

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

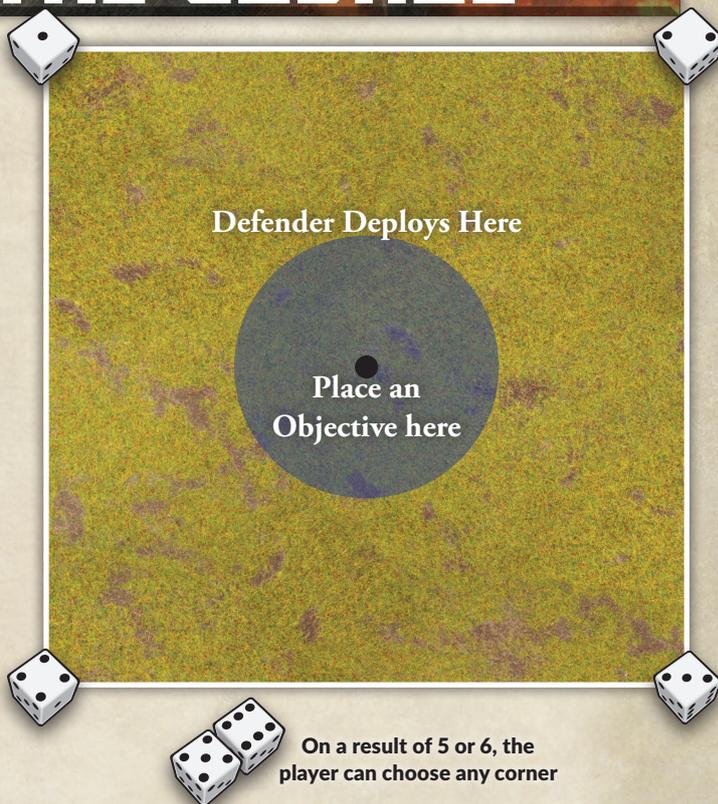
The Axis player deploys each Tank after the Allied player finishes deploying their Tanks, to do so they must roll a die for each Tank, deploying that Tank within an arrow of the indicated table corner. On a roll 5 or 6, the Unit may be deployed from any corner of their choice. If the a Tank cannot fit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

