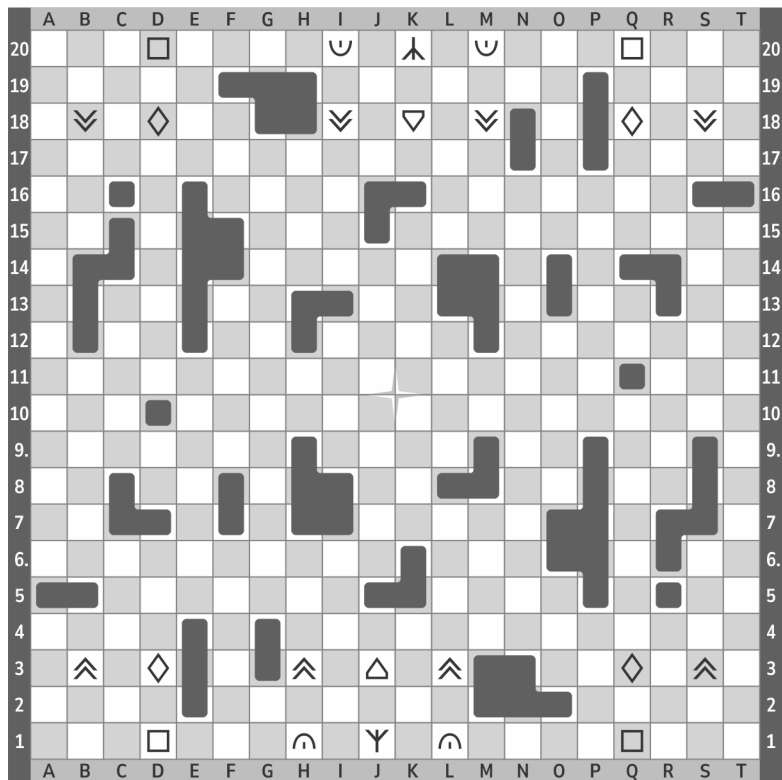
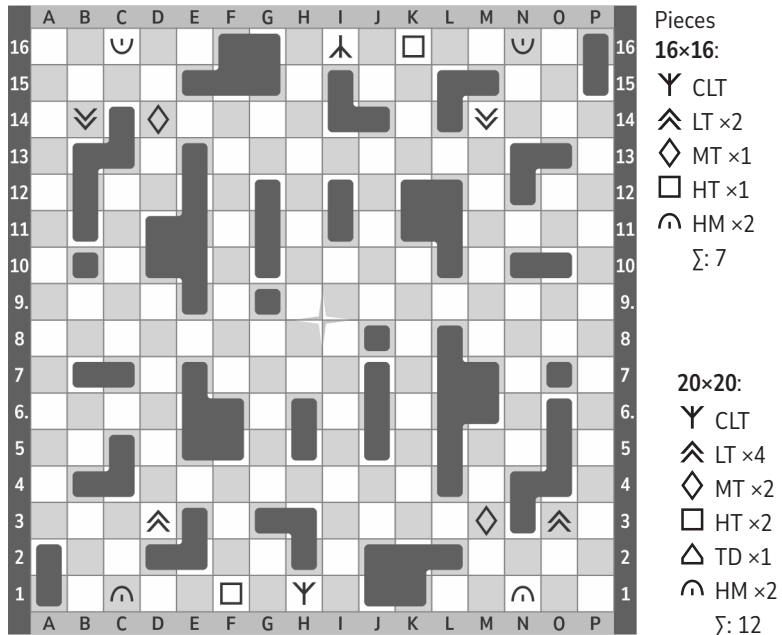


