

HIT THE BEACH

The attacker wins this mission by defeating the defender on their home ground.

Table Set Up

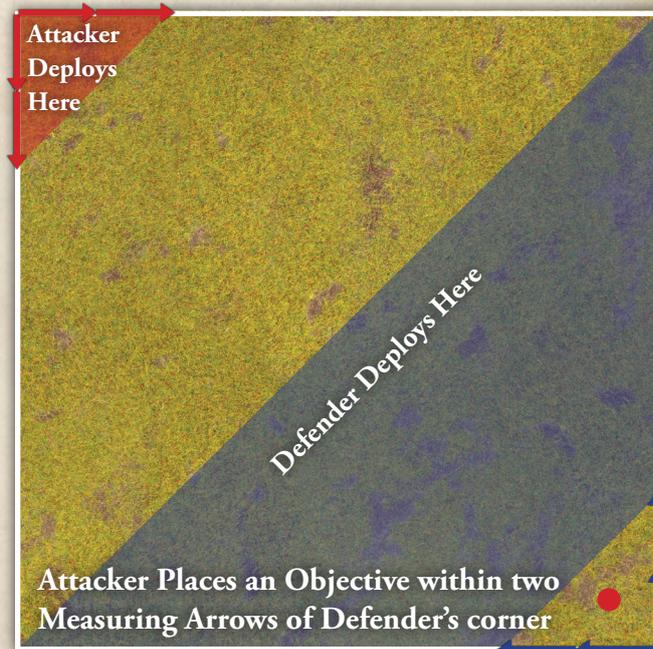
The Defender chooses a table corner before setting up terrain. After placing the terrain, the Attacker places one Objective token within two Measuring Arrows of the Defender's corner of the board.

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 eight then the Defender wins the game.



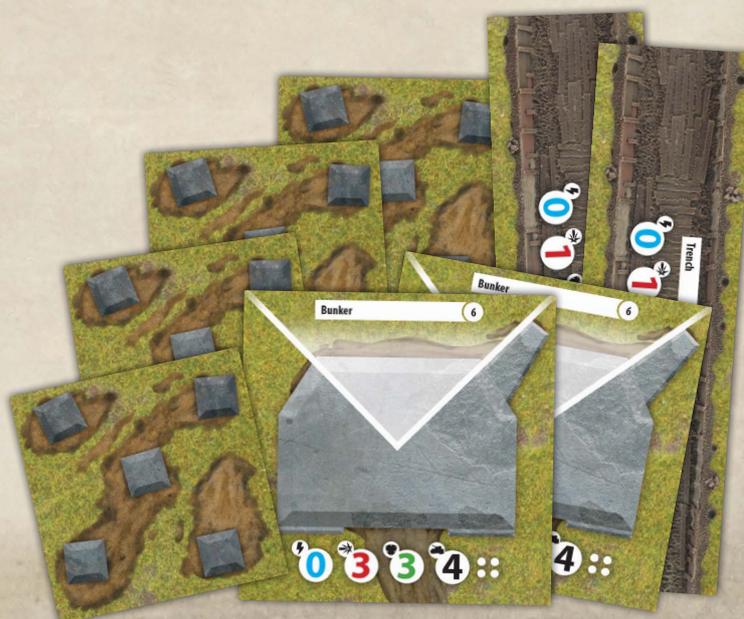
FORTIFICATIONS

This week the Defender can choose if they want to use Fortifications for any mission they play. If they do they must add four Fortifications to their list, which replace the buildings from the base terrain set when setting up terrain. They can add a mix of Trench-lines, Bunkers, and Anti-tank Traps. Trench-lines and Bunkers cost points and are added to the Defender's list in the same way as a tank. Anti-tank Traps can be added for free. Each type of Fortification is also subject to its own limit, as shown in the table below, which determines how many can be fielded. When setting up terrain for a mission where you are using Fortifications, the Attacker places both Forests and then the Defender deploys their fortifications.

Fortifications In Game

- Fortifications deploy like normal terrain except they may not be deployed within close range of the attacker's deployment area,
- Fortifications cannot move.
- Fortifications may not have Upgrade or Crew cards and are controlled by the defender.
- Fortifications fire at the end of initiative after all tanks have fired. Fortifications ignore the Shooting While Stationary rule. Bunkers may only fire at targets that are at least partially in their firing arc.
- Fortifications never suffer Critical Hits instead they convert all Critical Hits into normal Hits.
- When Shooting at Fortifications ignore the Side Shot and Close Range rules.
- During the Destroy Tanks Step of the Command Phase, flip over any Fortification that no longer has any damage left, discarding all damage markers.

Type of Fortifications	Limit	Point Cost
Anti-tank Traps	4	Free
Trench-line	2	2
Bunker	2	6



D-DAY GLOBAL CAMPAIGN: WEEK 1

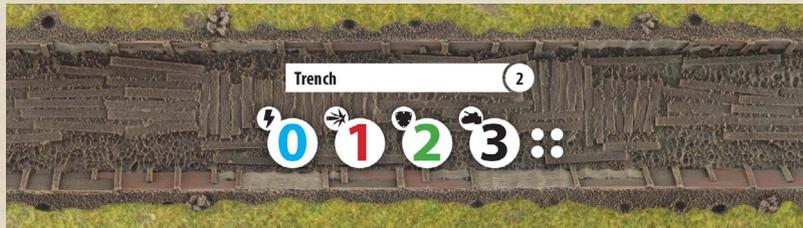
Bunker			
Initiative	Attack	Defense	Damage Capacity
0	3	3	4

Bunkers follow the building rules but can also shoot in the shooting phase. Bunkers have a 45° firing arc as indicated on their card. Bunkers cannot move. Bunkers may not have Upgrade or Crew cards. When destroyed, flip this bunker upside-down, it now follows the normal rules for buildings.



Trench-line			
Initiative	Attack	Defense	Damage Capacity
0	1	2	3

Trench-lines cannot move but can shoot in the shooting phase. Trench-lines may only shoot at a tank that is within one Measuring Arrow. Trench-lines may not have Upgrade or Crew cards. When destroyed flip this Trench-line upside down. Tanks can move and shoot over Trench-lines with no penalty and can only shoot at Trench-lines that are within one Measuring Arrow.



Anti-tank Traps
Tanks cannot move over Anti-tank Traps. Tanks being shot at through Anti-tank Traps count as being in cover. Anti-tank Traps cannot be destroyed.

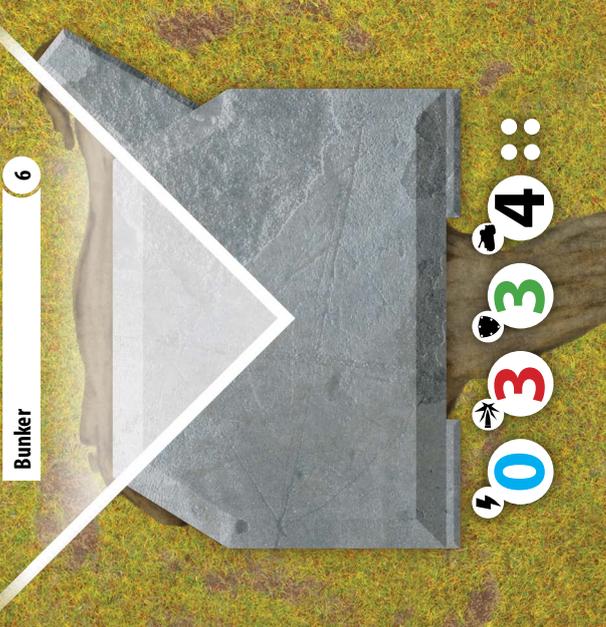


TANKS

FORTIFICATIONS

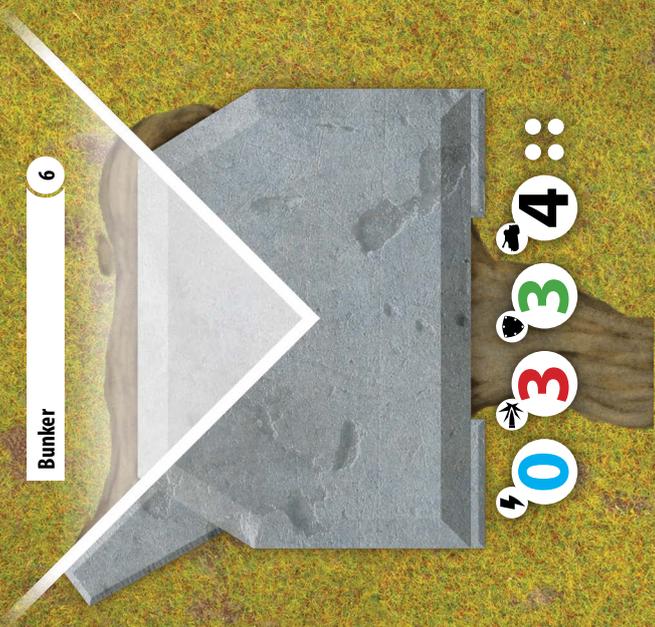
D-DAY GLOBAL CAMPAIGN: WEEK 1

Bunker 6



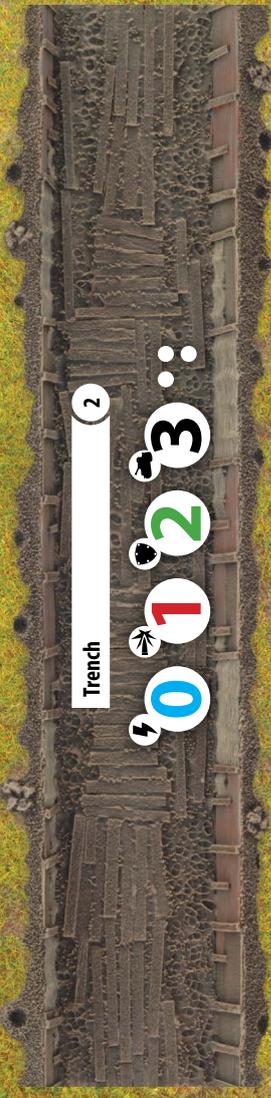
0 3 3 4 ::

