

## CHEESE RIOT RULES

**MOBS-**Each Player has one woman and one Boy model making a small mob or team. Each mob sets up in a deployment zone between a building.

**SET UP-** There are six cheese stands with one cheese token and one townspeople attached to it. There is also a Butchers stand, and a Drinks stand each with a townspeople. There is also the Geese Pen the Stocks and the Lincoln Marchant who does not move. The Malt Cross is also a named area of the board.

**INITIATIVE-** Each turn all players roll off to see who has the initiative and determine the order all players activate this turn.

**ACTION-** In Initiative order each player can move their minis six inches. If they come into contact with a rival mini or townspeople they can enter melee.

**MELEE-** Roll off between the two combatants + their Fight factor. The highest roll wins. Loser is taken out of the game on a 4+. If this roll fails, they are prone and miss next turn before standing back up the following turn. If target of a melee is prone the attack hits automatically but still need to roll 4+ to take off the board.

**CHEESE-** Each stand has a piece of cheese and can only be picked up by a mini in contact with the stand if the townspeople guarding the stand is first taken out of action or lies prone. Any mini carrying a cheese that they take to the board edge can claim victory points. There is no limit to the amount of cheese carried. Cheese can be rolled as a weapon at a rival mini or townspeople. The distance rolled is 3D6+4. If the target is reached the victim is taken out of the game on a 4+. If not, they are prone. The cheese remains next to the target and can be picked up.

**THROWN BOTTLES-** A bottle can be taken from the drinks stand by any player at base contact with it. A thrown bottle has a range of 4+ 2D6. 4+ Hit target and further 4+ to remove from play or if failed lay prone.

**MAYOR-** After 3 cheeses are taken from a stand the Mayor arrives at Wheeler Gate and begins to read the riot act. The

Dragoons will arrive in three turns. If the Mayor can be taken out of action it is 4 turns before the Dragoons Arrive. The Mayor has a Fight factor of 3.

**DRAGOONS-** When they arrive roll to see which table edge they appear on. The four horseman can move 10 inches at the start of each turn toward the nearest Mob minis. They cant enter the Malt Cross. They can shoot the nearest Mob Mini range of 10 inches. The shot hits on a 5+ and wounds on a 3+. They have a Fight factor of 4.

**TOWNSPERSON-** Townsfolk remain in base contact with their stall unless forced to move by a card or taken out of action or knocked prone. At the start of each turn, they will move 6 inches back towards their stand unless their cheese is gone. In which case they will chase the thief mini or the nearest Mob mini holding a stolen cheese, which ever is closer. They have a Fight Factor of 2 apart from the Butcher who has 4. A 5+ is needed to take the Butcher out of play.

**STOCKS-** Any Mob mini taken off the board is placed in the stocks for the rest of the game unless a card is played.

## **VICTORY POINTS**

**Cheese 1 point**

**Meat 2 Points**

**Mayor or Dragoon or Butcher taken out of action, 2 points**

**Rival Mob mini or townsperson taken out of action, 1 point.**

## **CARDS**

At the start of each turn roll 1D6 On an odd result you get to draw a card. You can only keep 3 cards so must discard any excess.

## **TOWNSPEOPLE**

**Fight Factor 2**

**Move 6**

**Removed on 4+**

## **BUTCHER**

**Fight Factor 4**

**Move 6**

**Removed on 5+**

## **MAYOR**

**Fight Factor 3**

**Move 6**

**Removed on 4+**

## **DRAGOON**

**Fight Factor 4**

**Move 10**

**Removed on 5+**

## **WOMEN MOB**

**Fight Factor 3**

**Move 6**

**Has to be removed twice on a 4+ to be in the stocks. So works as 2 wounds.**

## **BOY MOB**

**Fight Factor 2**

**Move 6**

**Needs 3+ to hit a target with bottle or cheese roll.**