

THE BATTLE FOR TELBERG

A RIVET WARS CAMPAIGN

BY

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WWW.RIVETWARS.COM

INTRODUCTION:

The campaign contains five 2-player scenarios for the Rivet Wars Eastern Front Core Box Set.

The five-scenarios follow the exploits of an Expeditionary Force, who are sent to capture the city of Telberg from an occupying defending force.

Generally, it is assumed that one player takes the role of invader, while the other plays as defender.

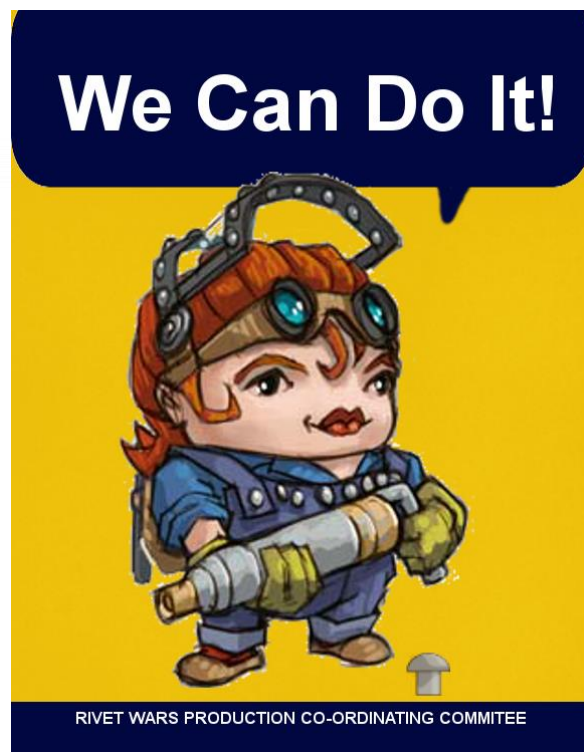
Throughout the campaign invading forces are shown as red, while defending forces are shown in green. Blight or Allied armies may be used by either playing for the duration of the campaign.

Some missions make use of additional resources which are also provided.

Each mission can be played independently, but it is intended each mission is played in order.

Campaign Victory:

Campaign Points are calculated at the end of each scenario as the difference in Victory Points between both players. After the 5-scenarios have been played, the victor is the player with the most Campaign Points. In this way all five scenarios must be played and no advantage or impediment is given to either player when entering the next scenario.



OATH OF ALLEGIANCE

Each player must choose an army to represent on the battlefield, before the campaign begins. Once the decision has been made neither player will be allowed to switch sides or change armies. Players are asked to pledge an "Oath of Allegiance" to either Army for the duration of the campaign.

If you are serious, you may want to recite the words out loud:

Blightun Oath of Allegiance:

I, _____, do swear that I will be faithful and bear true allegiance to the Blightun Emperor, his heirs and successors, and that I will, as in duty bound, honestly and faithfully defend the Emperor, his heirs and successors, in Person, Crown and Dignity against all enemies and will observe and obey all orders of the Emperor, his heirs and successors, and of the Generals and Officers set over me.



Signed: _____

Allied Oath of Allegiance:

I _____ have, this day, voluntarily enlisted myself, as a soldier, in the Independent Allied States army, for the duration of the campaign, unless sooner discharged: And I do bind myself to conform, in all instances, to such rules and regulations, as are, or shall be, established for the government of the said Army.



Signed: _____

CAMPAIGN SCORE SHEET

Defending Team: _____ Invading Team: _____

	VICTORY POINTS		CAMPAIGN POINTS	
	Defending Team	Invading Team	Defending Team	Invading Team
SCENARIO 1				
SCENARIO 2				
SCENARIO 3				
SCENARIO 4				
SCENARIO 5				
CAMPAIGN TOTAL				



CAMPAIGN SCENARIO I



RADIO CHECK - (THE EXPOSITION)

As an intelligence officer you have obtained vital information for the war effort, regarding the locations of enemy forces. Out of options, you must acquire control of an enemy Radio Mast to relay your intelligence back to HQ.

Summary:

In this two-player mission, both sides fight for control of an important Radio Mast.

One player (Green) is the defender of the Radio Mast.

One player (Red) is the invader, trying to gain control of the Radio Mast.

A Papercraft Radio Mast can be found below.

Requirements:

Rivet Wars: Eastern Front Core Box

Resources:

Deployment Points: 4

Rivets: 1

Special Rules:

The Victory Points on Secret Mission Cards will be rewarded as extra Deployment Points at the player's next Deployment Phase. (eg: 2 VPs are 2 DPs).

Inappropriate Secret Mission cards can be discarded and redrawn.

The Radio Mast is located in a Bunker. Normal Bunker rules apply.

The Defender earns 1VP at the end of every round.

The Invader earns 2VP at the end of each turn where an Infantry Unit is located in the same Grid as the Radio Mast.

Only the Invader earns VPs for controlling the Radio Mast.

One Invading Infantry Unit may not attack while at the Radio Mast – they are busy gathering radio transmissions.

The Defender starts with one Infantry Unit in each of the two defensive bunkers.

Victory Conditions:

The first player to reach 10 VPs wins.



