

## Week 4 Mission: Meeting Engagement

### Set Up:

Both players roll a die. The winner picks a long table edge and deploys their base at least 8" from their table edge and at least 12" from the table center line. The first player then deploys half of their units, rounding down, in their deployment zone. Once they are finished the other player does the same. All other units are left in reserve.

### Objective:

After initial contact is made, orders arrive from command altering the objective for each side. Starting at Turn 2, at the beginning of every turn both players roll separately on the following to determine their orders.

Roll	Objective
1	<b>Attack!</b> You must push through the enemy rapidly.
2-3	<b>Hold!</b> Not one step back!
4-5	<b>Capture!</b> The enemy is guarding a tactically important location, take it!
6	<b>Withdraw!</b> This isn't a fight worth fighting. Pull back!

### Duration:

The game lasts 6 turns. At the end of turn 6 roll a die. On a 4+ play an additional turn. If an additional turn is played, repeat this process at the end of turn 7. The game must end after 8 turns.

### Victory:

Throughout the game, each player receives 1 VP for each enemy unit they destroy regardless of their current objective. At the end of the game, you score points based on the order you have during the final turn. You may not score points for objectives held earlier in the game.

- **Attack!** - Gain 1 VP for each unit which has exited off your opponent's board edge.

- **Hold!** - Gain 3 VP if you hold your own objective.
- **Capture!** - Gain 3 VP if you hold your opponent's objective
- **Withdraw!** - Gain 1 VP for each unit which has exited off your own board edge.

The player, or team, with the most VP at the end of the game is the victor!