

RULE BOOK

TANK CLASH

Eastern Front

TANK CLASH

EASTERN FRONT

The stage is set for the largest clash of late-war heavy armour.

The Red Army is spearheaded by the powerful Soviet tank corps, with units like the T34 and IS2.

Germany pins its hopes on the last of the Panzer divisions with fearsome tanks such as the King Tiger to stop the Soviet advance.



INTRODUCTION

Welcome to **Tank Clash : Eastern Front**, a casual, easy-to-understand World War II tank combat game with light strategic options for two players to enjoy.

IMPORTANT NOTES

Tank Clash : Eastern Front (TCEF) is a standalone game and this box contains everything you need for a 2-player tank battle.

Nonetheless, this game is fully compatible with Tank Clash : Western Front (TCWF) and the two games can be combined for a 4-player (2v2) battle with 20 tanks!

All the new features in TCEF (such as battlefield tokens, event cards and tracker) can be used in TCWF as well.

In this rulebook, new TCEF features are highlighted with a star symbol next to the headers (e.g., **event cards** ★). This helps players who already own TCWF quickly locate the new content.

Please note that TCEF is designed to prioritise gameplay experience over technical or historical accuracy. Certain details, such as the Stug III being classified as a medium tank, are for gameplay purposes (fun is paramount!)

CONTENTS

Core components in both TCWF and TCEF games:

- 4 terrain boards
- 6 mission cards
- 12 tactical cards
- 12 morale cards
- 10 tank tokens
- 24 armour tokens
- 1 insignia token
- 6 checkpoint tokens
- 2 ace tokens
- 14 damage tokens
- 2 bridge tokens
- 6 acrylic dice
- 2 game reference cards

New components in TCEF game:

- 8 mine tokens
- 8 smoke tokens
- 5 solo tokens
- 2 boost reference cards
- 1 VP/round tracker
- 16 event cards



tank tokens



armour tokens



insignia token



checkpoint tokens



ace tokens



damage tokens



bridge tokens



mine tokens



smoke tokens



solo tokens



Victory Point / round tracker



modular terrain boards



mission cards



tactical cards



morale cards



German reference card



Soviet reference card



event cards



boost reference cards

TANK TYPES

The game pits three well-known German and Soviet tank types against each other:

- | | |
|-------------------|------------------|
| 1) medium tank | Stug III vs T34 |
| 2) heavy tank | Tiger II vs IS2 |
| 3) tank destroyer | Nashorn vs SU100 |

All tank tokens feature either a bar or star symbol to help players identify the tank type. For example, German tanks denote medium tanks with 1 bar, tank destroyers with 2 bars and heavy tanks with 3 bars.



The firepower, armour and speed of the opposing forces are symmetrical, ensuring balanced gameplay regardless of which side a player chooses.



STUG III

The Stug III was originally designed as a mobile assault gun for infantry support. It was continually modified and evolved into a highly effective tank killer.

Type	medium tank
Firepower	◆ ◆
Armour	◆ ◆
Speed	◆ ◆ ◆



T34

The T34 was the most produced medium Soviet tank throughout the war. It featured a good balance of firepower, sloped armour and mobility.

Type	medium tank
Firepower	◆ ◆
Armour	◆ ◆
Speed	◆ ◆ ◆



TIGER II

Also known as the King Tiger, the Tiger II was a formidable heavy tank with devastating firepower and thick armour, but was too costly to produce in sufficient numbers.

Type	heavy tank
Firepower	◆ ◆ ◆
Armour	◆ ◆ ◆
Speed	◇ ◇



IS2

The IS2 was a heavy tank named after the Soviet leader Joseph Stalin. It featured a large 122mm gun and was effectively used for bunker assaults.

Type	heavy tank
Firepower	◆ ◆ ◆
Armour	◆ ◆ ◆
Speed	◇ ◇



NASHORN

The Nashorn had a high profile with thin armour, but its relatively low cost, good mobility and powerful gun ensured that it was produced until the end of the war.