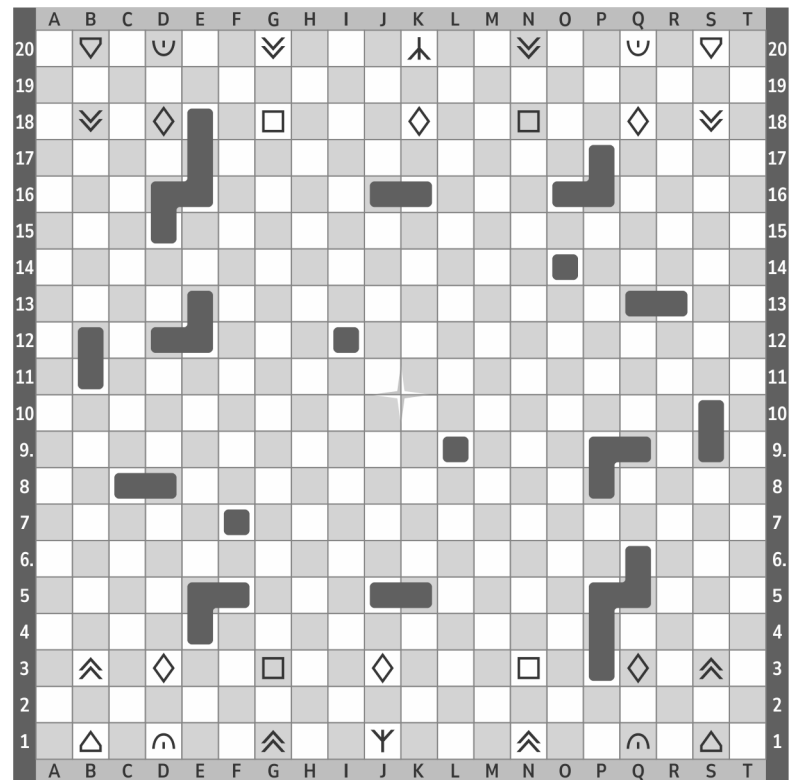
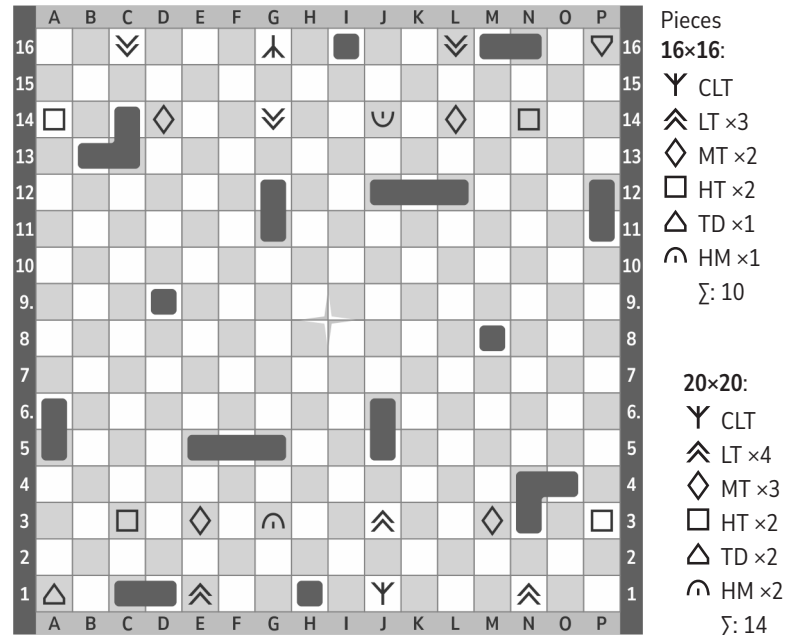
Old Town

This setup is characterized by narrow and short passages. Using the cover of many obstacles, the Command tanks could easily make a breakthrough to the opposite side of the board, if Mortars were not there to prevent them.



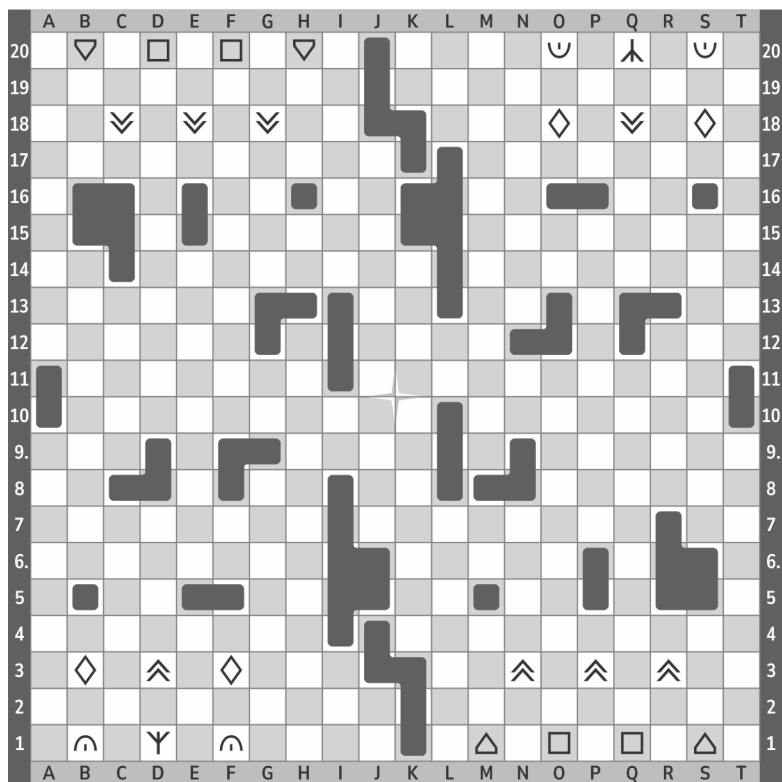
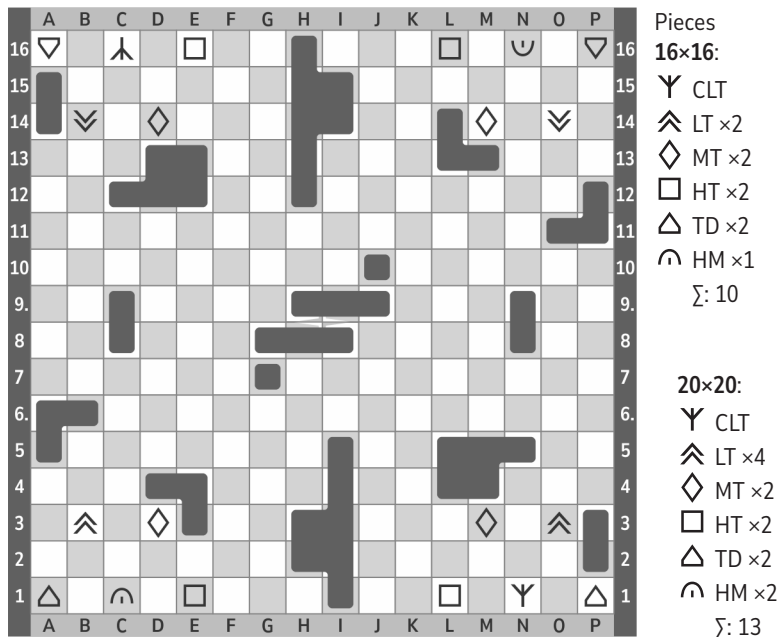
Open Field

