

## Scenario One: Business in the Brewery

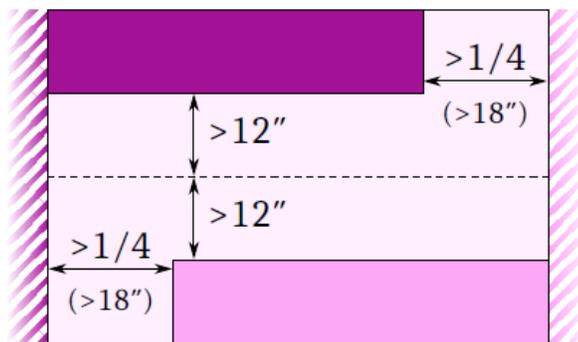
After one round too many while touring a local brewery, your general happens to overhear a patron telling the story of Lord Angus MacGuffins's Vessel of Power, an ancient artifact of staggering power. He staggers his way back to where your army is camped to let you know of his find. By the time you drag your troops out of their stupor, you find that your opponent has also made this discovery and wants to take the knowledge for their own. What better time for a brawl?

### Deployment:

**Dawn Assault** - The player who chooses the Deployment Zone also chooses a short table edge (the other player gets the opposite short table edge). Deployment Zones are areas more than 12" away from the Centre Line and more than 1/4 of the table's length from the opponent's short table edge (18" on a 72" table).

When declaring Special Deployment, players may choose to keep up to two of their units as reinforcement. These units follow the rules for Ambushing units, except that they must be placed touching the controlling player's short table edge when they arrive.

## **Dawn Assault & King of the Hill**



### Secondary Objective:

**King of the Hill** - After Spell Selection (at the end of step 7 of the Pre-Game Sequence), both players choose a Terrain Feature that isn't Impassable Terrain and that is not entirely within their Deployment Zone, starting with the player that chose their Deployment Zone (note that both players may choose the same Terrain Feature). A player captures the opponent's chosen Terrain Feature if any of his Scoring Units are inside that Terrain Feature at the end of the game. A player wins this Secondary Objective if he captures the opponent's chosen Terrain Feature while his chosen Terrain Feature is not captured by his opponent.

### Game Length:

Six turns or two hours and fifteen minutes, whichever comes first.

## Determine Win / Loss & Victory Points

Victory Points Difference		Winner BP	Loser BP
0-5%	0-250 VP	10	10
5-10%	251-500 VP	11	9
10-20%	501-1000 VP	12	8
20-30%	1001-1500 VP	13	7
30-40%	1501-2000 VP	14	6
40-50%	2001-2500 VP	15	5
50-70%	2501-3500 VP	16	4
70+	3501+ VP	17	3
<b>Winning or Losing Secondary Objective</b>		<b>+3</b>	<b>-3</b>

## Scenario Two: Inquiry in the Interim

It turns out that brawls are not really good mediums for information gathering, so you will have to rely on more unorthodox methods of finding out what you want to know. Best way you can think of is to take your opponent's flags! Flags must know stuff, otherwise why would people keep trying to capture them? It is so obvious!

### Deployment:

Encircle - The player who chooses the Deployment Zone decides if they want to be the attacker or the defender. The attacker must deploy more than 9" from the Centre Line if entirely within a quarter of the table's length from either short table edge (18" on a 72" table), and more than 15" from the Centre Line elsewhere. The defender does the opposite: more than 15" away from the Centre Line if within a quarter of the table's length from the short table edge, and more than 9" away from the Centre Line elsewhere.