Bunker 6



0 3 3 4 ::

Trench 2



0 1 2 3 ::

Trench 2



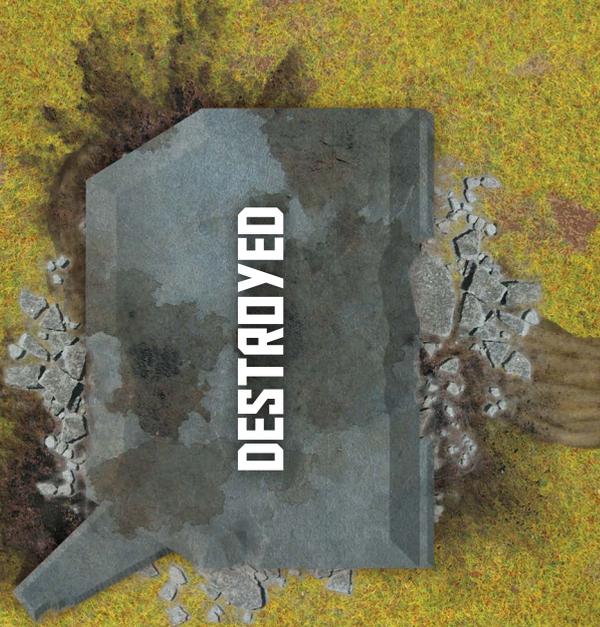
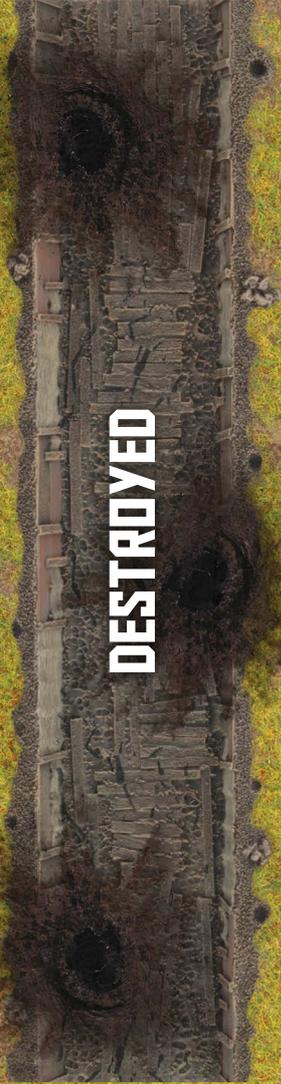
0 1 2 3 ::



D-DAY GLOBAL CAMPAIGN: WEEK 1

FORTIFICATIONS

TANKS



DEATH IN THE BOCAGE

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

Player place an Objective in the centre of the table before placing the terrain. Players replace the two forests and two of the buildings from the base terrain set with two to four Bocage fields and two Barns. The Allied player must deploy all of their tanks within two arrows of the Objective.

Random Deployment

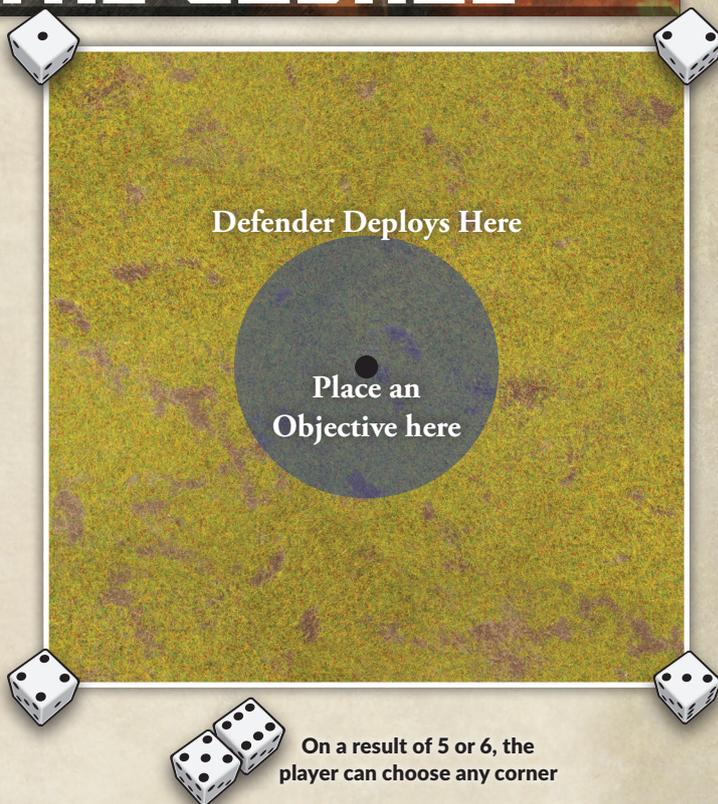
The Axis player deploys each Tank after the Allied player finishes deploying their Tanks, to do so they must roll a die for each Tank, deploying that Tank within an arrow of the indicated table corner. On a roll 5 or 6, the Unit may be deployed from any corner of their choice. If the a Tank cannot fit to deploy in the rolled corner, then re-roll until they deploy in a corner where they can fit.

Check for Victory

When checking for victory in the Command Phase, the Axis player gains one Victory Point if they have a tank within one Measuring Arrow of the centre of an Objective Token and the Allied player 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 eight then the Defender wins the game.



NORMANDY TERRAIN

Trading out Terrain

In any mission this week 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.

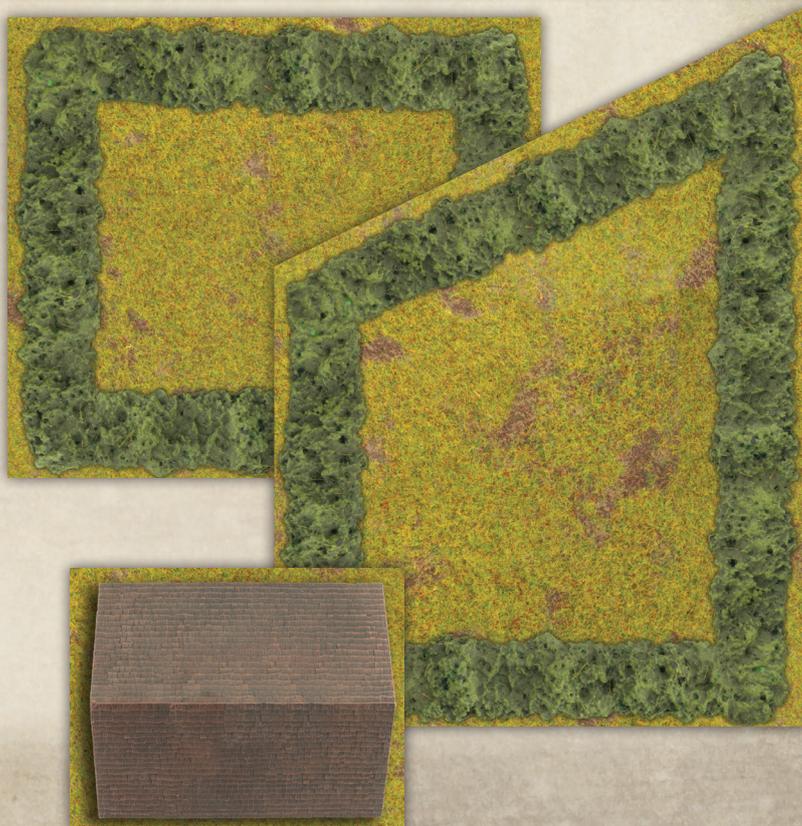
Any tank inside or touching the edge of a Bocage piece may shoot at any other tank inside or touching the edge of the same Bocage piece.

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.



SCRAP METAL

You win this mission either by destroying all of the enemy tanks, or by holding the centre objectives of the battlefield against all comers.

Table Set Up

Players may replace the two forests and two of the four buildings with four Bocage fields for this mission. After placing the terrain, starting with the Attacker, both player places an Objective on the centre line of the board at least one arrow away from the board edge and at least two arrows away from the other objective.

Place Minefields

After Objectives are placed, each player may place two minefield tokens on the table. Minefields can be placed anywhere except on-top of a building or within one Measuring Arrow of an objective or any deployment zone.

Check for Victory

When checking for victory in the Command Phase, a side 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 turn.

When one side scores **Three** Victory Points, that side wins the game.



BOCAGE AND MINEFIELDS

Trading out for Normandy Terrain

When playing other mission this week players may elect to trade out two forests for two Bocage pieces and if both players agree they may place 2 minefields each.

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.

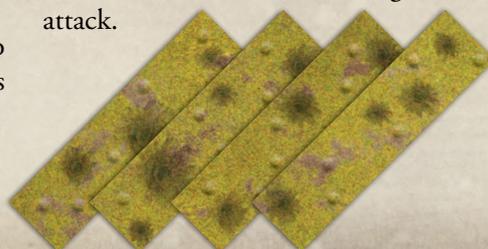
A Bocage piece provides cover to any tank that is inside it, even if it is touching the edge.

