

Scenario 2: Intestinal Fortitude!

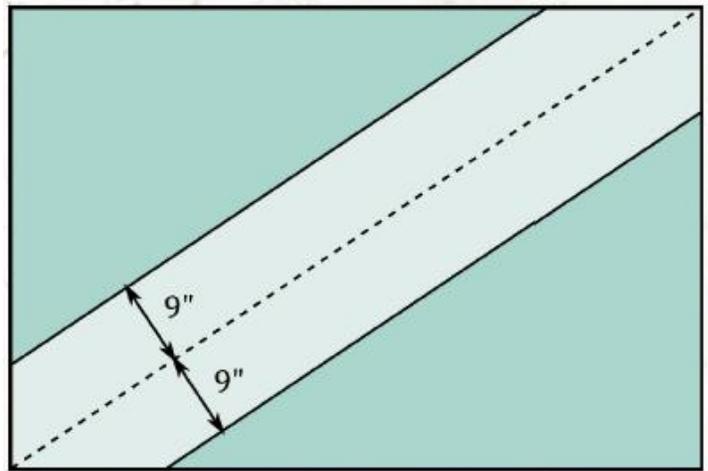
Scenario Description: Your army, although battered and wounded, must rally and defend what is rightfully yours! The enemy is advancing towards you with blood on their mind! Do what you must in order to get your army ready to fight and bring the opposing army to their knees! Rally your troops and find your Intestinal Fortitude!

Deployment: Players will use Deployment Type “Refused Flank” as described on p.26 and deploy their army by following the Deployment Phase Sequence found on p.28 of the main 9th Age rulebook.

Game Length: Two hours and fifteen minutes or Six Turns, whichever comes first.



Battlefield:



Victory Conditions: The winner is determined by victory points.

Secondary Objective:

Breaking Point: This scenario uses the Breaking Point and Fortitude special rules. Each army’s Breaking Point is 3. Use the following for determining Fortitude:

General = 2 Fortitude Points

Battle Standard Bearer = 1 Point

Each Additional Banner = 1 Fortitude Point for each Banner

The army that breaks the other army first wins the Secondary Objective. If your army starts with 3 or less Fortitude, then you have been broken automatically. **The game does not end when one army breaks.**

Note that winning the Secondary Objective grants the winner +3 Battle Points while the loser is deducted -3 Battle Points.

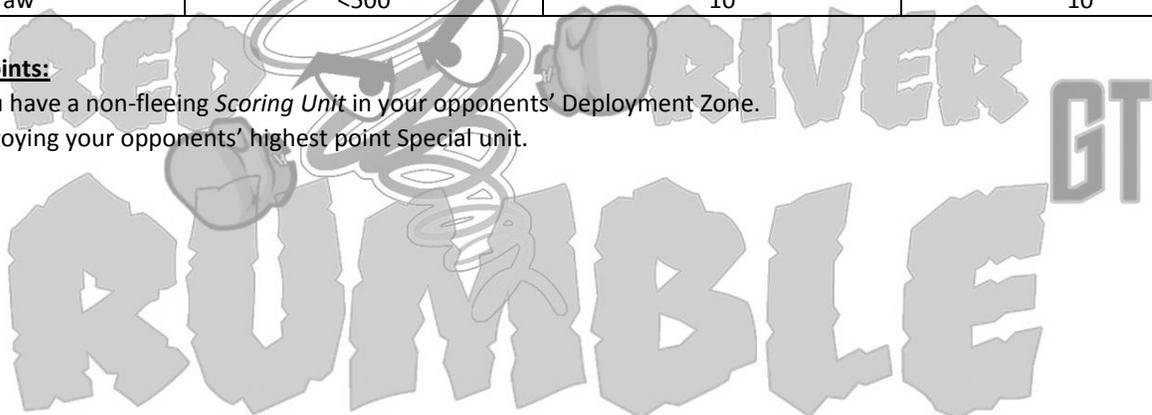
Victory Points Chart:

Result	Win by	Winner	Loser
Massacre	3401 – 5000	21	4
Major Victory	1501 – 3400	17	5
Minor Victory	501-1500	13	7
Draw	<500	10	10

Bonus Battle Points:

+1 point – If you have a non-fleeing *Scoring Unit* in your opponents’ Deployment Zone.

+1 point – Destroying your opponents’ highest point Special unit.



Scoring and Victory Conditions

Scoring Victory Points

At the end of each game, add up your Victory Points (VPs) according to the rules below:

Dead or Fled	For each enemy unit that has been killed or has fled the battlefield, you gain a number of VPs equal to its Point value .
Scared	For each enemy unit that is Fleeing on the battlefield at the end of the game, you gain a number of VPs equal to half its Point value (rounding up) .
Decimated	For each enemy unit that is at or below 25% of its starting number of wounds at the end of the game, you gain a number of VPs equal to half its Point value (rounding up) . Characters are counted separately from the unit they have joined. Note that if an enemy unit is both Scared and Decimated, you gain a number of VP equal to the unit's total point value.
Their King is Dead	If the enemy General was killed or has fled the battlefield, you gain 200 VPs.
Their Flag is Down	If the enemy BSB was killed in combat or broke from combat, you gain 200 VPs.