

# SCENARIO 1 DOMINATION

**T**his battlefield will provide a distinct tactical advantage for whoever holds it for many years to come. Victory can be achieved by forcing the enemy back and securing the key points on the battlefield. Failure will not be permitted!

## SCENARIO OUTLINE

Players fight to control five objectives scattered across the battlefield.

## 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*. Then, place five Objective Markers on the battlefield; one is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12" away from the existing objective and 6" away from any board edge. Their opponent then places a third objective at least 12" away from existing objectives and at least 6" away from any board edge. The players then alternate placing the remaining two objectives, according to the restrictions noted earlier.

## STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a Warband in their Army to deploy wholly within 24" of their board edge. Models must be deployed within 6" of the Captain of their Warband.

When this has been done, the opposing player chooses one of their Warbands and deploys it wholly within 24" of their board edge, as described above. Players then alternate until all of their Warbands have been placed.

## 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

- For each Objective Marker, you score 1 Victory Point if you have more models within 3" than your opponent. If you have at least twice as many models as your opponent within 3", you instead score 2 Victory Points. If you are the only player to have models within 3", 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 2 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.

