

THE BEAR AWAKENS: MONTH I

CLEAR THE MINES

The Attacker's goal is to clear the mines so that reinforcements may use this opening to launch a major attack.

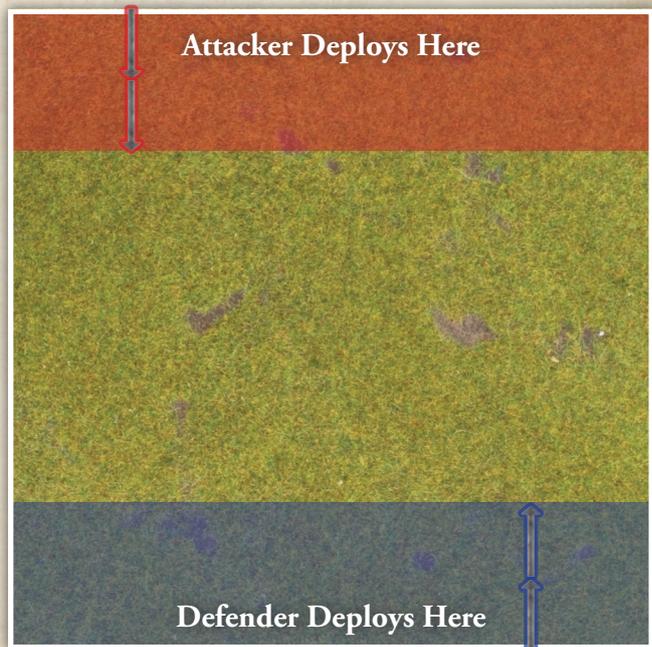
Table Set Up

After placing the terrain, the Defender places the four Minefield tokens anywhere on the table. The Attacker now chooses a table edge to attack from and the Defender deploys on the opposite side. Deployment zones are two arrows deep. The Attacker may add mine-rollers to up to three of their tanks.

Check for Victory

The Attacker wins if he clears all of the minefields or if the Defender no longer has any tanks left in the game during the check for victory step.

The Defender wins if it still has at least one minefield and the Attacker no longer has any mine-roller tanks during the check for victory step.



THE MINES AND ROLLERS

During this month players can choose to use the Mine Rollers and Minefield rules. When using these rules the Attacker may upgrade two tanks with Mine-rollers and the Defender may deploy two Minefields after terrain has been placed and sides have been chosen.

