

WARHAMMER: SIEGE

The Sieges, Raids & City Sacking chapter in *The General's Compendium* describes a number of ways of laying siege to the fortresses of your enemies and defending your own strongholds. To expand your siege options even further, we've updated some classic Warhammer siege scenarios so that they are compatible with the current edition of Warhammer. Included here are nine scenarios. The first eight represent the smaller battles that lead up to the attack on the castle walls. [Scenario 9 - Final Assault](#) describes how to play the last attack on the fortress walls. These scenarios can be played as one-off games or as part of a [siege campaign](#).



[Scenario 1 - Send for Help!](#)

This scenario is an encounter between a messenger and his escorts and the vanguard of the besieging force, which is determined to intercept the messenger.



[Scenario 2 - Forlorn Hope](#)

This scenario is an encounter between the advancing vanguard of the besieging force and a scouting patrol dispatched by the fortress.



[Scenario 3 - Testing the Defenses](#)

This scenario is an encounter between the garrison of one of the outlying watch towers of the fortress and an advance party of the enemy.



[Scenario 4 - Reinforcements](#)

This scenario re-creates the struggle between an army sent to reinforce the besieged fortress and the besiegers.



[Scenario 5 - Infiltrate](#)

This scenario is an encounter between the spies who have managed to get inside the fortress and the sentries who are guarding the siege rations.



[Scenario 6 - Starve Out](#)

This scenario is an encounter between a supply column determined to break through the siege lines and a small detachment of the besieging force.



[Scenario 7 - Sally Out](#)

This scenario re-creates a sudden attack by the defenders of the castle. They are planning to strike against a vital target such as the siege engines or supplies.



[Scenario 8 - Undermine](#)

This scenario is an encounter between besieging sappers and shock troops who have broken into the sappers' tunnel by means of a countermine.



[Scenario 9 - Final Assault](#)

This scenario is a fight to the death between the besieged force in the fortress and their besiegers. This battle will decide the fate of the fortress once and for all.



[Rules for a Siege Campaign](#)

If the fortress is strong and cannot be captured straight away by an all-out assault, the attackers are faced with a prolonged siege.

SIEGE CAMPAIGNS



If the fortress is strong and cannot be captured straight away by an all-out assault, the attackers are faced with a prolonged siege. How long the siege lasts will depend upon the determination of both the besiegers and the defenders as well as the strength of the fortress. The siege may last for only a few days or for many years. While the fortress is besieged, there will be many encounters between the besiegers and defenders as each side tries to gain the advantage for the Final Assault that will end the struggle.

Each of these encounters can be played as a separate game representing a different part of the siege. For example, a scenario could include an attempt to bring supplies into the besieged fortress, a tunneling effort to undermine the walls, or the sudden arrival of reinforcements for the beleaguered defenders. Each scenario offers different tactical problems to be solved by the besieging and besieged players.

PLAYING THE SIEGE AS A CAMPAIGN

Here, we explain how you can play the siege scenarios in succession to create an entire campaign in which players struggle for control of a mighty fortress.

Playing through the entire siege is a complicated and time-consuming affair. As such, we suggest that you don't start a full-scale siege campaign unless you are familiar with the siege rules. You should also reserve plenty of time for your deadly struggle. A weekend or a series of evenings should allow you enough time to play the entire siege.

SIEGE TURNS

Both players alternate turns, each making one choice from the list of options on either the besieged or besieger list. Once both players have made one choice, they have completed 1 siege turn.

Some choices will require you to play one of the scenarios listed here, while others will simply have an effect on the Final Assault. Keep track of the results of any scenarios you play and any other results of a siege turn for future reference during the siege.



HOW LONG DOES THE SIEGE LAST?

After both players have completed their siege turn, roll a D6 and add the number of siege turns already played to the score. If the result is 7 or more, then time is running out for the besieger, and he must try to storm the castle (though a minimum of 2 siege turns is required before the Final Assault Scenario can be played). Proceed to play Scenario 9 – Final Assault and apply any results from earlier scenarios. The winner of the Final Assault is the winner of the entire siege!

You can also alter the length of the campaign according to the background of your siege. Simply agree with your opponent the number of turns you will play. Three turns before the Final Assault is ideal. Two siege turns is the absolute minimum you can play, but the siege can go on for as long as you like. Another option is to change the score required to end the siege from 7 to 8 or 9 or more.

BEGINNING THE SIEGE

A siege will not begin immediately with an all-out assault. Instead, it is far more likely that either the patrols

of the fortress will spot the approaching defenders and send a message to summon help, or the vanguard of the besiegers will clash with these patrols. Roll a D6 to determine how the siege campaign begins. Note that these scenarios do not count towards the calculation of the siege turns.

1-3 Play Scenario 2 – Forlorn Hope 4-6 Play Scenario 1 – Send for Help!

Forlorn Hope. The speed of the besiegers' advance takes the defenders of the fortress by surprise. They must fight a holding action in order to bring all their forces inside the fortress.

If the besiegers are victorious in this battle, then they can take the defender by surprise. In the Final Assault, the besieged player will lose D6 x 15 points from his points total due to his troops being caught outside the fortress.

After playing this scenario, the besieged player can choose any one of the options from the Besieged Player's Options list.

Send for Help! The defenders of the fortress detect the advancing enemy columns well in advance and send a messenger to summon help.

If the messenger breaks through, then his allies will be alerted and come to the aid of the fortress. You may add +1 to the score that determines when the siege ends. Also, the besieged player may now choose Bring Reinforcements from his list of options.

After playing this scenario, the besieger can choose any one of the options from the Besieging Player's Options list.

ADDITIONAL IDEAS



There are, of course, many other ways to arrange these scenarios, and you can even write some of your own! For example, no rules for moats are included, so if you would like to play a siege in which the fortress is protected by a moat, you could write a scenario of your own to cover the special rules for moats. You simply need to add the appropriate choices to the Besieged and Besiegers' tables. Also, any of the options from pp. 155 and 161 of *The General's Compendium* can be included in your siege campaign. Your campaign does not need to end with the Final Assault scenario. You

could conclude your siege campaign with the Battle in the Streets scenario, the Bursting Through the City Walls scenario, or both (see pp. 172-173 of *The General's Compendium*).

[Siege Campaigns](#) | [Besieged Options](#) | [Besieger Options](#)

BESIEGED PLAYER'S OPTIONS

The besieged player may choose from the following options during his turn in the campaign. He can choose any of the options unless otherwise indicated and may choose an option more than once, though he may not make the same choice as he did in his last turn.



