

# WORLD OF TANKS

## BATTLEGROUND

### INTRODUCTION

World of Tanks Battlegrounds is a board game for enthusiasts of tactical battles on the battlefield inspired by one of the most popular online games: World of Tanks. Players can plan out strategies, exercise their memory, and the game guarantees a lot of excitement. The game offers 4 different game options for 1-4 people:

- **battle option (for 2-4 people)**
- **team option (for 4 people, 2+2)**
- **family option (for 2-4 people)**
- **solo option (for 1 person)**

### GAME OBJECTIVE

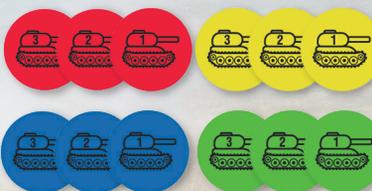
The goal of the game is to score a certain number of victory points (depending on the game option chosen). Points are earned for:

- collecting a pair of location tokens (2 victory points)
- destroying your enemy's tank (3, 2 or 1 victory point)

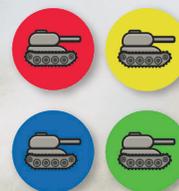
### CONTENT



64 location tokens (including 16 special tokens with an upgrade icon in the left corner and an action icon in the right corner)  
(all tokens are under the insert in the box)



12 tank tokens with points  
in 4 colours



4 tank tokens  
in 4 colours



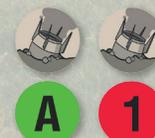
wooden tank pieces  
in 4 colours



playing board



12 tank cards



16 unexploded  
shell tokens

## GAME SETUP

Below is a description of the game setup for the basic BATTLE option. For a description of the other game options, see pages 5-7.

### • BATTLE OPTION •

Place the board in the middle of the table. Shuffle the 16 special tokens (with the upgrade icon in the left corner and the action icon in the right corner) and place them face up in the center of the board in the white 4x4 square (1). Shuffle the remaining 48 location tokens (without the icons in the left or right corner) and place them face up on the board in the remaining free fields (2).

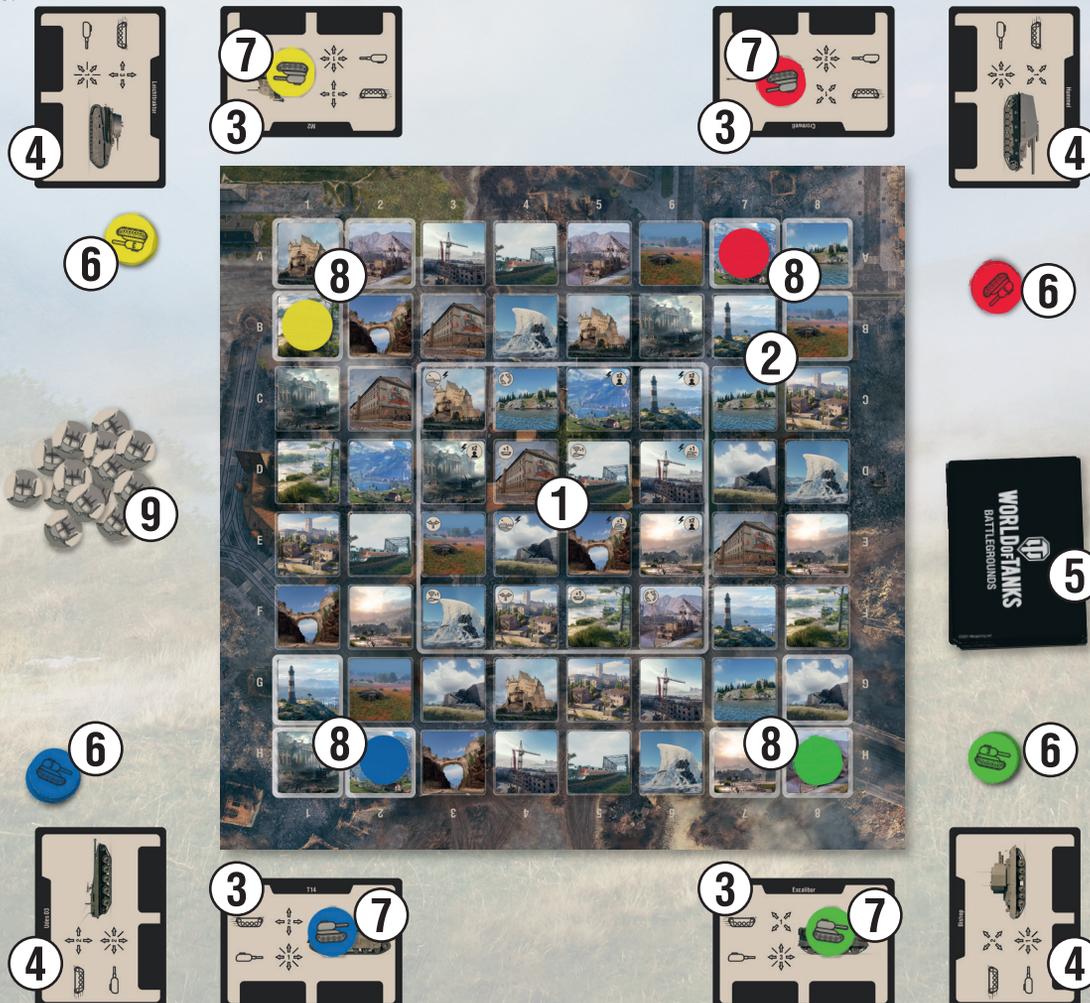
**IMPORTANT: The same location tokens cannot be placed next to each other. If this happens, swap them with other tokens.**

