

RIVET WARS

EASTERN FRONT



RULEBOOK

Norwich

Marston

Wighton

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BOX CONTENTS

Rivet Wars: Eastern Front is a complete board game containing everything you need to play.

The box contains:

THIS RULEBOOK



16x STAT CARDS



2x STAT DASHBOARDS



24x ACTION! CARDS



10x SECRET MISSION CARDS



1x TRACKING TILE



9x DOUBLE SIDED TILES



5x GAS MARKERS



4x VICTORY MARKERS



24x DAMAGE MARKERS



6x BLIGHT FLAGS



6x ALLIED FLAGS



6x BUNKER MARKERS



6x STRATEGIC OBJECTIVE MARKERS



6x SIX-SIDED DICE



6x MINEFIELD MARKERS



6x BARBED WIRE MARKERS



6x TANK TRAP MARKERS



THE ALLIED FORCE



9x RIFLEMAN



1x M2 WOLVERINE



1x GENERAL G.
PATSTON (PLUG)



1x HACKSAW
TURRET (PLUG)



2x HAMMER
65 POUNDER



3x ROCKET
CYCLE



1x CAPTAIN
W. PARMAN



1x MT-1 OSTRICH

THE BLIGHT FORCE



9x PANZERFAUST



1x JAGER
ERWIN KONIG



1x GENERAL E.
ROMLER (PLUG)



1x DER
CYCLOPS (PLUG)



1x BARON GASTON
TANKKEN



2x MG08
SCHLITTEN



3x MONOWHEEL
DRAGONS



1x STURMPANZER



ABOUT THE GAME

Rivet Wars: Eastern Front is a tactical miniatures game for 2 or more players. Each player takes on the role of the commander of a Rivet army representing one of the warring factions. As a commander you will engage the opposition in battle and take charge of your troops as they are called up and sent to the front to fight. By understanding all of your units' strengths and weaknesses and those of your opponent you will counter your enemies' advances and capture critical objectives to secure your victory. But choosing the wrong troops can lead to disaster, defeat, and possibly even your dismissal as commander!

JOIN THE DRAGOONS

Charge into battle & glory like
the knights of legend!



The Cavalry Corps is looking for
Brave & able-bodied men for service!
Keen balance & mechanical experience a plus



THE GREAT WAR

The once beautiful world of Rivet has been wrecked by decades of war. Years of bombing, gassing, and stripping natural resources has taken its toll, turning pastures into muddy, cratered no-man's lands, and blackening the skies with soot and the stench of factory smoke.

But the war rages on. With resources focused on feeding each nation's war machine, technology has stagnated to a post-industrial level. Machine guns and primitive armored vehicles have been introduced without replacing the old ways and it's not uncommon to see a cavalry charge of heavy horses led by an 80 ton six legged dreadnought. Steam power is still widely accepted while other forces employ electricity, diesel, or horse.

The feuding nations of Rivet have woven and rent asunder their alliances.

At the center of this conflict two dominant and opposed nations stand out: the Imperial Blightun Empire, a monarchy driven by the Mad Archduke and his uncle, the Kaiser; and the Independent Allied States, a collection of nations fighting for their freedom.

Ruling through fear and brutality, the Blight see this conflict as a chance to capture more lands and resources, and they will employ any means, even poison gas attacks, to succeed. The Allies, on the other hand, see the Blightun as a direct threat to their sovereignty and struggle to maintain their independence. Meanwhile, still other factions are fighting for any scraps they can find. National borders are in flux and treaties - and fortunes - rise and fall daily. Now is the time for brave soldiers to **GET IN THE FIGHT!**



GAME OVERVIEW

In this section we will be explaining the various components that make up Rivet Wars. You will find the rules for how to play in the next section.



GAME OVERVIEW



CARDS

There are 3 types of cards that are used in a game of Rivet Wars: Stat Cards, Secret Mission cards and Action! cards.

THE STAT CARDS

You may use the individual stat cards or the stat dashboard. Each side of the dashboard features a different Rivet army, and all the units that make up that army. The stats for each unit can be found on the stat card.

"Mama, I've seen things you people wouldn't believe. Sturmpanzers on fire off the cliffs of Brighton. I've watched Monowheels skitter in the dark near O'Ryan's Gate. All those moments will be lost in time, like rivets in a hot forge. Time to go over the top."

- Excerpt of letter found on body of Pvt. Ray Bunty, 2nd Infantry Regiment

1. Name - This is the name of the particular unit.

2. Cost - The number of deployment points needed to bring this unit into play.

3. Rivets - In addition to deployment points some units also require Rivets to deploy.

4. Move - How many grids the unit may move each turn.

5. Armor - The armor classification of this unit.

6. Health - How much damage the unit can take before being destroyed.

7. Portrait - A picture of the unit.

8. Type Badge - Units are organized into different types to help differentiate their abilities and the way they function. All of these unit types are ground units. The different types are:



There are also Hero versions of each of these, denoted by a color stripe down the middle of their type badge (as shown in the card to the left).

9. Faction - This indicates which nation this unit fights for.

10. Range -

- 10a.** Land Range is used to target units on the ground.
- 10b.** Air Range is used to target units in the air.

11. Bounties - These icons show if there is a bounty on the unit. The player that eliminates the unit receives this number of Victory Points.

12. Special Abilities - These are any special rules that pertain to the unit. See the Special Abilities list for each ability's specific rules and restrictions.

13. Attack Block - This section explains the attacks each unit has available to them. There are three parts:

13a. The number of attempts that are allowed by the attack.

13b. Any special rules for the attack.

13c. The number of dice to roll against each armor type. Units with more than one weapon may use each weapon every turn and can target different grids with each one.

Sockets -  This icon tells you how many plugs the unit can accept.



SECRET MISSION CARDS

Seizing any opportunity that presents itself is the hallmark of a seasoned battlefield commander and Secret Mission cards represent this ability. These cards offer ways to earn additional Victory Points by fulfilling specific conditions.

Secret Mission cards all have the following 4 elements in common:

1. Name - This is the name of that particular mission.

2. Picture - This is a cool picture to make the card more interesting.

3. Objective - This shows the goal that must be achieved to complete the mission.

4. Victory Points - How many Victory Points are earned for completing the mission.



ACTION! CARDS

A cunning general isn't bound by the normal rules of war if they can use these cards effectively. Surprise attacks and unexpected reinforcements are some of the advantages created by Action! cards. Each lists its particular effects and when it can be played.

Action! cards all have 5 common elements:

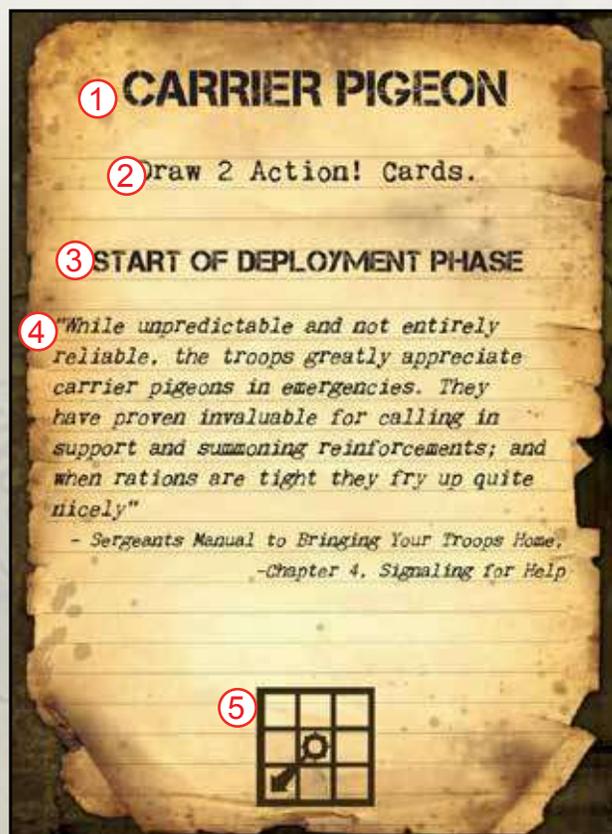
1. Name - This is the name of the action.

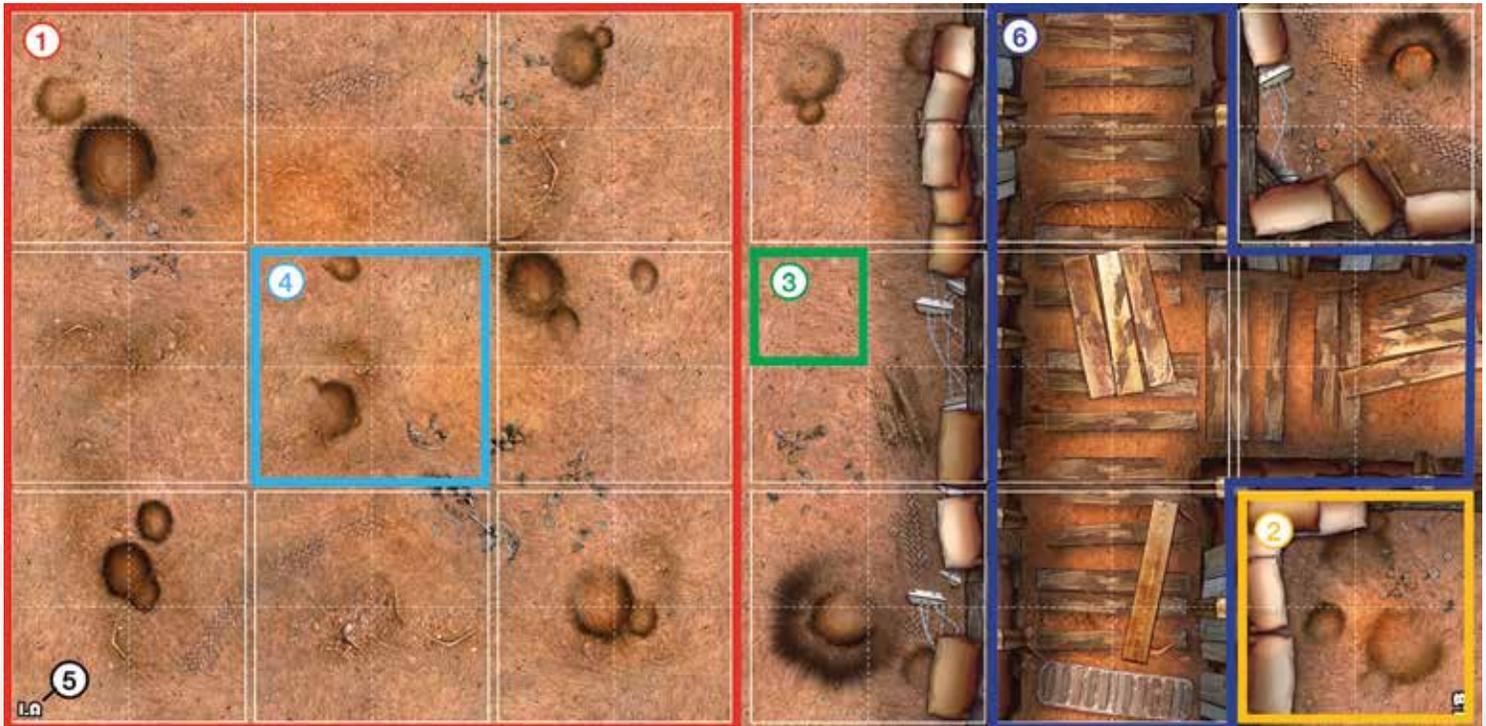
2. Rules - This tells you what the card does.

