

SCENARIO 24 CONVERGENCE

An ancient power has awoken, prompting a desperate scramble to control it. In their haste to reach the site before the enemy, armies have become divided and must reunite on the battlefield in order to emerge victorious.

SCENARIO OUTLINE

Reunite your forces and deliver the Heirlooms to their place of power.

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*. Place four Objective Markers on the battlefield to represent the different Heirlooms. Place the first Objective Marker halfway between the centre of the board and the northern board edge. The other three Objective Markers are deployed in the same way in relation to the east, south and west board edges respectively (see map).

STARTING POSITIONS

Both players roll a D6 – the player with the highest score chooses two opposite corners to be their deployment zones, and labels them A and B. Their opponent has the other two corners and labels them A and B.

The player who scored highest then deploys one of their Warbands anywhere wholly within 12" of their corner A. The other player then deploys the same. The player that scored highest then deploys one of their Warbands anywhere wholly within 12" of their corner B. The other player then deploys the same.

Players then repeat the process above until all Warbands have been deployed.

INITIAL PRIORITY

Both players roll a D6. The player who rolls highest chooses who 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 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 for each Heirloom that is being held by a friendly model. For each Heirloom that is being held by a friendly model within 6" of the centre of the battlefield, you instead score 3 Victory Points.
- You score 2 Victory Points if you have more models within 6" of the centre of the battlefield than your opponent.
- 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 General was wounded during the game. If the enemy General was removed as a casualty, you instead score 3 Victory Points.

SPECIAL RULES

Heirloom of Power

