

SCENARIO 5 CORNERED

With one force surrounded, their allies must fight to save them from the overwhelming forces arrayed against them.

SCENARIO OUTLINE

The defenders must seek to protect the central force, whilst the attackers seek to destroy them.

THE ARMIES

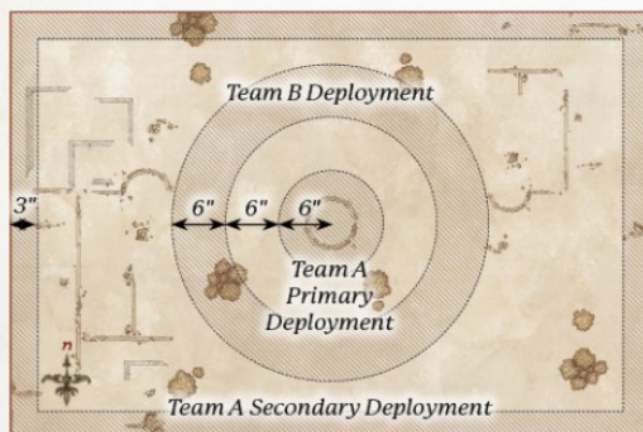
Players choose their Armies, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. There should be a terrain piece in the centre of the board, no more than 6" in diameter, for the team that ends up in the middle to defend.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A. Team A then deploys their Primary Force wholly within 6" of the centre of the board, including any Siege Engine models, if they have any. Team B then deploys their entire Army at between 6" and 12" away from Team A's deployment area. Team A then sets up their Secondary Force anywhere wholly within 3" of any board edge.



INITIAL PRIORITY

Both teams roll a D6. The team with the highest score 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 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

- Team A scores 1 Victory Point if their Leader is alive at the end of the game. If Team A's Leader is alive at the end of the game, and has suffered no Wounds, they instead score 3 Victory Points. If Team A's Leader is alive at the end of the game, and has suffered no Wounds and spent no Fate Points, they instead score 5 Victory Points.
- Team B scores 1 Victory Point for causing one or more Wounds on the enemy Leader (Wounds prevented by a successful Fate Roll do not count). If the opposing Leader has been wounded and only has a single Wound remaining, Team B will instead score 3 Victory Points. If the enemy Leader has been removed as a casualty, Team B will instead score 5 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 3 Victory Points if your team has more models within the central terrain piece than your opponents. If your team has at least twice the number of models in the terrain piece as your opponents, you instead score 6 Victory Points.
- You score 1 Victory Point if you have at least one banner remaining at the end of the game. If you have at least one banner remaining, and your opponent has none remaining, then you instead score 2 Victory Points.
- You score 2 Victory Points if the opposing team 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 2 Victory Points if the most expensive model in the opposing team's Secondary Force has been removed as a casualty.