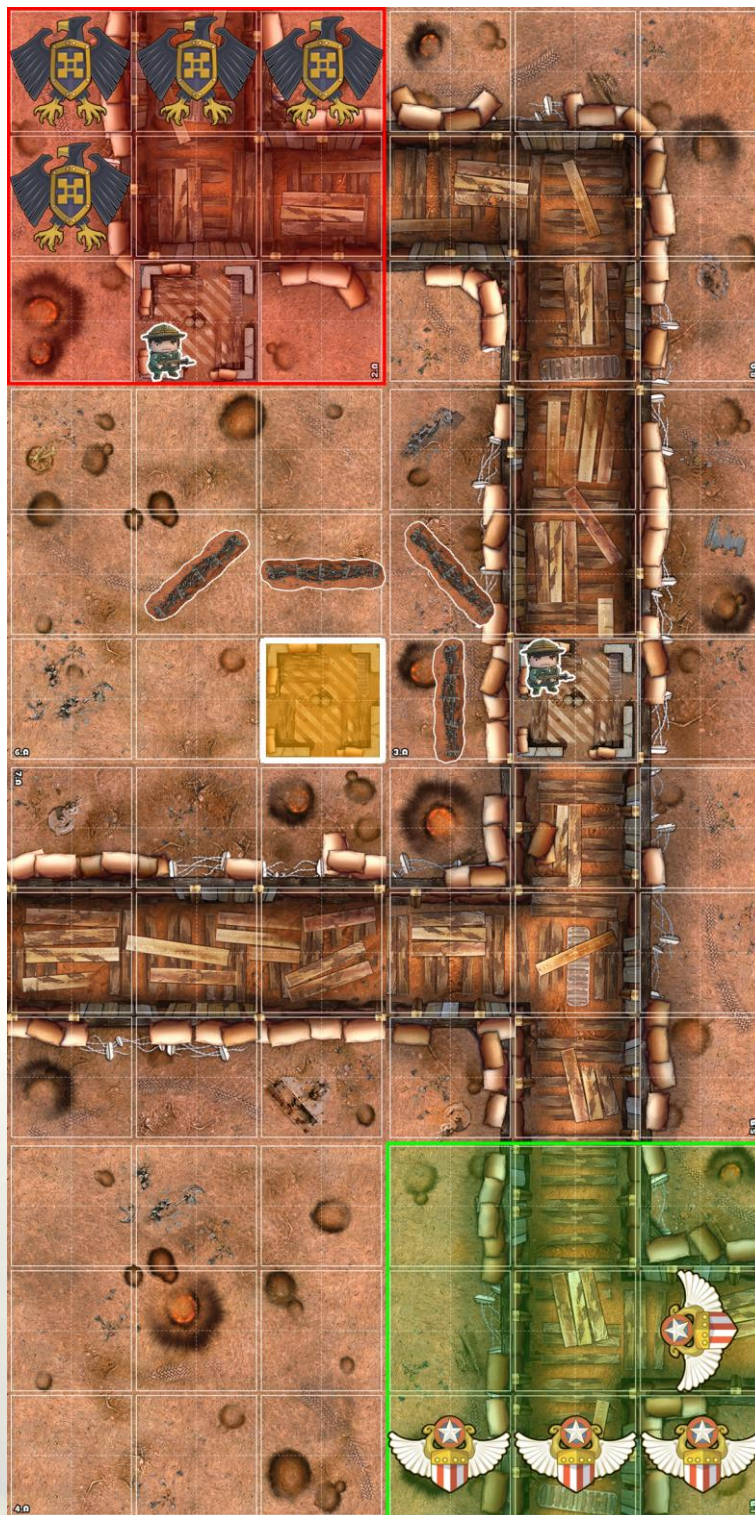
The Blightun Army has taken the Mast!



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

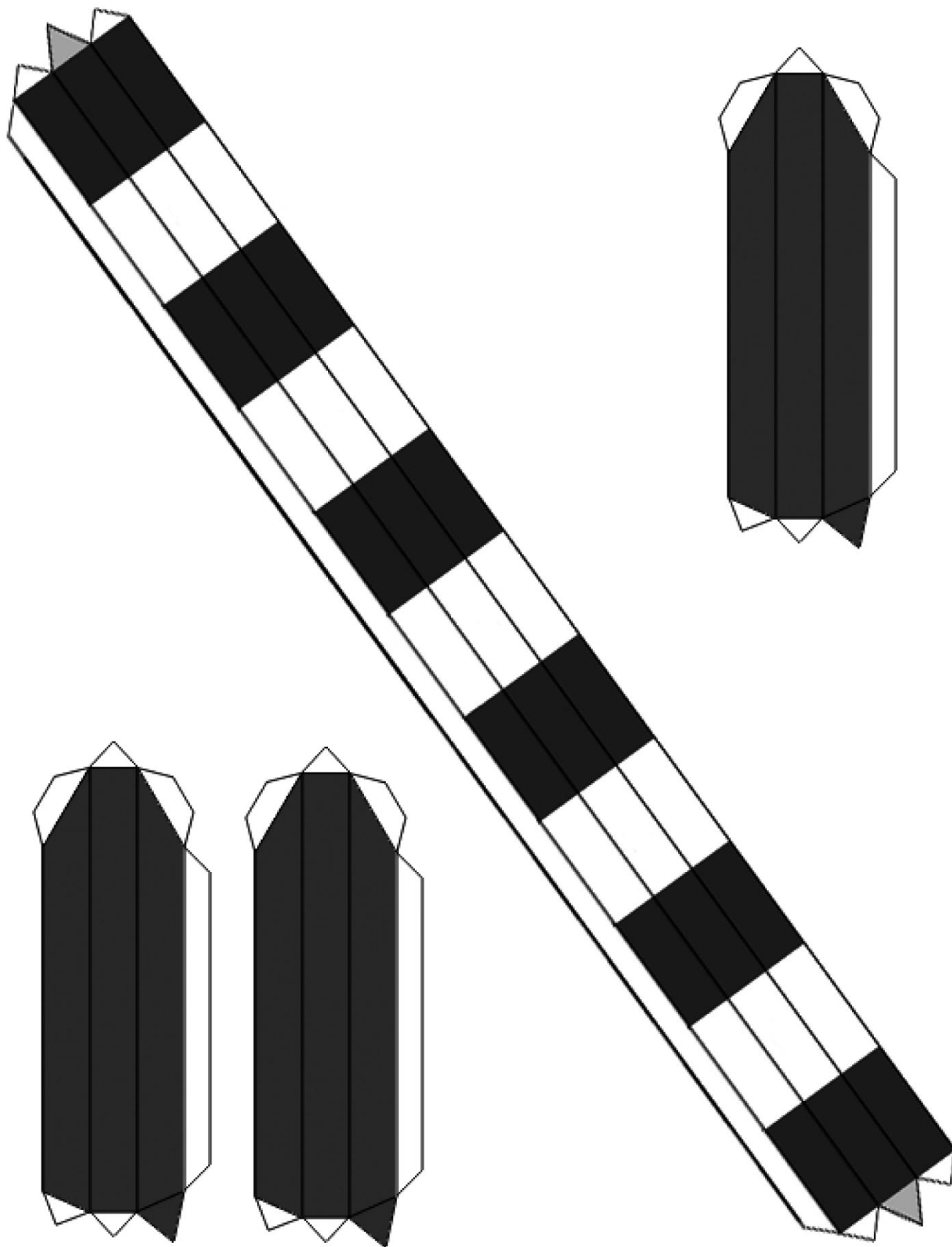


The Grid with the Radio Mast is shown in **YELLOW**.

