

SCENARIO 8 BREAKTHROUGH

With their forces locked in a battle for supremacy, both sides know that if they can break through their enemy's lines they can seize a valuable strategic point from their foe.

SCENARIO OUTLINE

Capture the areas of the battlefield that are worth the most to your opponent.

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 board. One of these is placed exactly 12" from the centre of one player's board edge, and another is placed exactly 12" from the centre of the other player's board edge. The remaining two objectives are both placed 12" away from the centre of the board, on opposite sides, along the centreline of the board.

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 24" 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 24" 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 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

- You score 1 Victory Point if there are more friendly models than enemy models within 3" of the Objective Marker in your own deployment zone.
- For each Objective Marker on the centreline of the board, you score 1 Victory Point if there are more friendly models than enemy models within 3" of the Objective Marker. If there is at least one friendly model, and no enemy models, within 3" of this Objective Marker, you instead score 3 Victory Points.
- You score 3 Victory Points if there are more friendly models than enemy models within 3" of the Objective Marker in your opponent's deployment zone. If there is at least one friendly model, and no enemy models, within 3" of this Objective Marker, 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 2 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).
- 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.