Shuffle the deck of tank cards and give each player 2 cards (regardless of the number of players, there are always 2 tank cards per player's piece. In a 2-player game, each player is dealt 4 cards.) The box on page 3 contains a suggestion for the allocation of DRAFT tanks for advanced players. The players place one tank card horizontally in front of them (the active card of the tank they are playing (3)) and the other vertically (inactive tank card that they can play later during the game (4)). Players can only drive 1 active tank (in a 2-player game, the player has 2 active tanks and can choose which tank to move in their turn, but only one of them can be moved). Shuffle the remaining cards and place them in a face down stack next to the board (5).

In the 3-4 player option, each player chooses a colour and receives in this colour: 1 wooden figure and 3 tank tokens that they place in their play area (6) in a stack as shown in diagram A, 1 tank token which they place on the active tank card (7). Each player puts a wooden piece on the board on one of the 3 fields of their base (8). Place the unexploded shell tokens next to the board (9).

In the 2-player option, each player chooses 2 colours of pieces and receives 3 tank tokens with points (6) and one tank marker in these colours, and places them as in the setup for 3-4 players. Then, each player places their 2 wooden pieces on the board on one of the 3 fields in two different bases.

You can now start the game.



**picture A**  
Prepare a stack of tokens for tanks with points.



**BASES**  
In each corner of the board there is a Base consisting of 3 corner board squares. Each player starts the game with a piece placed on any field of their own base. Looking at the example below, a player may start the game by placing their piece on A1 or A2 or B1.



Example of setting up a game for 2 or 4 players.

## GAME RULES

### ● BATTLE OPTION:

2-4 people

Game objective: Score a certain number of points:

2 people – 16 points, 3 people – 14 points, 4 people – 12 points

### GAMEPLAY:

During their turn, the player performs 1 of the 2 available main actions and optionally additional actions:

1. move and shoot
2. change tank

### Additional actions:

the player may perform one-time actions from location tokens, if they have any (these do not count as a main action).