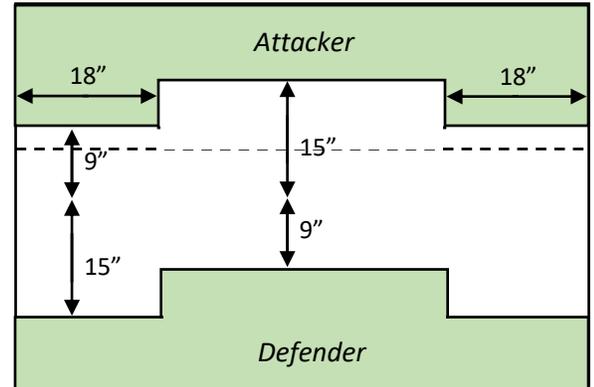
### Secondary Objective:

Capture the Flags - After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark all Scoring Units on both players' Army Lists. If either player has less than 3 marked units, their opponent must mark enough units from this player's Army List so that there are exactly 3 marked units in the army, starting with the player that chose their Deployment Zone. The player that has the lowest number of their marked units removed as casualties at the end of the game wins this Secondary Objective.

### Game Length:

Six turns or two hours and fifteen minutes, whichever comes first.

## Encircle & Capture the Flags



## Determine Win / Loss & Victory Points

Victory Points Difference		Winner BP	Loser BP
0-5%	0-250 VP	10	10
5-10%	251-500 VP	11	9
10-20%	501-1000 VP	12	8
20-30%	1001-1500 VP	13	7
30-40%	1501-2000 VP	14	6
40-50%	2001-2500 VP	15	5
50-70%	2501-3500 VP	16	4
70+	3501+ VP	17	3
<b>Winning or Losing Secondary Objective</b>		<b>+3</b>	<b>-3</b>

## Scenario Three: Oracles in the Oasis

Those flags had some interesting information. Scrawled on their back, in tiny letters, was this cypher: “Mfg. in Estes Park”. In a flash of brilliance, you realize that Mfg must stand for “MacGuffins Foundry, Guys!” You make your way to search the land of Estes Park for an oracle to lead you to the Vessel of Power. But, little do you know, your opponent has been trailing you, hoping to find an oracle of their own....

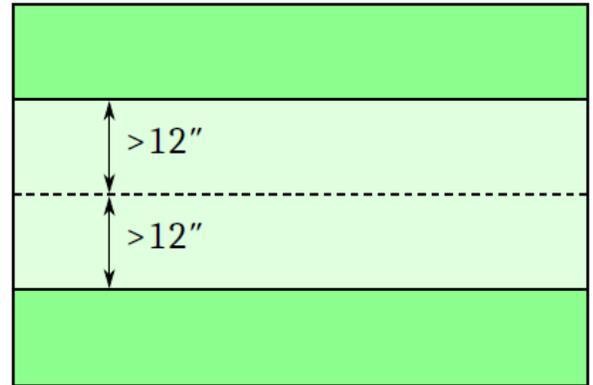
### Deployment:

Frontline Clash - Deployment Zones are areas more than 12” away from the Centre Line.

### Secondary Objective:

Spoils of War - Place 3 markers along the line dividing the board into Halves. One marker is placed on a point on this line that is as close as possible to the center of the board while still being more than 1” away from Impassable Terrain. The other two markers are placed on points on this line that are on either side of the central marker, as close to the center as possible but at least a third of the long table edge length (24” on a standard board) away from it, and more than 1” away from Impassable Terrain. At the start of each of your Player Turns, each of your Scoring units that is not carrying a marker may pick up a single marker they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying a marker with less than 3 Full Ranks have their March Rate set to their Advance Rate. If a unit carrying a marker is destroyed or loses Scoring (ignore Post-Combat Reform for this purpose), the opponent must immediately place the marker carried by this unit on a point within 3” of it. This point cannot be within 1” of Impassable Terrain, but it can be inside a unit. At the end of the game, the player with the most units carrying markers wins this Secondary Objective.

## Frontline Clash & Spoils of War



### Game Length:

Six turns or two hours and fifteen minutes, whichever comes first.

## Determine Win / Loss & Victory Points

Victory Points Difference		Winner BP	Loser BP
0-5%	0-250 VP	10	10
5-10%	251-500 VP	11	9
10-20%	501-1000 VP	12	8
20-30%	1001-1500 VP	13	7
30-40%	1501-2000 VP	14	6
40-50%	2001-2500 VP	15	5
50-70%	2501-3500 VP	16	4
70+	3501+ VP	17	3
<b>Winning or Losing Secondary Objective</b>		<b>+3</b>	<b>-3</b>

## Scenario Four: Villains in the Valley

The search continues for the Vessel of Power. It seems you were given bad directions at that last stop, though. Turns out the map carving you need is on the other side of the valley! Break through your opponent to take your map and clear the way to the Vessel of Power (and make a note to give the last direction giver a bad Yelp review).

