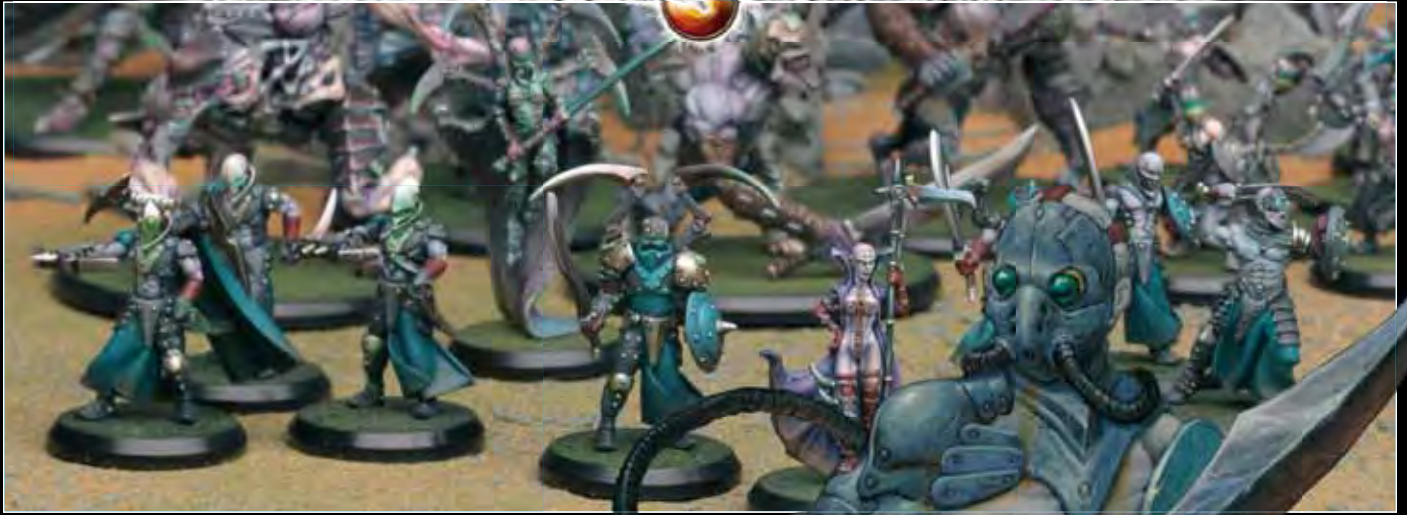


THE AGE OF THE RAG'NAROK
CONFRONTATION[®]



CREATURES OF
DIRZ
ARMY BOOK



RACKHAM[®]

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TABLE OF CONTENT

INTRODUCTION 2

PART I: UNIVERSE 3

The Alchemical laboratories 4

The Fate of Maldegen Dirz 10

PART II: TECHNOMANCERS 21

Raising an army 22

Kheris – clone 66U184 24

SO 150: Shamir 26

SO 38: Theben 30

SO 78: Eclipse 34

SO 58: Cadwallon 38

Clones  42

Crossbowmen  43

Hybrids alpha  44

Sentinels  45

Skorizes  46

Phemera alpha  47

Phemera omega  48

Syhar sighthounds  49

Dasyatis evolution  50

Nemesis evolution  51

Aberration prime  52

Dasyatis prime  53

Nefarius prime  54

Scorpio  55

Cloning tank  56

PARTIE III: APPENDIXES 57

Travel Journal 58

Cadwallon 61

Laboratories of Dirz company sheet www.confrontation.fr



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INTRODUCTION

“The source is the code. The code generates the stems. From the stems, shoot the branches. Cut the branches to reveal the stems. Investigate the stem to collect the code. Break the code to make the power of creation yours.”

– Maldegen Dirz



At the heart of the Syharhalna live the alchemists who have dedicated their existence to studying the Principle of Darkness. They live according to the precepts of Maldegen Dirz, a genius originally from Akkylannie who was outcast by his kin. Encircled by their enemies and devoid of any kind of conscience, these scientists use the secrets of technomancy, a mystical discipline combining magic and alchemy, to spawn monstrous creatures.

The Rag'narok is raging and Arh-Tolth, god of pain and knowledge, is commanding them to conquer Aarklash. The creatures of Dirz serve the Empire of the Syharhalna to help their masters impose their vision of Creation. Their emblem is the Scorpion, crouched in the desert, pointing its deadly venomous sting at its enemy. A sting called alchemy.

The four main laboratories of the Syharhalna are pursuing a secret goal: conquering the process of evolution to create the perfect being that will lead to the return of Maldegen Dirz. Each laboratory is in possession of a fragment of the gigantic research project. Each one has its specialty and its favorite creatures. Each one is managed by an Omnimancer who, since the death of Maldegen Dirz, has absolute power over his laboratory.

The creatures of Dirz are currently sowing terror across the eastern parts of Aarklash and their advance seems unstoppable. They are supported by technomancy and by their faith in Arh-Tolth. They are led into combat by Incarnates, champions of the gods: some are genius technomancers, some are exceptional warriors and some of them are even glory seeking clones. Burning with fire and drenched in blood, Aarklash will soon witness the dawning of a new era: the alchemical age.

This publication contains every element you will need to play an army of the creatures of Dirz.

Universe explains how the laboratories understand the Rag'narok. You will also find a short summary of the history of this army as well as a presentation of its specialties in terms of creatures.

The **Troops** chapter presents all the fighters available, from the modest clone trooper to the most monstrous creatures ever created, without forgetting the war machines and titans.

Armies of the Rag'narok presents the factions of the laboratories of Dirz, their forces, their weaknesses, their omnimancers and their favorite clones. This section also describes the Incarnates of the laboratories of Dirz: their characteristics, their story, their special abilities and their artifacts.

Travel journal is a collection of rituals and communions shared by Incarnates as well as artifacts famous across Creation.

Finally, the **Cadwallon** section describes in detail the culture of the Scorpion: new distinctive features, new cultural profiles, new trades and so on for the tactical role playing game *Cadwallon*.

THE LABORATORIES OF DIRZ



Headquarters: None.

Each laboratory works on its own.

Leader: The Emperor is dead. Each omnimancer is sole master inside his laboratory.

Totem: Scorpion.

Alliance or alignment: The Meanders of Darkness.

Factions: Laboratory of Cadwallon, laboratory of Shamir, laboratory of Theben and Eclipse laboratory.

Mortal enemies: The Empire of Akkylannie, the Republic of Tir-Nà-Bor, the Clans of the Tree-Spirit.

ORIGINS

Country of origin: Syharhalna (Empire of).

Language: Syhar.

COMPANIES

Gift of the Scorpion:

Each unit can use the gift of the Scorpion once per round, before any characteristic test. The chosen test is resolved rolling as many additional dice as the unit's Rank. These dice are not bonus dice, so they can be re-rolled.

Primary element of the magicians: Darkness.

Cult of the faithful: Arh-Tolth.

FIRST PART
UNIVERSE



THE LABORATORIES



Thousands of individuals are born every day in the cities of the Syharhalna. The overwhelming majority is composed of clones created by technomancers; the others are true-born, children born through the biological reproduction process destined to form a caste of Scorpion leaders.

Immediately after they are born the fully grown clones are sent to large crèches, where they receive the elementary lessons that will make them worthwhile members of the most sophisticated civilization of Aarklash. They are taught to read and write. They are given an understanding of science and a sense of duty. They learn to respect their masters and more importantly to revere the true-born.

The true-born themselves go through a similar training, though not as intense. While the loss of a clone is barely a book-keeping problem, the loss of one of their rare masters is a tragedy that can only be excused by the iron law of evolution.

Randomness sometimes has its place in the upbringing of the clones. Some of them develop higher intelligence compared to others among their kind. These rare exceptions are trained in leadership. A minority of them, the most brilliant, are selected to assist the technomancers working for the laboratories.

The true-born, offspring of the intellectual elite of the empire, are destined by birthright to a mystical career. Those who don't have what it takes are trained in leadership or in administration: no matter their weakness, they are destined to lead an army of clones.

The vast desert of the Syharhalna is certainly not poor and barren. The experimental farms of the new Shamir and the cutting-edge agricultural industries of Tenseth effortlessly produce food to feed the entire empire. The mines of Kraken Mountains extract ores of a great variety of metals. The technomancers turn them into complex alloys that allow the clones to wield the most ingenious weapons available on Aarklash, such as the dreaded sword-axe.

All these resources fuel the laboratories and their armies of creatures. Born from the brilliant minds of the technomancers, these creatures are designed to join the Scorpion's unstoppable army. They are the latest achievements of the Syhars' ever increasing degree of mastery over life itself. Soon they will be able to create the perfect being, the stem that will take over that of humanity and lead the servants of Arh-Tolth into an era of perfection.

