

SCENARIO 6 FOG OF WAR

Amidst the maelstrom of the battle that rages, the two forces clash in an endless swirl of shields and swords. Battle plans constantly shift as the two generals become locked in a battle of wits, both trying to outdo the other.

SCENARIO OUTLINE

Outwit your opponent by concealing your true objective.

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.

LAYOUT

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

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 must be deployed within 6" of 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 Warbands have been placed.



INITIAL PRIORITY

Both players roll a D6. The player who rolls highest chooses who has Priority in the first turn.

Designer's Note: This Scenario is all about subterfuge and secrecy, hiding your plans from the enemy. Be sure to stay quiet as you complete your objectives, in order to keep your opponent guessing throughout the game!

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 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

- At the start of the game, secretly note down one of your own Hero models – this may not be your General unless you only have one Hero. You score 1 Victory Point if the nominated Hero is still alive at the end of the game. If the nominated Hero is still alive and has suffered no Wounds, you instead score 3 Victory Points. If the nominated Hero is still alive and has suffered no Wounds, and spent no Fate Points, you instead score 5 Victory Points.
- At the start of the game, secretly note down one of your opponent's Hero models – this may not be your opponent's General unless they only have one Hero. You score 1 Victory Point for causing one or more Wounds on the nominated Hero. Wounds prevented by a successful Fate Roll do not count. If the nominated Hero has been removed as a casualty, you instead score 3 Victory Points. If the nominated Hero has been removed as a casualty as a result of one of your models Wounding them in Combat, you instead score 5 Victory Points.
- At the start of the game secretly note down a single terrain piece wholly within your opponent's half of the board. You score 1 Victory Point if at the end of the game you have more models than your opponent on or in base contact with your chosen terrain piece. If, at the end of the game, you have at least two models and twice as many as your opponent on or in base contact with your chosen terrain piece, you instead score 3 Victory Points. If your opponent has no models on or in base contact with your chosen terrain piece and you have at least two, you instead score 5 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 2 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.