

## SCENARIO 16 RETRIEVAL

**B**oth forces have claimed something of value from their enemy, and will have to fight to reclaim what is rightfully theirs.

### SCENARIO OUTLINE

Reclaim what was stolen by the enemy and escape the battlefield with it.

### 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

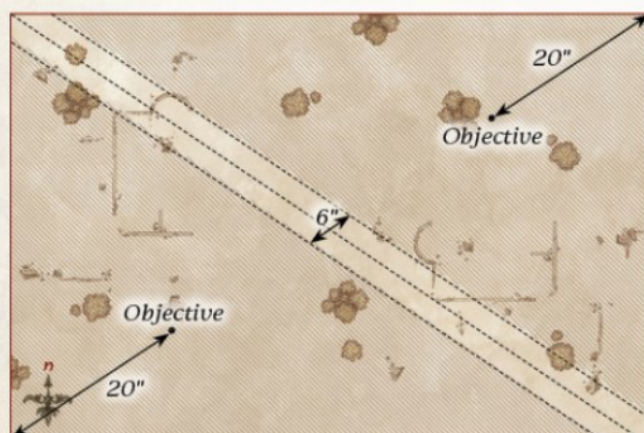
Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*.

### STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the corners of the board, and their opponent automatically has the opposite. A line is then drawn between the two chosen corners, and both players then place a single Objective Marker 20" away from their corner along this line – this is their own Relic.

The board is then split into two halves diagonally between the two corners that were not chosen, forming two deployment zones. The player who scored the highest then selects a Warband in their force to deploy wholly within their deployment zone, but not within 3" of the line that runs diagonally through the centre of the board. Models may not be deployed further than 6" from the Captain of their Warband.

When this has been done, the opposing player deploys one of their Warbands in their deployment zone as described above. Players then alternate until all of their 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

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

- You score 3 Victory Points if your opponent's Relic has moved from its original position at the end of the game. If you have retrieved your opponent's Relic, you instead score 6 Victory Points. If you have retrieved your opponent's Relic, and the model holding it is in your deployment zone, you instead score 9 Victory Points. If you have retrieved your opponent's Relic, and managed to move it off the board via either of the board edges in your deployment zone, 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 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 for each enemy Hero model that has been removed as a casualty, up to a maximum of 3 Victory Points.

### SPECIAL RULES

**The Relic:** Each Relic is a Light Object (see page 134 of the *Middle-earth Strategy Battle Game Rules Manual*). A Relic is considered to have been retrieved if at the end of the game it is being carried by a friendly model. If your Relic has been picked up by an enemy model, and is then subsequently dropped or retaken by a friendly model, then you must try to return it to its original position as quickly as possible. A model may never carry both Relics at the same time under any circumstances, and if they are carrying their opponent's Relic they may entirely ignore their own Relic and continue to move as normal. Until it has been picked up by an enemy model, friendly models may not pick up their own Relic.