

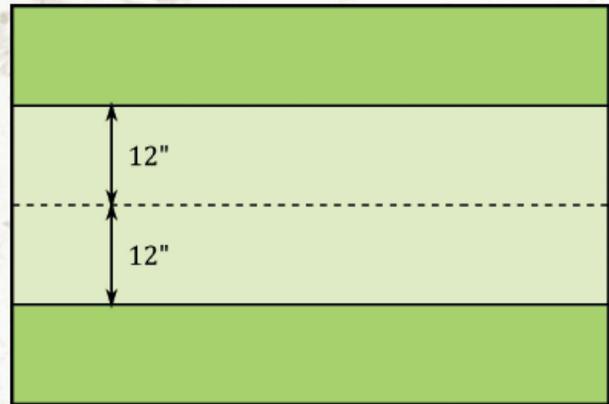
Scenario 3: Wizards of the Midwest

Scenario Description: Many of the greatest generals in history have learned to control the elements in which they fight, however, the Winds of Magic cannot be controlled!

Deployment: Players will use Deployment Type “Frontline Clash” 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.

Special Rules:

Magic Flux: During the Magic Phase, wizards will now cast Overwhelming Power (and Miscasts) on a roll of Double 6’s as well as Double X. X is determined by the current game turn. (Ex. If the current game turn is Turn 2, then you would also cast with Overwhelming Power (and Miscast) on Double 6’s and Double 2’s.)

Secondary Objective:

Hold the Ground: In the center of the battlefield stands a Magic Portal that each army is trying to capture and hold. Place a marker in the center of the table to represent the Magic Portal. The player that controls the Magic Portal at the end of the game wins the Secondary Objective as described on p.94 of the 9th Age rulebook.

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

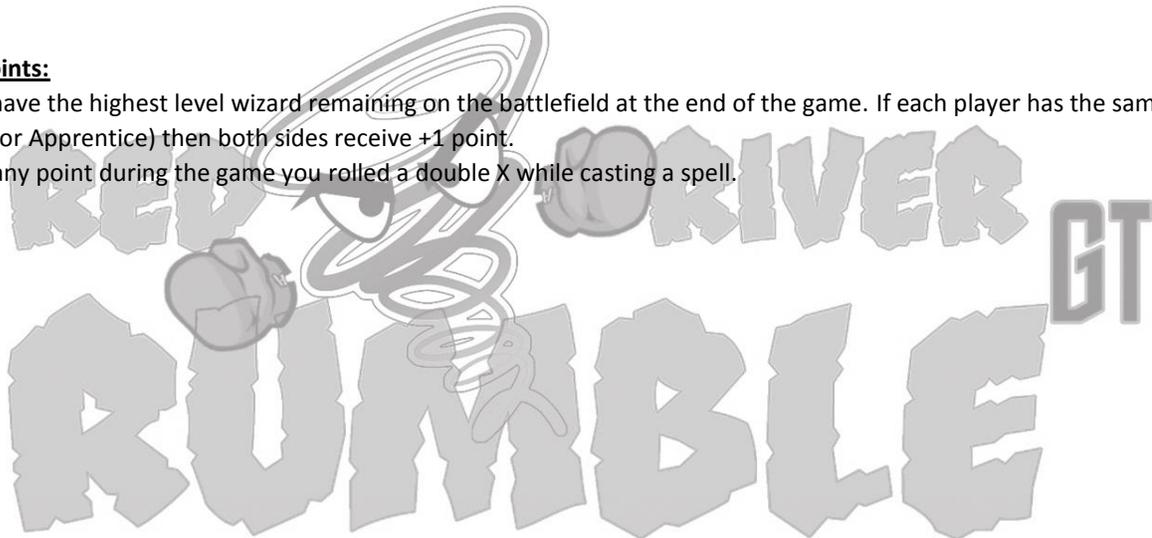
Victory Points Chart:

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 – You have the highest level wizard remaining on the battlefield at the end of the game. If each player has the same level Wizard (Master or Apprentice) then both sides receive +1 point.

+1 point – If at any point during the game you rolled a double X while casting a spell.



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.