

Tank Leader Terrain Tile Pack #2

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To Use

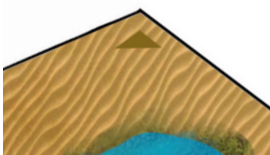
This Terrain tile Expansion includes Terrain tiles for:



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".

New Terrain Types

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 Bugged 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.

Urban: "U" Hexes - Add 1 to the attack roll of HE units, when they are in an Urban hex.

Riverfront Tiles - Gain 5 SO for each Riverfront tile present in the battle if you Destroy the Enemy Battalion, or lose 5 SO for each Riverfront tile present in the battle if you do not Destroy the Enemy Battalion.

Industrial Tiles - At the end of the battle, gain 1 VP if you have a unit present in each of the 4 hexes of an Industrial tile. Lose 1 VP if you do not.

