

MIDDLE-EARTH™

STRATEGY BATTLE GAME



MATCHED PLAY GUIDE

THE HOBBIT AND THE LORD OF THE RINGS
MOTION PICTURE TRILOGY

MIDDLE-EARTH™

STRATEGY BATTLE GAME



"Fight for me and regain your honour"

- Aragorn, The Lord of the Rings: The Return of the King



CONTENTS

INTRODUCTION	3	Storm the Camp	23
RECOMMENDED TOURNAMENT STYLE	4	Command the Battlefield.....	24
RESULTS SHEET	7	Retrieval	25
SCENARIO POOL SYSTEM	8	Breakthrough.....	26
SCENARIOS	10	Destroy the Supplies.....	27
Domination	11	Divide & Conquer	28
To the Death!.....	12	Assassination.....	29
Hold Ground.....	13	DOUBLES EVENTS	30
Lords of Battle.....	14	No Escape	32
Reconnoitre	15	Total Conquest.....	33
A Clash by Moonlight	16	Take and Hold.....	34
Seize the Prize.....	17	Clash of Champions.....	35
Contest of Champions	18	Cornered	36
Capture and Control.....	19	Duel of Wits	37
Heirloom of Ages Past.....	20	CAMPAIGN EVENTS	38
Fog of War.....	22	ADDITIONAL RULES	44

Produced by the Middle-earth team at Games Workshop

Thanks to 'The Ringwraiths' for their playtesting endeavours, special thanks to Frank Barron, Megan Meza, Summer Wulff, and Chaz Fitzhugh from Warner Bros, Fredrica Drotos, Sam Benson and Joseph Mandragona at Middle-earth Enterprises, and Daniel Falconer from Weta Workshop.

© Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY, THE HOBBIT: THE DESOLATION OF SMAUG and THE HOBBIT: THE BATTLE OF THE FIVE ARMIES and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (s20)

© 2020 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc.

Mithril, the Middle-earth logo, The Lord of the Rings and the names of the characters, events, items and places therein, are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises (SZC) used under license to Games Workshop Limited. All rights reserved.

All quotations from J.R.R. Tolkien's literary trilogy *The Lord of the Rings* (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966.

© Copyright Games Workshop Limited 2020. Citadel and Games Workshop are ® and all associated logos are either ® or TM and/or © Games Workshop Limited.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line Productions and Games Workshop.

British cataloguing-in-Publication Data. A catalogue record for this manual is available from the British Library. Pictures are used for illustrative purposes only.

Games Workshop website
www.games-workshop.com

Forge World website
www.forgeworld.co.uk

UK
 Games Workshop Ltd,
 Willow Rd, Lenton,
 Nottingham,
 NG7 2WS

NORTHERN EUROPE
 Games Workshop Ltd,
 Willow Rd, Lenton,
 Nottingham,
 NG7 2WS

NORTH AMERICA
 Games Workshop Retail, Inc
 6211 East Holmes Road,
 Memphis,
 Tennessee 38141

AUSTRALIA
 Games Workshop Oz Pty Ltd
 23 Liverpool Street,
 Ingleburn,
 NSW 2565

INTRODUCTION

Welcome to the Middle-earth Strategy Battle Game Matched Play Guide; your way to get the very best from your Matched Play experiences, whether they be at tournaments and gaming weekends or at your local gaming club.

The Middle-earth Strategy Battle Game has always lent itself well to a Matched Play environment, and players have been organising their own tournaments around the globe for years. This supplement is designed to help players run their own Matched Play events by providing them with a system to organise their tournaments with, balanced Scenarios and ways to choose them, and a selection of alternative special rules that Event Organisers can use in order to add that extra bit of flair to their events should they wish.

Within this Matched Play Guide you will find the following:

RECOMMENDED TOURNAMENT STYLE

Here we present our recommended way for running tournaments, including how players score Tournament Points, tiebreakers, pairing opponents, awards and more.

SCENARIO POOL SYSTEM

A new system of selecting which Scenario to play in each round of your event. This groups the Matched Play Scenarios into six pools, each with three similar Scenarios in it, allowing for a random mix of any of the Scenarios but ensuring that the spread of Scenarios that you play does not favour one style of army unfairly based on a random dice roll.

MATCHED PLAY SCENARIOS

A total of 18 Matched Play Scenarios, each formulated to be balanced for tournament style play. The 12 Scenarios from the main Rules Manual return along with six brand new Scenarios for your Matched Play events.

DOUBLES EVENT SCENARIOS

Six Scenarios written specifically for the ever-popular Doubles format, along with extra rules for how to run Doubles events, including selecting leaders and how forces are considered to break.

CAMPAIGN EVENTS

A selection of rules for running Map-based Campaign events where teams of players battle for control of regions of Middle-earth, each with their own special rules and campaign benefits.

ADDITIONAL RULES

A selection of optional rules that Tournament Organisers can use to add that extra bit of flavour to their event; from secret missions, to points escalation, and more.



RECOMMENDED TOURNAMENT STYLE



Here we present you with our recommended tournament style, one that we believe will give all players the best experience. It covers things such as roles and responsibilities, scoring, tiebreakers, tournament rules and more.

ROLES AND RESPONSIBILITIES

Depending on how formal you wish your event to be, it's always a good idea to make sure that everyone involved is aware of their role and the responsibilities that go alongside it. These are important to ensure that everything runs smoothly and, above all, that everyone has a good time!

ORGANISER

Every event will need a single Organiser, who will be responsible for all aspects of running the tournament. It will be their job to think about such things as gaming space and equipment for the players, appointing any Referees and Scorekeepers, and generally being easily accessible on the day to ensure everything goes according to plan. The Organiser is essentially in charge on the day, and all participants must accept that the Organiser has the authority to expel or disqualify anyone for breaking the rules of the event – although this should, hopefully, never have to happen. It is also the Organiser's job to check everyone's Army Lists. The Organiser can also be the Referee and/or Scorekeeper if they wish; though in larger events it may be best to share these responsibilities around. We recommend that the Organiser does not participate in the actual tournament so that they are always easy to get hold of.

REFEREE

Every event needs a Referee, who is often the Organiser at smaller events. It is the Referee's job to observe the games as they are played, enforce the rules, answer any rules queries the players may have, and settle any disputes between players in a calm manner. The Referee should have a good knowledge of the rules of the game, and have a copy of the Rules Manual and any Army Books, Supplements and Errata on hand in case of rules queries. A Referee's ruling is final as far as the event is concerned, and all players must agree to honour the rulings of the Referee in these situations. We recommend that a Referee does not participate so that they are always accessible.

SCOREKEEPER

Every event will need a Scorekeeper, which again is often the Organiser in small events. It is the job of the Scorekeeper to collect the results after each round from each game, and to rank the players after each round. They will also be responsible for the pairings of each round, including randomly pairing opponents in the first round of the tournament. Again, we recommend that the Scorekeeper does not participate so they can collect every result as soon as possible.



SPARE PLAYER

Often tournaments will have an odd number of players, and that would mean that in each round there would be one player without an opponent. Whilst this player could be given a Bye (covered [on page 6](#)), it is much more satisfying if they have a game to play – after all that is why they are at the event! Because of this we recommend organising a Spare Player for the event. This should be someone who knows how to play the game, and will provide their opponent with a fun and enthusiastic game, so they are not sat around waiting for the round to finish. The Spare Player should not be trying to win the event, cannot win any awards, and should play each game in an appropriate manner. We recommend that the Spare Player is someone different to the Organiser, Referee and Scorekeeper.

PLAYER

Each player is responsible for bringing their own miniatures, dice, rules manuals and tokens, and for accepting all of the tournament's rules. Depending on how serious you want your event to be, you may wish to let players know in advance that they are expected to have a decent working knowledge of the game.

TOURNAMENT RULES

All games played at a Middle-earth Strategy Battle Game tournament use the Middle-earth Rules Manual, any current Army Books and Supplement books, and the most recent FAQs and rules clarifications as found at warhammer-community.com. All players are expected to know the following rules:

MINIATURES

Players may only use official Citadel and Forge World miniatures at the event, and all models must be fully built, based and painted. Players must use the appropriate models for their army. Conversions are permitted at the Organiser's discretion, so long as they only include parts from official Citadel and Forge World miniatures, and clearly represent what they are meant to be. You may wish to ask for any players wishing to use conversions to submit them to the Organiser before the event so they can check if they are happy with them.

CONDUCT

All games of the Middle-earth Strategy Battle Game should be played in a generous spirit; one befitting the gentlest and noblest of Hobbits! This is especially true for tournament games where all players are expected to show good conduct in all aspects of the event. Players are expected to treat each other with respect and behave in a mature and considerate manner, including during any rules disputes.

SCORING & TIEBREAKERS

GAMES

At the end of each game, players will need to record the result. This includes who won, lost or drew, the Victory Points each player scored, and if either player killed the enemy leader. If the players do not finish their game before time runs out, they must finish the turn they are on and then work out the winner at the end of that turn.

For tournaments, players will earn a number of Tournament Points depending on how they did in their games. Players earn 3 Tournament Points for a win, 1 Tournament Point for a draw, and 0 Tournament Points for a loss.

It is important that both players provide all of the information as it is all used for the tiebreakers to work out who is where in the rankings.

RANKING

Players are ranked according to the number of Tournament Points they have; the more Tournament Points a player has, the higher they are in the rankings.

Where players are tied on the number of Tournament Points, there are a number of Tiebreakers to be used to determine who is higher placed.

The first Tiebreaker is a player's Victory Point Difference, which is equal to the number of Victory Points scored across all of their games minus the number of Victory Points conceded across all their games.

For example, if a player has played two games and had the results 3-0 and 7-4, their Victory Point Difference would be +6.

If players are still tied, the second Tiebreaker is the total number of Victory Points scored across all of a player's games.

If players are still tied, the next Tiebreaker is the number of enemy leaders each player has killed across all of their games.

Further Tiebreakers are then used at the Tournament Organiser's discretion. These could be anything from Favourite Opponent scores, Secret Objectives scored (if using Secret Objectives as listed [on page 45](#)), or anything else the Tournament Organiser wishes; however, they should make it clear to all players before the event which Tiebreakers will be in use and in what order.

PAIRING SYSTEM

You are free to use any pairing system that you wish, though we would recommend using the system detailed here when running your own tournaments.

ROUND 1

For the first round, players are paired together randomly using player numbers generated upon registration. If there is an odd number of players then one player will be randomly paired with the Spare Player or given a Bye.

SPARE PLAYER

If a player is paired against the Spare Player, then they will play the game as normal, and record the result in the same way as any other game. When working out standings for pairings later on, the Spare Player is not counted and instead will always play the player who is at the bottom of the standings for each round. If a player who has already played the Spare Player is drawn against them again then the next lowest player who has not already played the Spare Player will play them instead. We would always recommend that a tournament has a Spare Player, as that is more fun for your attendees than having a Bye.

