

# ***KINGS OF MEMPHIS 4 SCENARIO PACK***

## ***"GOBLET OF STEALTHY!"***

**June 22nd - 23rd, 2024**

Saturday	
Registration	8:00AM-9:00AM
<b>Game 1</b>	<b>9:00AM-11:30AM</b>
Lunch	11:30AM-12:00PM
<b>Game 2</b>	<b>12:00PM-2:30PM</b>
Break	2:30PM-2:45PM
<b>Game 3</b>	<b>2:45PM-5:15PM</b>

Sunday	
<b>Game 4</b>	<b>8:00AM-10:30AM</b>
Break	10:30AM-11:00AM
<b>Game 5</b>	<b>11:00AM-1:30PM</b>
Awards	2:00PM-2:30PM

### **Terrain**

Terrain will be preset on the table. In the event that the terrain is displaced please consult the terrain map to reset the terrain. Terrain will have the following heights throughout the tournament.

<b>Terrain Feature</b>	<b>Height</b>
Forests	10
Blocking Terrain	10
Hills	3
Obstacles	2
Difficult Terrain	1

# Game 1 – SMOKE AND MIRRORS

After rolling off to choose sides, roll off to see who places the first Bluff Counter. The players take it in turns to place one Bluff Counter of their choice (marked side down) fully on their opponent's half of the board, following the same placement restrictions as Objective Markers. At the end of each Round, each player must flip one Bluff Counter on their side of the board, rolling off to decide who flips first. Repeat this process each Round until all Bluff Counters are flipped and revealed.

## Objective

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Bluff Counter marked with a 1 that you control.
- 2 Victory Points for each Bluff Counter marked with a 2 that you control.

Bluff Counters marked with a 0 are not worth any Victory Points.

## Bonus Points

In addition, there will be 6 Bonus Points available in each game for the completion of bonus missions. Each game will award a maximum of 22 points.

1. At the end of the game, control a Bluff Counter using only the Unit Strength from your Bard.
2. At the end of the game, have your opponent contest or control 2 or more Bluff Counters.
3. Keep your unit in possession of your least expensive magical artifact alive through the end of the game. In the case of a tie, any alive satisfies this objective.

Scenario		
Primary	Victory Point Difference	Score
Major Loss	$\geq -5$	0
Minor Loss	-1 to -4	4
Draw	0	8
Minor Win	+1 to +4	12
Major Win	$\geq +5$	16

Bonus Missions	
Secondary	Score
0	+0
1	+1
2	+3
3	+6

# Game 2 – SALT THE EARTH

Before rolling off to choose sides, place one Objective Marker in the exact center of the board and then the players take it in turns placing Objective Markers until both players have each placed three Objective Markers. Roll off to see who places the first Objective. After a player has completed their Turn, they can choose to destroy any Objective Markers which they control (except for the Central Objective). Repeat this process at the end of each of the player's Turns until the end of the game. Destroyed Objective Markers are removed from play and have no influence on the rest of the game.

## Objective

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Objective Marker still in play that you control

## Bonus Points

In addition, there will be 6 Bonus Points available in each game for the completion of bonus missions. Each game will award a maximum of 22 points.

1. Destroy an Objective Marker using only the Unit Strength from your Bard.
2. At the end of the game, have your opponent contest or control 2 or more Objective Markers.
3. Keep your cheapest unit alive through the end of the game. In the case of a tie, any alive satisfies this objective.

Scenario		
Primary	Victory Point Difference	Score
Major Loss	$\geq -4$	0
Minor Loss	-1 to -3	4
Draw	0	8
Minor Win	+1 to +3	12
Major Win	$\geq +4$	16

Bonus Missions	
Secondary	Score
0	+0
1	+1
2	+3
3	+6

# Game 3 – INVADE

At the end of the game, add up the total Unit Strength of each player's units that have the majority of their footprint on the opposing player's half of the board. This is the total number of Victory Points that each player scores.

## Bonus Points

In addition, there will be 6 Bonus Points available in each game for the completion of bonus missions. Each game will award a maximum of 22 points.

1. At the end of the game, have your Bard in your opponent's Deployment Zone.
2. At the end of the game have more Unit Strength on your half of the table than your opponent has on your half of the table.
3. Disorder your opponent's most expensive shooting (including spells) unit during the game. In the case of a tie any qualifying unit satisfies it. If your opponent does not have any shooting units in their army you automatically complete this Bonus Mission.

Scenario		
Primary	Victory Point Difference	Score
Major Loss	≥-9	0
Minor Loss	-1 to -8	4
Draw	0	8
Minor Win	+1 to +8	12
Major Win	≥+9	16

Bonus Missions	
Secondary	Score
0	+0
1	+1
2	+3
3	+6

# Game 4 – STOCKPILE

Before rolling off to choose sides, place three piles of Loot Counters on the centerline of the board as follows. One pile of 3 Loot Counters must be placed in the exact center of the board (or as close to it along the centerline as possible). Then players alternate placing a pile of 2 Loot Counters each along the centerline, rolling off to see who places their pile first. Loot Counter piles cannot be placed within 12” of each other or within 3” of Blocking Terrain.

## Objective

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Loot Counter you hold.

## Bonus Points

In addition, there will be 6 Bonus Points available in each game for the completion of bonus missions. Each game will award a maximum of 22 points.

1. At the end of the game, have your Bard be in possession of 1 or more Loot Tokens.
2. Complete a Charge or Counter Charge with a unit in possession of 1 or more Loot Tokens.
3. Keep all your sources of inspiring alive through the end of the game. In the case of Night Stalkers all sources of inspiring in the opponent’s army must survive through the end of the game.

Scenario		
Primary	Victory Point Difference	Score
Major Loss	≥-4	0
Minor Loss	-1 to -3	4
Draw	0	8
Minor Win	+1 to +3	12
Major Win	≥+4	16

Bonus Missions	
Secondary	Score
0	+0
1	+1
2	+3
3	+6

# Game 5 – HOLD THE LINE

At the end of the game, draw an imaginary corridor across the table, 6” either side of the centerline. Divide this corridor equally into three scoring zones. Add up the total Unit Strength of each player’s units within a scoring zone. If a unit is straddling the line between two zones it is considered to be in whichever zone is covered by more than 50% of the unit’s base. If there is not a clear majority, the unit is not considered in either zone. Whoever has the highest total Unit Strength in each scoring zone controls it.

## Objective

Victory Points are awarded at the end of the game as follows:

- 3 Victory Points if you control the scoring zone in the middle.
- 2 Victory Points for each other scoring zone you control.

## Bonus Points

In addition, there will be 6 Bonus Points available in each game for the completion of bonus missions. Each game will award a maximum of 22 points.

1. Have your Bard scoring at the end of the game.
2. At the end of the game, have your opponent contest or control 1 or more zones.
3. Have your Bard participate in a Guitar Duel.

Scenario		
Primary	Victory Point Difference	Score
Major Loss	$\geq -4$	0
Minor Loss	-1 to -3	4
Draw	0	8
Minor Win	+1 to +3	12
Major Win	$\geq +4$	16

Bonus Missions	
Secondary	Score
0	+0
1	+1
2	+3
3	+6