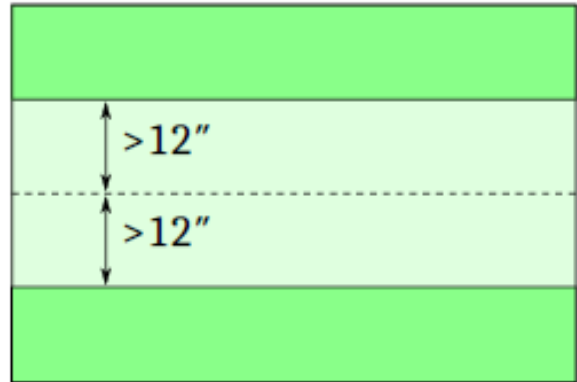


Scenario 4: Fate!

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.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.

Special Rules: "Fate Dice" – Each player begins the game with 3 "Fate Dice". You may use each of these dice to perform a free "re-roll" of a single 6 sided die roll during the game during either player's turn. To use, simply declare this to your opponent, pick up the dice, and re-roll it. You may not re-roll a re-roll. Single dice that are part of a combined roll of multiple dice (such as with leadership tests) may be re-rolled with Fate Dice. For each Fate Dice that you use, your opponent may immediately assign a "Fate Marker" to ANY one of your units currently on the table. This is scored at the end of the game. Any unit assigned a "Fate Marker" during the game that is destroyed is worth an additional 100 victory points.

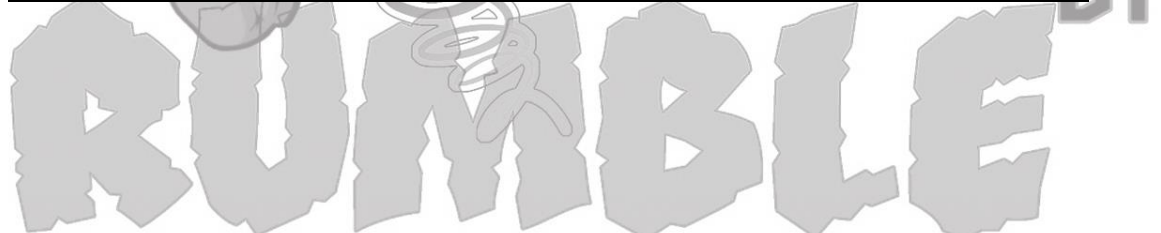
Secondary Objective:

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
>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 .