The true-born and the clones are only the imperfect tools leading to this future. Some are more precious than others, but they can all be gladly sacrificed to further the great project which Dirz himself laid out in his *Treatise of Alchemy*. Syhar society, organized according to the teachings of the master, is designed to provide its alchemists with the means of achieving the great goal. Steering the laboratories, the most gifted technomancers and mystics, almost all true-born, manage huge research teams for the most part composed of clones. From their work countless creatures and new generations of clones are brought to life. These creatures are the power of the empire and the clones the guarantee of its prosperity.

WHAT MY CREATOR USED TO SAY

Who are we?

We are the architects of the future. As the masters of alchemy, we are persecuted because we know Truth will be found in Darkness.

What are our qualities?

We master the animate and the inanimate. We are able to transmute life, to create revolutionary alloys and to merge flesh with metal. Our perseverance and our knowledge allow us to perfect the beings of Creation.

What is important in life?

Our goal is perfection. We work relentlessly at enhancing our knowledge to pierce the secrets of Creation.

What makes us better?

The regular use of mutagenic substances allows each and every one of us to work beyond our limits. We also practice a rigorous selection of the best specimens for the conception and enhancement of our clones. We influence and accelerate the development of the species of Creation.

What is good?

Working for the greatness of the empire by all the means at our disposal. For the alchemist there is no rest before he has explored and mastered all the aspects of his craft. The warrior ought to be prepared to hand over his life to defend his civilization. The others ought to assist their superiors.

What is evil?

Not sharing one's discoveries with a superior. Our superiors have the right to hide their work and goals from us. They are wiser and know what is good for us.

Not to show competitiveness. Competition is the key to evolution. It helps us stick to the route leading to perfection.

Where does Creation come from?

We are well aware of the phenomenon of evolution taking place within species. The concept can be applied in reverse until the origin of life, and by extension, until the origin of Creation. However, we know we are still looking at hypotheses, not certainties.

Where do we come from?

The race of men descends from the people of Kel that sailed to Aarklash from over the seas. Is there really anything we have left in common with those barbarians?

Why do we die?

We die because of cellular degeneration, which is the manifestation of the influence of Darkness on the beings of Creation.

What lies beyond death?

When we die our mind freezes. We are still seeking to extract the souls of the true-born in order to allow them to carry on their activities. As for clones, they don't have a soul. Their disposal is of no consequence.

What is the meaning of life?

Life itself shows us where we are heading: adapt, evolve and conquer competing species.

Why can we use magic?

Mana is one of the forces of Creation. As such it can be measured. Technomancy is a mystical discipline. Darkness is the most powerful energy source in Creation. We channel it to alter Creation inside our alchemical laboratories.

Why can we use divination?

Arh-Tolth is an omniscient spirit. His powerful faithful can bless clones during their conception to make them the messengers of his divine will. The fervor of these beings is such that they can perform miracles in the name of Arh-Tolth.

What are our founding scriptures?

*Over the many years of his reign, Dirz made notes concerning his work. Before he fell into a coma, he compiled them into a single volume, *The Treatise of Alchemy*. Sometimes technical, sometimes moral, the book describes in plain Syhar Dirz' vision for Aarklash.*

Some faithful of Arh-Tolth also study the enigmatic Tablets of Zahar, which were allegedly written by the alchemical god.



I have heard of other powers, what about...

Light? *Light is an immovable and stagnant principle that blinds its believers. The vision of its followers is archaic. The rule of Light is bound to end.*

Destiny? *This power once steered the fate of Aarklash. With the rise of alchemy, the future is in the hands of those who study the shadows of Creation.*

Darkness? *Darkness is the formidable mainspring of change; the energy that triggers the evolutions of Creation and the cycles of History.*

The four elements? *Magical, mysterious and highly unstable forces. Though we need them today, it won't be the case for long.*

The gods? *We have long wept over the loss of our faith. The mourning is over. Now we have alchemy.*

The elementary sihirs? *As soon as the elemental gates are locked, they will no longer be a nuisance and we will be able to forget about them.*

Dragons? *Evolution has tamed the capricious nature of magic and instilled it into these creatures' stem. We need to master their code to improve our own creations.*



Atrocities? *Legends we will have to investigate some day...*

Immortals? *Condemned to stagnation by nature, they are, at best, interesting subjects to study.*

Elemental realms? *They offer interesting opportunities for exploitation.*

Unfinished realms? *The mere concept is absurd! Any Syhar ought to share such rumors with his superiors.*

What is the Rag'narok?

The prophets of those reactionary peoples have instinctively understood that one day they would be superseded. They are bound to disappear. What they claim to be an age of Darkness will in fact be the rise of alchemical mysticism.

THE NUMBERS OF THE LABORATORIES

The laboratories of the Scorpion have all been numbered in order to simplify their administrative management and to confuse any enemies seeking to destroy them. SO simply stands for "Scorpio Ordo"; the number following it is random: if the enemy were to find a list of the laboratories' numbers, he still would not be able to determine which installations are the most important.



THE RESEARCH OF THE LABORATORIES

In their quest for the perfect being, each of the laboratories is exploring its own path to reach the ultimate stem. Planned by Dirz himself, the way the work is shared remains nebulous: the master has deemed it necessary to speak in riddles to keep the Conquering Scorpion in the dark. Dirz had foreseen that it would not understand his great design.

Little by little, each laboratory has found its place within the master plan. Each one of them has established its own structures to carry out its share of the research. When the laboratories are ready, which should not take long, Dirz will return to unify the work of the laboratories and to celebrate the rise of a world of alchemy crafted by the master's disciples.

- The **laboratory of Shamir (SO-150)** speaks to the Basileus, the Steward of Syharhalna, in the name of all the laboratories. The importance of its political functions certainly doesn't diminish its scientific achievements: this laboratory produces a crucial part of the empire's resources, agricultural as well as industrial. In addition, the technomancers of Shamir have designed some of the most famous clones of the empire, such as the crimson servants.

- The **laboratory of Cadwallon (SO-58)/Code Noctis** is hidden under the free city of Cadwallon. Its task is to collect the stems of all the living creatures of Aarklash in order to create the perfect gene library. Code Noctis was still a nomadic organization until recently, but now it believes its task is almost complete.

Settled in Cadwallon, the biopsists and the technomancers working for Noctis are organizing the final expeditions across Aarklash to collect the missing stems.

From the splicing of the most promising stems, beings will be elaborated. Beings never before seen on Aarklash!

- The **laboratory of Theben (SO-37)** is the largest and most active research center in the whole empire. In the "city of the final breath", the Scorpion trains the empire's sharpest technomancers and leads highly influential projects. Except for a few selected guests, no stranger has ever walked away from the largest and richest laboratory of the Syharhalna alive. To them, the city is true to its name!

- The **Eclipse laboratory (SO-78)** is the most secret of all. It is the keeper of the terrible Hybrid code secret, a technology the Syhar themselves fear. The clones it produces are gifted with a dangerously independent mind. Nevertheless, this laboratory has provided some of the greatest Scorpion warriors; you don't mess with the Scorpion without getting stabbed by its lethal sting!

THE FATE OF MALDEGEN DIRZ



MALDEGEN DIRZ

Maldegen Dirz was born in Carthag Fero, in Akkylannie, to the rich house of engineer Balfeden Dirz, in 643. The child soon revealed extraordinary intelligence and obviously possessed a gift for magic. Trained from a very young age in all scientific fields, he was able to correct his father's plans before he was ten. Indifferent to any possible development of his mystic abilities, Maldegen Dirz favored his passion for science. He quickly specialized in biology, a rather unexplored field at the time.

At eleven, Maldegen Dirz discovered parasites in the water recycling systems of Carthag Fero. He offered to coat the city reservoirs with copper and to treat drinking water with selected bacteria. Within a few months these corrections had cleansed the city of a great number of major diseases.

Being a voracious reader, Maldegen Dirz used his newfound glory to gain access to the best libraries of the city and to correspond with some of the brightest minds on Aarklash. Thus, he entertained some serious correspondence with mystics and scientists of the Kingdom of Alahan, including Rhea de Brisis. It is she who told Maldegen that missionaries sent to the Syharhalna, on the other side of the Migol Sea, had discovered the ruins of an ancient and powerful civilization.

THE SYHARHALNA

The Syhar nomads worshipped a being of knowledge and reason: Arh-Tolth. Scattered in many tribes, they traveled the desert stopping at oases and antique ruins. The history of these locations made them sacred to the Syhar nomads. Their cultural heritage was incredibly rich despite their apparent wretchedness: some lineages excelled in disciplines such as astronomy, astrology or mathematics. They were also famous for their storytellers and drew great pride in their knowledge of the history of Aarklash. Some of them were great travelers who risked their lives beyond the borders of the desert to accomplish quests into the mysterious origins of their people: the Ishim'Re.

