

SOLO RAID #2 BRICKPANZER

ft. "Brick"

STORY

March 12th, 1943. A special ops mission for the allies has gone terribly wrong. The sole survivor of the squad is being escorted by two Nazi soldiers to a secretive bunker led by an illustrious scientist.

Brick is slowly gaining conscience as one of the soldiers is speaking through his radio:
"We are bringing the prisoner to your office sir".

"Very Gut", says Officer Schwartz, "I will ask him a few questions before I turn him over to the professor, over and out".

Realizing what is going on, Brick tries to regain all the strength he has left in his body. With one impressive jolt he breaks his handcuffs. "Crack!".

OBJECTIVE

Get your gear, kill the vrillpanzer and get out!

RAID SETUP

- 1) Remove spawn card RB041 and room card RB185 from the game.
- 2) Place the tiles and figures (see map page 2). The raid starts with a lot of enemy figures on the map.
- 3) Brick starts the game with the abilities: strong, deadly, special ops, iron hide
- 4) The raid enemy faction card is: Mission 3: Did Nazi That Coming
- 5) set the pre alarm track to 6 and add the post alarm track of 6. place the round tracker on 1.
- 6) Place Bricks two guns and his two feat card on (X) (tile 11b).
- 7) Brick starts the game with drawing 4 cards from his hand (instead of 2)
- 8) Place a random roomcard Package Crates on (X) (tile 11b)
- 9) The scientis on (Y) (tile 6b) is Markam. He never activates (see rules p3)

RAID MAP

BRICKPANZER



SOLO RULES

Download the general rules for Solo Raids here:

<https://www.reichbusters.com/raids/solo-rules/>

RAID SPECIFIC RULES

- 1) Locked doors cannot be opened by enemies or patrols in this mission, until rule 3 (see below).
- 2) Brick starts the game with no weapons and feat cards. If Brick is on (X)(tile 11b) he can take a search action to take all his weapons (on his dashboard) and feat cards (in his hand).
- 3) The Scientist on (Y)(tile 6b) is Professor Markam. He never activates. The moment Brick has Line Of Sight to Markam, he panics. He opens all locked doors and flees.
(Remove the locks from the doors and open them, then remove Markam from the game).
- 4) The two large level 3 doors on (Z)(tile 2b) are guarded by two soldiers and can never be opened. When the two soldiers are killed, the doors automatically open, revealing the Vrilpanzer.
- 5) The normal level 3 door at the exit tile on (Z)(tile 2b) can not be opened until you have the objective completed token. Killing the Vrilpanzer gives you the objective completed token.

MISSION COMPLETE

3 Months later. Brick left the army and is sitting at an empty bar in Dublin at noon. Staring at a full glass of scotch he still ponders on what happened to him in the bunker.

Suddenly a man takes a seat on the barstool next to Brick. The man smiles and says: "I heard you single-handedly killed a human tank the size of a small building".

"Who are you?", mumbles Brick.

"The name is Sarge", he replies. "How would you like to join me and kill some more of these Nazi machines?".

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