Type	tank destroyer
Firepower	◆◆◆◆
Armour	◆
Speed	◇◇◇



SU100

The SU100 was a tank destroyer that saw extensive service during the final year of the war. Its powerful 100mm gun could destroy enemy tanks at long range.

Type	tank destroyer
Firepower	◆◆◆◆
Armour	◆
Speed	◇◇◇

VICTORY CONDITIONS

Players win the game immediately by reaching 1 of these 3 goals:

- 1) Capture enemy base
- 2) Destroy all enemy tanks
- 3) Fulfill mission objectives

There are 3 ways to play Tank Clash:

- 1) Secret mission
- 2) Victory point mission
- 3) Hold the line! mission

SECRET MISSION

Each player draws a mission card and keeps it secret as it will dictate the player's strategy.



There are 3 types of mission cards:

- Capture any enemy checkpoint
- Destroy all enemy medium tanks (i.e. Stug IIIs or T34s)
- Kill enemy ace

There are 2 identical sets of mission cards, so both players may draw the same mission.

VICTORY CONDITIONS

VICTORY POINT MISSION

Players win the game by being the **first to reach 5 Victory points**. Victory points are earned by accomplishing any of the following tasks in any order:

VICTORY POINTS TO WIN

- | | |
|-------------------------------------|----------|
| • destroy heavy tank | 2 points |
| • destroy tank destroyer | 1 point |
| • destroy medium tank | 1 point |
| • kill tank ace | 1 point |
| • capture enemy checkpoint | 2 points |
| • move 3 tanks into enemy territory | 2 points |

Place armour tokens on the VP/round tracker to keep score. For a 4-player game with 2 sets of Tank Clash, the first team to reach 10 Victory points wins immediately.

HOLD THE LINE! MISSION ★

One player takes on the attacking role, and the other takes on the defending role. The attacker must break through the enemy lines within 10 turns. This mission is explained in detail on pages 32-36 (after the other sections have been covered).

GAME SETUP

Players can choose or randomly decide which side to play.

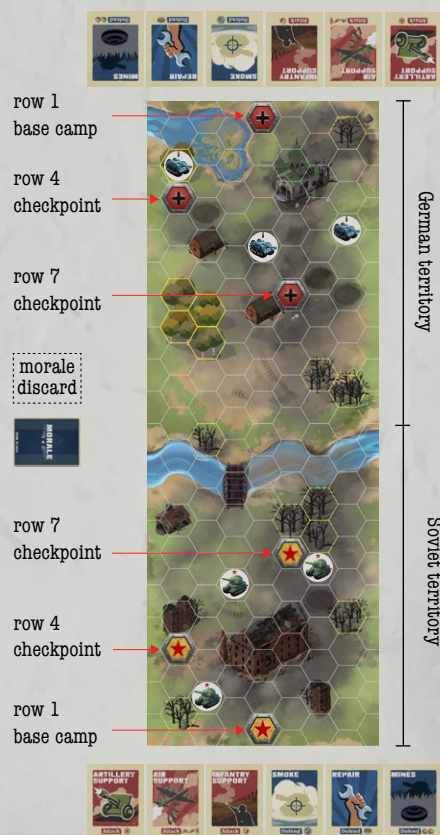
Board and Card Setup

Shuffle the **morale cards** into a morale card deck. **Deal each player 1 of each type of tactical card** which they place face up on the table. **Set up the terrain** with the 4 terrain boards. Each player places two boards as their territory. The boards are modular and can be combined in different ways.

Players place **1 checkpoint token on each of hexagon rows 1, 4 and 7** on their side of the terrain board. Note: half a hexagon is treated as a full hexagon when counting placement.

The checkpoint token on row 1 is the base camp, while those on rows 4 and 7 are checkpoints.

Note: Checkpoints must be placed in open spaces and not inside obstacles like houses or forests.



TANK SETUP

Tank Setup

Place corresponding armour tokens under the tanks according to their armour types. For example, the Stug III tank has 2 armour tokens.

markings help identify tank types



Ace Setup

Assign a tank ace to any tank.



