

Hamburger Hill

The Armies-

Two **1000** point armies using the **Modified Allied Detachment** force organization chart per side.

The Battlefield-

Terrain will be set up in advance. Before the game, agree with your opponent on terrain rules.

Deployment-

Players must deploy using the Standard Deployment Method, with 2 sides; Attacker or Defender. The Defender may deploy anywhere within 12" of the center of the table, and the Attacker may deploy anywhere within 12" of the narrow table edges. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide to be the attacker or defender.

First Turn-

The Defender must take the first turn. The Attacker may **not** attempt to Steal the Initiative.

Game Length-

The mission uses Variable Game Length.

Victory Conditions-

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objectives-

At the end of the game, teams receive 1 Victory Point for each unit that is within 6" of the center of the table.

Secondary Objectives-

Slay the Warlord (which may be obtained twice per side) and First Strike.

Mission Special Rules-

Night Fighting, Reserves, Mysterious Objectives (if both sides agree to use them).

(Ordinary reserves for the defender walk on from one of the the middle 24" sections of the long table edge(choose on deployment), and outflanking reserves come in from the opposite edge.)