

Tank Leader Terrain Tile Pack #1

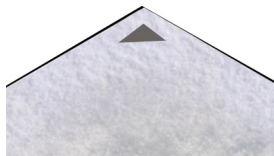
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To Use

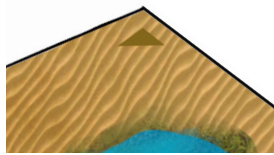
This Terrain tile Expansion includes Terrain tiles for:



Europe
Green triangles.



Winter
Dark gray triangles.



Desert
Brown triangles.



Jungle
Light gray triangles.

When you gather the specified Terrain tile type at the start of a Campaign, also gather the appropriate Terrain tile types from this expansion.

Example: If you are fighting a Campaign using European Terrain, include the European Tiles from this expansion to the mix.

Cover and Water Hexes

Light Cover hexes are noted with an “L”.

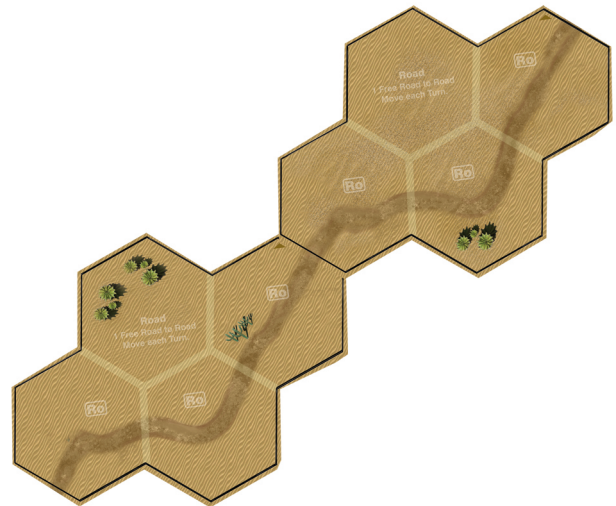
Heavy Cover hexes are noted with an “H”.

Water hexes are noted with a “W”. Units cannot enter Water hexes. Units cannot start a battle in a water Hex. If an enemy rolls and is placed in a water Hex, re-roll.

New Terrain Types

There are 4 new types of Terrain: Roads, Rivers, Bogging, and Outposts.

Roads: “Ro” Hexes - If a Unit is in a Road hex, it can move to an adjacent Road hex without spending a Move. If a Unit is acting, it can do this once during a Turn during the Slow and Fast steps.



When you draw the first Road tile for the Battle, immediately sort through the remaining tiles to find the other Road tile. Place it on the Tactical Display to connect the Roads on each tile.

Remove a previously placed tile if need be to place these tiles.

If the tile is to be placed in a position that does not allow it to connect to another Road tile, place the tile in the next position that does allow a connection.

Then shuffle the remaining tiles and keep placing them to complete the Battlefield.

Enemy Forces - If an enemy Unit ends its Move on a Road hex, it will freely move into an adjacent Road hex if it follows its Move Order.

Rivers: “Ri” Hexes - A Unit must pay a Move as normal to enter a River hex. The Unit must also pay a Move to cross the River to move to the other side of the hex.



When you draw the first River tile for the Battle, immediately sort through the remaining tiles to find the other River tile. Place it on the Tactical Display to connect the Rivers on each tile.

Remove a previously placed tile if need be to place these tiles.

If the tile is to be placed in a position that does not allow it to connect to another River tile, place the tile in the next position that does allow a connection.

Then shuffle the remaining tiles and keep placing them to complete the Battlefield.

If an Friendly Unit begins the Battle in a River hex, place it on the near side of the River, toward the bottom of the map.

If an enemy Unit begins the Battle in a River hex, place it on the far side of the River, toward the top of the map.

Bogging: “Bg” Hexes - When a Unit is placed in, or enters, a Bogging hex, roll a die to determine the result:

Stuck for Battle - The Unit cannot Move or Attack again this Turn, and the Unit cannot Move again during the Battle. Mark with a Bogged counter. The Unit is +2 to be Attacked.

Stop Acting - The Unit cannot Move or Attack again this Turn.

No effect - The Unit suffers no ill-effects.

Enemy Forces - When an Enemy Unit is placed in, or enters, a Bogging hex, roll a die to determine the result.

Outpost: “OP” Hexes - Outpost tiles can only be placed in the 4 spaces for tiles in the top and middle rows on the Tactical Display. If you draw an Outpost tile for the bottom row, swap it with a random tile in the top 2 rows.

Place a Bunker counter in the Outpost hex, and treat it as a Bunker. Bunker values:

AP 4, HE 4, Range 1, Defense 5, Value 5

If you Destroy the Outpost, gain 1 VP.

Barbed Wire: “BW” Hexes - Each time an Infantry Unit enters a Minefield hex, roll a die to determine the result:

Retreat. Stop Acting - Move the Infantry back to the hex it entered from. The Unit cannot Move or Attack again this Turn.

Enter - Enter the hex as normal.

Enemy Units are immune to Barbed Wire effects.

Minefield: “M” Hexes - Each time a Unit enters a Minefield hex, roll a die to determine the result:

Destroyed - The Unit is Destroyed.

Draw 2 Damage - Draw and inflict 2 Damage counter on the Unit.

No effect - The Unit suffers no ill-effects.

Enemy Units are immune to Minefield effects.