Send for Help! You may decide to send a message for help to summon your allies to lift the siege. To do so, a messenger must break through enemy lines. Play Scenario 1 – Send for Help! If the messenger breaks through, then the morale of the besieged troops gets a considerable boost. You may add +1 to the Leadership of any of the troops (up to a maximum of 10) in all further scenarios you play, as help is on its way. Note that this bonus does not apply for the Reinforcements scenario. The troops inside the fortress will be heartened as they know that the siege will be lifted sooner or later. The besieged player may also choose to Bring Reinforcements from his list of options when it is his turn.

Counter-Bombardment. You may choose to open fire with the guns on the fortress towers and walls or use your archers to rain steel-fanged death upon your enemies. Choose either bow fire or heavy bombardment by war machine. The first option is available only to besieged armies whose Army book lists include missile-armed troops. Similarly, the second option is available only to besieged armies whose Army book lists include war machines. (Thus, Hordes of Chaos, for instance, may choose neither option.)



- **Bow Fire.** In the Final Assault, one unit (not a war machine or Chariot) in the besieging army suffers 2D6 hits (add +2 for Wood Elves because of their expertise in archery). Resolve the damage as if the hits were caused by any missile weapon available to your army, such as bows, crossbows, and the like, but not specialist weapons such as Poison Wind Globes or magic missiles such as the Hail of Doom Arrow. The besieged player may nominate the unit that is affected.
- **Heavy Bombardment.** Roll 6D6. For each 6 you roll, the enemy will lose 25 points from his army in the Final Assault. Dwarfs, Chaos Dwarfs, and the Empire need to score only 5+, as they can muster more war machines than other armies.

Sally out. You may elect to send elite troops out to destroy some vital part of your opponent's army. Choose any of the following targets: heavy war machines, siege equipment, or ammunition and supplies. Play Scenario 7 – Sally out. If you win, the following penalties apply to the besieger according to your choice.



- **Heavy War Machines.** The besieging player may not elect to use the Bombardment option any more.
- **Siege Equipment.** The besieging player may spend only 10% of his points on siege equipment.
- **Ammunition and Supplies.** The besieging player pays double the points for war machines in the final scenario to represent the difficulty of replacing lost ammunition and damaged war machines.

Bring Reinforcements. You may bring in reinforcements only if you have first successfully played the Send for Help! scenario. Play Scenario 4 – Reinforcements. For each unit of Unit Strength 10 or more that breaks through, you can field 50 extra points of reinforcements (up to a maximum of 250) in the Final Assault. Note that you have to play the Send for Help! scenario again and win it once more before you can choose this option again.

Construct Siege Equipment. You can elect to construct more siege equipment in preparation for the inevitable assault. Roll a D6 and multiply the result by 25. The resulting product is the number of extra points you can spend on siege equipment in the Final Assault, including hoardings, reinforced gates, rocks, boiling oil, and the like as well as the special options from pp. 155 and 161 of *The General's Compendium* if you and your opponent have agreed to play with these special rules.

Repair Defenses. You may completely repair a tower, wall section, or gate before the Final Assault begins. All damage is disregarded, even if the wall, gate, or tower was destroyed. Choose which item you wish to repair after resolving the damage from Bombardment, Undermining, or Testing the Defenses. Dwarfs and Chaos Dwarfs can repair one additional wall section, tower, or gate on a D6 roll of a 4+.

BESIEGING PLAYER'S OPTIONS

The besieging player may choose any of the following options during his turn in the campaign unless otherwise indicated. He may choose any option more than once, although he may not make the same choice as he did in his last turn.



Bombardment. You may elect to bombard the enemy's fortifications with your heavy siege artillery to bring down the walls before assaulting the fortress. This option is available only to besieging armies whose army book list includes war machines. In the Final Assault scenario, each wall section and tower of the castle (but not the gate) will suffer a S10 hit, causing D3 damage to represent the effect of the bombardment. Resolve the damage before deploying any troops. Dwarfs, Empire, and Chaos Dwarfs can roll D6 - 1 (to a minimum of 1) when determining the damage instead of D3.

Undermine. If you wish, you may decide to undermine the walls. This is a dangerous and risky affair. However, if you are victorious, you can bring down an entire section of wall! Play Scenario 8 – Undermine. If you are victorious in this scenario, then in the Final Assault, one wall section will take D6 (D6 + 1 for Skaven and Dwarfs, who excel at undermining) Strength 10 hits, each doing D6 damage. Resolve damage by consulting the Wall Damage Chart. The besieging player may choose the wall section but may not undermine the wall section that contains the gate. Determine the damage before deploying any troops.

Starve out. The weakest part of any fortress is the belly of the man inside. If you wish to bide your time before attempting to assault the fortress and deny the besieged force its supplies, then play Scenario 6 – Starve Out. If you are victorious in this scenario, the besieged player will lose D3 (D3 - 1 in the case of Dwarfs and Chaos Dwarfs, D6 in the case of Halfling regiments) rank-and-file models from each unit (not war machines or Chariots) due to the effects of starvation. Resolve the damage for each unit before deployment in the Final Assault.



In the case of Vampire Counts, any Necromancers and Vampires in the besieged force suffer 1 Wound due to starvation (or lack of blood!) at the start of the Final Assault on a D6 roll of a 4+. Ghouls suffer from starvation as normal. Otherwise, Vampire Count units are immune to the effects of starvation as are Daemons and all Tomb King troops.

In the case of Orcs & Goblins, any casualties suffered by Orc units may be shifted to any Goblin units in the army, as the bigger greenskins eat their diminutive cousins.

Test the Defenses. If you wish, you may throw a part of your forces against a weak point of the fortress or some outlying fortification. If you decide to do so, play Scenario 3 – Test the Defenses. If you are victorious in this scenario, the gates of the fortress will be destroyed before the start of battle in the Final Assault to represent your persistent efforts in gaining your way into the fortress.

Infiltrate. You may elect to send spies and infiltrators into the enemy fortress to destroy their supplies and

storage rooms. If you decide to do so, play Scenario 5 – Infiltrate. If you are victorious in this battle, then the defender must pay double points for all siege equipment in the Final Assault.

