

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

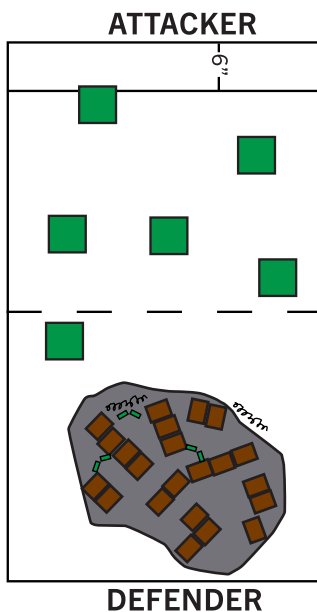
140 RP - Units and Infantry
Must use 25 - 40 RP must be
used on infantry.

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 boarder. With a army
of reinforcements on the battlefield border.



■ - 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.