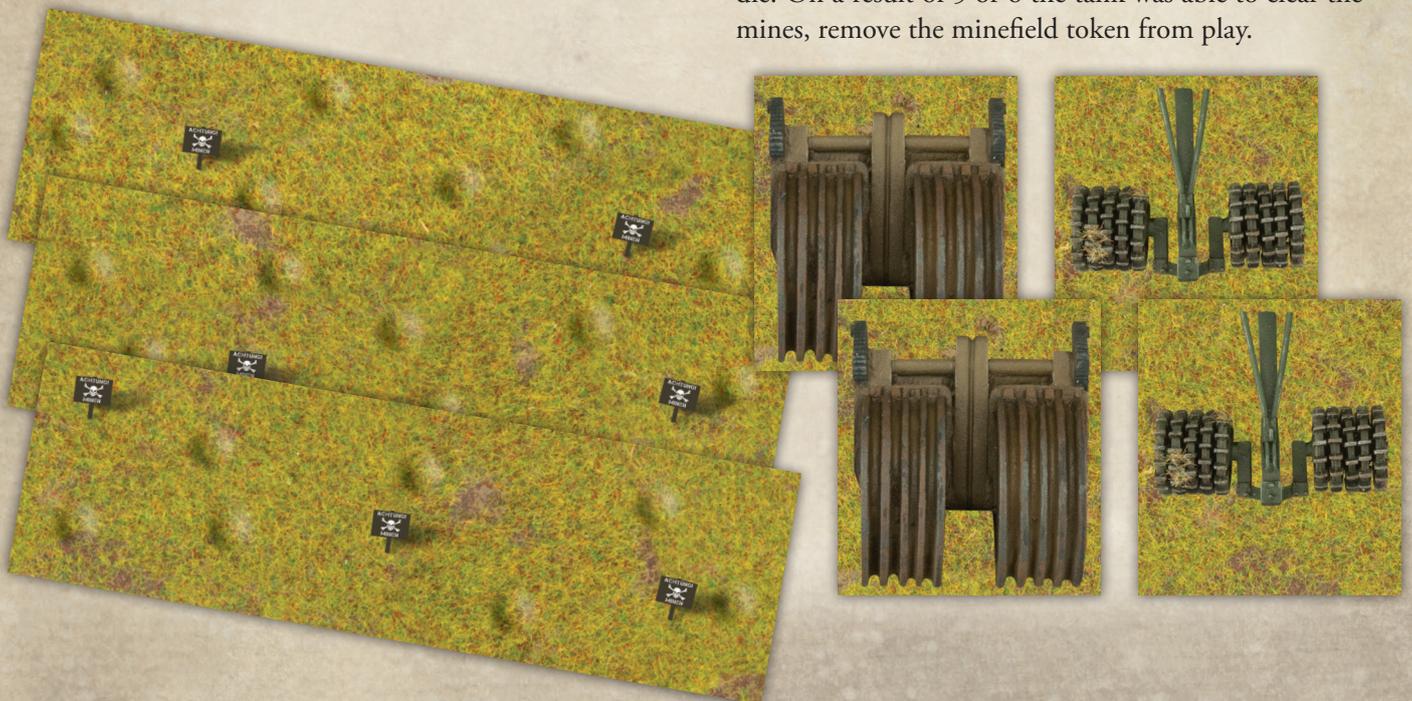
Minefield Tokens

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.

Mine Roller Tank

You may attach Mine-rollers to up to three of your tanks for no points cost. A tank with a Mine-roller gains +2  and reduces its  to 0.

After a tank moves through a minefield and has rolled for mine damage, if it is fitted with a Mine-roller, roll a die. On a result of 5 or 6 the tank was able to clear the mines, remove the minefield token from play.



FORTRESS VITEBSK

The Defender must find an escape route through the Attacker's tanks.

Table Set Up

After placing the terrain, each player may place one field anywhere on the table as long as they do not overlap another piece of terrain. The Defender then places two objectives in the Attackers deployment zone.

Deployment

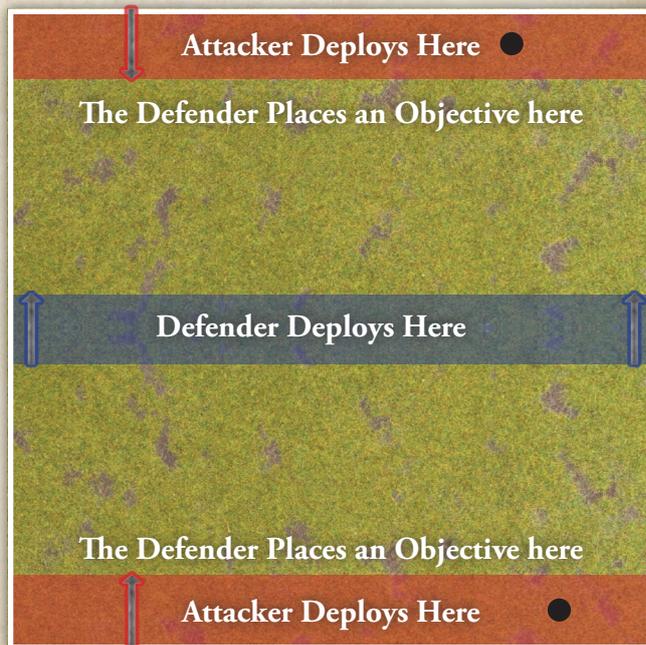
The Defender deploys all their tanks before the Attacker deploys any of their tanks.

Check for Victory

When checking for victory in the Command Phase, the Defender gains one Victory Point for each turn they hold any objective, two if they hold both.

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

If the Defender has failed to score **four** Victory Points by the end of turn eight then the Attacker wins the game.



FIELDS

During this month players can choose to add Fields to their games. After deploying terrain as normal, each player may choose to deploy a field anywhere on the table as long as it does not overlap another piece of terrain.

Fields

Fields grant cover to any tank that is in it or being shot through it.



BATTLE FOR MINSK

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

Table Set Up

Place the three large buildings in the centre of each table. Each Defender places three buildings anywhere in their deployment zone. The Defenders place one objective within one measuring arrow of each of the large buildings. The Attacker places two Ruins so that they touch the table edge.

Deployment

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

Check for Victory

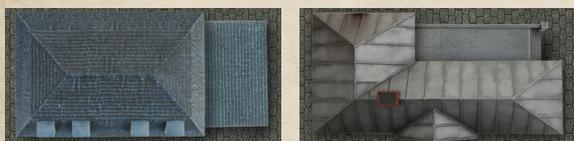
When checking for victory in the Command Phase, the Attacker gains a Victory Point for each objective they hold.

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

If the Attacker has failed to score **three** Victory Points by the end of turn eight then the Defender wins the game.

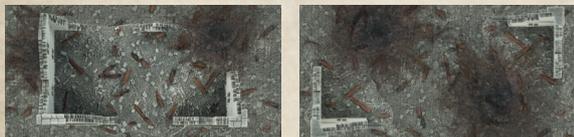
LARGE BUILDINGS

The Large Buildings introduced this month follow all the normal rules for buildings.



RUINS

Ruins are treated as Forests. Tanks that start their turn in Ruins lose the Fast ability for that turn. They may be deployed anywhere on the table, as long as they do not overlap another piece of terrain.



MONTH 3 PICK-UP GAMES

During this month players can choose to swap out a forest they would play for a Ruined or large building.

