

Tank Chess

needs better rules to be a great game; here they are

Use original armor, gun, range, and move-speed values.

Both players set up all their pieces on their own back row facing in any direction. The Command tank must be at least 4 spaces from a corner. Command tanks may not turn or move during the game, but they may fire. To win, a player must fire on the enemy command tank to make it retreat off the board.

Turns alternate, beginning with White. Each turn, a player may fire with any or all of his pieces that can hit an enemy target; he chooses in which order to fire them. Then he may move any of his pieces that are in a group adjacent to each other.

A piece does not have to fire, but if it does, it may only fire once per turn. Pieces with turrets may fire in any direction; those without turrets may only fire forward. Except for the mortar, a piece may fire any distance along a horizontal, vertical, or diagonal line of spaces that is not blocked by an intervening piece (friendly or enemy) or obstacle. Mortar fire is never blocked. A piece may only be fired on by one piece per turn. Only pieces targeted at the start of a turn may be fired on.

Subtract the target piece's armor value from the firing piece's gun value, and retreat the target piece the number of spaces equal to the difference. It's the same for mortar fire. The firing player moves the target piece towards the enemy's back row or horizontally away from the firing piece. Retreat does not uncover new targets. If retreat is blocked by any piece or obstacle, the target piece is eliminated. And if the target piece retreats past its back row, it is eliminated. Eliminated pieces are removed from the board.

After firing, the player may move some or all of his pieces that are in a group he designates. A group is any number of pieces where each one is adjacent to another piece. A single piece, adjacent to no other, is also considered to be a group. No piece may ever move next to an enemy piece. Each piece may move all, none, or part of its move speed in any combination of directions, and does not need to end up next to another member of the group. There is no move-speed cost for turning; moving pieces always turn to face the space they are entering. However, that is the only way a piece may be turned – by moving into an adjacent space. Thus a light tank may enter up to 5 spaces in any combination of directions. Also, a piece may back up 1 space without turning.