

## SCENARIO 4 DESTROY THE SUPPLIES

**B**y destroying the supplies and rations of their enemy, one force can gain an upper hand in the coming battles between the two armies.

### SCENARIO OUTLINE

Destroy your opponent's supplies whilst protecting your own.

### THE ARMIES

Players choose their Armies, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value.

### LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. Then, place three Objective Markers in each player's deployment zone so that the objectives are equidistant along the edge of each player's deployment zone, with one in the centre.

The first is placed 12" from the centre of the player's board edge. The others are then placed halfway between the central objective and the board edges on either side.

### STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a Warband in their Army to deploy wholly within 12" of their board edge. Models must be deployed within 6" of the Captain of their Warband.

When this has been done, the opposing player chooses one of their Warbands and deploys it wholly within 12" of their board edge, as described above. Players then alternate until all of their Warbands have been placed.



### INITIAL PRIORITY

Both players roll a D6. The player who rolls highest chooses who has Priority in the first turn.

### OBJECTIVES

The game lasts until the end of a turn in which one Army has been reduced to a quarter (25%) of its starting number of models or below, at which point the player who has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

### SCORING VICTORY POINTS

- You score 3 Victory Points for each enemy Supply Marker that has been destroyed.
- You score 1 Victory Point for each enemy Supply Marker that has not been destroyed, but you have more models within 3" of than your opponent.
- If you have destroyed more Supply Markers than your opponent, you score 1 Victory Point.
- You score 1 Victory Point if the enemy General was wounded during the game. If the enemy General was removed as a casualty, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy Army is Broken at the end of the game. If the enemy Army is Broken and your Army is not, you instead score 3 Victory Points.
- You score 2 Victory Points if your opponent has no banners remaining at the end of the game (if they didn't have a banner to start with, you automatically score this).
- You score 1 Victory Point if you have at least one banner remaining at the end of the game. If you have more banners remaining than your opponent, then you instead score 2 Victory Points.

### SPECIAL RULES

**Supply Markers:** The Objective Markers represent a series of supplies that both sides are trying to destroy. To destroy an enemy Supply Marker, a model must be standing and in base contact with the marker during the End Phase of a turn having not cast any Magical Powers, used a Missile Weapon, been Engaged in Combat, Supported a Combat, been rendered unable to Move any further that turn due to a special rule or result of a test (such as a Thrown Rider Test) or been under the effects of an enemy Magical Power that turn. Once a Supply Marker has been destroyed, remove it from play.