

COUNT HARRIS CHRISTOPH'S MANSION



2



45 MINS

THE COUNT'S MANSION

As the war progresses, the Allies succeed in taking a great deal of Blight land. The allies spy an estate located in a prime strategic position. This is Count Christoph's Estate, however. The Blight forces residing there will not let it go without a fight.

Summary: The two armies shall fight over the Count's Mansion. Allied forces will charge the estate and attempt to control the courtyard in order to make their way indoors. The Blight can win, but they must hold back the superior Allied force to do so.

The key to this map is securing the indoor objectives (The Blight Map Room and the Telegraph Room). If the allies can rip this away from the blight, they can win.

Requirements: Rivet Wars: Eastern Front and the Rivet Wars Houses (and rules) by Comedianmasta (Landship Scorpis).

Special Rules: Please see the Building Rules created by Comedianmasta (Landship Scorpis). Also, building destruction rules are NOT allowed for this scenario.

Please note the starting locations of units. Blight starts with two **Schlitten** at the front of the house, as well as several **Panzerfaust** inside the mansion and one per guard house. The Allied start with a **Rocket Cycle** and a **Rifleman** already on the scene (the scouts).

Resources: Round 1: Allied (8 DP, 3 Rivets), Blight (6 DP, 4 Rivets)

Round 2+: Allied (5 DP 1 Rivets), Blight (4 DP, 1 Rivet)

Victory Conditions: 1 VP per Strategic Objective. Play until 10 VPs.



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