TANK INVADERS

Borgwards and StuGs Spawn in the center of a Zone.

Zone 1 Zone 2 Zone 3

24"/60cm

4"/10cm 4"/10cm

Road Objective Objective Objective
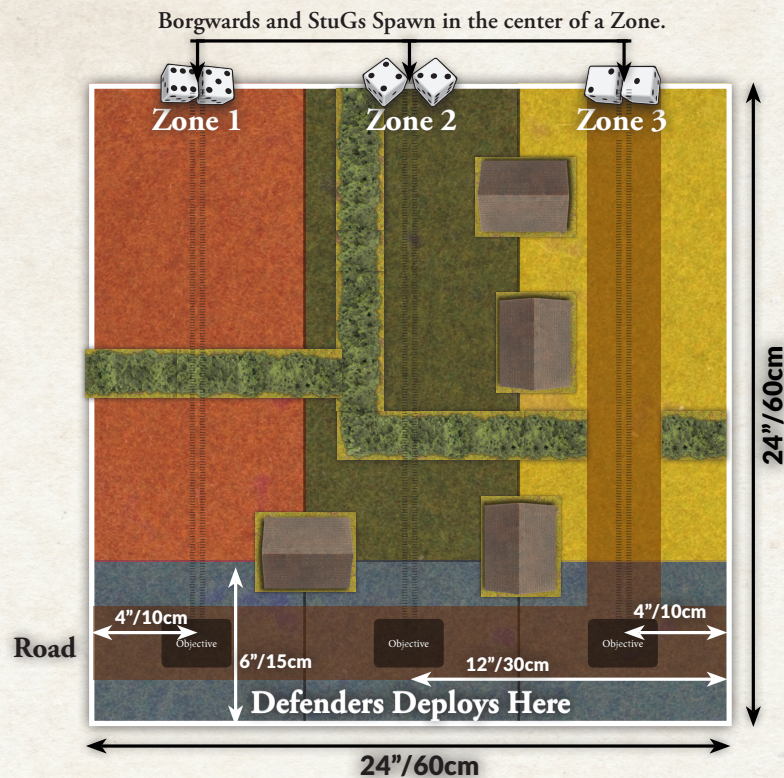
6"/15cm 12"/30cm

Defenders Deploys Here

24"/60cm

Your tank platoon is defending a key stretch of road that links up the main fighting force with our supply base. Any disruption to this road could delay much needed supplies and reinforcements.

Intelligence has gotten word that the Germans have sent over engineering tanks with remote bombs to destroy key checkpoints on the road, we are sending reinforcements but you will have to hold your own until they arrive.

MISSION SIZE

1-3 Players, defending together to fight off the automated attacker's wave attacks.

SPECIAL RULES

- Personal Tank (Defender)
- Automated German (Attacker)
- Workshop (Defender)
- Defended Position (Defender)
- Repair (Defender)

SETTING UP

1. Places the three Objectives on the Road as indicated on the map.
2. Spawn a strength three Borgward swarm, in the center of each zone.

DEPLOYMENT

1. In a three player game, skip this step. In a two player game, the Defenders chooses one Objective to become a Defended Position. In a one player game the Defender chooses two Objectives to be Defended Positions.
2. The Defending players nominate a single Objective that is not a Defended Position to be a Repair Shop Objective.
3. Each Defender places their tank in the Deployment Zone.

WHO GOES FIRST

The Defender has the first turn.

WINNING THE GAME

- The Attacker wins if they destroy two or more Objectives.
- The Defender wins if they start a turn on or after the eighth turn with two or more intact Objectives.

AUTOMATED GERMANS

Each German turn consists of three steps followed in order, Deploy, Move, and Attack.

Step 1: Deploy

At the start of the German turn, choose a player to roll a die to see how many Bogward Swarms appear on the table.

Then, roll another die for each swarm appearing to see what zone they appear in. Finally, roll a die for each swarm to see what it consists off.

