

SCENARIO 19

STORM THE CAMP

With the surrounding land of such great strategic value, encampments are quickly established as both sides seek to strengthen their claim. However, with neither side willing to yield, the two armies are forced to meet in battle.

SCENARIO OUTLINE

Oust the enemy from their camp, whilst keeping yours secure.

THE ARMIES

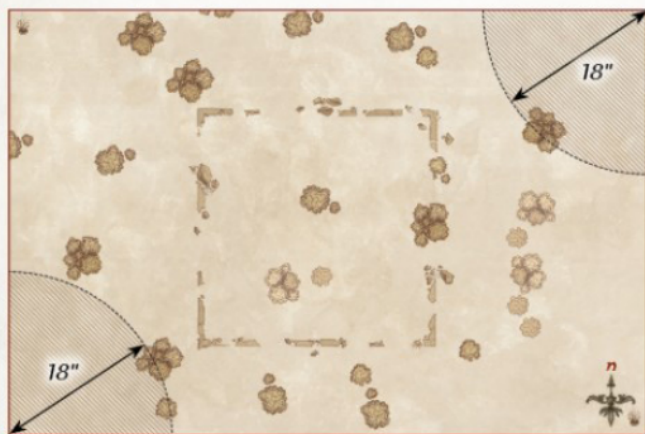
Players choose their Armies, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*.

STARTING POSITIONS

Both players roll a D6. The player who scored the highest chooses one of the four table corners as their camp. They then deploy their Army (including any Siege Engine models) wholly within 18" of their chosen table corner. Any models that cannot be deployed wholly within 18" of the chosen corner will move onto the board via the controlling player's corner at the end of their first Move Phase. Their opponent then sets up their Army wholly within 18" of the table corner diagonally opposite.



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 that 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 5 Victory Points if your Army managed to capture your opponent's camp. If your Army managed to capture your opponent's camp and you have a Hero model in your opponent's camp, you instead score 7 Victory Points. If your Army managed to capture your opponent's camp and you have a model with a banner in your opponent's camp, you instead score 10 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 2 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.
- You score 1 Victory Point for each model you have in your opponent's camp, to a maximum of 5 Victory Points.

SPECIAL RULES

The Campsite: The Campsites are the deployment areas of the two armies. A Campsite is captured if at the end of the game you have more models wholly within your opponent's Campsite than they do.

Models that are within their own Campsite will defend it at all costs. Any model that is within its own Campsite at the start of a turn will automatically pass any Courage Tests it is required to make for the remainder of that turn.