This is done by placing the ace token under the selected tank's token. (see tank ace section for details).



Turn Order

Toss the double-sided insignia token to determine who will be the starting player.

Tank Placement ★

For Secret missions and Victory point games, players take turns to place their **5 tanks** (3 medium, 1 heavy and 1 tank destroyer). The starting player will place the first tank, followed by the second player, **1 tank at a time**, until all 10 tanks are placed on the board.

For the Hold the line! mission game, players conduct a hidden deployment of **3 tanks** (1 medium, 1 heavy and 1 tank destroyer). Details are provided on page 32.

PLAYER ACTIONS

Each player has 2 actions per turn. Each action is either a move or attack performed by a single tank. A player may perform these actions using either 1 or 2 tanks, in any order or sequence, for example:

- 1) two tanks move
- 2) two tanks attack
- 3) one tank moves and another tank attacks
- 4) one tank moves and then attacks

A tank may perform at most one move and one attack per turn.

TANK MOVEMENT

Players may move their tanks a number of hexes up to their **maximum speed** stated in the stats sheets (pages 6-11) during their turn. For example: the Stug III's speed is 3 (speed = movement), so it may move up to 3 hexes.

Various terrain types affect a tank's movement or attack to varying degrees. Flat terrain, such as grass and roads, has no effect on movement or attack. Basic obstacles, such as rivers, block a tank's movement; however, a tank may shoot across them. Note that **movement onto half-hexes on the terrain is not allowed**.

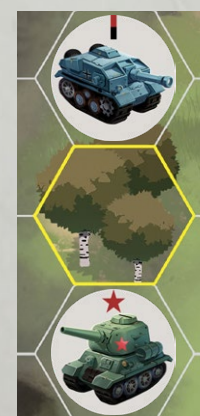
TERRAIN TYPES

TCEF features more battle-worn terrain than TCWF. ★

 sand	 grass	 rocks	flat terrain	no effect on movement	no effect on attack
 river	 mudflat	use bridges to cross rivers	basic obstacle	blocks movement	no effect on attack
 forest	 damaged forest	forest areas are denoted by yellow outlined hexagons	tall obstacle	movement reduced to 1	conceal effect
 house	 building	tanks cannot occupy houses and buildings	solid obstacle	blocks movement	blocks attack

Forest vs damaged forest ★

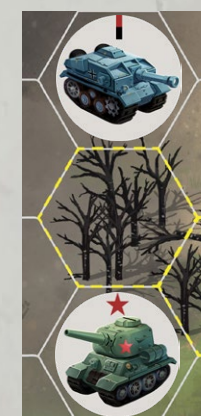
Note the difference between forests and damaged forests:



forest
(full yellow outline)

Blocks line of sight

Tanks cannot attack one another.



damaged forest
(dashed yellow outline)

Disrupts line of sight

A damaged forest between two tanks disrupts line of sight.

Tanks can attack one another but after rolling, reduce each die result by 2.

TERRAIN EFFECT

Both forests and damaged forests provide **concealment** for tanks. If a tank is on a forest or damaged forest hex, an enemy tank must be within 2 hexes to be able to spot and shoot it. Movement on a forest or damaged forest hex is also reduced to just 1 hex regardless of the tank's speed.

A tank on a forest or damaged forest hex can spot and shoot at an enemy tank in the open as it normally would.

For example, the Tiger II tank below can spot and shoot the IS2 tank that is 3 hexes away.



The IS2 tank has to close in to just 2 hexes away to spot and shoot at the concealed Tiger II tank.



If both tanks are in the forest, they must be adjacent to each other to attack. Both tanks can also move only 1 hex at a time until they are in the open field again.

CHECKPOINTS

The checkpoint on row 1 is the base camp and the other 2 are standard checkpoints.



Each player will set up checkpoints and tanks within the 2 terrain boards (i.e. half of entire 4 terrain boards setup)

A player who captures an enemy checkpoint flips the checkpoint token and draws a morale card from the deck.

