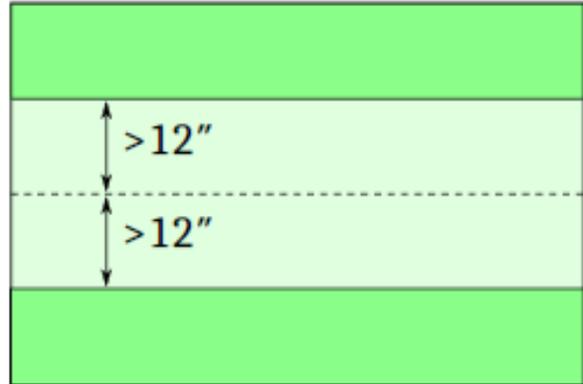


Scenario 3: Wizards of the Midwest

Scenario Description: Many of the greatest generals in history have learned to control the elements in which they fight, however, the Winds of Magic cannot be controlled!

Deployment: For reference, players can refer to the Deployment Types section found on p.28 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:

Hold the Ground: *Secure and hold the centre of the Battlefield.* Mark the centre of the board. At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the center of the board gains a counter. At the end of the game, the player with the most such counters wins the Secondary Objective.

Victory Conditions:

| 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 |
| >3150 | 17 | 3 |
| Winning Secondary Objective | +3 | -3 |



Scoring and Victory Conditions can be found on the back of this page!

Scoring and Victory Conditions (P.73)

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 . |