3. Timing - This tells you when you can use the card.

4. Quote - This is a short bit of flavor text.

5. Deviation Diagram - This icon is used to determine deviation.





GAME TILES

Each tile is two sided and labeled to make it easier to configure your game board for the various scenarios. Each tile is divided into nine grids, which are in turn made up of four squares. Grids that are next to each other, either side by side or diagonally, are considered to be adjacent. There is also the tracking tile, which is used to track Victory Points, Rivets, and other various elements.

By the second summer of the war the battlefield had become a muddy and cratered field, devoid of life. The only way for men to move effectively was through the use of foot paths laid out with planks of wood. These haphazardly placed paths meandered about the battlefield unplanned, having been placed with little thought by both armies as the frontlines danced back and forth from one offensive to the next.

- A Short History of the First Blight War

- 1. Tile** - A tile is a section of the battlefield made up of nine grids. Scenarios will also define areas on the map as being Allied or Blight territory, and any undefined area is considered “no-man’s land”.
- 2. Grid** - A “grid” is a 2x2 section of a tile.
- 3. Square** - A “square” is a single section of a grid. There are four squares in each grid.
- 4. Open ground** - Any space on the map that does not include Duckboards.
- 5. Tile ID** - This is used for constructing the battlefield map. Scenarios will tell you which numbered tile to use when setting up the map.
- 6. Duckboards** - Duckboards are areas that some rules will interact with, particularly units with the Runner ability.



TRACKING TILE

1. Score tracker - The score tracker is a handy quick reference to keep track of your Victory Points, using the Victory Markers.

2. Rivet tracker - The rivet tracker is a handy quick reference to keep track of how many Rivets you have available. Use a Victory Marker to track your Rivets.

3. Secret Mission card pile - Here is where you will keep the deck of Secret Mission cards available throughout the game. When this pile has been exhausted shuffle the discard pile and place it back here.

4. Secret Mission discard pile - Any Secret Mission cards that have been completed are placed here.

5. Action! card pile - This is the deck of Action cards available throughout the game. When this pile has been exhausted shuffle the discard pile and place it back here.

6. Action! discard pile - Once an Action! card is used it is discarded and placed here.

7. Grid Target Order - Both the Blight and Allied forces have their own Target Order Tracker. When making attacks on a grid, use the target's tracker to determine which order the units are attacked in.



TERRAIN ELEMENTS

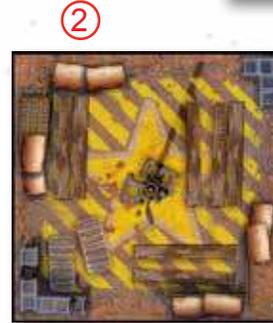
1. Bunkers - Only infantry can enter a Bunker. Bunkers count as Duckboards and grant Bolster Defense (-1) to infantry inside.

2. Strategic Objective - Areas of great importance on the battlefield. Only Infantry can move onto these grids and they count as Duckboards. Strategic Objectives are a source of victory points (VPs) in most scenarios. Controlling them can also have additional benefits.

3. Barbed Wire - Infantry cannot enter grids with barbed wire in them. If any other unit type enters the grid, the barbed wire is destroyed.

4. Tank Traps - Non-infantry units may not enter grids with tank traps in them.

5. Minefields - These are dangerous areas that can harm non-Infantry units entering the grid they are in. Any non-infantry unit moving into a grid containing a Minefield suffers a 2 die attack.



DICE

Rivet Wars uses normal six-sided dice, abbreviated D6, to determine the success of various actions.

SCENARIOS

Scenarios outline the various battles and conflicts in Rivet Wars. Before each game, the players should decide which scenario they will play. This outlines how to setup the battlefield and the specific goals they are trying to achieve during the game.



PLAYING THE GAME!



PLAYING THE GAME



GENERAL RULES

• The First Rule

Many abilities alter how a unit moves, attacks or even deploys! When an ability conflicts with the basic rules, always go by what the ability says!

• Buffs

Buffs are bonuses that some units possess and can confer to other units in their grid. A unit with a buff, and any units in the same grid as that unit, always have that buff. A unit activating in a grid with a buff that moves out of that grid retains the buff until the end of its activation.

• Initiative

At the beginning of the game, roll for initiative. Each player rolls a D6. The player that rolls the highest goes first. Re-roll any ties. The order of turns then continues in a clockwise direction.

• Capturing Strategic Objectives

You capture a strategic objective by having models in it at the end of your turn. Each captured strategic objective earns you 1 victory point at the end of the turn and may have additional effects depending on the scenario.

Capturing the strategic points and killing the enemy are of course the primary goal of any battlefield commander, but a clever commander will seize any opportunity that presents itself. In particular, don't forget to check your dossier for any **SECRET MISSIONS** that you may be able to capitalize on.

- On Secret Missions, Chapter 1

• Controlling Strategic Objectives

You can control a strategic objective by having a unit in it at the beginning of your turn. You represent controlling the objective by placing one of your flags in the grid. As long as you control it, you capture the Strategic Objective at the end of your turn, even if you no longer have any units in it. To take a controlled strategic objective from an enemy you will need to have a unit in it at the end of your turn. You can then remove their flag and capture the strategic objective, scoring a victory point. Controlling a Strategic Objective can also have additional effects depending on the scenario being played.

• Setting Up The Battlefield

First both players agree on the scenario they will be playing. Each scenario will tell you how to set up the battlefield, using the various tiles and terrain elements.



GAME ROUNDS

Each game round is broken up into each player taking a turn and performing each phase described below. Once a player has performed all the phases, it's the next player's turn. Once all players have taken their turn, a new round begins.

CARD PHASE

The first phase of a player's turn is the Card Phase.

Card Phase Order

1. You may discard 1 Action! card to make room for a new card.
2. Draw 1 Action! card (up to a max of 3 in hand).
NOTE: The player who takes the first turn of the game does not draw an Action! card during that first turn.
3. Draw up to 2 Secret Mission cards (up to a max of 2 in hand). If you would draw a card but already have the maximum number in hand you do not draw a card.

Max Hand Size

When you have as many cards in your hand as allowed - 3 Action! cards or 2 Secret Mission cards - and are required to draw more of that type of card, you do not get to draw any.

Fortune favors the bold, or so they'll tell you. But in our experience an ounce of prudence is more valuable than a pound of bravery.

- Sergeants' Manual for Getting Your Men Home Alive, Chapter 1: Staying Alive



DEPLOYMENT PHASE

At the beginning of a player's turn they will deploy units by using Deployment Points. Each unit costs a number of deployment points to place on the battlefield and some units also require a number of Rivets in order to deploy.

Deployment Phase Order

1. Generate the number of deployment points and rivets indicated in the scenario.
2. Select a unit to deploy and pay its associated deployment point and rivet costs.
3. Deploy that unit onto the battlefield in any of your deployment grids. You may not deploy units in grids they could not normally move into.
4. Repeat steps 2 and 3 until all deployment points have been used, or you no longer wish to deploy units. Any unused deployment points are discarded at the end of the phase. Unused rivets may be saved to use during a later round.

Congratulations! As a newly decorated HERO, know that you are DIFFERENT. Your mere presence on the battlefield inspires the men around you—and strikes FEAR in the enemy! But keep in mind that they will be gunning for you. While it is unacceptable for you to cower behind the lines you must keep in mind that you are an IRREPLACEABLE asset in this war! Be careful but do not be afraid.

- Excerpt from Battlefield Commendation Letter

Plugs: Plugs are add-ons to other units, granting them powerful abilities or weapons. When a plug is deployed it is placed in any available socket belonging to a unit in your territory. The unit the plug is socketed into gains all the abilities and weapons listed on the plug unit. The plug is considered part of the attached unit, activating and being destroyed with it.

Heroes: Heroes are unique individuals on the battlefield. Each hero can only be deployed once per game and once that hero is eliminated they are gone for good, so protect them well!

Sometimes a hero will be available as both a plug and a different unit type (such as infantry or cavalry). You may deploy each of these versions once per game, but may not have both of them on the battlefield at the same time - you must wait until one is eliminated before deploying the other - It's hard to keep a good fighter down!



COMBAT PHASE

During the Combat Phase a player will activate each of his units one grid at a time. Each unit can only be activated once per Combat Phase. Active units can choose to either make attacks or use an Action-type special ability.

Combat Phase Order

1. Select a grid to activate. All units in that grid are now “active”.
2. Check any Buffs to units in that grid.
3. Select a unit in that grid. That unit may either use a special ability designated as an **[Action]** listed on its card, or make any attacks available to it.
4. If the unit is making an attack, choose a target grid within the unit’s range that does not contain any friendly units. Identify the appropriate enemy targeted unit (following the grid target order).
5. Check any Buffs on the targeted unit.
6. Compare the enemy’s armor type to the attacker’s Attack Block to see how many dice are rolled for that attack.
7. Roll dice, causing 1 point of damage to the enemy if any d6 result is 5+.
8. If the active unit’s attack line has more than one attack, or if it possesses multiple attack lines, repeat steps 4-7 until all attacks have been made.
9. Select another active unit and execute attacks or Actions.
10. Once all units in the active grid have acted, activate the next grid. Continue activating grids until all units have activated. Not all units must attack.

Grid Target Order: After a grid is selected for attack, the enemy unit in the first occupied square, based on the orientation of the tracking tile, must be attacked first. In the example below the Blight Sturmpanzer is attacking the grid containing the Allied forces. Looking at the Allied Target Order Tracker, the Rifleman is in the square that would be targeted first. Once it is eliminated, then the Rocket Cycle can be targeted for attack.