BYE

Sometimes you may be unable to find a Spare Player for your event. In this case, the player that would normally be paired with the Spare Player (as described above) will instead receive a Bye. A Bye counts as winning the game with 6 Victory Points for, and 0 Victory Points against. The player also counts as having killed the enemy leader.

CONCEDING

Should a player concede a game, their opponent will automatically receive a 12-0 win and will count as having slain the enemy leader.

SUBSEQUENT ROUNDS

For subsequent rounds, players are paired as follows:

The player who is highest in the rankings will play the player who is second in the rankings, the player in third will play the player in fourth, the player in fifth will play the player in sixth and so on until all players are paired up. If a player is supposed to play an opponent they have already played, the lowest ranked of the two will swap places with the highest ranked player on the table below them.

1.	JAY
2.	DAVE
3.	KEITH
4.	GAVIN
5.	ROB
6.	ADAM

Here we can see the draw for the next round of an event. Keith and Gavin have already played each other in a previous round and so cannot play again as this is not the final round. As Gavin is currently the lower ranked of the two players he will swap with the highest ranked player on the table below – in this case Rob.

This system is used for all rounds after the first, including the final round with one small adjustment. In the final round players will not swap opponents if they draw a player they have already faced; the two are clearly equally matched and will face off one last time!

The points value of the event, and the number of days the event will go on for, will impact the number of games a tournament will run. Below is a series of guidelines for a variety of different points values, the number of games that should be run, the time given to each round and the size of board the event should use.

Points Limit	Number of Games (1-day event)	Number of Games (2-day event)	Round Time	Board Size
500	4	7	1 hour 30 mins	4'x4'
600	4	7	1 hour 45 mins	4'x4'
700	3	6	2 hours	4'x4'
750	3	6	2 hours 15 mins	4'x4'
800	3	6	2 hours 15 mins	4'x4'
1,000	3	5	2 hours 30 mins	6'x4'



RESULTS SHEET



GAME 1	PLAYER NO.	OPPONENT'S NO.		
	PLAYER NAME	OPPONENT'S NAME		
WIN/DRAW/LOSS	VICTORY POINTS SCORED	VICTORY POINTS CONCEDED	VICTORY POINTS DIFFERENCE (+/-)	ENEMY LEADER KILLED (YES/NO)

GAME 2	PLAYER NO.	OPPONENT'S NO.		
	PLAYER NAME	OPPONENT'S NAME		
WIN/DRAW/LOSS	VICTORY POINTS SCORED	VICTORY POINTS CONCEDED	VICTORY POINTS DIFFERENCE (+/-)	ENEMY LEADER KILLED (YES/NO)

GAME 3	PLAYER NO.	OPPONENT'S NO.		
	PLAYER NAME	OPPONENT'S NAME		
WIN/DRAW/LOSS	VICTORY POINTS SCORED	VICTORY POINTS CONCEDED	VICTORY POINTS DIFFERENCE (+/-)	ENEMY LEADER KILLED (YES/NO)

GAME 4	PLAYER NO.	OPPONENT'S NO.		
	PLAYER NAME	OPPONENT'S NAME		
WIN/DRAW/LOSS	VICTORY POINTS SCORED	VICTORY POINTS CONCEDED	VICTORY POINTS DIFFERENCE (+/-)	ENEMY LEADER KILLED (YES/NO)

FINAL RESULTS	PLAYER NO.	PLAYER NAME		
TOTAL VICTORY POINTS SCORED	TOTAL VICTORY POINTS CONCEDED	TOTAL VICTORY POINTS DIFFERENCE (+/-)	FAVOURITE OPPONENT	

SCENARIO POOL SYSTEM

At the start of each round of a tournament, you will need to decide which of the 18 Scenarios everyone will be playing. Whilst the Tournament Organiser can decide to simply choose which Scenario is played, or randomly draw any of the Scenarios out of a hat, we would recommend using the following Scenario Pool system to choose the Scenario.

The 18 Scenarios are grouped into six pools of three Scenarios, where each pool will contain Scenarios with a similar style of gameplay; this may be focusing on killing the enemy army, controlling the battlefield, etc.

At the start of each round, the Tournament Organiser will roll for which of the pools will be in use for that game. They will then roll for which of the three Scenarios from that pool will be played. Once a pool has been selected for a round, it cannot be selected again unless all other pools have already been selected once (in events that have more than six games for example), in which case the process begins again making sure that the same Scenario is not played twice.

Whilst this system is essentially about randomly choosing Scenarios from the 18 available, it ensures that players will only ever play one Scenario from each pool across the event, and prevents the Scenarios that are randomly determined favouring one style of army over another.

For example: In the first round of an event, Pool 4 is rolled. Then the Organiser rolls a D3 to determine which of the three Scenarios from that pool will be played. After rolling, it is determined that Lords of Battle is the Scenario for round 1, and this means that players will now not play either To the Death! or Contest of Champions as Pool 4 has already been selected during this event.

Additionally, each pool will always have one, and only one, Scenario that has the random game length stipulation. This means that you may not play any of these Scenarios across an event, or you might play six!

What this system tries to do is ensure that there is always a balanced spread of Scenarios across a tournament, so that a tournament isn't simply won by the fact that the Scenarios simply favoured one style of army or force. This will help to provide all players with a better all-round experience.

There are other ways that Organisers can use the Scenario Pool system if they wish:

- They may select only two pools and players will play all of the Scenarios from those pools in a random order.
- They may select three pools, and play two Scenarios from each pool.
- They may simply select one Scenario from each pool and then randomise the order in which those Scenarios are played.

The Scenario Pool system is designed to enhance your tournament experience, and provide new and exciting challenges for your list building.

THE POOLS

At the start of each round, roll a D6 to determine which of the pools will be used, then a D3 to determine which of the three Scenarios from that pool will be played. After this has been decided, remove the entire pool from the selection process.

POOL 1 MAELSTROM OF BATTLE SCENARIOS

- 1-2 HEIRLOOMS OF AGES PAST
- 3-4 HOLD GROUND
- 5-6 COMMAND THE BATTLEFIELD

POOL 3 OBJECT SCENARIOS

- 1-2 SEIZE THE PRIZE
- 3-4 DESTROY THE SUPPLIES
- 5-6 RETRIEVAL

POOL 5 MANOEUVRING SCENARIOS

- 1-2 STORM THE CAMP
- 3-4 RECONNOITRE
- 5-6 DIVIDE & CONQUER

POOL 2 HOLD OBJECTIVE SCENARIOS

- 1-2 DOMINATION
- 3-4 CAPTURE & CONTROL
- 5-6 BREAKTHROUGH

POOL 4 KILL THE ENEMY SCENARIOS

- 1-2 LORDS OF BATTLE
- 3-4 CONTEST OF CHAMPIONS
- 5-6 TO THE DEATH!

POOL 6 UNIQUE SCENARIOS

- 1-2 FOG OF WAR
- 3-4 CLASH BY MOONLIGHT
- 5-6 ASSASSINATION



SCENARIOS



"I am fire. I am Death!"

- Smaug, The Hobbit: The Desolation of Smaug

SCENARIO 1 – DOMINATION

This battlefield will provide a distinct tactical advantage for whoever holds it for many years to come. Victory can be achieved by forcing the enemy back and securing the key points on the battlefield. Failure will not be permitted!

SCENARIO OUTLINE

Players fight to control five Objectives scattered across the battlefield.

THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game.

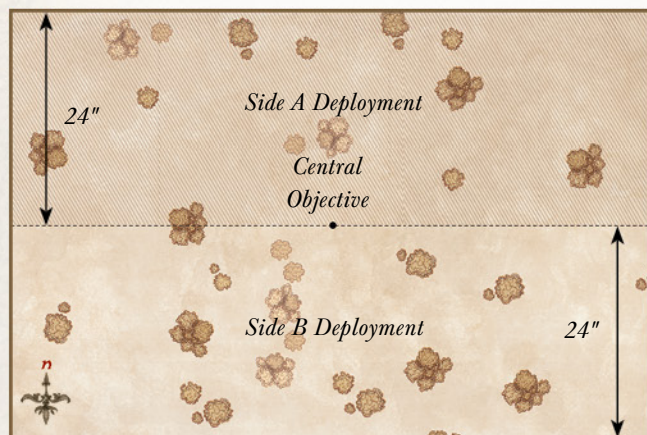
LAYOUT

Set up terrain as described on page 136 of the Middle-earth Strategy Battle Game rules manual. Then, place five Objective markers on the battlefield; one is automatically placed in the centre of the board. To place the other Objectives, both players roll a D6. The player with the highest score places one Objective marker anywhere on the battlefield at least 12" away from the existing Objective and 6" away from any board edge. Their opponent then places a third Objective at least 12" away from existing Objectives and at least 6" away from any board edge. The players then alternate placing the remaining two Objectives, according to the restriction noted earlier.

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 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 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 with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force 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 Objective marker that has at least one of your models, and no enemy models, within 3".
- You score **1 Victory Point** for each Objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3".
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count) or if you kill the enemy leader.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.



SCENARIO 2 – TO THE DEATH!

Once again, fate has pitted the forces of Good and Evil against each other, and no matter the cost, the enemy must be slain. No quarter shall be asked and none shall be given. Only the Valar know who will win the day!

SCENARIO OUTLINE

Victory goes to the force which can crush the foe and slay the enemy leader.

THE ARMIES

Players choose their forces, as described on page 130 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 136 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 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 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 with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force 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 **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **3 Victory Points** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **5 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.
- You score **2 Victory Points** if the enemy force is reduced to 25% of its starting models at the end of the game.



SCENARIO 3 – HOLD GROUND

In the swirl of battle it becomes apparent that a certain, usually insignificant, area of the battlefield has become vital to the victory of both sides. Both forces surge towards this new tactical advantage, desperate to control it.

SCENARIO OUTLINE

Control the centre of the battlefield, no matter the cost.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual. Once the battlefield has been set up, an Objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when Reinforcements arrive from.

STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues (see Special Rules later).

