

SCENARIOS



THE FIRST LANDING

The Blight have grown a bit soft along the southern coastline. The Allies have decided to attempt a beach landing in the hopes of gaining a foothold behind the Blightun lines.

"With the sea at your back there's only one way to go and that's through the enemy lines!" - Major Bradicus Bellomee

Summary:

This scenario is meant to simulate a beach landing. The "water" is just an area with no tiles. The "landing zones" are designated with yellow brackets.

Requirements:

The Rivet Wars: Eastern Front core box.

Special Rules:

Allies have the initiative.

At the start of the Allied deployment phase the Allied player may place 2 landing craft adjacent to 2 different landing zones. Two bunkers put end to end can also simulate a landing craft. At the start of each deployment phase the landing craft may be moved but only if it is empty of units.

With the landing craft placed the allies may now deploy their units as usual within the landing craft. Treat the landing craft as duckboards not bunkers.

Landing craft may not be destroyed but the grids in landing craft may be targeted.

Resources:

Deployment Points: Allies 6, Blight 6
Rivets: 1

Victory Conditions:

Capturing a Strategic Objective is worth 1 VP. The first player to reach 10 VPs wins.

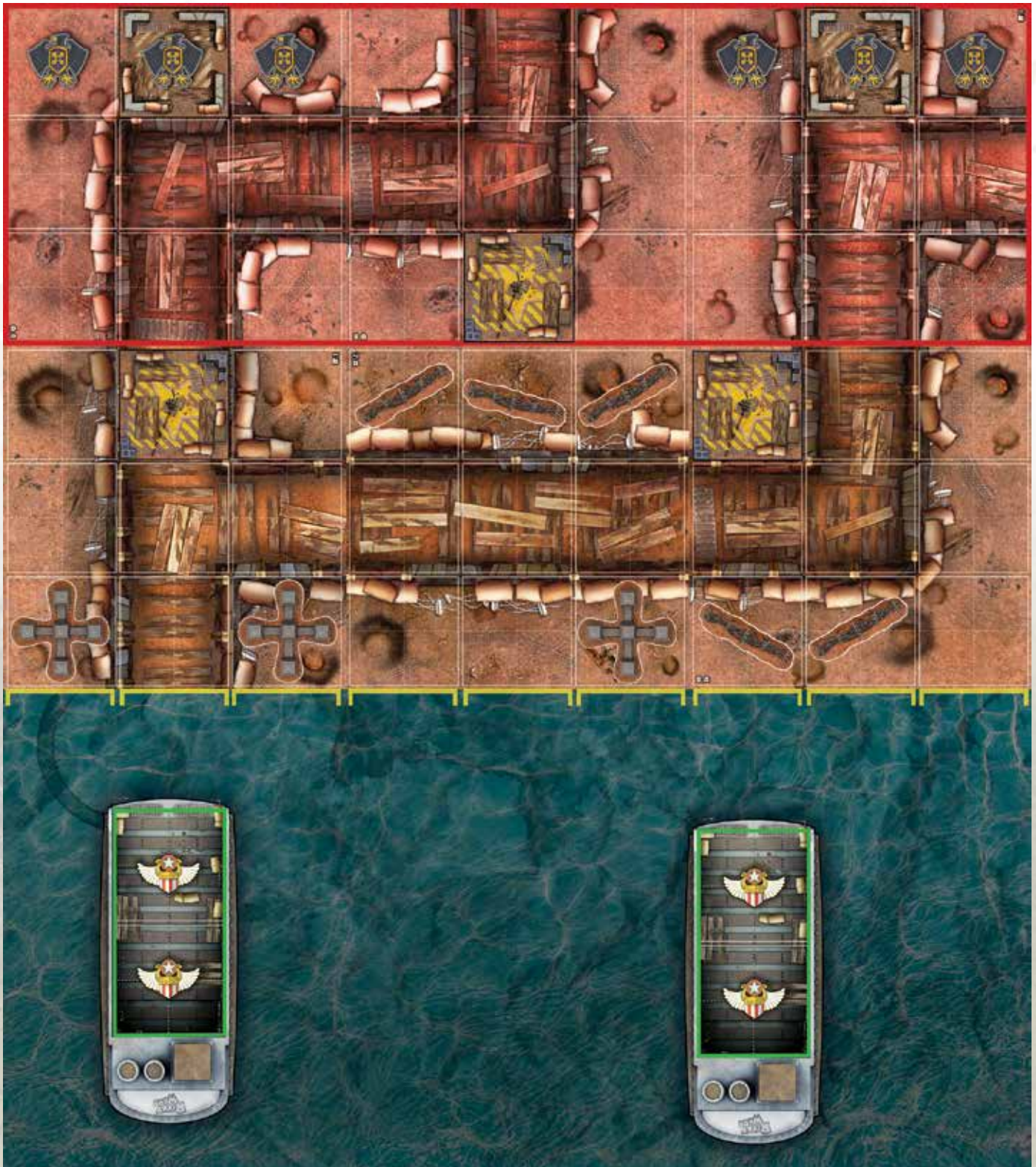


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8A	2A	1B
5B	3A	6B



These are overhead views of the landing craft. Print and cut them out to provide a more realistic look to your game.

