

# SCENARIO 11

## TOWN SIEGE PART II: REINFORCEMENTS SCENARIO 10

2 PLAYERS OR 2 TEAMS

Capture the town

### REQUIRED OBSTACLES:

#### DEFENDER

Minimum of 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

70 RP - Units  
20 RP - Obstacles  
40 RP - REINFORCEMENTS  
1/2 RP must be spent on Infantry and  
Artillery.

#### ATTACKER

140 RP - Units and Infantry  
Must use 25 - 40 RP must be  
used on infantry.

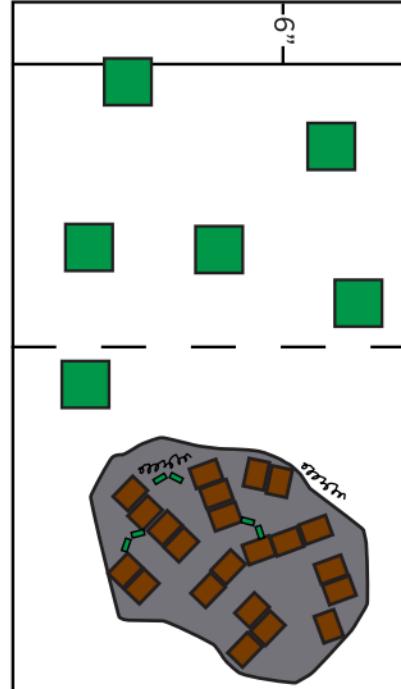
### SET UP

Example town shown below.

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

Defenders Units will be deployed within the town border. With a army  
of reinforcements on the battlefield border.

#### ATTACKER



#### DEFENDER

 - Terrain

 - Wire Obstacles

 - Building

 - Emplacements

## SCENARIO SPECIFIC RULES

- Play with Destroyable Terrain Rules.
- Use Specialists to add strength to Infantry Units.
- Reinforcements may enter from any side of the board. This side must be determined and told to the players opponent before game begins. (pg.9 of MBB vol.III)

## SPECIALIST RULES

Specialists are soldier markers that have special abilities. They are either added to a unit or replace a soldier marker on a unit. They are designated by either a stud underneath the soldier marker or you can use Brickmini's 1x1 base frames.

### **SNIPER** - Black designator color

- A player may only have 4 snipers in their army. This includes reinforcements.
- A sniper replaces a soldier marker in a unit.
- A unit with a sniper doubles their range if they have not used any MP this turn.
- When hidden snipers ignore line of sight modifiers.
- Snipers receive a (+1) Attack Modifier to any shots when they are hidden (pg.4 MBB Vol.III)
- RP 5 is added to the purchase of a unit.

### **Unit Leader** - Blue designator color

- Players may only have 3 Unit Leaders in their army.
- Unit Leader replaces one soldier marker in a full unit.
- Unit leaders add (+1) modifier to MP and DP
- The Unit Leader may choose to move then shoot or shoot then move on their turn.
- RP 6 is added to a purchase of a unit.

### **Artillery Crew** - Red designator color

- Artillery crews are able to move artillery.
- Artillery crew replaces a half unit
- Artillery crew (+3) Defense Modifier
- Artillery units has 3 MP and cannot shoot the same turn that it moves.
- Artillery units follow all other movement rules.

## STARTING A GAME

Attacking player starts the game.

## WINNING OBJECTIVE

Attacking Player - active units outnumber defending players active units in the boundary of the town.

Defending Player - destroy all enemy units or hold for 5 rounds after reinforcements arrive.

## OPTIONAL

- Defending player uses only Artillery and Infantry to defend the town.