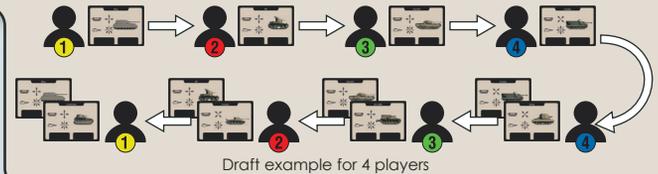
### 1. MOVEMENT (obligatory):

In their turn, the player always moves first, then shoots (the above rule can be changed by the CHANGE SHOT AND MOVEMENT ORDER upgrade obtained from a location token, described on page 5).

Each tank moves according to its parameters specified on the tank card for a specific distance and direction (as long as the available area on the board allows it). You cannot shorten your movement, make a move outside the board, or stop on a field occupied by another tank. If the area on the board allows it, a move must always be made, even if it would be unfavourable for the player.

### DRAFT CARD DEALING OPTION:

Shuffle the deck of tank cards and then place it next to the board, face up: in a 2-player game – 4 tank cards, in a 3-player game – 6 tank cards, in a 4-player game – 8 tank cards. The rest of the cards remain uncovered, put them back next to the board. Example for 4 players: Dealing cards happens clockwise: the starting player (1) chooses one tank card first, then the second player chooses (2), the third player chooses (3), and the fourth player immediately chooses their first and second tank cards (4), and this process continues counterclockwise by the remaining players until you reach the first player (1) who started the pick. All players should have 2 tank cards.



### EXAMPLE:

The player with the **green piece** can move 2 squares vertically and horizontally. As the player is limited by the board, they can move to A4 or C2 in their turn. They cannot shorten their movement, so they cannot move to A1. There is an unexploded shell on C2, if they move their tank to this field, it will be destroyed and they will have to remove the piece from the board and turn the current tank card to its vertical position (along with upgrades, if any). Now they have to turn another tank card horizontally and put a tank marker onto it – from the next turn it will be their active tank card. They have to return the unexploded shell token to the token pool next to the board. When it is their turn again, they should put the piece on one of the 3 fields of their base and can start moving with a new tank. If the player would like to continue playing with the tank that was destroyed in the previous round, then they put the piece on the board and do not perform a move or action, pausing one turn. The tank will be repaired in this time and the player will be able to continue playing it when it is their turn again. **Important: if the unexploded shell was on B2 and the player moved to C2 and ran through the unexploded shell, it would also be destroyed. When a tank is destroyed in this way, the player does not give the tank token with the points to anyone else.**

The player with the **yellow piece** can move 2 squares diagonally. As the player is limited by the board, they can (and must) make a move in only one direction to C5. Since, by making such a move, they will cross the field on which the player's tank with the blue piece stands, their tank in this move will be destroyed and they will have to do the same as in the description above for the green piece when it was destroyed by an unexploded shell. **Important: When a tank is destroyed in this way, the player gives the tank token with the points on the top of the token stack to the player whose tank it ran over.**

The player with the **red piece** can move diagonally by 1 square, but they cannot move to the B6 square because there is a blue piece there (you can drive over another player's tank while moving – like the yellow tank described above – but you cannot end your movement there).



### DIRECTION:

The player with the **blue piece** has on the tank card a DIRECTION upgrade from a special token (and a free space for another upgrade that they will be able to make when they get it). Thanks to it, when moving, they tank can make a turn (but in the directions shown on the card, it cannot move diagonally).



### SHOT (optional):

Each tank **may** fire 1 shot per turn (the player does not have to fire if they do not want to).

A player may shoot:

- a) at a location token without an upgrade – the player takes the token to their play area.
- b) at a location token with an upgrade or an action (tokens in a 4x4 square) – the player takes the token to their play area.
- c) at an empty field – a player put an unexploded shell token on that field.

