

FINAL ACT

Rule of the game:

Designer: Sharon Katz
Graphic design: Levi Afuta

Ages: 10 & up, 45-60 min.
2 Players.



Final Act is a game of tactics, foresight, guts, and a little luck. You are now a tank company commander. 7 tanks remain in your company after a series of fierce battles.

You now face one last decisive battle. The desert awakes with engine roars, the men are ready, and the sun rises over the plains. The cold night slowly changes to burning heat...Your mission is to get any tank of your force to the enemy's last line of defense. By achieving this, you'll break the enemy's defensive line and spirit, and open the path to victory.

You have to build your strategy, offense and defense, try and hit your opponent's tanks, keep your men alive, while breaking the enemy's defenses. As much as you are required to plan your own moves you should try and read your opponent and sabotage their plans for victory.

Good luck! May the best CO be victorious!

Contents:

One game board, 2 control panels, 14 tanks (7 each player), 14 shells (7 each player), 2 berm sets (each inc. 1 large berm, 2 small), 2 swamp pieces, 2 minefields, 14 flame markers, 4 panel supports, 1 sticker set, game rules.

Objective:

Your goal is to reach your enemy's last line of defense with any one of your company's tanks. First player to achieve that goal is declared the winner.

If two opposing tanks reach their goal simultaneously, the player landing the next tank in place is winner, etc.

■ **Just before diving in**, attach stickers on the tanks and shells. On your shells place 2 stickers, one on each side. We've supplied an extra set of stickers, just in case...

Starting a Game:

Use the control panels set between the two sides of the board to block your opponent from seeing how you set up the terrain and tanks on your side. You can place the terrain as you like, except for the restrictions mentioned here.

Swamps and minefields can be located anywhere in the player's side of the board. Swamps are impassable to both players. Minefields allow passage in one direction and through one square and one direction only (note arrow indicating passage direction and location).

Berms can be set anywhere up to and including the third row. Berms are defensive elements. A tank behind a berm is safe from getting hit (a defensive position), but is also unable to shoot past the berm. Tanks can advance or retreat over berms. A tank advancing on a berm is able to shoot farther (see shooting rules).

Tanks can be located up to the third row (similar to the berms) in any way the player wishes.

■ **Intel:** Place berms, swamp, and minefield to establish a defensive position that allows for an attack as well. Use them wisely!

To simplify play, we recommend your tank placement on the board match the sequence on the command panel (from left to right).

Game Sequence:

Final Act is a game with an unlimited number of moves, each completed simultaneously in the following order:

1. Initial setup.
2. Each commander gives movement orders to **all tanks** using control panels (note the examples in the next column). Once both players finish, they declare "Done", and set panels to the side (Do it discreetly, players should not expose their panels to their opponent).
3. Commanders physically place their shells. Choose targets according to shooting rules. Your tanks can shoot in relevance to their CURRENT position.

Declare "Done" when finished.

4. Each commander reveals control panels and moves tanks according to movement orders on the panels. In your early games, you might do this one tank at a time, so that each player can follow what is happening. With time, you will move faster.

5. Tanks that move (or stay) where enemy shells have been placed are marked as "hit".

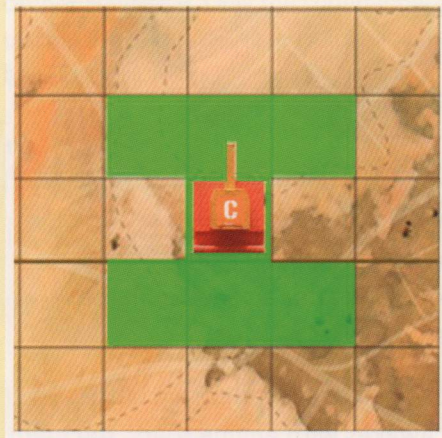
For the first hit, place a "flame" marker in the slot on the back of a tank. When a tank which already has this marker is hit again, move the flame from the slot to cover the tank's insignia. This tank is "out" of the game. For beginners, tanks can be removed from the board (see Advanced Rules).

