

SCENARIO 18

TREASURE HOARD

There are many sites in Middle-earth where ancient kings have been laid to rest, often alongside vast hoards of gold. However, extracting such riches from their resting place can prove to be difficult, especially in the midst of battle!

SCENARIO OUTLINE

Recover more of the ancient Artefacts than your opponent.

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 three Objective Markers in each half of the board. The first is placed exactly 18" from the centre of one player's board edge. The others are then placed halfway between the central objective and the board edges on either side, ensuring that they are equidistant along an imaginary line 18" from one player's board edge (see map). These represent the Artefacts.

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 force to deploy wholly within 12" of the centre 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 the centre of their board edge as described above. Players then alternate until all 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 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 2 Victory Points for each Artefact that is in the possession of a friendly model.
- 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 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 you have at least one model wholly within 12" of your opponent's board edge. If you have at least three models wholly within 12" of your opponent's board edge, you instead score 2 Victory Points.

SPECIAL RULES

Uncovering Artefacts

