

SCENARIO 3 HOLD GROUND

In the swirl of battle it becomes apparent that a certain, usually insignificant, area of the battlefield has become vital to the victory of both sides. Both forces surge towards this new tactical advantage, desperate to control it.

SCENARIO OUTLINE

Control the centre of the battlefield, no matter the cost.

THE ARMIES

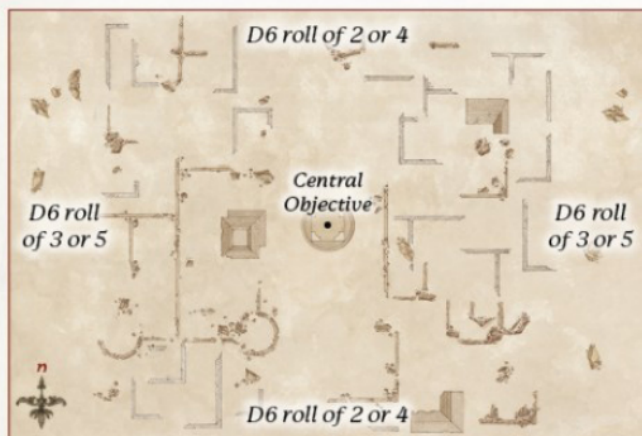
Players choose their Armies, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value.

LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. Once the battlefield has been set up, an Objective Marker is placed in the centre of the battlefield.

STARTING POSITIONS

At the battle's start, the Armies are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues.



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 4 Victory Points if you have more models within 6" of the objective than your opponent. If you have twice as many models within 6" of the objective than your opponent, then you instead score 8 Victory Points. If you have three times as many models within 6" of the objective than your opponent, or you are the only player to have models within 6" of the objective, then you instead score 12 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 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 2 Victory Points if your opponent 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

Maelstrom of Battle