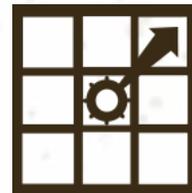
Attacks and Armor: When making an attack on a unit, look at the attacking model's Attack Block. The first number is the number of attacks that unit can make.

Next, compare the target's Armor Type to the attacking model's Attack Block - this will show you how many dice you roll for an attack against that unit. Note that some units are better at attacking specific armor than others!

An attack hits if any of the rolls results in a 5 or 6. A hit deals 1 point of damage to the target. Regardless of the number of 5s or 6s rolled, a successful attack only deals 1 point of damage to a target.

Range: A unit can only attack an enemy in a grid that is within its range. Units have different ranges listed for targets that are on land or in the air. A range of 0 indicates the unit can't attack that kind of target. When calculating the range to the target, only a single diagonal may be used. Units in other grids don't interfere with the attack in any way.

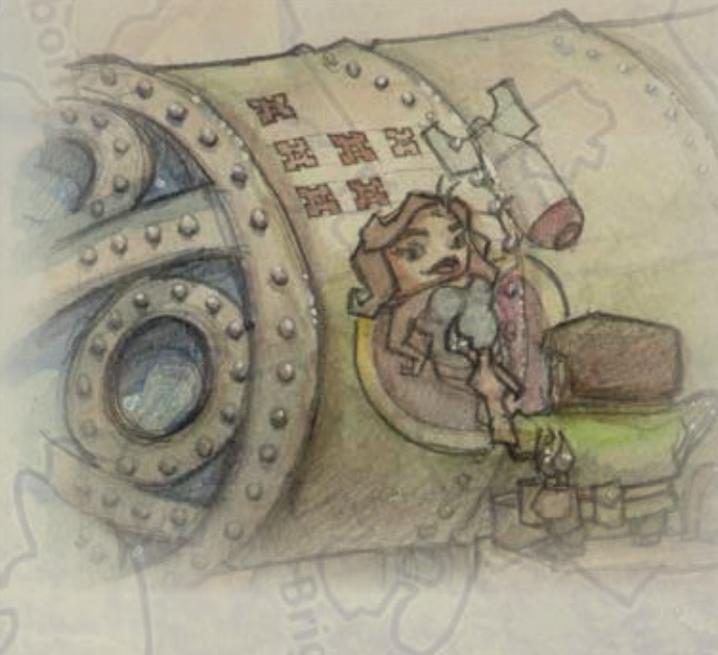
Deviation: When an attack or action says to deviate or make a deviation flip, discard the top card of the Action! card deck. On each Action! card is a deviation diagram - this is used to represent the inaccurate nature of some attacks on the battlefield.



The center grid is the one being targeted by the action or attack, but the arrow shows which adjacent grid will actually be hit! This is based on the orientation of the active player. Resolve the attack or action against the new grid, as if it had been the one targeted. Deviating attacks can inadvertently target friendly units! Watch out!

Forget what they told you in training camp, artillery isn't exactly a science. Do your best, aim for a big group o' Blighters, and hope for the best. If nothing else, at least all that noise should buck up the men's morale.

- A Practical Guide to Artillery, pamphlet



Targets in range of a Rifleman with Land Range 2.



MOVEMENT PHASE

During the Movement Phase, a player will activate each of his units, one grid at a time.

Movement Phase Order

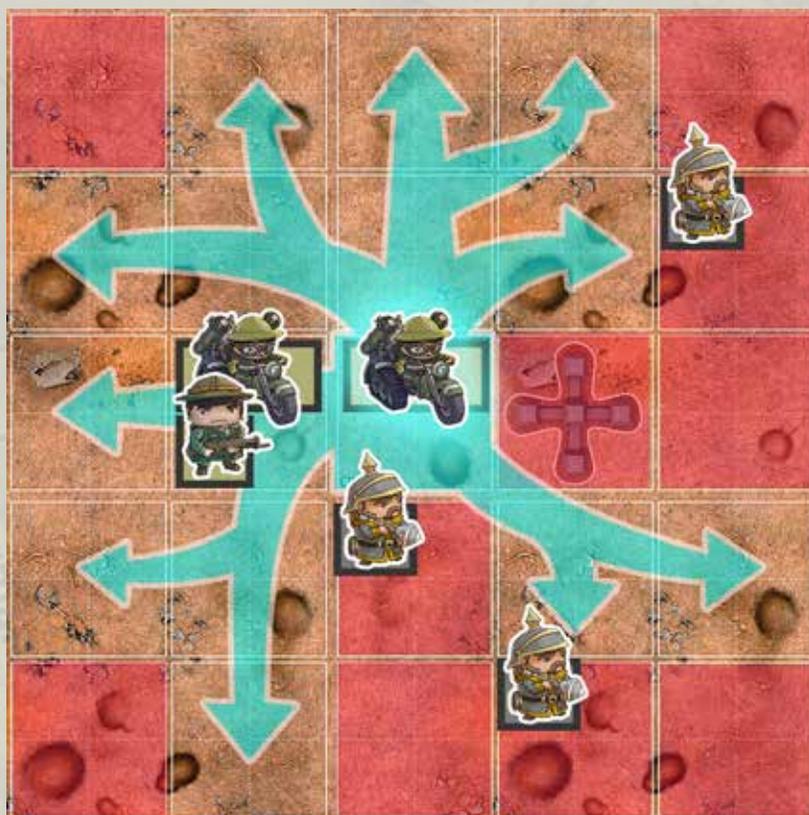
1. Select a grid. All units in that grid are now active.
2. Check any Buffs to units in that grid.
3. Select one of the active units to move based on its movement stat.
4. Continue moving active units until they have all had a chance to move. All units do not need to move.
5. Repeat steps 1 - 4 until all friendly units have activated.
6. Going grid by grid you may rearrange the units within each one, placing them in whatever order you want them.

Don't be fooled by the cavalry officer's dashing uniform or the confidence of the tank crew. You are a general's most important weapon on the battlefield. While the others can raise hell and cause a racket, only YOU, the lowly infantryman, can take and hold a strategic point.

-Sergeants' Manual for Getting Your Men Home Alive, Chapter 8: Winning the War

When a unit is moving it follows these rules:

- A unit may move 1 grid for each point of movement it spends.
- A unit may only move diagonally once per activation.
- A unit cannot enter any grid occupied by enemy units.
- A unit may move diagonally between two grids occupied by enemy units and/or blocking terrain.



The movement options of a Rocket Cycle with 2 movement points:



WRAP UP PHASE

Check to see if you've earned any victory points from the scenario. Each scenario lists the specific conditions a player must meet to gain victory points.

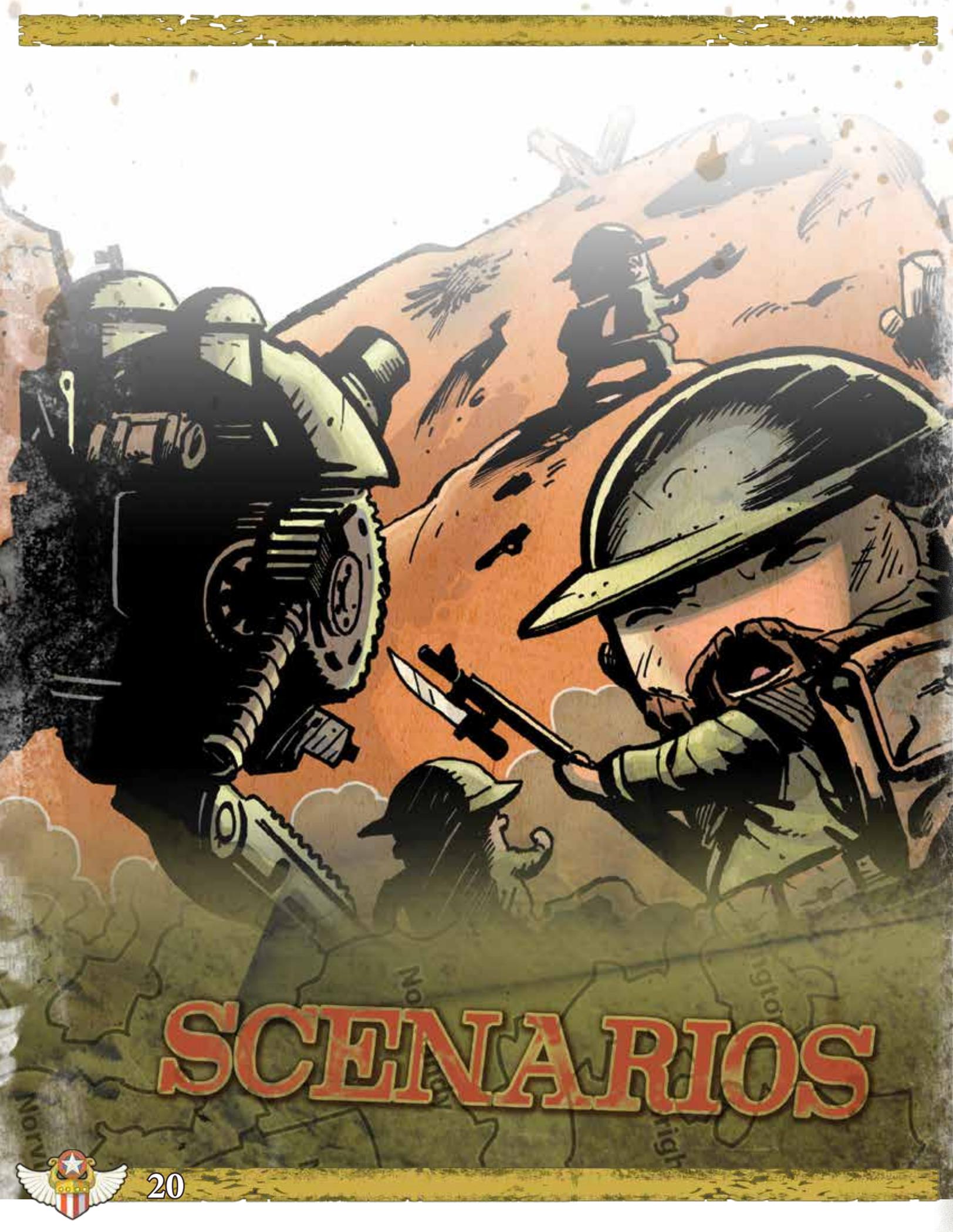
The first player to satisfy the victory conditions wins! However, if the first player to meet these conditions is not the last player to go during the current round, play continues until the round is over so that each player has an equal opportunity to win. In the case of a tie, continue playing until one player ends the round with more VPs than the others.