- d) at a field with an unexploded shell – the player may remove such a token from the board and place it in the unexploded shell pool.
- e) at another player's tank – the player takes the tank token with points of the highest value in the colour of the tank that was destroyed. If the player whose tank was destroyed no longer has tank tokens with points, the player who destroyed the tank does not score any points. A player whose tank has been destroyed is not eliminated from the game, and returns to the game in their next turn as described in the example on page 3.
- f) at the field where the location token is lying and the tank of another player is standing, and can decide to shoot not at the tank but at the location token. The player takes the token into their play area. The other player's tank remains on the same field.

#### EXAMPLE:

If in such an arrangement, after the move was made, a shot was now to be taken, then in the BATTLE option and the TEAM option (players may, but do not have to, fire 1 shot):

1) the player with the yellow piece can (but does not have to) shoot at one of the 4 fields indicated by the yellow arrows. If the player shoots at a field marked with a letter:

a) they collect one normal location token, but they already has one in their play area (e), and within range they have a matching token with the same picture, but it is a special token (d) so it is better to collect this token b) they would destroy the tank of the green player, and the green player would have to take their piece off the board and give the yellow player their tank token with a value of 2 (because there are no more tokens worth 3 points) from the top of the stack (h)

**IMPORTANT: the player, before shooting at the field on where another player's tank is standing, may decide whether they want the shot to hit the tank or the location token lying under the tank, if there is such a token on that field)**

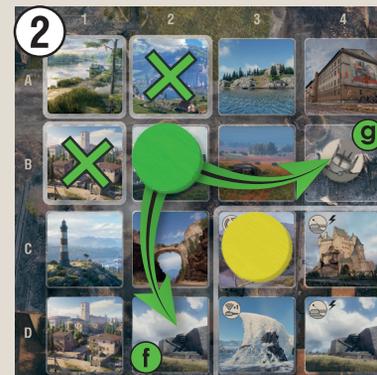
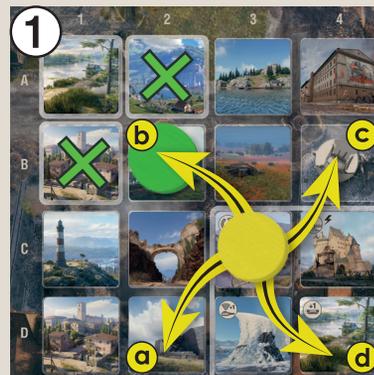
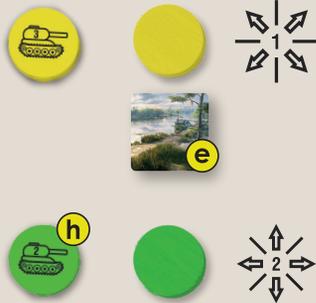
c) they would put a unexploded shell token on it (because it was empty)

d) they would collect one special location token with a one-time upgrade and make a pair with a token they already have (e). By making such a pair, they can return the pair to the active tank card and use it as an upgrade for the tank from now on (see actions and upgrades from the special tokens on page 5).

2) the player with the green piece could (but does not have to) shoot at one of the 2 fields (because the other 2 are off the board) indicated by the green arrows. If the player shoots at a field marked with a letter:

f) they collect one normal location token

g) put an unexploded shell token on it (because it was empty)



#### Tank destruction:

- If a player's tank has been destroyed, they must remove the piece from the board and turn the current tank card vertically (along with upgrades, if any). Now they have to turn another tank card horizontally and put a tank marker onto it – from the next turn it will be their active tank card. When it is their turn again, they should put the piece on one of the 3 fields of their base and can start moving with a new tank. If they would like to continue playing with the tank that was destroyed in the previous round, then after placing the piece on the board, they do not make any move or action, pausing one turn. The tank will be repaired during this time and they player will be able to continue playing it when it is their turn again. It can also be introduced into the game later as the CHANGE TANK main action.
- If the player's tank was destroyed due to driving over a unexploded shell or into their own tank (e.g., in the solo option) or into a tank of their own team (team option), the player does not lose any points (they does not give a tank token with points to anyone).
- If the tank was destroyed by another player's shot or as a result of being run over by another player's tank, the player of the destroyed tank gives their tank token with points lying on the top of the stack (as shown in the stacking diagram in figure A on page 2) to the player by whom the tank was destroyed or whose tank ran over their tank. If the player has no more tank tokens with points left, then they do not lose any points, and the player who fired does not gain any points for destroying the tank.

