

## SCENARIO 7

# CAPTURE & CONTROL

**B**y holding key locations, both armies believe they can control the field of battle and force their enemy into defeat. Whoever earns victory this day will hold an advantage for many battles yet to come.

### SCENARIO OUTLINE

Control areas of the battlefield and deny them to your foe.

### 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*. Then, place five Objective Markers on the battlefield; one is automatically placed in the centre of the board. One Objective Marker is placed exactly halfway between the centre of the board and the centre of the northern table edge. The other three Objective Markers are deployed in the same way in relation to the east, south and west board edges respectively (see map).

### 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 force and roll a D6.

On a 1-3, all models in that Warband must be deployed in their deployment zone and wholly within 12" of the centre line of the board. On a 4-6, the models can be deployed anywhere wholly within their deployment zone. Models may not be deployed within 1" of an enemy model. Regardless of the dice roll, models may not be deployed further than 6" from the Captain of their Warband.

When this has been done, the opposing player chooses one of their Warbands and rolls to place it as described above. Players alternate until all 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

Once one Army has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

At the end of the game, 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 Objective Marker that is under your control at the end of the game.
- 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 2 Victory Points.

### SPECIAL RULES

**Controlling Objectives:** At the start of the game, all of the objectives are considered to be neutral and do not belong to either side. If, during the End Phase of any turn, one or more of your models are in base contact with an objective, then that objective comes under your control. If, during the End Phase both sides have models in base contact with an objective, then that objective returns to being a neutral objective.

