

## SCENARIO 6 DUEL OF WITS

**E**ach force has been tasked with eliminating key enemy targets, though in the heat of battle they have been unable to relay this information to their allies.

### SCENARIO OUTLINE

Each force secretly selects an enemy Hero. Try to kill the heroes chosen by your team, whilst simultaneously getting your selected heroes into the centre of the board.

### THE ARMIES

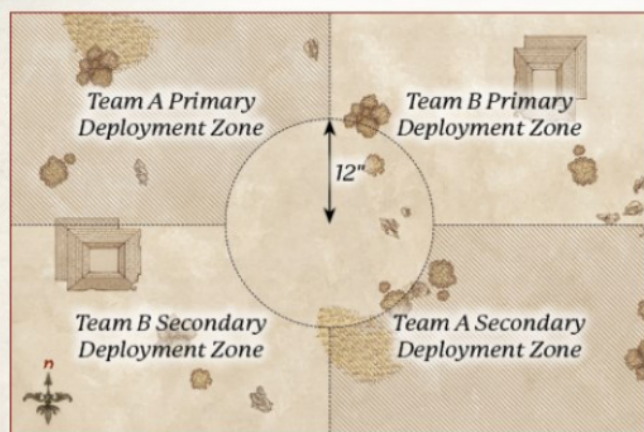
Players choose their Armies, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value before the game.

### 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. Team A then chooses two opposite quarters of the board, and then deploys their Primary Force wholly within one of their chosen quarters but not within 12" of the centre of the board. Team B then deploys their Primary Force wholly within one of the two remaining quarters, but not within 12" of the centre of the board. Team A then deploys their Secondary Force wholly within their other quarter, but not within 12" of the centre of the board. Finally, Team B deploys their Secondary Force wholly within the last remaining quarter, but not within 12" of the centre of the board.



### 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

At the start of the game, each player secretly writes down one enemy Hero model to be the 'target' of their forces. This means that each team will have two 'targets' (though they may be the same Hero). Players may not discuss with their partner which Hero they have chosen for the duration of the game – it is secret from all players except the player who wrote it down.

- You score 2 Victory Points for each of your team's 'targets' that has been wounded. For each of your team's 'targets' that has been slain, you instead score 4 Victory Points (if the same Hero was chosen by both players, you score the Victory Points twice if they are wounded or slain).
- You score 3 Victory Points for each of your opponent's 'Targets' that are within 6" of the centre of the board at the end of the game (if the same Hero was chosen by both players, you score the Victory Points twice if they are within 6" of the centre of the board).
- 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.
- 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).

### SPECIAL RULES

Dark of Night