The book most cherished by the men slogging through the killing fields was undoubtedly the *Sergeants' Manual for Getting Your Men Home Alive*. This tome offered practical advice in a plain language that was easy for any foot soldier to understand. Curiously, both armies claim credit for the writing of this manual and truthfully it's impossible to know which side authored this as both distributed practically identical books under the same title. The most popular theory holds that as trench lines were exchanged so too were copies of the books with the best parts being incorporated into the latest editions.

- A Short History of the First Blight War





SCENARIOS



SCENARIOS

Scenarios have 5 common elements:

Mission Name: This is the name of the scenario and a small description of it.

Resources: This shows how many Deployment Points and Rivets each player generates at the start of their turn.

Special Rules: This section will tell you any scenario-specific rules to play by.

Victory Conditions: Complete the victory conditions and you'll win the scenario!

Tile Icons:

1. Tile Grid - This grid tells you which tiles are used to make up the map and their general layout. You will need to use the images to make sure that their orientation is correct.

2. Bunker

3. Strategic Objective

4. Minefield

5. Tank Trap

6. Barbwire

7. Blight Deployment Grid

8. Allies Deployment Grid

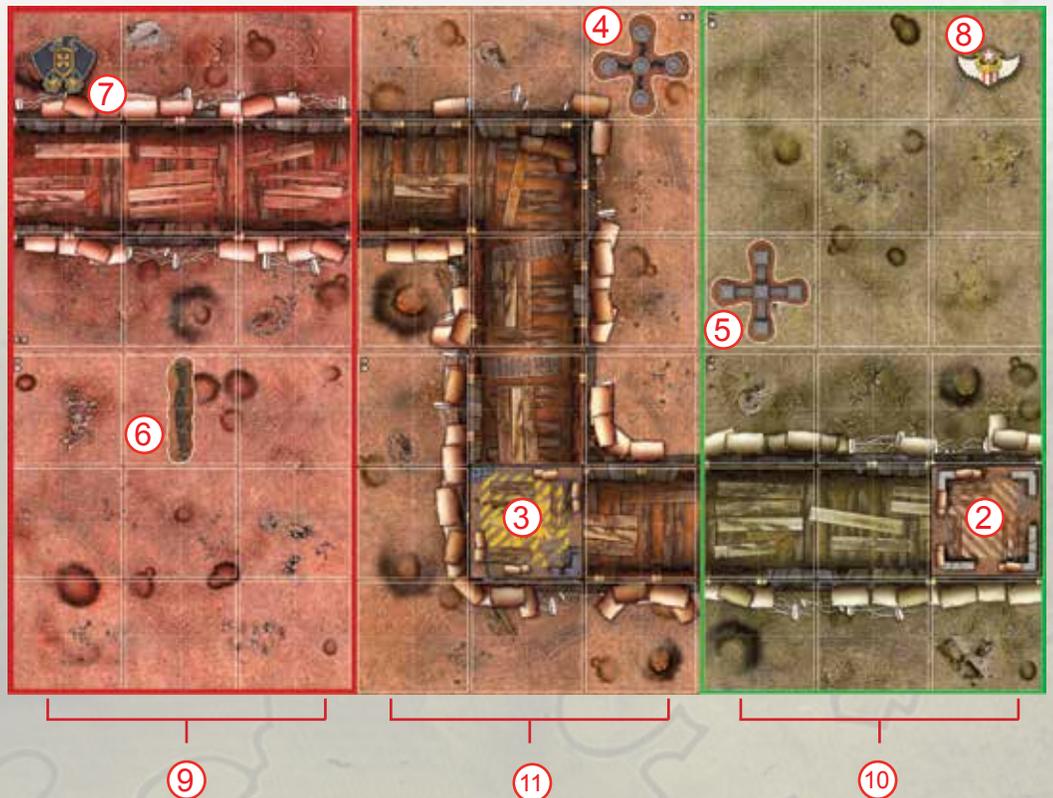
9. Blight Territory

10. Allied Territory

11. No Man's Land

①

5A	3B	2B
9A	8A	7A



SCENARIOS

MISSION 1 - TAKE UP THE BANNER

The holiday ceasefire has held for a week but tensions between the Allies and Blight are at an all time high. Politicians on both sides bicker over the edges of contested territory while the generals pore over maps and peer through binoculars looking for any opportunity to exploit a weakness on the other side. While diplomats snarl at each other across conference tables, a small detachment on each side has discovered a small, overlooked strategic sector of the front lines. Both groups, hoping to surprise the other, simultaneously attack, throwing their piecemeal and unprepared forces at each other!

Resources:

Deployment points: 4

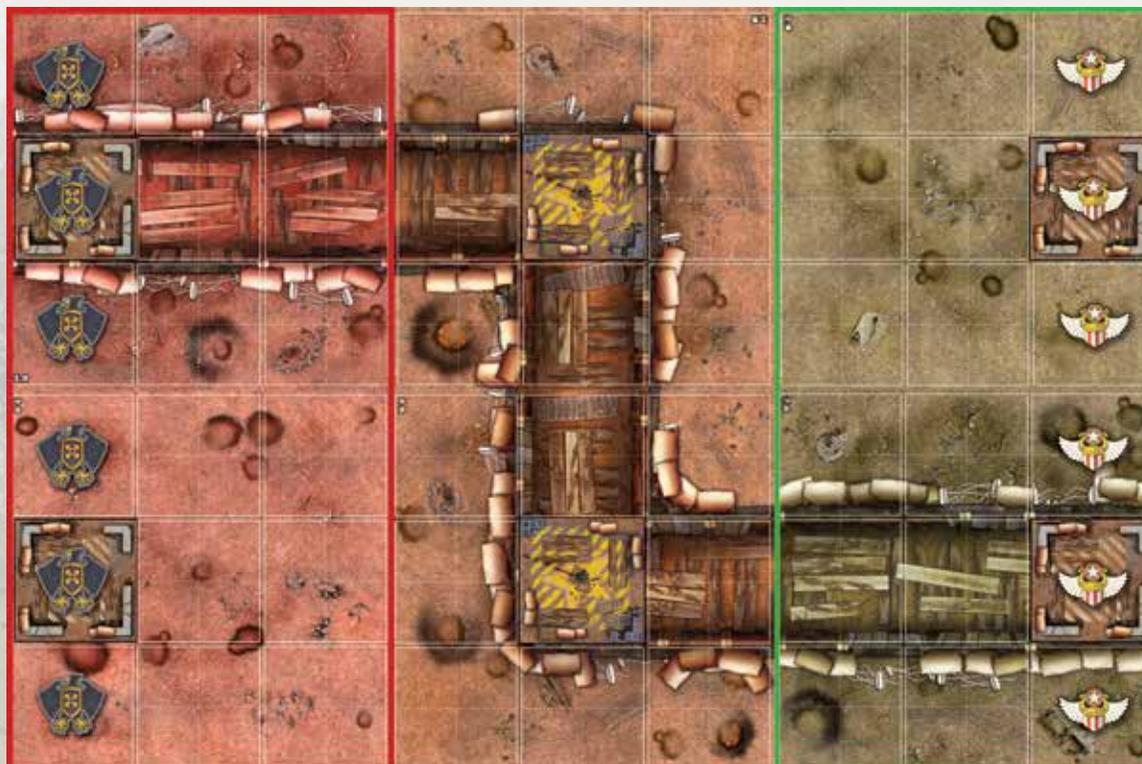
Rivets: 0

Special Rules:

No player draws Action! cards or Secret Mission cards.

Victory Conditions:

Strategic Objectives are worth 1 VP when captured. The first player to reach 6 VPs wins.



SCENARIOS

MISSION 2 - DEFENSE OF HILL 356

Last week's border skirmish has erupted into a full on shooting war. Up and down the frontlines Blight and Allied artillery trade salvos while grunts dig in and stockpile ammunition in preparation for attack and counter-attack. After days of skirmishing the Blight believe they have massed sufficient forces to take Hill 356. Rushing from their bunkers they hope to overwhelm the small Allied garrison with their rockets and steely determination.

Resources:

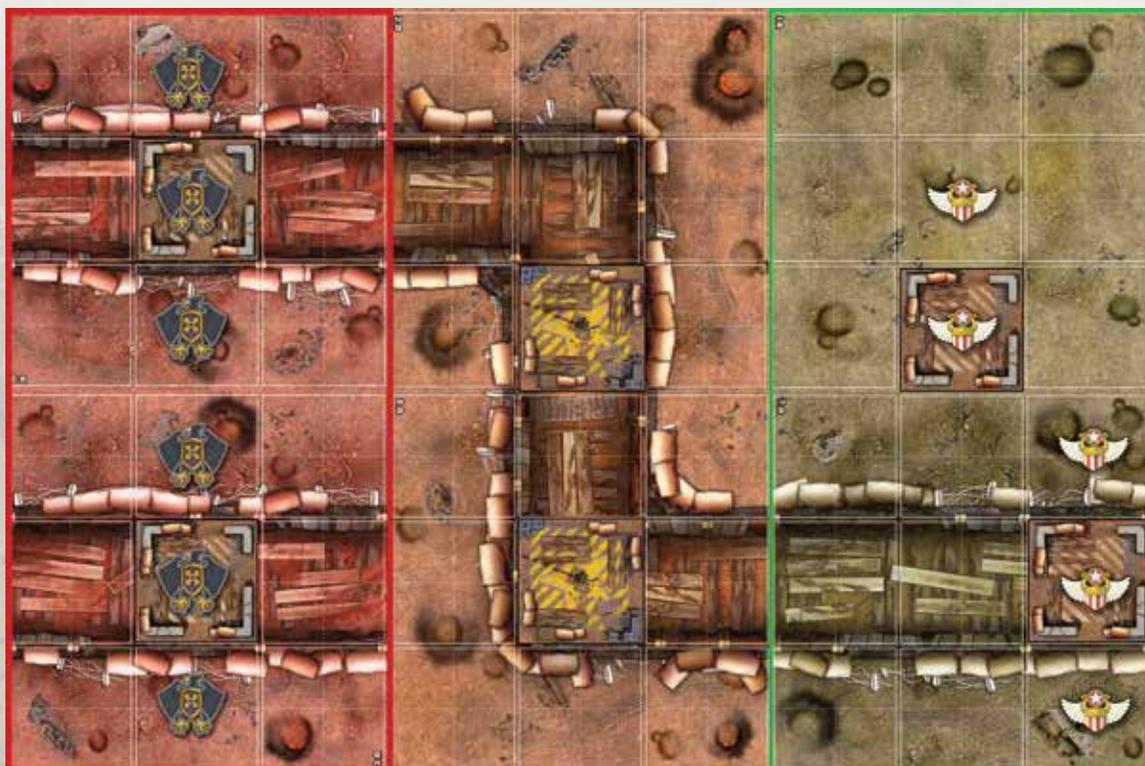
Deployment Points: Allies 4, Blight 6
Rivets: 1

Victory Conditions:

Capturing a Strategic Objective is worth 1 VP. The first player to reach 8 VPs wins.