At the heart of what once was a luxuriant country, this people had built a civilization whose accomplishments in terms of science were unmatched. Their enemies, guided by their belief in primitive gods, had sought to destroy them. Unable to do so with the strength of its weapons, their enemy cast an apocalyptic ritual that engulfed the Ishim'Re in fire, turning fertile land into scorching desert.



Rhea de Brisis



The Brisis expedition

With the financial support of Rhea de Brisis, Maldegen Dirz, then aged sixteen, managed to convince his father and several scholars from many countries of the interest of an archaeological expedition to the Syharhalna.

He who went by the name of “Dirz” left with an expedition and entered the desert with a map he had been able to draw by cross-referencing ancient tales and charts. It took him only a few months to unearth the ruins of a city.

In 660, a research team discovered a building miraculously preserved under the desert sand. It also found dozens of artifacts. A few months were enough for Maldegen Dirz and his men to understand how these items worked and to list their fields of application. However, one particular item proved to be a challenge to Dirz’ genius. After hundreds of tests, Maldegen Dirz realized the machine could heal any living thing placed inside it, no matter the severity of the wound or illness. The young genius discovered what was to become his lifelong vocation: his science and this technology were going to allow him to unveil the secrets of life. What the population of this fallen empire had achieved was barely the beginning. Maldegen Dirz would take their knowledge to the limit.

CHRONOLOGY

Year	Event
643	Birth of Maldegen Dirz in Carthag Fero (Akkylannie).
652	Dirz improves the water distribution network of Carthag Fero.
659	Dirz leads an expedition into the Syharhalna.
660	Dirz discovers an Ishim’Re artifact, a cloning tank, and achieves his first cloning. It is the first time the word “Technomancy” is used.
665	Dirz becomes a member of the Alchemists of Merin.
667	Dirz becomes Prime Alchemist of the Empire, Head of the Alchemists of Merin. Dirz extracts his first stem and deciphers the code.
668	The first “tigers of Dirz” are created. Dirz converts to the cult of Arh-Tolth. Shamir and Arkeon Sanath are discovered.
670	The disciples of Dirz create the kraken arhteths.
671	Dirz designs a vaccine against a cattle plague, saving the Empire of Akkylannie from famine.
673	Dirz creates the first combat clone. He is accused of heresy. He is acquitted after trial.
675	The Battle of Kaiber reveals the presence of Black Togas on Dirz’ side.
676	Dirz is once again accused of heresy and imprisoned by the Inquisition. He is rescued by Arkeon Sanath.
677	Dirz escapes from Carthag Fero on a stolen ship while the city burns. Dirz appoints the first Basileus, leader of the cult of Arh-Tolth. Dirz is crowned Emperor of the Syharhalna by the Basileus. Djaran falls under Akkylannian control. The clones of Dirz officially become the basis of the armies of the Syharhalna.
679	Danakil creates his sentinels. Based on them, Dirz elaborates the Genariah stem, prototype of the commodores of the armies of Syharhalna.
707	The tarascus arhteths are released in the desert.
719	Dirz creates the isatephs to neutralize the tarascus arhteths.
725	Dirz engineers the stasis tank.
744	Karnyrax, the wolfen, is captured and the cornerstone of an artificial incarnation project is laid by Dirz. Creation of the laboratories as they are known today.
746	Dirz launches Project Hybrid.
747	Dirz achieves the cloning of the human mind and creates the neuromancers.
808	Based on the goblin stem, Technomancer Khorda develops the Khorda clone, ancestor of the orc race.
869	Revolt of the Khorda clones who take the isatephs with them. They vanish into the canyons of the Bran-Ô-Kor and found the orc clans; the isatephs are renamed “brontops”.
853	Destruction of Shamir. Dirz is seriously wounded. Basileus Antykain is appointed head of the Empire.
1000	Death of Dirz, sacrificed

Dirz and his men investigated the dunes of the Syharhalna for five years, unearthing many wonders. At the end of this epic journey, the artifacts discovered had made Maldegen Dirz so famous that the order of the Alchemists of Merin offered him membership. That this fellowship of illustrious scientists had asked him to join was a first in the history of the order. The Alchemists of Merin, who dedicated their lives to improving the everyday life of the Akkylanians through science, had never accepted such a young member.

Maldegen Dirz hesitated for a long time before returning to Akkylannie to accept the invitation. He was convinced that he didn't need to be in Akkylannie to accomplish great deeds; he could do it just as well from the Syharhalna. It was Rhea de Brisis who persuaded him to accept on the day they finally met. Rhea de Brisis had already demonstrated her superior intelligence and the sincere interest she showed in Maldegen Dirz' work, notably when she told him that the black gemstone he had found was a gem of Darkness. The pair of scholars soon became lovers.

Leaving Rhea in charge of the expedition, Maldegen Dirz returned to Akkylannie with the certainty that the excavation sites were in good hands. His discoveries earned him the admiration of the Alchemists of Merin and further supporters.



THE FIRST CLONING TANK

Year 660, Syharhalna

Maldegen Dirz' discovery consisted of a glass cylinder topped with a deep black gem, whose exact nature was undetermined. The top of the tank could be unscrewed to admit a man-sized subject in a standing position.

The machine was both magical and technological; Maldegen Dirz used his dormant mystic abilities to activate this artifact. The tank would then fill with a dark liquid, which one could breathe. Persuading his first human experimental subject, an old excavation worker who had been gravely wounded, Maldegen Dirz discovered the healing potential of the machine. After adjusting the machine, he pushed the experiment further. He tried with a fragment of a scorpion. From the fragment, he was able to reconstitute a complete specimen. This was his very first cloning.

Proud of the improvements he had made to the machine, Maldegen Dirz kept the discovery to himself, convinced he could do much better. He also coined the word "technomancy". He was naming the alchemy that allows alteration of the living by means of instruments powered by Elemental energy. He had finally tied his magical potential to his passion for science. A page of History had been turned.

The Alchemist

Dirz the Alchemist soon prospered thanks to his genius and the knowledge brought back from the Syharhalna. He reached a peak in his reputation when he demonstrated that animals, and men, were immune to diseases they had already survived. Using a Syhar artifact, he managed to create a treatment against the most common disease of the time.

In 667, as a reward for his immense contribution to science, Maldegen Dirz was appointed Prime Alchemist, Head of the Order of the Alchemists of Merin, by the Emperor. His was so popular that the population was soon speaking of the "Alchemists of Dirz".

The same year, Rhea de Brisis was forced to return to her homeland, the barony of Acheron in Alahan. She presented Maldegen Dirz with the assistance of the Black Togas, a community of mystics who offered to send scientists to the Syharhalna. Maldegen Dirz accepted even more gladly because the Black Togas clearly had the means to dig out entire cities from under the sand.

The cities of Djaran and Tasith were brought back to life. The excavation workers and the scientists, as well as their families, all worked to free the cities. They were



TECHNOMANCY

Technomancy is a path of magic practiced by the magicians of the Syharhalna: the technomancers. The fundamental principle of this form of magic consists of modifying the living using tools fueled by Elemental energy.

While most magicians believe they are the heirs of ancestral occult traditions, technomancers see themselves as esoteric technicians. They convert magic spells into theorems, rituals into protocols, and replace incantations with synthetic substances. In order to fuse metal and flesh, they have achieved the impossible: rationalizing magic.

Technomancy is a young path whose practitioners seek to formalize it as a science. Anyone can learn its rules, yet its use still requires mana. The use of Darkness is highly recommended in technomancy for it is the Principle of disorder, entropy and change: accurately channeled, its power allows the technomancers to alter flesh and metal without destroying the subject.

the first inhabitants. They were slowly joined by the nomads who were attracted by the sweeter life of the cities. The scientists offered their knowledge and technology. In contact with the nomads' beliefs, their faith was gradually diverted from Merin in favor of Arh-Tolth. Within a few years, Merin was no longer worshipped. He was but a former tutelary figure given only lip service for the sake of appearances in front of some Akkylannian fanatics.

Meeting Incarnation

In 668, an enigmatic nomad going by the name of Djabil the Voyager traveled to Akkylannia to speak with Maldegen Dirz. This faithful of Arh-Tolth was a sage who knew the many secrets of the desert. He converted Dirz after demonstrating that both their gods were different faces of a same deity. Maldegen Dirz offered his friendship to Djabil. Once the Alchemist converted, Djabil taught him his secrets, including the location of a lost city in the eastern parts of the Syharhalna: Shamir.