Construct Siege Equipment. You can elect to construct more siege equipment in preparation for the inevitable assault. Roll a D6 and multiply the result by 15. The resulting product is the number of extra points you can spend on siege equipment in the Final Assault, including ladders, grappling hooks, log and battering rams, siege towers, etc.

Final Assault. You may assault the fortress after at least 2 complete siege turns have been played. You do not need to wait until a result of 7 or more is rolled at the end of a siege turn per the *How Long Does the Siege Last?* rule. If you decided to assault the fortress early, play Scenario 9 – Final Assault. The outcome of this battle will decide the fate of the fortress and the ultimate victor of the siege campaign (unless you're extending the siege campaign with the Battle in the Streets scenario and/or the Bursting Through the City Walls scenario; see pp. 172-173 of *The General's Compendium*).



SCENARIO 1: SEND FOR HELP!

This scenario is an encounter between a messenger and his escorts, who have been dispatched by the besieged side to seek aid and reinforcements, and the vanguard of the besieging force, which is determined to intercept the messenger.

MODELS NEEDED

Patrol of the Besieging Force

The patrol consists of a maximum of 400 points worth of troops chosen from the list below.

- One hero-level character (not a Wizard) represents the captain of the patrol. He may be equipped in any way permitted by the army list but may not carry magic items or be mounted on a monster, flying beast, Chariot, or war machine.
- The remaining points may be spent on Core and Special infantry and cavalry (no flyers, swarms, monsters, Chariots, or war machines), which may include a single unit champion.



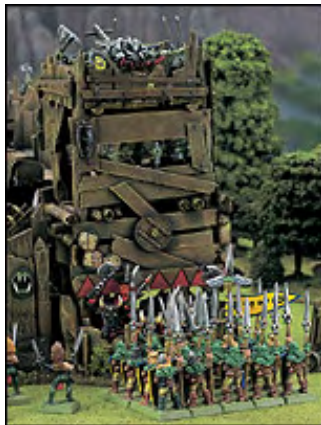
Messenger and Escort

This force consists of a maximum of 400 points worth of troops chosen from the list below.

- One hero-level character (not a Wizard) represents the messenger. He may be equipped in any way permitted by the army list but may not carry magic items or be mounted on a monster, flying beast, Chariot, or war machine.
- 0-1 Reserve Messenger. You may choose up to one reserve messenger who must be a Core or Special model. He may be equipped in any way normally permitted by the army list, except that he may not be mounted on a monster, flying beast, Chariot, or war machine.
- 0-2 Decoys. You may have up to two decoy messengers who are ordinary Core or Special models equipped and mounted identically to one or both of the real messengers. Mark them under their bases to indicate that they are decoys. The fact that they are decoys is revealed only when they are removed as casualties. If they escape off the table, they don't count as messengers, as they're not carrying messages.
- The remaining points may be spent on Core and Special infantry and cavalry (no flyers, swarms, monsters, Chariots, or war machines), which may include a single unit champion.

BATTLEFIELD

The setting for this battle is somewhere in the countryside surrounding the fortress. Set up the scenery in any mutually agreeable manner. However, no impassable terrain features may be used at all. The table should be at least 4' x 6'.



OBJECTIVES

The messengers' objective is to cross the table and leave it by the opposite edge. If one of the messengers manages to do so, he has broken through the besieger's vanguard and escaped to summon reinforcements. The besieger's objective is to prevent any messengers from escaping the table. The outcome of this encounter determines whether reinforcements may arrive to help the besieged side in a later stage of the siege campaign.

The game ends when either the messenger or the reserve messenger escapes the board, when both of these models are taken out of action, or when one side routs.

DEPLOYMENT

The besieged force deploys first. The besieged player chooses the center of one long table edge as his entry point. A 12" wide area in the center of the opposite table edge is his exit point. The messengers and escorts are deployed together within 12" of the entry point. The besiegers are deployed last. They can be deployed anywhere on the table that is more than 12" from the messengers and escorts.

WHO GOES FIRST?

The besieged player has the 1st turn.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

No Special Deployment. Troops with special deployment rules such as *Scouts* cannot use these rules in this scenario.

PART OF A SIEGE CAMPAIGN

If this scenario is being played as part of a siege campaign and the besieged player wins, he may choose to play the Reinforcements scenario later in the campaign. If the besieging player wins this scenario, he denies the besieged player that option.

SCENARIO 2: FORLORN HOPE

This scenario is an encounter between the advancing vanguard of the besieging force and a scouting patrol dispatched by the fortress. The scouting patrol acts as a forlorn hope to delay the besieging army for a few hours while the garrison is warned and begins hasty preparations for the siege.

ARMIES

Both armies are chosen from the Warhammer army lists with the following additional restrictions. Note that neither side may take magic items.

Vanguard of the Besieging Army

The Attacking force consists of up to 750 points chosen from the appropriate army list with the following additional restrictions.



- 1 Commander. The Commander of the besieging force can be any hero-level character who is not a Wizard. He may be equipped in any way permitted by the army list but cannot carry magic items. The character cannot be mounted on a monster, flying beast, Chariot, or war machine.
- 0-3 Flyers. You may have up to three rank-and-file flying models (not characters) equipped in any way permitted by the army list.
- 0-3 Units of Mounted Troops. You may choose up to three units of mounted troops (not Flyers or Chariots) from the army list. These units may take any normally available options.
- 0-3 Units of Skirmishers. You may have up to three units that are allowed to *Skirmish*, be they mounted or infantry. These units may take any normally available options.
- 0-3 Units of Infantry. You may choose up to three units of infantry from the army list. These units may take any normally available options.

Scouting Patrol

The Defending force consists of up to 500 points chosen from the appropriate army list with the following additional restrictions.

- 1 Commander. The Commander of the besieging force can be any hero-level character who is not a Wizard. He may be equipped in any way permitted by the army list but cannot carry magic items. The character cannot be mounted on a monster, flying beast, Chariot, or war machine.
- 0-3 Units of Mounted Troops. You may choose up to three units of mounted troops (not flyers or Chariots) from the army list. These units may take any normally available options.
- 0-3 Units of Skirmishers. You may have up to three units of that are allowed to *Skirmish*, be they mounted or infantry. These units may take any normally available options.
- Infantry. You may choose any number of units of infantry from the army list. These units may take any normally available options.

BATTLEFIELD

The setting for this battle is somewhere in the area near the fortress. The scouting patrol sent out by the

besieged force has chosen a suitable position from which to ambush or hold up the advancing enemy vanguard. Set up the scenery in the following way. The besieged player chooses one of the following terrain pieces as the key feature of the battlefield. This location must be held at all costs. This key feature is placed in the exact center of the battlefield.

