

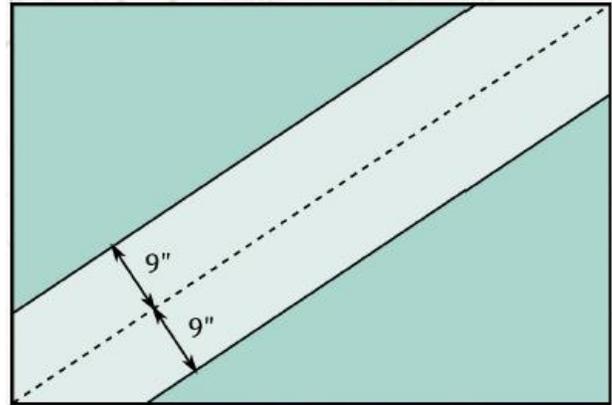
Scenario 4: Fate!

Scenario Description: During the course of battle, heroic deeds are often displayed. During these heroic deeds, they can prove to be exactly what a general needs to snatch victory from the jaws of defeat!

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.

Special Rules:

Fate Dice: Each player begins the game with 3 Fate Dice. You may use each of these dice to perform a free “re-roll” of a single 6 sided dice roll. To use, simply declare this to your opponent, pick up the dice, and re-roll it. You may not re-roll a re-roll. For each Fate Dice that you use, your opponent may immediately assign a “Fate Marker” to ANY one of your units currently on the table. Any unit assigned a “Fate Marker” during the game that is destroyed is worth an additional 100 VPs.



Secondary Objective:

Breakthrough: The player with the most Scoring Units within its opponents’ Deployment Zone at the end of the game wins the Secondary Objective.

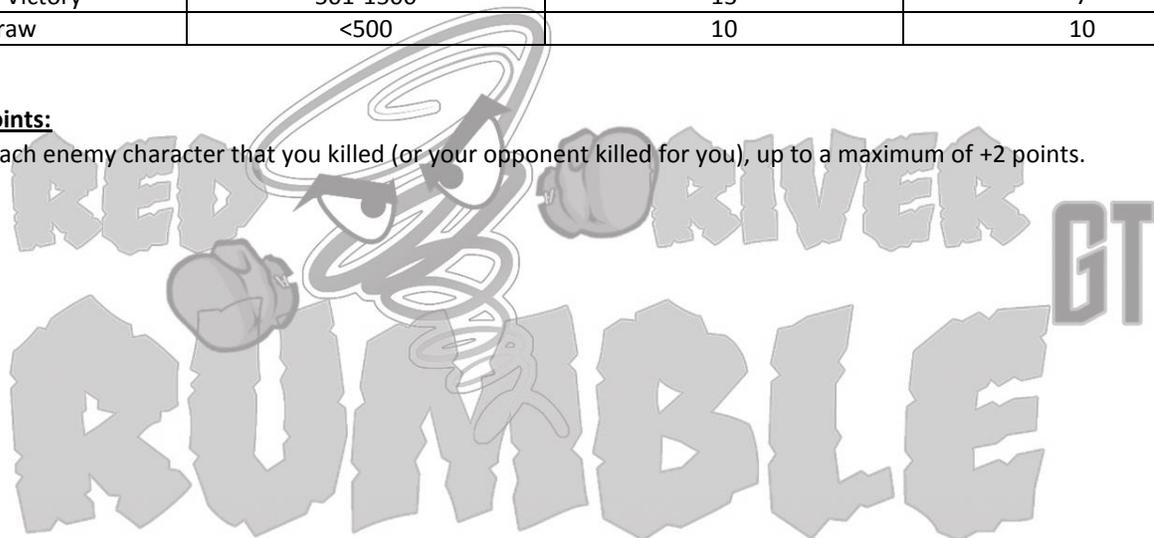
Note that winning the Secondary Objective grants the winner +3 Battle Points while the loser is deducted -3 Battle Points.

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 – For each enemy character that you killed (or your opponent killed for you), up to a maximum of +2 points.



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.