Special Rules:

Neither player draws Secret Mission cards.
Allies begin the game with a Rifleman in each Strategic Objective.
The Allied player goes first.



SCENARIOS

MISSION 3 - TRENCH WARFARE!

After weeks of rain the clouds have finally parted and the sun has come out, giving both sides a new start on tactics and plans to best the enemy. Unfortunately the lines have been scattered, and now both sides are rushing to resettle the front lines and grab as much land as they can!

Resources:

Deployment Points: 4

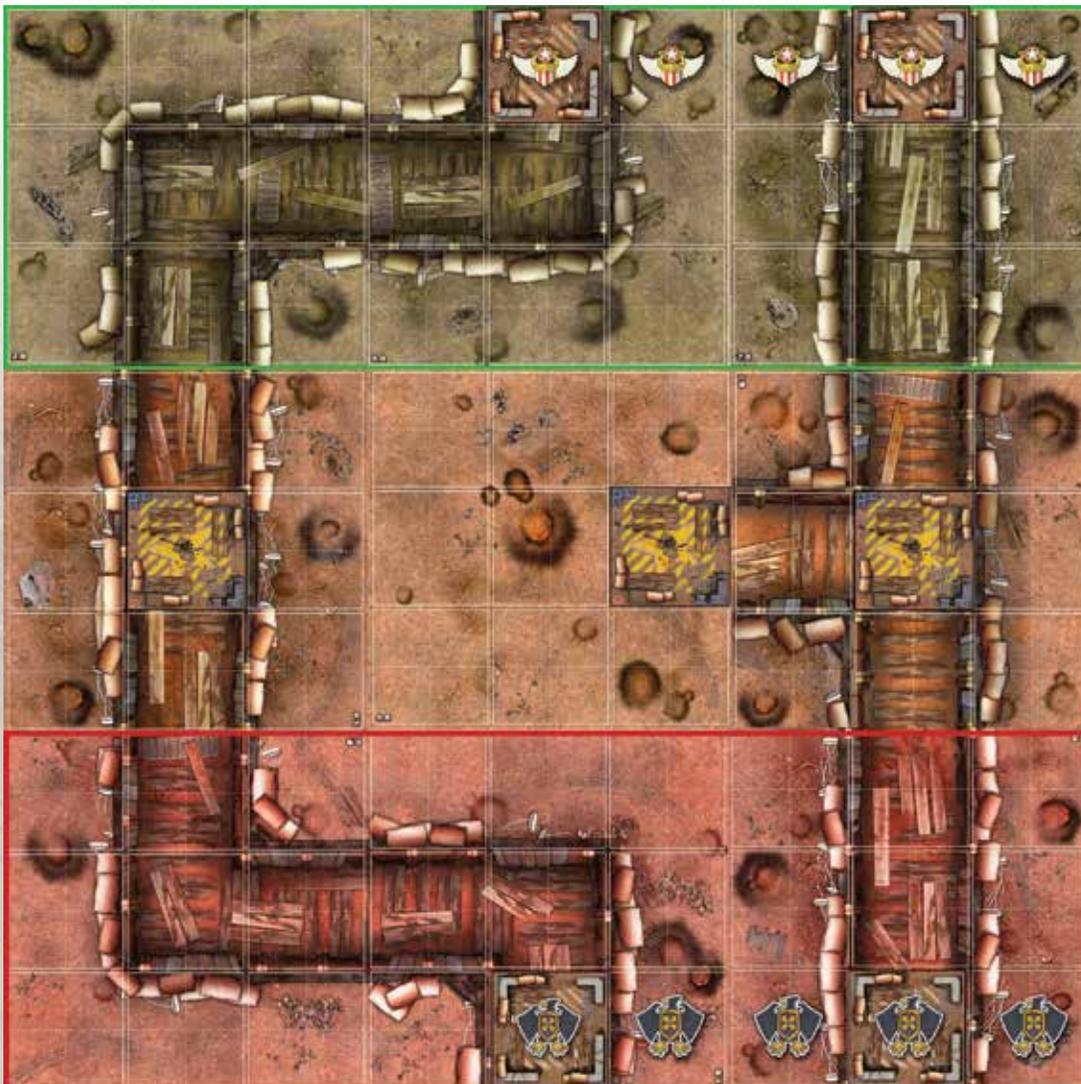
Rivets: 1

Victory Conditions:

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

Special Rules:

None.



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



SCENARIOS

MISSION 4 - OVER THE TOP

A hard winter has forced both sides to spend months in their bunkers. Other than the occasional artillery barrage or inaccurate sniper fire things have been quiet. But neither army has been idle; both have been stockpiling munitions and laying out plans for attack. And now that springtime is here and the ground has thawed the stage has been set. It's time for the men to emerge from their bunkers, fire up their war machines, climb up out of the trenches and head out into no-man's land to do battle.

Resources:

Deployment Points: 6

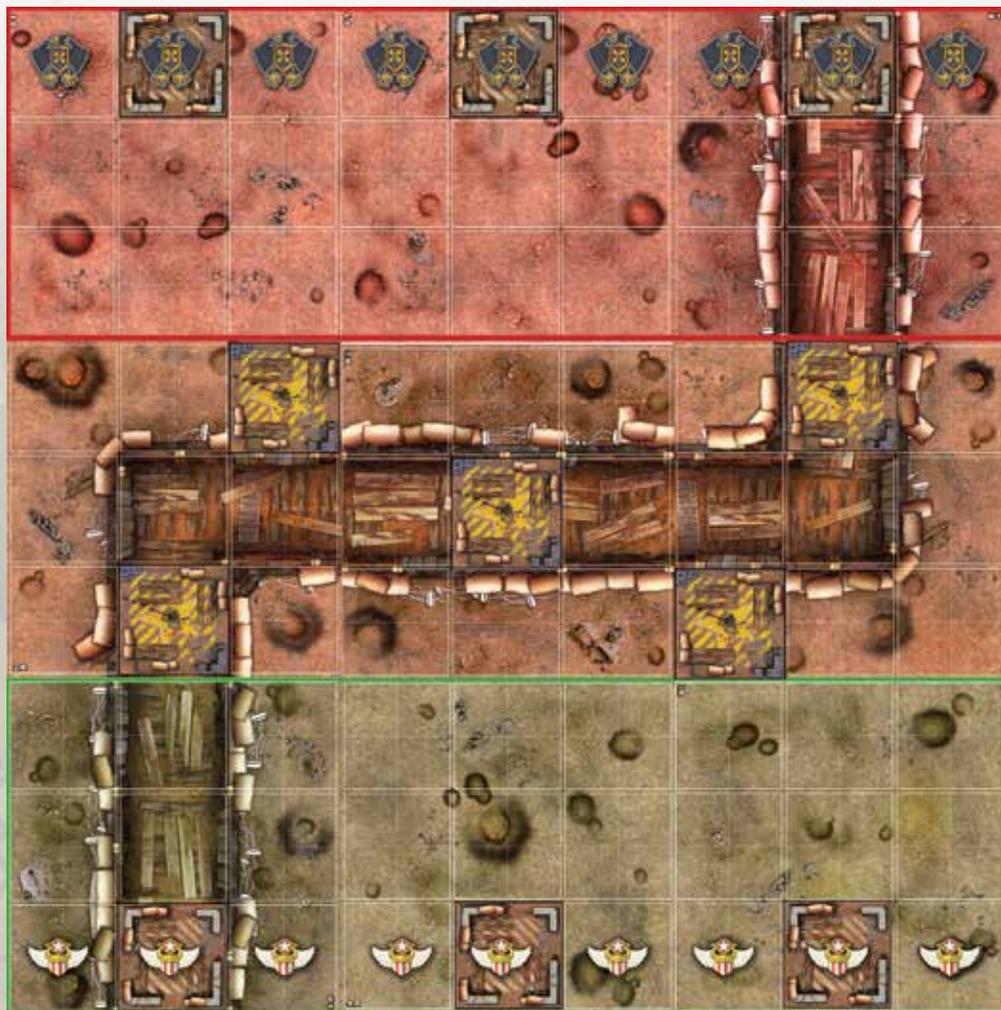
Rivets: 1

Victory Conditions:

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

Special Rules:

None.



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



SCENARIOS

MISSION 5 - THE THORNBUSH

"Thornbushes. That's what we call the barbed wire down here on the field. Over the years it's grown, taking on a life of its own. Built up, cut down, repaired, replaced. At one point in this war it served a purpose but now it's as much a nuisance to the force that set it as it is to their enemies. This fine morning we're looking to take a nice piece of real-estate set between two big clumps of the stuff. There's a small gap in the middle that a man could get through but we're hoping some tanks might lead us out and crush down those thorns for us. Too many a good soldier has ended up in them bushes. It ain't a nice way to go."

Private Jake Cobberson - 8th rifle company

Resources:

Deployment Points: 6

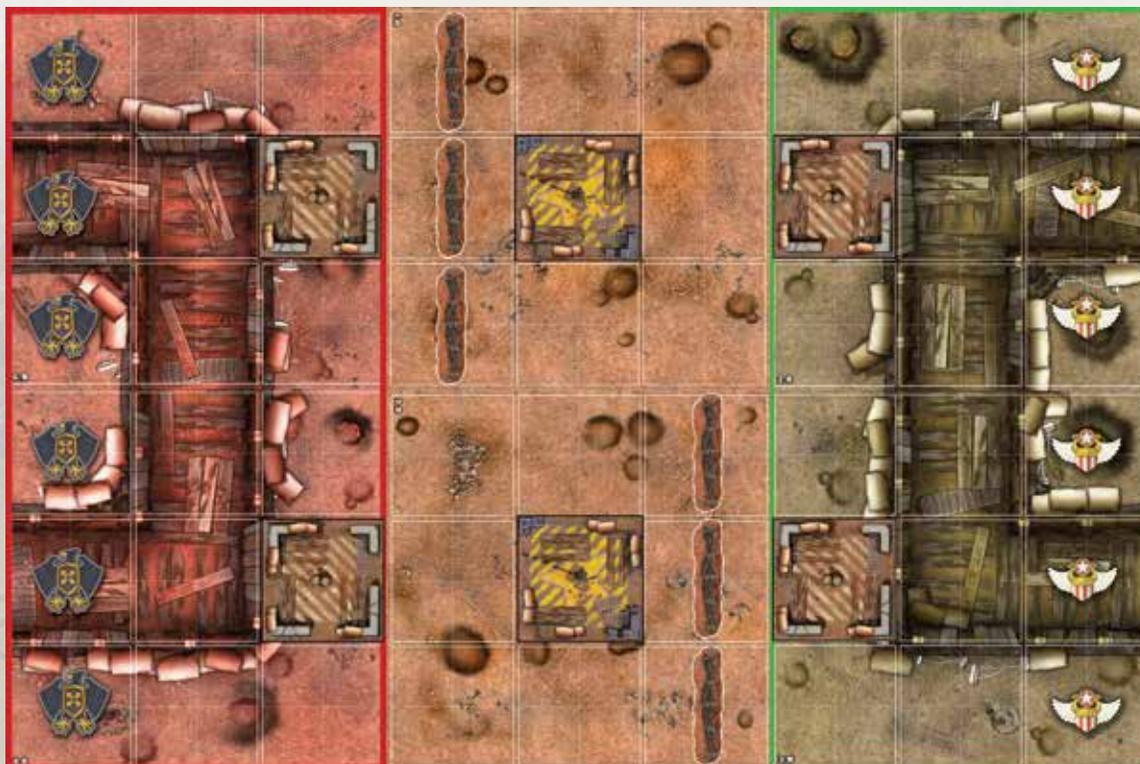
Rivets: 1

Victory Conditions:

Capturing a Strategic Objective is worth 1 VP. The first player to reach 8 VPs wins.

