

## **Chapter Twelve** **Sally Forth**

*As the final attacks from the assailants slam home against the Imperial defenses, the defenders have made a last effort to ease the pressure on their city. While many are content to wait it out from their defenses, others seek a nobler path to victory. Though it may cost them everything, these commanders have led their armies out in an encirclement strategy, trying to pincer against the overextended forces arrayed against them.*

### **THE ARMIES**

Both players select a Battle-Forged army to an agreed points limit. If only one player has Imperial factions in his force, he is the Defender. In any other scenario, roll off to determine who is the Attacker and who is the Defender.

### **THE BATTLEFIELD**

This battle is taking place at the main location of the assault. It could be done against a breach in the walls, and it could take place in the open ground beyond. Use your imagination as to where the counteroffensive would take place.

Set up terrain in any mutually agreeable manner. The Attacker then deploys his entire force. He may choose either long board edge; the units he deploys on the table must be deployed wholly within 12" of this board edge, and more than 18" from either short board edge.

The Defender then deploys his forces within 12" of the opposite board edge. However, each unit must also be wholly within 18" of either short board edge as well.

Each player then places one Objective, exactly 36" from each short board edge and 6" in from their long board edge.

### **VICTORY CONDITIONS AND SPECIAL RULES**

*Slay the Warlord, Linebreaker, First Blood*

The Attacker has been caught at a moment of great weakness; their forces have penetrated the defense positions and overextended as they pursued the foe. As a result, they have been opened to a pincer attack. They cannot afford to lose their momentum, but to allow their supply lines to be collapsed would be disastrous.

At the end of the game, the Attacker scores a Crushing Victory if he controls both Objectives. If he controls only his own Objective, he scores a Minor Victory. If the Defender controls only the Attacker's Objective, he scores a Minor Victory. Any other result is a Crushing Victory for the Defender.

*What to report:*

1. Which factions played, and who was the Defender?
2. Which was the victory status at game's end?