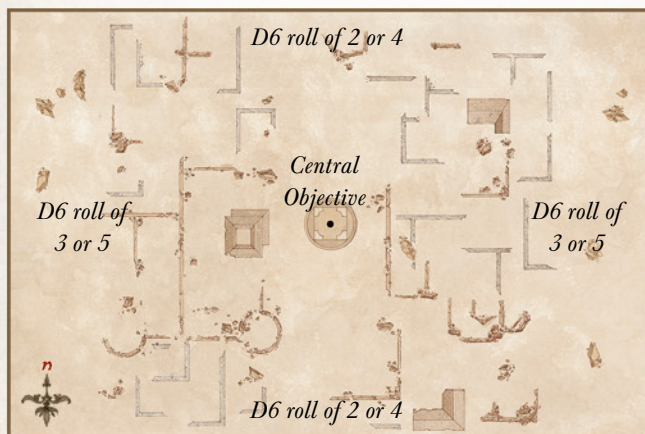
INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

Once one force 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 force 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 you have more models within 6" of the Objective marker than your opponent. If you have twice as many models within 6" of the Objective than your opponent, then you instead score **5 Victory Points**. If you have three times as many models within 6" of the Objective than your opponent, or you are the only player to have models within 6" of the Objective marker, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband (if the D6 allows) then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6	Result
1	The warband does not arrive.
2	Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
3	Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
4	You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
5	You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
6	You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

SCENARIO 4 – LORDS OF BATTLE

After weeks of skirmishes and close encounters with the opposing side, it comes down to one final battle to determine which faction will emerge victorious. The more enemies a side can kill, the more it will spur them on to victory.

SCENARIO OUTLINE

A pitched battle where victory goes to the player who causes the most carnage.

THE ARMIES

Players choose their forces, as described on page 130 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 136 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 within 24" of their board edge, but at least 1" away from enemy models. 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 within 24" 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 with the highest score has Priority in the first turn.



OBJECTIVES

Once one force 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 force 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

- For this Scenario you need to keep track of your Wound Tally. Your Wound Tally is equal to the number of Wounds that your army inflicted upon your opponent's army, plus any Fate points that your opponent spent. **Hero** models that are removed from the game with unspent Fate points will add 1 to the Wound Tally for each one unspent. Models that flee because their force is Broken count towards the Wound Tally, but mounts that flee do not. You score **3 Victory Points** if your Wound Tally is greater than your opponent's. If your Wound Tally is at least twice as large as your opponent's, then you instead score **5 Victory Points**. If your Wound Tally is at least three times as large as your opponent's, or your opponent has no models left on the board, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

A Time of Heroes: Each time your force kills an enemy **Hero** in a Fight, one of your **Hero** models in the same Fight (your choice) regains a point of Might lost earlier in the battle.



SCENARIO 5 – RECONNOITRE

Scouts have been sent out by both forces in order to gather vital information from behind enemy lines. Each force is attempting to sneak past the enemy whilst simultaneously preventing the enemy from doing the same.

SCENARIO OUTLINE

Ensure more of your models escape the battlefield than your opponent.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual.

STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be their board edge – the opposing player has the opposite board edge as their board edge (see Special Rules later).

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 force has been reduced to a quarter (25%) of its starting number of models, or below, at which point the force 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.

Models that have escaped the board count as being on the board for the purpose of determining if a force is Broken.



SCORING VICTORY POINTS

- You score **3 Victory Points** if more of your models have escaped the battlefield via your opponent's board edge than vice versa. If at least two of your models and twice as many models than your opponent have escaped the board, then you instead score **5 Victory Points**. If at least three of your models, and three times as many models than your opponent have escaped the board, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader – Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands that are not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models enter the board via the rules for Reinforcements (see page 33 of the Middle-earth Strategy Battle Game rules manual).

Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for determining if your force is Broken. Warbands that have still not arrived by the start of the fourth turn will automatically arrive on turn 4.

D6	Result
1-3	The warband does not arrive, but receives +1 to this dice roll next turn.
4-6	The controlling player chooses a point on their board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

Designer's Note: Special rules that allow for models to arrive on from any table edge (such as the Goblin Mercenary Captain's Mercenary Ambush) must choose the controlling player's table edge for this Scenario.

SCENARIO 6 – A CLASH BY MOONLIGHT

Two opposing forces have happened upon each other in the dead of night, thrusting them into an impromptu battle. The darkness makes for an unusual fight, providing both forces with protection from arrows and greater options for stealth.

SCENARIO OUTLINE

A battle to the death in the dark of night!

THE ARMIES

Players choose their forces, as described on page 130 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 136 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 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 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 with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force 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 **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **3 Victory Points** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **5 Victory Points**.
- You score **1 Victory Point** if you have at least one **Hero** remaining at the end of the game. If you have at least one **Hero** left alive, and have killed more **Hero** models than your opponent, you instead score **3 Victory Points**. If you have at least one **Hero** remaining, and your opponent has none remaining, then you instead score **5 Victory Points**.

SPECIAL RULES

The Dark of Night: Due to the reduced visibility, models cannot be targeted by shooting, Magical Powers or special abilities over 12" away. However, as it is much harder to avoid a shot in the dark, all shooting attacks gain a bonus of +1 when rolling To Wound. **Siege Engine** models may still target enemy models more than 12" away – however in this situation they will only ever hit on the roll of a 6.



SCENARIO 7 – SEIZE THE PRIZE

Within Middle-earth, an ancient and mysterious artefact has awoken. Its power has drawn two opposing armies to claim it, hoping to use its secrets for their own ends. Both forces will stop at nothing to possess it.

SCENARIO OUTLINE

Recover a precious item and carry it through the enemy force to victory.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual. Place a 25mm marker in the centre of the board to represent the artefact.

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 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 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 with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until either a model carrying the artefact carries it off the board via their opponent's board edge, or both forces have been reduced to a quarter (25%) of their starting number of models, or below, at which point the force 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.

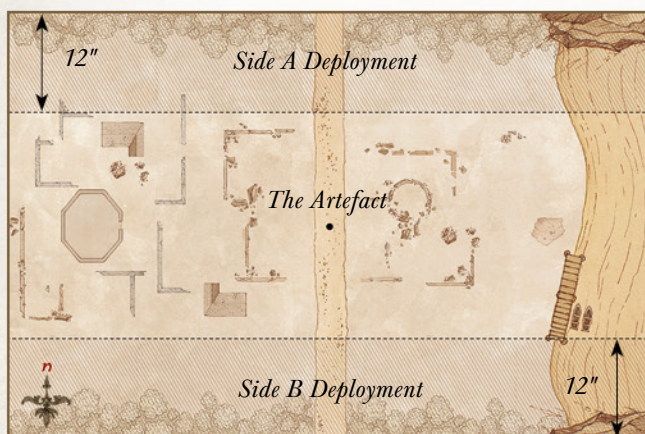
SCORING VICTORY POINTS

- You score **3 Victory Points** if one of your models is carrying the artefact within your own board half. If one of your models is carrying the artefact within your opponent's board half, then you instead score **5 Victory Points**. If one of your models is carrying the artefact and manages to move off the board via your opponent's board edge, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

The Artefact: The artefact must be dug out of the soil before it can be carried anywhere. An **Infantry** model who is in base contact with the Artefact marker at the end of its Move may attempt to free it.

Roll a D6. On a 4+, the artefact has been freed, the artefact is treated as a Light Object (see page 109 of the Middle-earth Strategy Battle Game rules manual). Might cannot be used to influence this roll. Only one model from each side may attempt to pick up the artefact each turn.



SCENARIO 8 – CONTEST OF CHAMPIONS

Following a rousing speech for the ages, the leaders of both forces head into battle to inspire their followers to great deeds. It is upon the field of battle that the two armies' generals must fight to outshine each other, in an attempt to spur on their troops, break the spirit of their enemies and ultimately win the day.

SCENARIO OUTLINE

A trial of heroes; the leader who causes the most carnage will rise triumphant.

THE ARMIES

Players choose their forces, as described on page 130 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 136 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 place their leader within their deployment zone and within 3" of the centre of the board and then deploy their leader's warband in their deployment zone and within 6" of the leader. Their opponent then does the same.

Players then take it in turns (starting with the player who rolled highest) to select a warband in their force and roll a D6.

On a 1-3, all models in that warband must be deployed in the deployment zone and within 12" of the centre line of the board.

On a 4-6, the models can be deployed anywhere in the deployment zone.

Models may not be placed within 1" of an enemy model. Regardless of the dice roll, models may not be deployed further than 6" from the captain of their warband.

Players alternate until all 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 force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force 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

- Keep a count of how many kills your leader scores in combat throughout the course of the battle. Note, kills caused by shooting, Magical Powers or the Hurl Brutal Power Attack do not count towards your leader's score. You score **3 Victory Points** if your leader has killed more models than your opponent's leader. If your leader has killed at least two models and at least twice as many as your opponent's leader, then you instead score **5 Victory Points**. If your leader has killed at least three models and at least three times as many as your opponent's leader, then you instead score **7 Victory Points**.
- You score **1 Victory Point** if your leader causes one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If your leader kills the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **2 Victory Points**.

Special Rules

The Last Stand: Each time either leader kills a **Hero** or a multi-Wound model, they immediately regain a point of Might spent earlier in the battle.



SCENARIO 9 – CAPTURE AND CONTROL

By holding key strategic points, both armies believe they can control the field of battle and use these tactically important locations to force their enemy into defeat. Whoever controls the battlefield will have gained an important foothold for the many battles yet to come.

SCENARIO OUTLINE

Control areas of the battlefield and deny them to your foe.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual. Then, place five Objective markers on the battlefield; one is automatically placed in the centre of the board. One Objective is placed exactly halfway between the centre of the board and the centre of the northern table edge. The other three Objective markers are deployed in the same way in relation to the east, south and west 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 and roll a D6.

Players then take it in turns (starting with the player who rolled highest) to select a warband in their force and roll a D6.

On a 1-3, all models in that warband must be deployed in the deployment zone and within 12" of the centre line of the board. On a 4-6, the models can be deployed anywhere in the deployment zone. Models may not be deployed within 1" of an enemy model. Regardless of the dice roll, 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 rolls to place it as described above. Players alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest score has Priority in the first turn.

OBJECTIVES

Once one force 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 force 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 Objective marker that is under your control at the end of the game.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader or if you kill the enemy leader. Wounds prevented by a successful Fate roll do not count.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.

SPECIAL RULES

Controlling Objectives: At the start of the game, all of the Objectives are considered to be neutral and do not belong to either side. If, during the End phase of any turn, one or more of your models are in base contact with an Objective, then that Objective comes under your control. If, during the End phase both sides have models in base contact with an Objective, then that Objective returns to being a neutral Objective.



SCENARIO 10 – HEIRLOOM OF AGES PAST

Buried somewhere upon the field of battle is a long-forgotten heirloom of ages past. Having narrowed down its location, the two armies now fight for possession of this relic. However, the powers that linger upon this mysterious object are easily capable of corrupting those who hold it for too long.

SCENARIO OUTLINE

A precious relic lies upon the battlefield. They who hold it will win the day!

