

ENCOUNTER

You win this mission either by destroying all of the enemy tanks, or by holding the centre objectives of the battlefield against all comers. In this mission the Germans are the Defenders.

Table Set Up

Each player may place three Pieces of terrain: two buildings and one forest. Each player may choose to trade one forest for Bocage. Each side takes turns placing one piece of terrain until all the terrain is placed. After placing the terrain, place three Objective tokens in the centre of the board equally separated.

Place Minefields

After Objectives are placed, each player may place one minefield token on the table. Minefields can be placed anywhere except within one Measuring Arrow of an objective or in any deployment zone.

Deployment

After placing minefields, Players take alternating turns, starting with the defenders, to deploy each player's army. Each side can decide who will deploy when it is their turn.

Check for Victory

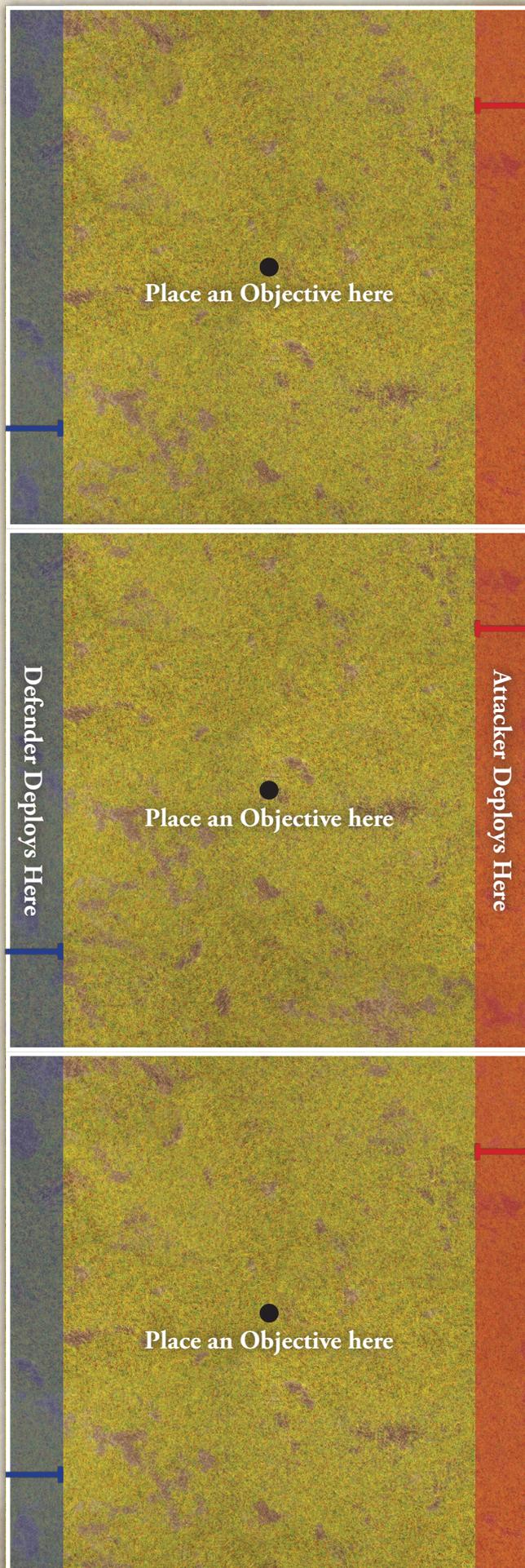
When checking for victory in the Command Phase, a side gains one Victory Point if they have a tank within one Measuring Arrow of the centre of an Objective Token and no opponent does. You cannot claim a Victory Point in the first turn.

When one side scores **five** Victory Points, that side wins the game.

If you run out of time, the side that has the most Victory Points at that time wins the game. In the case of a tie, the side that Destroyed the most tanks wins.

Minefield Tokens

Each time a part of your tank, or its movement arrow, crosses a Minefield during its movement there is a chance they've hit a mine. Roll three attack dice against that tank and on each result of 4, 5 or 6 the tank takes a point of damage. You do not roll defence dice against this attack.



BOCAGE AND MINEFIELDS

Trading out for Normandy Terrain

In any mission players may elect to trade out two forests for two Bocage pieces.

Bocage Rules

The Bocage piece blocks line of sight and tanks can move through them.

Any tank inside or touching the edge of a Bocage piece may shoot at any other tank inside or touching the edge of the same Bocage piece.

Any tank inside the Bocage piece may shoot outside of the terrain as long as they are touching the edge of the Bocage piece they are shooting through.

A Bocage piece provides cover to any tank that is inside it, even if it is touching the edge .

Using Minefields

If both players agree you may each bring up to two minefields that may be deployed after objectives and terrain is deployed. Minefields can be placed anywhere as long as no Minefield is placed within a Measuring Arrow of an objective or in any deployment zone.

Minefield Tokens

Each time a part of your tank, or its movement arrow, crosses a Minefield during its movement there is a chance they've hit a mine. Roll three attack dice against that tank and on each result of 4, 5 or 6 the tank takes a point of damage. You do not roll defence dice against this attack.

