

SCENARIOS



THE LONGEST FRONT

Both the Blight and Allied factions have decided it is time to move back into an area of the front that has been deserted for some time. Duckboards weave through a collection of barbed wire and tank traps connecting four abandoned forward outposts. Neither side is holding back on this one. A lot of men and material is being thrown into this fight!

Summary:

This scenario is designed to allow players with extra units and tiles to play a larger battle. It also allows for 2, 3, or 4 people to play together.

Requirements:

This is a large scenario and requires two sets of game tiles and extra units. Two core boxes recommended.

Special Rules:

2 player - no special rules

4 player - Each player chooses to be either a Blight or Allied general so that there are two generals per faction. Generals of the same faction form an ARMY. Each general gets a territory and may deploy only in the deployment grids inside it. Roll for initiative and then alternate turns between players of differing factions (ex. allied, blight, allied, blight). No secret mission cards.

3 player - Same as the 4 player rules above but one ARMY will have two generals controlled by a single player.

Resources:

(2 player)

Deployment Points: Allies 12, Blight 12

Rivets: 2

(3 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 ARMY to reach 14 VPs wins.

In games of 3 or 4 players Each general plays like an individual faction but it is on a team called an ARMY.

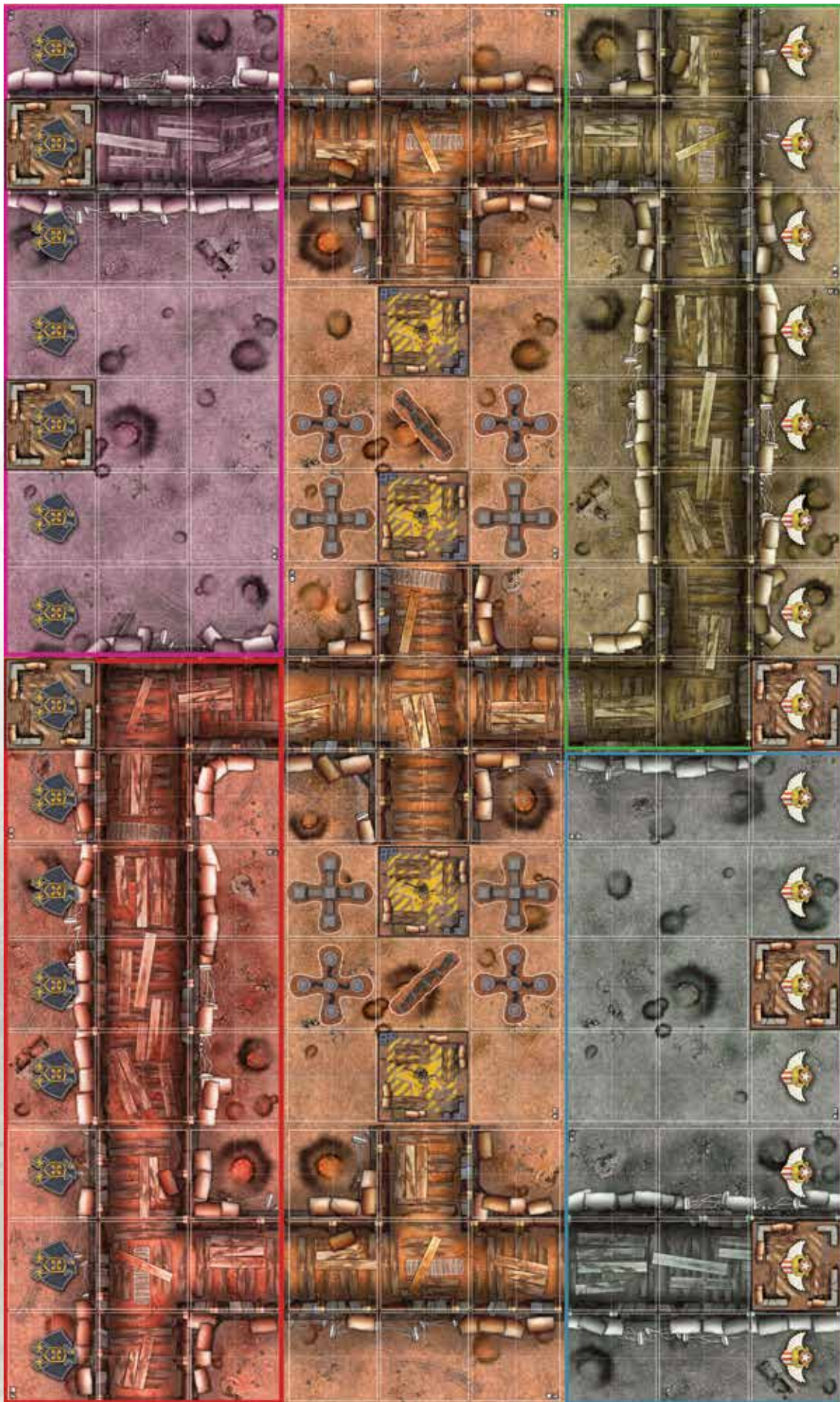
- during wrap up only count objectives that a single general's units have captured. For victory, the ARMY tallies the total of all generals in the army.
- Units deployed by different generals in the same ARMY may not share the same grid.
- An ARMY shares a pool of unit models when selecting units to deploy. Heroes may only be deployed once per ARMY per game.
- Units in the same army can not attack each other.
- 2 decks of Action cards should be used.



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

