



# **The 9<sup>th</sup> Age**

## **Grand Campaign Rules**

### **Skirmish Rules - Scenarios**

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## Skirmish Scenarios

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## **Pre-Battle Sequence**

Before determining which scenario you will be playing, roll for any warrior in your party with an Old Battle Wound.

The player with the lowest party rating will roll on the relevant scenario table. That player may also choose whether they are the attacker or defender, if the scenario has such a choice.

There are three types of Skirmish that can be fought:

1. Ruin Skirmish
2. Wilderness Skirmish
3. Sea Skirmish

### **Ruin Skirmish**

Ruin skirmishes take place when the parties involved are located on a Ruin, Mine, Town, Fortress, or City hex.

All Ruin Skirmishes should use as much ruined city terrain as possible.

To determine which Scenario you will play, roll 2D6 on the following table:

2. The player with the lowest party rating can choose the scenario.
3. Street Fight
4. Hidden Treasure
5. Weirdstone Hunt
6. Occupy
7. Skirmish
8. Breakthrough
9. Surprise Attack
10. Chance Encounter
11. Defend the Find
12. The player with the lowest party rating can choose the scenario.

## Skirmish Scenarios

### **Wilderness Skirmish**

Wilderness Skirmishes take place when the parties involved are located on any hex other than an Ocean/Sea/Lake hex without a Ruin/Fortress/Town/City on it.

All Wilderness Skirmishes should use terrain to match the locale in which the skirmish is being fought.

Some of the below scenarios are found in the Ruin Scenarios. You should use the same rules, but change the terrain to represent the locale in which the skirmish is being fought.

To determine which Scenario you will play, roll 2D6 on the following table:

2. The player with the lowest party rating can choose the scenario.
3. Breakthrough
4. The Thing in the Woods
5. Weirdstone Hunt
6. Skirmish
7. Occupy
8. Bounty Hunting
9. Lost in the Bogs
10. Surprise Attack
11. Chance Encounter
12. The player with the lowest party rating can choose the scenario.

### **Sea Skirmish**

Sea Skirmishes take place when the parties involved are located on an Ocean/Sea/Lake hex.

All Sea Skirmishes should follow the Sea Battle Rules and play the Sea Battle scenario from the Grand Campaign rulebook.

Each party should have a sensibly sized boat or boats for their party size.

# **Ruin Scenarios**

## **Street Fight**

### **Terrain**

4'x4' board. Set up all the terrain to form a single street, with no gaps along the sides. Behind the buildings counts as Impassable terrain. The only way off the board is at each end of the street. The street can be as long and winding as you like.

### **Deployment**

Roll a D6 to determine who deploys first. Parties are deployed within 6" of the opposite ends of the street. All party members must be deployed on the ground.

### **Special Rules**

Neither party can leave the table via their own edge or via the impassable borders.

### **First Turn**

Roll a D6 to determine who has first turn.

### **Victory Conditions**

When one party manages to move all of its remaining warriors off the opposite table edge, that player is the winner.

Alternatively, a party that fails its Rout Test loses the skirmish.

### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.
- +1 Escaping. The first Hero in the skirmish who exits the opposite table edge gets +1 Experience.

### **Weirdstone**

Weirdstone is awarded as normal.

## Skirmish Scenarios

### **Hidden Treasure**

#### **Terrain**

4'x4' board. Set up the terrain to represent a ruined city.

#### **Deployment**

Roll a D6 to determine who deploys first. Parties are deployed within 8" of opposite edges of the table. All party members must be deployed on the ground.

#### **Special Rules**

All warriors (not models with the Animal special rule) can search buildings. When a warrior enters a building that has not been searched, roll 2D6. On a 12, they have found the treasure. Buildings wholly within both deployment zones have already been searched. Each building can only be searched once. If there is only one building left to search, it contains the treasure.

A warrior who finds the treasure is now carrying it. The treasure halves the warrior's movement (rounding up). Two models can carry the treasure and move at normal speed, but must begin and end their Movement Phase within 1" of each other to do so. Any model with the Large Target special rule can carry the treasure with no movement penalty. If the treasure carrier is put Out of Action in close combat, the attacker claims the treasure. If taken Out of Action in some other way, the treasure falls where the warrior did. A party that routs loses the treasure to the closest enemy model.

