

TKK presents:

# FANTASY BATTLE ROYALE

A MULTIPLAYER SURVIVAL SCENARIO FOR THE 9<sup>th</sup> AGE.



VERSION 1.0  
FEBRUARY 16, 2018

*The Shattered Sea, once the home of a long forgotten people, lies abandoned and overgrown between the continents of Silexia and Virentia. From it's treacherous waters, during the transit of the Seven Tailed Comet, ascends the Island of Trials. Among it's kelp and tidal pools, obsidian idols guard ancient relics - exposed to the sun only once a century. As the Island violently retreats into the abyss, mortal armies strive to claim the favor of long forgotten Gods. Meteors rain from the skies and blood mixes with sea water to the faint sound of an ancient madness, cackling with laughter.*

# I About Fantasy Battle Royale

Fantasy Battle Royale is a last man standing scenario for two or more players using The 9<sup>th</sup> Age Rules. During the course of the game, armies must attempt to survive in a gradually shrinking area, while evading comets brought down by the Gods themselves and attempting to out-manouver and destroy the opponents.

This scenario is primarily meant for three players or more, but may also be played by two. Furthermore, the scenario is not intended for competitive play, but rather as a social and fun way to play the 9<sup>th</sup> Age. If played by two, do not randomise player turns each game round.

**Recommended army size** is 2000 points per player.

## II Setting up the battlefield

Generate terrain as normal or use a suitable map pack.

Place a **Blue Zone Center** marker at the center of the table. Initial **Blue Zone Radius** is 48".

Assign a **Player Card** to each player. Then shuffle the player cards.

## III Deployment

In a randomized order, each player places a **Deployment marker** in a random direction **D6x8"** (roll for each zone) from the center of the battlefield, atleast **8"** from the table edge. If a Deployment marker is to be placed within 18" of another, move both markers the minmum distance needed to obtain an **18" spacing**.

Starting with the player who placed their deployment marker last - then going clockwise, declare special deployments, then deploy one unit at a time. All units must be deployed with it's **centre within 6"** of the deployment marker.

## IV At the beginning of each game round

Move Blue Zone Center **D6"** in a random direction and decrease Blue Zone Radius by **4D3"**. If this is the first round, instead move the Blue Zone Center **2D6"**.

Place a **Wrath of God** marker at a random point on the Battlefield. Do not roll for the spell to resolve before the end of the round. Suggested **placement procedure** for the marker:

- Roll a *D6*. On a 4+ ignore the last term in each of the distance equations under.
- Distance from short table edge:  $12 \times (D6 - 1) + 12$

- Distance from long table edge:  $8 \times (D6 - 1) + 8$

Collect and shuffle all **Player Cards**.

Draw all player cards. The sequence they are drawn in is the turn order for this game round.

Draw a **Flux Card**. Use this card in all player turns, as if it was drawn in the Magic Phase.

Players may now choose to **automatically rally** fleeing units. Any unit rallied this way is shaken for the duration of this round, and cannot voluntarily move in the Movement Phase (under any circumstance).

## V Player turns:

The following restrictions apply:

- Enemy units in Base Contact with other enemy unit are treated as **impassable terrain** for all purposes of movement.
- **Charges** may only be declared against unengaged units or units that are already in Base Contact with your own units.
- **Chose a reactive player** before Siphoning the veil. **Hex** spells may only target enemy units controlled by the reactive player. **Augment** spell may not target friendly units engaged in combat with another opponent than the reactive player.

## VI At the end of each round

All **units outside Blue Zone Radius**, measured from the Blue Zone Center marker, suffer XD6 hits Str  $X + 1$ , AP  $X$ , where  $X$  is the turn number.

Resolve the **Wrath of God** spell marked at the beginning of the game round. Treat the end of a game round as a subsequent Magic Phase for these counters.

## VII Winning a game of Fantasy Battle Royale:

If only **one scoring unit** (fleeing units included) remains on the battlefield, the game ends. The player controlling that unit is the winner of the Fantasy Battle Royale.