A band of warriors of Minas Tirith stumbles into the ruins of Kārna, a once-great city reduced to rubble. As the men of Gondor seek treasure, the dreaded Dimlokhi rise to vanquish the intruders.

DESCRIPTION
Kārna was once the closest thing that Harad had to a national capital. In the times of Gondor’s occupation, Mārdat, the Serpent Lord, ruled his rebel kingdom from his 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 Mārdat fell at the hands of one of 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. Kārna was chosen to be an example for the next chiefman who chose defiance. The city’s spiraling 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 Kārna and sought any valuables that could be rescued. The Gondorians paid little heed to the local tales of dread spirits that haunted the forsaken city and cared not for the offense that their presence caused the local population.

GOOD
Valadar (Captain of Men)
8 Warriors of Minas Tirith with shields and spears
8 Warriors of Minas Tirith with shields
8 Warriors of Minas Tirith with bows

EVIL
Kāshdar (Haradrim Chieftain with shield and spear)
4 Dimlokhi (Barrow-wights)
12 Haradrim Warriors with bows
12 Haradrim Warriors with spears

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 other big, nasty foes, such as Mordor Trolls. If you want to play a larger game, simply increase the forces by a similar factor (i.e., a Good force of 500 points should be matched against an Evil force of 750 points).

LAYOUT
The scenario is played on a board 48'/112 cm x 48'/112 cm. The ruins of Kārna should cover the entire board. However, the city has become overgrown with all manner of vegetation, as the forest has come to reclaim the land. Represent this overgrowth with a scattering of trees and scrub. In the exact center of the map lie the ruins of the palace of Kārna. These should be represented by a single, mostly intact, building about 4'/10 cm x 4'/10 cm.

STARTING POSITIONS
The Good player deploys his entire force within 12'/28 cm of the palace ruins. The warriors are spread out, searching for items of value. Represent this formation by deploying no Good model closer than 2'/4 cm to another Good model. Next, the Evil player deploys all of his Haradrim within 6'/14 cm of any board edge. The Dimlokhi (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 Dimlokhi 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 spilled. 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 Dimlokhi anywhere in the central building. Newly arrived Dimlokhi may act normally as from the start of the following turn.

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