A warrior who moves to their deployment table edge with the treasure stashes it away safely, and may now move as normal. A player who has stashed the treasure or whose warriors hold the treasure at the end of the skirmish may roll a D6 for each of the items once on the following table:

Item	Roll required to find
3D6 pg	Automatic
D3 Weirdstone shards	5+
Light Armour	4+
Sword	3+
D3x10 pg	5+

## Skirmish Scenarios

### First Turn

Roll a D6 to determine who has first turn.

### Victory Conditions

When one player manages to stash the treasure, they win.

Alternatively, a party that fails its Rout Test loses the skirmish.

### Experience

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.
- +2 Treasure. The Hero who stashed the treasure or who was in possession of it at the end of the skirmish gains +2 Experience.

### Weirdstone

Weirdstone is awarded as normal, but add any bonus Weirdstone from the treasure.

## Skirmish Scenarios

### **Weirdstone Hunt**

#### **Terrain**

4'x4' board. Set up the terrain to represent a ruined city.

#### **Special Rules**

Once terrain has been placed, roll D3 and add 1. This is the number of Weirdstone counters that need to be placed. Roll a D6 to determine who places the first counter. The counters must be placed more than 10" away from any table edge, and at least 6" from each other.

Warriors can pick up counters by moving into contact with them. Warriors can carry as much Weirdstone as they want, but cannot pass it to other warriors. A warrior that is taken Out of Action loses its Weirdstone to the attacker. A warrior taken Out of Action in some other way drops the Weirdstone where they fell.

#### **Deployment**

Roll a D6 to determine who deploys first. Parties are deployed within 8" of opposite edges of the table. All party members must be deployed on the ground.

#### **First Turn**

Roll a D6 to determine who has first turn.

#### **Victory Conditions**

A party that fails its Rout Test loses the skirmish.

#### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.
- +1 Weirdstone. A Hero or Henchman group gains +1 Experience per Weirdstone counter they possess at the end of the skirmish.

#### **Weirdstone**

Weirdstone is awarded as normal, but add any bonus Weirdstone held at the end of the skirmish.



## Skirmish Scenarios

### **Occupy**

#### **Terrain**

4'x4' board. Set up the terrain to represent a ruined city.

#### **Special Rules**

Mark D3+2 buildings, starting with the centre-most one, and moving out to the next closest ones, randomising if appropriate. The goal of the skirmish is to occupy as many of these buildings as possible. A building is occupied if at least one of your models is standing (not Knocked Down or Stunned) inside it and nor are an enemies (so a Knocked Down or Stunned enemy does not count).

#### **Deployment**

Roll a D6 to determine who deploys first. Parties are deployed within 8" of opposite edges of the table. All party members must be deployed on the ground.

#### **First Turn**

Roll a D6 to determine who has first turn.

#### **Victory Conditions**

The skirmish lasts 8 turns.

The player occupies the most buildings after 8 turns is the winner.

If both players occupy the same number of buildings, the skirmish is a draw.

Alternatively, a party that fails its Rout Test loses the skirmish.

#### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience. No experience for a draw.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.

#### **Weirdstone**

Weirdstone is awarded as normal.

## Skirmish Scenarios

### **Skirmish**

#### **Terrain**

4'x4' board. Set up the terrain to represent a ruined city.

#### **Deployment**

Roll a D6 to determine who deploys first. Parties are deployed within 8" of opposite edges of the table. All party members must be deployed on the ground.

#### **First Turn**

Roll a D6 to determine who has first turn.

#### **Victory Conditions**

A party that fails its Rout Test loses the skirmish.

#### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.

#### **Weirdstone**

Weirdstone is awarded as normal.

## Skirmish Scenarios

### **Breakthrough**

#### **Terrain**

4'x4' board. Set up the terrain to represent a ruined city.

#### **Deployment**

The attacking party is deployed first within 8" of one table edge. The defending party deploys anywhere on the table as long as no warrior is within 14" of an attacking model. The attacking party must deploy on the ground. The defenders may deploy on higher levels.

#### **First Turn**

The attacker has first turn.

