

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.



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.

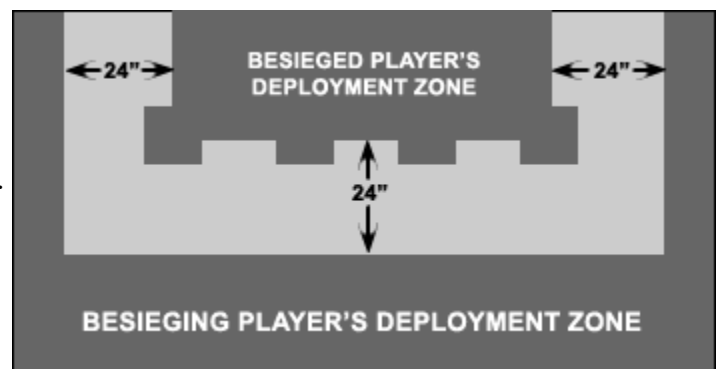
If either the besieged or besieging army list offers no infantry in its Core choices, Special infantry units may be taken as Core choices for that army.

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.



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.

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