

SCENARIO 12

CONTEST OF CHAMPIONS

It is in the arena of combat that the champions of the light and heralds of the darkness must prove who is the mightier – their efforts serving to spur on their troops, break the spirit of their enemies and ultimately lead to victory.

SCENARIO OUTLINE

A trial of heroes; the Champion who causes the most carnage will rise triumphant.

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

Before any models are deployed, both players must nominate one Hero model in their Army to be their Champion. Both players then roll a D6 – the player with the highest result chooses one of the deployment zones. They place their Champion wholly within their deployment zone and within 3" of the centre of the board and then deploy their Champion's Warband wholly within their deployment zone and within 6" of the Champion. Their opponent then does the same.

Players then take it in turns (starting with the player who rolled highest) to select a Warband in their force and roll a D6.

- On a 1-3, all models in that Warband must be deployed wholly within their deployment zone and wholly within 12" of the player's board edge.
- On a 4-6, the models can be deployed anywhere wholly within their deployment zone.

Models may not be placed within 1" of an enemy model. Regardless of the dice roll, models may not be deployed further than 6" from the Captain of their Warband.

Players alternate until all 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 Army 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

- Keep a count of how many kills your Champion scores in Combat throughout the course of the battle. Note, kills caused by shooting, Magical Powers or the Hurl Brutal Power Attack do not count towards your Champion's score. You score 4 Victory Points if your Champion has killed more models than your opponent's Champion. If your Champion has killed at least two models and at least twice as many as your opponent's Champion, then you instead score 8 Victory Points. If your Champion has killed at least three models and at least three times as many as your opponent's Champion, then you instead score 12 Victory Points.
- You score 2 Victory Points if your Champion kills the opposing Champion.
- 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 your General is alive at the end of the game. If your General is alive and has suffered no Wounds at the end of the game, you instead score 3 Victory Points.

SPECIAL RULES

A Time of Heroes

Stand and Fight: At the start of every Move Phase, the Champion that currently has scored the fewest number of kills (see the first bullet point of Scoring Victory Points above) may declare a Heroic Move for free during that Move Phase. If they do, they must Charge an enemy model.

