

## SCENARIO 13

# HEIRLOOM OF AGES PAST

**T**wo armies clash whilst in search of a long-buried heirloom from ages past. However, the one to find the relic should take heed, for the malign power of this mysterious object can easily corrupt the one who carries it.

### SCENARIO OUTLINE

A precious Heirloom lies upon the battlefield. They who hold it will win the day!

### 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 before the game.

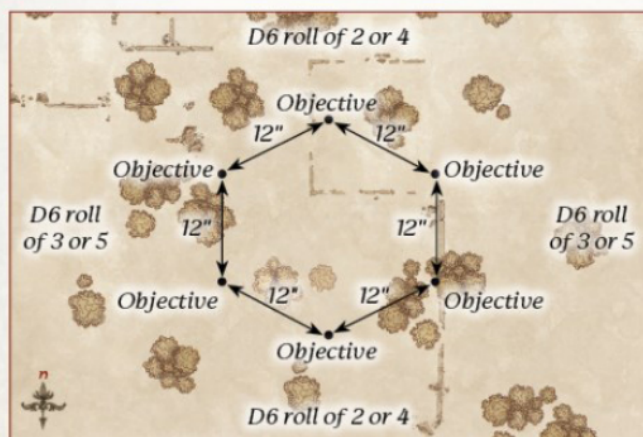
### LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. This Scenario uses six Objective Markers, one representing the Heirloom and five as decoys. All six Objective Markers should be identical on one side, with the one that is the Heirloom clearly marked on the reverse side. To deploy the Objective Markers, place one exactly 12" from the centre of the northern board edge and another exactly 12" from the centre of the southern board edge. The remaining four Objective Markers are deployed so that they form a hexagon with each being 12" away from the others, as shown on the map.

If you are playing this Scenario in a tournament, it is a good idea to get another table to deploy your Objective Markers whilst you do the same for them. That way players won't accidentally see where the Heirloom is as they deploy their Objective Markers.

### STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues.



### 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 force that 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 8 Victory Points if your Army is in possession of the Heirloom at the end of the game. If at the end of the game no model from either Army is in possession of the Heirloom, but you have more models within 3" of the Heirloom than your opponent, then you instead score 4 Victory Points.
- You score 1 Victory Point for each Objective Marker your Army has uncovered which has been revealed to be a decoy.
- 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 1 Victory Point if the enemy General was wounded during the game. If the enemy General was removed as a casualty, you instead score 2 Victory Points.
- 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

#### Maelstrom of Battle, Heirloom of Power

**Uncovering the Heirloom:** Only one of the Objective Markers is actually the Heirloom that both sides seek. The first time each turn an unengaged Infantry model ends its movement in base contact with each objective, they may search it in an attempt to uncover the Heirloom. When this happens, flip the Objective Marker over and reveal it to both players.

If the Objective Marker is one of the five decoys, remove it from play. If the Objective Marker is the Heirloom, the model that searched for it will immediately gain possession of it.

If at the end of the game the Heirloom has not been uncovered, flip any remaining Objective Markers over to reveal the Heirloom before working out any Victory Points.