



V1.0, Amended and compiled by Erik Johnson (bonespoonminis.io) and Turhan Elby
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A note from the scribes: Our club played through the original set of Warhammer Siege rules published on the Games Workshop website circa 2004 and immediately had some ideas of slight tweaks and improvements to the system we wanted to share with the world. We've made some of our own additions to the core rules, and critically added options to play the larger battles with Warmaster Revolutions armies. Some fluff text is provided to set the scene, but this is well suited for adapting for any 2-4 opposing armies you have in your collection, ideally for 2-4 players. Plan for 3-4 game sessions for your campaign, with the last session reserved for the big battle!

Bogenhafen Burns

A sadly familiar tale to the peasants and citizens of the Empire. From the mists of the grey mountains descended an ork tribe led by Warboss Gotrag, ravaging the farmland. In the sea of Claws, a fleet of sleek chaos raiders evaded Imperial navy patrols and pierced far down the mighty Reik into the heart of the Empire. Suddenly, even deep in the province of Reikland, far from the chaos wastes and goblin tunnels, fire and destruction spread through the land. War respects no borders, and the future is uncertain and the end is always near.

But while the everyday folk of the Empire suffer and flee (if they are lucky), the Elector counts in their great castles send ravens coordinating the defence. Reiks-Senechal Unter is put in charge of the defense of the province. By coincidence, a questing force of Bretonian Knights, drawn by a vision of the grail in the World's edge mountains, happen to cross down out of the Axe Bite Pass, behind the orc horde.

Seeing enemy forces gather, Gotrag approached the pustulent warlord Belsnick with a proposition—enough raiding and grabbing sheep, now is the time for a decisive strike. Seizing a city would break the back of the defenders and open up untold plunder. Pitiful villages like Lydenhoven were not worth the blood, their forces should encircle and take the mighty city of Bogenhafen...

Overview

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 Warmaster Revolutions. Included here are ten scenarios. The first nine represent the smaller battles that lead up to the attack on the castle walls. The 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 (see below).

Scenarios

- Send for help!
- Forlorn Hope
- Testing The Defenses
- Reinforcements
- Infiltrate
- Starve Out
- Sally Out
- Undermine
- Assassination
- Final Assault

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 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. Three to four gaming sessions should allow you enough time to play the entire siege with 2-4 players.

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. **The Besieging player has strategic surprise and picks the first move.** Note that some options may only be done on the first turn!

Besieging players 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.**

Forlorn Hope (First Turn Only). The speed of the besiegers' advance takes the defenders of the fortress by surprise. The defenders must fight a holding action in order to bring all their forces inside the fortress by playing Scenario 2– Forlorn Hope. This may only be done on the first turn.

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.

Bombardment. You may elect to bombard the enemy's fortifications with your heavy siege artillery to bring down the walls before assaulting the fortress. In the Final Assault scenario, D3 wall sections or towers of the castle (but not the gate) will suffer 6 hits, rolling for damage as normal. Resolve the damage before deploying any troops. Multiple bombardments may be selected, adding D3 more targeted sections (each section/tower may be targeted once).

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 be destroyed, being replaced by rubble (counts as a defended wall). 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 one stand from D3 units in their army (chosen by the besieged player). Resolve the damage for each unit before deployment in the Final Assault.

In the case of Vampire Counts, Demons, and other undead troops, they are immune to these effects. 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 and towers 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, mantlets, log and battering rams, siege towers, etc, selected from the Warmaster Revolutions list.

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.

Besieged players 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! If you did not already play this scenario, 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 of Skirmish you play, or add +1 to the command value of one Warmaster hero (up to a maximum of 10), 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 play the 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 Warmaster Revolutions Army lists include missile-armed infantry. Similarly, the second option is available only to besieged armies whose Warmaster Revolutions Army lists include war machines with a ranged attack.

- **Bow Fire.** In the Final Assault, roll a D6 for each time you selected this option. This is the number of Bow Fire Volleys available. In your shooting phase, you may use one Bow Fire Volley to shoot from a tower. A Bow Fire Volley is 3 normal shooting attacks with a range of 30cm, armor saves allowed. Each tower may only shoot one Bow Fire Volley per turn, but multiple towers may use Bow Fire Volleys as normal. They cannot be used against chargers.
- **Heavy Bombardment.** Roll 6D6. For each 6 you roll, the enemy will lose 25 points from his army in the Final Assault.

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, you may choose one from the following penalties to apply to the besieger.