- A bridge or ford (and therefore enough river or stream sections to link it to two table edges).
- A pass (represented by two hills or woods with a gap between them).
- A building or group of buildings.
- A length of wall at least 12" long.
- A stream (linking two table edges).
- An area of difficult ground.
- A fork in the road.

In addition, each side generates up to three random terrain features which the players position as they see fit. None of the random terrain features may be placed within 8" of the key feature. No Impassable Terrain features may be used at all.

DEPLOYMENT

The besieged player deploys first within his own Deployment Zone, which is 12" from the center of the table and 12" from the side edges. However, one unit may be deployed outside this zone, either inside the key terrain feature or anywhere within 6" of it. The besieging player deploys afterwards within his own Deployment Zone which is 12" from the center of the table and 12" from the side edges.



WHO GOES FIRST?

The besiegers have the 1st turn.

LENGTH OF GAME

The scenario lasts for 4 turns. The scouting patrol must hold the key position for 4 turns to win. After the 4th turn, the courier will get back to the fort with the warning, which will give the besieged force

sufficient time to prepare defenses.

SPECIAL RULES

Not Skirmish. Unlike many of the scenarios that precede the Final Assault, Forlorn Hope is NOT a Skirmish scenario and should be played with the regular Warhammer rules.

Special Deployment. Only the besieged side may use special deployment rules, like those for *Scouts*.

Panic. The besieged force has resigned itself to its fate and will fight to the last. In this battle, the besieged force is *Immune to Panic*.

VICTORY CONDITIONS

If an unbroken unit of Unit Strength 5 or more from the besieged force is within 6" of the key feature at the end of the 4th turn, the besieged side wins. Otherwise, the game ends in a victory for the besieging side.

PART OF A SIEGE CAMPAIGN

If the besiegers are victorious in this battle, then they can take the defender by surprise. In the Final Assault, the besieged player will lose D6 x 15 points from his points total due to his troops being caught outside the fortress.

SCENARIO 3: TESTING THE DEFENSES

This scenario is an encounter between the garrison of one of the outlying watch towers of the fortress and an advance party of the enemy. The besieging commander has been tempted to probe the fort's defenses while the defenders are still unprepared. Even if the fortress appears to have no obvious weak points, an initial attack of limited strength will test the mettle of the defenders. Maybe their morale is already low and they will not put up much of a fight. Maybe the gate can be destroyed before the Final Assault. Anything that may result in the capture of the fortress as soon as possible should be attempted by the besieging commander.

The besieged army's objective is to hold out for as long as possible, inflicting as many casualties as it can. The besieger's objective is to destroy the gate of the fortress or wipe out the garrison.

ARMIES

Besieging Army

The besieging force consists of 1,000 points chosen from the appropriate Warhammer army list with the following additional restrictions.

- 1 Commander of the Assault. The commander of the assault can be any hero-level character permitted by the army list. He may be equipped in any way permitted by the army list but he may not be mounted on a monster, flying beast, Chariot, or war machine. He can, though, carry any magic items normally allowed to him and may be a Wizard.
- You must choose at least the minimum number of Core units (though not flyers or Chariots) and may choose up to the usual maximum of Special units (though not flyers or Chariots). Any unit may include a champion, standard bearer, and/or musician, if normally permitted to do so. Units may also carry magic standards if permitted by the army list.
- 0-1 War Machine. You may choose a single war machine, be it Core, Special, or Rare.
- Battering Rams and Log Rams. You may buy any number of battering rams and log rams and give one to any or all of your units.
- Ladders and Grappling Hooks. You may buy any number of ladders and grappling hooks for any of your units.



Besieged Army

The garrison of the besieged force consists of 500 points chosen from the appropriate Warhammer army list with the following additional restrictions.

- Captain of the Garrison. The captain of the garrison for the besieged force can be any hero-level character permitted by the army list. He may be equipped in any way permitted by the army list but he may not be mounted on a monster, flying beast, Chariot, or war machine. He can, though, carry any magic items normally allowed to him and may be a Wizard.
- You must choose at least the minimum number of Core units (though not flyers or Chariots) and may choose up to the usual maximum of Special units (though not flyers or Chariots). Any unit may include a champion, standard bearer, and/or musician, if normally permitted to do so. Units may also carry magic standards if permitted by the army list.
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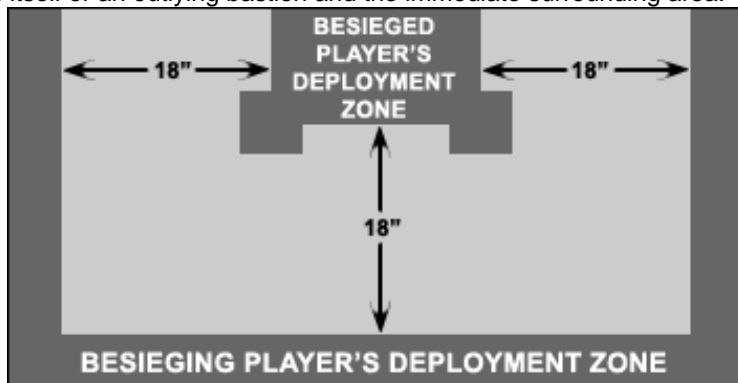
Rocks. You may buy rocks for any troops defending the besieged fortress.

- 0-1 Cauldron of Boiling Oil. You may buy a single cauldron of boiling oil for any one of the units in your force.

BATTLEFIELD

The setting for this battle is the fortress itself or an outlying bastion and the immediate surrounding area.

Set up the fortress walls and towers as shown on the map below (i.e., two walls, two towers, and the gatehouse wall). The besieging side may then generate up to three terrain features from the appropriate terrain chart in the Warhammer rulebook (pp. 222-228). These features are placed as normal, except that no scenery may be set up within 24" of the castle walls, because the besieged force has created a killing ground around the castle.



DEPLOYMENT

The besieged player deploys first within his own Deployment Zone, which is anywhere on the walls, in the castle, or within 8" of it. The besieging player deploys afterwards in his own Deployment Zone, which is anywhere on the table more than 18" from the castle.

WHO GOES FIRST?

The besieged force has the 1st turn.