This setup has few obstacles and large areas of empty space. Any advance should be planned carefully due to lack of cover. Because of this, strong armor is more important than speed.



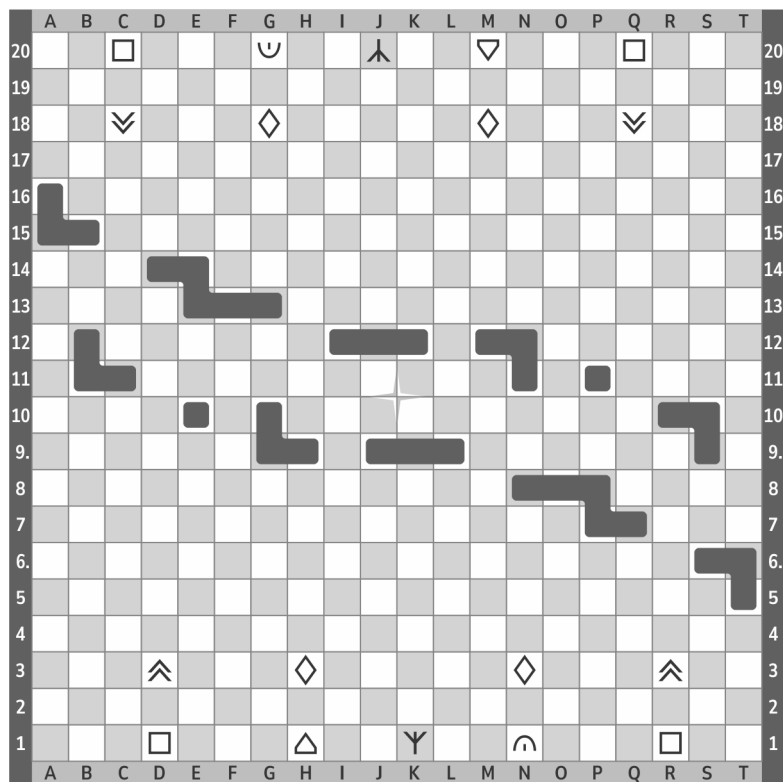
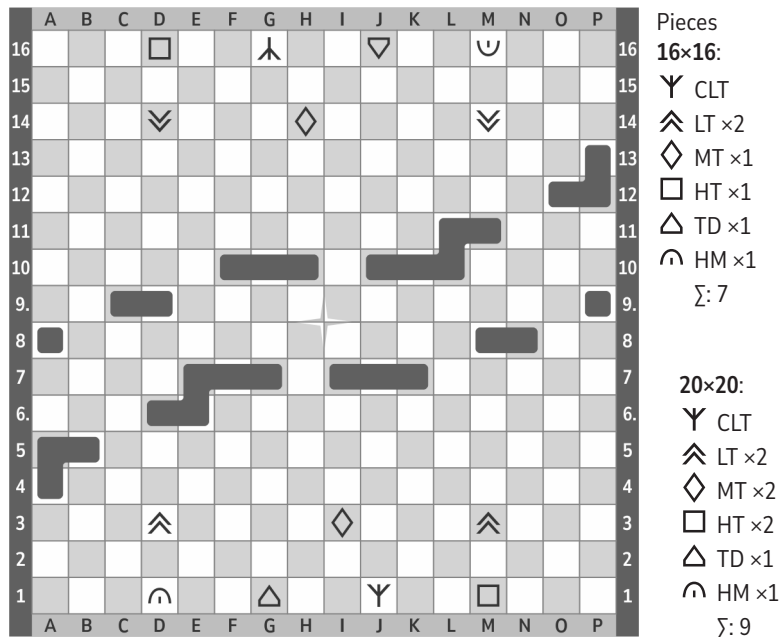
Split Formations

In this setup, the pieces are grouped in two separate formations. There are few passages between the sides of the board, forcing two separate battles on the left and right.