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual. Then, place six Objective markers on the battlefield. To place the Objectives, both players roll a D6. The player with the highest score places one Objective marker anywhere on the battlefield at least 6" away from any board edge. Their opponent then places an Objective at least 12" away from the existing Objective marker and 6" away from any board edge. The players then alternate placing the remaining Objectives, according to the restriction noted earlier.

STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues (see Special Rules [on page 21](#)).

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 force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force 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 **6 Victory Points** if your force is in possession of the relic at the end of the game. If at the end of the game you are not in possession of the relic but have more models within 3" of the relic than your opponent, then you instead score **3 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **2 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.



SPECIAL RULES

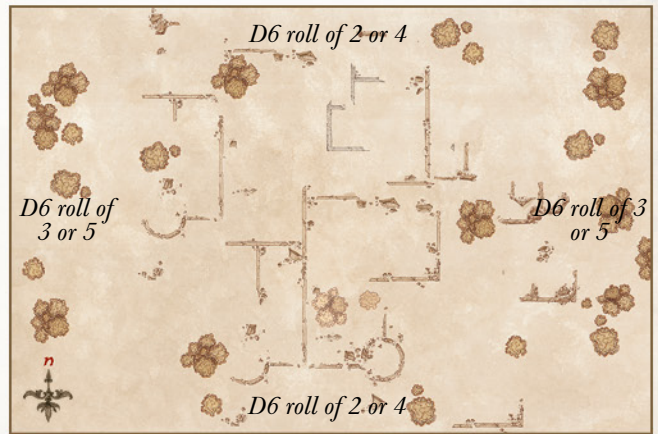
Uncovering the Relic: Only one of the Objective markers is actually the relic that both sides seek. The first time each turn an unengaged **Infantry** model ends its movement in base contact with an Objective, they may search it in an attempt to uncover the relic. When this happens roll a D6. On a 6, the relic has been discovered and the model that discovered it takes possession of it (Might cannot be used to influence this roll). If the roll is a 1-5 then the relic is not there, remove the Objective from play. If the first five Objective markers to be searched do not reveal the relic, the last one will automatically be the relic, there is no need to roll for it.

Relic of Power: The relic is treated as a Light Object (see page 109 of the Middle-earth Strategy Battle Game rules manual). However the dark powers that lie upon it may seep into the mind of its holder. Unwilling to give it up, models carrying the relic may not drop it or pass it to another model. Additionally, at the start of each turn, before Priority is rolled, roll a D6. On a 1, the model is Transfixed as on page 98 of the Middle-earth Strategy Battle Game rules manual. Might may not be used to modify this roll.

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart opposite (the warband's captain can use Might to alter the roll either up or down). Models can't Charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6 Result

- 1 The warband does not arrive.
- 2 Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 3 Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 4 You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 5 You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
- 6 You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.



SCENARIO 11 – FOG OF WAR

Amidst the maelstrom of the battle that rages, the two forces clash in an endless swirl of shields and swords. Battle plans constantly change and the two generals become locked in a battle of wits, both trying to work out their adversary's aims.

SCENARIO OUTLINE

Outwit your opponent by concealing your true objective.

THE ARMIES

Players choose their forces, as described on page 130 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 136 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 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 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 with the highest score has Priority in the first turn.

OBJECTIVES

Once one force 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 force 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

- At the start of the game secretly note down one of your own **Hero** models – this may not be your leader unless you only have one **Hero**. You score **1 Victory Point** if the nominated **Hero** is still alive at the end of the game. If the nominated **Hero** is still alive and has suffered no Wounds, you instead score **3 Victory Points**.
- At the start of the game secretly note down one of your opponent's **Hero** models – this may not be your opponent's leader unless they only have one **Hero**. You score **1 Victory Point** for causing one or more Wounds on the nominated **Hero**. Wounds prevented by a successful Fate roll do not count. If you kill the nominated **Hero**, you instead score **3 Victory Points**.
- At the start of the game secretly note down a single terrain piece in your opponent's half of the board. You score **1 Victory Point** if at the end of the game you have more models than your opponent completely within your selected terrain piece. If your opponent has no models completely within your selected terrain piece and you have at least one, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

Designer's Notes: *In this Scenario you should not reveal any of your objectives to your opponent, even if you successfully complete them during the game. Part of the skill of this Scenario is trying to work out what your opponent is attempting to accomplish, whilst simultaneously trying to mislead them into thinking that you are trying to accomplish something that you aren't.*



SCENARIO 12 – STORM THE CAMP

Both armies desire the land before them for its strategic position within Middle-earth. Setting up encampments, both forces seek to outlast their opponents and claim the land for their own. However, with neither side willing to yield its stake, war befalls these two opposing sides. It is now time to decide the dominant force by seizing the other's camp and scattering its defenders.

SCENARIO OUTLINE

Oust the enemy from their camp, while keeping yours secure.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual.

STARTING POSITIONS

Both players roll a D6. The player who scored the highest may choose one of the four table corners as their camp. They then deploy their army (including any Siege Engines) entirely within 12" of their chosen table corner. Any models that cannot be deployed within 12" of the chosen corner will move onto the board via the controlling player's corner at the end of their first Move phase. Their opponent then sets up their army entirely within 12" of the table corner diagonally opposite.

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 force has been reduced to a quarter (25%) of its starting number of models, or below, at which point the force 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.

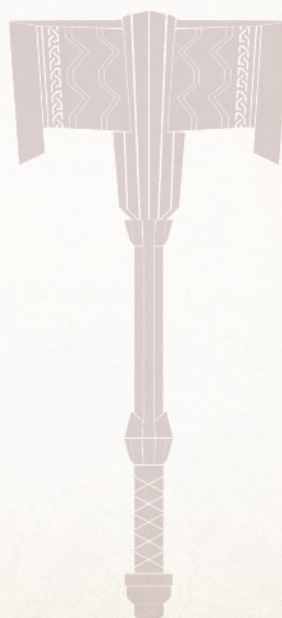
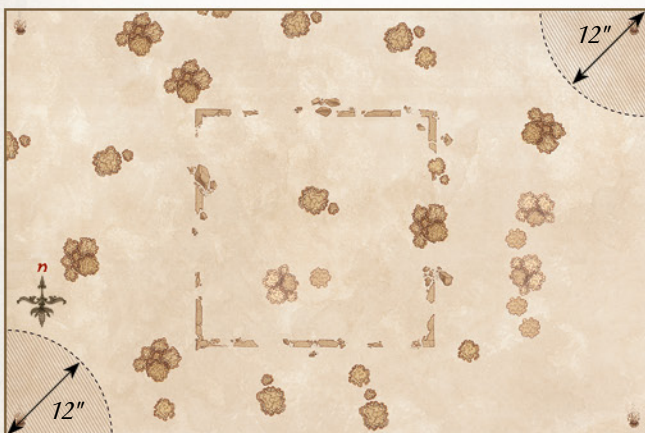
SCORING VICTORY POINTS

- You score **3 Victory Points** if your force managed to capture your opponent's camp. If your force managed to capture your opponent's camp and your camp is not captured, you instead score **6 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader. Wounds prevented by a successful Fate roll do not count. If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

The Campsite: The campsites are the deployment areas of the two armies. A campsite is captured if during the End phase of any turn you have more models entirely within your opponent's campsite than they do. Should your models subsequently leave a captured campsite, it will no longer count as being captured. In order to keep an opponent's campsite captured, you will need to keep your models within your opponent's campsite.

Models that are within their own campsite will defend it at all costs. Any model that is within its own campsite at the start of a turn will automatically pass any Courage tests it is required to make for the remainder of that turn.



SCENARIO 13 – COMMAND THE BATTLEFIELD

Two enemy forces are embroiled in a deadlock on the battlefield. Only by gaining control of the grounds they are fighting upon can either side hope to claim victory.

SCENARIO OUTLINE

The battlefield is divided into quarters; control the most to achieve victory.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual.

STARTING POSITIONS

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues (see Special Rules later).

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 force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force 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 **1 Victory Point** for each quarter of the board that has more friendly models than enemy models wholly within it. For each quarter of the board that has at least double the number of models wholly within it than your opponent, you instead score **2 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken, and your force is unbroken, you instead score **2 Victory Points**.

SPECIAL RULES

Worthless Land: The centre of the battlefield provides very little tactical value, and so is not much use to either force. Models wholly within 12" of the centre of the battlefield do not count as being in any quarter of the battlefield for working out Victory Points.

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6	Result
1	The warband does not arrive yet.
2	Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
3	Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
4	You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
5	You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
6	You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

SCENARIO 14 – RETRIEVAL

Both forces have claimed something of value from their enemy, and both will fight to reclaim what is rightfully theirs.

SCENARIO OUTLINE

Reclaim what was stolen by the enemy and escape the battlefield with it.

THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game.

LAYOUT

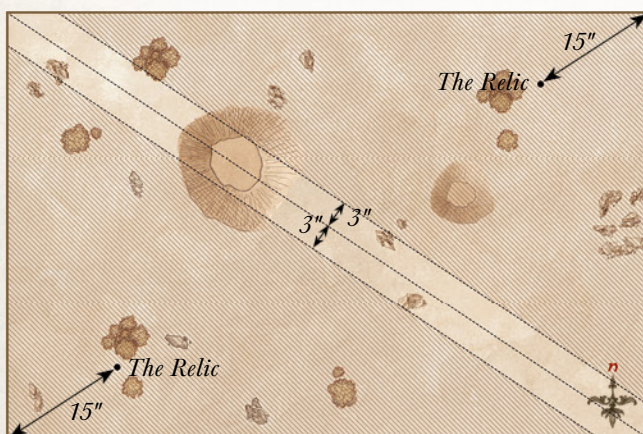
Set up terrain as described on page 136 of the Middle-earth Strategy Battle Game rules manual.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the corners of the board, and their opponent automatically has the opposite. A line is then drawn between the two chosen corners, and both players then place a single Objective marker 15" away from their corner along this line – this is their own relic.

The board is then split into two halves diagonally between the two corners that were not chosen, forming two deployment zones. The player who scored the highest then selects a warband in their force to deploy in their deployment zone, but not within 3" of the line that runs diagonally through the centre of the board. Models may not be deployed further than 6" from the captain of their warband.

When this has been done, the opposing player deploys one of their warbands in their deployment zone 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

Once one force 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 force 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 **1 Victory Point** if your opponent's relic has moved from its original position at the end of the game. If you have retrieved your opponent's relic, you instead score **3 Victory Points**. If you have retrieved your opponent's relic, and the model holding it is in your deployment zone, you instead score **5 Victory Points**. If you have retrieved your opponent's relic, and managed to move it off the board via either of the board edges in your deployment zone, you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken, and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

The Relic: Each relic is a Light Object (see page 109 of the Middle-earth Strategy Battle Game rules manual). A relic is considered to have been retrieved if at the end of the game it is being carried by a friendly model. If a relic has been picked up by an enemy model, and is then subsequently dropped or retaken by a friendly model, then a player must try to return it to its original position as quickly as possible. Until it has been picked up by an enemy model, friendly models may not pick up their own relic.