In this example Allied Forces are playing as Defender, while Blight is playing as the Invader.



Paper-craft Radio Mast: - Altered from www.ghostofman.com



THE CAMPAIGN BEGINS:

INCOMING TRANSMISSION

The following transmission was received at 0800Hrs - Wavelength 310m:

"QUEENIE-WUN - THIS IS - ZERO-BUTTER - RADIO CHECK - OVER"

"THIS IS - QUEENIE-WUN - WEAK BUT READABLE - OVER"

"THIS IS - ZERO-BUTTER - You are WITH INTERFERENCE - OUT"

"ZERO-BUTTER - CODE-WORD FOLLOWS - OUT"

"ZERO-BUTTER - CODE-WORD - I SPELL - RO'ERT - INK - VIN'GAR - EDWARD - T'MMY - OUT"

"ZERO-BUTTER - LONG MESSAGE - OVER"

"THIS IS - QUEENIE-WUN - SEND - OVER"

"Enemy f'rces 're strong EAST of TELBERG - MORE TO FOLLOW - OVER"

"QUEENIE-WUN ACKNOWLEDGED - OVER"

"ZERO-BUTTER - ALL AFTER - TE'BERG - Enemy encampm't to the SOUTH is ' SUITABLE
INSE'TION POINT - MORE TO FOLLOW - OVER"

"QUEENIE-WUN ACKNOWLEDGED - OVER"

"Z''O-BUT'ER - A'L AFTER TEL''RG - Expedition''' Force to oc''py BRIDGE at C'''' -
MORE TO FOLLOW - OVER"

"THIS IS QUEENIE-WUN - you are WITH INTERFENCE - WORDS TWICE - WORDS TWICE - SAY
AGAIN ALL AFTER BRIDGE - SAY AGAIN ALL AFTER BRIDGE - OVER - OVER"

"QUEENIE-W'N - QUEE''E-WUN -
THIS IS Z'''-'''ER - THIS IS '''-BUTTER -
I ''' AGAIN - I SAY AGAIN -
ALL '''''''' at C''''U - ALL AFTER BRIDGE at CALE'U - OVER ''''''"

"THIS IS QUEENIE-WUN - I READ BACK - Force to occupy BRIDGE at CALEAU - OVER"
" "

"ZERO-BUTTER YOU ARE UNREADABLE - SAY AGAIN! - SAY AGAIN! - OVER"

.....

"ZERO-BUTTER - THIS IS QUEENIE-WUN - change to alternative frequency - OVER"

.....

"ZERO-BUTTER - THIS IS QUEENIE-WUN - RADIO CHECK - RADIO CHECK - OVER - OVER"



MISSION INTELLIGENCE:



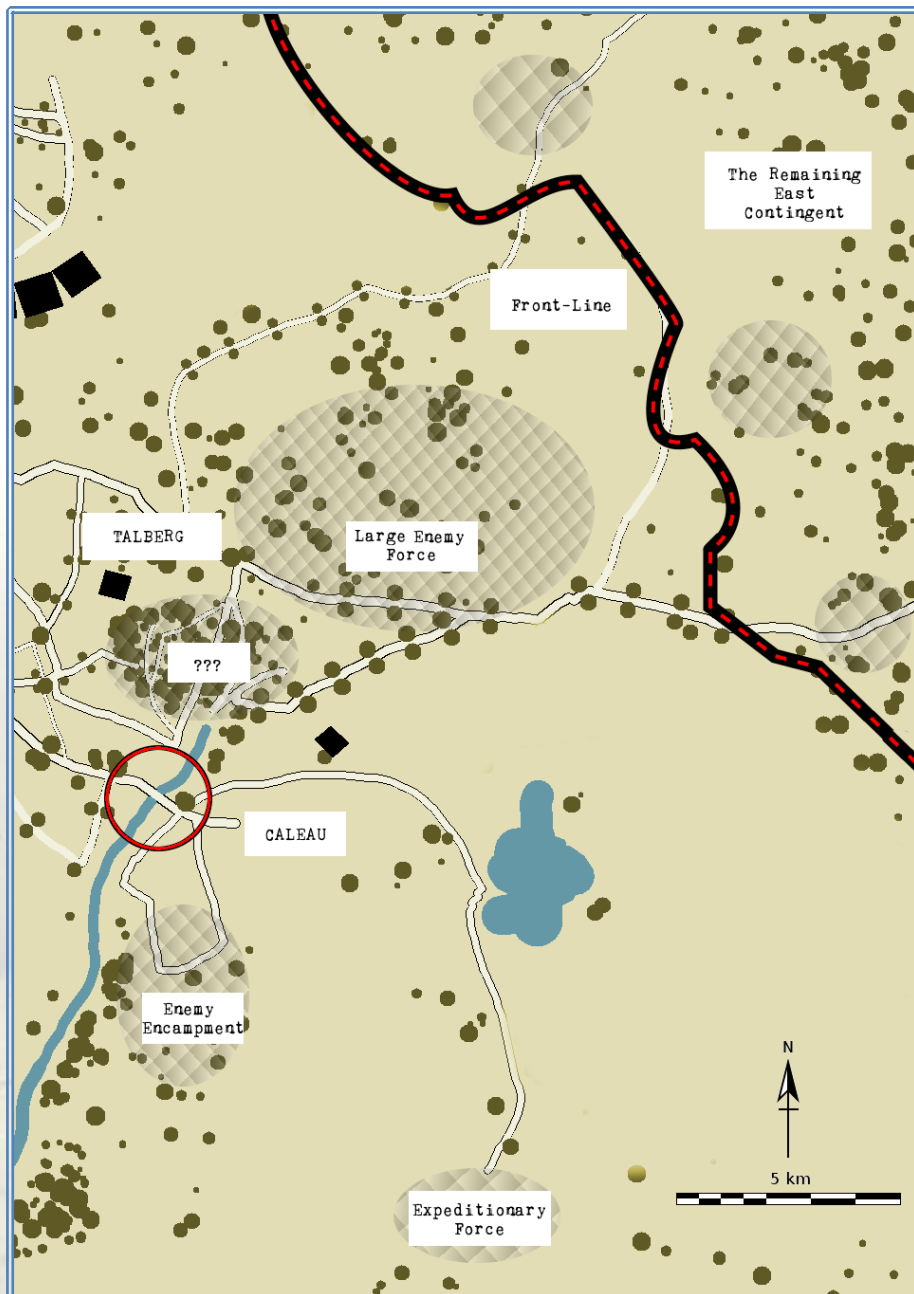
TELEGRAM (DAY 1):

