

# HIT THE BEACH

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

## Table Set Up

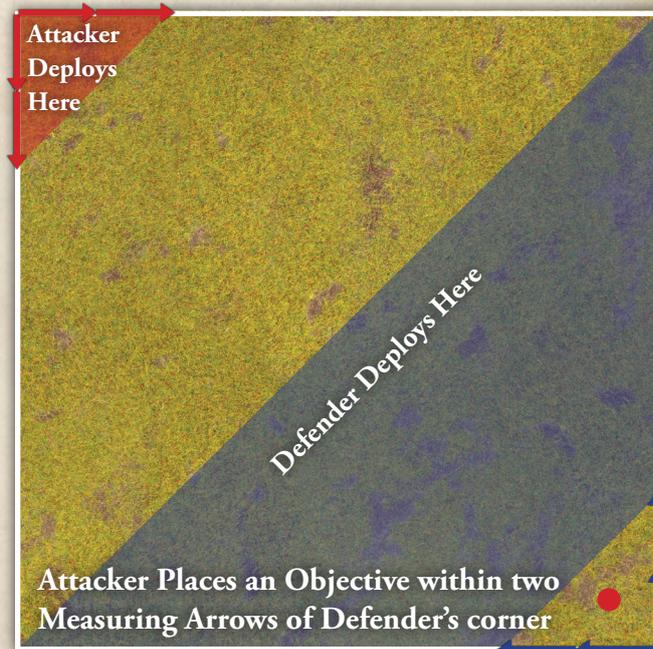
The Defender chooses a table corner before setting up terrain. After placing the terrain, the Attacker places one Objective token within two Measuring Arrows of the Defender's corner of the board.

## 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.



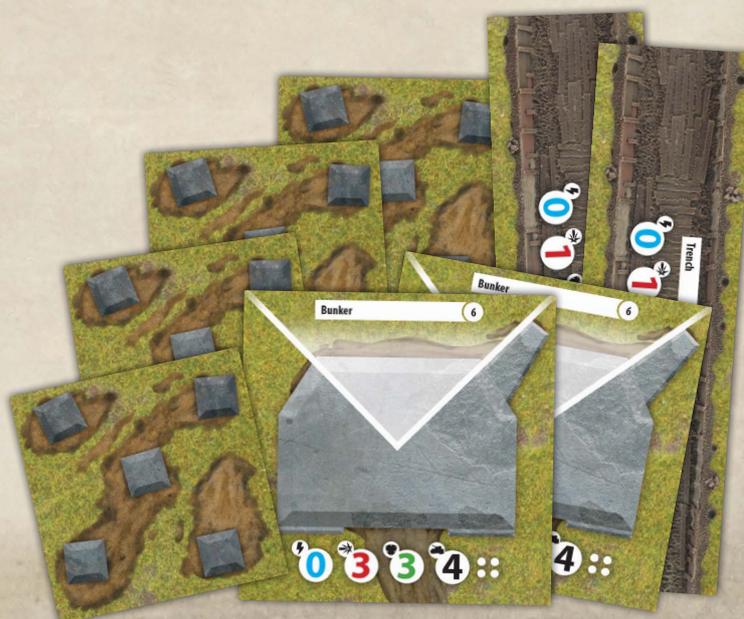
# FORTIFICATIONS

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

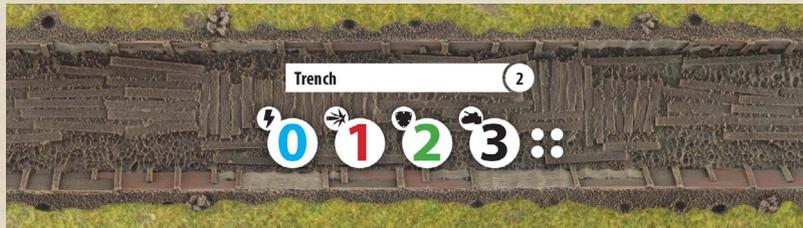
Bunker			
Initiative	Attack	Defense	Damage Capacity
0	3	3	4

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.

