

# Breakthrough

Breakthrough is a strategy game where two tank armies fight each other. The goal of the game is to be the first to reach the other end of the board (break through the enemy's front line). It has some similarity to Checkers, but the strategy is completely different.

## Game board and setup

The game is usually played on an 8x8 square board, but it is possible to change the board to any size. The basic setup is shown on the figure.

## Advanced setup

While playing the advanced mode, players start with an empty board and take turns placing their pieces anywhere in the first two rows in the following order: First they must place the 2 heavy tanks, then the 4 tank destroyers. The medium tanks go in the remaining places.

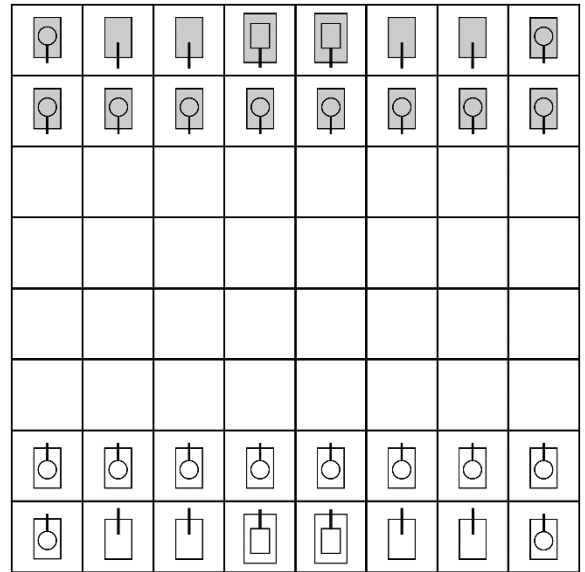
## Gameplay and movement

Which player starts first is chosen randomly. Each player moves one piece per turn and every unit moves in the same way. A unit can move one space forward or diagonally forward.

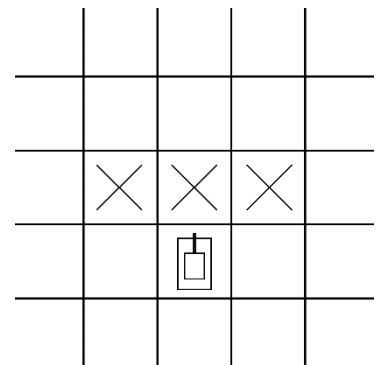
## Destroying enemy units

Any time a unit destroys an enemy, it moves to its place and the destroyed unit is taken off the board.

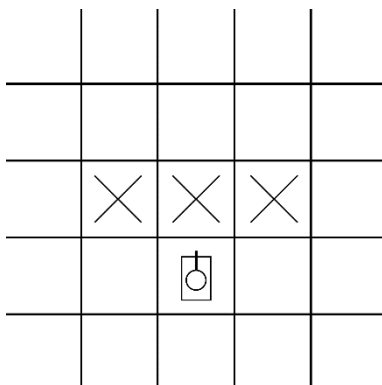
1. The medium tank's range is the same as their movement.
2. The tank destroyers can only hit forward, but their range is two squares
3. The heavy tanks have a range of 2 squares both forward and diagonally forward



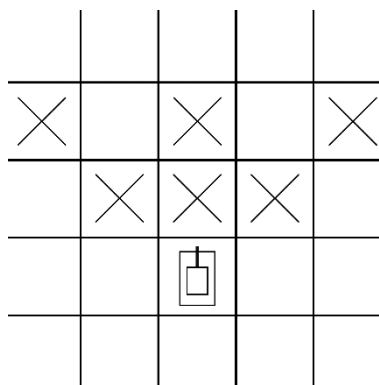
*The starting positions*



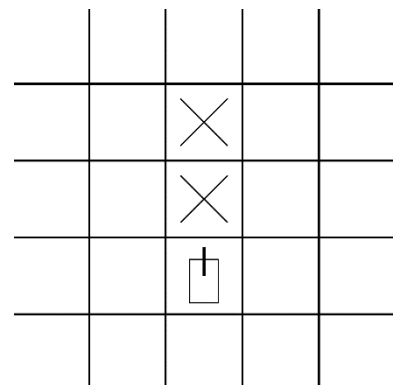
*The 3 possible movements*



*1. medium tank*



*2. heavy tank*



*3. tank destroyer*

## End of the game

The game ends if one player reaches the opponent's home row with any of their units, thus winning the game.