Using Minefields

If both players agree you may each bring up to two minefields that may be deployed after objectives and terrain is deployed. Minefields can be placed anywhere except on-top of a building or within one Measuring Arrow of an objective or any deployment zone.

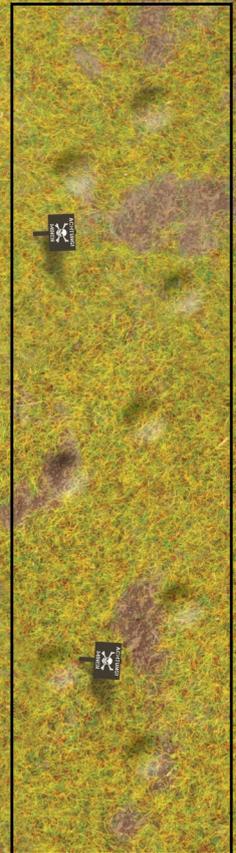
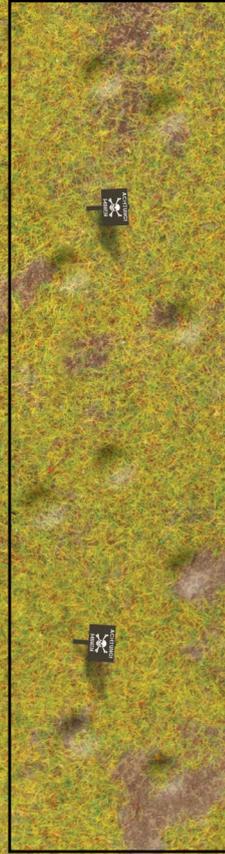
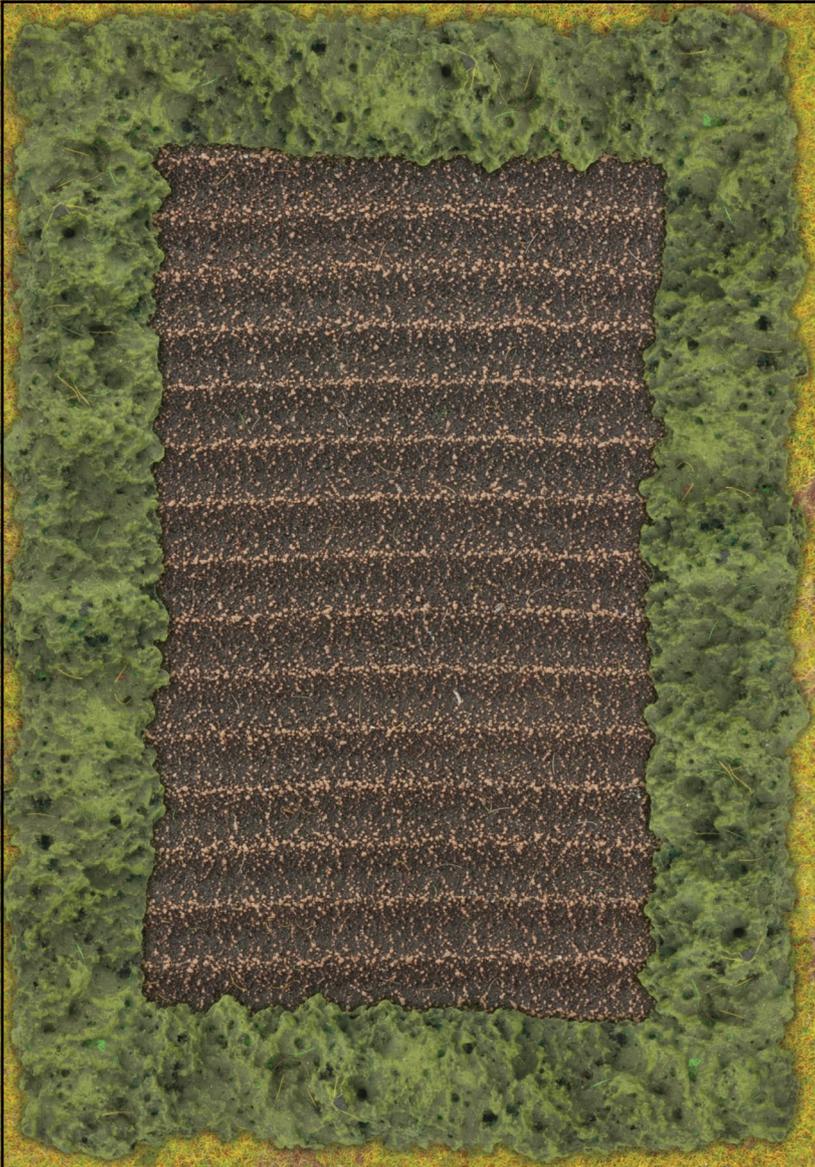
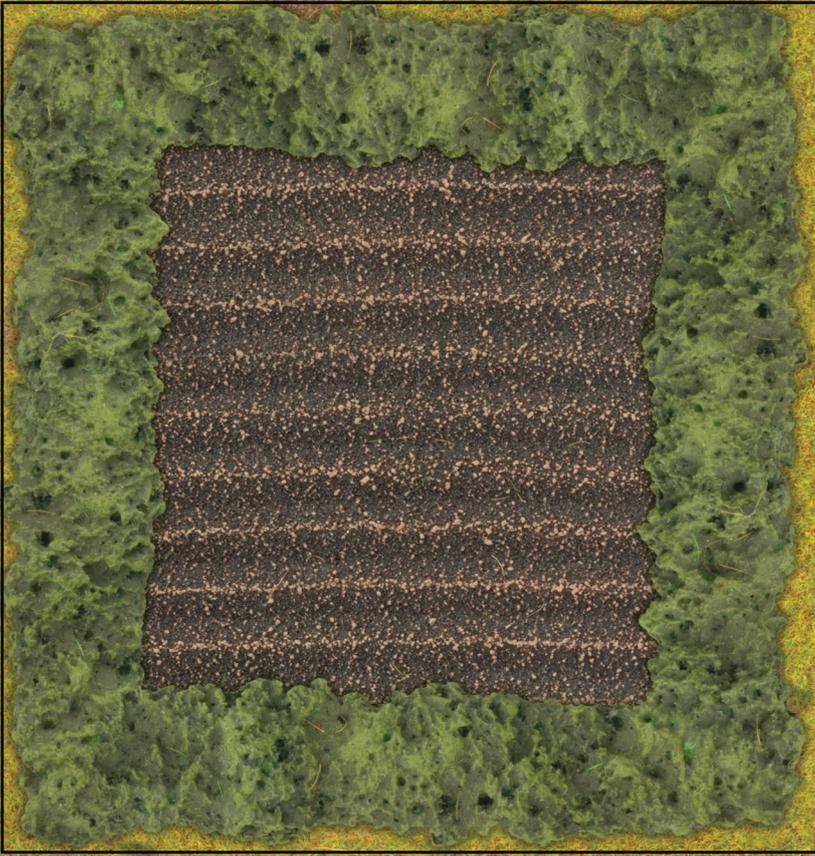
Minefield Tokens

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.

