

## Scenario Three: The Path is Revealed

*The intelligence you received from the Scarecrow, Lion and Tin Man has suggested a means to open a portal near the Emerald City. It will require much magical energy, and the magical poppies found in the fields between you and the Emerald City could provide the energy needed. You decide to establish control over as much of the poppy fields as you can. As you approach the fields your wizards become nervous and agitated. With another army approaching the field there is little time to find out what's wrong. Besides, wizards are a funny lot so this is probably just normal wizard stuff. What could possibly go wrong.....*

### **Deployment:**

Players will deploy their army by following the Deployment Phase Sequence found on p.16 of the main 9<sup>th</sup> Age rulebook.

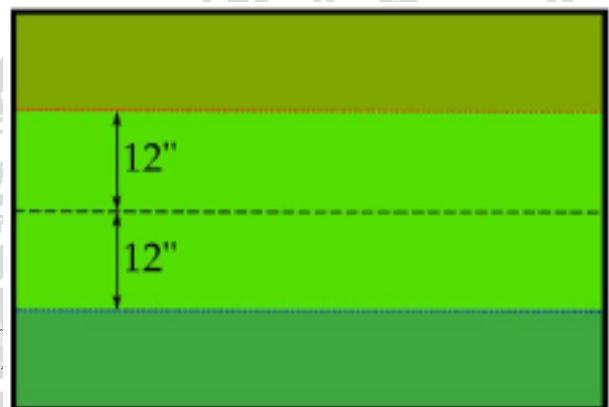
### **Game Length:**

Two hours and 15 minutes or six turns, whichever comes first.

### **Victory Conditions:**

The winner is determined by victory points. In addition, each table quarter claimed is worth 75 points, representing control of the poppy fields. Only Scoring Units can claim table quarters. (See p. 88 of rule book. Scoring units are all units with a Standard Bearer (including the BSB), unless the unit (or any model in the unit) has Free Reform. Fleeing units and units consisting solely of Characters can never be Scoring units.

### **Battlefield:**



### **Special Rules:**

**Magic Flux:** The presence of the poppies causes magic to spin out of control. Overwhelming Power (and Miscasts) will occur on double 6's and double X, where X is equal to the Game Turn that you're currently on. On turn 6, roll twice on the miscast if a double 6 is rolled, applying both results. Note, you still need to score 3+ on the dice to successfully cast. So if you only roll double 1's on turn one you get the miscast result but the spell is not cast.

**Channeling:** Models with the Channeling ability lose it for the remainder of this scenario. Instead, keep note of the lowest D6 rolled during the roll for the Magic Flux – the lowest D6 amount will determine how many channeling attempts you will receive for the phase. (Ex. A 2D6 roll of 5 and 3 are rolled for the Magic Flux, you will now have 3 attempts to channel.) For each of 6+ roll on your Channel attempts you will be awarded with additional dice for that Magic Phase only.

### **Bonus Battle Points:**

**+1 point** - If you rolled a double X while casting a spell at any point throughout the game.

**+1 point** - You have the highest level wizard remaining on the battlefield at the end of the game. For this purpose only, count Runic Smiths as Level 1 wizards and Runic Lords as level 3 wizards.

**+1 point** - For each enemy standard captured (Max +3).

**See the Victory Points Chart (located behind the 5<sup>th</sup> scenario) to determine win / loss.**