COMMANDER, YOUR EXPEDITIONARY FORCE IS IN POSITION SOUTH OF THE CALEAU BRIDGE STOP

YOUR FIRST OBJECTIVE IS TO ASSAULT THE ENEMY ENCAMPMENT STOP

THEN CAPTURE THE BRIDGE AT CALEAU STOP

AWAIT FURTHER INSTRUCTION STOP



CAMPAIGN SCENARIO 2



WHILE THEY WERE SLEEPING

The Enemy force has been taken totally by surprise. The Expeditionary Force must act quickly to destroy the encampment before moving onto the Caleau Bridge.

Summary:

In this two-player scenario, the invading force must destroy 4 tents within the enemy encampment.

Papercraft tents can also be found below – however army flags can be used from the core box set as an alternative.

Requirements:

Rivet Wars: Eastern Front Core Box

Resources:

Deployment Points: 4

Rivets: 1

Special Rules:

Each tent has 2 health points and an armour value of 1. Each tent is worth 2VPs. Unit Cards for the Tents are included.

Tents occupy one square. Tents are always located in grid-attack location **4**. Tents cannot be repositioned.

The invading force may draw no secret mission cards for the duration of the game.

The defending force may draw 2 Secret Mission cards; up to a maximum of 4. A defending player may discard and redraw 1 Secret Mission Card per round.

Victory Conditions:

The invading player score 2VPs for each tent destroyed; they may also earn VPs by destroying units.

The defending player may score VPs through Secret Mission Cards and destroying units.

The first player to reach 8 VPs wins.



