

SEIZE THE BRIDGE

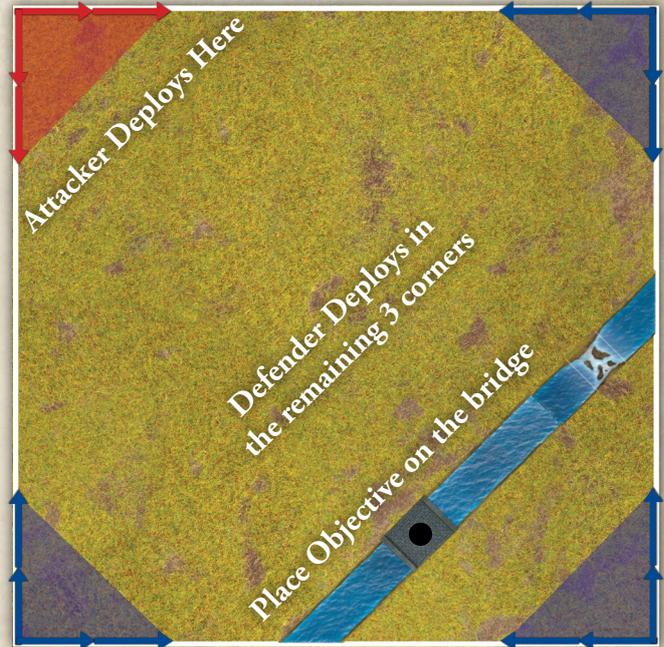
The Attacker wins this mission by defeating the Defender on their home ground.

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

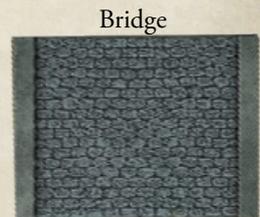
This week players may choose to add a River to their pickup games and may combine two River sets to add a large River to their games. Rivers should have at least 2 crossing points and the players should also agree on where the bridges and fords are to be placed. A River is placed before any normal terrain 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.

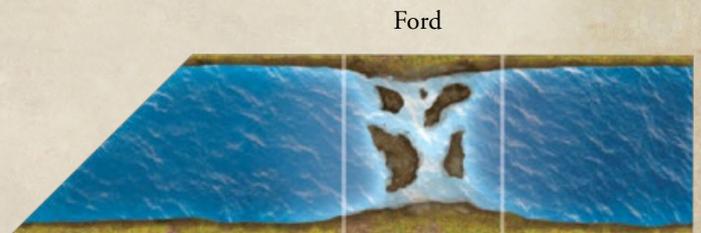
Bridge

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.



