

## SCENARIO 23

# LEAD FROM THE FRONT

**D**uring the most desperate battles, it is the actions of an army's leaders that make the difference between victory and defeat. Even the presence of fresh-faced captains can be enough to secure victory when all seems lost.

### SCENARIO OUTLINE

Use your heroes to secure 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 three Objective Markers on the battlefield; one is automatically placed in the centre of the board, with the other two placed halfway between the central objective and the centre of the eastern and western board edges respectively (see map).

### 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 12" 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 12" 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 with the highest score 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 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

- You score 2 Victory Points for each Objective Marker that has both friendly and enemy Hero models within 3", but only if any of the friendly Hero models is of a higher Heroic Tier than any of the enemy Hero models.
- You score 4 Victory Points for each Objective Marker that has a friendly Hero model, and no enemy Hero models, within 3".
- 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 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).

### SPECIAL RULES

A Time of Heroes