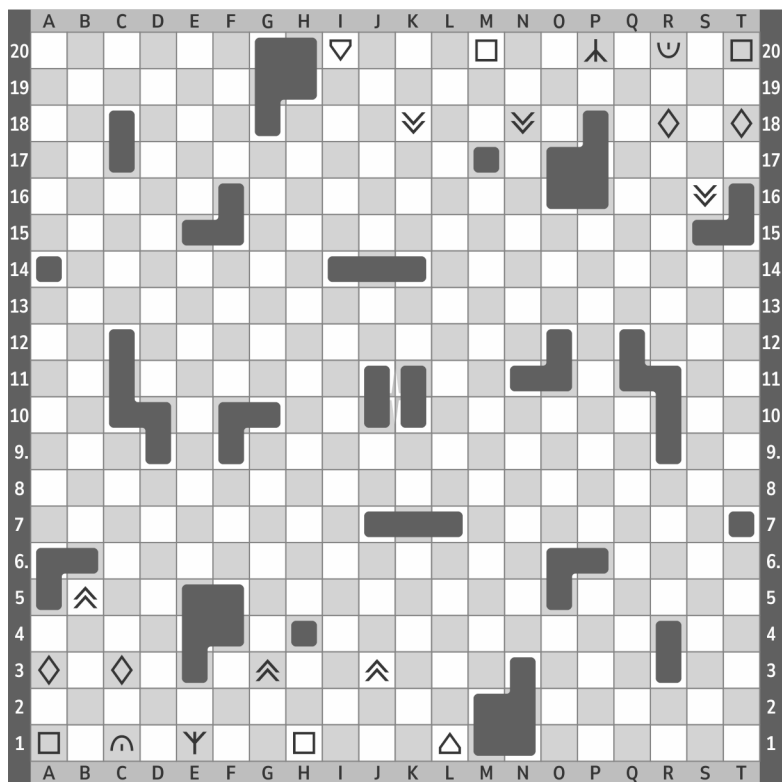
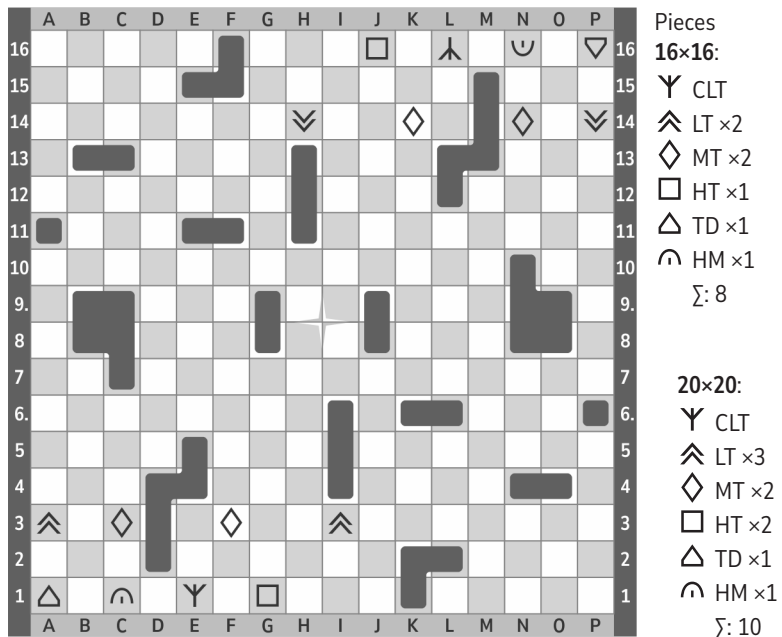
Wall

Despite the small number of pieces, escaping with the CLT is difficult because there is no cover beyond the wall. The starting positions are exposed, so the pieces should be moved in time to establish control of the board from safe positions.



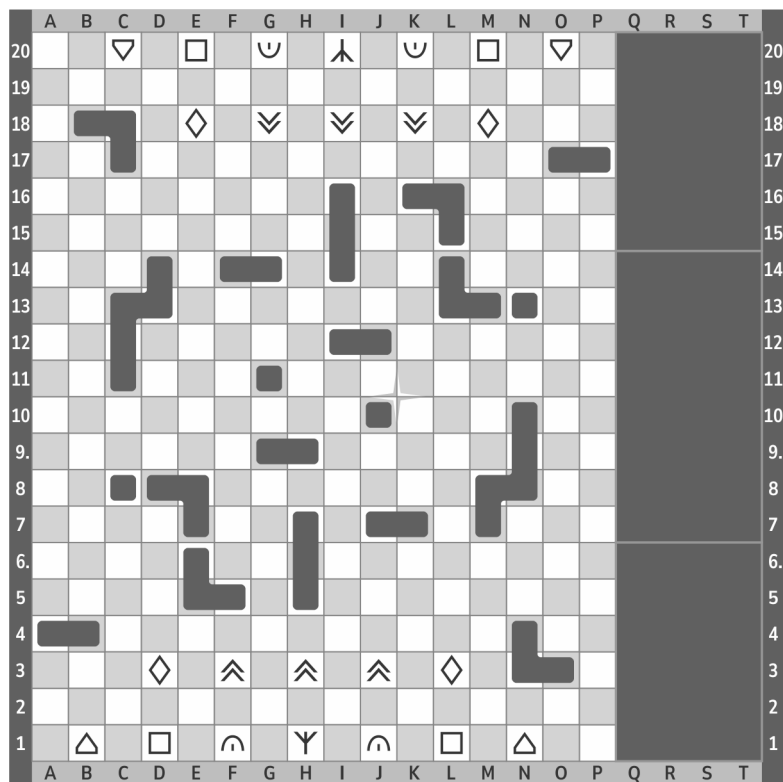
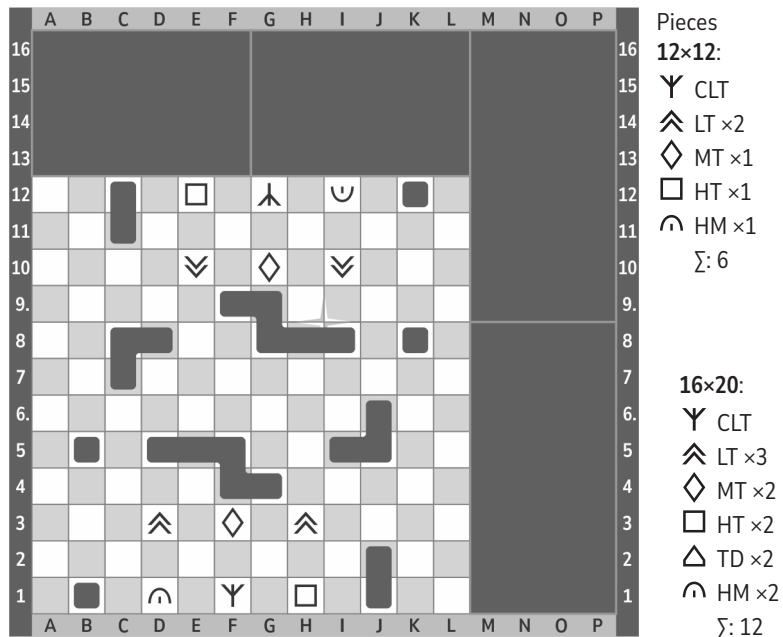
Diagonal

