

SCENARIOS



2 or 4



1 HR+

DEATH SPIRAL

Less than an hour ago the shells stopped falling. The end to a bombardment that had lasted for more than a week. Now everyone is scattered. Generals separated from their commanders. Communications is nonexistent. But everyone remembers their orders. Take the center of the field at all costs! The General who can pull this off will surely be promoted. You must be first, even if that means knocking back your allies!

Summary:

This scenario is designed to allow for 2 or 4 people to play together.

Requirements:

This scenario can be played with the Rivet Wars Core box. Extra units are recommended to allow for unlimited choices when deploying units.

Special Rules:

2 player - Each player chooses to be either a Blight or Allied general. No special rules

4 player - Each player chooses to be either a Blight or Allied general so that there are two generals per faction. All generals are at war with each other, even those of the same faction. No secret mission cards.

Resources:

(2 player)

Deployment Points: 6 to each general

Rivets: 1 to each general

(4 player)

Deployment Points: 6 to each general

Rivets: 1 to each general

Victory Conditions:

Capturing a Strategic Objective is worth 1 VP.

The first general to reach 14 VPs wins.

In games of 4 players Each general plays

like an individual faction. All generals are at war with each other.

- 2 decks of Action cards should be used.



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6B	1B	7A
3B	4B	2A
9B	5B	8A

