

THE SANDS OF KÂRNA

A scenario for The Lord of The Rings by Mat Ward

A band of warriors of Minas Tirith stumble into the ruins of Kârna, a once great city reduced to rubble. As the men of Gondor seek treasure, the dreaded Dîmlokhi rise to vanquish the intruders.

Description

Kârna was once the closest thing that Harad had to a national capital. In the times of Gondor's occupation, Mârdat, the Serpent Lord, ruled his rebel kingdom from its high throne and spun strategies to defend his land from the usurpers from the north. Though he railed against his people's fate for many years, it was but a short time before Mârdat fell at the hands of one his countrymen. With his death, the armies of Gondor once more came down from out of the north and crushed those who had opposed their rule. Kârna was chosen to be an example for the next chieftain who chose defiance. The city's spiralling towers were felled and its houses were consumed by

fire. Almost a century later, a company of Minas Tirith's warriors entered into the ruins of Kârna, seeking any valuables that could be rescued. They paid little heed to the local tales of dread spirits that haunted the forsaken city, and cared not for the offence that their presence caused the local population.

Good

Valadir (Captain of Men)
8 Warriors of Minas Tirith with shield and spear
8 Warriors of Minas Tirith with shield
8 Warriors of Minas Tirith with bow

Evil

Kâshdhar (Haradrim Chieftain with shield and spear)
4 Dîmlokhi (Barrow-wights)
12 Haradrim Warriors with bow
12 Haradrim Warriors with spear

Points Match

If you want to play this scenario with alternative forces, choose 350 points of Evil Warriors and Heroes and a Good force of 250 points. Note

that the Evil force must include at least four Heroes or otherwise big, nasty foes, such as Mordor Trolls. If you want to play a larger game, simply increase the forces by a similar factor – ie, a Good force of 500 points should be matched against an Evil force of 700 points.

Layout

The scenario is played on a board 48"/112cm by 48"/112cm. The ruins of Kârna should cover the entire board, but by this point the city has become overgrown with all manner of vegetation as the forest has come to reclaim the land – represent this with a scattering of trees and scrub. In the exact centre of the map lie the ruins of the palace of Kârna. These should be represented by a single, mostly intact, building about 4"/10cm by 4"/10cm.

Starting Positions

The Good player deploys his entire force within 12"/28cm of the palace ruins. They are spread out, searching for items of value – represent this by deploying no Good model closer than 2"/4cm to another Good model. When this has been done, the Evil player deploys all of his Haradrim within 6"/14cm of any board edge. The Dîmlokhi (or four most expensive models if playing a points match) are not deployed at the start of the game, but may become available later.

Objectives

Whichever side reduces the other to 25% or less of its starting numbers (6 models in the case of the Good side and 8 models in the case of the Evil side) first, wins the game. If both forces are reduced to 25% or below in the same turn, the game is a draw.

SPECIAL RULES

The Call of Death. The Dîmlokhi are not aware of the presence of others at the start of the scenario, but instead will be drawn to the battle as blood is spilt. At the end of each turn, the Evil player rolls a D6 for each model (Good or Evil) slain this turn. If the result is a 5 or 6, he may deploy a single Dîmlokhi anywhere in the central building. Newly arrived Dîmlokhi may act normally as from the start of the following turn.

Ageless Terror. The presence of the Dîmlokhi holds great terror in the hearts of the Haradrim as well as that of the Men of Minas Tirith. If a Haradrim model is within 6"/14cm of a Dîmlokhi at the start of his move, that Haradrim must immediately pass a Courage test or retreat, exactly as described in the main rules.