In this setup, the starting positions of the pieces are in the opposite corners. A quick escape with the Command tank through the unprotected side of the board is a tempting strategy.



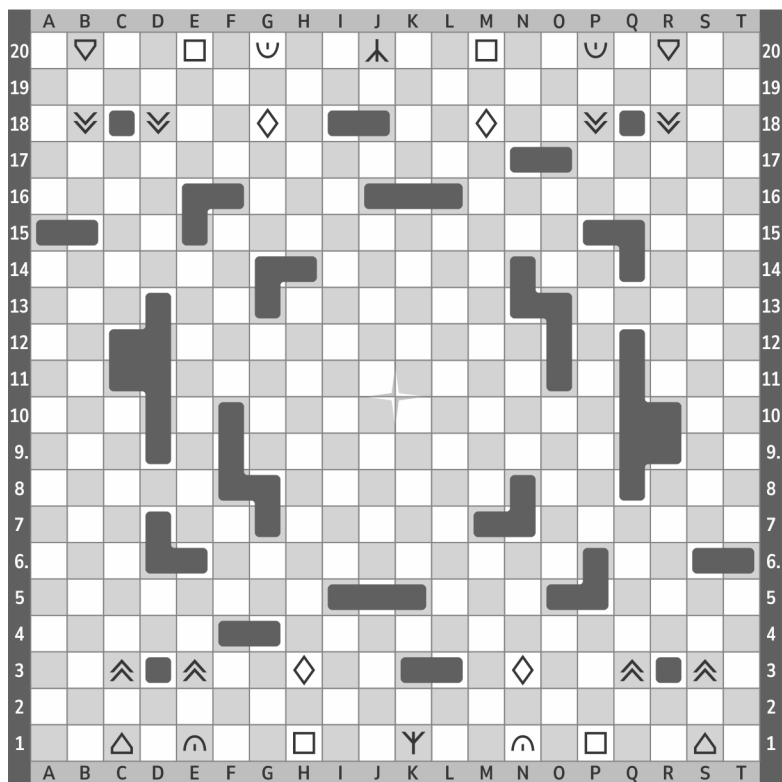
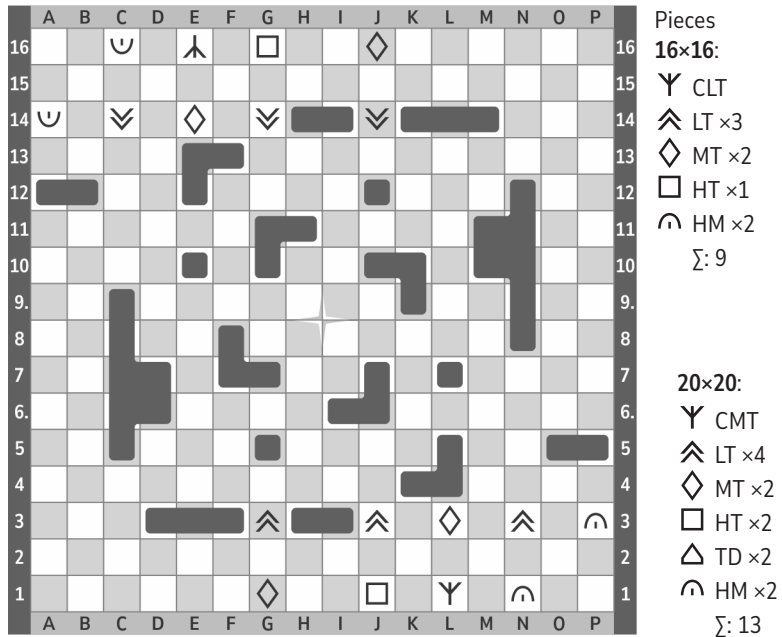
Castle

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.



