

## BESIEGING PLAYER'S OPTIONS

The besieging player may choose any of the following options during his turn in the campaign unless otherwise indicated. He may choose any option more than once, although he may not make the same choice as he did in his last turn.



**Bombardment.** You may elect to bombard the enemy's fortifications with your heavy siege artillery to bring down the walls before assaulting the fortress. This option is available only to besieging armies whose army book list includes war machines. In the Final Assault scenario, each wall section and tower of the castle (but not the gate) will suffer a S10 hit, causing D3 damage to represent the effect of the bombardment. Resolve the damage before deploying any troops. Dwarfs, Empire, and Chaos Dwarfs can roll D6 - 1 (to a minimum of 1) when determining the damage instead of D3.

**Undermine.** If you wish, you may decide to undermine the walls. This is a dangerous and risky affair. However, if you are victorious, you can bring down an entire section of wall! Play Scenario 8 – Undermine. If you are victorious in this scenario, then in the Final Assault, one wall section will take D6 (D6 + 1 for Skaven and Dwarfs, who excel at undermining) Strength 10 hits, each doing D6 damage. Resolve damage by consulting the Wall Damage Chart. The besieging player may choose the wall section but may not undermine the wall section that contains the gate. Determine the damage before deploying any troops.

**Starve out.** The weakest part of any fortress is the belly of the man inside. If you wish to bide your time before attempting to assault the fortress and deny the besieged force its supplies, then play Scenario 6 – Starve Out. If you are victorious in this scenario, the besieged player will lose D3 (D3 - 1 in the case of Dwarfs and Chaos Dwarfs, D6 in the case of Halfling regiments) rank-and-file models from each unit (not war machines or Chariots) due to the effects of starvation. Resolve the damage for each unit before deployment in the Final Assault.



In the case of Vampire Counts, any Necromancers and Vampires in the besieged force suffer 1 Wound due to starvation (or lack of blood!) at the start of the Final Assault on a D6 roll of a 4+. Ghouls suffer from starvation as normal. Otherwise, Vampire Count units are immune to the effects of starvation as are Daemons and all Tomb King troops.

In the case of Orcs & Goblins, any casualties suffered by Orc units may be shifted to any Goblin units in the army, as the bigger greenskins eat their diminutive cousins.

**Test the Defenses.** If you wish, you may throw a part of your forces against a weak point of the fortress or some outlying fortification. If you decide to do so, play Scenario 3 – Test the Defenses. If you are victorious in this scenario, the gates of the fortress will be destroyed before the start of battle in the Final Assault to represent your persistent efforts in gaining your way into the fortress.

**Infiltrate.** You may elect to send spies and infiltrators into the enemy fortress to destroy their supplies and storage rooms. If you decide to do so, play Scenario 5 – Infiltrate. If you are victorious in this battle, then the defender must pay double



points for all siege equipment in the Final Assault.

**Construct Siege Equipment.** You can elect to construct more siege equipment in preparation for the inevitable assault. Roll a D6 and multiply the result by 15. The resulting product is the number of extra points you can spend on siege equipment in the Final Assault, including ladders, grappling hooks, log and battering rams, siege towers, etc.



**Final Assault.** You may assault the fortress after at least 2 complete siege turns have been played. You do not need to wait until a result of 7 or more is rolled at the end of a siege turn per the *How Long Does the Siege Last?* rule. If you decided to assault the fortress early, play Scenario 9 – Final Assault. The outcome of this battle will decide the fate of the fortress and the ultimate victor of the siege campaign (unless you're extending the siege campaign with the Battle in the Streets scenario and/or the Bursting Through the City Walls scenario; see pp. 172-173 of *The General's Compendium*).

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