

## SCENARIO 5: INFILTRATE

This scenario is an encounter between the spies who have managed to get inside the fortress and the sentries of the besieged army who are guarding the siege rations and ammunition stores.



### Spies

- 75 points of Core and/or Special infantry models. One of these may be a unit champion. No model may have more than 1 Wound. Spies armed with missile weapons have flaming missiles. All spies carry torches.



### Sentries

- 150 points of Core or Special infantry models. One of these may be a unit champion. No model may have more than 1 Wound.

Neither side may take magic items.

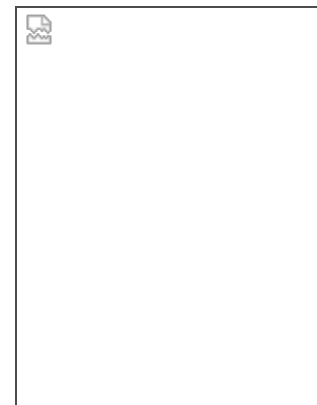
## BATTLEFIELD

The setting for this battle is somewhere within the walls of the fortress. Set up the fortress walls and towers so that at least half the table is enclosed within the circuit. Put as many buildings as you have inside the walls, arranged in streets. Buildings must be placed at least 3" apart. The besieged player then nominates one of the larger buildings to be the warehouse.

## OBJECTIVES

The spies' objective is to sabotage the supplies stored in the warehouse. They intend to do so by torching the building and, hopefully, escaping in the ensuing confusion. The sentries' task is to guard the warehouse and stop enemy agents from sabotaging the stores.

The scenario lasts for 10 turns or until all the spies are dead. If all the spies are taken out of action or if the warehouse is not on fire at the end of 10 turns, the besieged player wins. If the warehouse is on fire at the end of 10 turns, the besieger wins.



## DEPLOYMENT

The sentries are deployed first, and they may be deployed anywhere within the circuit of the walls or actually on the walls themselves. Each sentry must be deployed at least 6" away from other sentries. The spies are deployed afterwards, all together on any one section of the walls chosen by the besieger. If they are placed on a section occupied by sentries, the spies will start the game in hand-to-hand combat with the sentries. Note that only one model per sentry needs to be in combat, although you can gang up with more if you like.

## WHO GOES FIRST?

The spies have the 1st turn.

## SPECIAL RULES

**Skirmish.** This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

**Determination.** As so much is on the line in this battle, neither side needs to take All Alone or Rout Tests.

**Night Visibility.** The action takes place at night, and thus, the maximum range of all missile weapons is limited to 12". Enemy troops who are more than 12" away cannot be charged. Note that Skaven, Dark Elf, Daemon, Vampire Count, Tomb King, Dwarf, and Chaos Dwarf armies are not affected by this rule because of their excellent night vision.

**Burning & Destruction.** See *The General's Compendium*, p. 166.

**Quenching the Flames.** See *The General's Compendium*, p. 167. Note that, for this scenario, you can always roll at least one D6 to attempt to quench the flames if at least one model is fighting the fire.



If this scenario is being played as part of a siege campaign and the besieging player wins, the besieged force must pay double the points cost for any siege equipment he will use in the Final Assault.

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