6. Round is done, reset your panels (all tanks set at "stop"), assess the situation, and command the next round.

Movement:

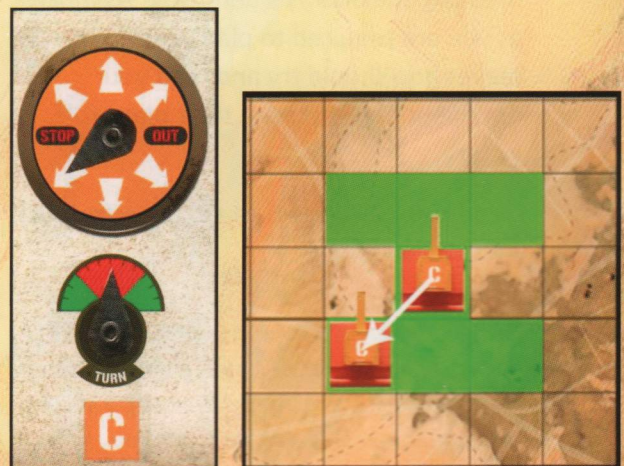
Only one tank is allowed on each square area at any given time.

Each round tanks are allowed to move one square to the following areas (marked green) relative to their current position and direction.



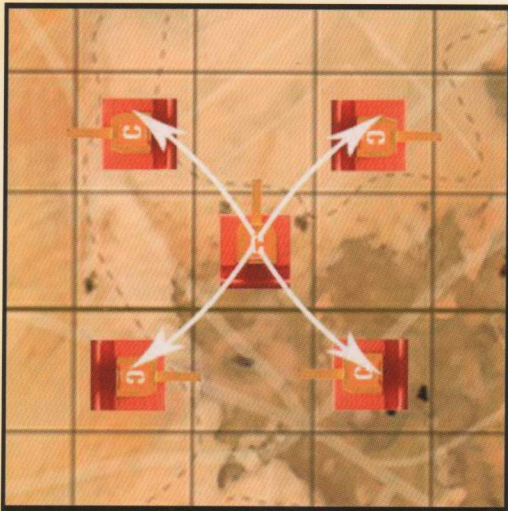
A tank can stay in place or move to any one of 6 locations each round. The desired new location is indicated on the control panel using the top dial. Note each dial set corresponds to each individual tank.

Example: ordering tank C to move backwards and to the left would be indicated the following way, and translated to such movement:



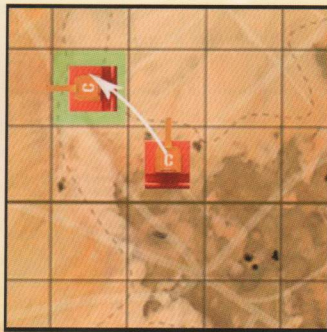
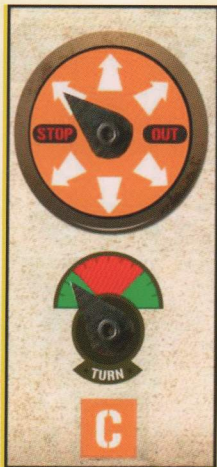
Direction Change:

A tank can change its cannon direction by using the lower dial on the panel. It is possible to change direction (in one move, as such):



■ Direction changes are possible only with diagonal movement, and are restricted as shown above. This has to do with how real tanks usually maneuver.

Example: Order tank C to move forward and to the left and change direction:



■ Indicating straight forward or backwards + "a turn" on the lower dial results in an illegal movement, so the tank would not exercise a direction change but move only.

■ If two or more tanks are ordered to go to the same area, none of them move and each remains in its place, (you can use this as a tactical tool to limit enemy movements as the game develops).

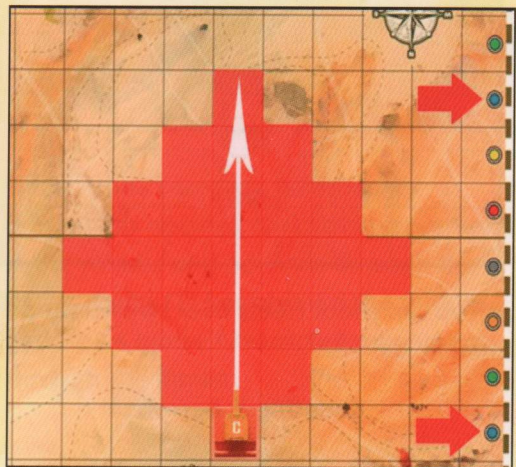
■ It is not allowed for two tanks to trade places.

