

Scenario 5: Take what is rightfully Yours!

Scenario Description: Trying to overwhelm the enemy is a daunting task when coupled with the fact that every warrior that falls in battle is a vital blow to your army's prowess!

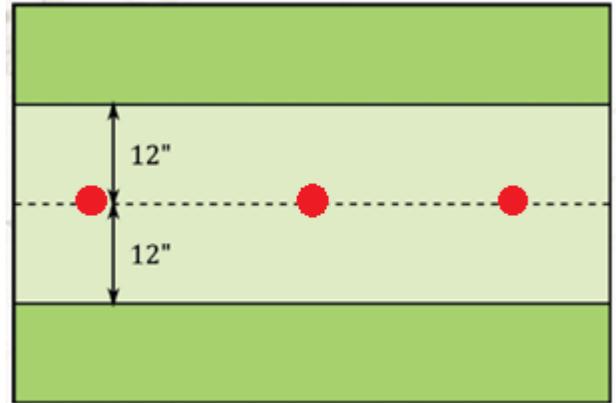
Deployment: Players will use Deployment Type "Frontline Clash" as described on p.26 and deploy their army by following the Deployment Phase Sequence found on p.28 of the main 9th Age rulebook.

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



Victory Conditions: The winner is determined by Victory Points.

Battlefield:



Secondary Objective:

Secure Target: At the end of the game, the player controlling the most markers wins the Secondary Objective (**The markers are the red dots on the battlefield layout**). A marker is controlled by the player with the most Scoring Units within 6" of the marker. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its center (randomize if both markers are equally close).

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

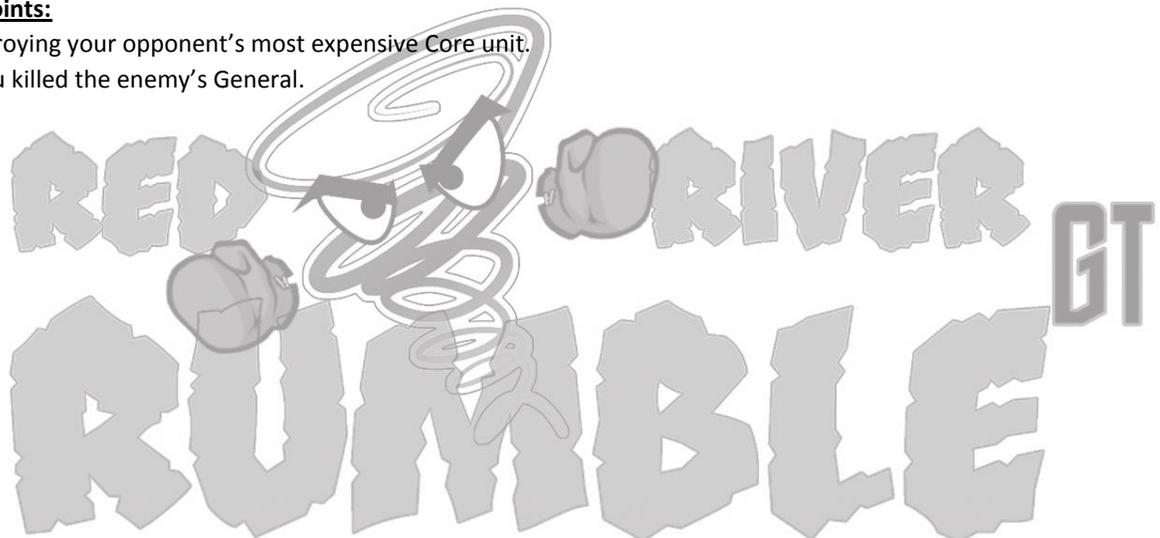
Victory Points Chart:

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 – Destroying your opponent's most expensive Core unit.

+1 point – If you killed the enemy's General.



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.