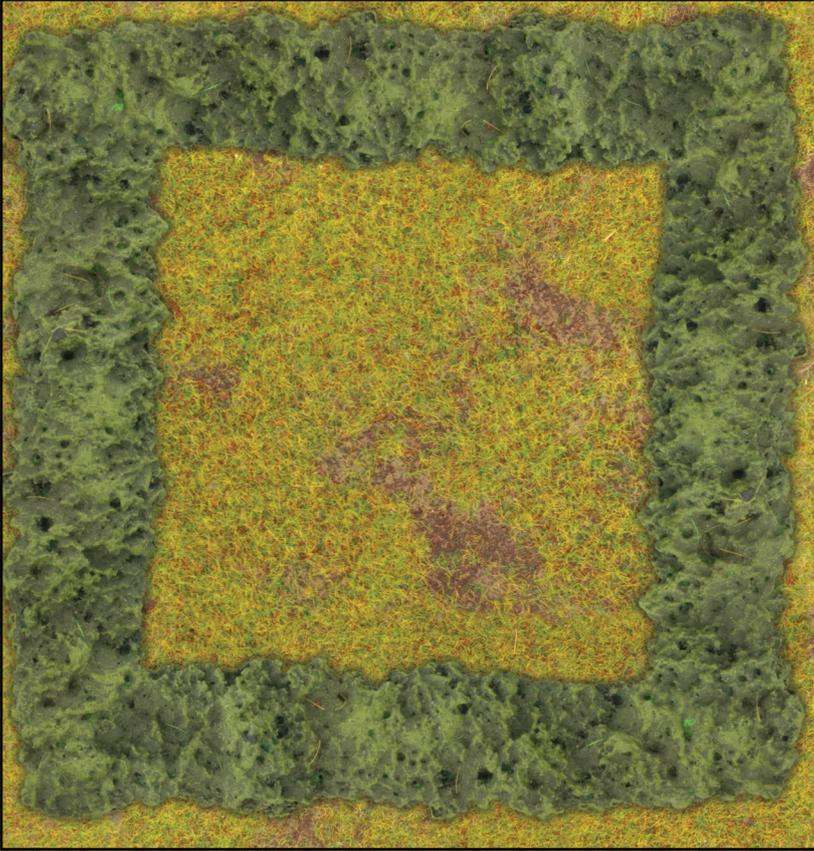
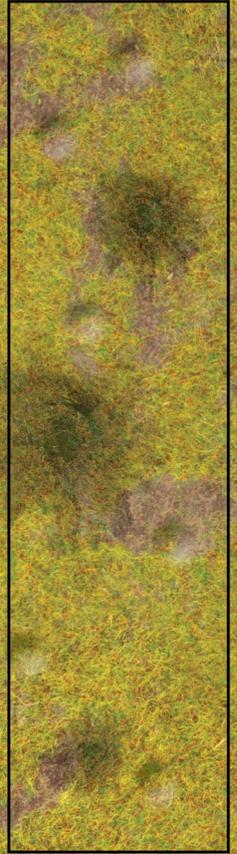
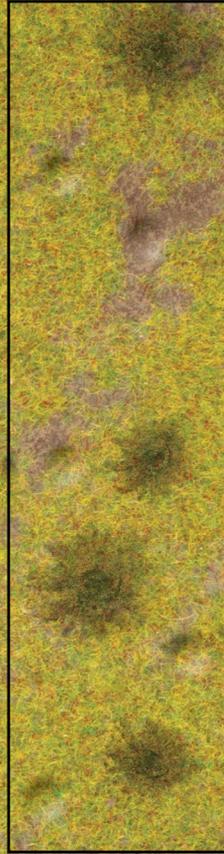
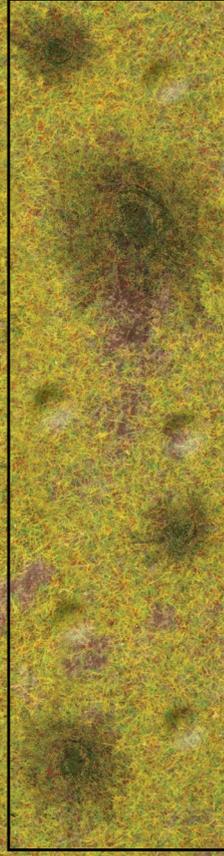
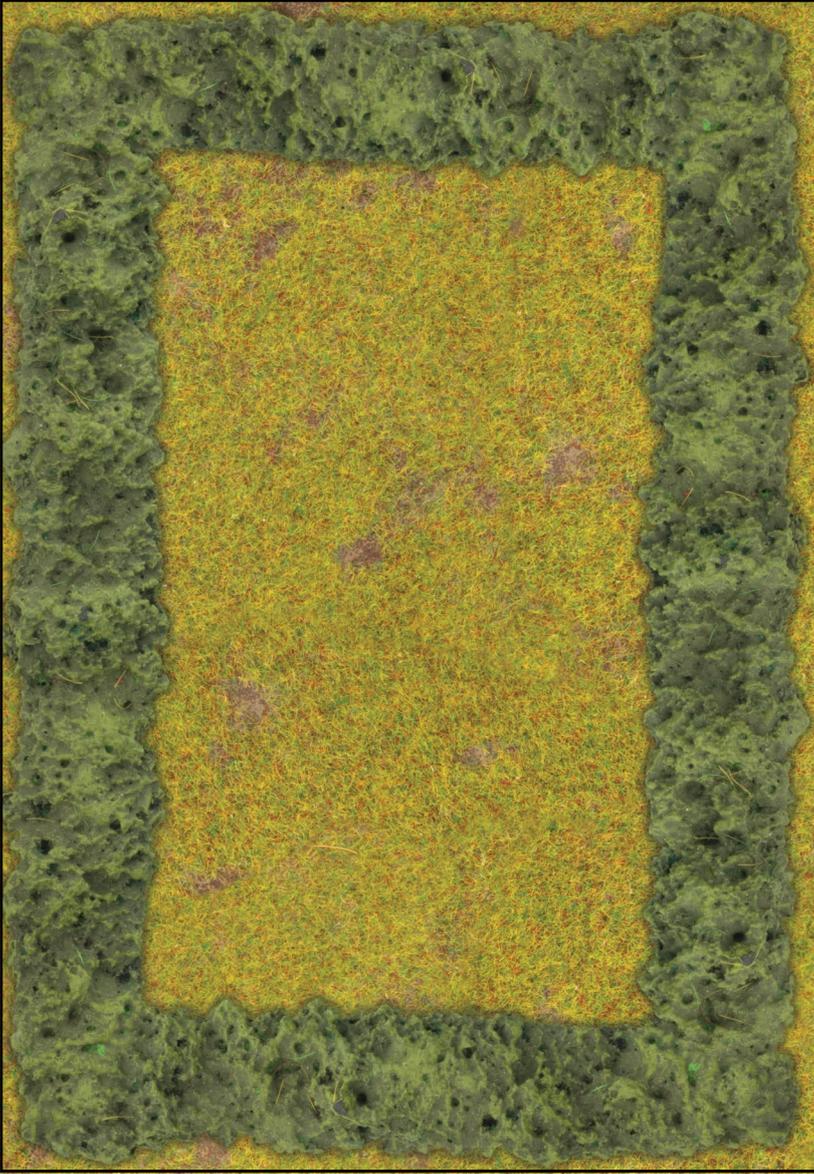


TANKS

SCRAP METAL



NORMANDY INVASION: WEEK 3



CORNERED

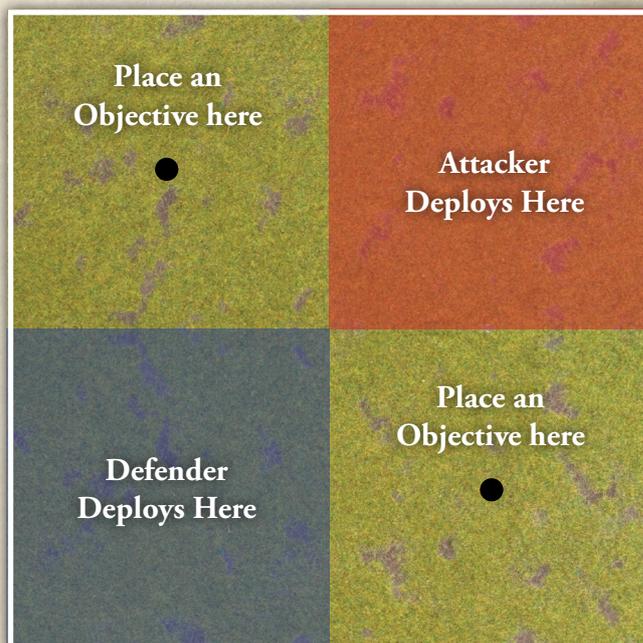
You win this mission either by destroying all of the enemy tanks, or by holding the objectives of the battlefield against all comers.

Table Set Up

Players may replace the two forests with two Bocage fields for this mission. After placing the terrain, starting with the Attacker, place two Objectives, one in the centre each of the non-deployment area squares as indicated in the map.

Place Minefields

After Objectives are placed, each player may place two minefield tokens on the table. Minefields can be placed anywhere except on-top of a building or within one Measuring Arrow of an objective or any deployment zone.



Check for Victory

When checking for victory in the Command Phase, a side 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 turn.

When one side scores **Three** Victory Points, that side wins the game.

BOCAGE AND MINEFIELDS

Trading out for Normandy Terrain

When playing other mission this week players may elect to trade out two forests for two Bocage pieces and if both players agree they may place 2 minefields each.

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.

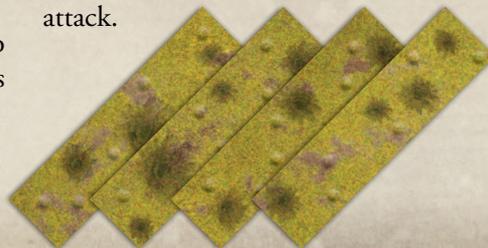
A Bocage piece provides cover to any tank that is inside it, even if it is touching the edge.

Using Minefields

If both players agree you may each bring up to two minefields that may be deployed after objectives and terrain is deployed. Minefields can be placed anywhere except on-top of a building or within one Measuring Arrow of an objective or any deployment zone.