Players can repair their damaged tanks (to remove damage tokens from a tank) at their respective checkpoints. Players cannot restore lost armour tokens at checkpoints.

A player who occupies a checkpoint gains a defender advantage: the attacker subtracts 1 from all dice rolls.

If a player occupies a checkpoint and their tank is hit, they must move out of the checkpoint and back in to repair the damaged tank. Checkpoints can be captured, lost, and recaptured any number of times.

ATTACKING

Opposing tanks can attack one another once they are within range. A tank's range is indicated by its firepower strength in the stats sheet (firepower = attack range).

Each player may take **2 actions** during their turn.

Players may either:

- attack with 2 tanks; or
- move and attack (or vice versa) with one tank.

For example: The T34 tank's attack range is 2 hexes. It moves within 2 hexes (1st action) so that it can attack the Nashorn tank (2nd action).

Note: A tank cannot attack an enemy that is hiding behind tall or solid obstacles such as forest or houses.

[1st action]

The T34 tank moves within its attack range (2 hexes) of the Nashorn tank



[2nd action]

The T34 tank attacks the Nashorn tank

LINE OF SIGHT

Besides being in range, opposing tanks also must have line of sight to attack one another. Draw an imaginary line from the attacking tank's 'centre' to the defending tank's 'centre' to determine whether there is a line of sight.



❌ No line of sight
(the house directly obstructs the 2 tanks)



❌ No line of sight
(T34 tank cannot shoot the Stug III tank)



✅ Line of sight
(the house does not obstruct the 2 tanks)



✅ Line of sight
(T34 tank can shoot the Stug III tank)

COMBAT



The goal when attacking an enemy tank is to remove all its armour tokens and then destroy the tank token on top.



For example, it requires 3 hits to remove the 2 armour tokens and the Stug III tank token.

The active player rolls a number of dice equal to the firepower of the attacking tank, and uses the highest die result.

Critical hit



Remove 1 armour token from the defending tank and draw a morale card

Hit



Remove 1 armour token from the defending tank

Heavy damage



Place 2 damage tokens on the defending tank

Light damage



Place 1 damage token on the defending tank

Scare



The defending tank retreats one hex

Miss



No effect

COMBAT

On a result of 5 or 6, the defending tank loses 1 armour token (or being destroyed once all its armour tokens have been removed).

The attacker also draws a morale card when rolling a 6.



Rolling a 3 or 4 results in damage to the defending tank.

Damage to tanks is represented by damage tokens (red discs). Add damage token(s) to the opponent's tank when it is damaged.

Once a damaged tank accumulates 3 damage tokens, 1 armour token is removed and the damage tokens are discarded.



Damage tokens remain on the tank until it loses an armour token or moves to a friendly checkpoint for repairs.

Rolling a 2 results in the defending tank retreating by 1 hex. The defending player chooses the hex, which must be toward their side of the board.

Rolling a 1 has no effect on the opponent.

COMBAT

When the attacking player rolls 2 or more dice, the die with the highest value determines the attack strength.



The IS2 tank attacks with 3 dice



The Stug III tank attacks with 2 dice



The IS2 tank rolls a highest value of 5, which is a hit, and the Stug III tank loses 1 armour token. The Stug III tank then attacks and rolls a highest value of 4, which causes heavy damage (add 2 damage tokens) to the IS2 tank.



The damaged IS2 tank attacks with 3 dice



The Stug III tank attacks with 2 dice



On the next turn, the damaged IS2 tank attacks again and rolls a highest value of 3, which damages the Stug III tank (add 1 damage token). The Stug III tank attacks in return and rolls a double 6 (however, only 1 die is counted), causing the IS2 tank to lose 1 armour token. The Stug III tank also gains 1 morale card for the critical hit.

TANK ACES

Each player receives 1 tank ace at the start of the game. Assign a tank ace to a tank by placing it under that tank's token.



German tank ace



Soviet tank ace

The attacking tank with an ace receives a +1 bonus to its dice roll result.



Example: a tank with a tank ace would score a 6 (critical hit) when it rolls a 5.



