

SCENARIOS



2



30min

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DIG IN AND CLIMB OUT

The Allies and Blight have discovered an ancient sewer system under the battlefield. Many of the chambers and tunnels have collapsed and continue to collapse. There are no records of this tunnel network making proper navigation impossible. But the lads are willing to give these tunnels a try if it means getting the upperhand!

Requirements:

Rive Wars: Eastern Front Core Box

Special Rules:

Up to three infantry per turn may be deployed using the “tunnels”. “Tunnels” are represented by bunkers numbered 1-6. Roll one die for all infantry being deployed using the “tunnels”. Place the infantry unit(s) on the bunker corresponding to the number rolled. If the unit(s) cannot be placed legally your opponent gets to choose which bunker they will be placed on.

Resources:

Deployment points: 6, Rivet points: 1

Victory Conditions:

Capturing a Strategic Objective is worth 1 VP. 10 VPs wins.



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