Maldegen Dirz and his disciples returned to the Syharhalna. They discovered a ravaged city at the location known as Shamir. As excavation workers removed the rubble, they made an astonishing discovery: a wild eyed man dressed in rags who seemed to have been living there "forever". He spoke none of the known languages of the time. It is only after much effort that they managed to get his name: Arkeon Sanath. His saviors shrugged their shoulders and ignored his eccentricity. What could you expect of a man who spent years "living" alone among these ruins?

While Arkeon Sanath made his return to human society and learned to speak Akkylannian, his knowledge of the city rocked the comfortable certainties of the explorers. He was brought before Maldegen Dirz, who discovered the truth after a long conversation: Arkeon Sanath had survived the cataclysm that had annihilated the Ishim'Re civilization hundreds of years before. He had survived alone all this time.

Confronted with the immortality of Incarnation, Maldegen Dirz understood that Death could be defeated and that Man was imperfect by nature. From this realization, he elaborated the idea of creating a being freed from time and death. This goal would haunt him for the rest of his existence. In the meantime, Arkeon Sanath (see *Army Book: Clones of Dirz*) had stepped into the unique position of favorite experimental subject and first lieutenant of Maldegen Dirz.

The settlers had built prosperous cities and had their own cult. All they were missing to claim their independence and form a nation was a leader.

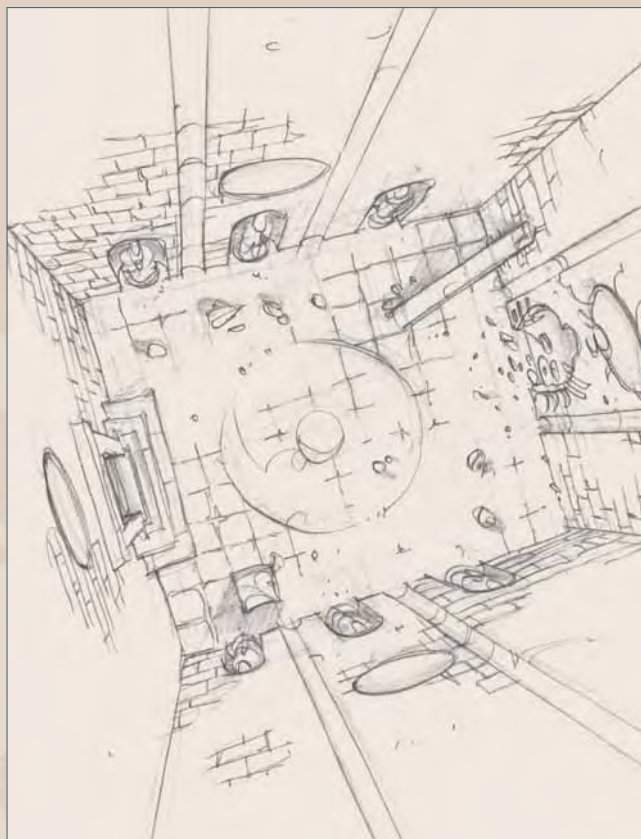
Maldegen Dirz added the resources of the Alchemists of Merin to those of the disciples he already had. He made some major breakthroughs in the understanding and applications of more Ishim'Re artifacts. For the first time he got a glimpse of how to defeat death. There was a possibility he could even reach the level of Arh-Tolth by giving life to a being

liberated of all "natural defects".

These resources also allowed him to rebuild Shamir and find out more about the mysterious civilization that had left such treasures behind. (See insert p. 10).

The Heretic

Maldegen Dirz was twenty-four when he set himself to furthering the discoveries of the Black Togas by combining their knowledge of mana with the science of the alchemists.





The work of Maldegen Dirz and his disciples went on for five years, traveling back and forth from Akkylannie to the Syharhalna.

In Akkylannie, the aura of the Prime Alchemist continued to grow. His collaborators and the population itself considered him a genius capable of feats that greatly surpassed the abilities of any normal scientist. His reputation reached another peak in 671 when Dirz stopped a cattle plague epidemic that threatened not only to destroy the livestock of Akkylannie, which would have caused a famine across the country, but also to spread to human populations. But this feat was a trifling compared to the real work of Maldegen Dirz.

Very early in his research, the Prime Alchemist had been forced to admit that his contemporaries were not prepared to comprehend the extent of his research. Maldegen Dirz took the decision to build secret research laboratories under the excavation sites. At the height of his glory, supported by the Black Togas and financed by many Akkylannians, he had no problem getting hold of the necessary supplies and transferring them to the desert. He made sure none of his interlocutors could ever understand the greater picture of the project, not even Rhea de Brisis; his disciples were given orders to keep their discoveries secret. While Maldegen Dirz shared his most orthodox inventions with Akkylannie, his closest assistants kept exploring the stems and codes their master had entrusted them. Their work was focused on size and several colossal creatures were engineered in tanks.

The Prime Alchemist was ruling a state within the state, built in the heart of the Syharhalna. With its own cult, separated by weeks of seafaring from Imperial administrative centers, the Syharhalna was almost independent and

attracted all the free thinkers of Akkylannie. The name of the Alchemists of Dirz no longer designated a society of scholars but all the pioneers who followed the doctrine of the young visionary or those who left to live in the desert.

The population of Djaran, Shamir and Tarsith soon grew beyond the ten-thousand residents mark. In addition, the reputation of the scientist soon challenged that of Pope Demetrius. Some people whispered that if the pope were to die, Maldegen Dirz ought to be next in line! The pope's official successor, Cardinal Lazarus, took these rumors very seriously. He commanded the Seat of Internal Affairs, the ecclesiastic court of justice, to find evidence to convict Dirz of heresy.

In 673, Maldegen Dirz and his closest disciples were arrested. The Black Togas quickly reacted and to defend Maldegen Dirz they sent Iandorias Lazarian, who was very much in the Akkylannian public eye. Renowned theologian and scholar, Iandorias Lazarian was a jurist specialized in canon law. He was also the adopted son of Cardinal Lazarus himself. By the end of the trial, the verdict was straight forward acquittal, which forced the Seat of Internal Affairs to present apologies to the Prime Alchemist.

THE FIRST CREATURES

667-670

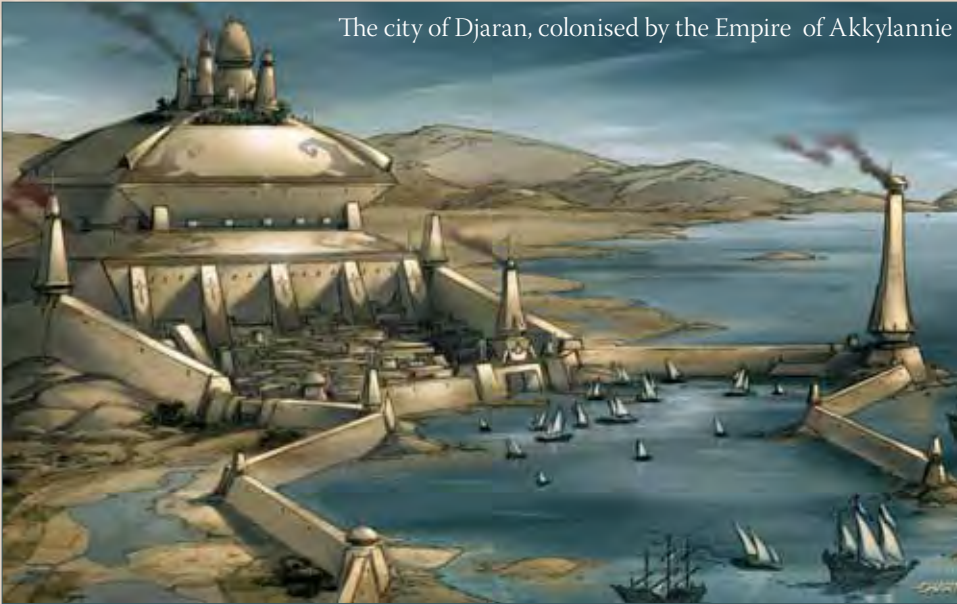
Legends claim that Maldegen Dirz used the stem of his own dog to create the first "tigers of Dirz". At the time he was seeking to explain the growth of scales, fur or feathers on animals.

One night in 667, after pondering this mystery for days and nights in a row, Maldegen Dirz eventually collapsed from exhaustion at his work table. While his brains were boiling, the Prime Alchemist discovered the concept of code and stem, the keys to the characteristics and development of each individual: Arh-Tolth showed him the seed, then the tree; and Maldegen Dirz understood that the tree had always been inside the seed. Struck by this revelation, he immediately woke up: all the information necessary for creating life exists in each and every one of its pieces. Knowing where to look, he quickly got hold of the stem. After that, it took him very little time to extract the code, decipher it and modify it to create a first hairless dog from the stem of his loyal companion.

