

Scenario 5: Take what is rightfully Yours!

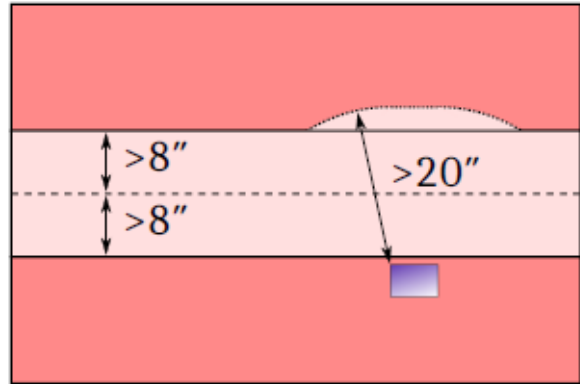
Scenario Description: Trying to overwhelm the enemy is a daunting task when coupled with the fact that every warrior that falls in battle is a vital blow to your army's prowess!

Deployment: 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 3: Counterthrust deployment type.**

Deployment Zones are more than 8" away from centre line. Units must be deployed more than 20" away from enemy units. During their first 3 deployment turns, each player must deploy a single unit, and cannot deploy any Characters. Units using Special Deployment, such as Scout, ignore these restrictions and follow their Special Deployment rules.

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:

Secure Target: *Critical resources must not fall into enemy hands.* Directly after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that chose their Deployment Zone. Each player must place the marker with its centre on a point that is more than 12" away from their Deployment Zone and a third of the long Board Edge length (24" on a standard board) from the point marked by the other marker. At the end of the game, the player controlling the most markers wins this Secondary Objective. A marker is controlled by the player with the most Scoring Units within 6" of the centre of the marker. If a unit is within 6" of the centres of both markers, it only counts as within 6" of the centre of the marker which is closest to its Centre (randomise if both markers' centres 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:

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 .