

It was at the city of Abrahân that the final act of this story was to be played out. Suladân caught up with Vangaris's army, still four thousand strong, and arrived to a scene of desperate struggle. Disdaining the advice of Abrahân's elders, the Hâsharin who had taken control of the Haradrim defenders had led them to meet the Khandish army, rather than sheltering behind the solid bulwarks of Abrahân. Such a strategy would have served him well, had his warriors been as unyielding as his sense of self-importance or as numerous as the enemy. As it was, the overmatched Haradrim yielded ground within moments, and their general was slain before noon. From my perch on a hill above the battlefield, I could see the Merchant Guard of Abrahân holding firm about their lord. Everywhere else, uncertainty and despair were beginning to set in, and two thousand Haradrim warriors were on the brink of flight.

Suladân truly earned his ascendance that day. Though tired to the bone, he drove his men into the rear of Vangaris's army like a spear. Less than sixty men, scarred and worn, rode beneath the banner of the Serpent through the Khandish ranks and cut down all who opposed the Haradrim. It must have seemed as though nothing could touch them – no arrow, no spear, no sword. Though overmatched, their fury gave them strength

enough to carry Suladân to the very heart of the Khandish horde and before the king himself. As Suladân's men engaged Vangaris's bodyguard, the Serpent Lord fought the Khandish king. Though the chieftain was easily the better swordsman of the two, Vangaris was fresh to the battle. Only a will of iron kept Suladân in the saddle of his steed. As battle raged about them, the two men circled, cutting and parrying faster than the eye could perceive. The two warlords seemed well matched, the Serpent Lord's skill and speed blunting itself upon the layered iron plates of his foe's armor. It was only when Suladân's steed was slain, speared by one of Vangaris's men, that the contest turned. As Suladân rose up from the dust of the battlefield, his blade bit deep into the Khandish king's side and sliced up between the overlapping plates of armor. With a cry of pain, Vangaris tumbled from his saddle and sprawled in the dust. Winded by the fall, the fallen king was helpless before Suladân's vengeful strike. Quick beyond belief, the chieftain's blade lanced down through the golden mask's eye hole to end the life of the Khandish king.

In that moment, it seemed as though all eyes on the battlefield turned to where Suladân stood victorious. For a moment, there was silence, as history began to shape itself into a

new course. Then, the killing began once more. With the death of Vangaris, the tide had turned, and the fight went out of the Khandish army. All across the battlefield, the Khands began to retreat, first by ones and twos and then by whole companies. Within minutes, the entire army was in full flight and was pursued with a vengeance by those who had expected nothing but defeat.

In the years after, various stories have surfaced to explain the scope of the victory that day. Some claim that much of the Khandish army was composed of mercenaries who were bought by the wealth of the elders of Abrahân and who changed sides partway through the battle. Others speak of the valiant efforts of various Haradrim chieftains that, when seen as part of the larger tapestry of fate, brought victory that day. One tale even suggests that, although Vangaris was killed at the height of the battle, Suladân was not responsible, and it was, in fact, one of the Hâsharii who slew the Khandish king. All I can say, without doubt or contradiction, is that I saw none of these things and that the victory that day belonged to one man, one who may yet cause great good or ill in the years to come.

SCENARIO: THE BATTLE OF ABRAKÂN

The fate of Harad is to be decided on the plains of Abrahân. Two thousand Haradrim warriors are mustered to meet the Khandish horde in battle – an army twice their size. As the tide turns against the sons of Harad, they begin to retreat. Though all seems lost, the Khandish victory is not certain. Even on a field of six thousand warriors, one man can make a difference.

PARTICIPANTS: GOOD

- Suladân, the Serpent Lord
- Guthâric (Chieftain of Harad)
- 12 Warriors of Harad with spears
- 12 Warriors of Harad with bows
- 6 Haradrim Raiders with lances
- 6 Haradrim Raiders

EVIL

- Vangaris (use the King of Men profile)
- 2 Khandish Chieftains
- 4 Warriors of Khand with shields
- 4 Warriors of Khand with bows
- 4 Warriors of Khand with throwing spears and shields
- 12 Khandish Raiders

Use the profiles for Captains and Warriors of Rohan. If you don't want to convert models to use as Khandish Warriors, you can substitute Rohan profiles instead.

LAYOUT

This scenario is played on a board 48"/112 cm x 48"/112 cm. The game takes place on the fields outside Abrahân and thus should be a mostly flat plain broken by occasional hills and forests.

STARTING POSITIONS

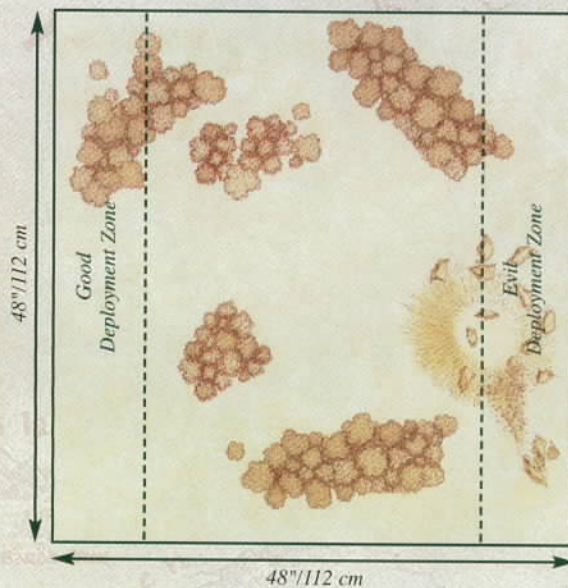
The Good player deploys his force (excluding Suladân and the Haradrim Raiders) within 6"/14 cm of one board edge. The Evil player then places his force within 6"/14 cm of the opposite board edge. Suladân and the Haradrim Raiders are kept to one side and may become available later in the game.

OBJECTIVES

The Evil player wins if he reduces the Good side to 25% or less of its starting numbers. The Good player wins if the Evil side is reduced to 50% of its starting numbers and Vangaris is slain. If both conditions are met in the same turn, the game is a draw.

SPECIAL RULES

The Striking Serpent. From the 4th turn onward, at the start of each of his Move Phases, the Good player may roll a D6. On the roll of a 4+, the Evil models that were not deployed at the start of the game may move onto the board from any edge (they must all arrive along the same edge). Newly arrived



models may not charge on the turn they arrive but may otherwise act normally.

POINTS MATCH

To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than half of its warriors with bows. The most expensive model on the Evil side takes the role of Vangaris.