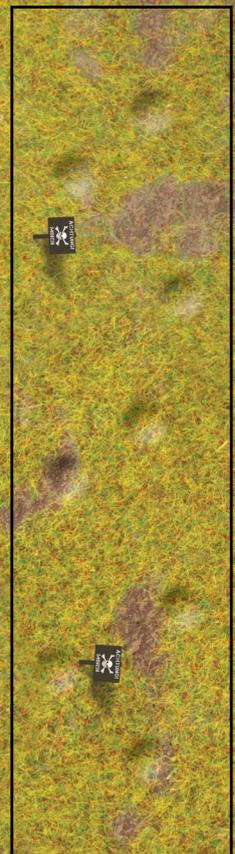
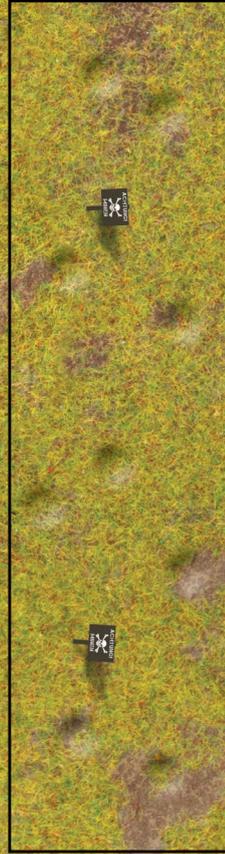
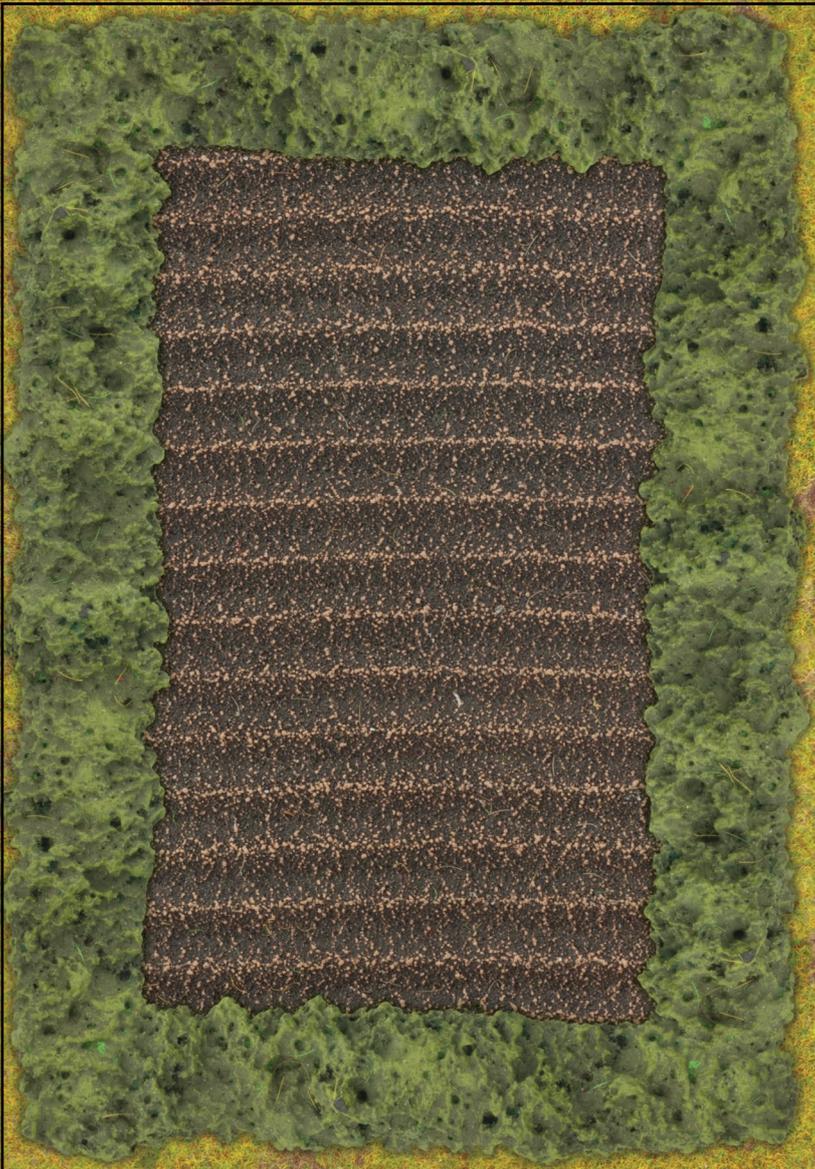
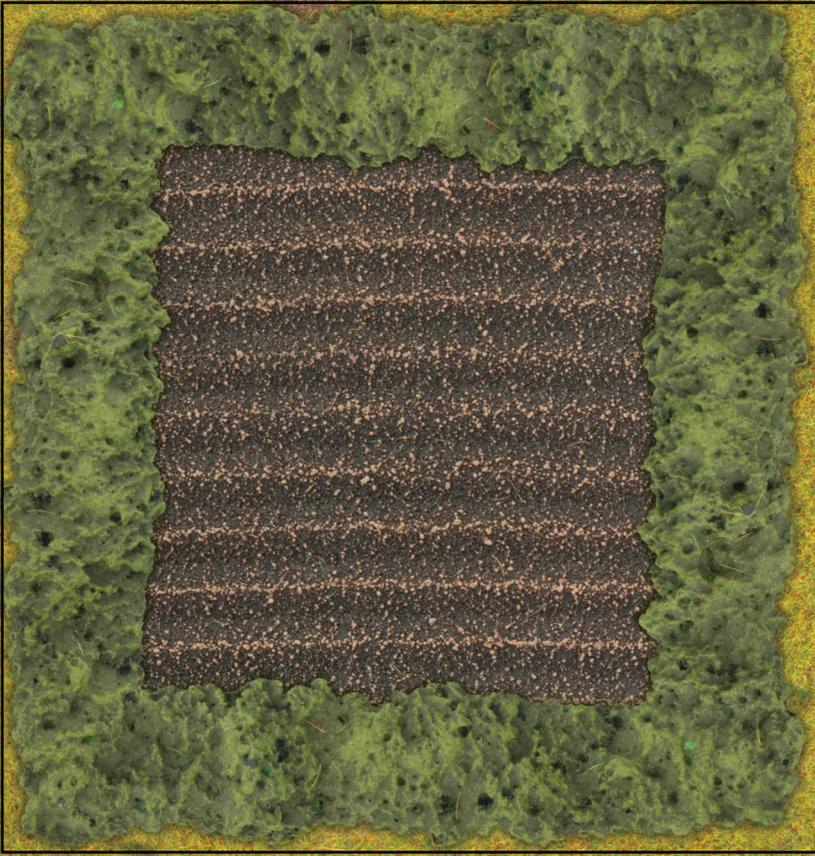
Minefield Tokens

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.

