

SCENARIO 14 SITES OF POWER

There are many places across Middle-earth where old magic still clings to ancient sites. Although their power has waned, the protective wards that remain are still potent enough to deflect an arrow or turn aside a deadly blow.

SCENARIO OUTLINE

Players fight to control four objectives 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 before the game.

LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. Then, place four Objective Markers on the battlefield. The first Objective Marker is placed exactly halfway between the centre of the board and the north-east corner of the board edge. The other three Objective Markers are deployed in the same way in relation to the south-east, south-west and north-west corners respectively (see map).

STARTING POSITIONS

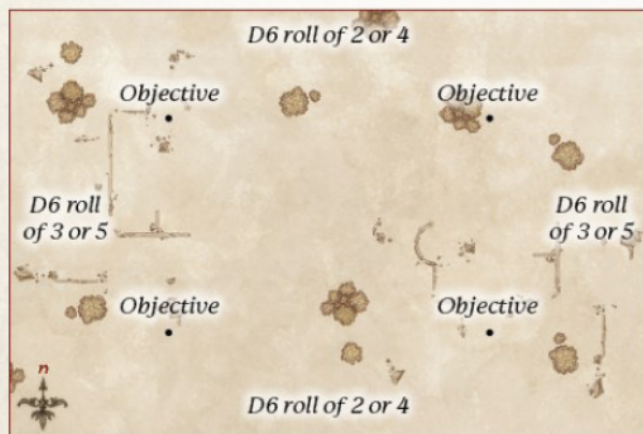
At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues.

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 force 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 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 the model with the highest points cost in your opponent's army, that is not their General, was wounded during the game. If the most expensive model that is not their General was removed as a casualty, you instead score 2 Victory Points.

SPECIAL RULES

Dark of Night, Maelstrom of Battle

Strange Aura: At the beginning of the Priority Phase of each turn, roll a D6 and consult the table below to determine what effect the sites of power have on those around them until the end of the turn.

D6	Result
1-2	Until the end of the turn, each time a model within 3" of an Objective Marker suffers a Wound, roll a D6. On a roll of a natural 6, the Wound is ignored. This roll is taken immediately after the Wound has been suffered, before Fate Rolls or any other rules that confer a similar effect. Might may not be used to modify this roll.
3-4	Until the end of the turn, models within 3" of an Objective Marker automatically pass any Courage Tests they are required to take.
4-6	Until the end of the turn, models within 3" of an Objective Marker may re-roll any To Wound Rolls of a 1 when making Strikes.