

## 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.



### **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**

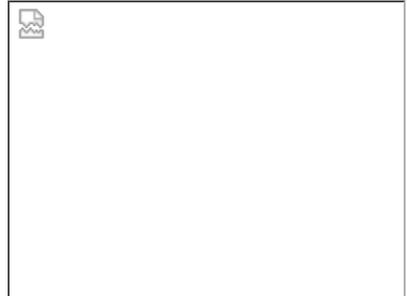
The relief force of the besieged army consists of a maximum of 1,500 points of determined, fast-moving troops entrusted with the task of breaking through the siege ring. These troops are chosen from the appropriate Warhammer army list with the following additional restrictions.

- 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.



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.

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