For the IS2 tank depicted on the left, if successful dice rolls remove all 3 armour tokens and the tank token, the ace is also lost.

The tank ace cannot switch tanks and remains with the same tank throughout the game.

Alternative tank ace ability

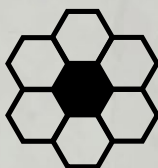
The tank ace may reroll one die during an attack. This is to be agreed at the beginning of the game and is applicable for the whole game.

TACTICAL CARDS

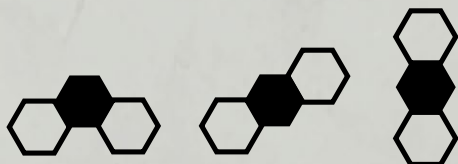
Each player receives 1 of each type of tactical card at the start of the game. There are 6 in total (3 offensive and 3 defensive). Place them face up on the table. Each tactical card may be used **once per game**. After use, flip it face down.



- Artillery support**
- The tank on the selected hex loses 1 armour token.
 - All tanks on adjacent hexes receive 1 damage token.



- Air support**
- The tank on the selected hex loses 1 armour token.
 - All tanks in a straight line of hexes (as shown) receive 1 damage token.



- Infantry support**
- Add 1 die to a tank's attack this turn.



TACTICAL CARDS

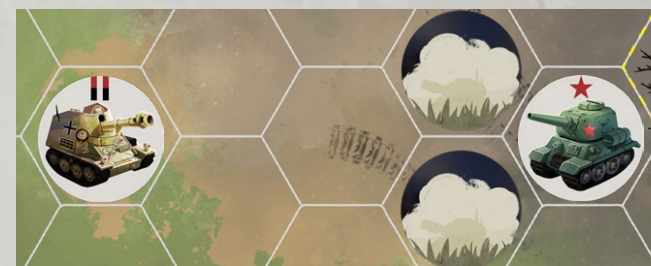
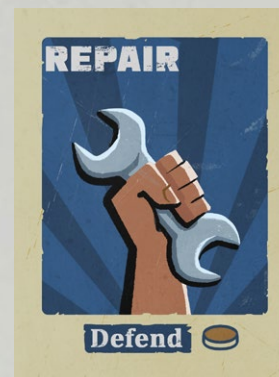
Timing Rules

Tactical cards are used **at the start of a player's turn**, before taking any actions, unless stated otherwise. Only 1 tactical card may be used per turn.



- Smoke** ★
- Place all 4 smoke tokens on empty hexes. Smoke blocks line of sight.

Tanks may move through or onto smoke. Attacks may be made only if line of sight is not blocked by smoke.



For example, the T34 tank deploys smoke tokens to protect itself from the long-range attack of the Nashorn tank.

TACTICAL CARDS

Smoke tokens are removed **at the end of the next player's turn.**

Repair - Restore 1 lost armour token to a tank.

Mines ★ - Place all mine tokens (face down) on empty hexes within the active player's territory.



mine token



add 2 damage tokens



no effect

There are 4 tokens: 2 mines and 2 blanks.
A tank entering a mine hex must stop and reveal the token:

- Mine: suffer 2 damage tokens
- Blank: no effect

Remove the revealed token from the game.
Mines affect all tanks, including friendly ones.

Additional Rules

Tactical cards have no range limit (e.g.: artillery can target any enemy tank on the board). Artillery and air support do not affect friendly tanks or mines.

MORALE CARDS

There are 4 types of morale cards:

- 1) Red - attack bonus
- 2) Green - movement bonus
- 3) Blue - defence bonus
- 4) Purple - sabotage effects



Gaining Morale Cards

Players gain morale cards in two ways:

- 1) Roll a 6 during an attack : draw 1 card.
- 2) Capture an enemy checkpoint : draw 1 card.
(see Checkpoints section for details).

Optional Rule

A tank that enters enemy territory for the first time may gain 1 morale card (once per tank).

MORALE CARDS

Hand Limit and Usage

Players have a maximum hand size of 3 cards.