In 668 he managed to control the size of these creatures and created beasts weighing over three hundred kilos whose deformed bodies no longer had anything to do with a canine. The process was slow and the creatures emerging from the tank didn't survive more than a few days.

By the end of 668, after studying necromancy spells provided by the Black Togas, Maldegen Dirz built a machine capable of replicating intelligence into these creatures. From then on, bloodhounds would be born with limited but sufficient intelligence to guarantee their survival.

As early as 670, the Alchemists managed to replicate the feat with all sorts of animals and Maldegen Dirz issued orders to pursue the path of gigantism. These oversized creatures are collectively called arhteths in honor of Arh-Tolth. The kraken was an early marine arhteth; while the land arhteth tarascus would only be achieved years later.



The city of Djaran, colonised by the Empire of Akkylannie

Having prepared for such events, the Heresiarch hurried to Carthag Fero, a city he knew well and whose population he knew was behind him. He “stole” several ships from their consenting owners and left for the Syharhalna with several thousand people.

The Emperor and his faithful

When the Heresiarch landed in Djaran, he knew he was being pursued. He turned the whole of his laboratories’ resources toward building a resistance force. The coordination of the armed force required strong

central power and the support of the whole population. In 677, the Heresiarch took a certain number of decisions that irrevocably cut him off from Akkylannie. First he chose the most influential priest of Arh-Tolth, Ikbaal Kazzaz, to become the supreme leader of the cult, Basileus of the Syharhalna. Ikbaal Kazzaz took the name of Antykaïn I and crowned Dirz as Emperor, thus federating the tribes of the desert and the population of the Syhar cities around the imperial power.

The Akkylannian expedition in charge of capturing the Heresiarch and regaining control of the Syharhalna had prepared to meet some resistance. And it wasn’t disappointed.

The kraken the Heresiarch had let loose decimated the fleet that had already been weakened by diseases called by the faithful of Arh-Tolth. The troops that landed ran into several bloodhound packs and an army of the first combat clones. The elite templars fought a long and deadly battle. Still, the clones were not perfectly finished yet and the bloodhounds, no matter how fierce they were, they were not enough to be called a real army. Quite predictably, Djaran fell.

DIRZ THE HERESIARCH

The Emperor and the Pope grew worried of such excessive influence. Their worries came true in 675, when the Battle of Kaiber demonstrated that Light was under threat of being extinguished by Darkness. Following the Black Togas, Iandoras Lazarian betrayed his family and sided with the barony of Acheron. He fought alongside the forces of the Meanders of Darkness. Cardinal Lazarus’ suspicions became certainties. As an answer to these terrible events, the Church of Merin created the Inquisition and gave it a wide range of discretionary powers. Cardinal Lazarus was appointed to lead it. His first official decision was to arrest Dirz and his collaborators to try them in secret.

However, the Black Togas had warned their protégé. Dirz had clandestinely transferred Arkeon Sanath to Akkylannie, along with a pack of his famous “tigers”. On the day of the trial, supporters of the Black Togas caused uproar in the city, allowing the Incarnate to reach the tribunal. Arkeon Sanath unleashed his beasts and used the commotion to free the captives. No one was able to stop them. Chaos spread across Akkylannie. Civil war was setting the country ablaze. The partisans of the Black Togas were fighting openly with the Inquisition.

Answering the rebellion, the inquisitors fell upon all those who had been in contact with the man who was now being called the Heresiarch. The Order of the Alchemists of Merin was destroyed and many persecuted alchemists joined the fugitives, who had been traveling to the country to warn their partisans or to save them from the stakes of the Inquisition.

THE FIRST COMBAT CLONES

673-677, Shamir

Animals were interesting creatures, but Man was a far more interesting subject. The Heresiarch declared right from the start of his very first research project that all experiments made on Man would be done using his own stem in order to keep a single point of reference. Thus, it would be possible to recognize the deviations that differentiated a clone from the original. More than a thousand clones of Dirz were created to be experimented on. Though their bodies were perfect and their growth entirely under control, their minds were the source of some problems: the clones were aggressive, cruel and violent.

Three years later, when the Heresiarch returned to the Syharhalna with the inquisitors on his heels, he armed his clones and sent them to fight. Though they lacked proper command, the clones still fought with fearsome efficiency.

The clones of Dirz would constitute the base of the Heresiarch’s army!

The Heresiarch wished to test these first prototypes of fighters. He had foreseen and accepted the loss of the city, relying on the desert rather than brute force to defend his laboratories.

The Akkylannians wandered in the Syharhalna for months, misled by local guides loyal to Dirz, by mirages summoned by the first technomancers, by rumors concerning mysterious fortresses...

The Heresiarch used the time won to send Danakil, his most talented disciple, to rebuild an ancient Ishim'Re fortress in the northern parts of the Syharhalna. The disciple was given an important mission: improving his mentor's clones in order to create a new generation of fighters capable of leading troops and providing worthy generals.

Danakil sought to shine and saw this mission as the opportunity to surpass his master. He used his own stem rather than those provided by Dirz to create combat clones superior in every way possible to those of the Heresiarch. These new fighters were complex and required great quantities of resources but the result was sufficiently brilliant to justify the production of a limited number of them. However, the loyalty of Danakil was in doubt. The Heresiarch himself started working on the improvement of the clones and sent his unique result, Commodore Mezaian Genariah, to execute his disciple. Genariah slashed its way through the clones of Danakil to take care of their creator.

A NEW GENERATION OF CLONES

679, Shamir

The orders of the Heresiarch are still scrupulously followed today: only the stem of Dirz is to be used to create clones. However, there were two exceptions to this rule. The sentinels are based on the stem of their creator, Danakil, and all the commodores use that of Mezarian Genariah, whose origin was never established by the technomancers.

The truth is rather ironic. When the Heresiarch received Danakil to observe his creations, Dirz was extremely upset by the arrogance of his disciple but also very impressed by the results presented. This explains why he authorized the creation of the sentinels. The Heresiarch also wished to check if the student had bested the master, so he took the sentinels' stem and improved it. Thus he created the first commodore: Mezaian Genariah.

Once it was done, Genariah took command of the leaderless fortress as it had been ordered. The Battle of Dawn that was fought there against the Akkylannians later demonstrated Genariah's qualities as commander (see *Army Book: Clones of Dirz*):

This victory eliminated the threat of an attack on Shamir, where the Heresiarch had retreated. Dirz had every right to be satisfied with his work.



The quest of the Heresiarch

His status as Emperor did not quell the ardor the Heresiarch put into his research.

In 707, he put the final touches to the land arhteths, the Tarascus. He was able to test these new creations when more templars tried to capture him, in Shamir this time. The creatures, assisted by a handful of combat clone units, quickly drove the Akkylannians back. Pleased with his success, the Emperor soon ordered the release of the Tarascus arhteths into the wild, in order to fight the periodic incursions of Akkylannian crusaders.

In the meantime, the genius of the Heresiarch kept producing amazing results.

In 719, the Tarascus had become a nuisance to the Syhar as much as to the Akkylannians. The famished creatures attacked both sides indiscriminately. It did indeed prevent sporadic movements of crusade troops sent into the desert, but it also paralyzed Syhar commerce. The Emperor decided to design creatures meant to neutralize the Tarascus. Thus the isatephs were born from the tanks of Shamir. These fast and gregarious creatures travel in great herds, making them an irresistible prey to the arhteths. Designed to



Tarascus



develop an extremely peevish character, the reaction of an isateph herd faced with an arhteth is not flight: quite the contrary, they stand up as a group to their aggressors. Their natural arsenal, long tusks and sharp teeth, takes care of the rest. A few carefully released isateph herds worked marvels: within months, the land arhteths were only a bad memory.

In 725, the Heresiarch, age 82, was reaching the end of his long existence and his projects were not complete. He modified a cloning tank to make it a stasis tank that could slow down forever the vital functions of a living being. Technomancers engaged in long-running enterprises would have a refuge to wait until an emergency called for their attention or until their project was completed.

Dirz the Heresiarch took refuge inside it and spent nineteen years in artificial slumber.

In 744 a clone patrol found a female wolfen named Karnyrax lost in the desert. The deprivation of water and food should have killed her long ago and yet she was still alive; alive enough to tear half of the patrol to pieces before being captured. Carried to Shamir to be experimented on, the wolfen proved incapable of dying. Arkeon Sanath took the decision to wake the Heresiarch.

The capture of a new Incarnate allowed the Emperor to further his research to understand the nature of these beings. The previous work of the Heresiarch on Arkeon Sanath answered many questions that had in turn brought even more unanswerable queries. The capture of Karnyrax offered further elements that the father of technomancy could work on.