Special Rules:

None.



SCENARIOS

MISSION 6 - HOLD THE LINE

The Allies have gone from victory to victory over the past few weeks, pushing back the Blight all along the front lines. But unbeknownst to them this has been a stalling tactic with the Blight trading ground and time to build up their forces. The Allies, their supply lines thin and men exhausted from weeks of advance, are awakened to the sounds artillery, officers shouting, and tanks clanking forward—they're being hit by the Blight! All along the frontlines small units of men struggle to hold out against the enemy juggernaut.

Resources:

Deployment points: Blight 6, Allies 4

Rivets: 1

Special Rules:

The allies begin with 1 Rifleman in each Strategic Objective.

Allies take the first turn.

Victory Conditions:

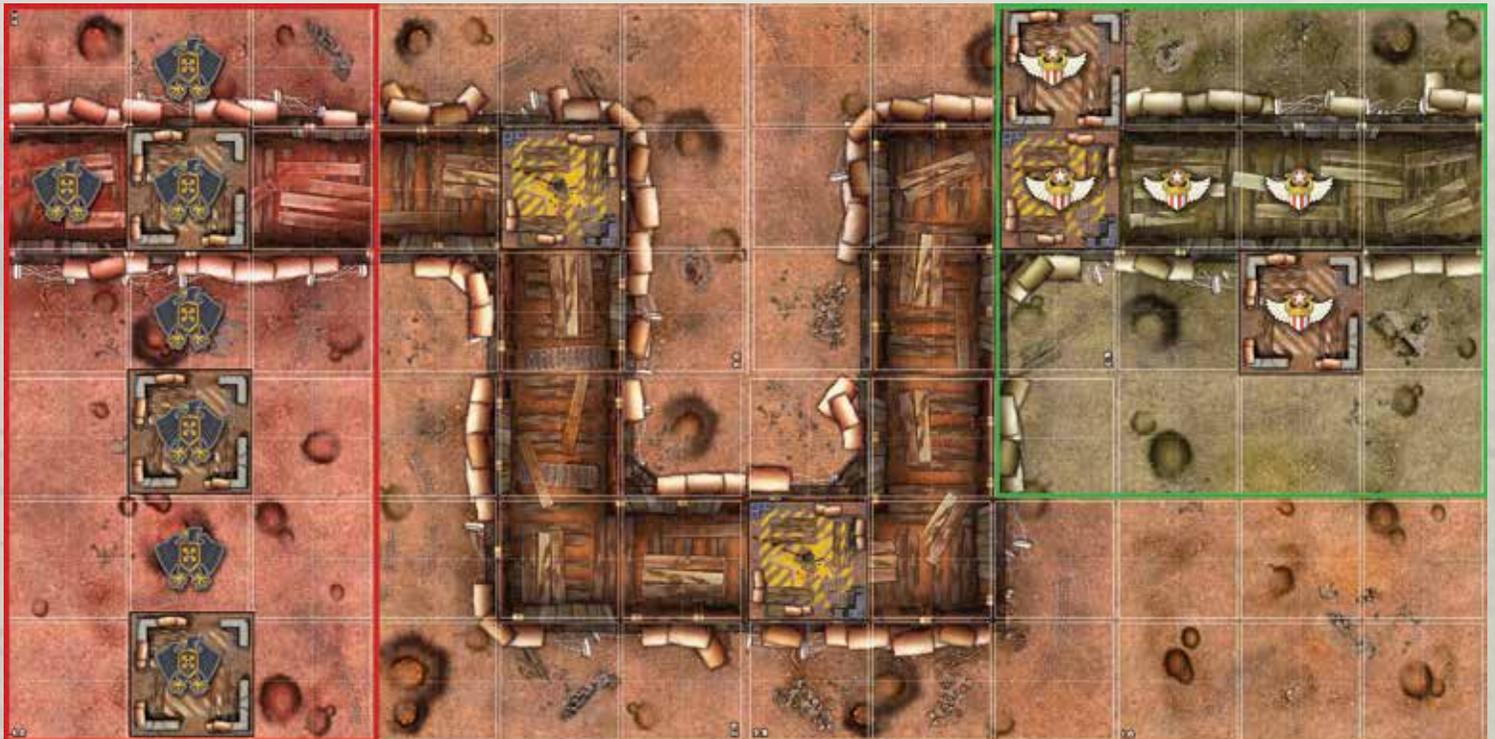
The allies receive 1 VP at the end of every round.

Only the blight gets VPs for capturing a Strategic Objective. Capturing a Strategic Objective is worth 1 VP.

The Allied player wins at 8 VPs.

The Blight player wins at 10 VPs.

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



SCENARIOS

MISSION 7 - MAIN STREET

With all the recent rains the roads have become nearly impassable. The only way for either army to get supplies is by plane. Airdrops have been doing the job up until now but both sides are running low on machine parts and large caliber ammunition. These items can only be brought in by heavy transport and a heavy transport plane needs a landing strip. If either force can secure the thoroughway in the center of the map, that army will be able to use it as a makeshift airstrip, giving them the edge in this conflict.

Resources:

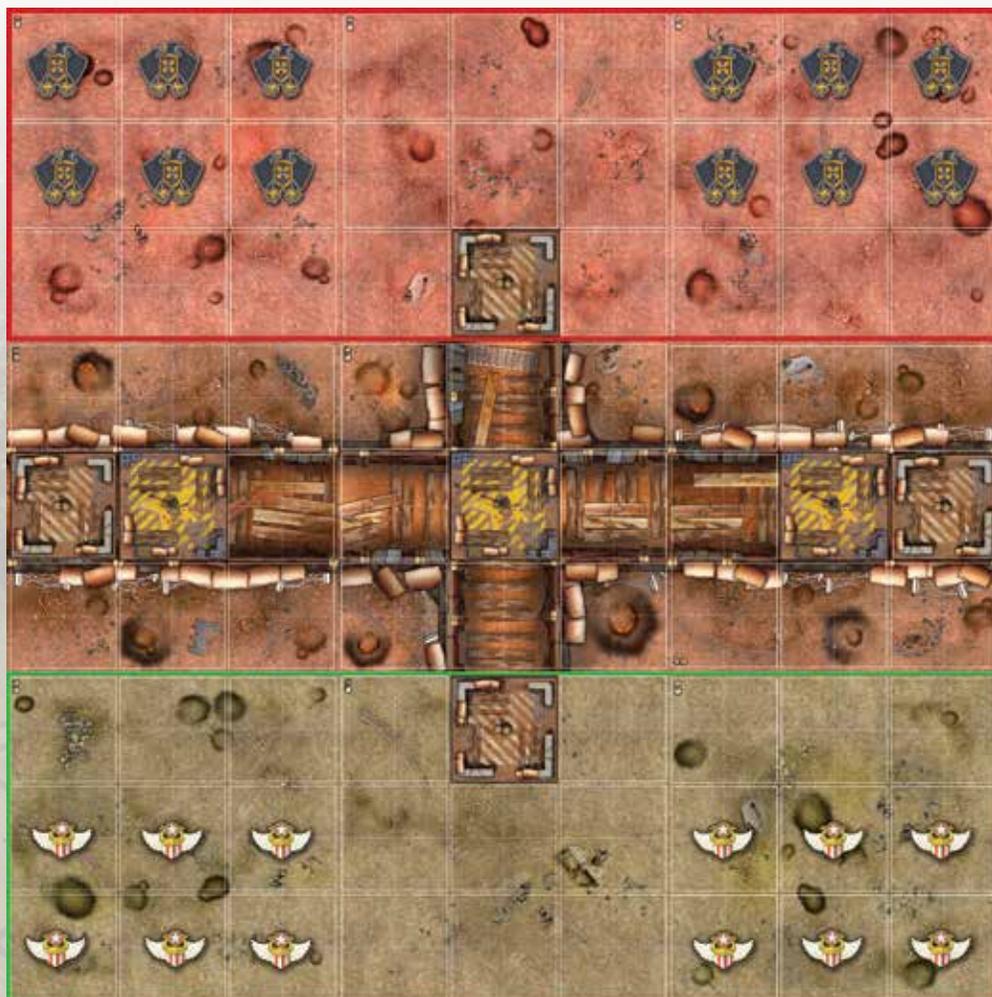
Deployment Points: 4
Rivets: 2

Victory Conditions:

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

Special Rules:

None



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



SCENARIOS

MISSION 8 - THE QUEEN'S GATE

During a brief armistice the Queen's gate was established. The gate was a strong point reinforced by bunkers, mines and barbed wire, but the armistice did not last long. Soon the truce was broken and the gate was abandoned as fighting broke out. After months of posturing on either side of the gate the two factions are finally readying their forces to retake this strategic point. Old Gate Road leads right into the thick of things while a slower route through the dirt may allow the outer defenses to be taken without much resistance. If either side should lose this battle it might very well cost them control of this region.