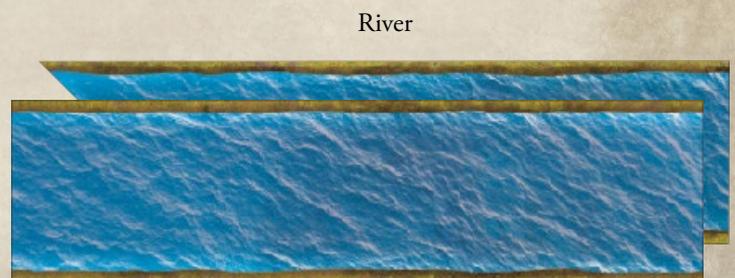
Fords

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

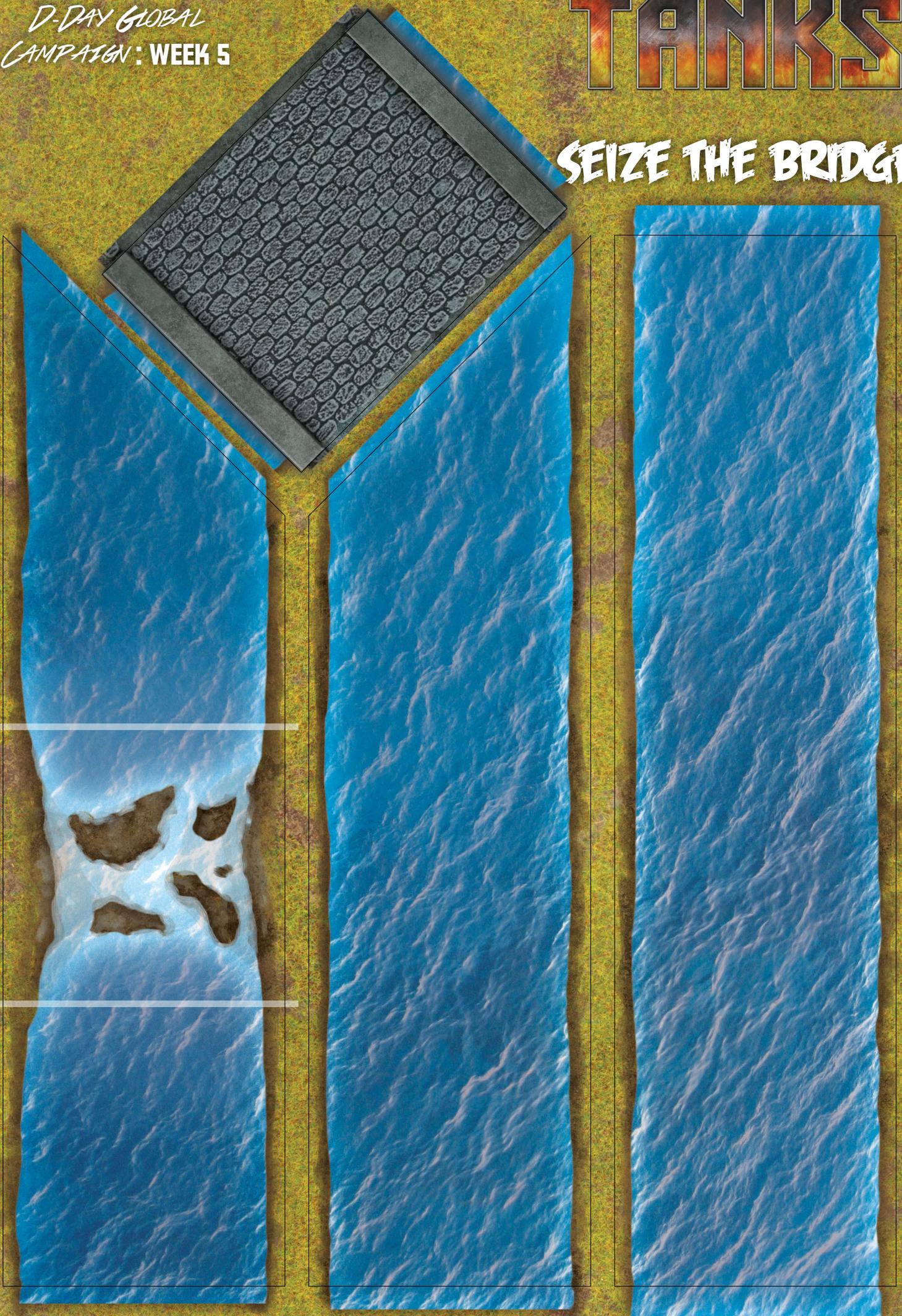
Any tank destroyed on or within one Measuring Arrow of any bridge or ford are removed from the table instead of becoming impassable terrain.

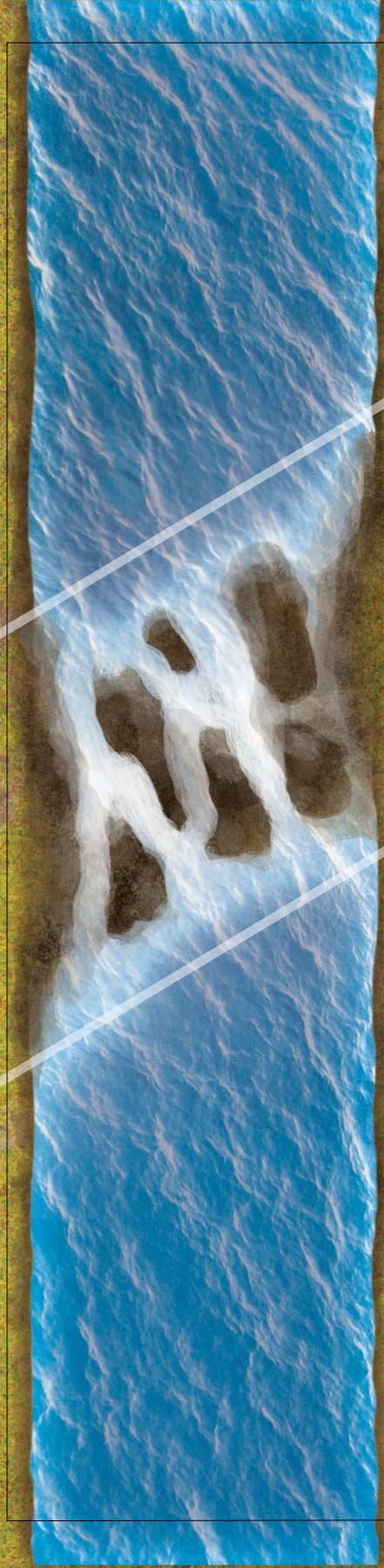


D-DAY GLOBAL
CAMPAIGN: WEEK 5

TANKS

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