

SCENARIO 2 TO THE DEATH!

Once again, fate has pitted the forces of Good and Evil against each other, and no matter the cost, the enemy must be slain. No quarter shall be asked and none shall be given. Only the Valar know who will win the day!

SCENARIO OUTLINE

Victory goes to the force which can crush the foe and slay the enemy General.

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*.

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 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 General was wounded during the game. If the enemy General has been wounded, and only has a single Wound remaining, then you instead score 3 Victory Points. If the enemy General was removed as a casualty, you instead score 5 Victory Points.
- You score 3 Victory Points 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 5 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 3 Victory Points if the enemy Army has been reduced to 25% of its starting models at the end of the game.
- You score 1 Victory Point for each enemy Hero model that has been removed as a casualty, up to a maximum of 3 Victory Points.