Resources:

Deployment Points: 4
Rivets: 1

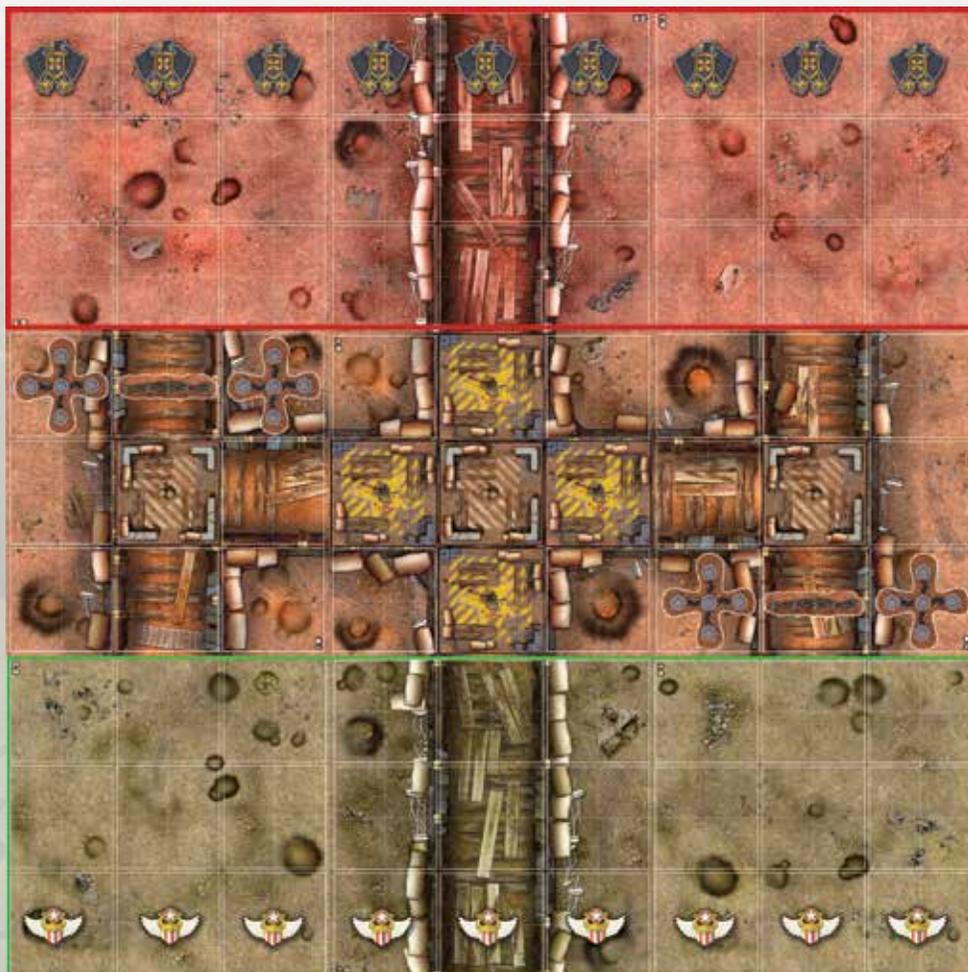
Points. These additional points can only be used for Infantry units, not counting Heroes.

Special Rules:

At the start of their Deployment Phase, each player gains 2 additional Deployment

Victory Conditions:

Capturing a Strategic Objective is worth 1 VP. The first player to reach 8 VPs wins.



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



SCENARIOS

MISSION 9 - DEATH FROM ABOVE!

A gallant young officer of the Allies has formulated a daring plan, using the new dirigibles to drop men behind enemy lines and take them by surprise! The senior staff reviewed the plans in their subterranean command bunker and agreed that it's worth the risk.

Resources:

Deployment Points: Allies 4, Blight 6

Rivets: 1

Special Rules:

At the start of each Allied turn 3 Riflemen parachute in. Pick a grid and make three deviation flips, deploying 1 Rifleman in each of those grids. If the deviation flip would land on a grid it could not move

into then make another deviation flip, centered on the new grid. Continue making flips until the unit lands in a grid that it could move into. If a deviation flip would cause the unit to deviate off the board it is eliminated.

Victory Conditions:

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



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



SCENARIOS

MISSION 10 - KNOCK-OUT PUNCH

Like a pair of equally matched boxers the two armies have slugged it out over countless battlefields all year long. Generals on both sides know that it's now or never—with the approach of winter this is the final chance for victory before the troops must hunker down and await the next round of fighting in the coming spring. Now is the time for both armies to put it all on the line and throw the final knockout punch!

Resources:

Deployment Points: 4

Rivets: 1

Special Rules:

The conflict escalates each turn! At the end of the game round add the total Victory Points accumulated by each player. The bonuses are not cumulative, you only get the one for the current level. At the start of each player's turn they gain the following benefit:

1-2: 1 extra Deployment Point

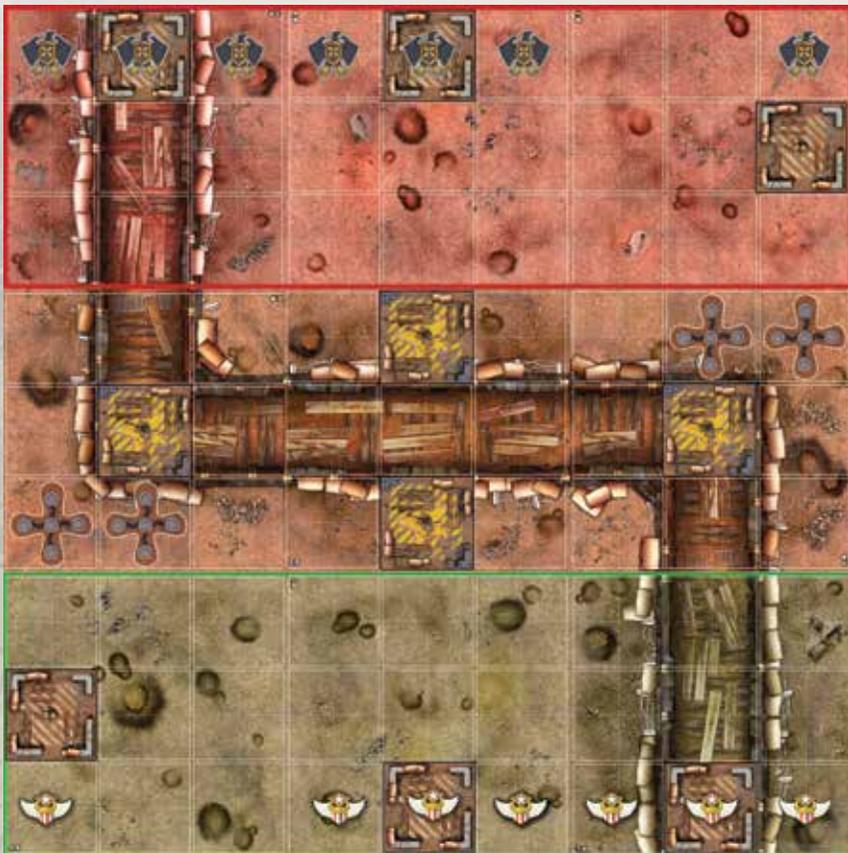
3-4: 1 extra Rivet

5-6: 3 extra Deployment Points

7-8: 3 Rifleman (Allies) or 3 Panzerfaust (Blight) deploy for free

Victory Conditions:

Capturing a Strategic Objective is worth 1 VP and the team to reach 10 VPs first wins.



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



SPECIAL ABILITIES

BOLSTER DEFENSE (-X) - Reduce the number of dice rolled against this unit by X to a minimum of 1. For example, a 3 dice attack against a unit with BOLSTER DEFENSE (-1) would roll only 2 dice.

CHAIN GRID ATTACK -  When an attack with this ability hits a target, attack the next unit in grid attack order. Continue making attacks until you miss an attack or all units have been attacked.

FLAT GRID ATTACK -  When an attack with this ability is used, attack each unit in the targeted grid.

DASH (X) - [Action] - This unit may move up to X additional grids during the Combat Phase.

GAS -  Besides attacking the targeted grid normally, when this attack is used it creates a gas cloud, placing a gas token on the targeted grid. Gas clouds are carried around by the wind, moving one grid each round at the beginning of the “gasser’s” movement phase, with the direction determined by a deviation flip. They persist on the board for two rounds and are removed at the start of the “gasser’s” combat phase. All units, whether friend or foe, that begin their turn on a gas cloud, move through a grid that contains a gas cloud, or have a gas cloud move into their grid, suffer a single gas attack using the attack stats of the creator of the cloud.

IMMUNE TO GAS -  This unit takes no damage from gas.

MOVE BONUS -  This unit’s move is increased by X.

PRECISION (+X) - This unit adds +X to the result of its attack rolls. For example, with PRECISION (+1) a dice result of 4 would become a 5, etc.

RANGE BONUS (Land) -  This unit’s land range is increased by X (does not work for units with Range 0).

RANGE BONUS (Air) -  This unit’s air range is increased by X (does not work for units with Range 0).

RAPID ASSAULT (X) - When a unit with this ability activates during the Combat Phase, it may perform a move of X movement points before attacking. If it uses this ability it may not move in the Movement Phase.

RUNNER (+X) - This unit gains +X move when it begins its activation on duckboards.

SNIPER - This unit ignores grid target order.

TANK SHOCK (X) - Units with this ability may move into grids containing only enemy Infantry units. The unit moving must otherwise be able to enter that grid. All units in that grid suffer a Flat Grid attack using X dice. Units not eliminated by this attack are then moved into an adjacent grid, chosen by the defender.



