

## Week 3 Mission: Seize and Hold

### Set Up:

Both players roll a die and the victor plays as the attacker. The attacker chooses a table edge to attack from. The defender chooses a table quarter on the opposite side to defend. The attacker attacks from the opposing table quarter.

Starting with the defender both players place an objective within their table quarter. Next, starting with the defender, both players place an objective in their opponent's table quarter. All objectives must be 8" away from table edges, center lines, and each other.

Both players nominate half of their troops rounding down to start the game on the board and leave any remaining in reserve. Starting with the defender, players alternate deploying their units within their table quarter. Units may not be placed within 8" of the 4' center line. Reinforcements arrive from anywhere along the player's own table edge.

### Objective:

Control the most objectives. An objective is controlled if at the end of a turn a friendly infantry, tank, or artillery unit is within 3" of it and there are no enemy infantry, tank, or artillery units within 3" of the same objective. Empty transports cannot capture objectives. Objectives remain captured until taken or challenged by another player.

### First Turn:

Players may bring reserves on in turn 1 with an additional -1 modifier to their reserve roll. In later turns reserves are rolled for as normal.

### Duration:

The game lasts 6 turns. At the end of turn 6 roll a die. On a 4+ play one additional turn.

### Victory:

The player controlling the most objectives at the end of the game wins. If they control the same number, count the number of units destroyed excluding

transports. The player who lost the fewest units wins. In the case of a tie, the game is a draw.