Shooting:

Each tank is allowed to shoot one shell each round (see Advanced Rules for exceptions). Each tank has a cone of fire. Commanders are allowed to place shells anywhere in the cone of fire of a specific tank as long as it complies with that tank's line of fire (see rules below). Your mission is to try and anticipate your opponent's moves and place your shots where you think his tanks are going to move, (or stay).

Firing cone definition: A tank can shoot up to 6 squares straight ahead (farthest range).

Fire cone is shaped like a diamond:



■ **Note** that there are colored circle markings on the side of the board to help you calculate a tank's maximum range. The row with the same color as where your tank is located now, is the maximum normal range for the tank (see red arrows in the diagram above).

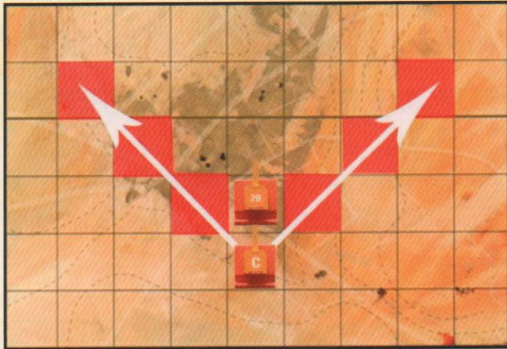
■ It is allowed to place more than one shell to a specific square.

■ A tank moving to or remaining in a targeted area is "hit".

■ Remember: For the first hit, place a "flame" marker in the slot on the back of a tank. When a tank already has this marker and is hit again, move the flame from the slot to cover the tank's insignia. This tank is "out" of the game. Note: Set that tank's top dial to "out".

■ **Important:** you place your shells in reference to the **current** tank location not its future one.

■ You can't shoot over tanks. Red squares indicate trailing tank possibilities for shooting. Same rules and logic as shooting from behind berms! A tank can shoot to any target territory (center point) as long as the line of fire does not run through an occupied territory held by any other tank.

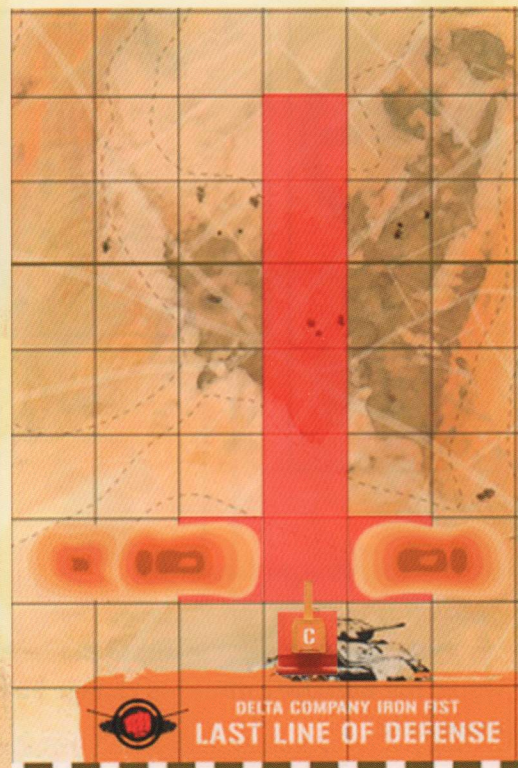
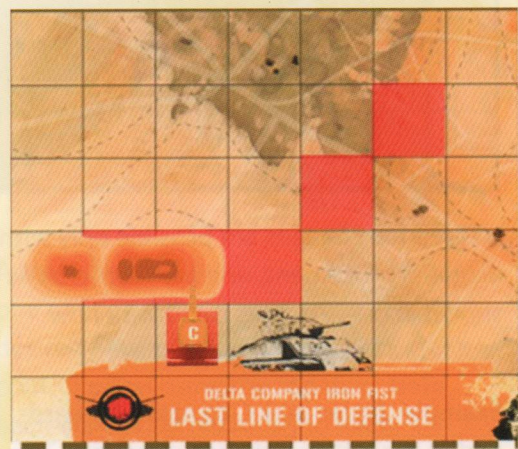
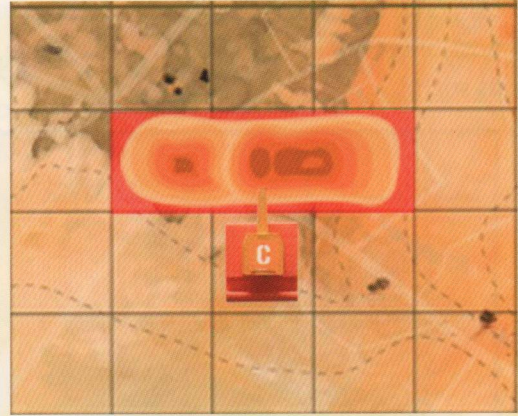