**Important: never give away your tank token lying on the tank card.**

### 3. CHANGING A TANK

In their turn, a player may switch to another tank. They choose another tank card in their play area, turn it horizontally (and turn the previous one, along with any upgrades, if any were on it, vertically), and move the tank token to it. The new tank starts the game in the same place on the board as the previous one. After switching, the player no longer performs a Move and Shoot action.

#### SPECIAL TOKENS – ACTIONS AND UPGRADES

There are three types of special tokens. Special tokens with an additional **one-time action** (the icon in the right corner with a lightning bolt next to it), with a **permanent upgrade** (the icon in the left corner without a lightning next to it) and a **one-time upgrade** (the icon in the left corner with a lightning next to it).

The player obtains them after collecting a pair of location tokens, where at least one of them has an icon in the corner and can use them at any time during the game. After using a one-time action and a one-time upgrade, the player places the pair in their play area so that the token with the icon is under the token without the icon, then it is clear there are no actions available to use.

## ONE-TIME ACTIONS:

- Additional turn (there are 4 such tokens in the game) – the player may make one more move (one of the 2 actions: move and shoot or swap the tank) in their turn
- Additional tank (there are 2 such tokens in the game) – the player takes 2 tank cards from the top of the stack and chooses one of them and puts the other one back in the box.

### UPGRADES (permanent):

during the game, you can upgrade a tank by placing a permanent upgrade on the tank card. Each card has space for 2 pairs of upgrade tokens (see the diagram on page 3 in the description of the DIRECTION upgrade). Each tank can have a maximum of 2 upgrades. **IMPORTANT: While moving, the player can still use the standard tank settings, ignoring the upgrade in their move.**

- Direction – the player can turn freely while making their move, but the range of their movement does not change. It is unacceptable to make a move in such a way that it ends on the field from which it started. Tanks with movement range 1 cannot turn. If they have the Further Move upgrade, they can turn when they make a movement of at least 2 fields.
- Further Shot – the player gets the option to shoot +1.  
Example: If the tank fired at a distance of 2, it can now shoot at a distance of 2 or 3. If a player gains 2 such upgrades, they can shoot at a distance of 2 or 3 or 4.
- Further Move – the player is allowed to move +1.  
Example: If the tank had a move range of 1, it can now move a distance of 1 or 2. If a player gains 2 of these upgrades, they can move a distance of 1 or 2 or 3.
- Changing the order of shots and movements – in their turn, the player can first shoot and then move.

**UPGRADE (one-time):** during the game, you can upgrade a tank by placing a one-time upgrade on the tank card (each card has space for 2 upgrade tokens). Each tank can have a maximum of 2 upgrades. After using it, it is removed from the tank card and returned to the play area so that the token with the icon is under the token without the icon, then it is clear there are no actions available to use.

- Armour (there are 2 such tokens in the game). The armour protects a player's tank from being destroyed when another player shoots their tank once and when it runs over an unexploded shell or another player's tank. The player's tank is not destroyed and the one-time upgrade is removed from the tank card. The player who fired doesn't get any points because they didn't destroy the tank.

**IMPORTANT: upgrades once assigned to a tank card can no longer be removed from it. If the tank is destroyed or it is not the player's active tank – the upgrade cannot be used until the tank card is active again. The one-time upgrade (armour) must be removed from the card after it is used.**

At the end of their turn, the player checks to see if they have scored the specified number of points needed to win. If they have, the game immediately ends with that player's victory. If not, the round is continued by the next player clockwise.

