

LAST STAND AT EL AGHEILA

The attacker wins this mission by taking the objective through the defenders position. Germans are the attackers in this mission and must include Rommel in their platoon.

Table Set Up

The Defender deploys all the buildings, after the buildings are deployed the Attacker places four patches of Desert Scrub.

Deployment

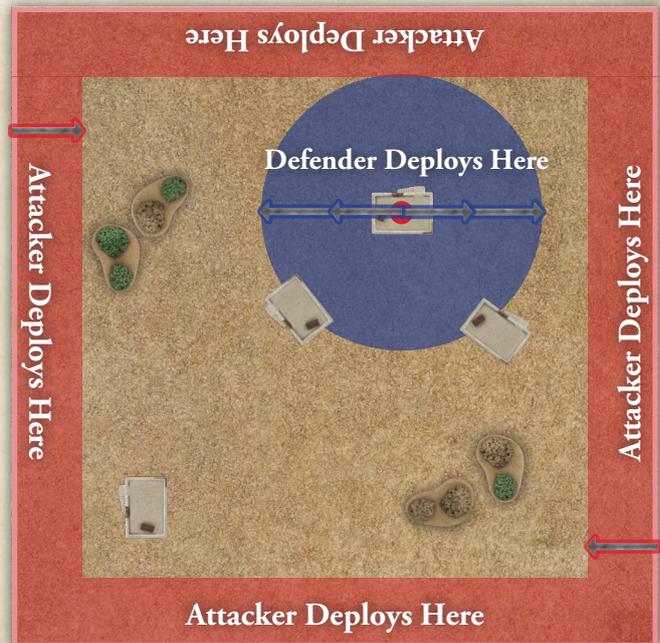
The Attacker deploys all of their tanks. After the Attacker deploys the Defender chooses a building and places an objective in the centre. The Defender then deploys all of their tanks within two arrows of the centre of the objective.

Check for Victory

When checking for victory in the Command Phase, you gain one Victory Point if you have a tank within a Measuring Arrow of the centre of the Objective Token and your opponent does not. You cannot claim a Victory Point in the first two turns.

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

If the Defender scores **three** Victory Points, they win the game.



DESERT SCRUB

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

Desert Scrub Rules

Scrub grants cover to any tank that is in it or being shot through it.



The OPS terrain cards feature Desert Palms on the reverse side of the Desert Scrub. Use the same rules for either side.

ROMMEL



German players may add Rommel's Transport to their platoon this month for 12 points. Rommel's transport has the following stats 10⚡, 0🔫, 0🎯, and 3🛡️, with the **Wheeled**, **Blitzkrieg** and **Fast** rules. Rommel's Transport 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 Transport is the target of an enemy attack you may shift any successful hits onto friendly tanks within a single arrow of it. Rommel's Transport must take any Critical hits it suffers.

If Rommel is killed your opponent scores a victory point.