- **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 the besieged have played and won the Send for Help! Scenario) Play Scenario 4 – Reinforcements. For each unit of two or more stands that breaks through, you can field 50 extra points of reinforcements in the city (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 upgraded walls, towers, and rock droppers selected from the siege rules in Warmaster Revolutions.

Repair Defenses. You may completely repair a single 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. This may only be done once, due to the limited construction resources available.

Scenarios

SCENARIO1: SEND FOR HELP! (WHFB Skirmish)

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 250 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 250 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 around 4' x 4'.

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 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.

SCENARIO 2: FORLORN HOPE (Warmaster Revolutions)

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.

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

MODELS NEEDED

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.

- 0-1 Flyers. You may have up to one flying unit.
- 0-5 Units of Mounted Troops. You may choose up to three units of mounted troops (not Flyers or Chariots) from the army list.
- No war machines- the rapid vanguard cannot bring heavy equipment!

Scouting Patrol

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

- 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.

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 (a ford, bridge, tower, intersection etc.). This location must be held at all costs. This key feature is placed in the exact center of the battlefield. No other terrain features may be placed within 8" of the key feature. No Impassable Terrain features may be used at all.

OBJECTIVES

If a unit in good order from the besieged force is within 10cm 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.

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.

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.

SPECIAL RULES

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

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

SCENARIO 3: TESTING THE DEFENSES (Warmaster Revolutions)

This scenario is an encounter between the garrison of one of the outlying redoubts 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.

MODELS NEEDED

Besieging Army

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

- 0-1 War Machine. You may choose a single war machine.
- 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 1,000 points chosen from the appropriate Warmaster army list with the following additional restrictions.

- Rocks. You may buy rock droppers for any troops defending the besieged fortress.
- Approximately 500 points must be spent on the wall, towers, and a gate.

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 against one edge of the table based on what was purchased by the defender (i.e., two walls, two towers, and the gatehouse wall). The besieging side may then generate up to three terrain features. These features are placed as normal, except that no scenery may be set up within 18" of the castle walls, because the besieged force has created a killing ground around the castle.

OBJECTIVES

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.

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.

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.

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 besiegers have the 1st turn.

SPECIAL RULES

Warmaster Revolutions. 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 Warmaster.

Siege. This scenario is a siege game. Use all the rules in the warmaster siege appendix.

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

SCENARIO 4: REINFORCEMENTS (Warmaster Revolutions)

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.

MODELS NEEDED

Besieging Army

The task force of the besieging army consists of a maximum of 1,000 points chosen from the appropriate Warmaster Revolutions army.

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 Warmaster army list with the following additional restrictions.

- 1+ Unit of Mounted Troops. If your army can have any mounted troops, you must include at least one unit.
- Fast-Moving War Machines. You may include war machines and Chariots as part of your army if they can move quickly but cannot include war machines with 10cm movement.

BATTLEFIELD

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

OBJECTIVES

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.

At the end of the battle, calculate Victory Points for destroyed units as normal. In addition, any unit of at least two stands in the besieged force (apart from flyers) that moves off the opposing player's table edge gives the besieged player 200 extra Victory Points.

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

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.

SPECIAL RULES

Warmaster revolution. Unlike many of the scenarios that precede the Final Assault, Reinforcements is NOT a Skirmish scenario and should be played with the Warmaster 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.

SCENARIO 5: INFILTRATE (WHFB Skirmish)

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 in the appropriate pamphlet 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. Buildings may be set on fire when attacked by a model with a flaming attack or torch. Any flame spell or effect (breath weapon) will set a building aflame on a 4+. Any flaming arrow (must still roll to hit, using a large target bonus) or torch armed model (auto hit in close combat) will set the building aflame on a D6 roll of 6. Any model inside a flaming building takes a S4 hit in both player's shooting phases.

Quenching the Flames. Defenders may attempt to quench flames. For each 5 defending models (to a minimum of 1) attempting to quench the flames roll a D6. On a 6 the fire is out (for now)! 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.

SCENARIO 6: STARVE OUT (Warhammer Skirmish)

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 350 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 infantry troops.

Besieged Supply Wagon and Escort

The force attempting to breakthrough the roadblock consists of a “free” supply wagon and a maximum of 250 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 125 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	-	-	-

SCENARIO 7: SALLY OUT (Warmaster Revolutions)

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.

MODELS NEEDED

Besieged Force

The sallying force of the besieged army consists of 1,000 points. This is selected from the appropriate warmaster revolutions list.