### END OF THE GAME:

The game ends as soon as the first player scores: in a 2-player game – 16 points, in a 3-player game – 14 points, in a 4-player game – 12 points

#### TEAM option:

4 people (2+2)

Game objective: The team scores 20 victory points.

#### GAME SETUP:

The players are divided into two teams of two, sitting alternately at the table. Prepare the game as in the BATTLE option (description on page 2). You can start the game.

#### GAMEPLAY:

The game is played according to the rules of the Battle option (description on pages 2-5), with the difference that teams collect location tokens together, and players decide which upgrades they will assign to individual tanks in the team and which players will use the one-time actions collected by the team.

#### END OF THE GAME:

The game ends immediately when the team scores 20 victory points



## • FAMILY OPTION:

2-4 people

Game objective: The player scores 10 victory points (the same for any 2, 3 and 4-player option)

### GAME SETUP:

Shuffle the location tokens without looking at them and place them on the board. Uncover the tokens on fields D4 and E5 (1). Next, each player places a wooden piece on one of the 3 fields of their base (2). The description of the base and where to place the pieces on the board can be found on page 2. In this option, we do not use tank cards, tokens and unexploded shells. You can now start the game.

### GAMEPLAY:

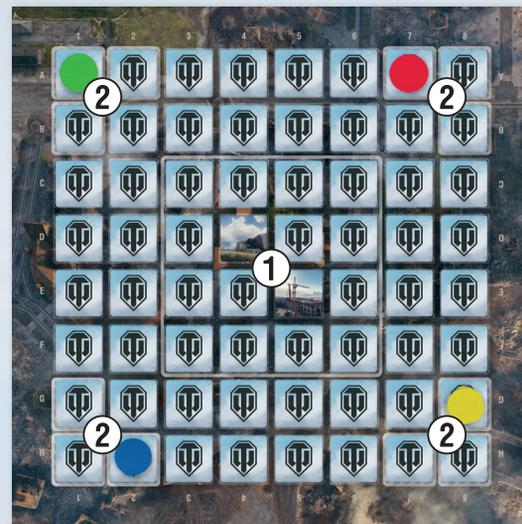
In their turn, the player moves 1-2 squares in any direction, and then shoots at any 2 tokens that touch his piece on a side or corner diagonally and uncovers them. Then the player checks to see if they found any pairs. If they have found a pair, they collect them and place them in their play area. For each pair found, the player gets an additional turn. If no pair can be found, the player leaves uncovered tokens for the next player.

The next player performs the same actions as the previous player. First, they make a move (you can move freely, return to the same field from which you moved) and uncovers 2 tokens. At the end of their move, they cover any tokens discovered by the previous player (they cover any tokens that were discovered by the previous player or by that player's earlier shot as a result of an additional turn). In special circumstances, during their turn, the player may find 2 pairs, thanks to which they will have an additional 2 turns.

**IMPORTANT: No upgrades on tokens will work in the Family option.**

### END OF THE GAME:

The game ends immediately when the first player scores 10 victory points.



## • SOLO OPTION (1-person):

In this option, you play against artillery.

Game Objective: The player has obtained a minimum of 1 star in the ranking

### GAME SETUP:

Place the board in the center of the table and place the shuffled location tokens face up on it (1). The same location tokens cannot be placed next to each other. If this happens, swap them with other tokens. In this option, place all location tokens randomly, do not place special tokens on the middle 4x4 square.

Draw or choose 2 tank cards (2) and put them on the player's side. Draw 4 pieces and 4 tanks in the colours of the pieces. Place 2 pieces on one of the three fields in two of the four bases (they cannot be placed in one base) (3).

Place the tank tokens on the tank cards (4).

Divide the unexploded shell tokens into 2 separate sets on the sides of the board:

- separate green (5) and red (6) colours
- turn the side with the unexploded shell picture up and shuffle them (they still remain separate on the sides of the board).

