they must say, "Escape!"

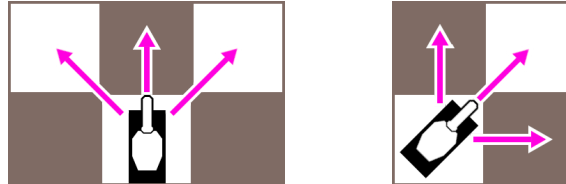
Turn Order

- The player with the white pieces takes the first turn of the game, after which players alternate taking turns.
1. **Movement:** The player must choose and move one of their Tank pieces by changing its position and/or orientation.
 - The player may move their chosen Tank piece a number of steps up to its speed; each 45° rotation and each space forward a tank moves costs one step of movement.
 - A player can alternatively move their Tank piece one space backwards, but this must be its only movement for the turn; it is not allowed to move forward or rotate.
 - A Tank piece can only move through and end its movement on empty spaces; it can never go over Obstacles or other pieces.

	Light Tanks & Command Tanks	Medium Tanks & Tank Destroyers	Heavy Tanks & Heavy Mortars
Speed	Max. 5 steps	Max. 4 steps	Max. 3 steps

2. **Shooting:** The player may use their moved Tank piece to shoot at a single opponent's Tank piece from its final position providing there is a valid target.

- The player is not required to shoot at another tank. If there are multiple targets, they may only choose one.
- A tank can only shoot forwards and diagonally forwards at 45° angles. **Exception:** A Tank Destroyer or Heavy Mortar may only shoot forwards.

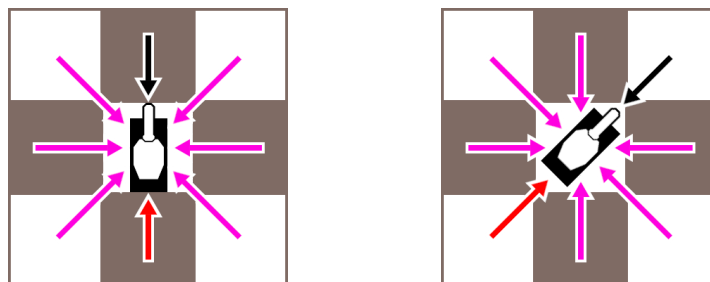


- A tank cannot shoot a target in a space that is directly adjacent to it; there must always be at least one empty space between the shooter and its target.
- In order to shoot a tank, the shooter must have an unobstructed line of sight to its target that is free of other pieces and Obstacles.

Destroying a Tank: If the shooting tank's Gun value exceeds the targeted tank's Armour value, that tank is destroyed; if the Gun value does not exceed the target's Armour value, nothing happens.

- When a tank is destroyed, flip the Tank piece on its side, ensuring it remains in the same space; the destroyed tank is now treated as an Obstacle for the remainder of the game.

	Light Tank	Medium Tank	Heavy Tank	Tank Destroyer	Heavy Mortar
Gun Value	I	II	III	IV	V



	Light Tanks & Heavy Mortar	Medium Tanks & Tank Destroyers	Heavy Tanks
Front	I	II	III
Side	0	I	II
Rear	0	0	I