

## Blown Away!

Your tank can only absorb so much punishment. After a certain number of blasts (this too can be adjusted), you will hear an "explosion" and the GFS Unit will flash intensely. Your tank will make two final lurches forward before the engine shuts down and all tank control is lost. NOW you're out...but...

	Heavy Tank Mode	Medium Tank Mode	Light Tank Mode
Between Firing Interval	9 sec.	5 sec.	3 sec.
1 hit taken	Speed: 50%	Speed: 50%	Speed: 50%
2 hits taken	"	"	Speed: 25%
3 hits taken	"	"	Destroyed
4 hits taken	"	Speed: 25%	
5 hits taken	Speed: 25%	"	
6 hits taken	"	Destroyed	
7 hits taken	"		
8 hits taken	"		
9 hits taken	Destroyed		

## Back from the Dead:

The good news is that after a short period of "down-time" (about 15sec), your tank will come back to life with the "battery engine start-up" sound. For a short time, your tank remains invulnerable to enemy fire, allowing for some evasive maneuvering before striking back at your foe.

	Recovery time	Invulnerability time
Heavy	15 sec.	10 sec.
Medium	15 sec.	12 sec.
Light	15 sec.	15 sec.

## Long 30m Shooting Distance!

- Battle System provides a maximum shooting distance of 30m, allowing for spacious tank-to-tank battling in a variety of settings.
- When enemy is within 5m of your tank, blasting him at any angle will cause damage.
- When the enemy is outside the 5m radius, only hits made at right angles to the tank (front, sides, or rear) will be effective. Battle System stays true to laws of real tank combat, where hits received diagonally harmlessly deflect off the thick armor plating. Tamiya brings you the heart-pounding thrill of real tank combat with Battle System.

