

## SCENARIO 5 RECONNOITRE

**S**couts have been sent out by both forces in order to gather vital information from behind enemy lines. Each force is attempting to sneak past the enemy whilst simultaneously preventing their foes from doing the same.

### SCENARIO OUTLINE

Have more models escape the field than 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.

### LAYOUT

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

### STARTING POSITIONS

At the battle's start, the Armies are yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be their board edge – making the opposite board edge their opponent's (see Special Rules later).



### 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.

Models that have escaped the board count as being on the board for the purpose of determining if an Army is Broken or reduced to 25%.

### SCORING VICTORY POINTS

- You score 4 Victory Points if more of your models have escaped the battlefield via your opponent's board edge than vice versa. If at least two of your models and twice as many models than your opponent have escaped the board, then you instead score 8 Victory Points. If at least three of your models, and three times as many models than your opponent have escaped the board, then you instead score 12 Victory Points.
- You score 1 Victory Point for each of your Hero models that escapes the board, to a maximum of 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 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.

### SPECIAL RULES

**Reinforcements:** At the end of your Activation Phase, roll a D6 for each of your Warbands that are not on the battlefield and consult the chart below (the Warband's Captain can use Might to improve the roll). Models enter the board via the rules for Reinforcements.

Roll for each Warband separately. Activate the models in the Warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for determining if your Army is Broken.

D6	Result
1-3	The Warband does not arrive, but receives +1 to this dice roll next turn. This is cumulative, so they will arrive on a 3+ on turn 2, a 2+ on turn 3, and automatically on turn 4.
4-6	The controlling player chooses a point on their board edge at least 6" from a corner – the Warband arrives from this point via the rules for Reinforcements.

**Designer's Note:** Special rules that allow for models to arrive on from any table edge (such as the *Goblin Mercenary Captain's Mercenary Ambush*) must choose the controlling player's table edge for this Scenario.