#### **Victory Conditions**

If the attacker manages to move two or more warriors to within 2" of the opposite table edge from their deployment, they win.

Alternatively, a party that fails its Rout Test loses the skirmish.

#### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.
- +1 Breaking Through. Any attacking Hero or Henchman Group that moves to within 2" of the opposite table edge from their deployment gains +1 Experience.

#### **Weirdstone**

Weirdstone is awarded as normal.

## Skirmish Scenarios

### **Surprise Attack**

#### **Terrain**

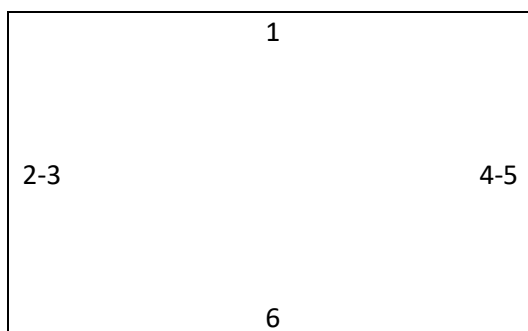
4'x4' board. Set up the terrain to represent a ruined city.

#### **Deployment**

The defender rolls a D6 for each of their Heroes and Henchmen Groups, in any order they choose. On a 1-3, the Hero or Henchman Group will turn up later as reinforcements. On a 4-6, they are deployed at the start of the game. If all roll a 1-3, the last to roll will automatically be deployed at the start.

The defender deploys all Heroes and Henchmen that rolled a 4-6 first. No model can be closer than 8" to another model or a table edge. The defender can deploy on any level.

The attacker deploys their whole party within 8" of a random table edge, as shown below. They may choose which table edge to nominate as 1 before rolling. The attacker must deploy on the ground.



#### **First Turn**

The attacker has first turn.

#### **Special Rules**

At the start of their second and subsequent turns, the defender may roll a D6 for each of their Heroes and Henchmen Groups not yet on the table. On a 4+, they move onto the table in the movement phase from a random table edge as shown above – roll a D6. All reinforcements for that turn arrive on the same table edge.

#### **Victory Conditions**

A party that fails its Rout Test loses the skirmish.

#### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.

#### **Weirdstone**

Weirdstone is awarded as normal.

## Skirmish Scenarios

### **Chance Encounter**

#### **Terrain**

4'x4' board. Set up the terrain to represent a ruined city.

#### **Deployment**

Roll a D6 to determine who deploys first. The first player sets up their entire party in deployment zone A as shown below. They may choose which corner to nominate as zone A.

The second player sets up their entire party in deployment zone B as shown below, but no model can be placed within 14" of an enemy model.

All party members must be deployed on the ground.

<b>A</b>	
	<b>B</b>

#### **First Turn**

Roll a D6 and add the base I of your leader to determine who has first turn.

#### **Special Rules**

Each party is carrying D3 Weirdstone shards. Mark down the number each has.

## Skirmish Scenarios

### Victory Conditions

A party that fails its Rout Test loses the skirmish.

### Experience

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.

### Weirdstone

Weirdstone is awarded as normal, with the following addition:

A party gains all the Weirdstone they were carrying minus the number of their Heroes taken Out of Action, to a minimum of 0. They gain one extra shard for each enemy Hero they took Out of Action, to the maximum number of shards the enemy had.

## **Defend the Find**

### **Terrain**

4'x4' board. Set up the terrain to represent a ruined city, with a prominent building in the centre.

### **Deployment**

The defender deploys their entire party inside or within 6" of the central building. The defending party can deploy on any level.

The attacker deploys their party within 6" of any table edge, and can split their party between table edges. The attacking party must deploy on the ground.

### **First Turn**

The attacker has first turn.

### **Victory Conditions**

If, at the end of the defender's turn, the attacker has more standing models within 6" of the central building, the attacker wins.

Alternatively, a party that fails its Rout Test loses the skirmish.

### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.

### **Weirdstone**

Weirdstone is awarded as normal, but with a bonus shard of Weirdstone for each Hero from the winning party within 6" of the central building at the end of the skirmish, up to a maximum of 3.

# Wilderness Scenarios

## The Thing in the Woods

### Terrain

4'x4' board. Set up the terrain to represent the hex the skirmish is taking place in. At least half of the terrain pieces placed should be woods.