Late 744, the first conclusions drawn by the Heresiarch allowed him to prepare the future cloning of Incarnates. Even better, there was reasonable hope that he could extract the code of Incarnation and therefore inject it in order to cause artificial Incarnation. Eternal life was within reach.

NEUROMANCY AND PSYCHIC IMPRINT

747, Shamir

The mental imprint process designed by the Heresiarch allowed him to burn the knowledge necessary to be autonomous into the mind of a clone from the very first hours of its existence. However, the process is imperfect. The clones created this way are cruel and prone to violence. They only have vague notions of individuality and barely the trace of a personality. Abilities and knowledge are only crudely transmitted so it is faster to use traditional methods of education rather than to correct the countless errors due to the imprint. The simpler creatures of the laboratories don't have these difficulties but human clones are barely usable.

In 747, the Heresiarch finally managed to correct these defects. He cloned several servants whose memories are precise and knowledge perfect. Even better these clones are able to influence the minds of others!

However, the Empire was not ready to deal with this innovation. Too many individuals would be tempted to implant themselves multiple times without realizing the consequences. Worse, they could try to use it against him. The Heresiarch decided to withhold these results and eliminated the fruit of his experiments. He simply burned his imprint into a tank hidden at the heart of a distant laboratory that he knew would not be used for centuries: laboratory SO 58.

The only thing the Heresiarch revealed of his experiments was how to create neuromancers, clones specialized in mental conditioning.



However, the project was prickly. Immortality was not for everyone and its discovery could throw Aarklash into chaos. Dirz elaborated a secret research plan supposed to unfold over several centuries and no one else was to know its goal. Only the Emperor knew its objective.

The Heresiarch organized the laboratories and gave them the orders they are working on today. Some research centers were to provide clones ever more powerful and cheaper to create. Others were to refine the cloning techniques in order to create the perfect human, called “clone alpha”, for Dirz’s return into a younger and improved body.

Another section bearing the seal of absolute secrecy was entrusted with exploring the first discoveries of the Heresiarch concerning Incarnates. So Project Hybrid was born and its countless secret laboratories scattered across Aarklash. The first Code Hybrid laboratories were built in 746. Their work soon showed great potential with the creation of the aberrations and later of the nemesis.

After two years, the satisfied Emperor returned to his artificial slumber until some more significant progress was made.

The clone uprising

The technomancers dissected the emissaries of No-Dan-Kar who showed up in 808 to establish an embassy in Shamir. The Heresiarch was woken for the occasion. It would be the last time he authorized the use of a stem other than his own in order to create stronger, more obedient and more resilient

clones by injecting fragments of isateph code into this new stem. This time, he chose Khorda, his most obedient disciple to lead the project.

The Khorda clones proved as strong and enduring as foreseen but their character seriously deviated from the parameters expected of the experiment. Their stubborn temper made them difficult to dominate, but the use of drugs could largely compensate for this defect. Khorda was more worried by their lack of the cruelty that made clones of Dirz such fierce fighters.

Yet their strength and dexterity was precious. So they were produced in limited numbers to become elite cavalry fighters. A variation of the isateph clones was engineered for the occasion. Three generations of Khorda clones ensued, improved each time, until 869.

Khorda discovered that these creations had developed a language and an embryo of civilization outside of any parameter of the experiment. Fearing the reaction to the Emperor if he was to wake him to tell him of his failure, Khorda told Basileus Antykain III of the situation. The latter ordered the execution of all the Khorda clones. The clones proved far more intelligent and far more independent than feared. Instead of passively waiting for death, the clones threw themselves at the Syhar, massacred their masters and fled. The Khorda clones vanished into the canyons of the Bran-Ô-Kor before renaming themselves “Orcs”. Eventually Dirz was woken to inform him of the situation. In-furiated, the Heresiarch banned the use of new stems in the creation of sentient creatures.

BRONTOPS AND ORCS

719-869, Bran-Ô-Kor

In 707, Dirz received from Rhea de Brisis the stem of the ulunkor, a creature endemic in the Behemoth Mountains at the time. He used it to elaborate the code of the first isateph, a large herbivore that included fragments of highly aggressive predator code. The isateph is a powerful mount that can survive even on the most barren lands and in the most extreme temperatures. The Heresiarch immediately ordered large quantities to be cloned and had them released into the desert. The stupid and starving tarascus invariably attacked the herds and, unfortunately, discovered that strength is found in numbers. In 719, the last feral tarascus died, killed by a herd of isatephs.

More than a hundred years later, when Khorda completed his project, he was given the approval to make riders of his Khorda clones. They were designed to counter redemption riders’ lightning raids.

In their flight, the orcs took many isatephs with them and bred them in the canyons of the Bran-Ô-Kor. They soon called their faithful mounts “brontops”, meaning “companion” in the orc tongue.



The dawn of the Rag'narok

The Emperor's sleep lasted more than two centuries. He was woken again on a clear night in 853 when five hundred invaders appeared out of nowhere to attack Shamir. They wielded unknown weapons, made from technologies far more advanced than that of the Syhar, and they used an extremely powerful form of magic. After only a few hours of fierce fighting, the aggressors unleashed such firepower that even the Ishim'Re fortification, which had resisted the destruction of their country and millennia of oblivion, were swept away. Nevertheless, the masses of clones of Shamir, supported by the Heresiarch himself, eventually defeated the invader. Unfortunately, the Emperor was seriously wounded in the fight.

The final hours of lucidity of the Emperor were dedicated to interrogating the only surviving aggressor. A handful of carefully selected biopsists, assisted by the Basileus himself, ripped the truth out of the prisoner; revelations that were immediately concealed.

A century and a half into the future, a total war between the peoples of Aarklash, called "Rag'narok", would break out. Seizing the opportunity of this conflict, the hundreds of clones produced for battle would revolt against their masters and massacre them to found their

own people. The last of the surviving loyalists who had fallen back into the deepest levels of the alchemical tower of Shamir would call upon Arh-Tolth to help them. The god would then give them a machine designed to send them into the past to prevent the fall of the alchemical empire.

After the questioning, the Emperor felt his final hour approaching. However, his mind was still working with the genius that had always characterized him. He ordered that Shamir should be abandoned and that a new city be built where the true-born would live at the top of the alchemical tower and not underground. Thus the circumstances in which the revolt was supposed to take place would be altered in favor of the true-born. He decreed that all male clones would be

made sterile so that the goals of the revolt could not be achieved. He then transferred the regency of the Empire to the Baliseus who would be in charge of preparing the final assault of the Rag'narok.

Finally, he gathered years of annotations, re-wrote some of them and reorganized the rest, creating within a few hours one of the founding texts of the empire: the *Traitise of Alchemy*, halfway between religious scriptures and scientific reference book.

The Heresiarch then sunk into a coma and was returned to the stasis tank, until the day Syhar science would be able to heal the terrible wounds of time.



THE RETURN OF THE HERESIARCH

The epilogue of the life of the Heresiarch happened in 1000 during the Dawn ritual. Basileus Villa, head of the church of Arh-Tolth, and the Magon, grand priest of the cult, received from Djabril the Voyager the means of summoning Arh-Tolth to Aarklash for good. The ritual required inflicting unspeakable spiritual and physical suffering to the most fervent worshippers of Arh-Tolth.

Physical suffering would not be a problem. The proper injection would provide a satisfying result.

The real challenge was the moral part. No drug could help here. In an ordinary nation, they could have sacrificed the women and children of their faithful. Unfortunately, the Syhar felt no attachment for those they reproduced with, or their own progeny.

Once again, Djabril had the solution. The only being they all adored and loved was their guide, their spiritual father: Emperor Dirz.

The Basileus himself stabbed the sacrificial dagger into the heart of the founder of the Empire while the Magon began the ritual of Dawn... and Arh-Tolth appeared. The army of the Syhar-halna marched out to sweep away the old world and sow the seeds of a new one. Victory would herald the dawn of a new alchemical era.





SECOND PART

TECHNOMANCERS

Technomancers often perceive the battlefields of the Ragnarok as training grounds used to test the viability of their creatures. Their legions are then reduced to the role of agents, or even tools, that can gladly be sacrificed in the name of alchemical mysticism and that are bound to die if they are ever deemed imperfect.


The Scorpion sees glory in the conquest of new scientific horizons, not in honor!



RAISING AN ARMY

During a game each player controls a company. Like a true medieval army this company is composed of several smaller groups, called banners. Banners are then divided again into units. During this preparatory phase, each player chooses his units to build banners that conform to the strategies of the chosen people. These choices are written down on the company sheet (see Appendixes).