If a player draws a 4th, discard 1 immediately.

Each player may use only 1 morale card per turn.

If both players use a morale card in the same step, the active player resolves first, then the opponent.

Red and green morale cards are used during a player's turn to boost a tank's capabilities.

These morale cards have a star symbol at the bottom.



For example:

- The attacking player may use the Experience card to reroll 1 die of their choice. The result of the reroll must be accepted.

Blue and purple morale cards may be used during any turn, even when it is not the player's turn. These morale cards have a lightning symbol at the bottom.



For example:

- When a defending player is about to take a hit from the attacking player, they may play the Deflect card to force the attacker to reroll 1 die.

MORALE CARDS

Timing Rules

Morale cards must be used only at the timing specified below:

1) Attack	Sniper	- Before dice roll
	Experience	- Before dice roll
	Reinforce	- Before dice roll
2) Defend	Conceal	- Before opponent's dice roll
	Deflect	- After opponent's dice roll (reroll all successful hits)
	Overhaul	- At any time
3) Movement	Transport	- At start of movement
	Refuel	- At start of movement
	Airdrop	- At start of turn
4) Sabotage	Sabotage	- At any time
	Demolish	- At any time
	Ambush	- Before opponent attacks

Usage Clarification

- "Before dice roll" = after attack is declared, before rolling
- "After dice roll" = after results are known, before effects are applied
- "At any time" = any step of a turn, unless it interrupts a resolved effect

Used morale cards are placed in a discard pile. If the deck runs out, reshuffle the discard pile to form a new deck.



HOLD THE LINE! MISSION ★

Re-enact the last major German offensive to break through well-fortified Soviet lines to secure critical oil reserves. The Germans receive reinforcements early in the game while the Soviets must stave off relentless attacks until their reinforcements arrive later.

Cards Setup

The German player places **3 offensive tactical cards** (1 artillery support, 1 air support and 1 infantry support) face up on the table.

The Soviet player places **3 defensive tactical cards** (1 smoke, 1 repair and 1 mines) face up on the table. The Soviet player also takes **4 mine tokens** (2 with mines and 2 without) and **4 smoke tokens** to use during the game.

The remaining 6 tactical cards are not used and can be returned to the box. Shuffle the **morale cards** and place them in a morale card deck. Shuffle the **event cards** and place them in an event card deck. Both players place the **boost reference card** in front of them.

Terrain Setup

Set up the terrain boards in default layout and checkpoint positions. Each player places 2 boards as their territory. Place the Tank Clash box between the two territories to hide both players' tank deployments until the game begins.

HOLD THE LINE! MISSION ★

Set up the terrain boards and checkpoints according to the suggested default layout (note : German player's checkpoints will likely not be used in this mission)

Put aside 2 medium tanks for reinforcements later

boost reference card

morale deck

event deck

Place 1 of each type of tank (1 medium, 1 heavy & 1 tank destroyer) on corresponding side of territory

Soviet player sets aside 4 mine tokens (2 with mines and 2 without) and 4 smoke tokens

German player places 3 offensive tactical cards face up on the table

Soviet player places 3 defensive tactical cards face up on the table

(note : play the first game with the above layout before trying other board configurations)

German player starts first and places the German armour token on the corresponding round 1 slot

(note : Players may use bridge tokens for more river crossing options)

Tank Clash box

Germans as offensive player

Soviets as defensive player

Tank Setup

Place the corresponding armour tokens under all tanks and assign the tank ace to any tank. Each player then places **3 tanks** (1 medium, 1 heavy and 1 tank destroyer) in any position within their territory. The remaining 2 medium tanks are set aside as reinforcements for later in the game.

Round Tracker Setup

Place the round tracker with the 'E' and 'R' symbols face up. Place the corresponding armour tokens above the round 1 slots.

HOLD THE LINE! MISSION ★

Victory Condition

The German player must break through Soviet defences and move at least one tank beyond Soviet territory, exiting the Soviet player's board. Conversely, the Soviet player must prevent a breakthrough within 10 rounds.