ROUND SUMMARY

Order of Operations

1. Begin Turn

A. Draw Phase

- I. Discard up to 1 Action! card
- II. Draw up to 1 Action! card
- III. Draw up to 2 Secret Mission cards

B. Deployment Phase

- I. Spend Deployment points and Rivets
- II. Deploy all desired units
- III. All unspent deployment points are lost

C. Combat Phase

- I. Activate grid
- II. Check buffs on activating grid
- II. Each active unit selects a target grid and performs either attacks or an Action
 1. Check buffs on target
 2. Make attack
 3. Apply damage
 4. Remove casualties
- IV. Repeat until all units have activated

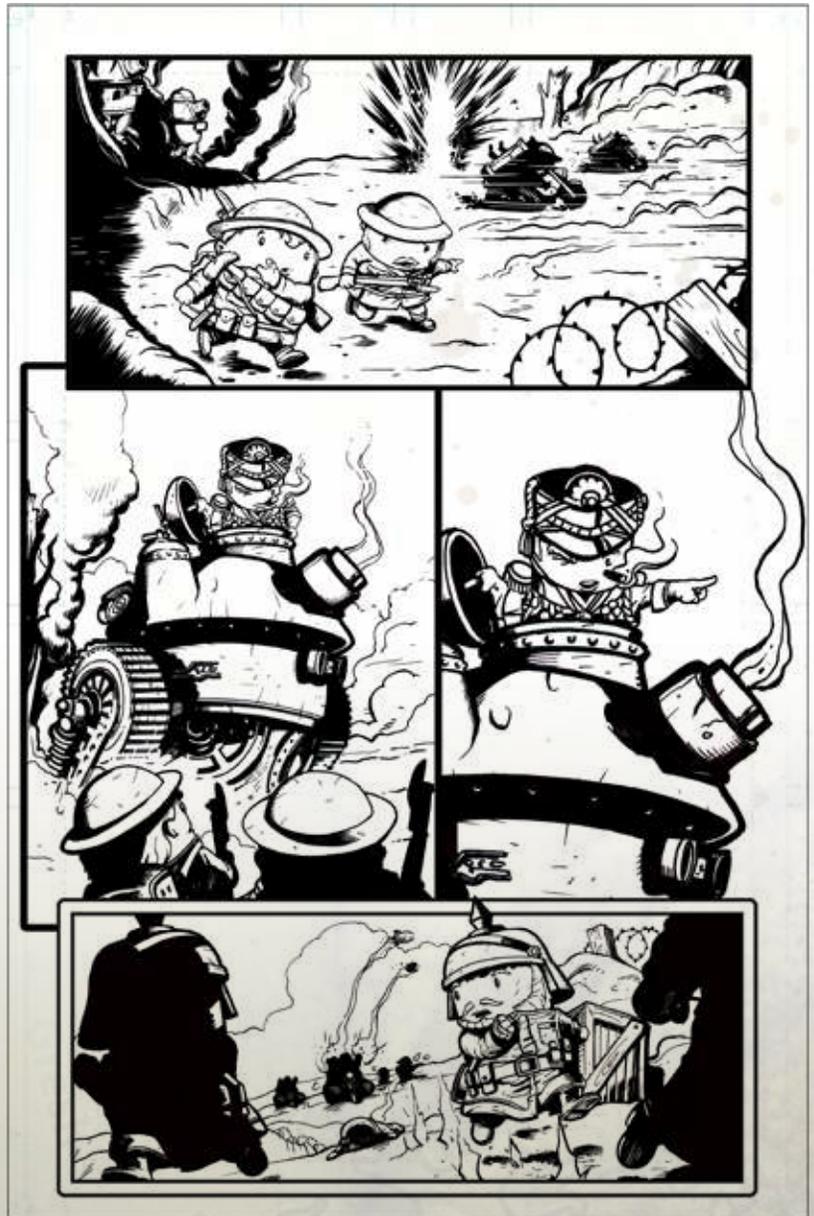
D. Movement Phase

- I. Activate grid
- II. Check buffs on activating grid
- III. Each active unit moves
 1. Repeat until all units have activated

E. Wrap Up Phase

2. End Turn

- I. Play passes to the next player, repeat until all players have taken a turn, then end the round and begin another.



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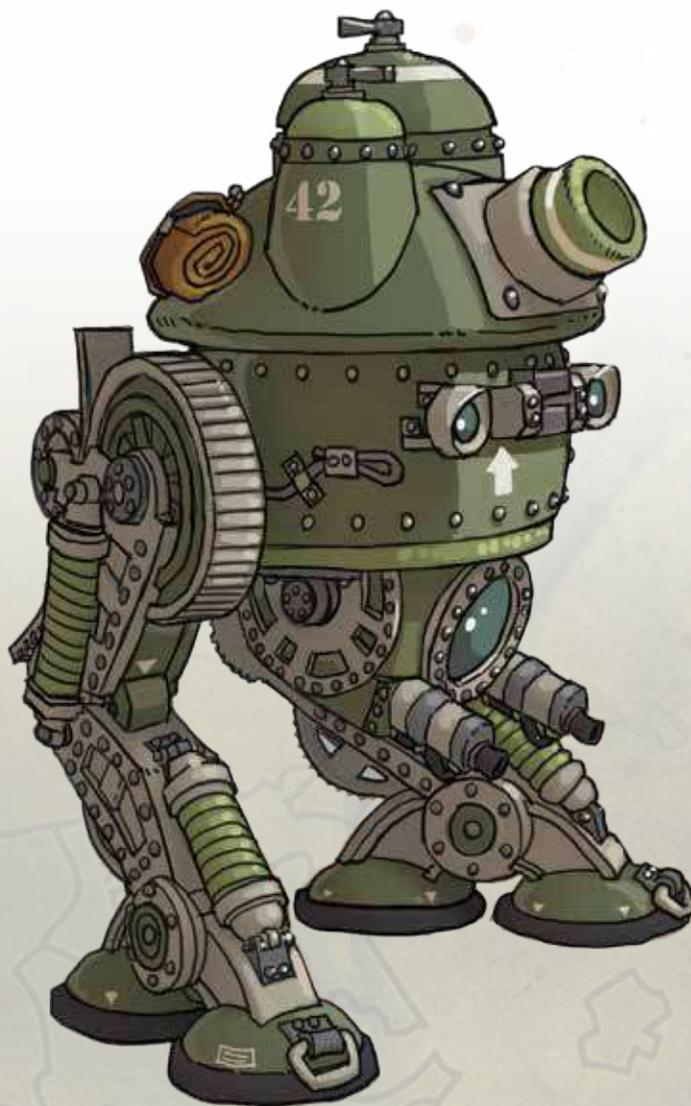
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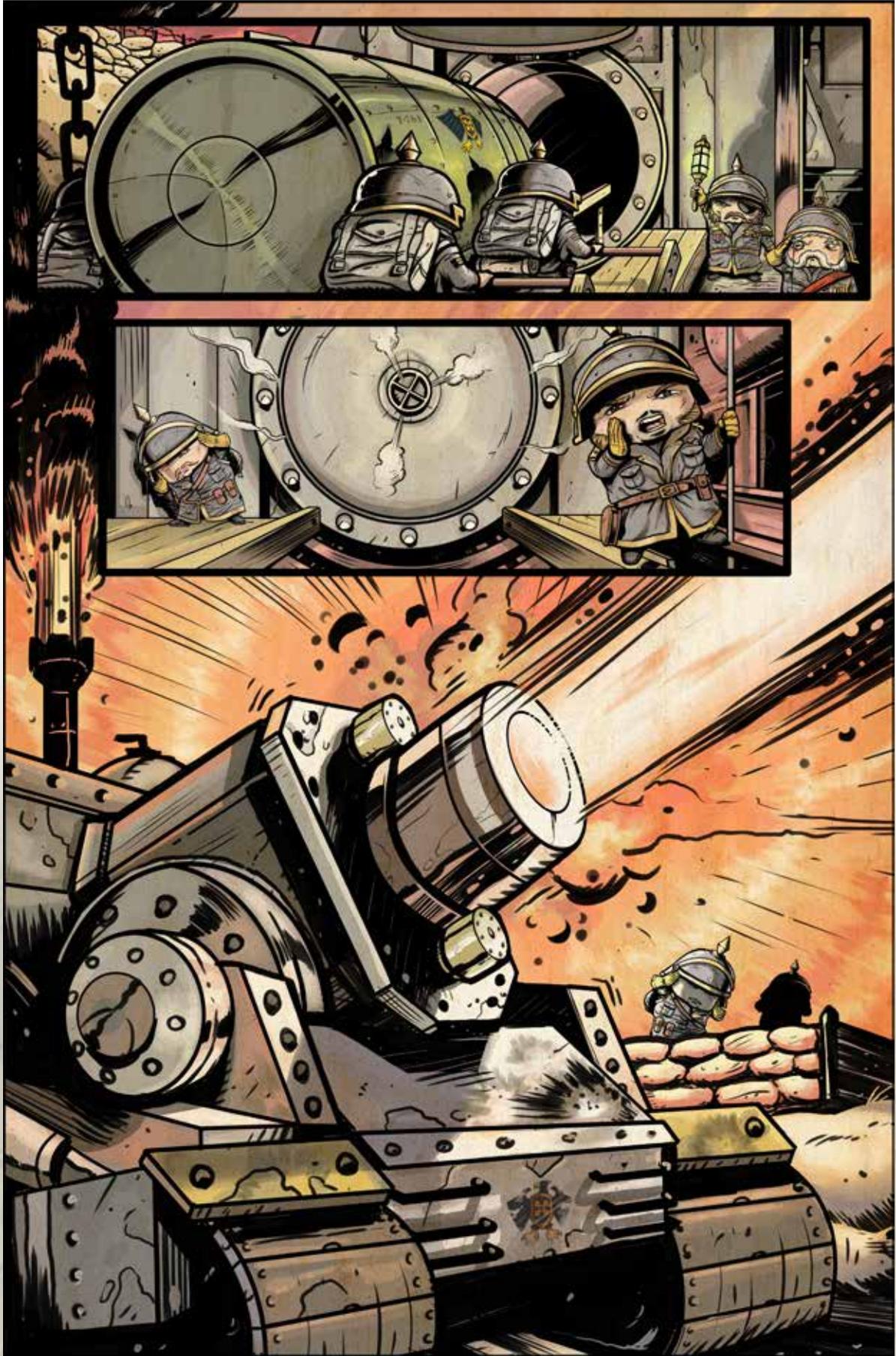


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QUICK REFERENCES

1. CARD PHASE

→ MAX HAND SIZE

When you have as many cards in your hand as allowed and are required to draw more of that type of card, you do not get to draw any.

2. DEPLOYMENT

→ ATTACKS

An attack hits if any of the rolls result in a 5 or 6. A hit deals 1 point of damage to the target, regardless of the number of 5s or 6s

3. COMBAT

4. MOVEMENT

→ MOVEMENT RULES

When a unit is moving it follows these rules:

- A unit may move 1 grid for each point of movement it spends.
- A unit may only move diagonally once per activation.
- A unit cannot enter any grid occupied by enemy units.

5. WRAP UP

TERRAIN ELEMENTS



STRATEGIC OBJECTIVE

Areas of great importance on the battlefield. Only Infantry can move onto these grids and they count as Duckboards. Strategic Objectives are a source of VPs in most scenarios. Controlling them can also have additional benefits.



BARBED WIRE

Infantry cannot enter grids with barbed wire in them. If any other unit type enters the grid, the barbed wire is destroyed.



MINEFIELD

Dangerous areas that can harm non-Infantry units entering the grid they are in. Any non-infantry unit moving into a grid containing a Minefield suffers a 2 die attack.



TANK TRAP

Non-infantry units may not enter grids with tank traps in them.



BUNKER

Only infantry can enter a Bunker. Bunkers count as Duckboards and grant Bolster Defense (-1) to infantry inside.

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