Once the player has chosen his units, he determines their number of fighters and composition. A unit can include only one Incarnate.

A company must include at least one Incarnate to lead it. The Incarnate with the highest Authority  is the Commander of the company. If there are several eligible Incarnates, the player chooses the Commander among them.



ORDER OF THE BANNERS

Each army is built according to a precise structure: the order of the banners.

The order of the banners is presented as a list of five slots. Each slot is optional, except for the one marked with a “!”, which is a compulsory slot. Each slot indicates the unit’s Category (infantry , cavalry , creatures , war machines  or titan , along with their Rank in parenthesis where applicable.

A banner is complete when all five slots are filled. Each slot can only be filled once per banner.

A company can include an unlimited number of banners. However, a new banner can only be created if the previous ones have been completed.

- Creature unit  ( /  / ) !
- Creature unit  ( / )
- Creature unit  ( / )
- Infantry or Titan unit  /  ( /  /  / )
- Infantry and War machine unit  /  ( / )

! : Priority slot. This needs to be filled first.



UNITS

In this section the units of the Scorpion laboratories are reviewed. Each unit is described under its designation. A few paragraphs then present its story, its tactical deployment and the technical information needed to play the unit.

The composition of a unit gives its potential number of fighters, from standard to maximum, as well as the number of special fighters available.

The “Cost of a unit” table gives its value (in army points or A.P.) depending on the number of fighters, its equipment options and its potential special fighters.

Unit composition

- **Category:** Indicates the unit’s nature (and Rank). This information is used to respect the order of the banner.
- **Numbers:** Indicates the unit’s standard and maximum number of fighters.
- **Equipment:** This is included in the unit’s cost. With the exception of Incarnates, all of the unit’s fighters are equipped in this manner.
- **Special fighters:** Indicates the nature of the special fighters that the unit may include. Each special fighter replaces one of the unit’s standard fighters at the cost indicated in the table. The number of special fighters allowed per unit is indicated in the “Cost of a unit” table.

“Cost of a unit” table

• **Standard and maximum number of fighters:** For each kind of unit, a table gives the A.P. value of a unit including the standard number of fighters and the maximum number of fighters. This table also indicates the number of special fighters allowed.

• **Extra fighter:** This value indicates the cost in A.P. for each fighter that may be added to the standard unit.



THE RAG'NAROK

The clones and creatures of the Syharhalna are gathered in companies under the totem of the Scorpion. After centuries of persecution and research, the desert scholars have overtaken evolution and spawned the creatures of the future. Once Aarklash has been conquered and the supremacy of their knowledge proven, the Syhar will impose the rule of science everywhere. The Rag'narok is not the dusk of a world but the dawn of an Alchemical age!

The Alchemical army

The Scorpion army is unique as it is entirely built by its leaders. Its soldiers are creatures and individuals cloned from a carefully selected gene pool. They are conditioned from the embryo to obey their masters and to fight to the death without ever questioning their orders. The clones and creatures of Dirz are born and die to satisfy the desires of their creators. The Scorpion army is ready to go: its soldiers, deprived of any kind of personality, do not need to force their blank minds and perfect bodies to accept the rigors of discipline and military maneuvers. This advantage allows the technomancers to join the Rag'narok without any preparation other than some rudimentary tactical training. If the stakes weren't so high, one could almost believe that Syhar scientists prefer to play war rather than fight it.

The gruesome slaughters caused by these cruel and inexperienced commanders have already fashioned the legends of the creatures of Dirz. The commanders of the other peoples see the alchemical legions as implacable plagues that no-one can stand against. Their twisted creatures, they say, are governed by their thirst for blood rather than instinct. They don't fear death and can be respawned at will. These brave and ignorant lords could hardly comprehend the subtlety of science and, even more so, that of cloning. All they see in it is the sorcery of Darkness. The irony and the horror are only magnified: they do not understand that the companies marching out of the laboratories are experiments in which they are destined to be the guinea pigs.

The operational organization of the laboratories of the Scorpion is often designed according to experimental or security objectives:

- **Experimental companies** are built around creature units, which the technomancers see as particularly central. Generally, these units are their latest creations or prototypes that were given implants to test. The other units then form an escort that can be sacrificed in the name of scientific observation.



- **Security companies** guard the laboratories and the technomancers working there. Their compositions reflect more balanced strategic imperatives. They generally include a larger number of clones. Though some technomancers will entrust this task to a menagerie of bloodthirsty creatures, which they regard with the affection the originator has for his progeny.

Whenever they do not take part in combat themselves, the technomancers hand down the leadership to genetically programmed leaders or to veteran combat clones. The most able subordinates are treated better than the rest of the clones. They receive the heaviest responsibility of their existence: managing the company's or their unit's stocks of mutagenic substances. The scientists just make sure the product is delivered, without ever saying what the clones will be injecting into themselves.

Reaching the rank of officer is certainly not a guarantee of security in the alchemical legions. Technomancers understand the concepts of "victory" and "defeat" with the calculating mind of a scientist rather than the passion of a warrior: failures and successes are scrutinized, analyzed, improved and tested again. Even the most humiliating of routs is followed by analyses that benefit the Scorpion: the cruel punishment inflicted to the officers responsible for such strategic failures is hardly more than a formality and a source of entertainment for the true-born.



Companies

The player can affiliate his company to one of the four factions presented hereafter. The company can include only fighters (troops and Incarnates) whose description indicates that they are either part of this faction or part of no specific faction.

Unless mentioned otherwise, a company that is not affiliated to any faction can use any profile.

The description of each faction includes information describing the universe of Aarklash, which also constitutes gaming tips:

Omnimancer: Leader of the faction.

Favorite allies: The armies this company can ally with.

Each description also includes an insert indicating the rules reserved to this faction.

Advantage: A company of this faction benefits from the advantage indicated here.

Disadvantage: A company of this faction suffers the disadvantage indicated here.

Order of the banners: A company of this faction must respect this order of the banners.

KHERIS– 66U184

“The future is ours!”

– 66U184

Incarnation

Kheris is a mystery: an inexplicable anomaly to the scientists, a myth to the clones. He disappears in the fury of the fray to reappear days or weeks later in the aftermath of another battle. Those technomancers seeking to dissect him in order to find a rational explanation have always met the fierce refusal of the faithful of Arh-Tolth. The latter have guessed the divine nature of the hero and they know that he is one of the keys to the Scorpion's victory in the Rag'narok.

The story of Kheris begins in the era of legends.

Once upon a time, a benevolent god opened his generous heart to the men of the country of dawn. The celestial being taught his knowledge to his disciples and they prospered. Alas, the other gods grew jealous and declared war on those who, through their knowledge, were threatening their hegemony. Using its science, the people of dawn raised an army of flesh and metal to fight the ultimate battle. Unfortunately even its fantastic legions could not stop the immortal champions of their enemies.

Shekara was a craftsman and a soldier of the people of dawn. Full of the secret knowledge of the god of science, he sought the means to bestow immortality upon the heroes of his

people. He forged, after a painstaking quest through a labyrinth of the abyss, a sword capable of capturing his essence. But war fell upon him and turned the country of dawn into a desert. Shekara was lost in the storm before he ever got to share the secret of his blade with his brothers and his god.

Ages came, ages went, casting the veil of oblivion over the era of legends...





1001, in the early hours of the Rag'narok. The technomancer Sasia Samaris sacrificed several clone units in an assault against the Temple of the South (See *Army Book: Temple*). The survivors fell back leaving the wounded and the dead behind. Clone 66U184, who had been left for dead, pulled himself up despite his wounds and fled into the desert. On his own for the first time, he took his first individual initiatives and discovered autonomy. He soon realized that his new found personality would be blown out like a candle in the desert wind if he didn't find his way back to civilization soon. He wandered for hours before finding refuge in the ruins of Kheris, a ruined outpost the scorching winds had only recently freed from the sand.



After an awful night, the clone was woken by the metallic shine of a blade that was reflecting the light of dawn. Once the sword in hand, he felt his mind waver under the assault of an invisible and overwhelming force. 66U184 had found one of the lost artifacts of Arh-Tolth and, fusing with the essence of Shekara, he was incarnated before he fell unconscious.

When he opened his eyes again, 66U184 was full of renewed vigor and driven by a powerful will to conquer. His mind was haunted by memories of battles past and the feeling he had a mission to accomplish. But first, he needed to build himself a personality, starting with a name. 66U184 named himself Kheris, the name of the place where his quest began.

Kheris is not a normal Incarnate: when his worldly body dies his essence joins the Blade of Shekara. He then needs another blank clone to continue his journey. However, the Rag'narok spares no-one, making Kheris' quest a never-ending mission.

