

BOOT CAMP TRAINING MISSIONS

FRESH RECRUITS




Welcome to command training, this boot camp is specially formulated to help hone your command abilities and get you ready for the fight. During the next few weeks of your training you will get to know your Tanks as well as you know yourself.

UPGRADES AND CREW





Welcome recruit, you will have been given the following resources to add to your platoon, these are in addition to your regular upgrades and crew. Remember that space is limited and you can not have two of the same type of upgrade on one tank.

Each player may add one of each the following cards to their platoon for free in any of the three training missions. The Ammo card must be from your chosen Country or a Global card.

Upgrades

- Liquid Courage 
- Fire Extinguisher 
- Any one Ammo Card 

Crew

- Hasty Loader 
- Racing Driver 
- Precise Commander 
- Deadly Gunner 



FIRST TRAINING MISSION



PLATOON SIZE

Platoon size for this mission is 75 points.

LIMITATIONS

Platoons must have at least 3 tanks in their platoon.

PANZER ACE

This is the basic game as described in the rules. You win by being the last player with operational tanks on the battlefield. If you run out of time (or play to a set time limit, say 30 minutes or an hour), the player that Destroyed the most points worth of tanks at that time wins the game. Include the points values of any Crew and Upgrade cards that Destroyed tanks started the game with.

SECOND TRAINING MISSION

PLATOON SIZE

Platoon size for this mission is 90 points.

LIMITATIONS

Platoons must have at least 3 tanks in their platoon.

PANZER LEADER

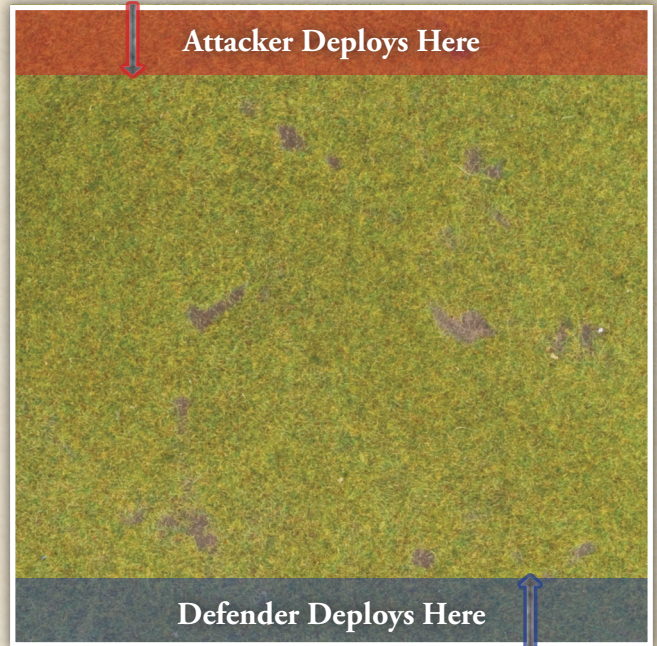
Table Set Up

Players set up the game as described in the rules. After Deploying each player denote one of their tanks to be their *Flag Tank*.

You win by destroying your opponents *Flag Tank* (or play to a set time limit, say 30 minutes or an hour).

Flag Tank

After Deployment each player picks one of their tanks to be their flag tank. To show this place an objective marker on that tank's card. Flag tanks gain +1 when they are within a Measuring Arrow of another tank in their platoon. If a player loses their flag tank they lose the game. If both Flag tanks are destroyed on the same turn the game ends in a Draw.



THIRD TRAINING MISSION

PLATOON SIZE

This is a four player 2 vs 2 game. Each player gets 60 points to from their Platoon.

LIMITATIONS

Each player must have at least 2 tanks in their platoon.

JOINT ATTACK

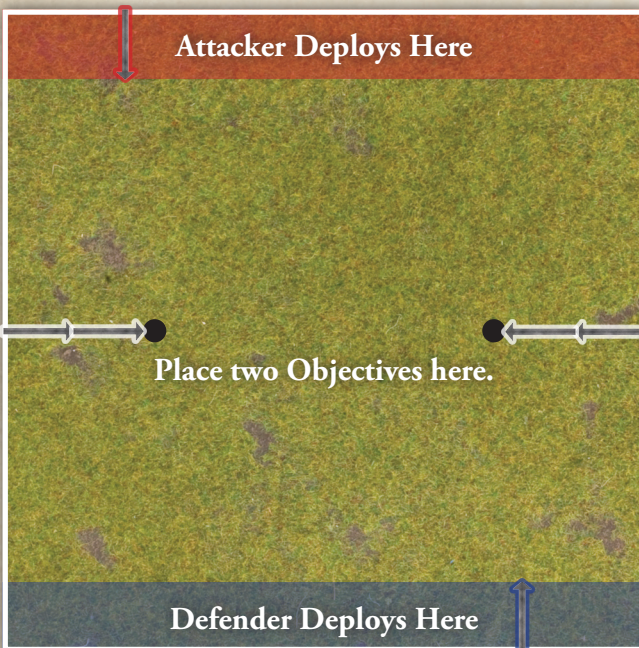


Table Set Up

When teams set up terrain they count as a single player. After placing the terrain, place two Objective token in the centre of the board two movement arrows away from the table sides.

Check for Victory

When checking for victory in the Command Phase, your team gains one Victory Point if you have a tank within a Measuring Arrow of the centre of the Objective Token and your opponents do not. Players cannot claim a Victory Point in the first turn.

When a team scores **three** Victory Points, they win the game.

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