Scenario: Through Black Fire Pass

Black Fire Pass has a dire reputation. The clearest route through the Worlds Edge Mountains is home to all manner of Orcs, Goblins, bandits and unsavoury characters. Travellers and merchants that brave it do so knowing full well they might be the victim of an ambush on the road.

A warband is travelling through Black Fire Pass when it is ambushed by one of its rivals. Little do both warbands realise that the sounds of battle have alerted other creatures to their presence…

Terrain

The battle is played over a 4'x4' area. Down the centre is a strip 6" wide that starts at one board edge and ends at the opposite edge. The rest of the table should be littered with rocks, scattered scree and the occasional copse of trees.

Warbands

Each player rolls a D6. The highest may choose to be the Attacker or the Defender. The Defender is being ambushed is travelling from the east to the west table edge. He places all of his warband first. They may be placed anywhere on the road within 6" of each other and no closer than 18" to the western table edge (the warband's point of escape). The Attacker then places his models anywhere on the table but no closer than 10" to a Defenders model and out of line of sight.

Starting the game

The Attacker springs his ambush and goes first.

Special rules

Hazardous: Black Fire Pass is extremely hazardous and as well as being home to all manner of creatures, it is plagued by hostile weather. At the end of each of the Defender's turns roll a D6. On a roll of 1 both warbands have befallen to a hazard. Roll a D6 on the table below to discover what the hazard is.

1-2	**Rockfall**	The rapid movement and cries of combat have disturbed some loose rocks high up in the mountains which come crashing down upon the battling warbands. Every model must take an Initiative test to avoid the falling rocks. Any model that fails will suffer a Strength 3 hit from the debris.
3-4	**High winds**	The warbands are battered by fierce winds. The winds will last until the end of the Defender's next turn. At the start of their turn each warrior must pass a Strength test or be knocked down.
5	**Orcs**	The warbands have become the attention of a group of Orcs camped in the mountains. Roll a D6. On a roll of 1-3 the Orcs arrive on the north edge of the table, on a roll of 4-6 they arrive on the south edge. There are D3+1 Orcs. They will always move towards the nearest model, charging if they can do so. The Orcs have the same profile as Orc Boyz (as described in the Mordheim Annual 2002, page 11) and carry a sword and a shield but do not suffer from Animosity.
6	**Stone Trolls**	A Stone Troll has wandered into the battle and becomes enraged, charging at the warriors. See the rules above for placing and attacking with the Stone Troll. The Stone Troll has the same profile as the Troll in the Orc and Goblin warband (as described in the Mordheim Annual 2002, page 11).
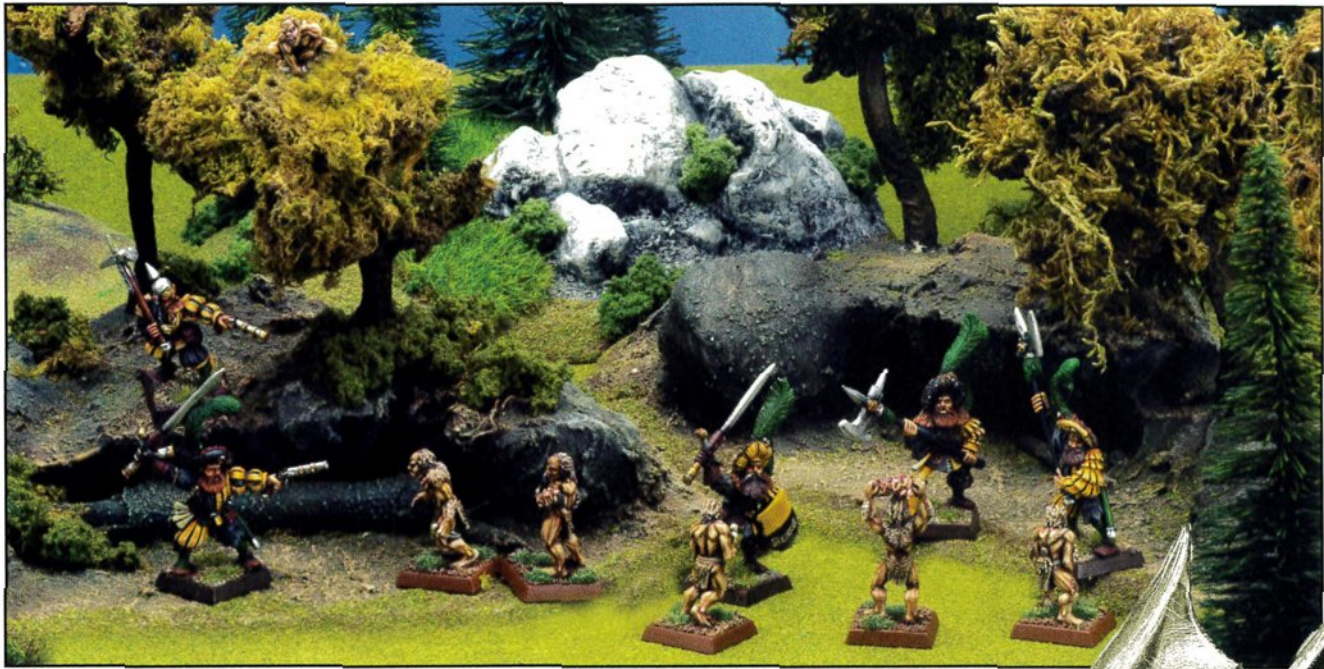
Ending the game

The game ends as soon as the Defender gets half his models off the western edge of the table through the pass (*fleeing models do not count*) in which case he will be the winner. Otherwise the battle continues until one warband fails a Rout test, then the remaining warband is the winner.

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.
*(Note that due to the direness of their task, the Defender earns **double** Experience Points for surviving or being the winning leader).*

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts out of action (this also counts for Orcs and Trolls too).

+1 Escapes: Any Hero or Henchman group that manages to escape earns +1 Experience.

Author	*Nick Kyme works on White Dwarf right here at GW HQ. He has written for Town Cryer on numerous occasions, and is on the Mordheim Rules Reviews.*
Further Information	*Averlanders can be created using the Empire Militia plastic sprue and/or the plastic sprues you get in your Mordheim boxed set.*
More Mordheim	*Page 24 for Pit Fighter and page 52.*
Website	*www.Mordheim.com*