

Scenario One: Welcome to Oz

Your army has been dragged to Oz by the warring factions of the Witch of the West, Lollipop Guild, the Great and Powerful Oz, the Witch of the North and the Usurper Dorothy to break an eternal deadlock in the war for Oz. As the magical twister that deposited you in this land drifts upward into the sky it begins to drop debris and magical dark shards. Hoping to improve your chances of survival in this strange land you prepare your army to collect all the dark shards it can. As you prepare to advance you are visited by the leader of each faction of this war torn land, seeking your support. You also can't fail to notice that each of them visits another army preparing to gather the dark shards dropping from the sky. Whose banner will your army carry in this battle?

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:

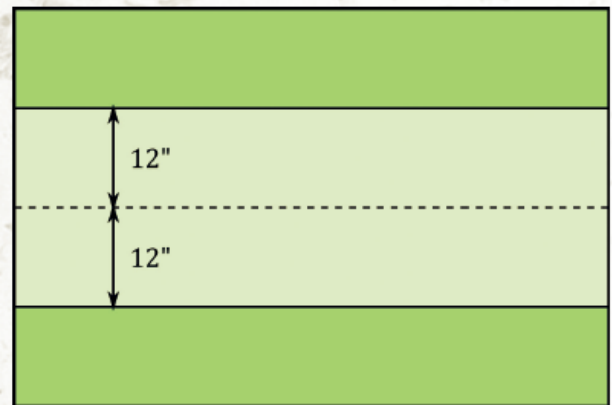
Two hours and 30 minutes or six turns, whichever comes first.

Victory Conditions:

The winner is determined by victory points.

Secondary Objective: Breakthrough

Battlefield:



Special Rules:

At the start of each player turn D3 dark shards will fall from the sky scattering 3D6" from the center of the table. If a hit is rolled on the scatter, use the small arrow for direction. If a dark shard scatters on to a unit stop it 1" away from the unit. Each dark shard collected will count as 30 victory points to a max of 300 pts. To collect a dark shard a unit must end its move in contact with the dark shard. Units may collect multiple dark shards in a single move if they end their move in contact with multiple dark shards. A fleeing unit which ends its move on a dark shard cannot collect it and causes it to scatter D6". Once collected, dark shards are removed from play and cannot be lost.

In addition any unit within 12" of the center of the table at the beginning of each player turn will be hit by debris on a roll of 5+. Units affected will suffer D6 hits at STR = 1+ turn number. Hits distributed as shooting attacks.

Bonus Battle Points:

+1 point - A Wizard or the unit they are with was hit by falling debris.

+1 point - Collect more dark shards than your opponent.

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