Blightun Forces approach an Allied encampment

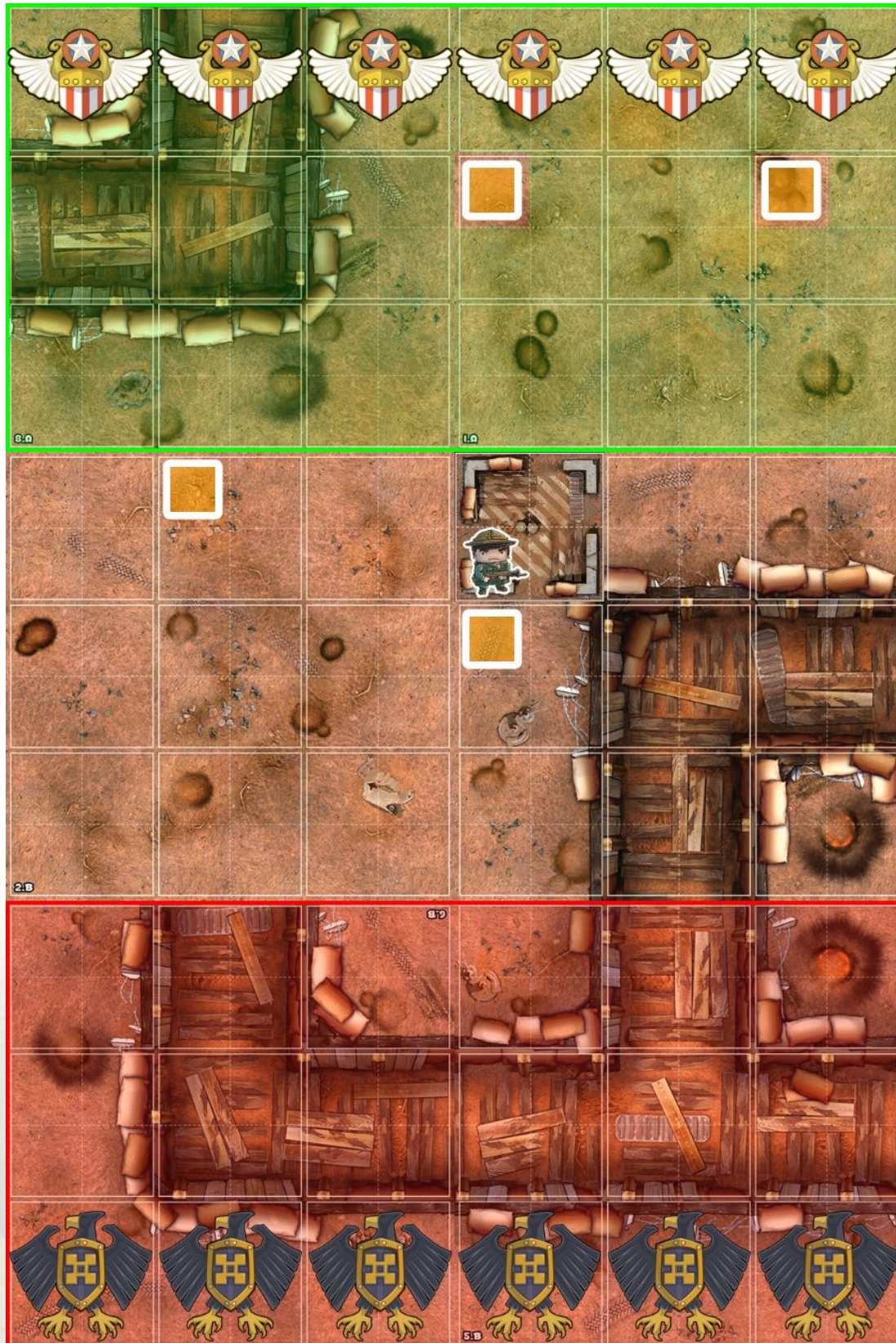


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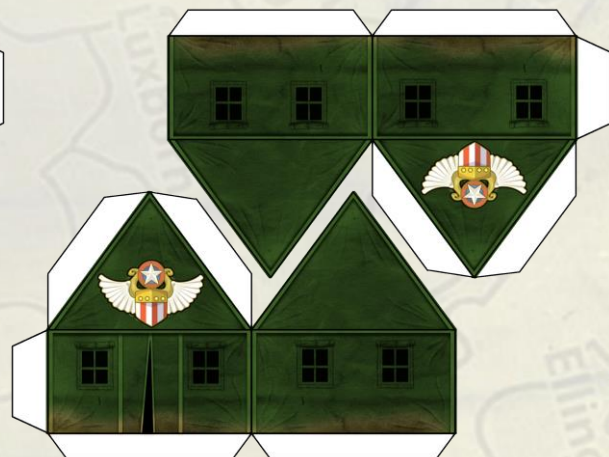
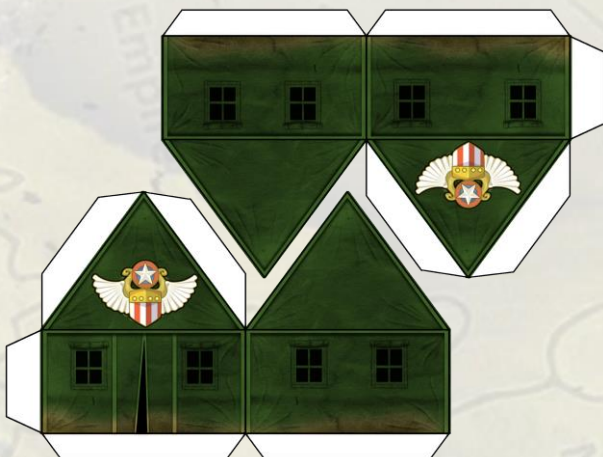
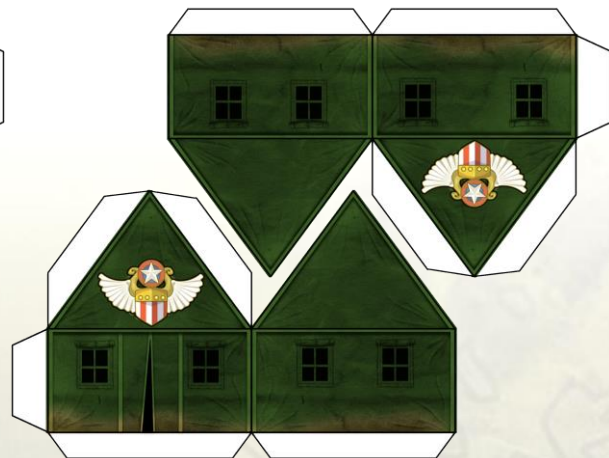
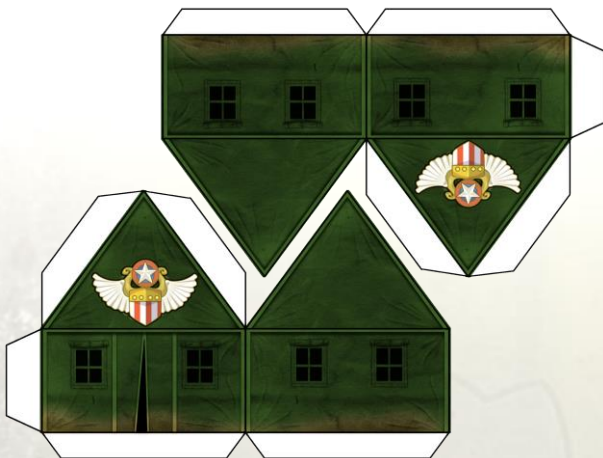
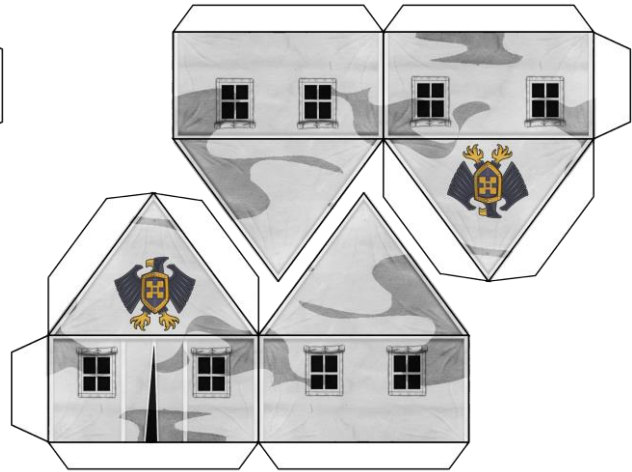
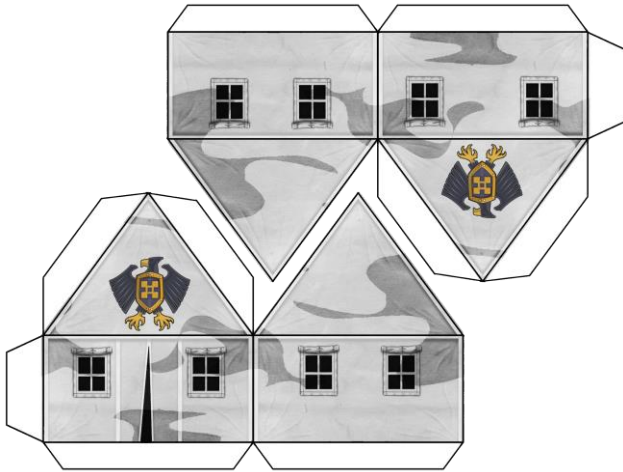
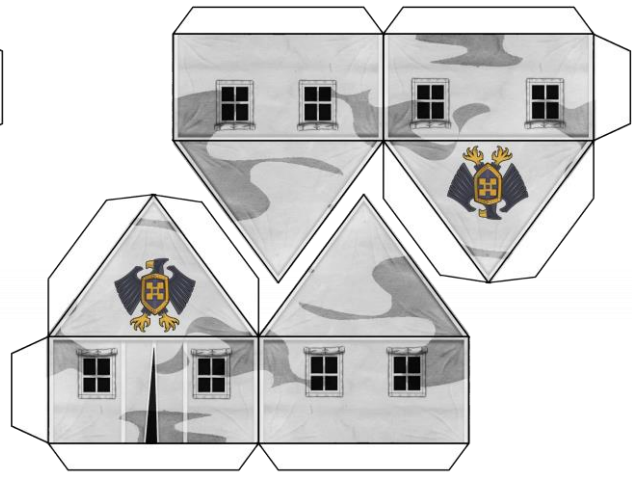
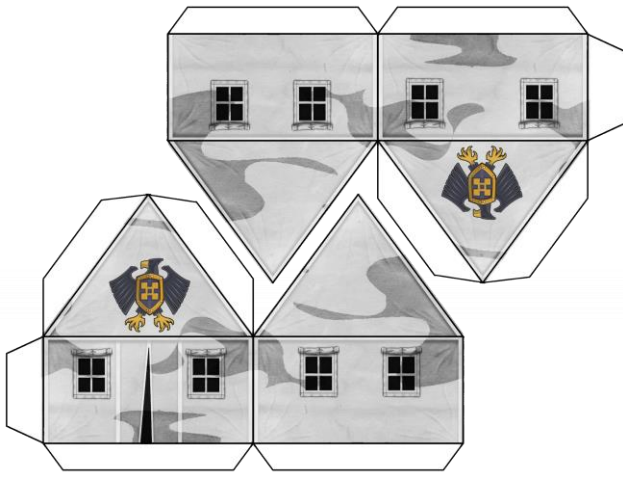
8A	1A
2B	3B
6B	5B



