

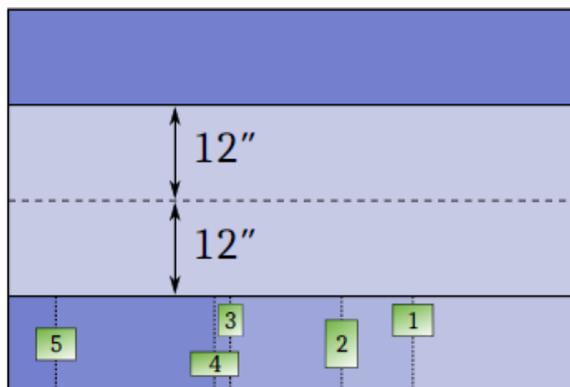
# Scenario 4: Fate!

**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:** For reference, players can refer to the Deployment Types section found on p.34 of the main 9th Age rulebook. **This Scenario will use the 6: Marching Columns deployment type.**

Deployment Zones are areas more than 12" away from the Centre Line. Each player must choose a short Board Edge when deploying their first unit. Each unit this player deploys afterwards must be deployed with its Centre farther away from the chosen short Board Edge than the Centre of the last unit this player deployed (measure from the closest point on the short Board Edge). Characters, War Machines, War Platforms, and Scouting units ignore these rules. During their first 3 deployment turns, each player must deploy a single unit, and cannot deploy any Characters, War Machines, or War Platforms. Instead of deploying a unit, a player may choose to make all their undeployed units Delayed that are not using Special Deployment. Delayed units follow the rules for Ambushing units with the following exceptions:

**Battlefield:**



- In each Player Turn, after rolling for all Ambushing units, the Reactive Player chooses the order in which all Delayed units that passed the 3+ roll enter the Battlefield.
- In the chosen order, each unit must be placed one after the other with the centre of its rear rank as close as possible to the centre of the long Board Edge in their owner's Deployment Zone, before any non-Delayed Ambushers are placed on the Battlefield.
- After all arriving units have been placed, they can be moved as described in the rules for Ambush (see page 93).

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

**Victory Conditions:** The winner is determined by Victory Points.

## Secondary Objective:

**King of the Hill:** *Desecrate your opponent's holy ground while protecting yours.* After spell selection (at the end of step 7 of the Pre-Game Sequence), both players choose a Terrain Feature that isn't Impassable Terrain and that is not fully inside their Deployment Zone, starting with the player that chose their Deployment Zone (note that both players may choose the same Terrain Feature). A player captures their opponent's chosen Terrain Feature if any of the player's Scoring Units are inside that Terrain Feature at the end of the game. If a player captures their opponent's chosen Terrain Feature while not allowing their own to be captured, they win this 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:

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:

<b>Destroyed Units</b>	For each enemy unit that has been removed as a casualty, you gain a number of <b>VP equal to its Point Cost</b> .
<b>Fleeing Units</b>	For each enemy unit that is Fleeing at the end of the game, you gain a number of <b>VP equal to half its Point Cost, rounding fractions up</b> .
<b>Shattered Units</b>	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 <b>VP equal to half its Point Cost, rounding fractions up</b> . 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.
<b>Defeated General</b>	If the enemy General was removed as a casualty, <b>you gain 200 VP</b> .
<b>Defeated BSB</b>	If the enemy BSB was removed as a casualty, <b>you gain 200 VP</b> .