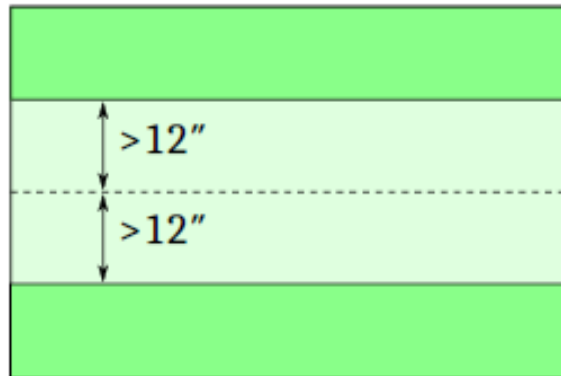


Scenario 3: Wizards of the Midwest

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.



Special Rules: At the beginning of the game (before the first official turn), roll a single D6. Take a note of what the result is. The result determines which Game Turn is affected by the Winds of Magic. (Example: A roll of 3 would result in Game Turn 3 being affected.) During the affected Game Turn, any doubles rolled during spellcasting will result in a Miscast with the Fizzle result (no other effects will be applied to the Miscast result). In addition, the casting player receives a single dice back to their casting pool (you can only receive one die back for the entire Game Turn.)

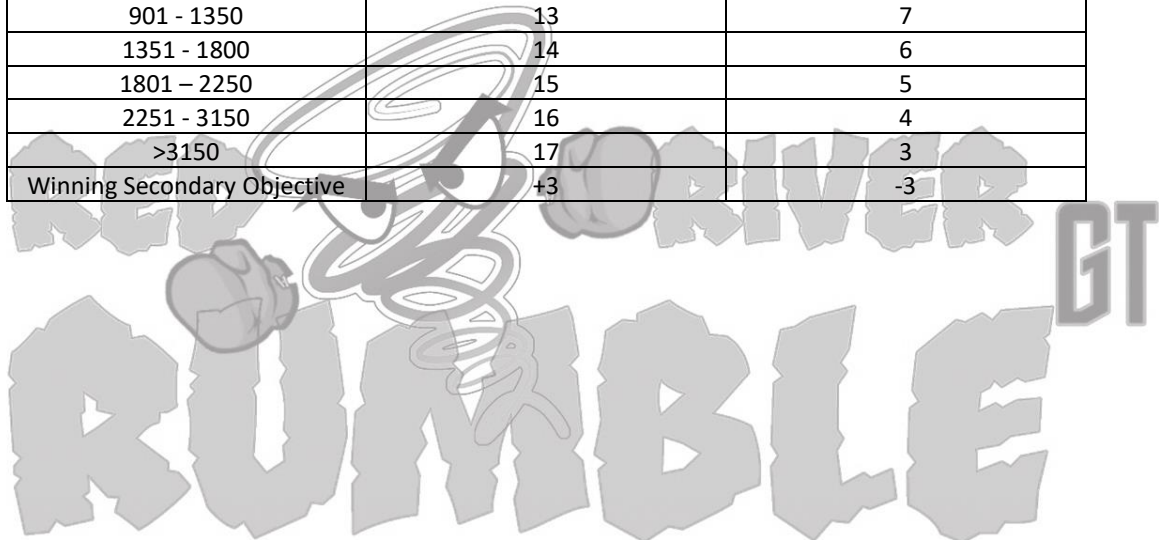
Victory Conditions: The winner is determined by Victory Points.

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 (P.73)

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

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 .