SCENARIO 15 – BREAKTHROUGH

With both forces locked in a battle for supremacy, both sides know that if they can break through their enemy's lines they can seize a valuable strategic point from their foe.

SCENARIO OUTLINE

Capture the areas of the battlefield that are worth the most to your opponent.

THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game.

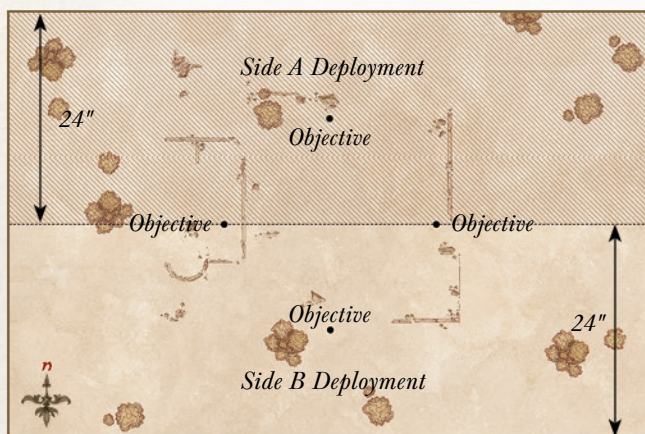
LAYOUT

Set up terrain as described on page 136 of the Middle-earth Strategy Battle Game rules manual. Then, place four Objective markers on the board. One of these is placed exactly 12" from the centre of one player's board edge, and another is placed exactly 12" from the centre of the other player's board edge. The remaining two Objectives are both placed 12" away from the centre of the board, on opposite sides, along the centreline of the board.

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 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 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 with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force 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 **1 Victory Point** if there are more friendly models than enemy models within 3" of the Objective in your own deployment zone.
- For each Objective on the centreline of the board, 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 **2 Victory Points**.
- You score **2 Victory Points** if there are more friendly models than enemy models within 3" of the Objective marker in your opponent's deployment zone. If there is at least one friendly model, and no enemy models, within 3" of this Objective, you instead score **4 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.



SCENARIO 16 – DESTROY THE SUPPLIES

By destroying the supplies and rations of their enemy, one force can gain an immediate upper hand in the battles between the two armies.

SCENARIO OUTLINE

Destroy your opponent's supplies whilst protecting your own.

THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game.

LAYOUT

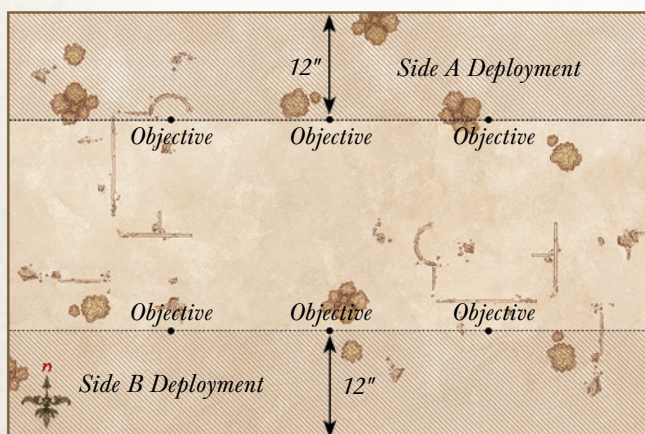
Set up terrain as described on page 136 of the Middle-earth Strategy Battle Game rules manual. Then, place three Objective markers in each player's deployment zone so that the Objectives are equidistant along the edge of each player's deployment zone, with one in the centre.

The first is placed 12" from the centre of the player's board edge. The others are then placed halfway between the central Objective and the board edges on either side, so that all three Objective markers are equidistant along the edge of one player's deployment zone.

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 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 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 force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force 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 enemy supply marker that has been destroyed.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken, and your force is unbroken, you instead score **2 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner, and your opponent has none remaining, then you instead score **2 Victory Points**.

SPECIAL RULES

Supply Markers: The Objective markers represent a series of supplies that both sides are trying to destroy. To destroy an enemy supply marker, a model must be in base contact with the marker during the End phase of a turn having not cast any Magical Powers, used a missile weapon, been involved in a Fight, or been under the effects of the Paralyse, Immobilise or Transfix Magical Power during that turn. Once a supply marker has been destroyed, remove it from play.



SCENARIO 17 – DIVIDE & CONQUER

With battle having divided two opposing 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 forces, as described on page 130 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 136 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 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 within 12" of 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 with the highest score has Priority in the first turn.

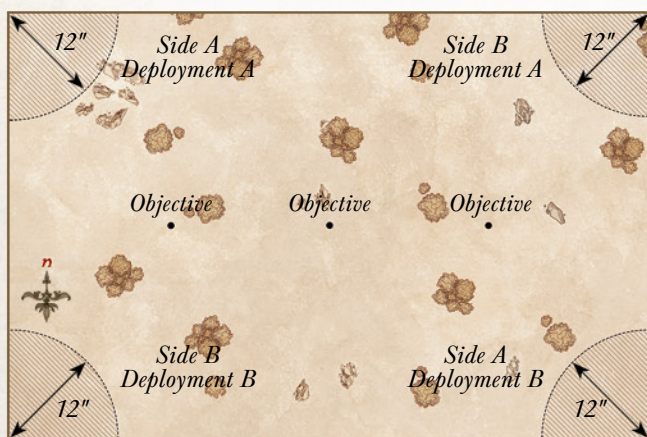
OBJECTIVES

Once one force 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 force 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 **5 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 **2 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.



SCENARIO 18 – ASSASSINATION

For each side, 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 forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual.

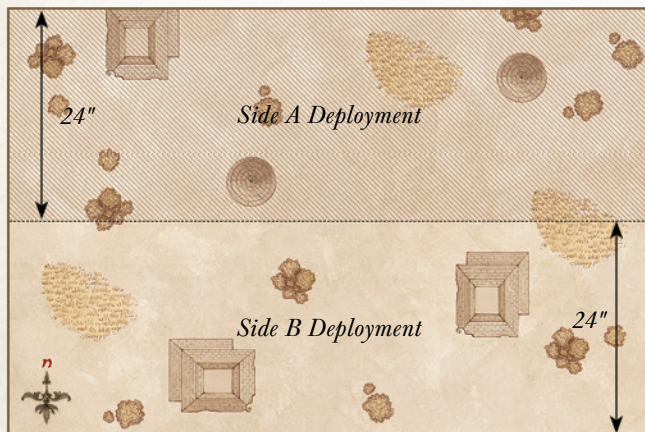
STARTING POSITIONS

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 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 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 with the highest score has Priority in the first turn.



OBJECTIVES

Once one force 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 force 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 **1 Victory Point** 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 Wound, you instead score **3 Victory Points**. If your target has been slain, you instead score **5 Victory Points**. If your target has been slain, and your assassin caused the fatal Wound, you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken, and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

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 leader 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 leader unless you only have one **Hero**.



DOUBLES EVENTS



*"I can't carry it for you, but I can carry you.
Come on!"*

- Samwise Gamgee, The Lord of the Rings: The Return of the King

Doubles events have always been a popular way to play the Middle-earth Strategy Battle Game; there is just something about teaming up with a friend to do battle against another team that most hobbyists get a real kick out of. Being able to team up and use your collective gaming experience and knowledge to play a game, and no doubt have a friendly rivalry along the way about whose part of the army can kill the most, are just some of the reasons that Doubles games will often stick in the minds of those who play them for many years.

Over the next few pages, we are going to present some additional rules for playing Doubles events, as well as six brand new Scenarios specially written for Doubles games for Tournament Organisers to use at their events. Each Scenario is balanced in the same way as the standard Matched Play Scenarios so that they can be used in Doubles tournaments, and will provide a new fun twist on playing Doubles games.

When running a Doubles event, it will follow the same format as a standard tournament with the exception that the event will use the Doubles Scenarios presented over the next few pages rather than the Scenario Pool system.

THE ARMY

A Doubles army will always comprise two forces, each controlled by a different player. Each force must be built to the same points limit, so that each force has half of the overall points. The two forces may not share leftover points with their partner.

For example: Jay and Rob are playing as a team, each with a 400 point force. Although Jay only spends 395 of his points, he may not give his spare 5 points to Rob and so Rob can still only spend 400 points as well.

A force must be from a single Army List, and so may not contain any models from a different Army List. However, one force may be from a different Army List to the other.

Bow Limit is calculated for each force individually, not across the whole army.

The rules for Allies will still apply in Doubles events, so if the two forces are from the same Army List, or are Historical Allies, then they will keep their respective Army Bonuses.

At the beginning of each game, before rolling for deployment zones, both players in a team roll-off (re-rolling any ties) with the force belonging to the player that scored highest becoming the Primary Force, and the other becoming the Secondary Force.

LEGENDARY LEGIONS

If players wish then they may elect to play using a Legendary Legion. In this situation both players must bring a separate force from the same Legendary Legion, following all the usual restrictions. If, however, a Legendary Legion requires certain **Hero** models to be taken as part of the force, then only one player will be able to bring that **Hero** (there is only one of them after all!). Restrictions for a Legendary Legion are applied across the whole army; however, each force must contain its own separate warbands.

For example: Jay and Rob have decided to use the Return of the King Legendary Legion. Jay chooses to have Aragorn in his list, whilst Rob takes the King of the Dead. This way, as a team they have fulfilled the criteria for the Legendary Legion (having to take Aragorn and the King of the Dead) even though each individual force may not.

If a Legendary Legion states that a specific **Hero** is always the army leader, then whichever force the model is in will automatically be the Primary Force for each game – there is no need to roll.

THE LEADER

The leader of the Primary Force is considered to be the leader of the entire army for the duration of that game.

BREAKING

For Doubles games, the Break Point is worked out across the entire army rather than each individual force.



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

Kill as much of the enemy force as possible whilst protecting your own in the centre of the battlefield.

THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game.