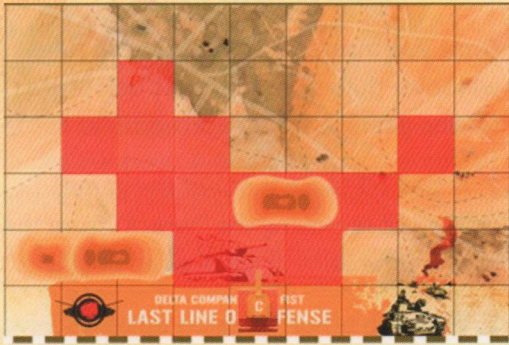
■ You can shoot freely over swamps and minefields.

Shooting & Berms:

Berms are protective but restrict your line of fire. You can shoot at the berm or at targets that constitute an undisturbed line of fire from their territory center to yours. Line of fire is defined as the line between one territory square center to the other.

In the examples below, red area squares indicate allowed areas to place your shots.





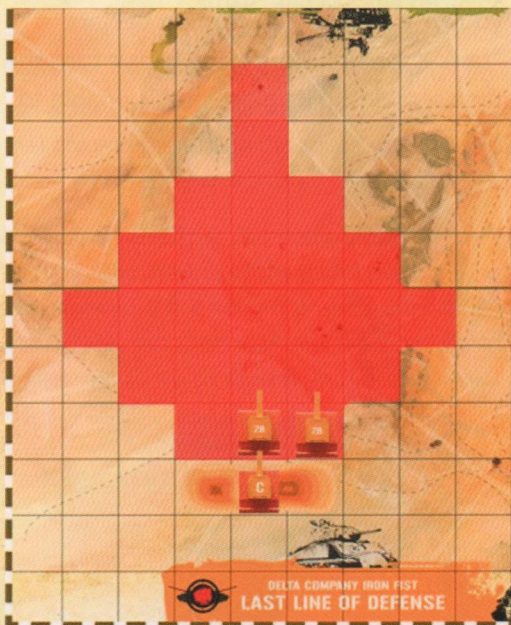
Note that you can be hit the same as you can shoot.

Shooting from top of berms:

When a tank climbs a berm it is elevated. This means you may shell any of the targets in your cone of fire with no line of fire limitations.

A tank on a berm increases its shooting range straight ahead one more square, to a distance of 7 squares. The rest of the cone remains the same.

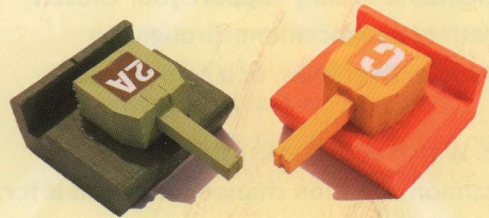
The example below illustrates the shooting options of tank C, located on a berm:



