

# RUDELY INTERRUPTED

## SCENARIO

Per Meeting Engagement (page 149) with the following modification:

- Units generating positive fortitude do not need to make a reserve roll.
  - If they generate 2 positive fortitude, they gain Vanguard as well.
- Units generating negative fortitude must make 2 reserve rolls and the opponent chooses which roll to use.
  - If they generate 2 negative fortitude, they must make 3 reserve rolls

## MAN OF INTRIGUE SPECIAL RULES

None. The Man of Intrigue is not used in this scenario.

## SCENARIO POINTS

- 4 points - Won by 100 VP or more
- 3 points - Won or lost by less than 100 VP
- 2 points - Lost by less than 500 VP
- 1 point - Lost by 500 VP or more (Major Loss, bro!)

## OBJECTIVE POINT

- 1 point - Your opponent's highest point unit is destroyed.

# TUG OF WAR

## SCENARIO

Per Battleline (Pg. 149)

## MAN OF INTRIGUE SPECIAL RULES

Place your Man of Intrigue in base contact with your opponent's Man of Intrigue to form the Duel per the Man of Intrigue & Duel rules.

## SCENARIO POINTS

- 4 points - Won by 100 VP or more
- 3 points - Won or lost by less than 100 VP
- 2 points - Lost by less than 500 VP
- 1 point - Lost by 500 VP or more, but less than 1,000 VP
- 0 points - Lost by 1,000 VP or more (Hard L, bro!)

## OBJECTIVE POINT

- 1 point - Win 6 Fortitude challenges per the Duel rules.

# TABLE QUARTERS

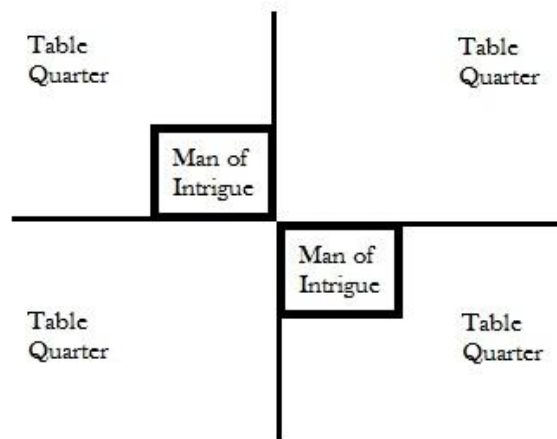
## SCENARIO

Per Battleline (Pg. 149)

## MAN OF INTRIGUE SPECIAL RULES

Place your Man of Intrigue in base contact with your opponent's Man of Intrigue to form the Duel per the Man of Intrigue & Duel rules.

- For this scenario, place the models in corner to corner contact flush with the centerline.
- For this scenario, the Duel may not pivot as it marks the "center" of the board for table quarter purposes, although it may still move.
- As the Duel moves, the table quarters will grow or shrink in size.



## SCENARIO POINTS

- 4 points - Won by 500 VPs or more! (Solid W, bro!)
- 3 points - Won by more than 100 VPs but less than 500
- 2 points - Won or lost the game by less than 100 VPs
- 1 point - Lost the game by more than 100 VPs but less than 500
- 0 points - Lost the game by more than 500 VPs (Hard L, bud!)

## OBJECTIVE POINT

- 1 point - Capture more table quarters than your opponent.
  - Highest Fortitude score in a quarter captures it.
  - In the case of tie, neither play captures it.
  - If the model is straddling two quarters, it counts as being in the quarter where most of its base lies.