

SCENARIO 2 TOTAL CONQUEST

Two enemy forces are embroiled in a deadlock on the battlefield. Only by their allies joining the fight and taking control of key areas can they achieve victory.

SCENARIO OUTLINE

There are five Objective Markers on the board. Control the most to achieve victory.

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*. One Objective Marker is deployed in the centre of the board. The other four Objective Markers are placed halfway in between the centre of the board and each corner, as shown on the map.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A and chooses one of the deployment zones in the centre of the board. Team A then deploys their Primary Force wholly within 6" of the centre of the board in their deployment zone. Team B then deploys their Primary Force wholly within 6" of the centre of the board in their deployment zone. Both Secondary Forces are kept aside for later in the game.



INITIAL PRIORITY

Both teams roll a D6. The team that 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 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

- For each Objective Marker, you score 1 Victory Point if you have more models within 3" than the opposing team. If you have at least twice as many models as the opposing team within 3", you instead score 2 Victory Points. If you are the only team to have models within 3", you instead score 3 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 Leader was wounded during the game. If the enemy Leader was removed as a casualty, you instead score 3 Victory Points.

SPECIAL RULES

Maelstrom of Battle

