



2022 Hogfest GT 9th Age Scenarios

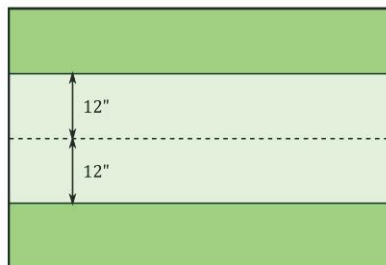
Scenario 1

Your armies have force marched through terrible weather and fog all night to defend your borders. You arrive on the field of battle and array your forces, but you have not seen the rumored enemy invaders. As dawn breaks and the fog lifts, you see the enemy spread across the horizon.

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determine, please contact an organizer.

Deployment: Frontline Clash (As described on page 28 of the 9th Age Rule Book.)

1-2: Frontline Clash



The Table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.

Additional Deployment Rules: This will be a "Blind Deployment" style scenario. The battlefield will have a divider along the centerline. Players may look at both sides of the divider before choosing table sides. Once table sides have been chosen, players may NOT look over the divider and must deploy all units in completion. Once both players have announced they have completed deploying non-Scout and non-Ambushing units, remove the divider and place it in a nearby aisle for collection. Scouting units are deployed after the divider has been raised. Ambushing units may be held in reserve as normal.

Secondary Objective: Breakthrough (As described on page 29 of the 9th Age Rule Book.)

The player with the most Scoring Units (Max. 3) within their opponent's Deployment Zone at the end of the game wins this Secondary Objective.

Who Goes First: Players will roll off to determine who takes the first turn. The player that did not choose table sides adds +1 to their roll. The winner of the roll may choose who goes first.

Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.



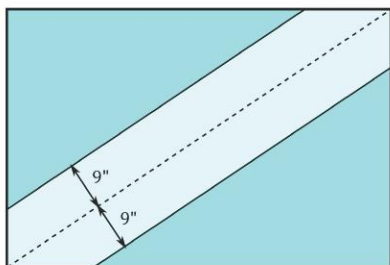
Scenario 2

After clashing at the border, your forces are now involved in a dance macabre as each tries to out maneuver the other. Perhaps if you could manage to break through their lines, you could break their spirit and defeat them once and for all.

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determine, please contact an organizer.

Deployment: Refused Flank (As described on page 28 of the 9th Age Rule Book.)

3-4: Refused Flank



The Table is divided into halves by a diagonal line across the table. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.

Secondary Objective: Hold the Ground (As described on page 29 of the 9th Age Rule Book.)

The player with the most Scoring Units within 6" of the center point of the Board at the end of the game wins this Secondary Objective.

Who Goes First: Follow the normal rules for first turn on page 24 in the 9th Age Rule Book.

Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.



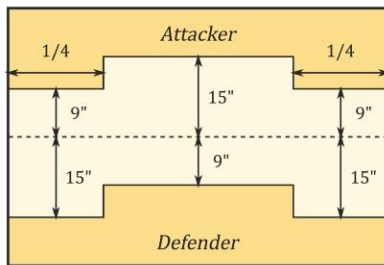
Scenario 3

The enemy has much more resolve than anticipated. Their morale seems to rely on a few key regiments. You have been tasked to annihilate these troops, while protecting yours.

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determine, please contact an organizer.

Deployment: Encircle (As described on page 28 of the 9th Age Rule Book.)

5: Encircle



The Table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. The player who gets to choose the Deployment Zone decides if they want to be the attacker or the defender. The attacker may deploy more than 9" from the central line if within $\frac{1}{4}$ of the table's length from either table edge (18" on a 72" table), and more than 15" from the central line elsewhere. The defender does the opposite: more than 15" away from the central line if within $\frac{1}{4}$ of the table's length from the table's short edges, and more than 9" away from the central line elsewhere.

Secondary Objective: Capture the Flags (As described on page 30 of the 9th Age Rule Book.)

The player that has removed more scoring units from the table of his opponent (Max. 3) at game end, wins this Secondary Objective.

Who Goes First: Follow the normal rules for first turn on page 24 in the 9th Age Rule Book.

Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.



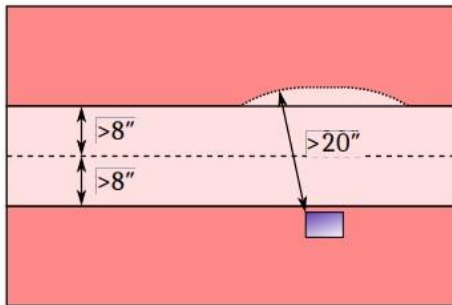
Hogfest GT

Scenario 4

What is needed is a successful raid on the enemy supplies, while protecting your own. Success should send them from the battle with their supply lines cut after 4 epic battles. Don't forget to protect your supplies or you may be the one fleeing!

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determine, please contact an organizer.

Deployment: Counterthrust (As described on page 28 of the 9th Age Rule Book.)



Deployment Zones are areas more than 8" away from the Centre Line. Units must be deployed more than 20" away from enemy units. During their first 3 deployment turns, each player must deploy a single unit if possible, and cannot deploy any Characters unless they have to. Units using Special Deployment, such as Scout, ignore these restrictions and follow their Special Deployment

Secondary Objective: Secure Target (As described on page 30 of the 9th Age Rule Book.)

After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player must place the marker more than 12" away from their Deployment Zone and 24" away from the other marker.

At the end of the game, the player controlling the most markers wins this Secondary Objective. A marker is controlled by the player with the most Scoring Units within 6" of the marker. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its center (randomize if both markers are equally close).

Who Goes First: Follow the normal rules for first turn on page 24 in the 9th Age Rule Book.

Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.



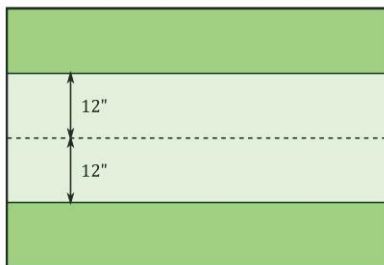
Scenario 5

Enough is enough! If you fail to vanquish the enemy, not only is your realm at risk, but your command and your very life. This is it, you must defeat the foe using all you have learned over the weekend's battles.

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determine, please contact an organizer.

Deployment: Frontline Clash (As described on page 21 of the 9th Age Rule Book.)

1-2: Frontline Clash



The Table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.

Secondary Objective: Spoils (As described on page 29 of the 9th Age Rule Book.)

The player with the most Scoring Units in possession of a spoil marker wins the secondary objective

Who Goes First: Follow the normal rules for first turn on page 24 in the 9th Age Rule Book.

Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.