### Deployment

Roll a D6 to determine who deploys first. Parties are deployed within 8" of opposite edges of the table, no closer than 4" to a side edge.

### Special Rules

Any warrior in a woods section at the beginning of their turn must take an All Alone test, even if there are friendly models nearby. Failure means the warrior is Fleeing.

Thing in the Woods

Profile	M	WS	BS	S	T	W	I	A	Ld
Balewolf	5	4	0	5	5	3	4	2(3)	7

### Special Rules

Large Target

Fear

5+ Ward Save

4+ Armour Save

The Balewolf's third attack causes critical hits on a 5 or 6.

Lycanthropy – any model taken Out of Action by the Balewolf must roll a D6 at the end of the skirmish. On a 6, the model has caught Lycanthropy. In each subsequent skirmish, whenever wounded, the model must pass a Ld test or transform into a Balewolf. Any armour or equipment used is destroyed. The Balewolf then follows the rules below for the rest of the skirmish. At the close of the skirmish, roll a D6. On a 2-6, the model returns to normal but retains Lycanthropy. On a 1, they permanently transform and disappear into the woods.

There is a Thing in the Woods for every player in the skirmish. They are placed within randomly selected woods sections at the start of the game, and start as Hidden. At the end of every game turn, there is a special Thing Turn. The Thing Turn has all the phases a normal player turn has, with the Thing representing a third 'player'. Things will automatically charge any model within their charge range. Otherwise, they move 2D6" in a random direction, unless there is another woods section within the range rolled, in which case they move into it.

### First Turn

Roll a D6 to determine who has first turn.



## Skirmish Scenarios

### Victory Conditions

A party that fails its Rout Test loses the skirmish.

### Experience

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.
- +1 Thing-slayer. Any Hero who takes a Thing Out of Action gains an additional +1 experience on top of the +1 for taking an enemy Out of Action.

### Weirdstone

Weirdstone is awarded as normal.

## Skirmish Scenarios

### **Bounty Hunting**

#### **Terrain**

4'x4' board. Each player rolls a D6. Set up the terrain to represent the hex the skirmish is taking place in. There must be a large building placed in the centre of the board.

#### **Deployment**

Roll a D6 to determine who deploys first. Parties are deployed within 8" of opposite edges of the table, no closer than 4" to a side edge.

#### **Special Rules**

Bandits are hiding in the central building! At the end of each game turn, roll a D6 – this many crossbow bolts fly from the building! If possible, each shot should be allocated to separate models, starting with the closest model to the building and moving out. The bolts are shot at BS3 and normal penalties for shooting apply. The building cannot be entered during the skirmish – it is boarded up tight!

The winner of the skirmish captures the bandits. They gain:

- (5+1D6)x8 pg from the bandit's stash, and for collecting their bounty
- 6 crossbows
- D3 swords
- 2D6 daggers

#### **First Turn**

Roll a D6 to determine who has first turn.

#### **Victory Conditions**

A party that fails its Rout Test loses the skirmish.

#### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.
- +1 Scratched by the Bandits. Any Hero who is wounded by the bandits but not taken Out of Action gains +1 Experience.

#### **Weirdstone**

Weirdstone is awarded as normal.

## Skirmish Scenarios

### **Lost in the Bogs**

#### **Terrain**

4'x4' board. Each player rolls a D6. Set up the terrain to represent the hex the skirmish is taking place in. At least half of the terrain should be swamp, or quick-sand, or deep snow where appropriate.

#### **Deployment**

The party with the highest rating deploys first, not within 10" of a table edge, and not within 6" of each other. The other party is deployed within 8" of any table edge, and not within 4" of any side edge.

#### **First Turn**

The party with the lowest rating starts.

#### **Victory Conditions**

A party that fails its Rout Test loses the skirmish.

#### **Experience**

- +1 Survival. Each Hero or Henchman group that survives the skirmish gains +1 Experience.
- +1 Winning Leader. The leader of the winning party gets +1 Experience.
- +1 Per Enemy Out of Action. Any Hero that puts another model out of action gains +1 per Experience model.

#### **Weirdstone**

Weirdstone is awarded as normal.