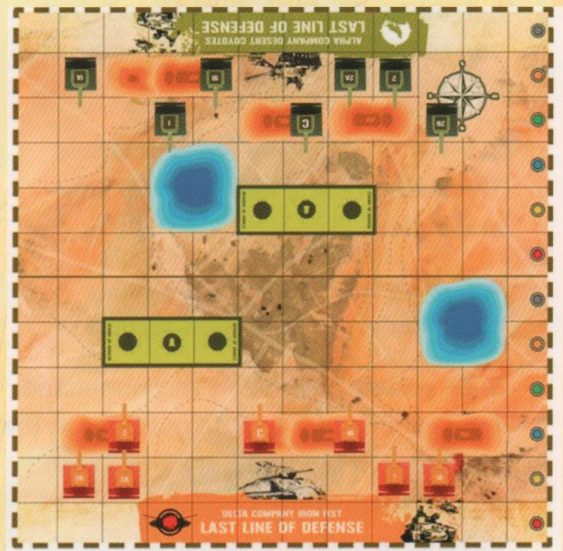
■ A tank can shoot to a square one of its own company's tanks occupies (this can happen during the game when movement

is not applied because two tanks wish to enter the same square). You can't damage your own tanks.

You're ready to start your engines!



Set up example:



Note: Alpha company commander (green) has decided to restrict movement in the middle and advance through the flanks. Delta CO has opened the middle yet allows himself restricted movement through the flanks.

Intel:

- 1. Use berms, minefield, and swamp to create a battleground that reflects your tactical goals both offensively and defensively. Design your tactical elements so they support your chosen path of advancement through the middle, the flanks, or a combination.**
- 2. Watch your flanks! This is what the cannon direction change command is for.**
Note: Direction is extremely important since it affects a tank's cone of fire. If you attack an enemy from the sides or from behind you have the upper hand since you can shoot it while it can't respond with fire.
- 3. When charging ahead, do it wisely. Think about using tanks also for cover and backup.**
- 4. Learn your opponent. Various commanders use different tactics.**
- 5. Be patient! It is highly recommended for a commander to hold positions at the beginning of the game, try and create hits on enemy tanks, create an advantage and then launch an attack.**
- 6. Learn from your mistakes. A good officer always does!**

Advanced Rules (optional):

Once you master the basics, these rules will spice things up. The rules below are for the game as is, with no add-ons.

- 1. A tank hit twice is out of the game. Instead of removing the "wreck" from the board, it remains in place as an obstacle.**
- 2. When an officer's tank is out of the game (C, 1 or 2) the player loses a shot in the next round. For example, if you have 5 functional tanks remaining, you're allowed 4 shots only. This is applied only when having at least 3 tanks left in your company.**
- 3. Once during a game you're allowed a "double shot". When placing your shells declare "Tank X double shot" and place 2 shells fired from one tank. This option can only be applied after one of your tanks is out of the game, and using its shell.**
- 4. "Repair" one damaged tank during the game. A hit tank still in your half of the battlefield can move back behind a berm and be repaired. Its flame is removed and it rejoins the battle at full force. When you wish to apply this option declare "tank X repair". During the repair turn the tank remains in its place and is unable to fire.**

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Enjoy!

Expansion Rules:

(Sold separately).

Action cardboard pieces (tokens) are applied during the game and portray typical events or actions that take place during battle.

As a commander, these actions expand your tactical options. All options could be applied at any time during the game, but at different stages of a specific turn.

Action tokens are divided between the players at the beginning of the game. Commanders can either begin with an equal set of tokens or set the tokens facing down and divide them randomly. Also, when playing with all tokens commanders may decide on picking a few each (for example, 3 out of 5). This will add a notion of uncertainty, true to any battle...

An action token may be applied and used only once during a game.

Air strike:



An air strike provides extra fire power on a specific turn. At the beginning of the shooting phase the commander announces "Air strike" and lays the token on

any of the squares of their "Last Line of Defense". Now, when placing your shots you can place 2 more shells anywhere you wish on that column (excluding the square area of the token which is regarded as an "air field").

Note: You can either use shells of tanks that were hit and are out of the game (which **increases** your fire power) or use a shell of an active tank, but then that tank does not shoot in this round (which **diverts** your fire power).



