

SCENARIO 4 CLASH OF CHAMPIONS

The two allied leaders must use their combined might against that of their enemies; whoever slays the most shall earn a great victory.

SCENARIO OUTLINE

Have both forces' General models kill more than the two enemy General models.

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*.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A and chooses a board edge. Team A then deploys their Primary Force wholly within 24" of their board edge. Models may not be deployed further than 6" from the Captain of their Warband. When this has been done, Team B deploys their Primary Force wholly within 24" of their board edge. Teams then take turns to deploy their Secondary Forces, following the same restrictions.



INITIAL PRIORITY

Both teams roll a D6. The team with the highest score 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 team that has scored the most Victory Points wins the game. If both teams have the same number of Victory Points, the game is a draw.

SCORING VICTORY POINTS

- Keep a count of how many kills both your General and your partner's General score in Combat throughout the course of the battle – this is your team's Kill Tally. Note, kills caused by shooting, Magical Powers or the Hurl Brutal Power Attack do not count towards your score. You score 4 Victory Points if your team's Kill Tally is greater than that of the opposing team. If your team's Kill Tally is at least 2 and at least twice as much as the opposing team's, then you instead score 8 Victory Points. If your team's Kill Tally is at least 3 and at least three times as much as the opposing team's, then you instead score 12 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 1 Victory Point if the enemy Leader was wounded during the game. If the enemy Leader was removed as a casualty, you instead score 3 Victory Points.
- You score 1 Victory Point if your Army has at least one banner remaining at the end of the game. If your Army has more banners remaining than the opposing team, then you instead score 2 Victory Points.

SPECIAL RULES

Friendly Rivalry: Whilst the two General models are fighting alongside each other, they are still both trying to prove that they are the better fighter of the two. Keep a record of how many kills the General of each force has in Combat individually. For each Army, whichever General has the fewest kills out of the two in Combat gains a bonus of +1 To Wound when making Strikes. This bonus ends immediately as soon as they have drawn equal to or overtaken their ally.