

## **Lord of the Rings Championship PRIMER SCENARIO #1**

### **Description**

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### **Layout**

Terrain will be pre-set for the event. Players should place four tokens in each corner of the table. These should be placed exactly 12" in from each corner of the table.

### **Starting Positions**

Both players should roll a dice and the winner should pick a table corner to deploy from. The opposing player sets up from the opposite corner. The player who picked the deployment zone will place their army first. Models may be placed up to 12" in from the table corner. The opposing player then does the same, but from the opposite table corner.

### **Objectives**

Both sides are seeking to claim the objective markers. When the game ends, the player who has the most models within 2" of the marker is considered to have captured it. Once one force is broken, the battle might suddenly end. At the end of the turn after this condition is met, roll a dice: On a roll of 1 or 2 the game ends immediately, on a 3 or 4 the game continues for 2 more rounds and then ends, on a 5 or 6 the game continues for 4 more rounds and then ends. The game also ends if time is called.

#### **Major Victory\Defeat**

You have captured all 4 objectives.

#### **Minor Victory\Defeat**

You have captured more objectives than your opponent.

#### **Draw**

You have captured the same number of objectives.

### **Bonus Victory Points**

3 bonus points will be awarded to the player that finishes that game unbroken. If both teams are unbroken at the end of the game no one receives these points.

### **Special Objective Markers**

If a player captures two or more objective markers they can re-roll 1 dice roll in their next game. These can only be used during the next game.

## **Lord of the Rings Championship PRIMER SCENARIO #1b**

### **Description**

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### **Layout**

Terrain will be pre-set for the event. Players should roll a dice and the winner can choose to be the attacker or defender for this scenario. The defender should place three tokens, one in each corner of the table, leaving one corner with no marker. These should be placed exactly 12" in from each corner of the table. The defender then places a final token in the exact center of the board.

### **Starting Positions**

The Attacker will deploy their forces in the table corner that has no objective while the Defender will deploy their force in the opposite table corner. The Defender will place their army first. Models may be placed up to 12" in from the table corner. The Attacker then does the same, but from the opposite table corner.

### **Objectives**

Both sides are seeking to claim the objective markers. When the game ends, the player who has the most models within 2" of the marker is considered to have captured it. Once one force is broken, the battle might suddenly end. At the end of the turn after this condition is met, roll a dice: On a roll of 1 or 2 the game ends immediately, on a 3 or 4 the game continues for 2 more rounds and then ends, on a 5 or 6 the game continues for 4 more rounds and then ends. The game also ends if time is called.

#### **Major Victory\Defeat**

You have captured 3 or more objectives.

#### **Minor Victory\Defeat**

You have captured more objectives than your opponent.

#### **Draw**

You have captured the same number of objectives.

### **Bonus Victory Points**

3 bonus points will be awarded to the player that finishes that game unbroken. If both teams are unbroken at the end of the game no one receives these points.

### **Special Objective Markers**

If a player captures two or more objective markers they can re-roll 1 dice roll in their next game. These can only be used during the next game.

# Lord of the Rings Championship Primer Scenario #2

## Description

### Layout

Terrain will be pre-set for the event.

### Starting Positions

The armies are set up from opposite table corners representing their side of the border. Roll a dice to see who gets to pick a table corner first. The opposing player sets up from the opposite table corner.

The player that picked the deployment zone sets up their army first. Models may be placed up to 18" in from the table corner. The player's Objective Model must be placed exactly 18" in from the corner of their deployment zone. The opposing player then does the same with their army and Objective Model, but from the opposite corner.

### Objectives

Both forces are trying to eliminate the enemy's Objective Model. The game is played until the end of a round in which a force has been reduced to a quarter of its starting number of models OR time is called.

#### *Major Victory\Defeat*

You have destroyed your opponent's objective and your force is not broken. Your opponent has failed to destroy your objective.

#### *Minor Victory\Defeat*

You have destroyed your opponent's objective but your force is broken. Your opponent has failed to destroy your objective.

#### *Draw*

Any result other than those listed above.

