

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.



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.



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.

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