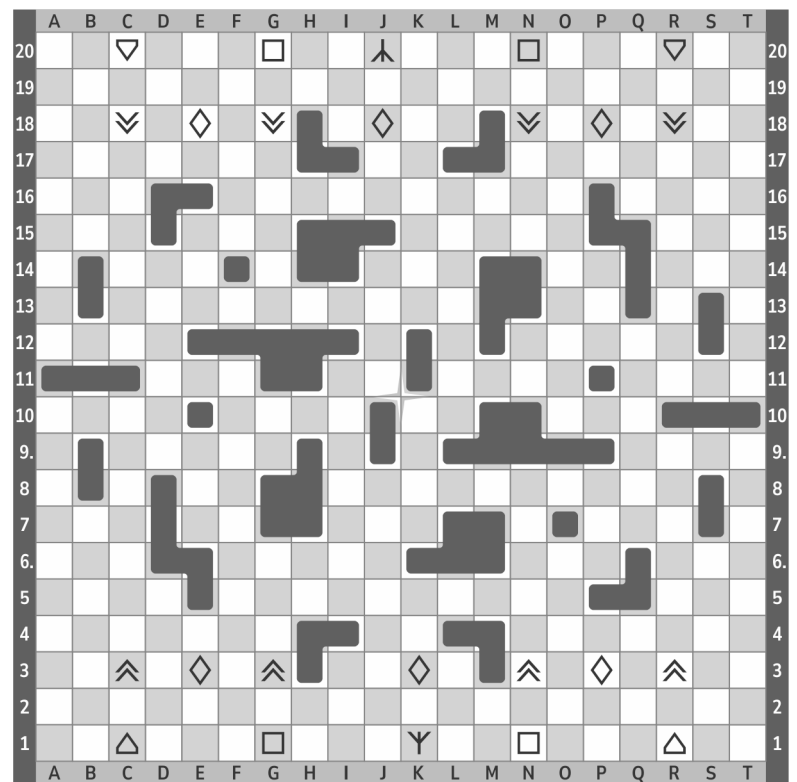
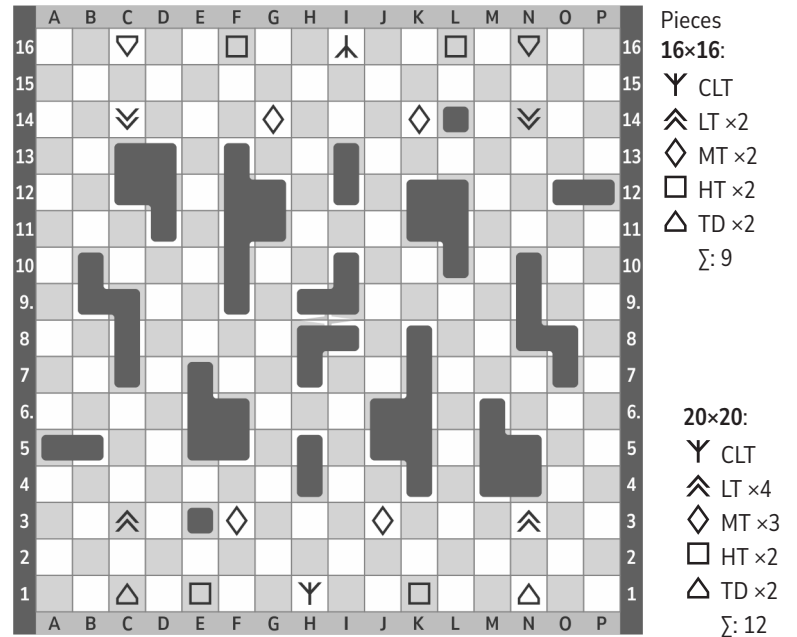
Colosseum

The dominant feature of this setup is an open central area, controlling which can be crucial for victory. The 16x16 scheme was made by Lorenzo Meucci, and the 20x20 scheme is made on a similar principle.



