

SCENARIO 20

DIVIDE & CONQUER

With battle having divided their forces, each army must now fight to rejoin their allies, all whilst trying to claim key areas of the battlefield to ensure they will win the day.

SCENARIO OUTLINE

With your Army split in two, claim the key areas of the battlefield.

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

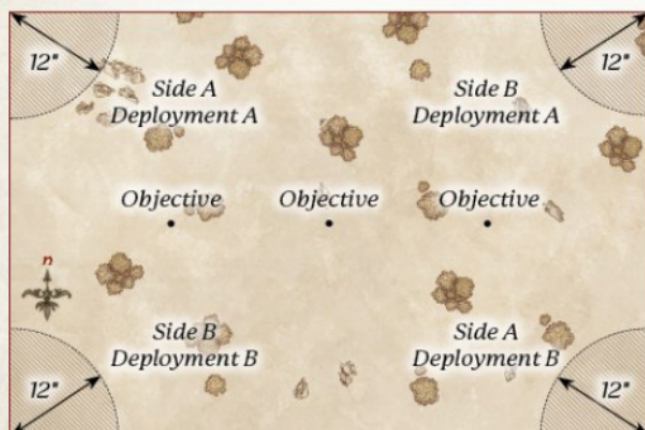
Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*. Then place one Objective Marker in the centre of the board, another halfway between the central objective and the centre of the eastern board edge, and another halfway between the central objective and the centre of the western board edge.

STARTING POSITIONS

Both players roll a D6 – the player with the highest score chooses two opposite corners to be their deployment zones, and labels them A and B. Their opponent has the other two corners and labels them A and B.

The player who scored highest then deploys one of their Warbands anywhere wholly within 12" of their corner A. The other player then does the same. The player that scored highest then deploys one of their Warbands anywhere wholly within 12" of their corner B. The other player then deploys the same.

Players then repeat the process above until all Warbands have been deployed.



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 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

- You score 3 Victory Points if there are more friendly models than enemy models within 3" of the central objective. If there is at least one friendly model, and no enemy models, within 3" of this objective, you instead score 6 Victory Points.
- For each of the other objectives, you score 1 Victory Point if there are more friendly models than enemy models within 3" of the objective. If there is at least one friendly model, and no enemy models, within 3" of this objective, 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 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 at the end of the game your General is within 3" of the central objective.

