

Brickman's Battery

This is a “high concept” scenario, meaning it’s a narrative scenario with little or no attempt at competitive balance. Brickman’s Battery was in 1588, when the Spanish Armada attempted to deal with Queen Elizabeth I. Two guns are covering a river, keeping the Spanish from using it. If the guns were disabled, though...

Special Rules

Player 1 is the attacking Spanish, Player 2 is the defending English. The back edge of Player 2’s deployment zone is the bank of the river the guns are covering.

To represent the guns, Player 2 places two Large bases in contact with the back edge of his deployment zone. The guns are firing on Spanish ships and cannot participate in the land battle.

Gun and Crew: Each gun has the profile SPD 0 | MAT 5 | DEF 13 | ARM 12 | 5 damage

A gun crew can make POW 8 melee attacks against models with models B2B with it. A model B2B with a gun can make melee attacks on the gun. When the gun crew takes 5 damage, the gun remains on the table.

Spiking a Gun: If a model can spend a round B2B with a gun, unmolested, the gun can be disabled.

Victory Conditions

Player 1 wins by spiking both guns, or by killing all of Player 2’s force.

The battle is a draw if both gun crews are killed but the guns survive the battle.

Player 2 wins if at least 1 gun retains at least 1 damage point at the end of the battle.

