# Chop off the Head!

Scenario Description: Cut off the head and the body will die. Sounds simple enough! Except the head is usually the toughest part to cut off! Take to the battlefield and destroy any and all foes that stand in your way!!

Deployment Type: For reference, players can refer to the Deployment Types section found on p.33 of the main 9th Age rulebook. **This Scenario will use the 1: Frontline Clash deployment type. Deployment Zones are areas more than 12" away from the Centre Line.**

Battlefield:

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

Victory Conditions: The winner is determined by victory points.
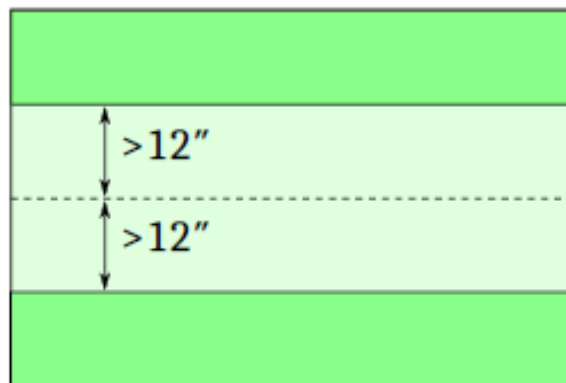
Secondary Objective:
Breakthrough: *Invade the enemy territory*. The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, up to a maximum of 3, wins the Secondary Objective.

Victory Points Chart:

Win by	Winner	Loser
0 – 225	10	10
226 – 450	11	9
451 – 900	12	8
901 - 1350	13	7
1351 - 1800	14	6
1801 – 2250	15	5
2251 - 3150	16	4
>3151	17	3
Winning Secondary Objective	+3	-3
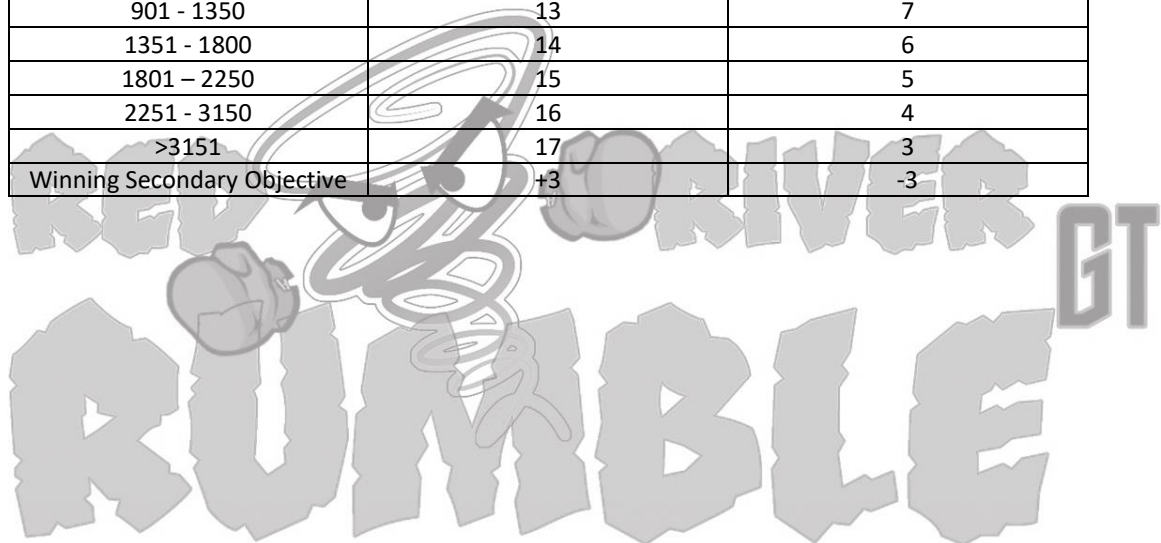
Scoring and Victory Conditions

Scoring Victory Points

At the end of each game, each player is awarded a number of Victory Points (VP) according to the rules below:

Destroyed Units	For each enemy unit that has been removed as a casualty, you gain a number of **VP equal to its Point Cost.**
Fleeing Units	For each enemy unit that is Fleeing at the end of the game, you gain a number of **VP equal to half its Point Cost, rounding fractions up.**
Shattered Units	For each enemy unit that is at 25% or less of its starting Health Points (of the number taken from the Army List) at the end of the game, you gain a number of **VP equal to half its Point Cost, rounding fractions up.** Characters are counted separately from the units they have joined. Note that if an enemy unit is both Fleeing and Shattered, you gain a number of VP equal to the units total Point Cost.
Defeated General	If the enemy General was removed as a casualty, **you gain 200 VP.**
Defeated BSB	If the enemy BSB was removed as a casualty, **you gain 200 VP.**