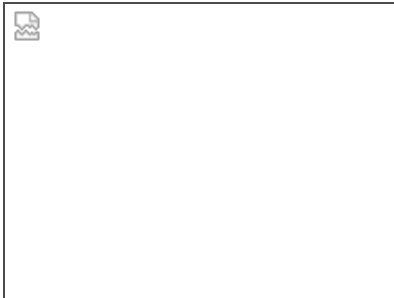


SCENARIO 6: STARVE OUT

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.



Besieging Roadblock

The roadblock of the besieging army consists of a maximum of 650 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 Core infantry troops.
- Special Infantry. After purchasing your hero and Core troops, the remainder of your points may be spent on Special infantry troops.

Besieged Supply Wagon and Escort

The force attempting to breakthrough the roadblock consists of a “free” supply wagon and a maximum of 500 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 250 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	-	-	-



The outcome of this encounter determines whether the besiegers can establish an impenetrable cordon of troops around the fortress to starve out the garrison. If the besieged player wins this scenario, there is no effect. However, if the besieger wins the scenario, some of the besieged troops will starve or desert, and thus, the besieged force will be weaker in the Final Assault (see the campaign rules for army-specific

details).

[Home](#) | [About Us](#) | [Introduction Tour](#) | [Contact](#) | [Help](#) | [Site Map](#) | [Site Updates](#) | [Careers](#) | [GW Worldwide](#) | [Subsidiaries](#)
[Shopping and Online Store](#) | [Real Estate](#) | [Investor Relations](#) | [Privacy Policy](#) | [Terms of Use](#)
[Copyright](#) Games Workshop Ltd 2000-2008

Copyright © Games Workshop Limited 2008 excepting all materials pertaining to the New Line theatrical productions: The Watcher logo, The Fellowship of the Ring; The Two Towers; and The Return of The King which are © MMVI New Line Productions, Inc. All Rights Reserved. *The Lord of The Rings*, *The Fellowship of The Ring*, *The Two Towers*, *The Return of The King* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, Warhammer and the Warhammer 40,000 device are either ®, TM and/or © Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. All Rights Reserved.