LENGTH OF GAME

The scenario lasts for 5 turns. After this time, the besiegers give up. Fearing a sortie from the fortress, they decide to concentrate on making their siege lines complete.

SPECIAL RULES

Not Skirmish. Unlike many of the scenarios that precede the Final Assault, Testing the Defenses is NOT a Skirmish scenario and should be played with the regular Warhammer rules.

Siege. This scenario is a siege game. Use all the rules in *Appendix Four – Rules of Siege* in the Warhammer rulebook (pp. 247-258).

Special Deployment Rules. Only the besieged side may use special deployment rules, such as those for *Scouts*.

Optional Rules. If both players agree, they may choose from the optional rules for war machines and upgrades listed on pp. 155 and 161 of *The General's Compendium*.



VICTORY CONDITIONS

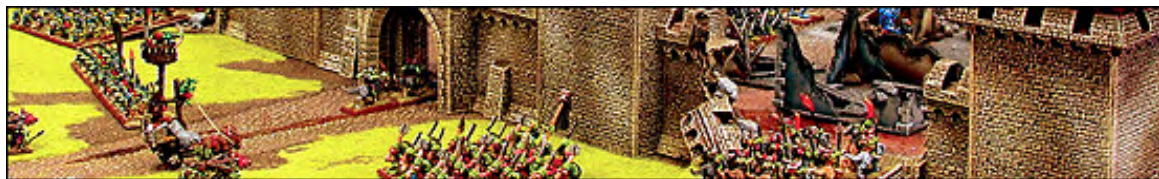
If the besiegers either break the fortress gate or wipe out all the defenders, then the game ends in an outright victory for the besiegers. If the gate is still standing at the end of the 5th turn and has any troops left to defend it, then the besieged force is victorious.

PART OF A SIEGE CAMPAIGN

If the besiegers are victorious in this scenario, the gates of the fortress will be destroyed before the start of the Final Assault to represent the besiegers' persistent efforts in gaining access to the fortress.

SCENARIO 4: REINFORCEMENTS

This scenario re-creates the struggle between an army sent to reinforce the besieged fortress and the besiegers. The objective of the relief force is to break through to the beleaguered fortress to bring in badly needed troops and supplies. The objective of the besieger's task force is to prevent any troops getting through their lines to reinforce the fortress.



ARMIES

Besieging Army

The task force of the besieging army consists of a maximum of 1,000 points chosen from the appropriate Warhammer army list with the following additional restrictions.

- 1 Commander. The commander may be any hero-level character available from your army list. He can be equipped in any way permitted by the list and may carry magic items. He may not be mounted on a monster or flying beast, though he can ride any steed or Chariot normally permitted. The Commander may be a Wizard.
- 0-2 Other Characters. You may choose up to two other hero-level characters permitted by your army list. These characters may carry magic items and ride steeds, but not monsters, flying beasts, or Chariots. These characters may be Wizards.
- Units. You must choose at least the minimum number of Core units required by your army list for a 1,000-point force. You may choose up to the maximum number of Special and/or Rare choices allowed by your army list for a 1,000-point force. Any unit may take any of its normally available options. These choices can include any normally available war machines.

Besieged Army

The relief force of the besieged army consists of a maximum of 1,500 points of determined, fast-moving troops entrusted with the task of breaking through the siege ring. These troops are chosen from the appropriate Warhammer army list with the following additional restrictions.

- 1 Commander. The commander may be any hero-level character available from your army list. He can be equipped in any way permitted by the list and may carry magic items. He may not be mounted on a monster or flying beast, though he can ride any steed or Chariot permitted. The Commander may be a Wizard.
- 0-2 Other Characters. You may choose up to two other hero-level characters permitted by your army list. These characters may carry magic items and ride steeds, but not monsters, flying beasts, or Chariots. These characters may be Wizards.
- Units. You must choose at least the minimum number of Core units required by your army list for a 1,500-point force. You may choose up to the maximum number of Special and/or Rare choices allowed by your army list for 1,500-point force. Any unit may take any of its normally available options.
- 1+ Unit of Mounted Troops. If your army can have any mounted troops, you must include at least one unit. These cavalry units count for the minimum or maximum number of Core or Special/Rare

choices, respectively. Any unit may take any of its normally available options.

- **Fast-Moving War Machines.** You may include war machines and Chariots as part of your Core, Special, and Rare choices, but only if they are able to move more than 5" in a single move (i.e., no largely stationary war machines like Bolt Throwers, Cannon, or Stone Throwers are allowed).

BATTLEFIELD

The setting for this battle is somewhere in the countryside surrounding the besieged fortress. Set up the scenery in any mutually agreeable manner.

DEPLOYMENT

Armies are deployed no closer than 24" from each other and no closer than 12" to the side edges. The besieging player deploys his entire force first. The besieged player then deploys up to half of his units and up to half of his characters. On Turn 2, the rest of the army is deployed and starts its move at the edge of the table.



WHO GOES FIRST?

The besiegers have the 1st turn. Well informed of the approaching relief force, they are prepared for battle.

LENGTH OF GAME

The scenario lasts for 6 turns. If a breakthrough is not achieved in this time, the besiegers will bring an overwhelming force to bear and drive the reinforcements back.

SPECIAL RULES

Not Skirmish. Unlike many of the scenarios that precede the Final Assault, Reinforcements is NOT a Skirmish scenario and should be played with the regular Warhammer rules.

Special Deployment. Any troops in the besieging force with special deployment rules, such as those for *Scouts*, can set up according to their deployment rules. The relief force has just arrived on the battlefield and therefore cannot use any special deployment rules

VICTORY CONDITIONS

At the end of the battle, calculate Victory Points as normal but do not award Victory Points for possessing table quarters. In addition, any unit of at least Unit Strength 10 in the besieged force (apart from flyers) that moves off the opposing player's table edge gives the besieged player 200 extra Victory Points.

PART OF A SIEGE CAMPAIGN

Regardless of who wins this scenario, for each besieged unit of Unit Strength 10 or more that breaks through, the besieged player can field 50 extra points of reinforcements (up to a maximum of 250) in the Final Assault.

SCENARIO 5: INFILTRATE

This scenario is an encounter between the spies who have managed to get inside the fortress and the sentries of the besieged army who are guarding the siege rations and ammunition stores.

MODELS NEEDED

Spies

- 75 points of Core and/or Special infantry models. One of these may be a unit champion. No model may have more than 1 Wound. Spies armed with missile weapons have flaming missiles. All spies carry torches.

