

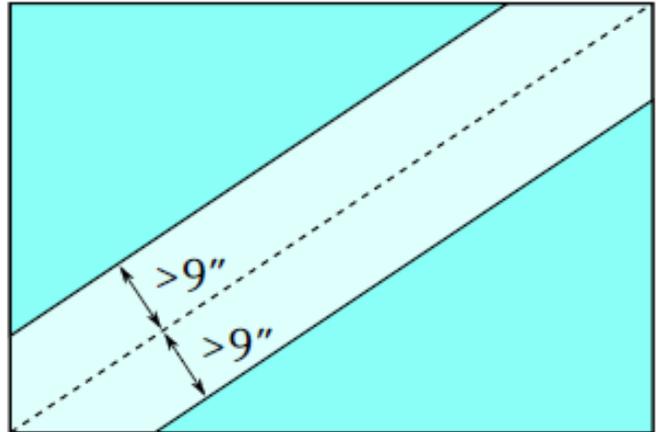
Scenario 2: Intestinal Fortitude!

Scenario Description: Your army, although battered and wounded, must rally and defend what is rightfully yours! The enemy is advancing towards you with blood on their mind! Do what you must in order to get your army ready to fight and bring the opposing army to their knees! Rally your troops and find your Intestinal Fortitude!

Deployment: 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 5: Refused Flank deployment type. The board is divided into halves by a diagonal line across the board. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from the Centre Line elsewhere.**

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

Battlefield:



Victory Conditions: The winner is determined by victory points.

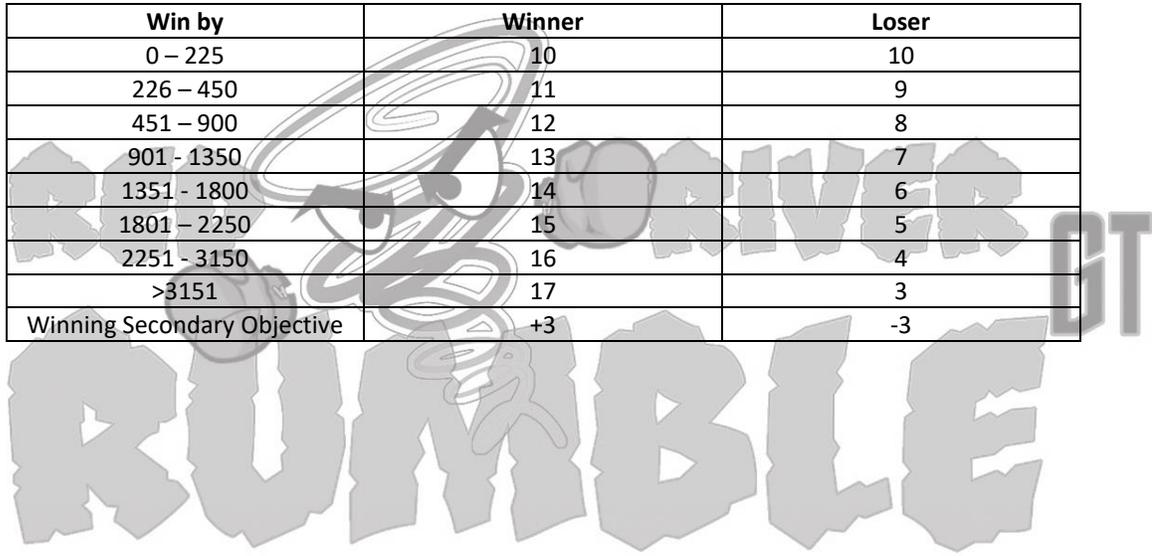
Secondary Objective:

Capture the Flags: *Valuable targets must be annihilated.* After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark all Scoring Units on both players Army Lists. If either player has less than 3 marked units, their opponent must mark enough units from the player's Army List so that there are exactly 3 marked units in the army, starting with the player that chose their Deployment Zone.

The player that has the lowest number of their marked units removed as casualties at the end of the game wins this 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 .