The tent locations are shown in **YELLOW**.

In this example, Allied Forces are playing as Defender, while Blight is playing as the Invader.







These paper tents are adapted from:
 Jeremiah Terry's DUST Tactics Tents - <http://www.front-toward-enemy.us>



CAMPAIGN SCENARIO 3



THE BRIDGE AT CALEAU

The Bridge at Caleau is of the utmost significance to campaign. It is likely the assault will last many days, but you have been given the opportunity to lead the attack. Seize control of the bridge now and allow the expeditionary force to proceed; the alternative is a long drawn out engagement.

Summary:

In this two-player mission, each player must storm a bridge to capture a Strategic Objective and gain supremacy.

Requirements:

Rivet Wars: Eastern Front Core Box

Resources:

Deployment Points: 4

Rivets: 1

Special Rules:

The Victory Points on Secret Mission Cards will be rewarded as extra Deployment Points at the player's next Deployment Phase. (eg: 2 VPs are 2 DPs).

The bridge can be constructed from 6 the bunker tiles; however they are not considered bunkers during this scenario.

The bridge shares the same properties as duckboards; thus infantry Runner ability can be activated on the bridge.

Victory Conditions:

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



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MISSION INTELLIGENCE:



TELEGRAM (DAY 6):

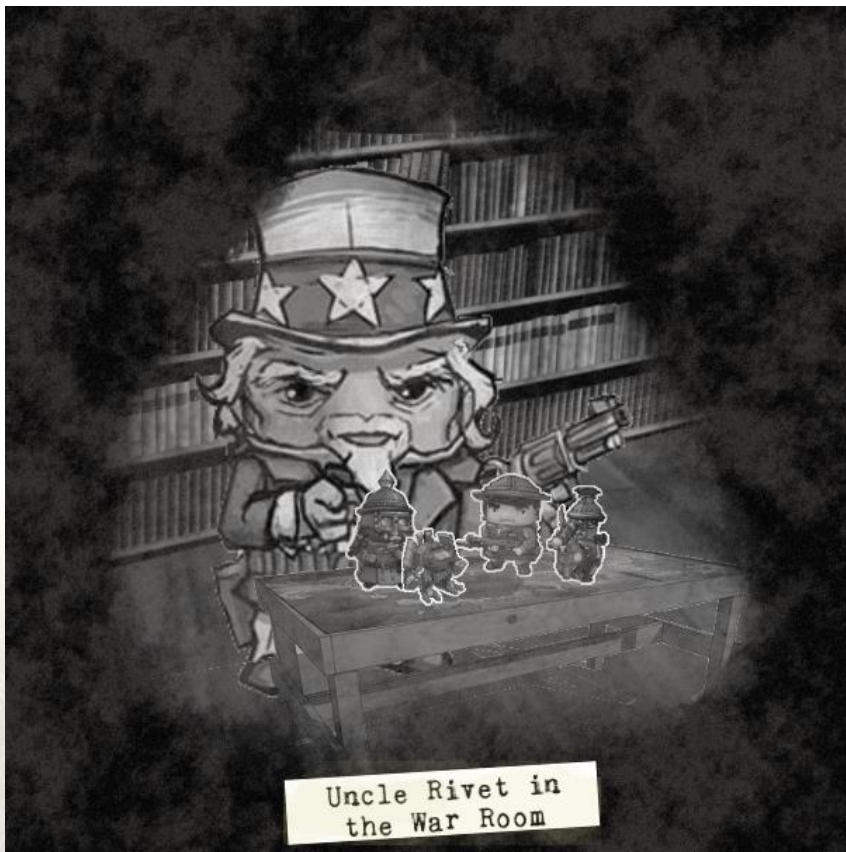
COMMANDER, THE BRIDGE AT CALEAU IS SECURE STOP

