

3 Special Secondary Objectives

Welcome to this special T9A Advent Calendar PDF.

In this document you will find 3 scenarios created by community members earlier this year, and are those I especially liked myself.

December is often a period where I have that extra bit of time to play a game, and I like to try different setups or just unusual scenario's.

I'm guessing I'm not the only one who does this, so I've gathered these 3 scenarios in this document for you to try out.

But, don't forget, you can also increase or decrease the numbers of points used for the battle, or make other alterations to the game as you both see fit.

I'm personally planning a 10.000 point game, where me and my opponent both agreed to ignore all army restrictions besides point values, and just go full out.

Try them out, and leave some feedback on the forums about your Christmas games for our community to check out, and be inspired by!

-Blonde Beer

Random Secondary Objective Generator

If you don't know which one to play with your opponent, you can use this little table to help out.

When setting up the game roll a single die to determine which secondary objective is being played. Check the table for the result.

1-2	Battle Lust
3-4	Divine Intervention
5-6	Golddiggers

BATTLE LUST

"Only a fool loves war, or a man who has never seen it.

The trouble is that the survivors forget about the horrors and remember only the battle lust. They pass on that memory, and other men hunger for it."

Objective written by There is no Spoon

Pre-Game-Sequence:

Standard

Victory Conditions:

Tally up the number of enemy scoring units dead or fleeing at the end of Round 6. Each unit counts as 1 Kill point.

The player with the most Kill points, wins the secondary objective.

DIVINE INTERVENTION

"The God's love to play with their food."

Objective written by Glakthag

Pre-Game-Sequence:

Each player receives an Elemental Beast (stat line below) before the Deployment Phase. This Elemental Beast is deployed as a normal unit during deployment.

Elemental Beast (Monstrous Beast). Base Size 40x40mm.

M	WS	BS	S	T	W	I	A	Ld
8	3	-	5	5	5	0	4	7

Special Rules: Immune to Psychology. Divine Attacks. Otherwordly. Breath Weapon (Strength 3). Towering Presence.

Victory-Conditions:

At the end of the game, the player whose Elemental Beast has the most remaining Wounds wins this Secondary Objective.

GOLD DIGGERS

"Two Armies fight for precious gold and gems"

Objective written by Ferkinason

Pre-Game-Sequence:

For this objective you will need at least 5 pieces of terrain on the table.

After deploying the terrain have one player roll a D3 +2 for the amount of Treasure Markers.

The other player can mark a terrain piece on the table with a Treasure Marker. Then the player that rolled can also mark a terrain piece. There can only be a single Treasure Marker per piece of Terrain. Keep switching between players for marking them until all markers are used.

Victory Conditions:

Any unit that stays stationary in 3" inch distance from a marked terrain for one hole turn 'loots' the terrain piece. Unmark the terrain afterwards and mark the unit instead.

The player with the most marked units that did not flee from battlefield or were completely destroyed wins the Secondary Objective.