

SCENARIO 3 TAKE & HOLD

The two rival forces are converging upon a site of great power; whomever controls it will secure victory.

SCENARIO OUTLINE

Control the central objective to claim victory.

THE ARMIES

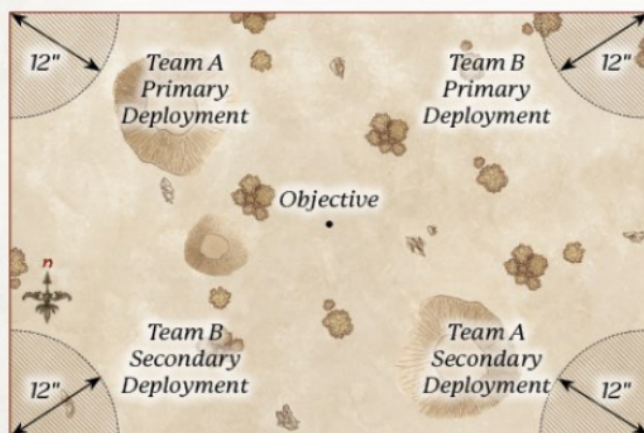
Players choose their Armies, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. A single Objective Marker is placed in the centre of the board.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A and chooses a corner. The chosen corner and the one opposite are Team A's deployment zones; the other two corners are Team B's deployment zones. Team A then deploys their Primary Force wholly within 12" of their chosen corner. Team B then deploys their Primary Force wholly within 12" of one of their corners. Team A then deploys their Secondary Force wholly within 12" of their other corner. Finally, Team B deploys their Secondary Force wholly within 12" of their other corner.



INITIAL PRIORITY

Both teams roll a D6. The team that rolls highest chooses who has Priority in the first turn.

OBJECTIVES

Once one Army has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a 1-2, the game ends – otherwise, the battle continues for another turn.

At the end of the game, the team that has scored the most Victory Points wins the game. If both teams have the same number of Victory Points, the game is a draw.

SCORING VICTORY POINTS

- You score 4 Victory Points if your team has more models within 6" of the objective than the opposing team. If your team has twice as many models within 6" of the objective than the opposing team, then you instead score 8 Victory Points. If your team has three times as many models within 6" of the objective than the opposing team, or you are the only team to have models within 6" of the objective, then you instead score 12 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 Leader was wounded during the game. If the enemy Leader was removed as a casualty, you instead score 3 Victory Points.
- You score 2 Victory Points if your opponent has no banners remaining at the end of the game (if they didn't have a banner to start with, you automatically score this).

SPECIAL RULES

Old Magic: The area that both Armies are fighting over is an ancient place of great power that is said to be imbued with magic. Models within 6" of the Objective Marker gain the Resistant to Magic special rule, and may re-roll failed Fate Rolls.