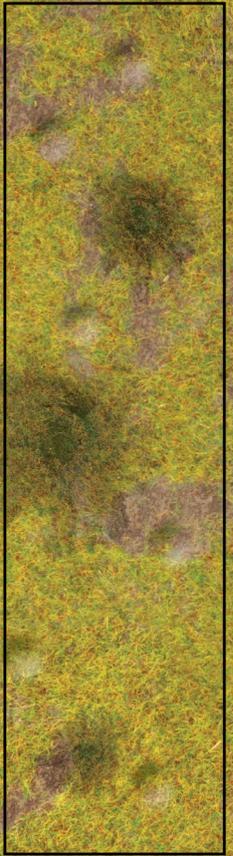
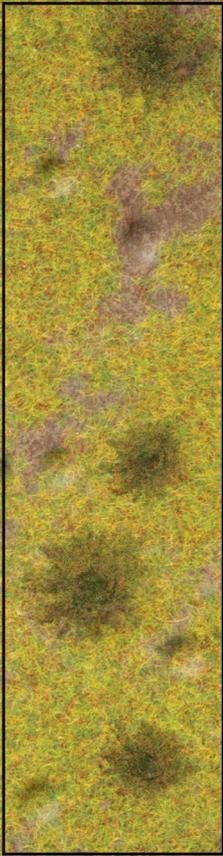
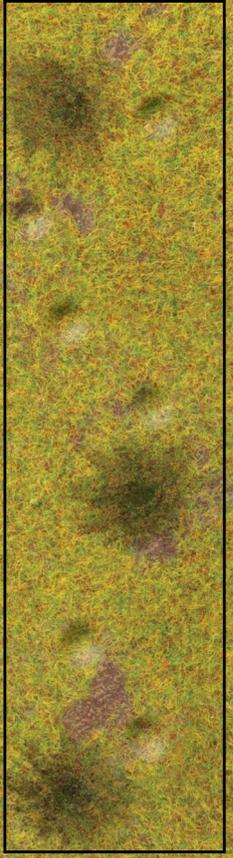
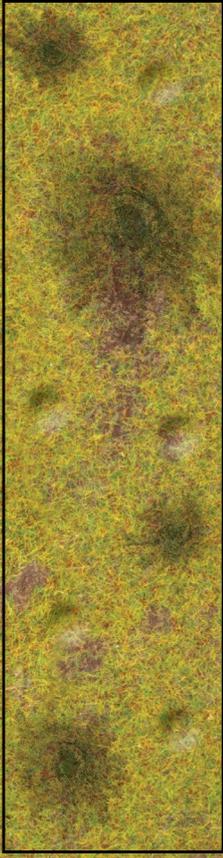
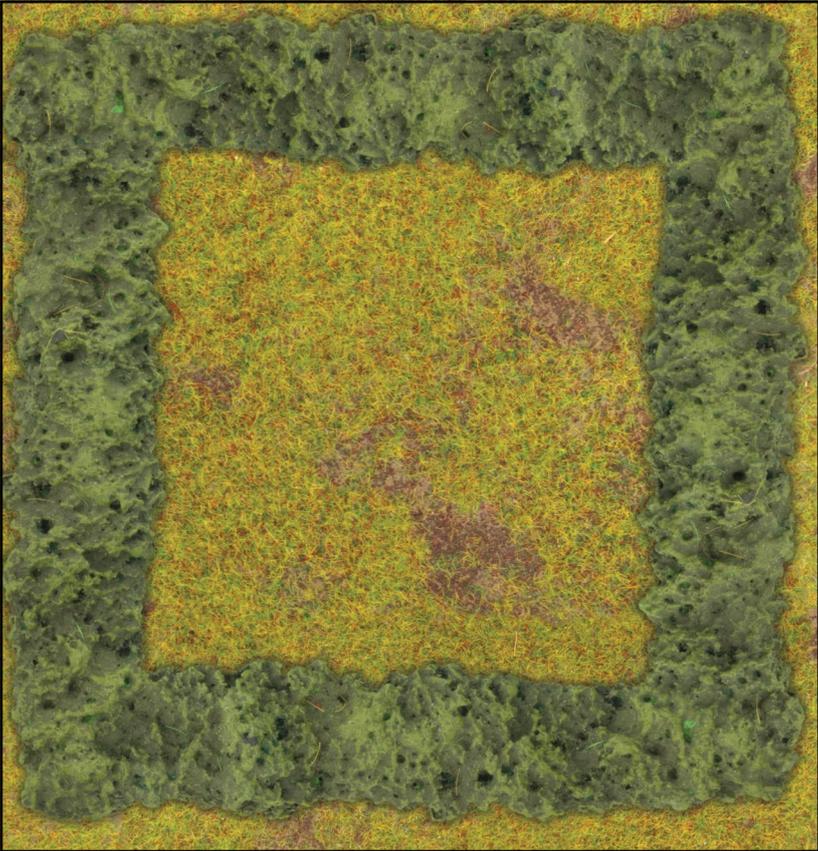
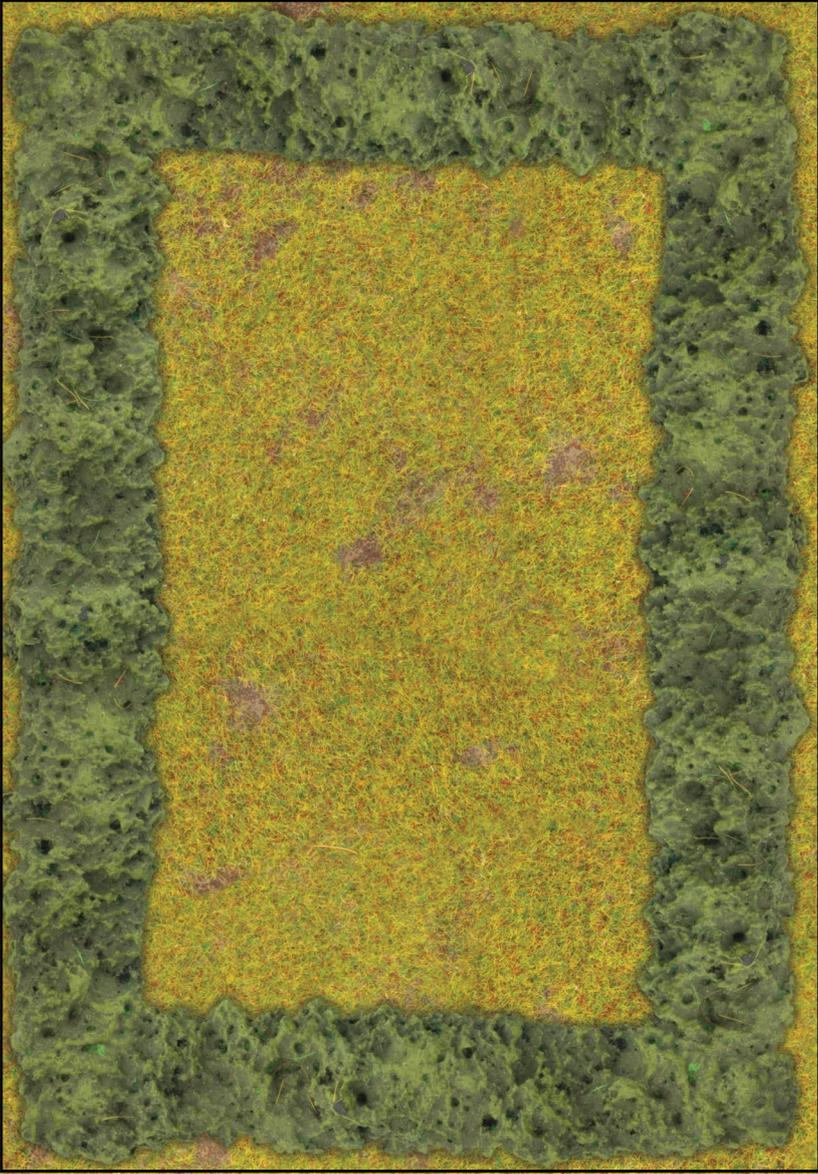


TANKS

CORNERED



GLOBAL ONLINE CAMPAIGN: WEEK 4



TANKS
CORNERED

SEIZE THE BRIDGE

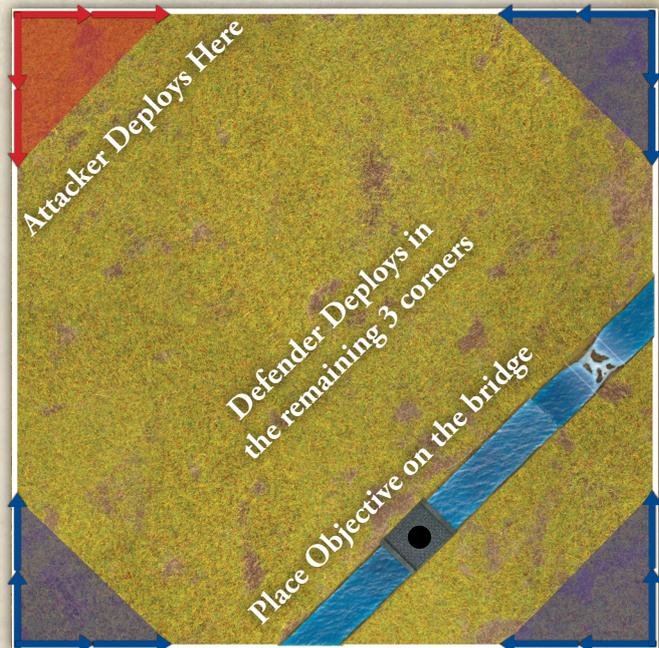
The Attacker wins this mission by defeating the Defender on their home ground.

Table Set Up

Before setting up terrain decide who is the Attacker and who is the Defender. The Attacker then picks a diagonal corner to deploy in. Place the River on the opposite corner with the Bridge on the left as shown on the map. Deploy terrain following the normal rules except that no terrain piece can be placed on the River. The Attacker deploys up to two arrows deep in their corner with the defender doing the same in the remaining three corners. Finally the Defender Places an objective token on the bridge.

Check for Victory

When checking for victory in the Command Phase, the Attacker wins the game if they have a tank within one Measuring Arrow of the centre of the Objective Token and the Defender does not. The Defender Wins the game after turn five if the attacker does not have a single tank within an arrow of the objective.



RIVER TERRAIN

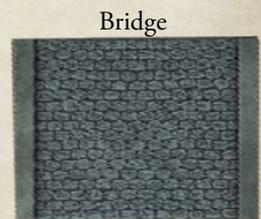
This week players may choose to add a River to their pickup games and may combine two River sets to add a large River to their games. Rivers should have at least 2 crossing points and the players should also agree on where the bridges and fords are to be placed. A River is placed before any normal terrain and must stretch from one table edge to another. Terrain may be placed within an arrow of a River but may never be placed on a River.

Rivers

Rivers cannot be moved through and are impassable terrain.

Bridge

Any tank can move across a Bridge. Bridges may be placed on a River to allow tanks to cross it at that spot. Non-River terrain cannot be placed within an arrow of a Bridge.



Fords

A tank can also move onto or across a ford, but any tank that does so may only move a total of one arrow that turn. A ford's edges are indicated by the white lines on the River piece and anything outside the lines is impassable. Destroyed Bridges are treated as Fords.



Destroyed Tanks near Bridges and Fords

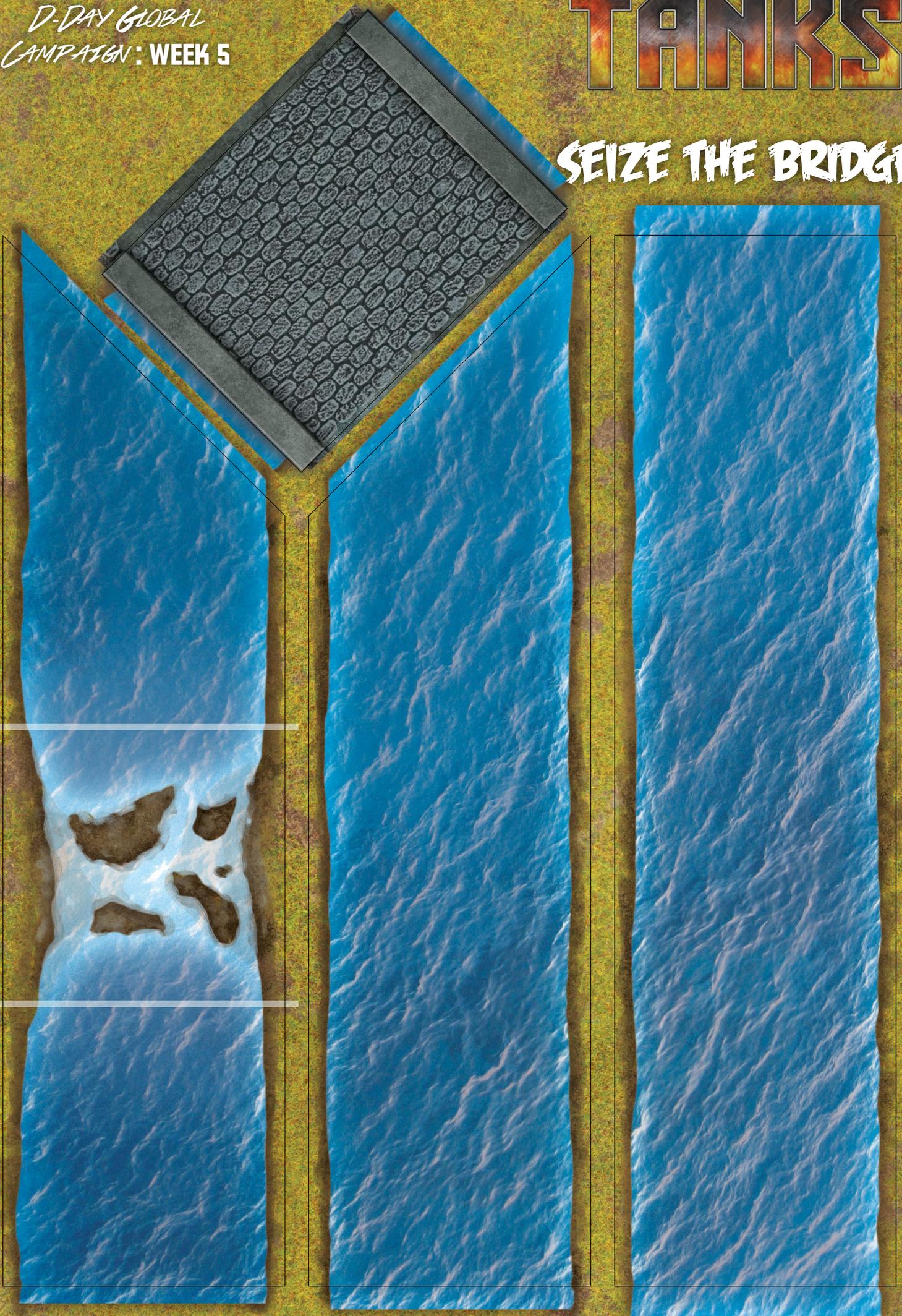
Any tank destroyed on or within one Measuring Arrow of any bridge or ford are removed from the table instead of becoming impassable terrain.