YOUR CONTRIBUTION WAS SIGNIFICANT STOP

INTELLEGEENCE SUGGESTS A DETACHMENT OF THE ENEMY FORCE IS
HEADED SOUTH TO YOUR LOCATION STOP

PROCEED TO TELBERG WITH CAUTION STOP

SECURE TELBERG AND AWAIT FURTHER INSTRUCTION STOP



CAMPAIGN SCENARIO 4



THE GATES OF TELBERG

The defending army is now fully aware of the invading force and the Battle for Telberg is underway. The majority of the defending forces have been moved south of Telberg to head off the assault. While supporting force find alternative routes into the city you must attempt to secure what remains of the old city gate.

Summary:

In this two-player mission, both players must hold the Strategic Objectives.

Requirements:

Rivet Wars: Eastern Front Core Box

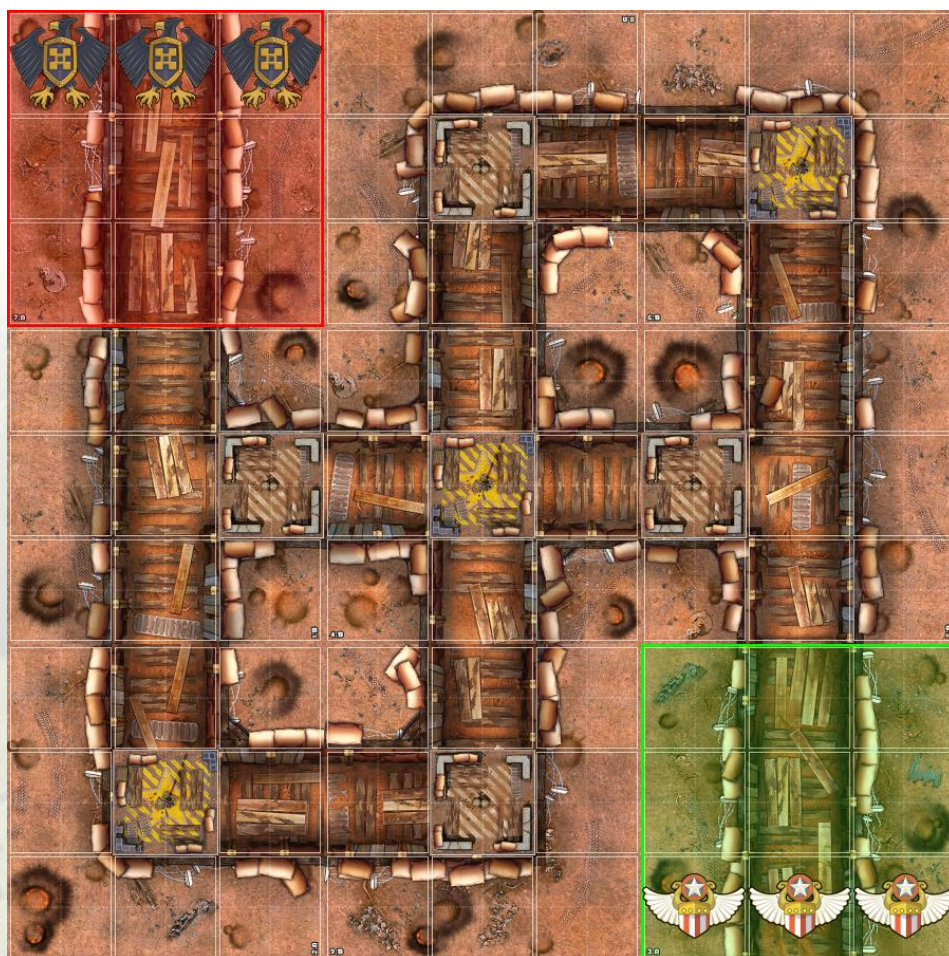
Resources:

Deployment Points: 4

Rivets: 1

Victory Conditions:

Capturing a Strategic Objective earns 1VP and the team to reach 15 VPs first wins.



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



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MISSION INTELLIGENCE:



TELEGRAM (DAY 8):

COMMANDER, DAYS OF FIGHTING HAVE SECURED TELBERG STOP

THE PLANNED BOMBARDMENT THIS MORNING WAS THE LARGEST THIS YEAR STOP

REMNANT FORCES ARE FLEEING THE CITY AND REGROUPING TO THE WEST STOP

THIS IS THEIR FINAL STAND COMMANDER STOP

QUICKLY ELIMINATE THE GROUP BEFORE A COUNTER ATTACK CAN BE FORMED STOP

He Gives 100%
You Can Lend 10%

**Buy
WAR RIVETS & BONDS**

**HE'S
WATCHING
YOU**



DIVISION OF INFORMATION
OFFICE FOR EMERGENCY MANGEMENT

BRIGHTON GOVERNMENT PRINTING OFFICE

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CAMPAIGN SCENARIO 5



THEIR FINAL STAND

The campaign is almost over; the final objective is to eliminate the remnants of the defending team. This must be done quickly however, to ensure the front-line east of Telberg can be occupied before defending reinforcements undo the whole campaign!

Summary:

In this two-player mission, the defending team must spend all of their deployment points at the start of the game and withstand the final assault of the invading team.

Requirements:

Rivet Wars: Eastern Front Core Box

Special Rules:

Only the invading team will receive resources during their Deployment Phase.

