

SCENARIO 1 NO ESCAPE

Half of each army is fighting at the centre of the battlefield, with the rest of their enemies bearing down upon them.

SCENARIO OUTLINE

Vanquish the enemy force, whilst protecting your own in the centre of the battlefield.

THE ARMIES

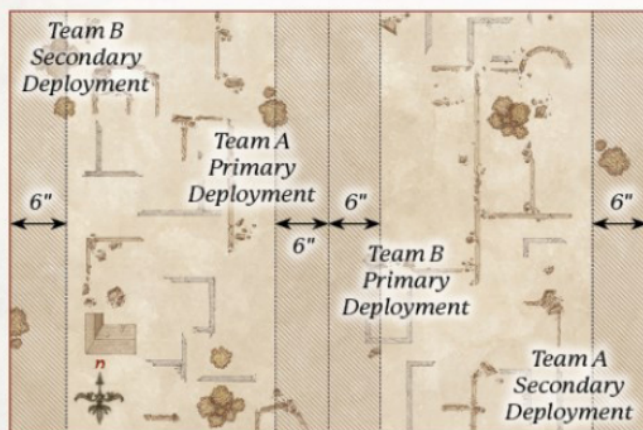
Players choose their forces, as described on page 154 of the *Middle-earth Strategy Battle Game Rules Manual*, to an equal points value before the game.

LAYOUT

Set up terrain as described on page 157 of the *Middle-earth Strategy Battle Game Rules Manual*.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A and chooses one of the deployment zones in the centre of the board. Team A then deploys their Primary Force wholly within 6" of the centreline of the board in their deployment zone. Team B then deploys their Primary Force wholly within 6" of the centreline of the board in their deployment zone. Team A then deploys their Secondary Force wholly within 6" of the board edge in the opposite half of the board to their Primary Force; Team B then does the same.



INITIAL PRIORITY

Both teams roll a D6. The team that 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 team that has scored the most Victory Points wins the game. If both teams have the same number of Victory Points, the game is a draw.

SCORING VICTORY POINTS

- You score 1 Victory Point if the enemy Leader was wounded during the game. If the enemy Leader has been wounded, and only has a single Wound remaining, then you instead score 3 Victory Points. If the enemy Leader was removed as a casualty, you instead score 5 Victory Points.
- You score 3 Victory Points 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 5 Victory Points.
- You score 2 Victory Points if the opposing team has no banners remaining at the end of the game (if they didn't have a banner to start with, you automatically score this).
- You score 1 Victory Point if your Army has at least one banner remaining at the end of the game. If your Army has more banners remaining than the opposing team, then you instead score 2 Victory Points.
- You score 3 Victory Points if you kill the General of the Secondary Force.
- You score 1 Victory Point for each of your Hero models within 3" of the centre of the board at the end of the game, to a maximum of 3 Victory Points.