Sentries

- 150 points of Core or Special infantry models. One of these may be a unit champion. No model may have more than 1 Wound.

Neither side may take magic items.



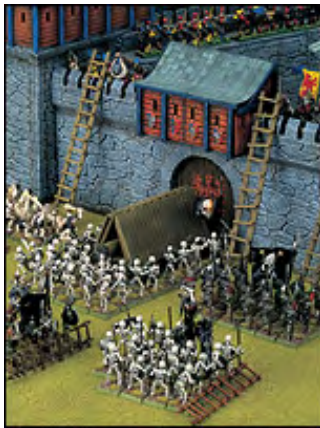
BATTLEFIELD

The setting for this battle is somewhere within the walls of the fortress. Set up the fortress walls and towers so that at least half the table is enclosed within the circuit. Put as many buildings as you have inside the walls, arranged in streets. Buildings must be placed at least 3" apart. The besieged player then nominates one of the larger buildings to be the warehouse.

OBJECTIVES

The spies' objective is to sabotage the supplies stored in the warehouse. They intend to do so by torching the building and, hopefully, escaping in the ensuing confusion. The sentries' task is to guard the warehouse and stop enemy agents from sabotaging the stores.

The scenario lasts for 10 turns or until all the spies are dead. If all the spies are taken out of action or if the warehouse is not on fire at the end of 10 turns, the besieged player wins. If the warehouse is on fire at the end of 10 turns, the besieger wins.



DEPLOYMENT

The sentries are deployed first, and they may be deployed anywhere within the circuit of the walls or actually on the walls themselves. Each sentry must be deployed at least 6" away from other sentries. The spies are deployed afterwards, all together on any one section of the walls chosen by the besieger. If they are placed on a section occupied by sentries, the spies will start the game in hand-to-hand combat with the sentries. Note that only one model per sentry needs to be in combat, although you can gang up with more if you like.

WHO GOES FIRST?

The spies have the 1st turn.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

Determination. As so much is on the line in this battle, neither side needs to take All Alone or Rout Tests.

Night Visibility. The action takes place at night, and thus, the maximum range of all missile weapons is limited to 12". Enemy troops who are more than 12" away cannot be charged. Note that Skaven, Dark Elf, Daemon, Vampire Count, Tomb King, Dwarf, and Chaos Dwarf armies are not affected by this rule because of their excellent night vision.

Burning & Destruction. See *The General's Compendium*, p. 166.

Quenching the Flames. See *The General's Compendium*, p. 167. Note that, for this scenario, you can always roll at least one D6 to attempt to quench the flames if at least one model is fighting the fire.

PART OF A SIEGE CAMPAIGN

If this scenario is being played as part of a siege campaign and the besieging player wins, the besieged force must pay double the points cost for any siege equipment he will use in the Final Assault.

SCENARIO 6: STARVE OUT

This scenario is an encounter between a supply column determined to break through the siege lines and a small detachment of the besieging force that has set up a roadblock on one of the more indirect routes to the fortress. The besieging force is spread out fairly thinly around the circuit of walls, and forces outside the walls, allied to the besieged side, are taking advantage of this opportunity to get supplies through at certain weak points. This scenario represents just one of many incidents in which the besieged side attempts to bring in supplies.



MODELS NEEDED

Besieging Roadblock

The roadblock of the besieging army consists of a maximum of 650 points chosen from the appropriate Warhammer army list with the following additional restrictions.

- 1 Commander of the Roadblock. The commander may be any hero-level character allowed by your army list, except for a Wizard. He may be equipped in any way permitted by the army list, except that he may not carry any magic items, nor may he be mounted on a monster, flying beast, Chariot, or war machine.
- 50+% Core Infantry. At least 325 points must be spent on Core infantry troops.
- Special Infantry. After purchasing your hero and Core troops, the remainder of your points may be spent on Special infantry troops.

Besieged Supply Wagon and Escort

The force attempting to breakthrough the roadblock consists of a “free” supply wagon and a maximum of 500 points chosen from the appropriate Warhammer army list with the following additional restrictions.

- 1 Commander of the Roadblock. The commander may be any hero-level character allowed by your army list, except for a Wizard. He may be equipped in any way permitted by the army list, except that he may not carry any magic items, nor may he be mounted on a monster, flying beast, Chariot, or war machine.
- 50+% Core Infantry or Cavalry. At least 250 points must be spent on Core infantry or cavalry troops.
- Special Infantry or Cavalry. After purchasing your hero and Core troops, the remainder of your points may be spent on Special infantry and cavalry troops.
- 1 Wagon. You must include a single horse-drawn wagon in your force. Alternatively, you might want to use another model to represent the supply train. For example, an army such as the Skaven may use a 50-mm base of slaves to carry their supplies. The wagon costs no extra points. See *Special Rules* for details.

BATTLEFIELD

The setting for this battle is an obscure country road that winds to a secret gateway into the fortress. The gateway has been overlooked by the besiegers who do not know the local area. There is only a small contingent of besiegers acting as a roadblock on the road itself. There are open fields on either side of the road, which could be used by the wagon as a last resort, but the going will be much slower than it would on the road.

There is a road at least 4" wide running across the middle of the table, joining the long edges. It should be slightly winding rather than straight across the table, but not full of hairpin bends or dog-leg curves. Set up the remaining scenery in any mutually agreeable manner with the following restrictions:

- No Impassable Terrain features may be used.
- No hills or woods may be placed in the central zone of the table (within 18" of the center point of the table).
- No linear terrain features (e.g., fences, walls, and hedges) may be positioned parallel to the players' edges.

OBJECTIVES

The besieged side must move the wagon off the besieger's table edge. The besieger must prevent this from happening. If the supply wagon manages to leave the table, then the supplies are deemed to have broken through the besieger's roadblock and have reached the fortress. The scenario lasts until either the wagon exits the table via the besieging player's edge or the wagon is destroyed. If the wagon breaks through, then the besieged side wins. If the wagon fails to get through, the besieging side wins.



DEPLOYMENT

The besiegers are deployed first within the besieging player's Deployment Zone, which is within 12" of one long board edge and 12" from the side edges. At least 10 models must be placed so that they are blocking the road. The besieged player's force is then deployed anywhere on the table, but no closer than 24" to an enemy model.

WHO GOES FIRST?

The besieged force has the 1st turn.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

No Rout Tests. Both sides know what is at stake in this battle. Neither side needs to take Rout Tests. The game will end only when the wagon is destroyed or has left the table.