The Battle Begins!

Remove the Tank Clash box and close the gap between the boards. The German player places their armour token on the first slot to start round 1. The battle now begins.

Game Rounds

Hold the line! is played over **10 game rounds**. At the beginning of each player's turn, advance the corresponding armour token one space on the round tracker.

Player Actions

Each player has **2 actions per turn**. The active player may perform a move or attack action using either one or two tanks. A tank may not move twice or attack twice during the same turn.

Players may also use 1 tactical card and 1 morale card during their turn. Used tactical cards are flipped face down and remain unavailable for the rest of the game. Used morale cards are placed in the morale card discard pile.

HOLD THE LINE! MISSION ★

Event Cards

 The 'E' symbol on the round tracker triggers the drawing of an event card. The player draws an event card at the beginning of their turn and may resolve the card's effect immediately, then discard the card after use.

Some event cards aid the active player, while others handicap the opponent. For example, resolving the Ammo Shortage card means the opponent may execute only 1 attack action on their next turn.



Boost Effects

If the player is unable or chooses not to resolve the event card's effect, they may instead discard the event card to perform one of these **3 boost effects immediately**:

- **+1 movement** : add 1 hex to a tank's movement
- **+1 range** : add 1 hex to a tank's attack range
- **+1 die to attack** : add 1 die to an attacking tank

The player may use only 1 boost effect on 1 tank during their turn. Unlike tactical and morale cards, event cards and boost effects cannot be saved for future rounds.



HOLD THE LINE! MISSION ★

Example of Play

SHOW OF FORCE



AN ENEMY TANK RETREATS
BY 2 HEXES

On Round 6, the German player draws an event card. It is a Show of Force card which forces an enemy tank to retreat 2 hexes.

The player decides to discard the event card for a +1 range boost effect instead.

They choose to increase the attack range of

their heavy Tiger II tank. The tank now has an attack range of 4 (3 + 1) and can strike the Nashorn tank from its current position.

The player discards the event card and performs the attack action.



On round 6, the German player discards the event card to boost the attack range of the Tiger II tank.

Reinforcements



The 'R' symbol on the round tracker triggers the deployment of a reinforcement tank.

When this occurs, the player deploys a medium tank (Stug III or T34) on the terrain board. This reinforcement tank may be deployed on a friendly checkpoint or adjacent to the friendly tank closest to the player's base.



On round 8, the Soviet player deploys a T34 tank adjacent to another T34 tank that is the closest unit to its base

SOLO MODE ★

Table for one is now fully supported - fight the Soviet Bot in the Solo Mission. It is as challenging as a moderate player.

Effective Bot Logic

Playing solo is not the same as playing 'both sides'. The Bot follows a simple yet effective set of Bot prioritisation, attack, and movement. This allows the player to focus on their own tactics instead of thinking on behalf of the Bot.



Keeping the Excitement

Bot logic cannot entirely replace the human decision-making process; therefore, several adjustments are made to balance the game:

- The Bot does not use tactical cards or morale cards, it has a different morale system.
- The Bot may have multiple activations. The Soviet steamroller rolls dice!
- Eliminated Bot tanks may be replaced. It's a horde.

Eastern Front Solo Mission

Fight the mighty Soviet Bot in the Eastern Front Solo Mission. Visit our BoardGameGeek page to download the full ruleset.



4 PLAYER GAME ★

It's time for 12 different tank types to battle for players who already own Tank Clash : Western Front! American and Soviet forces form an alliance to counter a formidable mix of German tanks.



Victory Condition

We recommend using the **Victory points win condition** for the first few 4-player games.

Cards Setup

Tactical cards. Each team takes one set of 6 tactical cards (1 artillery support, 1 air support, 1 infantry support, 1 smoke, 1 repair and 1 mines). Players then select 3 tactical cards each (in any combination) and place them face up in front of them. Players who select the mine and smoke cards will take 4 mine tokens (2 with mines and 2 without) and 4 smoke tokens, respectively, for use during the game.

