

TAKE AND HOLD

===== JANUARY 2014 - ESCALATION MISSION #2 =====

Forces are moving into position for an escalating battle. Your objective is to secure and defend the forward observation post. Both sides will be attempting to capture the strategic center of the battlefield.

SET UP

Mission is played on a 4 foot by 4 foot battlefield. (See reverse for deployment map.) The objective is the center point of the battlefield. Use a suitable marker, token or terrain feature to designate the objective. Both players roll a die. The highest scorer picks a table side. The lowest scorer then deploys a unit from his force in his set-up zone at least 16" from the table center line. Players alternate placing units in the same way until all units are deployed.

OBJECTIVE

You must capture and defend the strategic center. To capture the center, you must have a scoring unit within three inches of the center objective. Armored vehicles and empty transports do not count for capturing the center although a transport vehicle carrying a scoring unit does. For a unit to count as a scoring unit, it must have at least 4 men alive at the end of the game.

FIRST TURN

The battle begins. (All units should be on the table, no units are held in reserve.)

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6 the game ends.

VICTORY

If a player has a scoring unit within three inches of the table center objective and there are no enemy units within three inches of the table center objective at the end of the game, he is the winner. If both sides have a scoring unit within three inches of the table center objective, the game is a draw.

