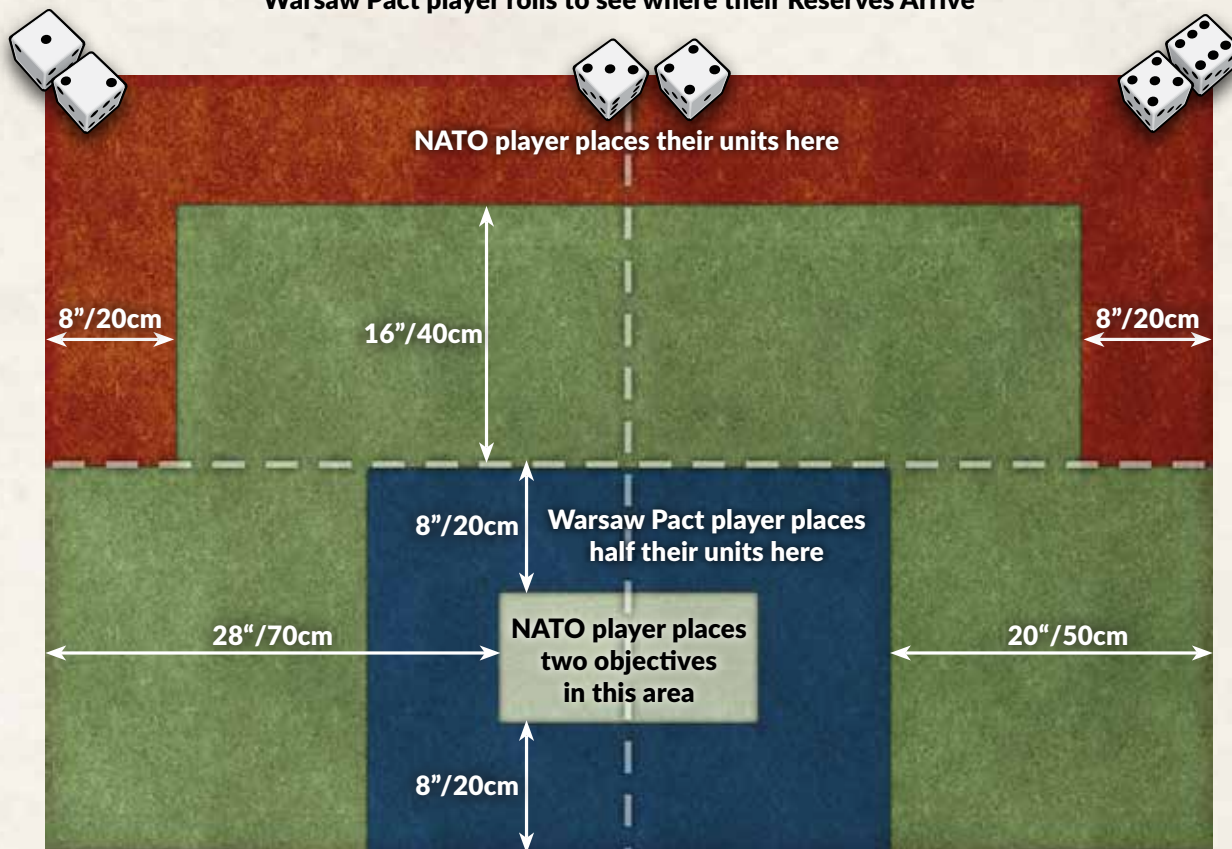


COPENHAGEN BRIDGEHEAD

Warsaw Pact player rolls to see where their Reserves Arrive



NATO: You must eliminate the airlanding bridgehead, holding off any ground forces that might come to their rescue.

Warsaw Pact: Your air assault force has landed behind enemy lines. Now you must hold on until the ground forces arrive.

SPECIAL RULES

- Ambush (Warsaw Pact player)
- Scattered Immediate Reserves (Warsaw Pact player)
- Dusk (Both Players)

SETTING UP

1. The Warsaw Pact player picks a long table edge to defend from. The NATO player attacks from the opposite edge.
2. The NATO player places two Objectives at least 8"/20cm from the table centre line, at least 8"/20cm from long table edge, and at least 28"/70cm from the short table edges.

DEPLOYMENT

1. The Warsaw Pact player places at least half of their Units in Scattered Immediate Reserve. Only one of the Units on table may have any Tank teams and these must have Front Armour less than 4. The Warsaw Pact player will dice to see where these Units will arrive.

2. Neither player places Ranged In markers for their Artillery Units.
3. The Warsaw Pact player may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their table half at least 20"/50cm from the side table edges.
5. The NATO player places all of their Units in their table half at least 16"/40cm from the table centre line or within 8"/20cm of the side table edge.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The NATO player has the first turn.

WINNING THE GAME

- The NATO player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Warsaw Pact Tank or Infantry teams within 4"/10cm of that Objective.
- The Warsaw Pact player wins if they end a turn on or after the sixth turn with no NATO Tank or Infantry teams within 8"/20cm of the Objectives.

Note: Warsaw Pact players may need to leave their infantry transports out of the battle (see page 99 of the rulebook).

AMBUSH (WARSAW PACT PLAYER)

The Warsaw Pact player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Warsaw Pact player's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Warsaw Pact player may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DUSK

In a mission being played at Dusk, the game starts in Daylight.

At the start of the Warsaw Pact player's third turn, roll a die:

- On a score of 5+, night has fallen. Once night falls, the Night Fighting rules come into effect and the rest of the battle is fought in Darkness.
- If the roll is unsuccessful, at the start of the NATO player's turn four, they roll two dice with night falling on any roll of 5+.
- If it is still light at the start of the Warsaw Pact player's next turn, they roll three dice, and so on with each player rolling one more die until night falls on any roll of 5+.

SCATTERED IMMEDIATE RESERVES (WARSAW PACT PLAYER)

Each player must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the player doesn't count HQ Units, Independent Teams, or Attachments. A player may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Warsaw Pact player's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Warsaw Pact player's Reserves.

If the Warsaw Pact player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.