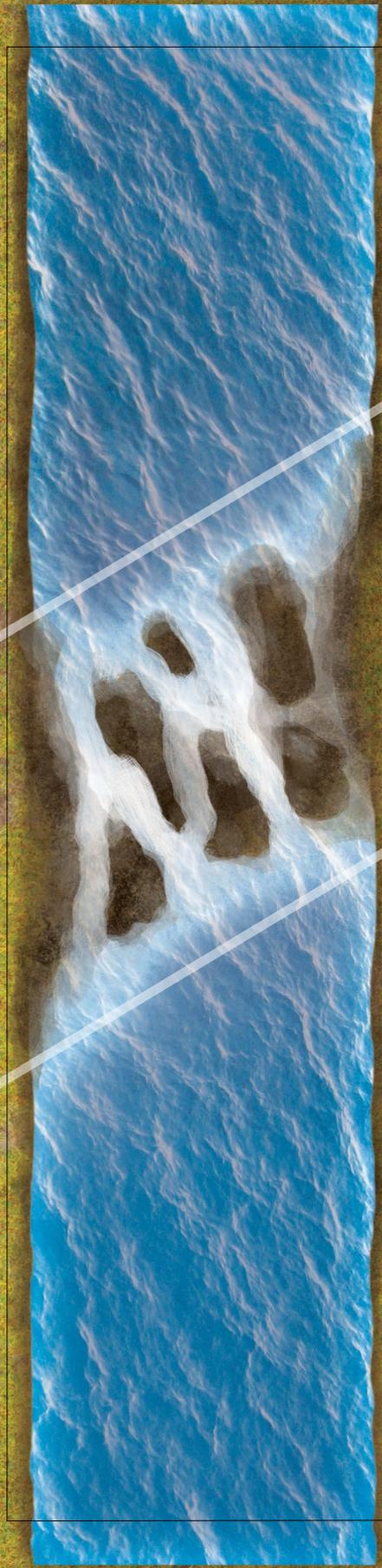


D-DAY GLOBAL
CAMPAIGN: WEEK 5

TANKS

SEIZE THE BRIDGE





SEIZE THE BRIDGE

TANKS

*D-DAY GLOBAL
CAMPAIGN: WEEK 5*

BATTLE FOR THE SEINE RIVER

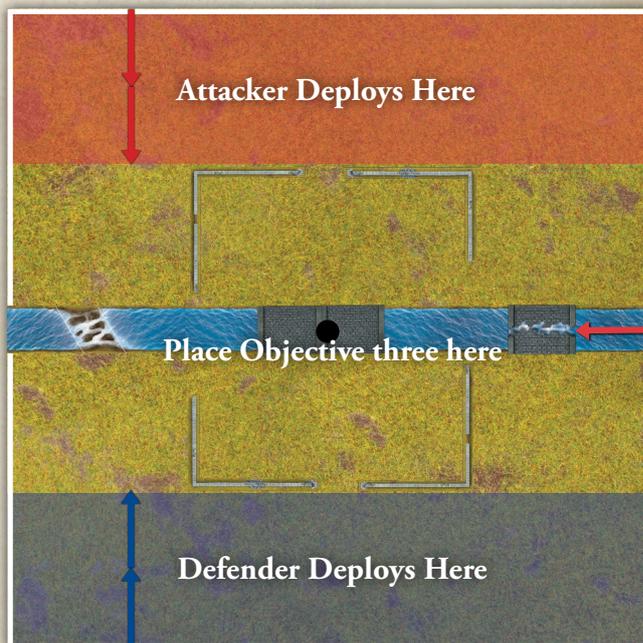
Table Set Up

Set up the River and Walls as shown on the map. Each player may place a forest, using normal terrain deployment rules. You may place terrain within an arrow of a Wall or River, but you may not place terrain on top of a Wall or River. After placing the terrain, place the Objective marker on the bridge in the center of the board. Players deploy up to two arrows deep in their table halves following the normal Deployment rules.

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 turn.

When you score **three** Victory Points, you win the game. If you run out of time, the player that has the most Victory Points at that time wins the game. In the case of a tie, the player that Destroyed the most wins.



RIVER TERRAIN

This week players may exchange one forest for a set of two Stone Walls. Stone Walls may be deployed within an arrow of each other and other terrain may be placed within an arrow of a stone Wall, so long as no terrain is overlapping.

Walls

Tanks gain cover when shot at through a stone Wall, unless the shooting tank is touching the Wall.

A tank may also move across a Wall, but a tank that does so can move a maximum of two arrows that turn.

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

Rivers

Rivers cannot be moved through and are impassable terrain.

Bridge

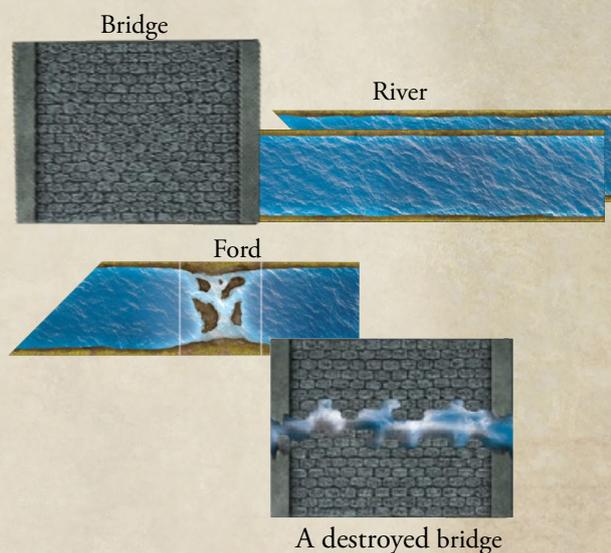
Any tank can move across a Bridge. Bridges may be placed on a River to allow tanks to cross it at that spot. Non-River terrain cannot be placed within an arrow of a Bridge.

Fords and Destroyed Bridges

A tank can also move onto or across a ford, but any tank that does so may only move a total of one arrow that turn. A ford's edges are indicated by the white lines on the River piece and anything outside the lines is impassable. Destroyed Bridges are treated as Fords.

