

Control the Artifacts!

DESCRIPTION

Rumors of ancient and powerful items have been spreading across the wilds of Middle-earth, this token is rumored to be mighty enough to swing the tide of war. Two armies redirect their march to its rumored location, seeking to claim it for their cause. The exact nature of the artifacts is unknown and each potential item needs to be studied closer.

LAYOUT

The tables will use preset terrain features that should not be moved during the set up and game play. Three objective markers are placed evenly on the board in a diagonal line.

STARTING POSITIONS

The armies set up from opposite corners. Roll a dice to see which player gets to pick the corner they set up in. The opposing player sets up in the diagonally opposite corner. Models must be set up on the table within 18" of their corner. The player that picked the corner to deploy in sets up his army first, followed by his opponent.

OBJECTIVES

Both sides are seeking to seize the artifacts and control them so that they can be studied in more detail. When the first objective is claimed, you and your opponent must start counting game turns. The game will end at the completion of the 10th turn after the first Artifact has been claimed OR at the end of the turn in which one army has been completely eliminated.

MAJOR VICTORY / MAJOR DEFEAT

Your army controls all three artifacts at the end of the game.

MINOR VICTORY / MINOR DEFEAT

Your army controls more artifacts than your opponent at the end of the game.

DRAW

Any other result.

OUT OF TIME

In the case that time is called, determine the outcome using the victory conditions above.

SPECIAL RULES

The Artifact. Each artifact must be dug out of the soil before it can be carried anywhere. Any model (non-mounted) in base contact with the counter at the end of the Fight phase may attempt to free it - roll a D6. For every model that is in base contact with the objective marker you may add one to the D6 roll. No might may be used to modify this roll. On a 4+, the artifact has been freed from the soil and is immediately picked up and treated as a light item (see page 72 of the main rules manual for details on carrying light items.) If a model carrying an artifact is killed in hand-to-hand combat, the artifact is immediately transferred to a model that was involved in the winning fight.

Control the Battlefield!

DESCRIPTION

The battlefield must be held! The army that controls this area will be at a distinct advantage in the days to come. Dominance here can only be achieved by driving the enemy back from several key points - failure is not an option.

LAYOUT

The battlefield is dominated by 5 key objectives that must be captured and held against the enemy. Each player should place two objective markers in the center of each quadrant of the board. The fifth objective will be placed in the very center of the board. The tables will use preset terrain features that should not be moved during the set up and game play.

STARTING POSITIONS

The armies set up from opposite edges. Roll a dice to see which player gets to pick a table edge. The opposing player sets up from the opposite table edge. The player that picked the deployment edge will set up their army first, up to 6" in from the table edge. The opposing player then does the same, but from the opposite edge.

OBJECTIVES

The game will be played with a variable ending condition. At the end of the turn in which one side has been reduced to 50% strength, roll a D6 and both sides will play that many additional turns. If an opponents army is completely eliminated before the necessary number of turns are completed, the game will also end. When the game ends, the player who has the most models within 3" of each objective is considered to have captured it.

MAJOR VICTORY / MAJOR DEFEAT

You have captured four or five more objectives than your opponent.

MINOR VICTORY / MINOR DEFEAT

You have captured two or three more objectives than your opponent.

DRAW

Any other result.

OUT OF TIME

In the case that time is called, the above conditions will still be valid.