- 1+ Mounted Troops. If your army can have any mounted troops, you must include at least one unit of cavalry. You may select any 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 the appropriate warmaster army list with the following additional restrictions.

- 0-1 Cavalry Unit. You may choose up to one unit of mounted models from the army list. You may select any of the 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 10 points per unit. 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 18" of the castle, and no Impassable Terrain features may be used at all.

OBJECTIVES

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.

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.

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.

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.

SPECIAL RULES

Warmaster. Unlike many of the scenarios that precede the Final Assault, Sally out is NOT a Skirmish scenario and should be played with the regular Warmaster rules.

No Special Deployment. No units may use special deployment rules in this battle.

Surprise Attack. At the beginning of the 1st turn, roll a D6 for each unit in the besieging force. On a roll of a 1, the unit is taken by surprise and can do nothing that turn.

Destroy the Objective. To attempt to destroy the objective, the besieged player must move a unit with at least 2 stands into base contact with the objective. Roll a D6 at the end of each Combat Phase in which the besieged unit stays in base contact with the target. On a roll of a 4+, the besieged have succeeded in destroying the objective. Roll one die for each besieging unit of 2 or more stands in base contact.

SCENARIO 8: UNDERMINE (WHFB Skirmish)

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 6 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 in the appropriate packet 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.

SCENARIO 9: CITY ASSAULT (Warmaster Revolutions)

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. The besieged player relief force is attempting to reach the siege camp to break the enemy lines. They must survive long enough for reinforcements to save the day!

MODELS NEEDED

The assault force has 3000 points. You may divide this into two parts if you have multiple players.

The besieged player has 1000 points of troops inside the walls.

- Approximately 1000 points must be spent on Walls and Fortifications for the city per warmaster revolution siege rules.

The relief force (may be commanded by a second besieged player) has 1000 points outside the walls.

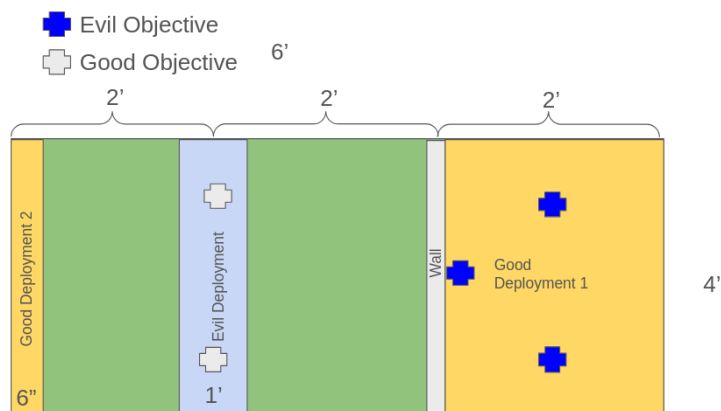
This is modified by the results of various siege turns, if part of a campaign.

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

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 Warmaster siege rules, modified as appropriate by the outcome of siege turns.

BATTLEFIELD

This is played on a 6 by 4 battlefield, and it is suggested to play long-ways (see map below). The main wall of the city is deployed approximately 24" from one table edge the interior of the city should be covered with roads, buildings, town squares and rubble. The besieger may deploy in a band 42"-54" from the table edge. The relief force may deploy in a band 66"-72" from the table edge (0-6" from the opposing table edge).



OBJECTIVES

This game does not end when an army breaks or general dies. The game will last 7-10 turns or until one side achieves 5 VPs. At the end of turn 7, roll a die, on a 4+ play another turn. Repeat until 10 turns, which will automatically be the last.

VPs are gained for:

+2VP for breaking the enemy army (counted jointly between any allied forces)

+1VP for dead enemy general

+1VP per enemy objective (not your objective) where you have a non-confused unit within 10cm and your opponent does not at the end of your turn. This is scored at the end of each of your turns (not the enemy turns) and accumulates as with the standard Warmaster Revolutions scenarios.

DEPLOYMENT

Before deployment, the besieging player places two objective markers on the center line of the deployment zone, representing their lines and encampments. The objectives must be separated by at least 12"

The besieged player then deploys three objectives- one on a central gate, and two within the city at some strategic point within 12" of the walls, separated by more than 12".

The besieged forces inside the wall deploy first.

Then the besieging forces deploy.

Then the relief forces deploy.

WHO GOES FIRST?

The besieging force has the 1st turn.

SPECIAL RULES

Siege. This scenario is a siege game. All the rules for warmaster sieges apply.

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