SCENARIO 10
LORDS OF BATTLE

After weeks of skirmishes and close encounters, it comes down to one final battle to determine which faction will emerge victorious. As their enemies fall before them, warriors redouble their efforts to secure victory.

SCENARIO OUTLINE

A pitched battle where victory goes to the player who causes the most carnage.

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 deployment zones. They then select a Warband in their force to deploy wholly within 24" of their board edge, but at least 1" away from enemy models. 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 Warbands have been placed.

24"
Player A's Deployment Zone

Player B's Deployment Zone   24"

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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

- For this Scenario you need to keep track of your Wound Tally. Your Wound Tally is equal to the number of Wounds your opponent's Army has suffered, regardless of how they were inflicted (including any disabled **Siege Engine** models), plus any Fate Points that your opponent spent. Wounds that are prevented by a manner other than Fate (such as the Fury Magical Power or if a model can use Will Points as if they were Fate points) do not add to your Wound Tally. **Hero** models that are removed from the game with unspent Fate Points will add 1 to the Wound Tally for each one unspent. Models that flee because their force is Broken count towards the Wound Tally, but a **Mount** that flees does not. You score **4 Victory Points** if your Wound Tally is greater than your opponent's. If your Wound Tally is at least twice as large as your opponent's, then you instead score **8 Victory Points**. If your Wound Tally is at least three times as large as your opponent's, or your opponent has no models left on the board, then you instead score **12 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 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 for each enemy Hero model that has been removed as a casualty, up to a maximum of 2 Victory Points.

SPECIAL RULES

A Time of Heroes