Wagon. The wagon has a movement allowance of 8" on the road and is unable to march move. Off the road it will move at a speed of 2+D6" due to the rough ground. The wagon driver is *Immune to Psychology*, does not take All Alone tests, and cannot charge, flee, or pursue. The wagon driver may never leave the cart and is not a warrior and thus does not fight in combat. The wagon is automatically hit in combat.

	M	WS	BS	S	T	W	I	A	Ld
Wagon	8 or D6+2	-	-	-	6	5	-	-	-

PART OF A SIEGE CAMPAIGN

The outcome of this encounter determines whether the besiegers can establish an impenetrable cordon of troops around the fortress to starve out the garrison. If the besieged player wins this scenario, there is no effect. However, if the besieger wins the scenario, some of the besieged troops will starve or desert, and thus, the besieged force will be weaker in the Final Assault (see the campaign rules for army-specific details).

SCENARIO 7: SALLY OUT

This scenario re-creates a sudden attack by the defenders of the castle. They are planning to strike against a vital target in the besieging army such as the siege engines, heavy artillery, or supplies. It is vital that the troops who rush out of the castle for the attack are courageous and powerful warriors who are willing to take great risks to succeed. Indeed, sometimes it may be necessary for them to sacrifice their own lives to carry out their mission. These troops are often (though not always) mounted elite shock troops, capable of punching through the ring of besieging troops with skill and ease. The timing of such an attack is equally important. The foe must be caught off balance and be unable to bring its massed forces to bear. Early morning is a particularly good time, as the sentries will be weary and lax.



ARMIES

Besieged Force

The sallying force of the besieged army consists of 1,000 points. The normal rules for minimum/maximum number of Core, Special, and Rare choices are lifted for this scenario. The force must be selected from the list below.

- 1 Commander of the Sallying Force. The commander may be any hero-level character permitted by the army list, except a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster or flying beast but may ride a steed or Chariot if normally able to do so.
- 0-1 Other Character. The sortie may include a single additional hero-level character who is not a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster, flying beast, or Chariot but may ride a steed if normally able to do so.
- 1+ Mounted Troops. If your army can have any mounted troops, you must include at least one unit of cavalry. You may select any of normally available options, including magic standards, for these units.
- Other Troops. You can freely choose any regiments allowed by the army list. You may select any of normally available options, including magic standards, for these units.
- 0-1 War Machine. You may include up to one war machine permitted by the army list. This machine must be placed on a fortress tower.

Besieging Force

The besieging force consists of 1,000 points chosen from appropriate army list with the following additional restrictions. Unlike the Besieged Force, the Besieging Force must be selected from the normal numbers of minimum/maximum Core, Special, and Rare choices.

- 1 Captain. The captain of the siege line may be any hero-level character permitted by the army list, except a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster, Chariot, or flying beast but may ride a steed if normally able to do so.
- 0-1 Other Character. Your force may include a single additional hero-level character who is not a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster, flying beast, or Chariot but may ride a steed if normally able to do so.
-

Infantry. You may choose any number of units of infantry as permitted by your army list. You may select any of normally available options, including magic standards, for these units.

- 0-1 Cavalry Unit. You may choose up to one unit of mounted models from the army list. You may select any of normally available options, including a magic standard, for this unit.
- 0-2 War Machines. You may include up to two war machines permitted by your army list.
- Mantlets. You may equip any infantry units armed with missile weapons with Mantlets for 1 point per model. No other types of siege equipment may be purchased.

BATTLEFIELD

Set up the fortress as shown on the map. The besieging player may place three randomly generated terrain pieces on the board. None of the random terrain features may be placed within 24" of the castle, and no Impassable Terrain features may be used at all.



DEPLOYMENT

The besieging player deploys first within his own Deployment Zone, which is 12" from the edge of the table. He must position his troops facing the fortress. He then places a suitable item (e.g., a pile of supplies, group of war machines, siege tower, etc.) adjacent to the exact center of his board edge. Note that this objective may not be moved (or fired, if a war machine) at all during the battle. The besieged player deploys last, in his own Deployment Zone, which is anywhere inside the castle or on the walls. Note that the castle gate is open at the start of the scenario.

WHO GOES FIRST?

The besieged force has the 1st turn.

LENGTH OF GAME

The scenario lasts for 5 turns. The objective must be destroyed before the end of the last turn, at which time the besiegers can bring an overwhelming force to bear to wipe out the sallying contingent.



VICTORY CONDITIONS

If the besieged player destroys the objective, the battle immediately ends in an outright victory for the besieged force. If the game lasts for the full 5 turns and the objective has not been destroyed, then the besiegers win.

PART OF A SIEGE CAMPAIGN

If the besieging army wins this scenario, there is no effect on the siege campaign. However, if the besieged force wins, their target objective has been destroyed and the besiegers will suffer for the loss. If Heavy War Machines were the target, the besiegers may no longer use the Bombardment option. If siege equipment was the objective, the besieging player may spend only 10% of his points on siege equipment in the Final Assault. If ammunition and supplies were the target, the besieging player must pay double the points cost for war machines in the Final Assault. See the campaign rules for more details.

SCENARIO 8: UNDERMINE

This scenario is an encounter between besieging sappers, who are attempting to undermine the fortress walls, and shock troops of the besieged side who have broken into the sappers' tunnel by means of a countermine.

MODELS NEEDED

Both forces consist of a maximum of 300 points worth of troops chosen from the list below.



- One hero-level character (not a Wizard) represents the leader of the force. He may be equipped in any way permitted by the army list but may not carry magic items or be mounted on a steed, monster, flying beast, Chariot, or war machine. He must be a model normally mounted on a 20- or 25-mm base.
- The remainder of the force consists of Core and/or Special infantry choices. None of these models may have more than 1 Wound. All of these troops must be models normally mounted on 20- or 25-mm bases.

BATTLEFIELD

The setting for this battle is the mine underneath a wall section that has been subjected to the besieger's undermining activity. Only a very restricted battlefield of 3' x 3' is needed for this battle. Both players may place up to eight pieces of terrain on their own half of the battlefield. The scenery must be rocks, boulders, or small steep hills that should be set up at least 4" apart from each other. The pieces represent Impassable Terrain, and the mining teams must go around them.