LAYOUT

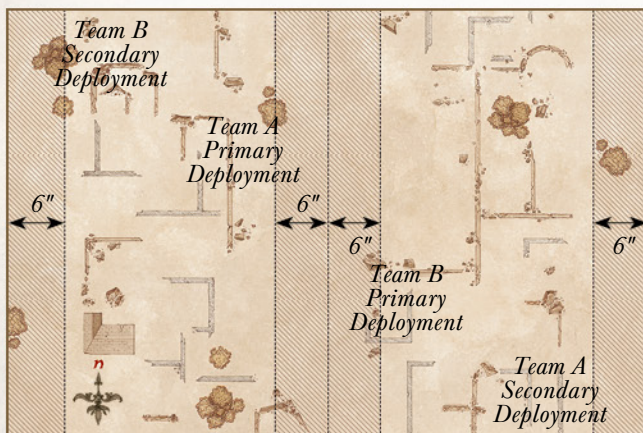
Set up terrain as described on page 136 of the Middle-earth Strategy Battle Game rules manual.

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 within 6" of the centreline of the board in their deployment zone. Team B then deploys their Primary Force within 6" of the centreline of the board in their deployment zone. Team A then deploys their Secondary Force 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 with the highest score has Priority in the first turn.

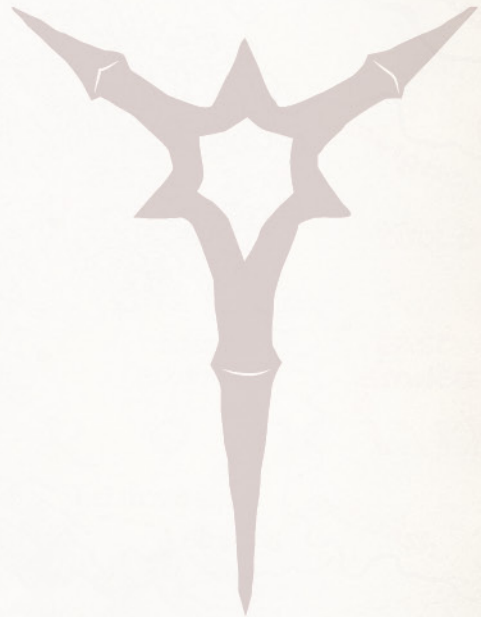


OBJECTIVES

The game lasts until the end of a turn in which one force 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** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **3 Victory Points** if the enemy force is Broken at the end of the game. If the enemy force is Broken, and your force is unbroken, you instead score **5 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner, and your opponent has none remaining, then you instead score **2 Victory Points**.
- You score **2 Victory Points** if you kill the leader of the Secondary Force.



SCENARIO 2 – TOTAL CONQUEST

Two enemy forces are embroiled in a deadlock on the battlefield. Only by their allies joining the fight and taking control of key areas can they achieve victory.

SCENARIO OUTLINE

There are five Objective markers on the board. Control the most to achieve victory

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual. One Objective marker is deployed in the centre of the board. The other four Objective markers are placed halfway in-between the centre of the board and each corner as shown on the map.

STARTING POSITIONS

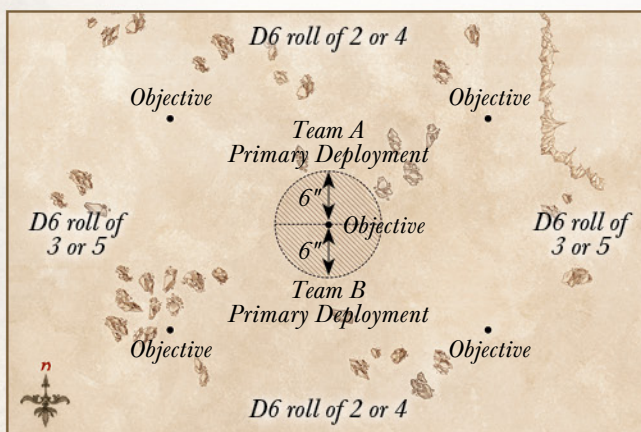
Both teams roll a D6 – the team that scores highest becomes Team A and chooses one of the deployment zones in the centre of the board. Team A then deploys their Primary Force within 6" of the centre of the board in their deployment zone. Team B then deploys their Primary Force within 6" of the centre of the board in their deployment zone. Both Secondary Forces are kept aside for later in the game.

INITIAL PRIORITY

Both teams roll a D6. The team with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force 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 **2 Victory Points** for each Objective marker that has at least one of your models, and no enemy models, within 3".
- You score **1 Victory Point** for each Objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3".
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

D6	Result
1	The warband does not arrive yet.
2	Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
3	Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
4	You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
5	You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
6	You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

SCENARIO 3 – TAKE AND HOLD

The two rival forces are converging upon a site of great power; whomever controls it will secure victory.

SCENARIO OUTLINE

Control the central objective to claim victory.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual. A single Objective marker is placed in the centre of the board.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A and chooses a corner. The chosen corner and the one opposite are Team A's deployment zones; the other two corners are Team B's deployment zones. Team A then deploys their Primary Force within 12" of their chosen corner. Team B then deploys their Primary Force within 12" of one of their corners. Team A then deploys their Secondary Force within 12" of their other corner. Finally, Team B deploys their Secondary Force within 12" of their other corner.

INITIAL PRIORITY

Both teams roll a D6. The team with the highest score 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 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.

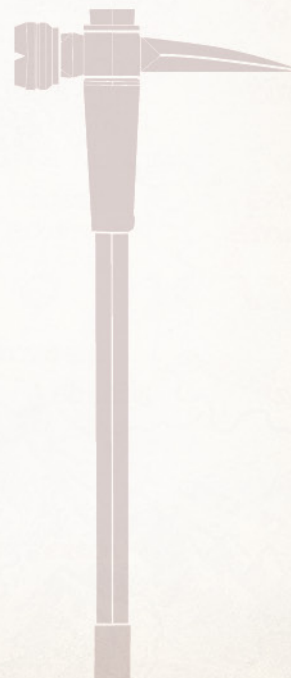
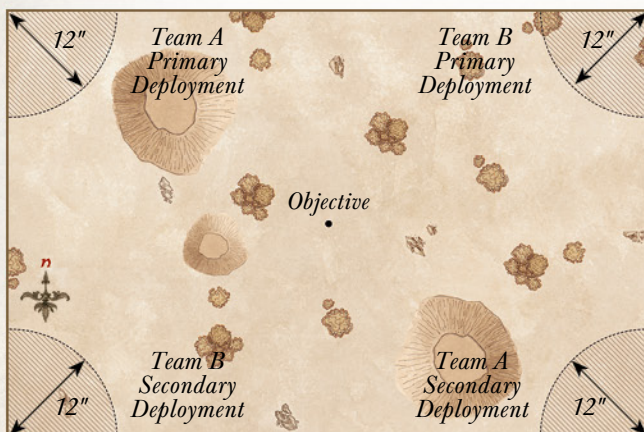
SCORING VICTORY POINTS

- You score **3 Victory Points** if your team has more models within 6" of the Objective Marker than your opponents. If your team has at least two models and twice as many models within 6" of the Objective marker than your opponents, then you instead score **5 Victory Points**. If your team has at least three models and three times as many models within 6" of the objective than your opponents, then you instead score **7 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Site of Power: The area that both forces are fighting over is an ancient place of great power that is said to be imbued with magic.

Models within 6" of the Objective marker gain the Resistant to Magic special rule, and may re-roll failed Fate rolls.



SCENARIO 4 – CLASH OF CHAMPIONS

The two allied leaders must show their combined might against that of their enemies; whoever slays the most shall earn a great victory.

SCENARIO OUTLINE

Have both forces' leaders kill more than the two enemy leaders.

THE ARMIES

Players choose their forces, as described on page 130 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 136 of the Middle-earth Strategy Battle Game rules manual.

STARTING POSITIONS

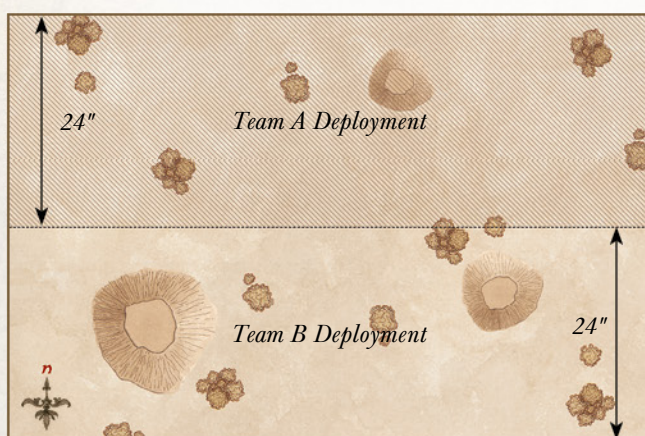
Both teams roll a D6 – the team that scores highest becomes Team A and chooses a board edge. Team A then deploys their Primary Force within 24" of their board edge. Models may not be deployed further than 6" from the captain of their warband. When this has been done, Team B deploys their Primary Force within 24" of their board edge. Teams then take it turn to deploy their Secondary Forces following the same restrictions.

INITIAL PRIORITY

Both teams roll a D6. The team with the highest score has Priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force 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

- Keep a count of how many kills the leaders of both forces score in combat throughout the course of the battle. Note, kills caused by shooting, Magical Powers or the Hurl Brutal Power Attack do not count towards your leader's score. You score **3 Victory Points** if your leaders have killed more models than your opponent's leaders. If your leaders have killed at least two models and at least twice as many as your opponent's leaders, then you instead score **5 Victory Points**. If your leaders have killed at least three models and at least three times as many as your opponent's leaders, then you instead score **7 Victory Points**.
- You score **2 Victory Points** for each enemy leader that has been killed in combat by one of your team's leaders.
- You score **1 Victory Point** if the enemy army is Broken at the end of the game.

SPECIAL RULES

Friendly Rivalry: Whilst the two allies' leaders are fighting alongside each, they are still both trying to prove that they are the better fighter of the two.

Keep a record of how many kills the leaders of both forces have killed in combat individually. For each army, whichever of the two leaders has the least kills out of the two in combat gains a bonus of +1 To Wound during a Fight. This bonus ends immediately as soon as they have drawn equal to or overtaken their ally.



SCENARIO 5 – CORNERED

With one force surrounded, their allies must fight to save them from the combined might of their enemies.

SCENARIO OUTLINE

The defenders must seek to protect the central force, whilst the attackers seek to destroy them.

THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game.