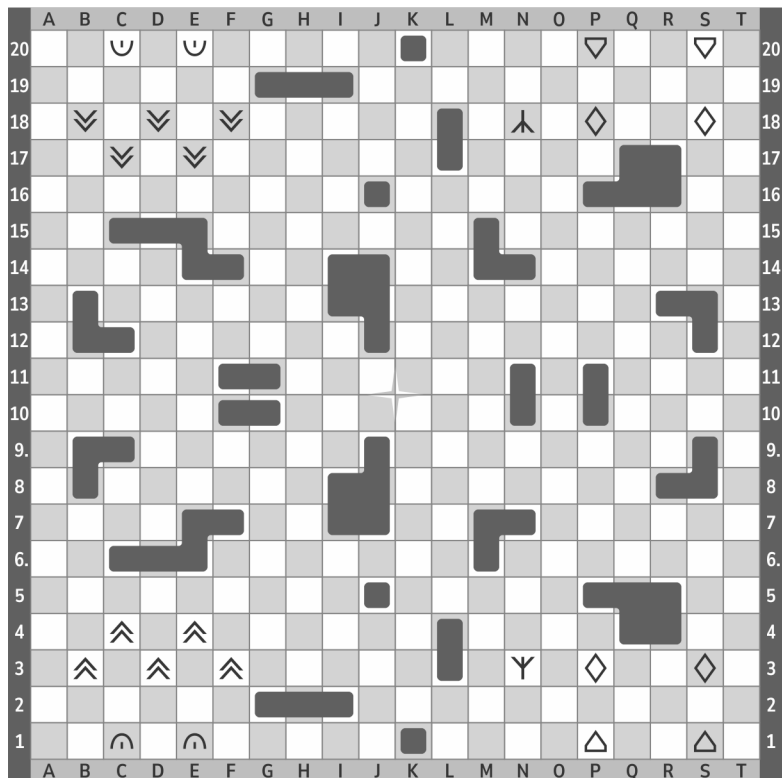
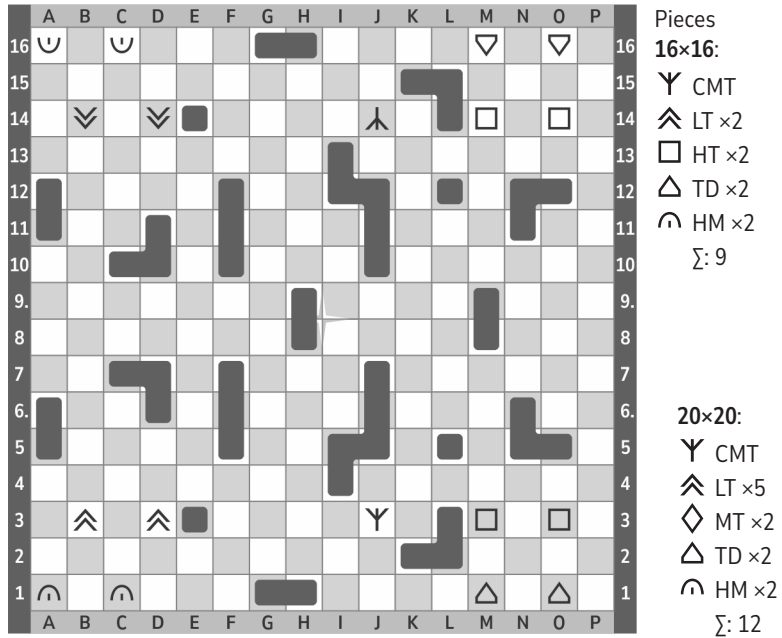
Corridors

This setup has many corridors and blocking them can be an effective defensive strategy. Due to the lack of long firing directions and the absence of Heavy Mortars, it is easy to acquire safe positions. The author of the 20x20 scheme is Chris Hep.



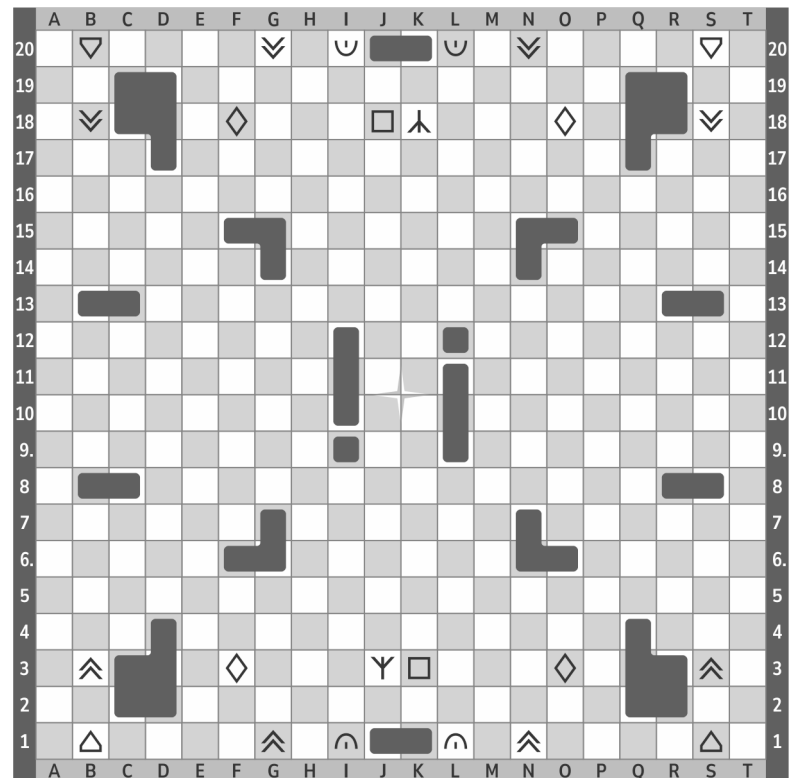
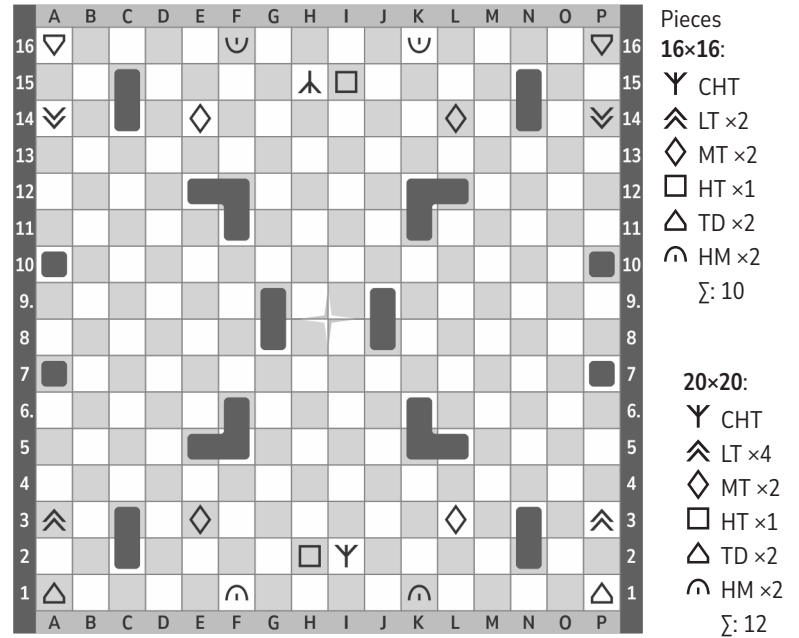
Mirror

