

## SCENARIO 9 STAKE A CLAIM

**W**arriors from both sides hastily dig in as the forces prepare to clash over this contested ground before the battle before the battle starts and the fighting becomes too fierce.

### SCENARIO OUTLINE

Players fight to secure a foothold in five key locations.

### 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*. Then, place five Objective Markers on the battlefield; one is automatically placed in the centre of the board. One Objective Marker is placed exactly halfway between the centre of the board and the centre of the northern table 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 result chooses one of the deployment zones. They then select a Warband in their Army to deploy wholly within 12" of their board edge. Models may not be deployed further than 6" from the Captain of their Warband.

When this has been done, the opposing player chooses one of their Warbands and deploys it wholly within 12" 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 Army 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 this Scenario you need to keep track of the total number of Fortification Points you scored throughout the game. You score 4 Victory Points if you scored more Fortification Points than your opponent. If you scored at least twice as many Fortification Points as your opponent then you instead score 8 Victory Points. If you scored at least three times as many Fortification Points as your opponent 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.
- At the end of the game, the player who controls the most Objective Markers scores 2 Victory Points. A player controls an Objective Marker if they have more models within 3" of the Objective Marker than their opponent.

### SPECIAL RULES

**Establish Defences:** At the beginning of the End Phase of each turn, each player will score 1 Fortification Point for each Objective Marker that has both friendly and enemy models, but more friendly than enemy models, within 3". If a player has at least one of their models, and no enemy models, within 3" of an Objective Marker they will instead score 2 Fortification Points for that Objective Marker.

**Designer's Note:** For this Scenario, it is really important that players make sure they keep an accurate track of the number of Fortification Points they accumulate each turn as once the game finishes, it will be nigh on impossible to work it out retrospectively!