Place the remaining 12 tanks in the artillery play area (7).

You can start the game.

### GAMEPLAY:

In this option, the player can use actions and upgrades according to normal rules.

In their turn, the player:

- chooses the tank to move and moves according to the direction and distance on the tank card (they may choose the tank they moved in the previous turn).
- shoots at 1 token according to the direction and distance of the shot on the tank card (during their turn, they player shoots with the same tank that was used to move).
- they take the token and place it in their play area.
- the player checks if they managed to collect a pair with an action (they can be used at any time in the game, they work as in the basic option). A pair is collected when in the play area the player has 2 tokens with the same picture. Then the player performs artillery moves:



e) the player reveals 1 unexploded shell from the green stack and 1 from the red stack. Checks where the artillery fired (the combination of letters and numbers indicates the fields where the artillery fires, e.g. B4):

◦ if it hits a location token, it returns it to the artillery play area ◦ if it hits our tank – it destroys it completely (if we have the ARMOUR upgrade on the tank card, it destroys the armour and our tank remains in the game). We put the tank card back in the box and remove the piece from the board. If our tank is on a location token, the artillery always hits our tank, not the location token on which it is standing. Artillery does not score points for destroying our tank.

If we have collected additional tank cards, we can put them into the game in the next turn according to the standard rules.

◦ if it hits an empty field, it places a tank token there with tokens from the artillery play area (7), which makes it difficult for us to move and may cause that we pass through it and destroy our tank (if we have the armour upgrade on the tank card, we lose the armour and our tank remains in play after such a move). Remember that you cannot end your move on a field with an artillery tank token.

Such a tank is worth 1 victory point for the artillery (as long as it is on the board). The artillery has 12 tank tokens at its disposal. When they are over, it does not place any more on the board.

◦ artillery tanks can be destroyed with 1 shot by the player's tank. After hitting them, we take them off the board right away. The player gets no points for destroying an artillery tank (they act like unexploded shells in a regular game). After removing an artillery tank in this way, it no longer earns 1 point for it (only tanks on the board are worth 1 point for the artillery).

The uncovered unexploded shell tokens remain uncovered so that they do not mix with the covered tokens.

If the unexploded shell tokens run out (they are all uncovered and the game is still in progress), turn them face down and shuffle them again as in the setup phase.

### END OF THE GAME:

The game ends when the artillery scores 20 victory points or destroys all our tanks. Then we count our points and the artillery's points. The player counts their points. The player scores 2 victory points for each pair of Location tokens gained. Checks what rank they have achieved:

16 victory points - rank ★

18 victory points - rank ★★

20 victory points - rank ★★★

22 victory points - rank ★★★★

24 victory points - rank ★★★★★

26 victory points - rank ★★★★★★

The artillery scores points for:

- 1 victory point for each token (pairs collected by the artillery do not count additionally)

- 1 victory point for each tank token placed by the artillery on the board

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Thank you for participating in the creation of the game:

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Special thanks go to the numerous players from the Pionkolandia board game club, in particular:

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See more!



### Warning:

Not suitable for children under 3 years of age.

The game contains small parts – choking hazard.

Please keep the packaging due to the information provided.

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Manufactured for TM Toys sp. z o.o.

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Made in Ukraine



### PLAYER'S TURN:

In their turn, the player:

- 1) Moves (mandatory) and shoots (optional)
- 2) Performs an additional action from special tokens (optional) if they have any or (instead of points 1 and 2)
3. Swaps to another tank

### POINTS:

#### BATTLE OPTION:

2-4 people

Game objective: Score a certain number of points:

2 people - 16 points, 3 people - 14 points, 4 people - 12 points

#### TEAM OPTION:

4 people (2+2)

Game objective: The team scores 20 victory points

#### FAMILY OPTION:

2-4 people

Game objective: The player scores 10 victory points (the same for any 2, 3 and 4-person option)

#### SOLO OPTION:

In this option, you play against artillery.

