

SCENARIO 17

SEIZE THE PRIZES

Across Middle-earth, ancient and mysterious artefacts have awoken. Their power has drawn two opposing armies to claim them, hoping to use their secrets for their own ends. Both forces will stop at nothing to possess them.

SCENARIO OUTLINE

Recover the precious items and carry them through the enemy force to victory.

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). These represent the Artefacts.

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 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 either all three Artefacts have been carried off the board, or both Armies have been reduced to a quarter (25%) of their 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.

SCORING VICTORY POINTS

- You score 2 Victory Points for each Artefact that one of your models is carrying within your own board half. For each Artefact one of your models is carrying within your opponent's board half, you instead score 3 Victory Points. For each Artefact that one of your models carries off the board via your opponent's board edge, you instead score 4 Victory Points.
- At the end of the game, for each of the Artefacts that is still on the board but not in the possession of any model, the player who has the most models within 3" of the Artefact scores 1 Victory Point.
- 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 1 Victory Point if you have at least one banner remaining at the end of the game. If you have more banners remaining than your opponent, then you instead score 2 Victory Points.

SPECIAL RULES

Uncovering Artefacts