Destroyed Tanks near Bridges and Fords

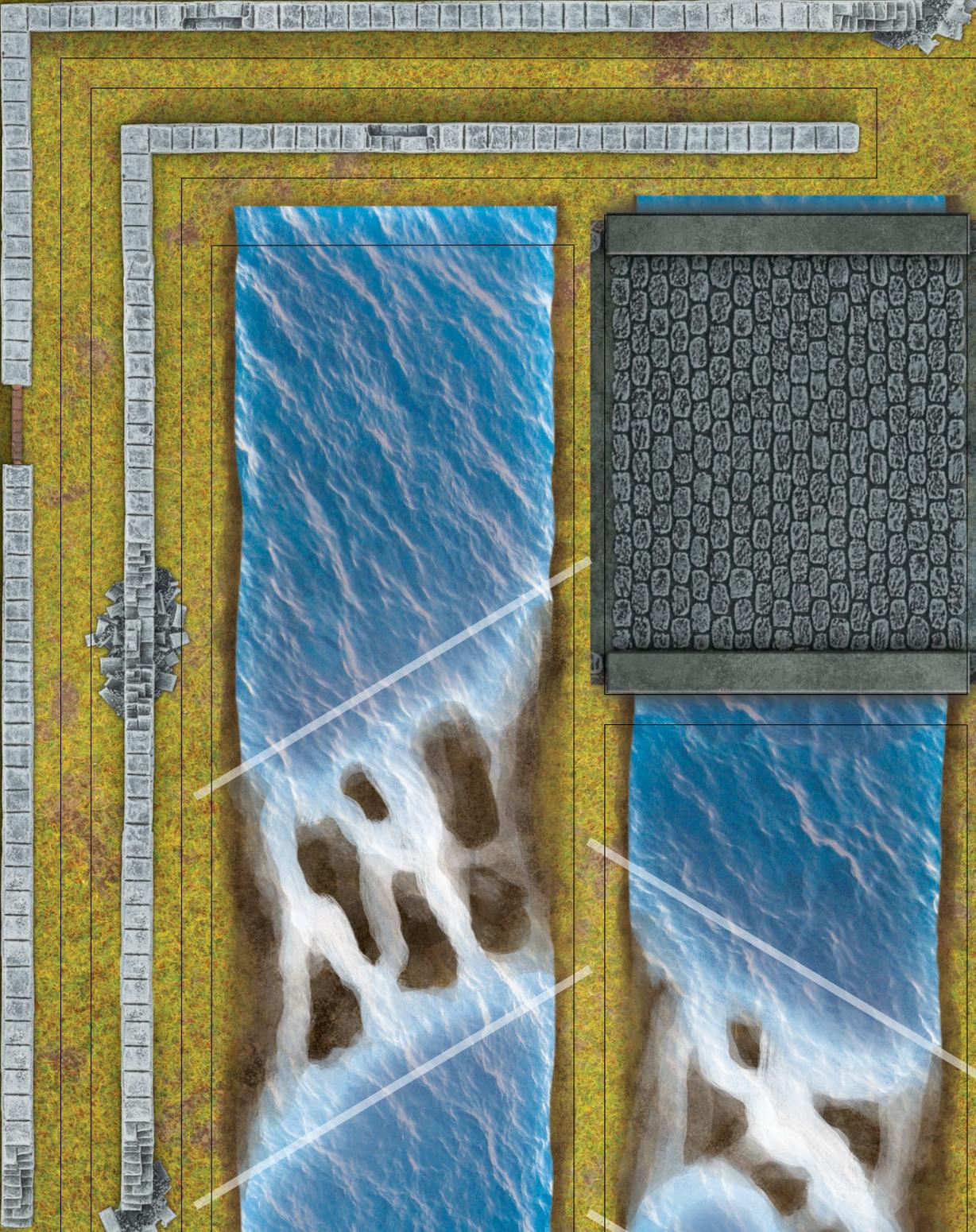
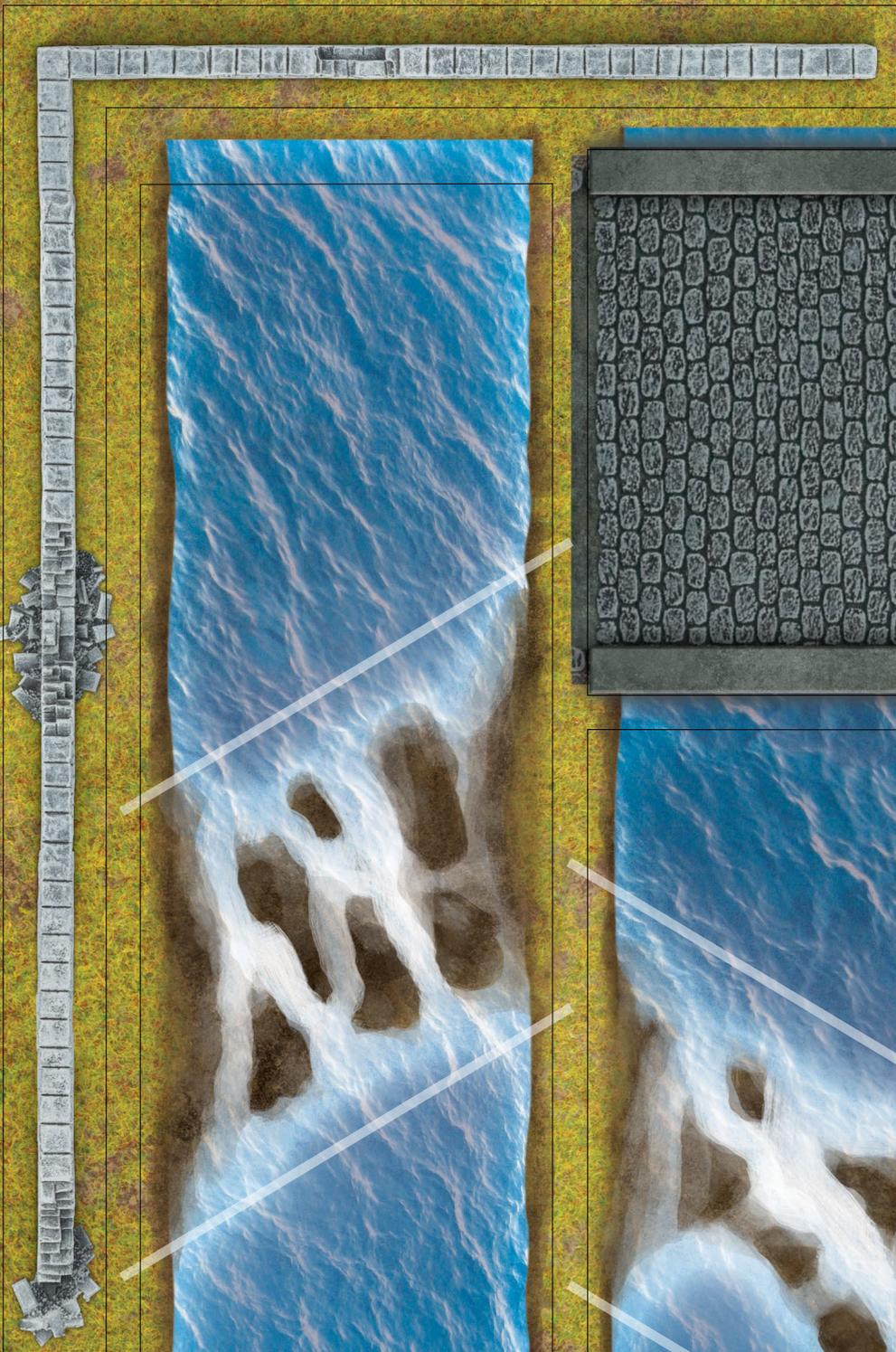
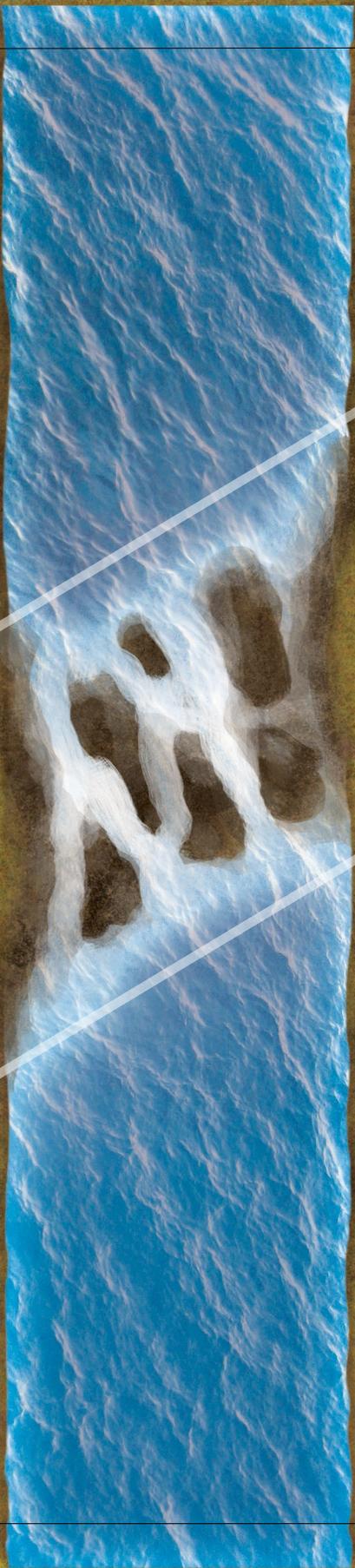
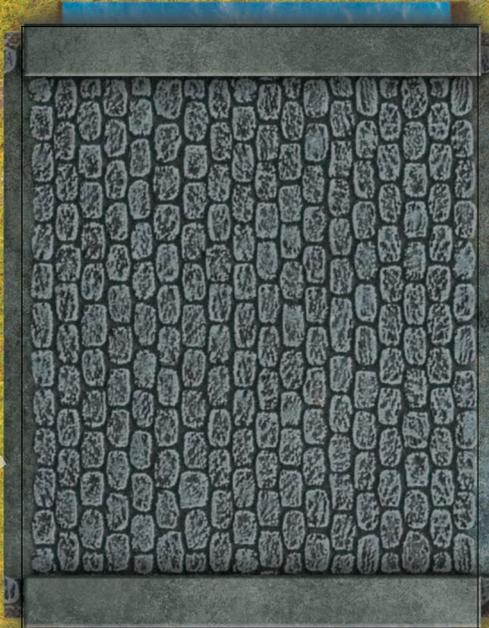
Any tank destroyed on or within one Measuring Arrow of any bridge or ford are removed from the table instead of becoming impassable terrain.



TANKS

BATTLE FOR THE SEINE RIVER

D-DAY GLOBAL CAMPAIGN: WEEK 6



D-DAY GLOBAL CAMPAIGN: WEEK 6

BATTLE FOR THE SEINE RIVER

TANKS