Game Objective: The player has obtained at least 1 star in the ranking

## MOST IMPORTANT RULES

### EARNING POINTS FOR OPPONENT TANKS AND PAIRS OF LOCATION TOKENS:

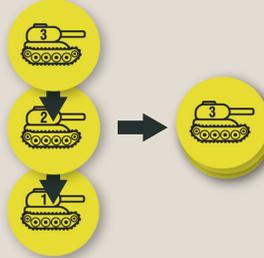
In the BATTLE and TEAM options, start the game with a stack of three tank tokens with points placed from 1 on the bottom to 3 on the top. During the game, when another player destroys our tank, we give that player our token from our stack. When you lose the first tank this way, give the token worth 3 points, the second tank - the token worth 2 points, the third tank - the (last) token worth 1 point. If our tank is destroyed by another player again, and we no longer have tokens with points, the player who destroyed our tank does not get any points.

When we lose all 3 tokens and our tank is destroyed again, we do not leave the game. In accordance with the standard rules, in our turn, we put the piece on the board and start moving from the base and continue to play with a new tank.

If our tank is destroyed when we run onto an unexploded shell, or we drive through a field where the tank of a player from our team was standing, we do not lose the token with points.

If our tank is destroyed when we drive over another player's tank (who is not on our team), we give that player the token from the top of the stack (if we still have one).

We also earn points for collecting pairs of location tokens. Each pair is worth 2 victory points, including those with a one-time action or upgrade.



### ONE-TIME ACTIONS:

- Additional turn (there are 4 such tokens in the game) – the player may make one more move (one of the 2 actions: move and shoot or swap the tank) in their turn
- Additional tank (there are 2 such tokens in the game) – the player takes 2 tank cards from the top of the stack and chooses one of them and puts the other one back in the box.

### UPGRADES (permanent):

during the game, you can upgrade a tank by placing a permanent upgrade on the tank card. Each card has space for 2 pairs of upgrade tokens (see the diagram on page 3 in the description of the DIRECTION upgrade). Each tank can have a maximum of 2 upgrades. **IMPORTANT: While moving, the player can still use the standard tank settings, ignoring the upgrade in their move.**

- Direction – the player can turn freely while making their move, but the range of their movement does not change. It is unacceptable to make a move in such a way that it ends on the field from which it started. Tanks with movement range 1 cannot turn. If they have the Further Move upgrade, they can turn when they make a movement of at least 2 fields.
- Further Shot – the player gets the option to shoot +1.  
Example: If the tank fired at a distance of 2, it can now shoot at a distance of 2 or 3. If a player gains 2 such upgrades, they can shoot at a distance of 2 or 3 or 4.
- Further Move – the player is allowed to move +1.  
Example: If the tank had a move range of 1, it can now move a distance of 1 or 2. If a player gains 2 of these upgrades, they can move a distance of 1 or 2 or 3.
- Changing the order of shots and movements – in their turn, the player can first shoot and then move.

**UPGRADE (one-time):** during the game, you can upgrade a tank by placing a one-time upgrade on the tank card (each card has space for 2 upgrade tokens). Each tank can have a maximum of 2 upgrades. After using it, it is removed from the tank card and returned to the play area so that the token with the icon is under the token without the icon, then it is clear there are no actions available to use.

- Armour (there are 2 such tokens in the game). The armour protects a player's tank from being destroyed when another player shoots their tank once and when it runs over an unexploded shell or another player's tank. The player's tank is not destroyed and the one-time upgrade is removed from the tank card. The player who fired doesn't get any points because they didn't destroy the tank.

**IMPORTANT: upgrades once assigned to a tank card can no longer be removed from it. If the tank is destroyed or it is not the player's active tank – the upgrade cannot be used until the tank card is active again. The one-time upgrade (armour) must be removed from the card after it is used.**