

# Poor Bloody Infantry Scenery Generator

Version November 2006

PBI is the  
15mm World War Two Game  
by Peter Pig

## Explanation

Most PBI games are played at someone's house and it is fair and kind of them to have a nice table all set up for when you arrive. This allows them to create a plausible and good looking scenery.

This mechanism allows a board to be set up that is a compromise between both players. In addition it should allow closed scenery to be continuous and not merely spaced out all over the place. Woods and buildings tend to exist in clumps rather than evenly spread around!

## What you Need

You will need a 4 x 4 foot board/table marked at 6" intervals with a spot or similar. This gives a 64 square chess-board arrangement.

You will also need about 30 silver coins (5pence pieces) and 30 bronze coins (2p pieces). OR two colours of counters.

## Method

**Player 1** has the quarters of the board labelled A and B.  
**Player 2** has the quarters of the board labelled X and Y.

### Closed squares are determined first

Each player places a single counter in each of his board quarters. This is his (or her) first closed square.

Player 1 chooses one of his quarters. He can add a new closed square each time he scores 6 or more on 2D6 added. The new square must touch the previously achieved square. He continues to roll until he wants to stop or fails to get a 6 or more or has no place to put down a closed square.

The closed squares cannot be placed outside of the board quarter.

Player 2 then does his first quarter.

Player 1 does his second quarter.

Player 2 does his 2nd quarter.

The process is repeated with partial scenery squares.

### THEN

Each player rolls a D6 for his quarter. This is the number along the edge (in either direction from the corner) where a closed square is placed. A 5,6 allows the piece to be put anywhere along the edge of that quarter. The purpose of this part of the set up is to ensure that there is some cover along the edge for deployment and arrivals.

### Finally

Populate the marked squares with closed or partial scenery as appropriate. Then carry out PBI Recon.

	A					X	
		Y			B		