

Scenario Two: Finding Your Way

It's become clear that the faction you began supporting does not have any interest in supporting you any further. Perhaps another faction may have use of your services. Being in the middle of this five sided war is obviously not the way to a long and prosperous life, so you set about finding a way home. The locals tell of three who have helped on a similar journey to escape Oz. If you can find them, perhaps they will help you. You send out your army to scout for these individuals, but you are not alone in wanting to find them.....

Deployment:

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

Game Length:

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

Victory Conditions:

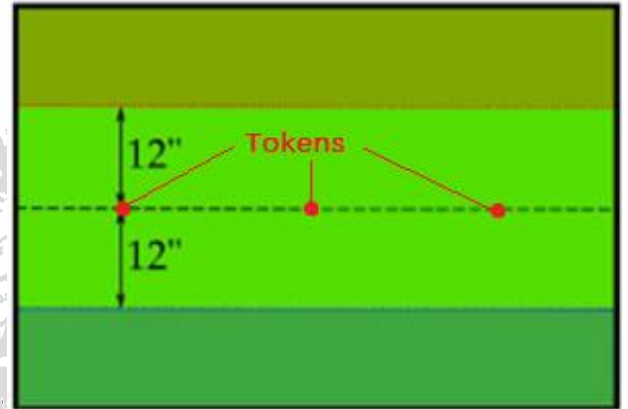
The winner is determined by victory points.

Special Rules:

Before deployment, players will need to set up the Lion, Scarecrow, and Tin Man tokens (the tokens can be found in your gem bag that you received upon signing up) in the locations shown in the battlefield figure, with the Scarecrow and Tin Man 18" from the board edges and the Lion set directly in the middle of the table. Each token will need to be recruited in different manners, and are worth 100 victory points each. Note that units that successfully recruit a token will retain the 100 VPs as long as they are not Dead at the end of the game. Units that are Scared or Decimated can still claim the 100 VPs for each token they have.

1. Scarecrow: Pass an initiative test.
2. Lion: Pass a Strength test.
3. Tin Man: Pass a Leadership test at -D3 Leadership.

Battlefield:



The Scarecrow, Lion, and Tin Man are all fixed in one spot and cannot move for any reason. When attempting to recruit the token, the unit must make a move towards it and once in base contact come to a complete stop. Any remaining movement is lost. Then perform the recruitment test as described above. Failure of the recruitment test results in the unit that attempted the recruitment being pushed backed directly from the token D3". Once recruited, remove the token from play. If any unit attempts to move through the Scarecrow, Lion, or Tin Man (as if charging to an enemy unit or simply moving as if on open ground) then the unit suffers D6 S1 hits with AP 6. An additional D6 hits are applied if you end your movement on top of a token that hasn't been recruited. Note that if the Scarecrow, Lion, or Tin Man are recruited (and therefore removed from play) then these rules do not apply to units moving over the space that a token previously occupied. Lastly, only Scoring Units can recruit the tokens. (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.

Bonus Battle Points:

- +1 point - Having a unit across the mid-line of the battlefield at the end of the game.
- +1 point - For each successful recruitment you make, up to a maximum of +3.
- +1 point - For if you control more table quarters than your opponent with Scoring units.

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