### Bonus Victory Points

3 bonus points will be awarded to the player that has the most models in their enemy's deployment zone when the game ends. If both forces have the same number of models in their enemy's deployment zones then no one receives these points.

### Special Rules

***Destroying the objective model:*** At the start of the fight phase, any model in base contact with the objective, who has not used a missile weapon and is not engaged in a fight, may attempt to destroy the objective. Roll a D6; on a 6 the objective is destroyed. Additional models may help destroy the objective. For each additional model helping, reduce the score needed by 1. A roll of 1 always fails.

“We will camp here for the night”  
Lord of the Ring Championship  
Scenario #3

## Description

After many long days of battle your force finds a moment to rest only to have the enemy stumble upon them in their sleep. Dazed and confused, the armies prepare to do battle once more.

## Layout

Terrain will be pre-set for the event.

## Starting Positions

The battle begins with only half of the forces ready for battle. Each player should divide their force by designating half of the models as a relief force. The initial force on the table must have at least one hero. Roll a dice to see who gets to pick the table edge they will deploy from. The other player will setup from the opposite table edge.

The player that picked the table edge to deploy from should set up half of their force between 6” and 12” in from their table edge. The other player will do the same with half of their force. The remaining half of the forces will be held to the side and will enter play later in the game.

## Objectives

Causing the enemy to suffer is important but not at the risk of losing your most valuable soldiers. The game ends at the end of a turn in which one force is broken OR time is called.

### *Major Victory\Defeat*

The enemy force has been Broken and three-quarters or more of your force remains.

### *Minor Victory\Defeat*

The enemy force has been Broken and less than three-quarters of your force remains.

### *Draw*

Any result other than those listed above.

## Special Rules

**Reinforcements:** At the end of each player’s move phase, players must roll a dice for each model not yet on the table and consult the chart below (Heroes can use might to influence their roll). Newly arrived models count as moving and may act normally but may not charge.

### D6 RESULT

- 1-2 The model does not move onto the table yet. They count as being on the table for the purpose of determining when the game ends and whether the force is Broken.
- 3-4 The model moves onto the table from any point on the controlling player’s deployment edge, chosen by the **opposing** team.
- 5-6 The model moves onto the table from any point on the controlling player’s deployment edge, chosen by the **controlling** player.

## **Bonus Victory Points**

3 bonus points will be awarded to the player that has control of more table quarters than their opponent at the end of the game. A player controls a table quarter if they have more models in that quarter of the board than their opponent. If both sides have the same number of models in a table quarter then it is contested and does not count.

# Lord of the Rings Championship

## PRIMER SCENARIO 4

### Description

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### Layout

Terrain will be pre-set for the event.

### Starting Positions

Before deployment, both forces should roll a dice to see who will be the attacker and who will be the defender in this scenario. The player that rolls the highest may choose which they would like to be AND which table side they wish to deploy on

The player who chooses to be attacker or defender must deploy first. Models may be placed up to 6" in from their table edge. The opposing player then does the same, but from the opposite table edge. The attacker must nominate one hero to be the Overall Commander for this scenario.

### Objectives

The attackers are trying to break through the enemy lines and exit the table. The defenders must stop this from happening. Once one force has been broken the game ends (at the end of that turn). The game also ends when time is called.

### Major Victory

Attackers: Your Overall Commander AND at least 5 other models have exited the table via the defender's board edge.

Defenders: Two enemy models or less have exited the board via your table edge but the Overall Commander did not exit.

### Minor Victory

Attackers: Your Overall Commander exited the table via the defender's board edge.

Defenders: Four enemy models or less have exited the board via your table edge but the Overall Commander did not exit.

### Draw

Attacker/Defender: Any result other than those listed above.

### Bonus Victory Points

3 bonus points will be awarded to the player that scored the most victory points by the end of the game. Victory points are scored for all models removed from play either through wounds, failed courage or other conditions. Victory points are determined by adding up the total points value of all models removed from play. If the totals are equal for both sides then each team gets 2 bonus points.

### Scenario-Specific Rules

The following scenario-specific rules from the One Ring rulebook will be used in this scenario: Loose Mounts, Leaving the Table and Passengers.