



## SCENARIO: THE ASSAULT ON PAZGHAR

**V**angaris has led his army to the Harad border but has found the obstacle of Pazghar in his path. Determining to sweep away any resistance, the Khandish king orders his men to assault the ancient bastion. Though outnumbered and overmatched, Suladân and Harân muster their warriors in defiance of the Khandish horde. Can they prevail?

### PARTICIPANTS: GOOD

- Suladân, the Serpent Lord
  - Harân (Chieftain of Harad)
  - 6 Warriors of Harad with spears
  - 6 Warriors of Harad with bows
- All of the Good models are on foot.*

### EVIL

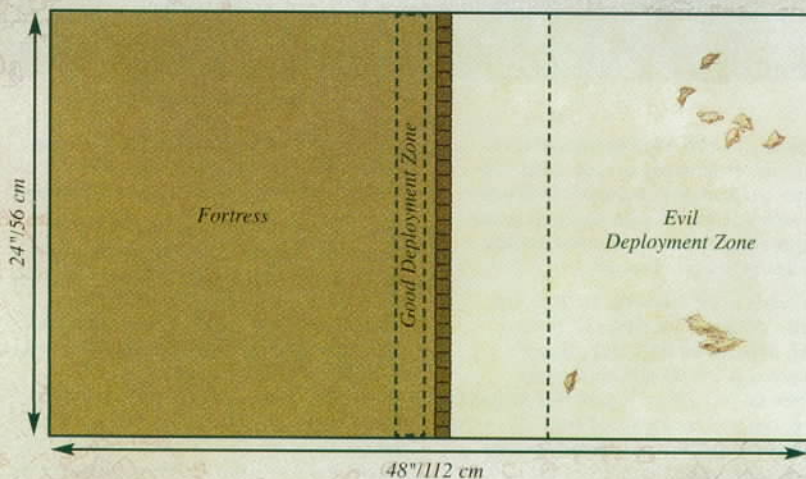
- 3 Khandish Chieftains
- 12 Warriors of Khand with shields
- 12 Warriors of Khand with bows
- 6 Warriors of Khand with throwing spears and shields

*The Evil side may include up to four siege ladders.*

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

### LAYOUT

This scenario is played on a board 24"/56 cm x 48"/112 cm. The stone wall of Pazghar should run along the center of the board, from short table edge to short table edge (see map).



### STARTING POSITIONS

The Good player deploys his force anywhere along the wall. The Evil player then places his force anywhere outside the fortress but at least 6"/14 cm from the wall.

### OBJECTIVES

The Evil player wins if he has six or more models on the wall at the end of any game turn or if the Good side is slain or flees. If the Evil force flees or is slain, the Good side wins.

### SPECIAL RULES

**Decaying Defenses.** The weary and broken walls of Pazghar are no longer reliable defenses. Many of the parapets are not even waist height, and the mortar between

the stones is rotten and crumbling. When rolling for "in the way" in the Fight Phase, the walls of Pazghar block the strike only on a roll of 1 or 2, rather than the usual 1, 2, or 3.

### POINTS MATCH

To play this scenario with different forces, simply choose two forces. The Evil force should have roughly twice the points value of the Good force. Neither side may arm more than half of its warriors with bows. The Evil side may include one siege ladder for each ten men.