

# THE WITHDRAWAL AT BENGHAZI

The attacker wins this mission by breaking through the defender's line, preventing them from performing their withdrawal. Germans are the attackers in this mission and must include Rommel in their platoon.

## Table Set Up

The players take turns to deploy the four buildings. After the buildings are placed the players take turns deploying the four rock walls.

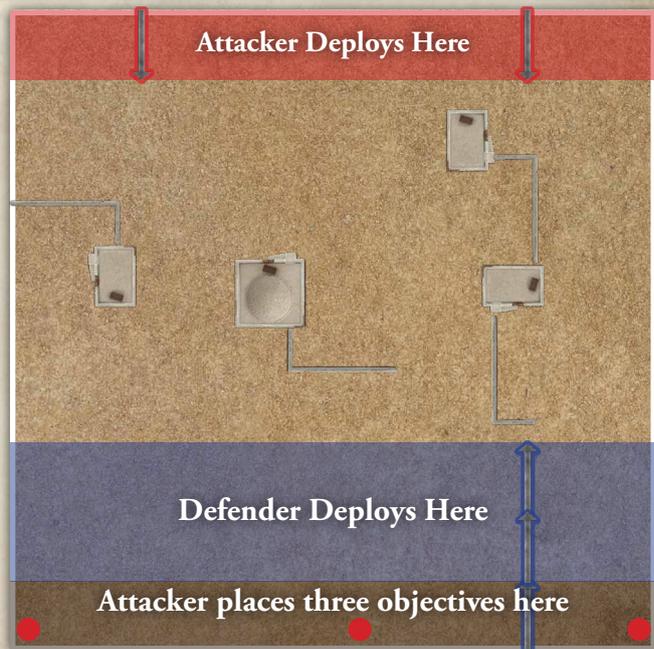
## Deployment

The Defender chooses a table edge and the Attacker places three objectives within one arrow of that edge. Players then deploy their tanks in the usual initiative order with the Defender's tanks placed within three arrows of their chosen table edge and the Attacker's tanks within one arrow of the opposite edge.

## 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 no opponent does. You cannot claim a Victory Point in the first two turns.

The game ends after eight turns. If the Attacker scores **two** Victory Points before this point, they win the game. Otherwise, the Defender wins the game.



# ROCK WALLS

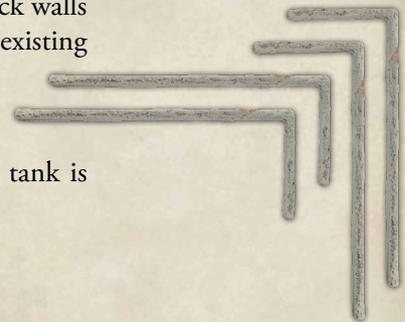
This month players may exchange one forest for a set of two Rock walls. Rock walls are deployed after other terrain and may be deployed within an arrow of existing terrain pieces, so long as no piece overlaps.

## Walls

Tanks gain cover when shot at through the rock wall, unless the shooting tank is touching the wall.

When moving into or from a rock wall you may only make a single move.

Walls are impassable terrain for Tanks that have the Wheeled rule.



# ROMMEL



German players may add Rommel's GREIF to their platoon this month for 12 points. Rommel's GREIF has the following stats 12⚡, 0☞, 0☜, and 3☞, with the **Blitzkrieg** rule. Rommel's GREIF may not have upgrades assigned to it.

## Rommel's Rules

Once per turn you may re-roll any single die roll.

German tanks within line of sight of Rommel gain +2⚡

If Rommel's GREIF is the target of an enemy attack you may shift any successful hits onto friendly tanks within a single arrow of it. Rommel's GREIF must take any Critical hits it suffers.

If Rommel is killed your opponent scores a victory point.