

SMALL TOWN VALUES



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The two armies are making a move. Running the trenches is too dangerous, however the convenient town nearby offers good cover and lightly damaged streets in order to quickly gain ground. Both factions must gain control of the town to push back the enemy lines.

Summary: Both factions will battle it out to gain control of the town. Using the buildings as cover, quickly make your way through the streets to the strategic buildings. Two strategic objectives are in the centre of the map, while important munitions rooms can be found in the bigger buildings on the side.

Requirements: Rivet Wars: Eastern Front, Rivet Wars Buildings by Landship Scorpions.

Special Rules: Building Rules by Comedianmasta.

Note: Consider adding on the building health for more fun. Consider all the buildings the “House” Class.

Resources: 5 DPs, 1 Rivet

Victory Conditions: 9 VPs Win the Match.



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