

# Scenario Five: There's No Place Like Home

*In the shadows of the Emerald City you've finally reached your goal. Your wizards have opened a portal back to your home, and inscribed powerful runes upon your standards to help control the portal. Enemy wizards have done the same and a battle to control the portal is upon you.*

## **Deployment:**

Players will deploy their army by following the Deployment Phase Sequence **Frontline Clash** found on p.21 of the main 9<sup>th</sup> Age rulebook.

## **Game Length:**

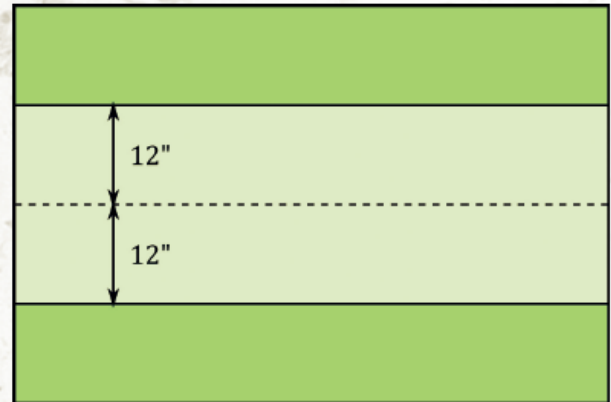
Two hours and 30 minutes or six turns, whichever comes first.

## **Victory Conditions:**

The winner is determined by victory points.

**Secondary Objective: Hold the Ground**

## **Battlefield:**



## **Special Rules:**

You are fighting to control the magical portal. Control of the portal is achieved by keeping your standards in close proximity to the center of the table. At the end of each game turn, count up the number of standards each army has within 12" of the table center, with any battle standard bearers counting as two. The army with the most standards within 12" of the table center for that turn receives 75 victory points, to a max of 300. Each game turn it is possible for only ONE army to earn 75 victory points.

## **Bonus Battle Points:**

**+1 Point** - Your general is within 12" of the portal at the end of the game.

**+1 Point** - Have more standards within 12" of the portal at the end of the game than your opponent. (The battle standard bearer counts as two.)

**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