### Deployment:

Counterthrust - Deployment Zones are areas more than 8" away from the Centre Line. Units must be deployed more than 20" away from enemy units. Units using Special Deployment, such as Scout ignore these rules. During their first 3 deployment turns, each player must deploy a single unit, and cannot deploy any Characters.

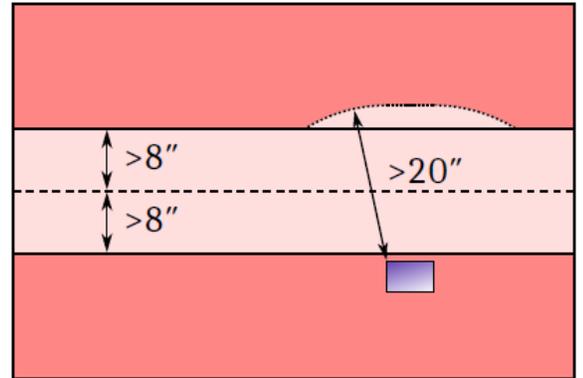
### Secondary Objective:

Breakthrough - The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, up to a maximum of 3, wins this Secondary Objective.

### Game Length:

Six turns or two hours and fifteen minutes, whichever comes first.

## Counterthrust and Breakthrough



## Determine Win / Loss & Victory Points

Victory Points Difference		Winner BP	Loser BP
0-5%	0-250 VP	10	10
5-10%	251-500 VP	11	9
10-20%	501-1000 VP	12	8
20-30%	1001-1500 VP	13	7
30-40%	1501-2000 VP	14	6
40-50%	2001-2500 VP	15	5
50-70%	2501-3500 VP	16	4
70+	3501+ VP	17	3
<b>Winning or Losing Secondary Objective</b>		<b>+3</b>	<b>-3</b>

## Scenario Five: Mayhem in the Mountains

You have finally found the location of Lord Angus MacGuffin's Vessel of Power! This amazing device will hold any liquid that is placed in it, and is never empty so long as it is refilled after use! You must retrieve it or take it from your opponent's dead fingers. \*Vessel of Power is a souvenir shot glass as the center marker. Whoever wins the objective gets the shot glass as a prize.

### Deployment:

Refused Flank - The table is divided into halves by a diagonal line across the table. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.

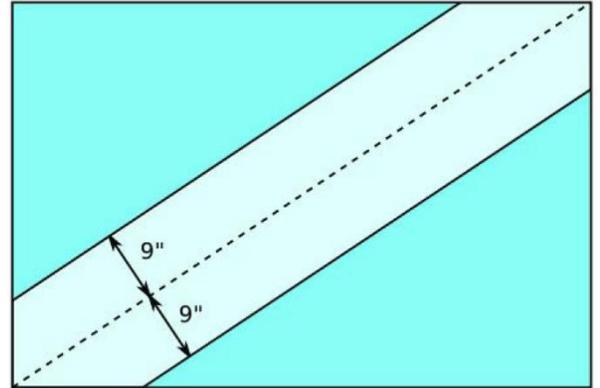
### Secondary Objective:

Hold the Ground - Mark the center of the board. At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the center of the board gains a counter. At the end of the game, the player with the most such counters wins this Secondary Objective.

### Game Length:

Six turns or two hours and fifteen minutes, whichever comes first.

## Refused Flank & Hold Ground



## Determine Win / Loss & Victory Points

Victory Points Difference		Winner BP	Loser BP
0-5%	0-250 VP	10	10
5-10%	251-500 VP	11	9
10-20%	501-1000 VP	12	8
20-30%	1001-1500 VP	13	7
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70+	3501+ VP	17	3
<b>Winning or Losing Secondary Objective</b>		<b>+3</b>	<b>-3</b>