Full throttle:



"Full throttle" allows any specific tank to move 2 square areas in a specific turn. This is applied discretely when giving movement orders using the control panels. Simply place the token behind the dial of that tank. When control panels are revealed that tank would move 2 squares in the direction indicated on the panel. "Full throttle" cannot be applied with direction change.

Quick Shot:



"Quick shot" allows any tank to fire twice in a particular turn. When placing your shells simply place the token on the board and declare "Quick shot tank 2A". Your 2A tank can now place 2

shells within its cone of fire. Note: you can use the "Quick shot" only after losing one of your tanks and using its shell.

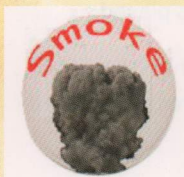
Mine clearing:



Using the "Mine clearing" token allows you to activate your engineering troops to clear and cross a minefield. This token is placed at the beginning of a turn, before

movement, on a specific square of the minefield. Once placed on the board you can cross on that specific area. This action is valid for two turns. After two turns the token is removed from the board. Note: you can use this action anytime you wish on your minefield, but on your enemy's minefield only when you have a tank on the enemy's side of the board (your engineering troops need some backup). Only the commander applying the token may pass on it.

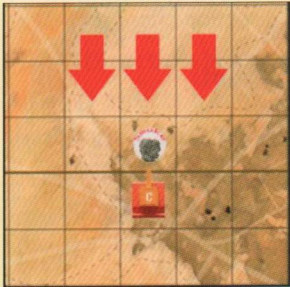
Smoke:



A tank can apply "Smoke" in order to create a smoke screen that hides it from specific locations, for one

turn. You can place the token at any square around any specific tank as long as the area is vacant. By doing so you obstruct the enemy's line of sight, and the tank is protected from that angle. Apply the action any time after the movement phase, and before the shooting phase.

In the example below, smoke was activated, thus tank C could not be shelled from enemy tanks located on columns marked by red arrows (their line of fire obstructed).



Quick sand:



"Quick sand" enables you to restrict movement to any specific square area. This action is applied at a beginning of a turn before commanders give their movement orders. Simply place the token at the area you want it applied on. This action is valid for 2 turns. None of the tanks can now move through that area, including your own.

Red Cross:



"Red cross" enables you to activate a medic/repair crew and recover a hit tank. A tank hit once (marked with a flame) can be repaired and the flame removed.

Commanders can place the token at any vacant square on their half of the board only, at the end of any turn. The token is left on the board until you decide to implement it.

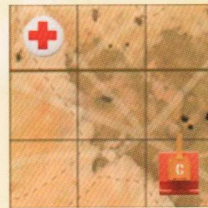
You can activate your Red Cross only at the end of the next turn after it was placed.

At the end of a turn a hit tank that is located at any of the surrounding squares of the "Red

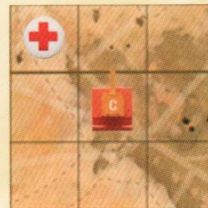
Cross" token, including the token's area itself, can be fixed and its flame is removed.

The red crosses' area could be targeted itself by the enemy, but that does not prevent the repair action.

Tanks from both sides can move freely on a square area occupied by the Red Cross token. If an enemy tank is on your Red Cross you cannot activate it. Only the commander placing the Red Cross token can enjoy its benefit.



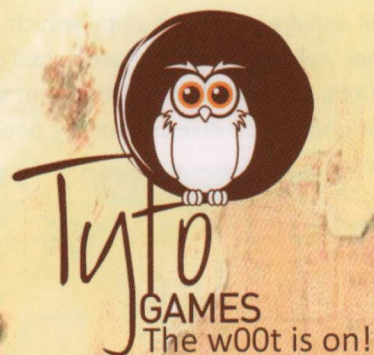
For example, tank C at the beginning of the turn is out of range from the Red Cross unit and could not be repaired.



At the end of the turn it is in range to be repaired and if it carries a hit, the commander may decide to activate the repair option.

Note: A tank that is hit a second time may also be recovered and rejoin the battle only if the Red Cross was activated at the end of the turn it was hit. That tank continues the battle with a hit mark.

To activate the Red Cross token declare "Tank X repaired". Once activated, that tank's flame marker is removed, and the token is removed from the board.



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