

SCENARIO 15

COMMAND THE BATTLEFIELD

Two enemy forces are embroiled in a deadlock on the battlefield. Only by gaining control of the ground they are fighting upon can either side hope to claim victory.

SCENARIO OUTLINE

The battlefield is divided into quarters; control the most to achieve victory.

THE ARMIES

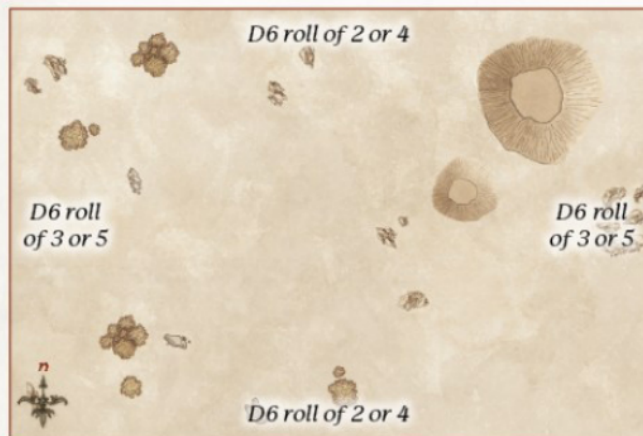
Players choose their Armies, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*.

STARTING POSITIONS

At the battle's start, the forces 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

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

- You score 1 Victory Point for each quarter of the board that has more friendly models than enemy models wholly within it. For each quarter of the board that has at least double the number of friendly models wholly within it than enemy models, you instead score 2 Victory Points. For each quarter of the board that has only friendly models and no enemy models in it, you 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 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 2 Victory Points if the enemy Army has been reduced to 25% of its starting models at the end of the game.

SPECIAL RULES

Maelstrom of Battle

Worthless Land: The centre of the battlefield provides very little tactical value, and so is not much use to either force. Models wholly within 12" of the centre of the battlefield do not count as being in any quarter of the battlefield for working out Victory Points.