

# Week 1 Mission: King of the Hill

*Today is like any other, capture the observation post or destroy it's communication trenches to make it useless to the enemy.*

## Set Up:

The observation post should be placed equidistant from both long table edges and no more than 12" to the right or left of the center. Both players then roll a die and the winner selects a table edge. Their deployment zone extends 12" in from their table edge. The winner must also place the first communication trench objective outside their deployment zone at least 6" from any table edge and their deployment zone. Once the first trench is placed the other player must place the other objective in the same manner.

The first player must then deploy up to half of their units, rounding down, in their deployment zone. Their opponent may then do the same. Any remaining units are left in reserve.

## Objective:

Your objective is to capture the observation post and prevent it's communication lines from being cut.

## Duration:

The game lasts 5 turns. At the end of turn 5, roll a die. On a 4+ play one additional turn.

## Victory:

All objectives start out as neutral. To capture an objective you must have a model from an infantry or artillery unit within 3" of the objective and have no enemy units within 3" of the objective. Once taken, objectives remain captured until retaken by an enemy unit.

A player is victorious if they control the observation post and their opponent controls none of the secondary objectives or only one of them. The game is a draw if neither player controls the observation post or if the player controlling the tower controls none of the secondary objectives. The opposing player wins if they control both communication trench objectives.