No secret-mission cards or Victory Points will be awarded during this mission.

Initiative is given to the Defending Team.

If the Defending team has not been defeated during Round 8, they will be given additional resources at the start of Round 9.

Initiative is given to the defending team.

Resources:

Defending Team:

Deployment Points 18, Rivets: 4

Start of Round 9: 4DPs, 1Rivet.

Invading Team:

Deployment Points: 4, Rivets: 1

Victory Conditions:

At the end of every round both teams will be awarded 1VP.

The Invading Team can never have more than 10VPs.

The game will finish at the end of the round in which the last defending unit is destroyed. On destroying the last unit, the invading team will be awarded the full 10VP.

Thus, as an example, Campaign Points can be calculated as follows:

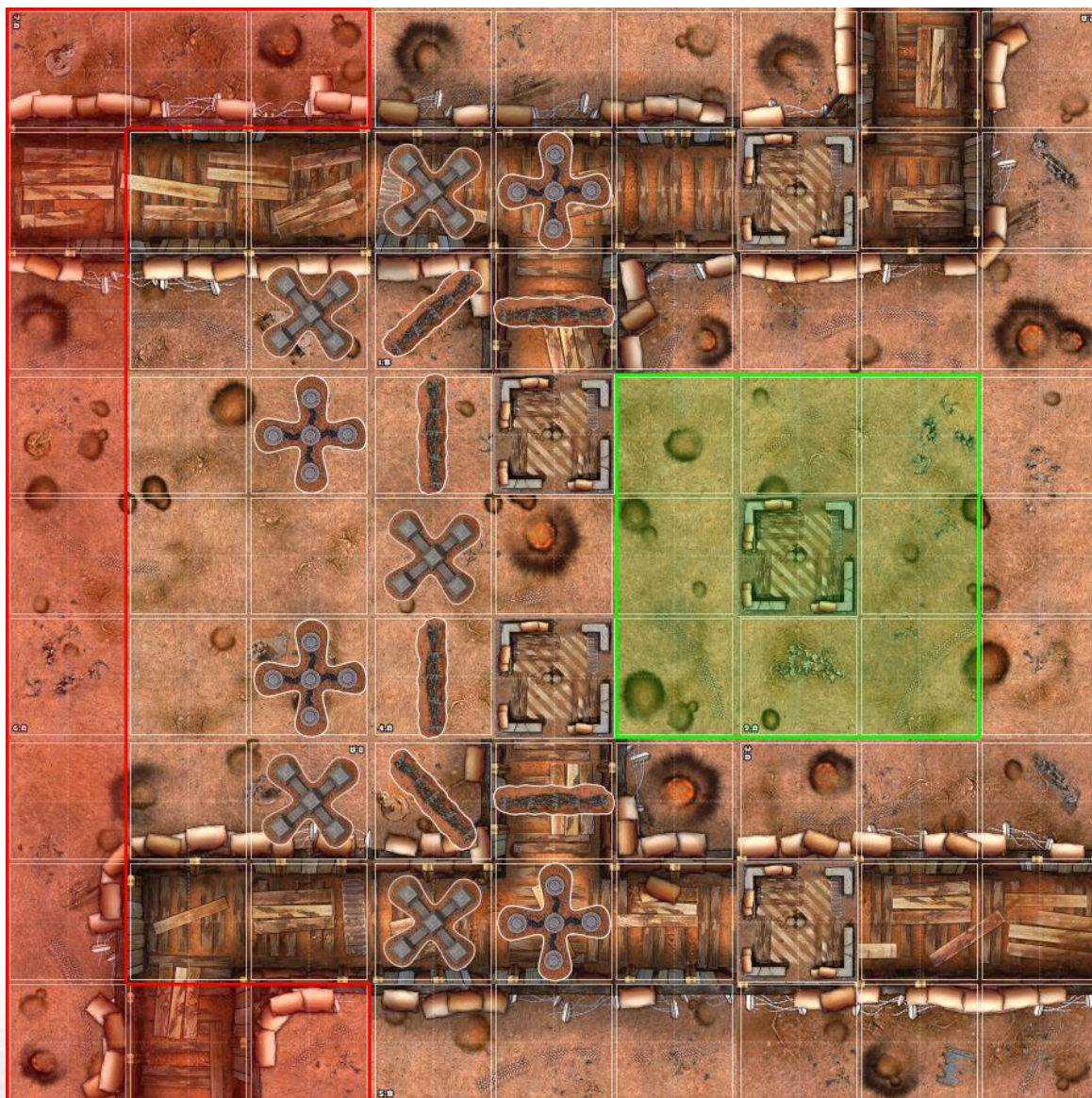
- If the invading army destroys the last unit during Round 8, the invading team earns 2 CPs
- If the invading army destroys the last unit during the 13th Round, the defending team earns 3 CPs.



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



MISSION INTELLIGENCE (THE DÉNOUEMENT):



TELEGRAM (DAY 9):

COMMANDER, IT SEEMS WE HAVE BEEN FOOLED STOP

OUR ENCAMPMENT SOUTH OF CALEAU WAS ASSAULTED IN THE EARLY HOURS STOP

THE ATTACKING FORCE IS INVADING FROM THE SOUTH VIA THE BRIDGE AT CALEAU STOP

IT IS IMPERATIVE YOUR FORCES MOVE SOUTH TO SLOW THE INVASION STOP

ALSO SEND A SMALL DETACHMENT TO THE RADIO MAST STOP

QUEENIE-ONE MUST KNOW:

THE ENEMY ENCAMPMENT IS A SUITABLE INSERTION POINT STOP

WE MUST OCCUPY THE BRIDGE AT CALEAU STOP

DESTROY THE BRIDGE TO PREVENT ENEMY COUNTER ATTACK STOP

COMMANDER THIS IS OF THE UTMOST IMPORTANCE STOP

IT IS EXPECTED THAT YOU LEAD THE DETACHMENT IN PERSON STOP

