

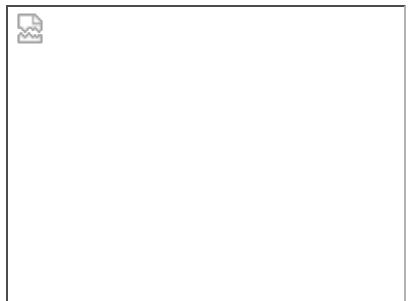
BESIEGED PLAYER'S OPTIONS

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



Send for Help! You may decide to send a message for help to summon your allies to lift the siege. To do so, a messenger must break through enemy lines. Play Scenario 1 – Send for Help! If the messenger breaks through, then the morale of the besieged troops gets a considerable boost. You may add +1 to the Leadership of any of the troops (up to a maximum of 10) in all further scenarios you play, as help is on its way. Note that this bonus does not apply for the Reinforcements scenario. The troops inside the fortress will be heartened as they know that the siege will be lifted sooner or later. The besieged player may also choose to Bring Reinforcements from his list of options when it is his turn.

Counter-Bombardment. You may choose to open fire with the guns on the fortress towers and walls or use your archers to rain steel-fanged death upon your enemies. Choose either bow fire or heavy bombardment by war machine. The first option is available only to besieged armies whose Army book lists include missile-armed troops. Similarly, the second option is available only to besieged armies whose Army book lists include war machines. (Thus, Hordes of Chaos, for instance, may choose neither option.)



- **Bow Fire.** In the Final Assault, one unit (not a war machine or Chariot) in the besieging army suffers 2D6 hits (add +2 for Wood Elves because of their expertise in archery). Resolve the damage as if the hits were caused by any missile weapon available to your army, such as bows, crossbows, and the like, but not specialist weapons such as Poison Wind Globes or magic missiles such as the Hail of Doom Arrow. The besieged player may nominate the unit that is affected.
- **Heavy Bombardment.** Roll 6D6. For each 6 you roll, the enemy will lose 25 points from his army in the Final Assault. Dwarfs, Chaos Dwarfs, and the Empire need to score only 5+, as they can muster more war machines than other armies.

Sally out. You may elect to send elite troops out to destroy some vital part of your opponent's army. Choose any of the following targets: heavy war machines, siege equipment, or ammunition and supplies. Play Scenario 7 – Sally out. If you win, the following penalties apply to the besieger according to your choice.



- **Heavy War Machines.** The besieging player may not elect to use the Bombardment option any more.
- **Siege Equipment.** The besieging player may spend only 10% of his points on siege equipment.
- **Ammunition and Supplies.** The besieging player pays double the points for war machines in the final scenario to represent the difficulty of replacing lost ammunition and damaged war machines.

Bring Reinforcements. You may bring in reinforcements only if you have first successfully played the Send for Help! scenario. Play Scenario 4 – Reinforcements. For each unit of Unit Strength 10 or more that breaks through, you can field 50 extra points of reinforcements (up to a maximum of 250) in the Final Assault. Note that you have to play the Send for Help! scenario again and win it once more before you can choose this option again.

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 25. The resulting product is the number of extra points you can spend on siege equipment in the Final Assault, including hoardings, reinforced gates, rocks, boiling oil, and the like as well as the special options from pp. 155 and 161 of *The General's Compendium* if you and your opponent have agreed to play with these special rules.

Repair Defenses. You may completely repair a tower, wall section, or gate before the Final Assault begins. All damage is disregarded, even if the wall, gate, or tower was destroyed. Choose which item you wish to repair after resolving the damage from Bombardment, Undermining, or Testing the Defenses. Dwarfs and Chaos Dwarfs can repair one additional wall section, tower, or gate on a D6 roll of a 4+.

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