

SCENARIOS

TOWN SIEGE

SCENARIO 10

2 PLAYERS OR 2 TEAMS

Protect the town, using Artillery and limited units.

REQUIRED OBSTACLES:

DEFENDER

15 - 25 obstacles to create a town.
Create 6 stud wide roads between lines of obstacles.

ATTACKER

2-6 terrain pieces to be placed between
deployment zone and town.

UNITS

DEFENDER

80 RP - Units
20 RP - Defensive
obstacles

ATTACKER

155 RP

SET UP

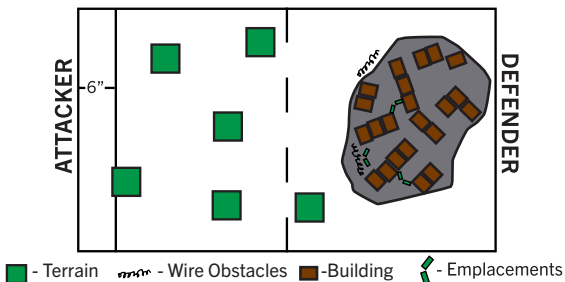
Example town shown below.

Attackers Units will be deployed as normal in a 6" **Deployment Zone**.

Defenders Units will be deployed within the town boarder.

SCENARIO SPECIFIC RULES

Play with Destroyable Terrain Rules.



STARTING A GAME

Attacking player starts the game.

WINNING OBJECTIVE

Last player standing is the winner.

OPTIONAL

Defending player uses only Artillery to defend the town.