OBJECTIVES

The besieged force's objective is to defeat the enemy sappers and capture the mine so that it can be blocked. The besieger's vanguard must beat back the countermining attack and complete their mining operation.



The scenario lasts 4 turns. At the end of the last turn, calculate Victory Points in the following way. Count up the points value of troops remaining in play. The side with the most points of troops still alive in the tunnels wins. If the besiegers win, the mining continues, and the wall collapses. If the besieged side wins, the mining is stopped, and the wall remains intact.

DEPLOYMENT

The besiegers are deployed first on their half of the table, anywhere in the tunnels. The besieged side is deployed second on its side of the table, anywhere in the tunnels, but not within 12" of the enemy.

WHO GOES FIRST?

The besieged side has the 1st turn, since it has taken the miners by surprise.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

Determination. As so much is on the line in this battle, neither side needs to take All Alone or Rout Tests.

Darkness. Troops are -1 to hit in hand-to-hand combat due to the extreme darkness of the tunnels. Note that Vampire Count, Tomb King, Dark Elf, Skaven, Dwarf, Chaos Dwarf, and Daemon armies are not affected, as these forces are accustomed to fighting in the dark.



No Missile Weapons. No missile weapons are allowed in this scenario, because it would be too dangerous to use them in the small, dark tunnels.

Movement and Charging. As the troops are fighting in cramped tunnels full of loose rubble and slick mud, their movement will be slow. Consult the following chart to find out how fast your troops can move.

Dwarfs, Skaven, and Night Goblins 8"
Chaos Dwarfs 7"
All others 6"

Models that can move into contact with their enemies in the Movement Phase are considered to have charged, and all the normal rules apply. No formal charge declarations need to be made, and no line of sight is required. Note that these underground movement distances are never doubled as in a normal charge or march move.

PART OF A SIEGE CAMPAIGN

If the besiegers are victorious, then in the Final Assault, one wall section will take D6 (D6 + 1 for Dwarfs and Skaven, who excel at undermining) S10 hits, each doing D6 damage. Resolve damage by consulting the Wall Damage Chart. The besieging player may choose the wall section but may not undermine the wall section that contains the gate. Determine the damage before deploying any troops.

SCENARIO 9: FINAL ASSAULT

This scenario is a fight to the death between the besieged force in the fortress and their besiegers. This battle will decide the fate of the fortress once and for all. The besieger will muster all his available forces for this final attempt, and the besieged army will have to repel them or die. The besieger's objective is to knock down the fortress walls, slay all the defenders, and conquer the fortress! The besieged player's objective is to hold the fortress at any cost and repulse the assault. He must survive long enough to receive reinforcements or drive away the attackers.



ARMIES

The assault force has twice as many points as the besieged force. Thus, both forces can be of any size. We recommend 3,000 points of besiegers vs. 1,500 points of besieged.

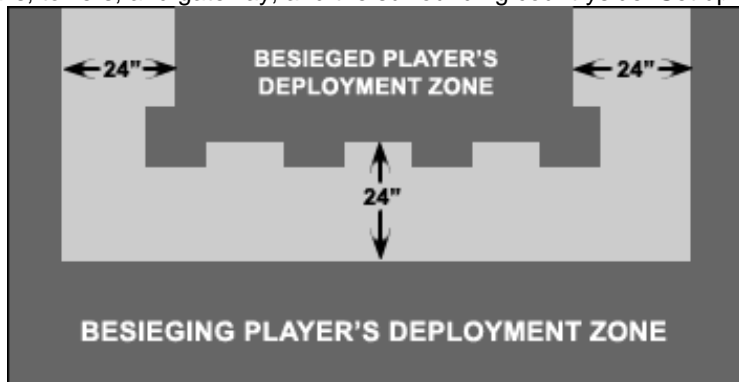
Both armies are chosen from the standard Warhammer army lists with the following modifications.

If either the besieged or besieging army list offers no infantry in its Core choices, Special infantry units may be taken as Core choices for that army.

You may freely purchase appropriate siege equipment (i.e., the besieging army may purchase besieging equipment; the besieged army may purchase besieged equipment) listed in Rules of Siege in the Warhammer rulebook.

BATTLEFIELD

The battlefield consists of the castle walls, towers, and gateway, and the surrounding countryside. Set up the fortress walls and towers as shown on the map. The besieging player may then randomly generate and place up to three extra pieces of terrain. These may be set up anywhere on the table more than 24" from the fortress walls, leaving an open killing ground around the castle.



The map shows a typical layout for a 1,500-point force of besieged troops. Add an additional tower and section of wall for each full increment of 500 points of besieged troops.

DEPLOYMENT

The besiegers are deployed first. They may be deployed anywhere on the battlefield no closer than 24" to any part of the castle. The besieged force is deployed afterwards anywhere in the fortress.

WHO GOES FIRST?

The besieged force has the 1st turn.

LENGTH OF GAME

The scenario lasts for 7 turns. If the fortress is not captured within that time, the assault will fail.

SPECIAL RULES

Not Skirmish. Unlike many of the scenarios that precede the Final Assault, this scenario is NOT a Skirmish and should be played with the regular Warhammer rules as well as the *Rules of Siege*.



Siege. This scenario is a siege game. All the rules on pp. 247-260 of the Warhammer rulebook apply.

No Special Deployment. Any troops with special deployment rules, such as *Scouts*, may not use them in this scenario.

Optional Rules. If both players agree, they may choose from the optional rules for war machines and upgrades listed on pp. 155 and 161 of *The General's Compendium*.

VICTORY CONDITIONS

If the besiegers can move one unit of at least Unit Strength 5 off the defender's table edge, victory will go to the besiegers. If the game lasts for 7 turns and the besiegers are denied this objective, then the besieged force wins.

Note that flying troops do not count towards the victory conditions, as they cannot take the fortress by themselves.

PART OF A SIEGE CAMPAIGN

Traditionally, this scenario constitutes the end of the siege campaign. Whoever wins this scenario is generally considered the winner of the campaign. However, as *The General's Compendium* shows, sometimes the most interesting games can occur after the walls have been battered down and the Defenders rush to protect their city inside the fortress walls. Thus, additional games can be played if the Attackers win the Final Assault scenario. After the siege battle, play the *Bursting Through the City Walls* scenario on p. 173 of *The General's Compendium* and then *Battle in the Streets* on p. 172 of the same book.

As another alternative, you can play the Siege scenario on pp. 259-260 of the Warhammer rulebook instead of Final Assault.
