

SCENARIO 22

CLASH BY MOONLIGHT

Two opposing forces have happened upon each other in the dead of night, thrusting them into an impromptu battle. The darkness makes for an unusual engagement, providing both forces with greater options for stealth.

SCENARIO OUTLINE

Two forces clash in the dark of night in a bid to assert their dominance upon the other!

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*. Once the battlefield has been set up, an Objective Marker is placed in the centre of the battlefield.

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 to deploy wholly within 12" of their board edge. 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 deploys it wholly within 12" of their board edge as described above. Players then 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

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 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 4 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 4 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.
- You score 1 Victory Point for each enemy Hero model that has been removed as a casualty, up to a maximum of 4 Victory Points.
- You score 1 Victory Point if you have more models within 3" of the objective than your opponent. If you have twice as many models within 3" of the objective than your opponent, or you are the only player to have models within 3" of the objective, then you instead score 4 Victory Points.

SPECIAL RULES

Dark of Night