1: one Borgward

2 - 4: two Borgwards

5: three Borgwards

6: a Stug G apears

Step 2: Movement

Each Borgward moves as fast as it can towards the Objective in its Zone. If the Objective in their current zone is destroyed, then it moves towards the next closest Objective, players choice if there are two equidistant objectives.

A Stug G tank that has a target that it can shoot at, will remain stationary. Otherwise it will move into a position where it can shoot this turn. If it cannot, it will move towards the nearest enemy tank.

Step 3: Shooting

Stug G tanks will fire on the closest enemy tank it can shoot at. If there are two tanks that are equidistant, then players roll randomly to determine which tank is fired on. If it has no targets, it will make a 4"/10cm move towards the nearest enemy tank instead.

Step 3: Assault

In the Assault Step, a Demolition that is within 4"/10cm of an objective moves up to 4"/10cm as if it was Charging into Contact with the Objective. The defending tanks and Defensive Positions conduct Defensive Fire (whether or not the Borgward carrier moved) as if it was launching an Assault. The Borgward carrier ignores Bailed Out results.

If the Borgward carrier is not Destroyed, it then attacks with its Demolitions weapon.

BORGWARD

In this game Borgward Demo Carriers always count as being controlled by a StuG control tank.
wThe Demolitions' Artillery Bombardment is automatically Ranged In and automatically Hits all Teams under the Template. Remove the Borgward carrier from play after resolving this Bombardment.

Mobile Bombs

If a Borgward demolition carrier is Destroyed by enemy fire, before removing it from play, roll a die. On a roll of 1 or 2, it immediately attacks with its Demolitions weapon.

STUG (LATE)
ASSAULT GUN PLATOON

• TANK UNIT • BAZOOKA SKIRTS •
• STORMTROOPERS •

MOTIVATION	
FEARLESS	3+
SP Gun Counterattack	5+

SKILL	
VETERAN	3+
SP Gun Assault	4+

IS HIT ON CAREFUL 4+

ARMOUR		
FRONT		7
SIDE & REAR		3
TOP		1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	4+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
StuG (late 7.5cm)	32"/80cm	2	1	11	3+	Forward Firing
StuH (10.5cm)	24"/60cm	1	1	10	2+	Brutal, Forward Firing, HEAT, Slow Firing, Smoke
StuG (MG)	16"/40cm	3	2	2	6	

PERSONAL TANK

Each player brings any one tank to the game. These tanks ignore Last Stand tests for the game.

DEFENSIVE POSITION

In a one or two player game, you will have less tanks to defend your objectives, in these games you will be able to upgrade Objectives to Defensive Positions to help make up for the missing tank. In a one player game you may choose two Objectives to become Defensive Positions. In a two player game you may choose one Objectives to become Defensive Positions.

Defended Positions will fire on the first Borgward that enters into its line of sight each turn. This attack has no range limits, they have RoF 2, Anti-Tank 10 and Fire-power 3+.

WORKSHOP

Workshop Objective let a tank re-spawn if it was Destroyed. At the start of the Defender turn, if one or more defender's tanks are destroyed, place the Destroyed tanks within 4"/10cm of the Workshop Objective. If this Objective is destroyed, then tanks cannot re-spawn.

VICTORY POINTS

At the end of the Attacker's eighth turn count the number of Objectives Destroyed:

• The Defenders win if they have lost 0-1 Objectives

• The Defenders lose if they have lost 2 or more Objectives.

BORGWARD
DEMOLITION CARRIERS

• TANK UNIT • CONTROL TANK •
• DEMOLITIONS ATTACHMENT •

MOTIVATION	
RELUCTANT	5+

SKILL	
VETERAN	3+

IS HIT ON AGGRESSIVE 3+

ARMOUR		
FRONT		1
SIDE & REAR		0
TOP		1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	12"/30cm	16"/40cm	20"/50cm	4+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Demolitions (500kg)	-	ARTILLERY		4	AUTO	Brutal, Explosives