Obstacles are placed in mirror symmetry, and pieces are unequally distributed left and right. Only light pieces are on one side, so Light Tanks' armor is very effective, at least until stronger pieces come from the other side of the board.



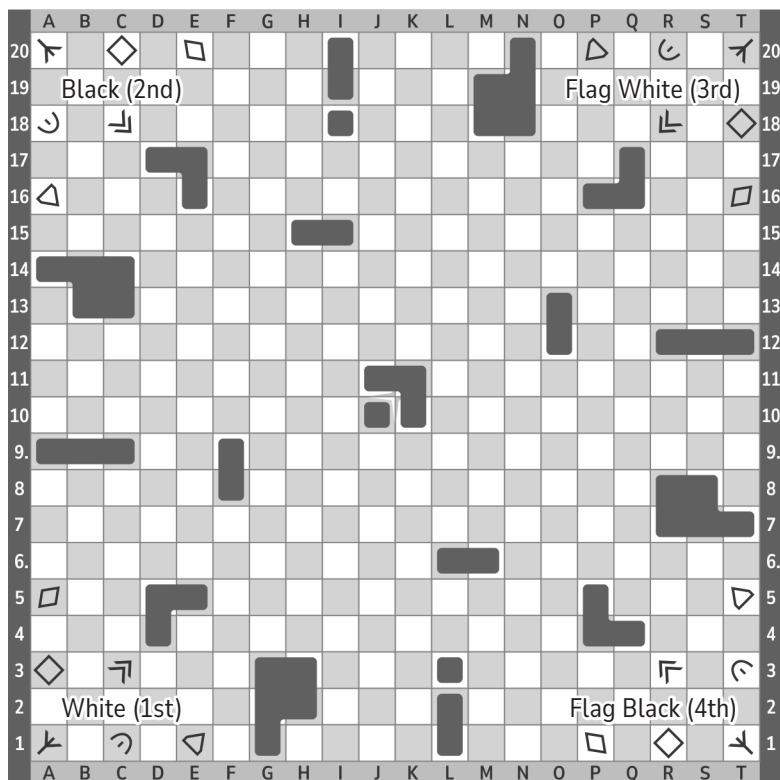
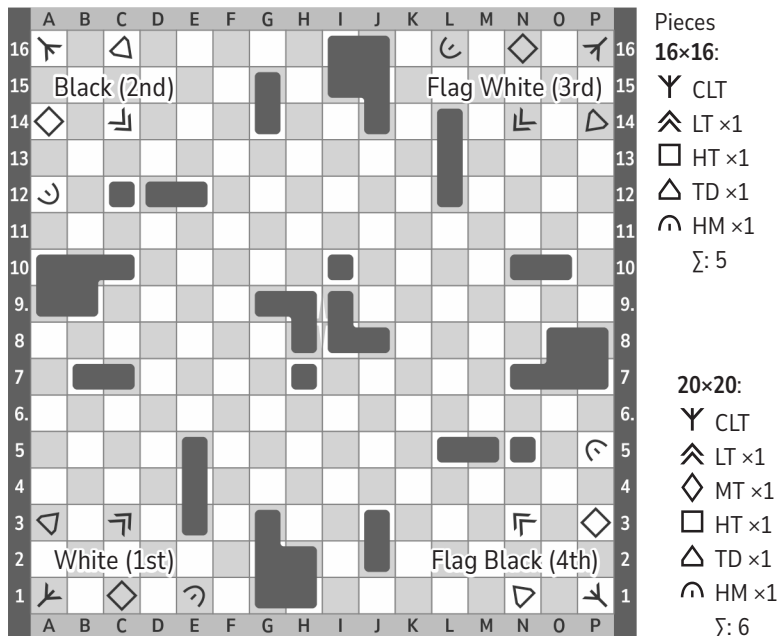
Hourglass

This setup is symmetric in both horizontal and vertical axes. Heavy Tanks take the role of Command tanks. The placement of obstacles guides the tanks to push through the central part of the board, but it is first necessary to secure the safe passage.



Corner

The starting positions are pretty safe, but the pieces can be in danger very quickly if they move incautiously because they can be attacked by multiple opponents from different directions.



Four the Glory

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

