

SCENARIO 7: SALLY OUT

This scenario re-creates a sudden attack by the defenders of the castle. They are planning to strike against a vital target in the besieging army such as the siege engines, heavy artillery, or supplies. It is vital that the troops who rush out of the castle for the attack are courageous and powerful warriors who are willing to take great risks to succeed. Indeed, sometimes it may be necessary for them to sacrifice their own lives to carry out their mission. These troops are often (though not always) mounted elite shock troops, capable of punching through the ring of besieging troops with skill and ease. The timing of such an attack is equally important. The foe must be caught off balance and be unable to bring its massed forces to bear. Early morning is a particularly good time, as the sentries will be weary and lax.



Besieged Force

The sallying force of the besieged army consists of 1,000 points. The normal rules for minimum/maximum number of Core, Special, and Rare choices are lifted for this scenario. The force must be selected from the list below.

- 1 Commander of the Sallying Force. The commander may be any hero-level character permitted by the army list, except a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster or flying beast but may ride a steed or Chariot if normally able to do so.
- 0-1 Other Character. The sortie may include a single additional hero-level character who is not a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster, flying beast, or Chariot but may ride a steed if normally able to do so.
- 1+ Mounted Troops. If your army can have any mounted troops, you must include at least one unit of cavalry. You may select any of normally available options, including magic standards, for these units.
- Other Troops. You can freely choose any regiments allowed by the army list. You may select any of normally available options, including magic standards, for these units.
- 0-1 War Machine. You may include up to one war machine permitted by the army list. This machine must be placed on a fortress tower.

Besieging Force

The besieging force consists of 1,000 points chosen from appropriate army list with the following additional restrictions. Unlike the Besieged Force, the Besieging Force must be selected from the normal numbers of minimum/maximum Core, Special, and Rare choices.

- 1 Captain. The captain of the siege line may be any hero-level character permitted by the army list, except a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster, Chariot, or flying beast but may ride a steed if normally able to do so.
- 0-1 Other Character. Your force may include a single additional hero-level character who is not a Wizard. He may be equipped in any way permitted by the army list and may carry magic items. He may not ride a monster, flying beast, or Chariot but may ride a steed if normally able to do so.
- Infantry. You may choose any number of units of infantry as permitted by your army list. You may select any of normally available options, including magic standards, for these units.
- 0-1 Cavalry Unit. You may choose up to one unit of mounted models from the army list. You may

select any of normally available options, including a magic standard, for this unit.

- 0-2 War Machines. You may include up to two war machines permitted by your army list.
- Mantlets. You may equip any infantry units armed with missile weapons with Mantlets for 1 point per model. No other types of siege equipment may be purchased.

BATTLEFIELD

Set up the fortress as shown on the map. The besieging player may place three randomly generated terrain pieces on the board. None of the random terrain features may be placed within 24" of the castle, and no Impassable Terrain features may be used at all.



DEPLOYMENT

The besieging player deploys first within his own Deployment Zone, which is 12" from the edge of the table. He must position his troops facing the fortress. He then places a suitable item (e.g., a pile of supplies, group of war machines, siege tower, etc.) adjacent to the exact center of his board edge. Note that this objective may not be moved (or fired, if a war machine) at all during the battle. The besieged player deploys last, in his own Deployment Zone, which is anywhere inside the castle or on the walls. Note that the castle gate is open at the start of the scenario.

WHO GOES FIRST?

The besieged force has the 1st turn.

LENGTH OF GAME

The scenario lasts for 5 turns. The objective must be destroyed before the end of the last turn, at which time the besiegers can bring an overwhelming force to bear to wipe out the sallying contingent.



SPECIAL RULES

Not Skirmish. Unlike many of the scenarios that precede the Final Assault, Sally out is NOT a Skirmish scenario and should be played with the regular Warhammer rules.

No Special Deployment. No units, such as *Scouts*, may use special deployment rules in this battle.

Surprise Attack. At the beginning of the 1st turn, roll a D6 for each unit in the besieging force. On a roll of a 1, the unit is taken by surprise and can do nothing that turn.

Destroy the Objective. To attempt to destroy the objective, the besieged player must move a unit of at least Unit Strength 4 into base contact with the objective. Roll a D6 at the end of each Combat Phase in which the besieged unit stays in base contact with the target. On a roll of a 4+, the besieged have succeeded in destroying the objective. Roll one die for each besieging unit of Unit Strength 4 or more in base contact.

VICTORY CONDITIONS

If the besieged player destroys the objective, the battle immediately ends in an outright victory for the

besieged force. If the game lasts for the full 5 turns and the objective has not been destroyed, then the besiegers win.



If the besieging army wins this scenario, there is no effect on the siege campaign. However, if the besieged force wins, their target objective has been destroyed and the besiegers will suffer for the loss. If Heavy War Machines were the target, the besiegers may no longer use the Bombardment option. If siege equipment was the objective, the besieging player may spend only 10% of his points on siege equipment in the Final Assault. If ammunition and supplies were the target, the besieging player must pay double the points cost for war machines in the Final Assault. See the campaign rules for more details.

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