LAYOUT

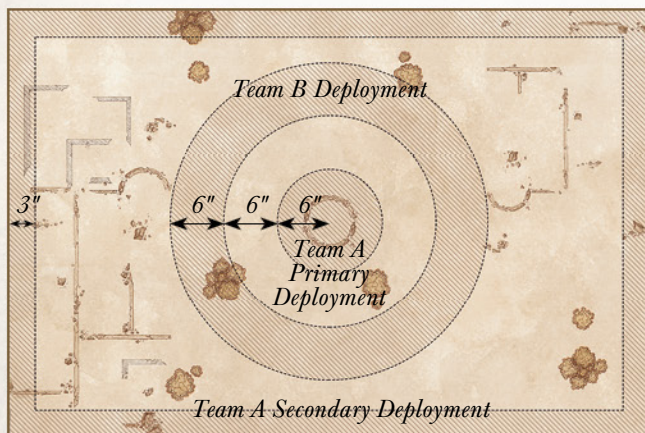
Set up terrain as described on page 136 of the Middle-earth Strategy Battle Game rules manual. There should be a terrain piece in the centre of the board, no more than 6" in diameter, for the team that ends up in the middle to defend.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A. Team A then deploys their Primary Force within 6" of the centre of the board. Team B then deploys their entire army at between 6" and 12" away from Team A's deployment area. Team A then sets up their Secondary Force anywhere within 3" of any board edge.

INITIAL PRIORITY

Both teams roll a D6. The team with the highest score 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 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

- Team A scores **1 Victory Point** if their leader is alive at the end of the game. If Team A's leader is alive at the end of the game, and has suffered no Wounds, they instead score **3 Victory Points**.
- Team B scores **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If they kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken, and your force is unbroken, you instead score **3 Victory Points**.
- You score **2 Victory Points** if your team has more models within the central terrain piece than your opponents. If your team has at least twice the number of models in the terrain piece than your opponents, you instead score **4 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner, and your opponent has none remaining, then you instead score **2 Victory Points**.

SCENARIO 6 – DUEL OF WITS

Each force has been tasked with eliminating key enemy targets, though in the heat of battle they have been unable to relay this information to their allies.

SCENARIO OUTLINE

Each force secretly selects an enemy Hero. Try to kill the Heroes chosen by your team, whilst simultaneously getting your selected Heroes into the centre of the board.

THE ARMIES

Players choose their forces, as described on page 130 of the Middle-earth Strategy Battle Game rules manual, to an equal points value before the game.

LAYOUT

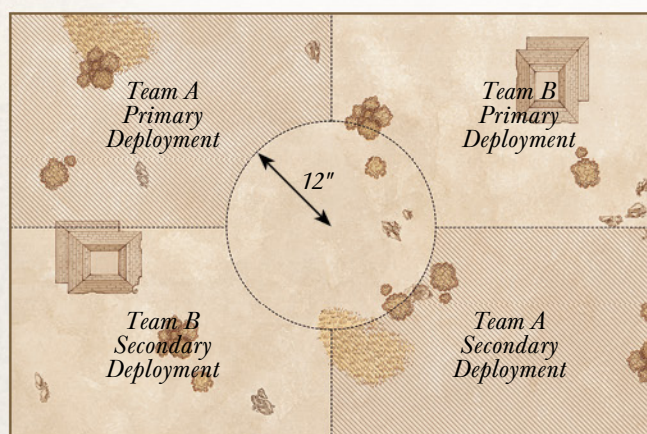
Set up terrain as described on page 136 of the Middle-earth Strategy Battle Game rules manual.

STARTING POSITIONS

Both teams roll a D6 – the team that scores highest becomes Team A. Team A then chooses two opposite quarters of the board, and then deploys their Primary Force within one of their chosen quarters but not within 12" of the centre of the board. Team B then deploys their Primary Force within one of the two remaining quarters, but not within 12" of the centre of the board. Team A then deploys their Secondary Force within their other quarter, but not within 12" of the centre of the board. Finally, Team B deploys their Secondary Force within the last remaining quarter, but not within 12" of the centre of the board.

INITIAL PRIORITY

Both teams roll a D6. The team with the highest score 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 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

At the start of the game, each player secretly writes down one enemy **Hero** model to be the target of their forces. This means that each team will have two targets. Players may not discuss with their partner which **Hero** they have chosen for the duration of the game – it is secret from all players except the player who wrote it down.

- You score **1 Victory Point** for each of your team's targets that has been wounded. For each of your team's targets that has been slain, you instead score **2 Victory Points** (if the same **Hero** was chosen by both players, you score the Victory Points twice if they are wounded or slain).
- You score **2 Victory Points** for each of your opponent's targets that are within 6" of the centre of the board at the end of the game (if the same **Hero** was chosen by both players, you score the Victory Points twice if they are within 6" of the centre of the board).
- You score **1 Victory Point** if the enemy force is Broken at the end of the game. If the enemy force is Broken, and your force is unbroken, you instead score **2 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner, and your opponent has none remaining, then you instead score **2 Victory Points**.



CAMPAIGN EVENTS



“You shall be, The Fellowship of the Ring!”

- Elrond, The Lord of the Rings: The Fellowship of the Ring

Not every gaming event has to be a winner-takes-all tournament, pitting players against one another in order to find out which of them is the best on that particular day. Sometimes, it is nice to run a different type of event where players can try out new armies or play as part of a larger team.

Campaign events are another way for a group of gamers to play games together over a weekend, and have always proved to be pretty popular among fans of the Middle-earth Strategy Battle Game. Grouping players into factions allows them to battle over key areas of Middle-earth in order to try to conquer it for their faction, adding that extra layer of depth to your weekend as it is not just your results that matter, but those of your entire team.

Over the next few pages we are going to present you with the structure for running your own Campaign events, providing you with guidelines for selecting factions, special rules for fighting in different areas of Middle-earth, how to work out which faction controls each area and, most importantly, a campaign map for the players to fight over.

A Campaign event can last a single day, a whole weekend, or even be played across multiple evenings at your local gaming group. As such, a Campaign event should be a much more relaxed type of event where players can simply enjoy the games they play and record their results as a team rather than as individuals.

FACTIONS

When starting a Campaign event, the players will need to be split into equal sized factions if possible. This could be as simple as having all the players with Good armies on one faction, and all the players with Evil armies on the other. You could split the factions up by races such as Men, Orcs, Elves or Dwarves, or split up the players by any other manner you see fit.

It is likely that you may not be able to split all the players as evenly as you wish; there may be more Good armies than Evil armies, for example. In these situations it is best to find a few willing players on the larger faction to move over to balance the numbers equally.

If an event has an odd number of players then a spare player will be required to ensure all players have an opponent. When organising a spare player, bear in mind that they will not know which faction they will be playing until the day so they will need to have access to an army for every available faction on the day depending on which side has the least number of players.

PAIRINGS

A Campaign event should have a total of six rounds, each one played in one of the six different regions of Middle-earth (as explained later). When determining pairings, players are randomly matched up against other players from different factions, ensuring that no player is paired against the same opponent as previously, or any players from their own faction. If this happens, simply swap one of the two players with a player from a nearby table so that all players have an opponent they have not yet played.

After players have been paired up, and any re-pairings sorted out, the Region that is being fought over and the Scenario to be played need to be decided. The Scenarios will be chosen from the 18 Matched Play Scenarios listed previously in this supplement. To decide which of the Scenarios will be played, follow the same process for determining a Scenario for a Matched Play event as found [on page 8](#).

To decide on which Region all players will be fighting over, roll a D6 and consult the chart below. Once a Region has been fought over once it cannot be fought over again – its fate will already have been decided. This way, each Region will be fought over once in an event.

D6	Result
1	Eriador
2	Rohan
3	Rhovanion
4	Mordor
5	Haradwaith
6	Gondor



WINNING THE CAMPAIGN

At the end of each round, count the number of wins each faction has achieved whilst fighting in the selected Region. Whichever faction has the most wins will gain control of that Region for the remainder of the campaign.

At the end of the campaign, whichever faction controls the most Regions will be declared the winner!

If both factions control the same number of regions then the campaign is a draw.

Example: In round one, the Good and Evil factions are fighting over Mordor. After collecting all of the results from round one, it is determined that the Good side won 43 games, whilst the Evil side won 57. Because of this, the Evil side now controls Mordor and gains the benefits associated with it.

After all six rounds have been played, the Good side controls Rohan, Eriador, Rhovanion and Haradwaith, whilst the Evil side controls Mordor and Gondor. As the Good side holds the most Regions, they are declared the overall winners!

REGIONS

Each of the Regions that can be fought over has its own special rules that apply whilst fighting in that Region, and its own Campaign Bonus that whoever controls that Region will benefit from for the remainder of the campaign.



ERIADOR

The Elvish name for the lands in between the Misty Mountains to the west and the Blue Mountains to the east, also known as the Lone-lands. It is here that the likes of Rivendell, Arnor and the Shire can be found.

SPECIAL RULE

Protection of the Elves: Whilst fighting a battle in Eriador, all models gain the Resistant to Magic special rule.

Campaign Bonus: If your faction controls Eriador, then **Hero** models in your army may re-roll results of a 1 when making Fate rolls.



