

SCENARIO 21

ESCORT THE WOUNDED

After suffering heavy casualties, the two forces are keen to return to safety where their wounded can be treated and the weary find rest. It would appear however, that the fight is not over, and the number of wounded may yet grow.

SCENARIO OUTLINE

Deliver your wounded allies to safety, whilst preventing the enemy from doing the same.

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

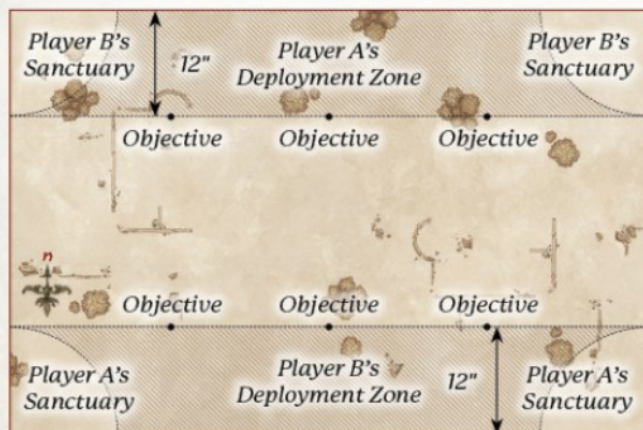
Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. Then, place three Objective Markers in each player's deployment zone so that the Objective Markers are equidistant along the edge of each player's deployment zone, with one in the centre.

The first is placed 12" from the centre of the player's board edge. The others are then placed halfway between the central objective and the board edges on either side, so that all three Objective Markers are equidistant along the edge of one player's deployment zone.

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 force to deploy wholly within 12" of their board edge. Models may not be deployed further than 6" from 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 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

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 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 2 Victory Points for each of your wounded allies that is being carried by a friendly model in your opponent's board half. For each wounded ally that has been rescued, you instead score 4 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 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

The Sanctuary: The areas within 12" of the corners that are not in a player's deployment zone are considered to be that player's Sanctuaries. These are the places where they are trying to get their wounded allies.

Wounded Allies: The Objective Markers in each player's deployment zone represent wounded allies they are attempting to get to safety. Wounded allies are treated as Heavy Objects (see page 134 of the *Middle-earth Strategy Battle Game Rules Manual*). If, during the End Phase of any turn, a friendly model is carrying a wounded ally and is wholly within a friendly Sanctuary, the wounded ally is removed from the battlefield and has been rescued. Models may never carry their opponent's wounded allies under any circumstances.