

## The Battle of the Atlantic Mission Objectives

Objective	Description	Materials	Points
Move the Convoy of Ships	Move convoy of ships across the mat together.	5 - 3D Printed Boats	<ul style="list-style-type: none"> <li>All ships completely in the green circle – 55 points.</li> <li>Four ships completely in the green circle – 45 points.</li> <li>Three ships completely in the circle – 35 points.</li> <li>Two ships completely in the circle – 25 points.</li> <li>One ship completely in the circle – 15 points.</li> </ul>
Rescue a Solider	Rescue solider and return him to base.	Plastic army man	Solider removed from mat and in Headquarters or off the table – 25 points.
Build a Liberty Ship	Stack boxes on top of each other to form part of a ship.	3 Wooden Blocks	<ul style="list-style-type: none"> <li>1 Block completely in the purple rectangle – 20 points</li> <li>1 Block partially in the purple rectangle – 10 points</li> <li>1 block stacked on top of the first block – 20 points</li> <li>2 blocks stacked on top of the first block – 40 points</li> </ul>
Capture a U-Boat	Capture the U-Boat and bring it to the red circle on the mat or to headquarters.	3D Printed Submarine	<ul style="list-style-type: none"> <li>Bring the U-boat to headquarters and off the mat – 10 points.</li> <li>If at the end of the game the U-boat is completely in the red circle – 25 points.</li> <li>If at the end of the game the U-boat is partially in the red circle – 15 points.</li> </ul>
Crack the Enigma Code	Retrieve code from Bletchley Park and return to Headquarters. Decode message.	Bottle and Code Sheet	<ul style="list-style-type: none"> <li>Retrieve Coded Message – 15 points</li> <li>Decode Message by End of Match – 40 points</li> </ul>
Firing a Torpedo	Fire a torpedo at the target.	Mardi Gras Cup, Plastic ball	At the end of the match the ball is in the Mardi Gras cup – 35 points.
ASDIC/Sonar	Make your robot make a sound inside the designated circle.		<ul style="list-style-type: none"> <li>The robot is completely inside the orange circle and makes a noise – 20 points.</li> <li>The robot is partially inside the orange circle when it makes a noise – 10 points.</li> </ul>
Leigh Light	Turn on the push light.	Touch light	The light is turned on at the end of the match – 35 points.
Huff Duff	Move the chopsticks together to focus on the submarine.	Plastic Chopstick	<ul style="list-style-type: none"> <li>If point of chopstick lands in on red section – 10 points</li> <li>If point of chopstick lands on orange section – 15 points</li> <li>If point of chopstick lands on yellow section – 20 points</li> <li>If point of chopstick lands on green section – 30 points</li> </ul>
US Merchant Marine Graduation	Flip the graduation hat.	Graduation cap	Move the graduation hat – if it leaves the table, regardless of where it lands – 15 points.

Mid-Atlantic Gap and Air Cover	Avoid the Mid-Atlantic gap on the mat and keep your robot from entering the space.	Airplane	<ul style="list-style-type: none"> <li>• If the airplane is completely in the yellow box at the end of the match – 20 points.</li> <li>• If the airplane is partially in the yellow box at the end of the match 10 points.</li> </ul>
Touch Penalties	Avoid interrupting your robot during the game.		10 points for not interrupting the robot during the game.