

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 Frontline Clash found on p.21 of the main 9th Age rulebook.

Game Length:

Two hours and 30 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.

Secondary Objective: Hold the Ground

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.

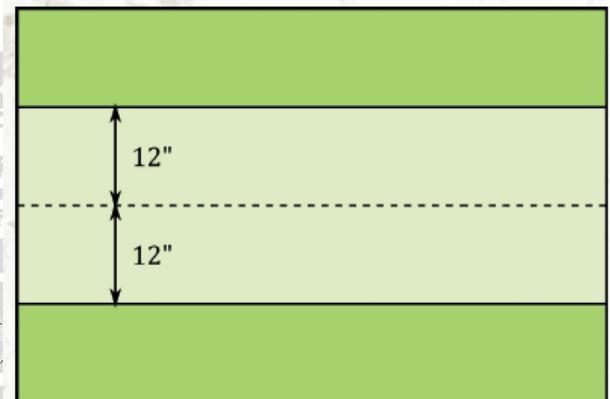
Channeling: Models with the Channeling ability lose it for the remainder of this scenario. Instead, keep note of the lowest D6 rolled during the roll for the Magic Flux – the lowest D6 amount will determine how many channeling attempts you will receive for the phase. (Ex. A 2D6 roll of 5 and 3 are rolled 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 at least one wizard remaining on the battlefield at the end of the game.

Battlefield:



See the Victory Points Chart to determine win / loss. (On the back of this page!)

Scoring and Victory Conditions

Scoring Victory Points

At the end of each game, add up your Victory Points (VPs) according to the rules below:

Dead or Fled	For each enemy unit that has been killed or has fled the battlefield, you gain a number of VPs equal to its Point value .
Scared	For each enemy unit that is Fleeing on the battlefield at the end of the game, you gain a number of VPs equal to half its Point value (rounding up) .
Decimated	For each enemy unit that is at or below 25% of its starting number of wounds at the end of the game, you gain a number of VPs equal to half its Point value (rounding up) . Characters are counted separately from the unit they have joined. Note that if an enemy unit is both Scared and Decimated, you gain a number of VP equal to the unit's total point value.
Their King is Dead	If the enemy General was killed or has fled the battlefield, you gain 200 VPs.
Their Flag is Down	If the enemy BSB was killed in combat or broke from combat, you gain 200 VPs.

Result	Win by	Winner	Loser
Massacre	3401 – 5000	21	4
Major Victory	1501 – 3400	17	5
Minor Victory	501-1500	13	7
Draw	<500	10	10