

## Scenario Four: The Will to Survive

*Fighting your way to the Emerald City and making it back home isn't going to be easy. You'll need to want it more than your enemies and find a way to use the denizens of this world to your advantage. You take to the field to crush the enemy's will power and show the factions of this world who they should support.*

### **Deployment:**

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

### **Game Length:**

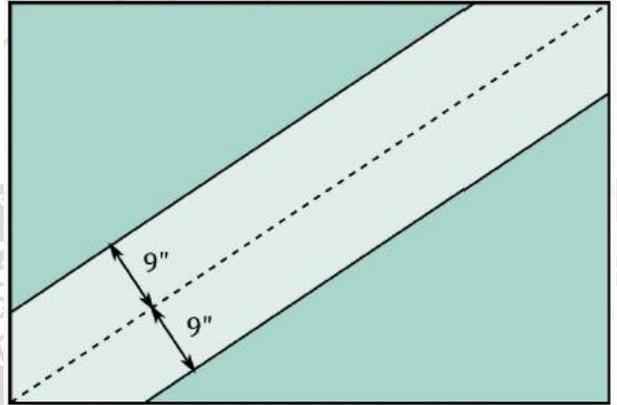
Two hours and 30 minutes or six turns, whichever comes first.

### **Victory Conditions:**

The winner is determined by victory points.

**Secondary Objective: Secure Target**

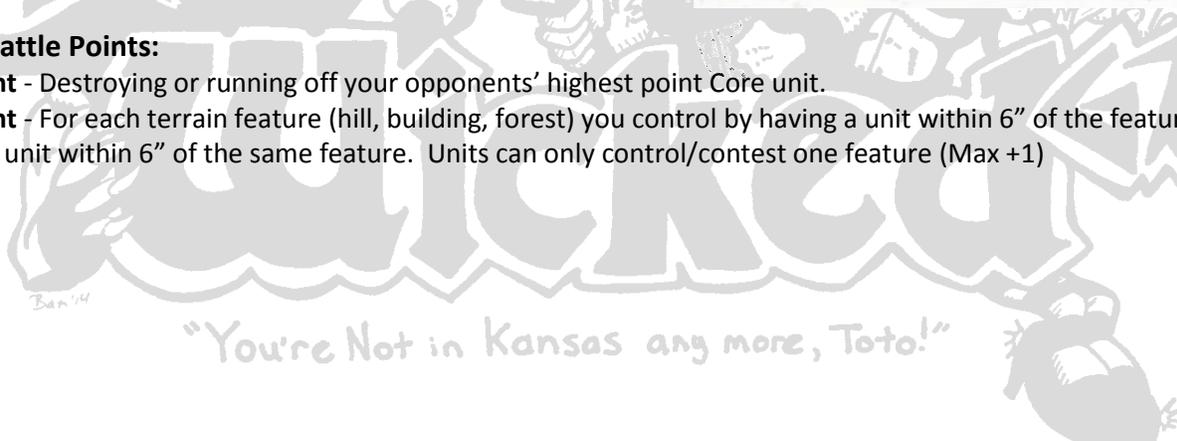
### **Battlefield:**



### **Bonus Battle Points:**

**+1 point** - Destroying or running off your opponents' highest point Core unit.

**+1 point** - For each terrain feature (hill, building, forest) you control by having a unit within 6" of the feature with no enemy unit within 6" of the same feature. Units can only control/contest one feature (Max +1)



**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