

COUNTER ATTACK

You win this mission either by destroying all of the enemy tanks, or by the attacker holding the objective for two turns. The game ends with a defenders victory on turn six if the attacker has not already won.

Table Set Up

The Attacker chooses a table half to attack from before placing the terrain. The players can choose to replace the two forests and two of the buildings from the base terrain set with the Bocage fields and Barn terrain. After placing terrain the Attacker places the two Objective tokens on the opposite side of the board within one Measuring Arrow of the table edge.

Flanking Reserve

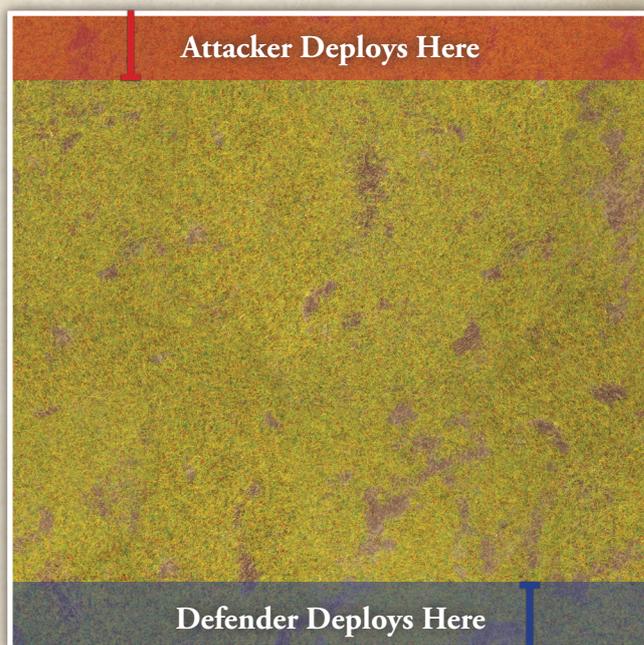
Flanking attack. The Attacker may choose one tank not to deploy; instead the tank arrives on the table, touching any table edge, at the start of the third turn

Check for Victory

When checking for victory in the Command Phase, the Attacker gains one Victory Point if they have a tank within one Measuring Arrow of the centre of an Objective Token and the Defender does not.

If the Attacker scores **two** Victory Points, they win the game.

If the Attacker has failed to score **two** Victory Points by the end of turn six then the Defender wins the game



NORMANDY TERRAIN

Trading out Terrain

In any mission players may elect to trade out two forests and two buildings for two Bocage and two Barns.

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 completely inside it, even if it is touching the edge .

Barns Rules

Barns follow the normal Building rules.

