

## SCENARIO 11 ASSASSINATION

**F**or the opposing forces, there are certain enemies that pose a thorn in their side. Their swift removal from the equation is crucial to one side achieving victory on the battlefield.

### SCENARIO OUTLINE

Using your Assassin, slay your target to achieve 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*.

### 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 24" 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 24" 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 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 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 3 Victory Points if your Target has suffered one or more Wounds. If your Target has suffered one or more Wounds, and your Assassin caused at least one of those Wounds, you instead score 6 Victory Points. If your Target has been slain, you instead score 9 Victory Points. If your Target has been slain, and your Assassin caused the fatal Wound, you instead score 12 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 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 Assassin is still alive at the end of the game.
- You score 1 Victory Point if the model your opponent chose as their Target is still alive at the end of the game.

### SPECIAL RULES

#### Dark of Night

**The Target:** At the start of the game, secretly note down one of your opponent's Hero models; this is your Target for the game. This may not be your opponent's General unless they only have one Hero.

**The Assassin:** At the start of the game, secretly note down one of your Hero models; this is your Assassin. This may not be your General unless you only have one Hero.