Morale cards. One set of morale cards (12 in total) is used in the game. When the morale deck runs out, reshuffle the used morale cards to form a new deck.

4 PLAYER GAME ★



Terrain Setup

Combine the 2 sets of 4-piece terrain boards to form an 8-piece map. Place 3 checkpoints per side. Place the VP/round tracker with the numerals side face up. Position the matching armour tokens above the first slots.

Tank Setup

Set up the tanks with their corresponding armour tokens and aces (see page 15). The opposing teams take turns placing their 10 tanks in their respective territories until all 20 tanks are on the board.

The Battle Begins!

Toss the double-sided insignia token to determine which team starts first. The battle now begins!

4 PLAYER GAME ★

Gameplay

The first team to reach 10 Victory points wins the game.

Use the VP/round tracker to keep track of the points.

VICTORY POINTS TO WIN

- | | |
|-------------------------------------|----------|
| • destroy heavy tank | 2 points |
| • destroy tank destroyer | 1 point |
| • destroy medium tank | 1 point |
| • kill tank ace | 1 point |
| • capture enemy checkpoint | 2 points |
| • move 3 tanks into enemy territory | 2 points |

Turn Order

Players from opposing teams take consecutive turns. For example, the turn order may proceed as follows: American, German 1, Soviet, and German 2. Each player has the standard **two actions per turn**. If two sets of the same Tank Clash game are combined, coin capsules or token markers may be used to help identify the separate teams.

Card Usage

Tactical and morale cards cannot be **shared** between allied players. Each player may only use a card's effect on their own tanks. This limitation forces players to make tougher tactical decisions through tank warfare rather than relying heavily on card usage.

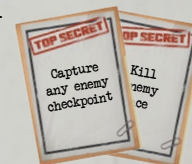
SUPPLEMENTARY RULES

ALTERNATIVE 4 PLAYER GAMES

4-player games may use the following mission rules:

Secret Mission

Each team chooses two random mission card and must fulfill both missions. Missions may include any combination of capturing enemy checkpoints, destroying enemy medium tanks, or eliminating enemy aces.

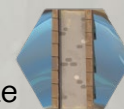


Hold the line! Mission

Each team consists of two players. Each team takes four actions per turn and must meet the winning condition within **10 game rounds**.

OPTIONAL BRIDGES

Two bridge tokens are included in the game to provide additional river-crossing options and to ease bottlenecks. Bridge tokens are placed during the setup phase, and their positions remain fixed throughout the game.



Players also have the option to destroy bridge tokens. A tank may use one action to shoot and destroy a bridge by rolling a 5 or 6, using the higher value of two dice. If a bridge is destroyed, remove the token from the game.

IMPORTANT NOTES

CHANGES IN TANK CLASH EASTERN FRONT ★

Some rule changes were introduced in TCEF to improve game balance. These changes are recommended; however, players may still use the TCWF rules if they prefer.

The two notable changes are:

- Tanks are not allowed to move onto half-hexes.
- During battle, the defending player chooses which hex their tank retreats to.

ADDITIONAL RESOURCES

We suggest playing the game according to the basic ruleset a couple of times before moving on to supplementary rules for additional gameplay options.



Refer to our BoardGameGeek page for additional resources, including Frequently Asked Questions, terrain setups, and translated rulebooks. Instructional and playthrough videos are available on our YouTube channel.

DESIGNER'S NOTES

I am extremely grateful to the amazing community of backers, customers, and gamers who have supported Tank Clash in one way or another. It has given me truly memorable times and the motivation to continue developing the series with this sequel.

Eastern Front expands the Tank Clash universe with 12 tank types on the battlefield! I hope to continue expanding this world in the future with even more exciting tanks. As mentioned previously, Tank Clash is designed with a focus on the game experience, so technical details sometimes took a backseat. Eastern Front also incorporates a number of improvements based on feedback and suggestions from all of you.

I would like to thank everyone who helped bring this game to life. We are a small team, so it has required all hands on deck and countless hours to make this possible. I hope you enjoy your tank battles as much as I enjoyed designing the game.

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