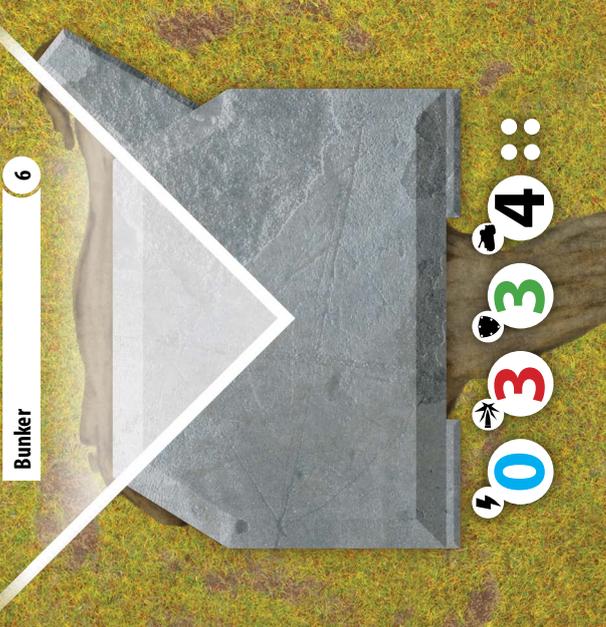


# TANKS

## FORTIFICATIONS

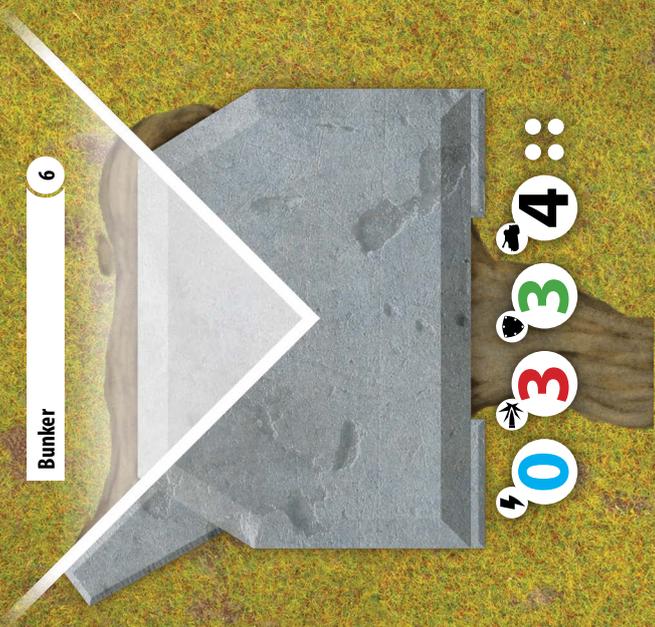
D-DAY GLOBAL CAMPAIGN: WEEK 1

**Bunker** 6



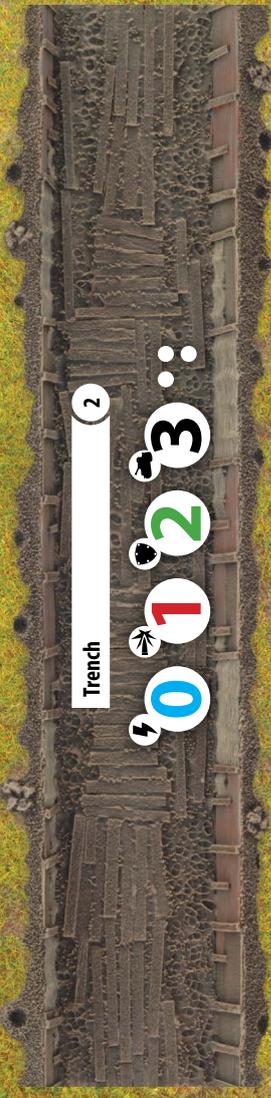
0 3 3 4 ::

**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