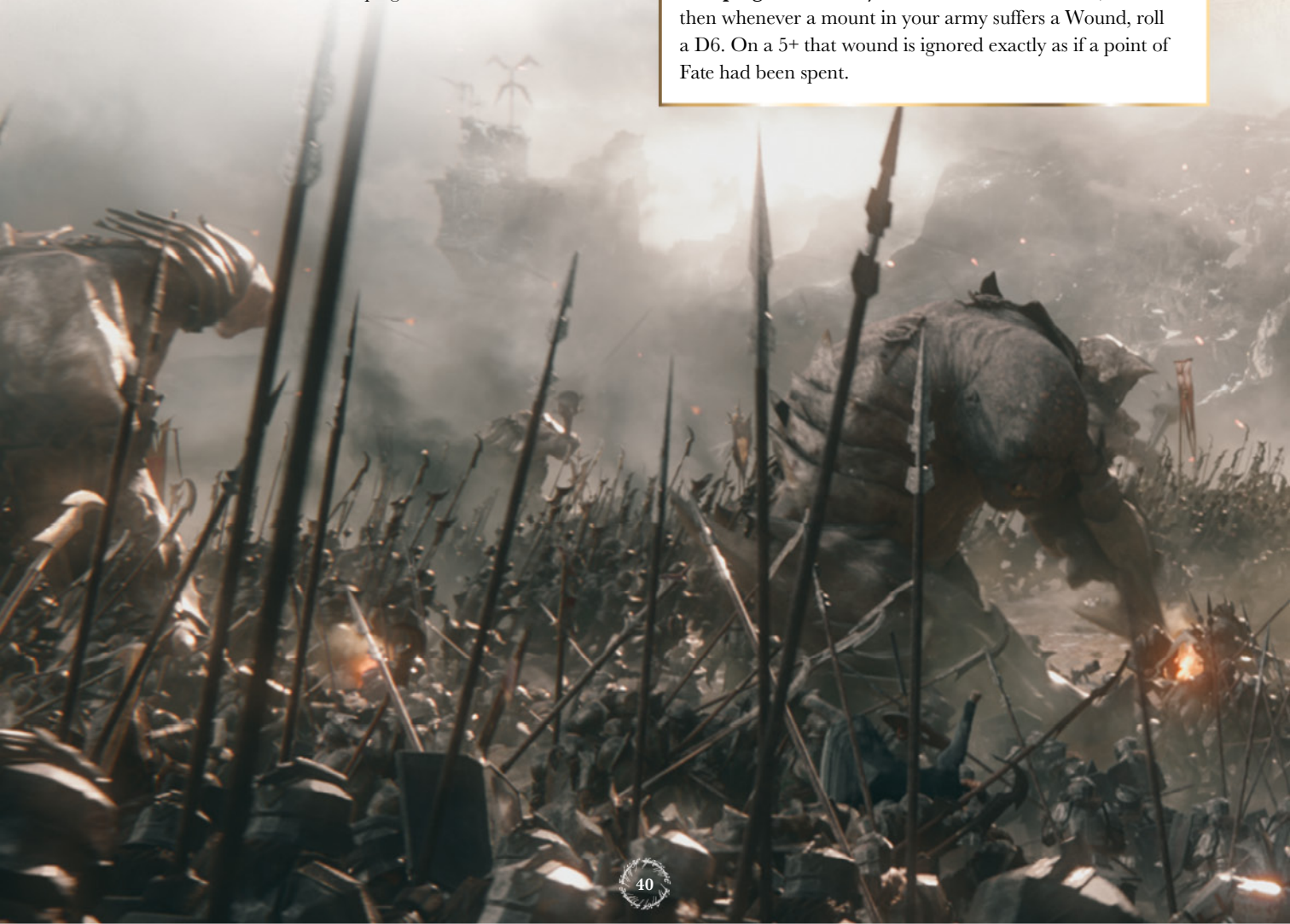
ROHAN

Originally the Gondorian province of Calenardhon, Rohan was gifted to the Horse-lords by the steward Cirion in the year 2510 of the Third Age. Ever since then, the Rohirrim have ever been the allies of Gondor.

SPECIAL RULE

Home of the Horse-lords: Whilst fighting a battle in Rohan, all **Hero** models gain the Horse Lord special rule.

Campaign Bonus: If your faction controls Rohan, then whenever a mount in your army suffers a Wound, roll a D6. On a 5+ that wound is ignored exactly as if a point of Fate had been spent.



★ RHOVANION

The wide lands between the Misty Mountains in the west, and the River Celduin in the east. They contain many great kingdoms and settlements such as Mirkwood, Lothlórien, Erebor and Dale.

SPECIAL RULE

Stand and Fight: Whilst fighting a battle in Rhovanion, all models must re-roll failed Courage tests for being Broken.

Campaign Bonus: If your faction controls Rhovanion, your leader gains the Fearless special rule.

👁️ MORDOR

The black lands of Sauron; Mordor is a region of evil and darkness. Surrounded by the Ash Mountains to the north and the Mountains of Shadow to the west and south, Mordor has been the dwelling place of Sauron since the Second Age.

SPECIAL RULE

Eye of Sauron: Whilst fighting a battle in Mordor, the Eye of Sauron will be watching. At the start of the game, place a 25mm marker in the centre of the board; this is where the Eye of Sauron is focused. During the Priority phase, after Priority has been determined, the player with Priority may move the marker up to 6". Good models within 3" of the marker suffer a -1 penalty to their Courage value. Evil models within 3" of the marker may re-roll 1s To Wound when making Strikes.

Campaign Bonus: If your faction controls Mordor, then **Hero** models in your army gain the Terror special rule.

👤 Haradwaith

To the south of Gondor and Mordor lies the vast desert region of Haradwaith. These arid and desolate lands play home to the hardy and ruthless 'south-folk' who have ever sought to wage war on the lands of Gondor to their north.

SPECIAL RULE

Desolate Land: Whilst fighting a battle in Haradwaith, the great heat of the desert lands will have an effect on those fighting. Models with Heavy armour, Dwarf armour or Heavy Dwarf armour reduce their Move allowance by 1".

Campaign Bonus: If your faction controls Haradwaith then **Hero** models in your army gain the Poisoned Weapons special rule for all of their weapons.

🌳 GONDOR

The southern kingdom of Men formed by the high king Elendil upon his arrival in Middle-earth, Gondor is a great realm that has ever been a bastion against the Evil of Mordor to the east; protecting the free lands against Sauron's forces.

SPECIAL RULE

City of Númenor: Whilst fighting a battle in Gondor, all models add 1 to their Courage value.

Campaign Bonus: If your faction controls Gondor then the range of banners in your army is increased to 6".



Campaign for
middle-earth

northern wäsee



ADDITIONAL RULES

Whilst the rules we have presented in this supplement are all players need to run their own tournaments and gaming weekends, this doesn't mean they are the only rules that can be used in such events. In fact, many tournaments will use their own additional rules to add extra flavour to their event to make it that little bit more unique.

Over the next few pages we are going to present you with a selection of additional rules that Tournament Organisers can make use of when putting together their own event. These can be used at the discretion of the Tournament Organiser, who may decide to implement one, or more, of these additional rules at their own events.

MAJOR AND MINOR VICTORIES

Some events may like to reward those players that gain an impressive victory more than those who simply managed to eke out a win by the narrowest of margins. To allow for this, Tournament Organisers may choose to use Major and Minor victories to further separate the players in the rankings.

If a player achieves double or more Victory Points than their opponent, they will achieve a Major Victory while their opponent will receive a Major Loss. If a player wins their game, but doesn't score double or more Victory Points than their opponent, they will earn a Minor Victory whilst their opponent will receive a Minor Loss.

For example: In a tournament, Jay beats Rob by 9 Victory Points to 4. As Jay has scored at least double the number of Victory Points as Rob, Jay achieves a Major Victory whilst Rob receives a Major Loss.

On the next table, Sam beats Adam by 3 Victory Points to 2, and so Sam wins a Minor Victory, giving Adam a Minor Loss.

If a tournament uses this system, then it should change the Tournament Points scored as provided on page 5 to the following:

Major Victory: 6 Tournament Points

Minor Victory: 5 Tournament Points

Draw: 2 Tournament Points

Minor Loss: 1 Tournament Point

Major Loss: 0 Tournament Points

SWITCHING TIEBREAKERS

If a Tournament Organiser wishes, they may choose to change the order of the tiebreakers listed on page 5 to better suit the theme of their event. They may even choose to add in additional tiebreakers for their own event. However, whatever the Tournament Organiser decides to use as their tiebreakers should be made clear to all players before the start of the event.

Below are some additional ideas for tiebreakers that can be used if a Tournament Organiser wishes:

- Favourite Game votes
- Number of Secret Objectives achieved (see page 45)
- Number of games where your leader has survived
- Number of Major Victories
- Favourite Army votes

The style of event that is being run will often dictate the tiebreakers used. In a more competitive Matched Play environment, Tournament Organisers will often stick to the main tiebreakers laid out on page 5, maybe with others added afterwards if needed. However, in more relaxed events, tiebreakers such as Favourite Game votes or Favourite Army votes are more likely to be used to add to the more relaxed nature of the event.



ESCALATION EVENTS

Some events like to use what is known as an Escalation format for the armies that the players will use. What this means is that players will start with a small army, then add more and more to their army following each game – though they cannot remove anything from their army after it has been added in.

What this results in is the constantly changing state of an army, one where players can grow their force over the course of the event.

For example: In a two-day event, players may start off with 500 points for the first two games, then increase to 600 points for the second two games. On the second day they play the first two games at 750 points, before playing the final game at 1,000 points.

There are a couple of things that are important to remember when running these Escalation style events. Firstly, at the start of the event players will need to submit all of their army lists for all of the points levels they will be playing. Secondly, the Tournament Organiser will need to make sure that they have taken the increased points levels into account when deciding on how long to run each round for.

SECRET OBJECTIVES

One extra rule that can be a lot of fun at events is the use of Secret Objectives. These are a selection of additional missions that players can choose from at the start of a round, and will try to achieve during their game without revealing them to their opponent. Often, events that use these Secret Objectives will use them as the first tiebreaker; so they are rather important when in use!

There are a total of 12 different Secret Objectives that can be used (provided over the following pages). At the start of the game, each player should select three of the Secret Objectives to put forward without making them known to their opponent. Their opponent will then roll a D3 to determine which of the three will then be used during the game. Once a Secret Objective has been selected to be used in a game, then it cannot be put forward again for the remainder of the event. Players should write down the Secret Objective they are trying to achieve on a piece of paper and place it at the edge of the board. They should also submit which Secret Objective they've used, and whether they were successful in achieving it, to the Tournament Organiser at the end of the game.

It is important to note that not all Secret Objectives will always be achievable in every game. For example, if your opponent has no **Monster** models in their army, then you won't be able to score the Bring them Down! Secret Objective as there will be no **Monster** models to kill.





BRING THEM DOWN!

Kill all **Monster** models in your opponent's army by the end of the game. **Monster** models that flee the board count towards scoring this Secret Objective.



DUEL TO THE DEATH

Have your leader kill the enemy leader in combat. Your leader must cause every Wound to the enemy leader to score this Secret Objective.



SENDING A MESSAGE

Kill the most expensive **Hero** model (include wargear in their points cost) in your opponent's force. If the most expensive **Hero** is part of two **Hero** models bought together (e.g., Elladan & Elrohir or Murin & Drár), then you must kill both to score this Secret Objective.



MINIMISE CASUALTIES

Have at least 75% of your starting number still alive at the end of the game.



UNSUNG HERO

Have the cheapest **Hero** model in your force alive at the end of the game. If the cheapest **Hero** is part of two **Hero** models bought together (e.g., Sigrid & Tilda), then you must have both alive at the end of the game to score this Secret Objective.



COMBAT MASTER

Have any **Hero** model in your force kill at least 10 enemy models over the course of the game.



RANGED WARFARE

Kill more enemy models with shooting attacks than your opponent by the end of the game.



SLAY THE WIZARD

Kill all enemy models that can cast Magical Powers by the end of the game. Enemy models that flee the board count towards scoring this Secret Objective.



MASTER OF WOODLAND

Control any piece of woodland terrain on the board at the end of the game. To control a terrain piece you need at least three friendly models wholly within the terrain piece and no enemy models wholly within that terrain piece.





MASTER OF CITIES

Control any building on the board at the end of the game. To control a building you need at least three friendly models wholly within or on the building and no enemy models wholly within or on that building.



TAKE AND HOLD

Have at least twice as many models wholly within 6" of the centre of the board than your opponent at the end of the game.



WORTHY LEADER

Have your leader survive the game having suffered no Wounds and spent no Fate points.





“Axe or Sword? What’s your weapon of choice?”

- Thorin Oakenshield, The Hobbit: An Unexpected Journey