

## 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.

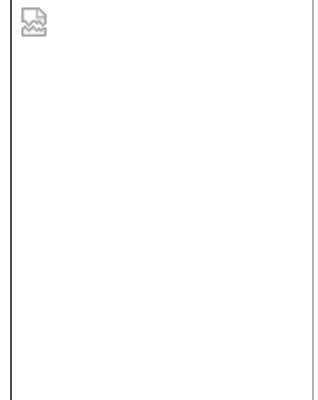


Both armies are chosen from the Warhammer army lists with the following additional restrictions. Note that neither side may take magic items.

### 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.



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.

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