



2020 Hogfest GT 9th Age Scenarios

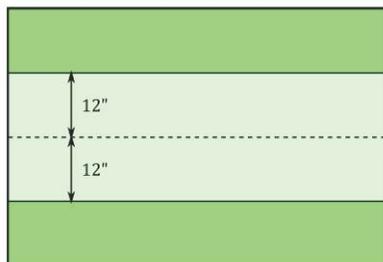
Scenario 1

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 33 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 35 of the 9th Age Rule Book.)

The player with the most Scoring Units within their opponent's Deployment Zone at the end of the game, up to a maximum of 3, 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.



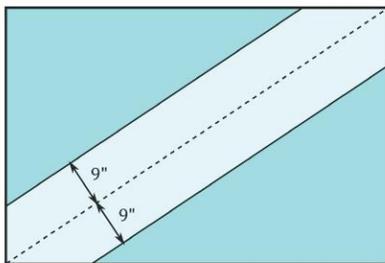
Scenario 2

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 34 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 35 of the 9th Age Rule Book.)

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the center of the board gains a counter. At the end of the game, the player with the most counters wins this Secondary Objective.

Who Goes First: Follow the normal rules for first turn on page 38 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.



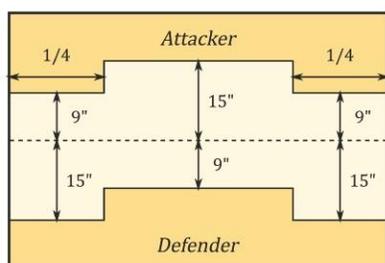
Scenario 3

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 34 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 35 of the 9th Age Rule Book.)

Destroy more Scoring Units than your opponent. Each player must have at least 3 Scoring Units; else, the opponent marks non-Scoring Units to destroy

Who Goes First: Follow the normal rules for first turn on page 38 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.



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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!

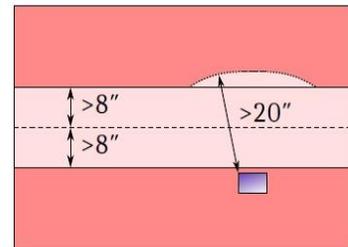
The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering).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

Deployment: Counterthrust (As described on page 34 of the 9th Age Rule Book.)

3: Counterthrust

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, and cannot deploy any Characters.

Units using Special Deployment, such as **Scout**, ignore these restrictions and follow their Special Deployment rules.



Secondary Objective: Secure Target (As described on page 35 of the 9th Age Rule Book.)

Critical resources must not fall into enemy hands.

Directly after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that chose their Deployment Zone. Each player must place the marker on a point that is more than 12" away from their Deployment Zone and a third of the long table edge length (24" on a standard board) from the point marked by 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 38 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.

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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: Marching Columns (As described on page 34 of the 9th Age Rule Book.)

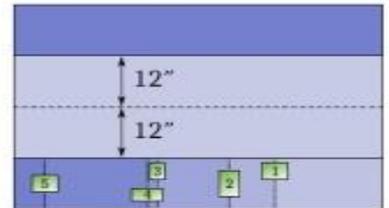
6: Marching Columns

Deployment Zones are areas more than 12" away from the Centre Line. Each player must choose a short Board Edge when deploying their first unit. Each unit this player deploys afterwards must be deployed with its Centre farther away from the chosen short Board Edge than the Centre of the last unit this player deployed (measure from the closest point on the short Board Edge). **Characters, War Machines, War Platforms, and Scouting** units ignore these rules.

During their first 3 deployment turns, each player must deploy a single unit, and cannot deploy any **Characters, War Machines, or War Platforms.**

Instead of deploying a unit, a player may choose to make all their undeployed units Delayed that are not using Special Deployment. Delayed units follow the rules for Ambushing units with the following exceptions:

- In each Player Turn, after rolling for all **Ambushing** units, the Reactive Player chooses the order in which all Delayed units that passed the 3+ roll enter the Battlefield.
- In the chosen order, each unit must be placed one after the other with the centre of its rear rank as close as possible to the centre of the long Board Edge in their owner's Deployment Zone, before any non-Delayed Ambushers are placed on the Battlefield.
- After all arriving units have been placed, they can be moved as described in the rules for Ambush (see page 93).



Secondary Objective: Spoils of War (As described on page 35 of the 9th Age Rule Book.)

Gather precious loot.

Place 3 markers along the line dividing the board into halves (the dashed line in the figures describing Deployment Types). One marker is placed with its center on a point on this line that is as close as possible to the center of the board while still being more than 1" away from Impassable Terrain. The other two markers are placed with their centers on points on this line that are on either side of the central marker, as close to the center of the board as possible but at least a third of the length of the long Board Edge (24" on a standard board) away from it, and more than 1" away from Impassable Terrain.

At the start of each of your Player Turns, each of your Scoring units that is not carrying a marker may pick up a single marker whose center they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying a marker with less than 3 Full Ranks cannot perform March Moves. If a unit carrying a marker is destroyed or loses Scoring, the opponent must immediately place the marker carried by this unit with its center on a point within 3" of it. Ignore Post-Combat Reform for this purpose. This point cannot be within 1" of

Impassable Terrain, but it can be inside a unit.

At the end of the game, the player with the most units carrying markers wins this Secondary Objective.

Who Goes First: Follow the normal rules for first turn on page 38 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.