Tactics

Kheris is one of the most reliable fighters of the Scorpion. His low strategic value (135 A.P.) and the large choice of units he can join (any Rank 1 unit) allows him to tag along in any Scorpion company. Though his combat characteristics might be far from outstanding, he is still an Incarnate and therefore benefits from their amazing advantages.

Kheris reaches his full potential when he is given the Blade of Shekara, his reserved artifact. He then gains the ability to indefinitely resuscitate for free, as long as luck is on the Scorpion's side. Never was the Scorpion given a more loyal hero!

Unit formation

Kheris can join any Rank 1 Scorpion unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Kheris is not associated with any Scorpion faction, he may join any Scorpion company.

Recruiting the Incarnate

Kheris: 135 A.P.

Resurrection/Duel: 3 Elixir points.

Attributes

Kheris has 1 point to spend on artifacts.

The Blade of Shekara (1): Each time Kheris is eliminated (even by an Incarnate), the player chooses a fighter in his unit and replaces his miniature with that of Kheris. If the substitution is impossible, the Blade of Shekara has no effect.

Kheris comes back into the game with all his health points and the Blade of Shekara. He is also subjected to all the game effects affecting his unit upon his return.

The Blade of Shekara is reserved to Kheris.

Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.

SO 150 : SHAMIR

Headquarters: Shamir

Omnimancer: Omnimancer Lady Claudia Nesselith

Favorite allies: Spider, Ram, Serpent.

The riches of Shamir stir the envy of all the other laboratories, but its influence over the Basileus is its best protection. SO 150 is the only laboratory that believes it has nothing left to prove and that its sole objective is to maintain its position.

The laboratory of Shamir was the first producer of "civil" clones in the Empire. Dirz himself made it the heart of his state, the place where his most loyal servants were designed, including those who served a master other than the Here-siarch! The tradition has been kept alive: the personnel working for every major true-born house are born from the tanks of SO 150, keeping the laboratory's eyes and ears on the notables of the Syharhalna. This activity generates considerable revenue and also allows the laboratory to produce large quantities of combat clones.



The production is of excellent quality: for generations, the omnimancers who lead SO 150 have been tasked with maintaining the constant flow of resources and recruiting the best technomancers. This situation has always helped the laboratory of Shamir maintain its reputation.

The technomancers of Shamir have a claim to perfection. Failure is not an option and the laboratory is prone to extreme action: straightforward elimination for clones, downgrading for the true-born.

Should a unit from the laboratory show the slightest weakness its leader is immediately executed to create an example.

Mutagenic treatments are one of the specialities of the laboratory of Shamir. Engaged in fundamental research on the subject, the rate of its discoveries has been increased since Lady Claudia Nesselith took charge. The breakthroughs achieved in this field have opened the way for a second generation of even more efficient treatments.

PLAYING THE LABORATORY OF SHAMIR

The player can choose any Scorpion order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the laboratory of Shamir benefits from the advantage and disadvantage below.

Advantage of the laboratory of Shamir: With abundant supplies of the best mutagenic treatments available, the units of the laboratory of Shamir gain an additional die when they use the Gift of the Scorpion.

Disadvantage of the laboratory of Shamir: The leader of a unit that fails a Morale test is immediately eliminated, to serve as an example.

Order of the banners:

- Creature unit (🌀 / 🌀🌀 / 🌀🌀🌀) !
- Creature unit (🌀 / 🌀🌀 / 🌀🌀🌀)
- Infantry or Creature unit (🌀 / 🌀) (🌀🌀 / 🌀🌀🌀)
- Infantry or Titan unit (🌀 / 🌀) (🌀 / 🌀🌀)
- Infantry or War machine unit (🌀 / 🌀) (🌀 / 🌀🌀)

! Priority slot. It must always be picked first.



CLAUDIA NESSALITH

"It feels good, doesn't it? Now it's time to suffer."

Incarnation

From a very young age, Lady Claudia Nesselith, born to an illustrious family, cultivated a peculiar taste for pain and pleasure that she dealt to the people around her. Her family saw in this the blessing of Arh-Tolth and allowed her to perfect her education with the greatest masters, so that she could cultivate her religious feelings. The young girl became a young lady. She was educated by the most famous teachers, including the most influential omnimancer alive: Omnimancer Jerrak Thoep. At the time his health was already beginning to wane but he was still the Omnimancer in charge of the laboratory of Shamir. He was a gifted scientist and technomancer, deeply religious but deprived of any power to communicate with the gods. Desperate to become a faithful, he had dedicated his existence to understanding the nature of the link connecting men to the gods. Nonetheless, his correspondence with Athan Zakhil, from the laboratory of Theben, had allowed him to lift a corner of the veil cast over the nature of Incarnates, the champions of the gods.

As soon as he began teaching Lady Claudia Nesselith, the old man isolated himself more and more often. Soon all he lived for were the private lessons he gave to his young student. Around 1004, Jerrak Thoep died during a session with Lady Claudia Nesselith. The instant the tired heart of the old man stopped, the young woman felt a deep change. The light of Arh-Tolth had found her and was now showing her the way. She was to become the incarnation of the Syhar woman, a creature made of the brightest darkness; fascinating and inaccessible. All would dream of conquering her but no one could ever possess her.

Lady Claudia Nesselith immediately seized control of the laboratory of Shamir. She concealed the death of Jerrak Thoep, seduced all of the administrators of the laboratory and brought them to heel. Once the situation was under control, the young woman announced the demise of her mentor and claimed the lead of SO 150. Supported by the main figures of the laboratory, she easily achieved this goal.

Her incarnation and the notes of her mentor had opened a new and promising field of experimentation: cloning Incarnates. However, she would do it to

create a harem worthy of her aspirations. Wielding the most exquisite pains and the most unbearable pleasures with equal virtuosity, she set SO 150 to work on the subject without revealing her goals. She personally undertook the collection of stems from individuals whose Incarnation was most probable.

Thus, Claudia Nesselith suspected Arkhos, Commander of the Temple of the East (see *Army Book: Temple*) of being an Incarnate. She finally challenged him after a six-month long hunt through the Bran-Ô-Kor. Her forces caught the templars in a surprise attack. Her cloning tanks allowed the Omnimancer to raise the clones as quickly as they fell. Her army eventually forced the Akkylannians to flee. Unfortunately, Lady Claudia Nesselith only managed to wound Arkhos, but it was more than enough to collect his stem.

She then turned her attention to the Barhans. If there was any country where there had to be Incarnates, it was the Kingdom of Alahan! With the help of the pirates sailing in the Fangs of Fire, she landed in Algerande leading a party of raiders.

During a skirmish with a small troop of valkyries, Lady Claudia Nesselith found what she was looking for. Her forces, superior in number, easily crushed the Lion warriors. While the biopsists were collecting the stems, one of the victims suddenly pulled herself up, killed the technomancers and fled. Lady Claudia Nesselith, who had seen it all, knew she had just witnessed the Incarnation of Edeline d'Algerande. The data obtained held many promises. The Omnimancer returned to her laboratory to explore them. A few months later, the mutagenic treatment produced by SO 150 had made another leap forward in efficiency.

This treatment still needs to be tested on the battlefield, but Lady Claudia Nesselith is ready to take the matter into her own hands. She will lead the troops and she will demonstrate its power.

Tactics

Lady Claudia Nesselith is obviously fragile, but as a faithful of Arh-Tolth she has access to a wide range of communions. She can also reinforce the offensive skills of her unit with communions such as Dark blades or Embrace of Arh-Tolth. Finally, Lady Claudia Nesselith is a decent fighter who can strike from the second row thanks to her reach weapon. She can be used to finish off a wounded Incarnate, for instance.



Unit formation

Lady Claudia Nessalith can join any Scorpion unit. She doesn't replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

Recruiting the Incarnate



Claudia Nessalith: 175 A.P.
Resurrection/Duel: 4 Elixir points.

Reach: A fighter with a weapon that has reach can attack enemies he is in contact with and those within 3 cm of him.



Loyal: The fighter adds 1 extra faith point to his unit's faith pool.

Attributes

Lady Claudia Nessalith has 2 points to spend on artifacts and communions.

Dame Claudia Nessalith is a faithful of the cult of Arh-Tolth. She masters the Alteration and Destruction aspects.

Neuro-sting of pain (1): Once per round, Lady Claudia Nessalith can inflict one extra damage point to an enemy to whom she has just inflicted one.

Treatment M65 (1): Lady Claudia Nessalith's unit gains the "Regeneration" ability: The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each  or  cancels a damage point.

Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.



SYKHO VOLESTERUS

"HHHHHHH! Hhhhhh! HHHHHHH! Hhhhh! HHH-HHHH!"

– Sykho Volesterus

Incarnation



Sykho Volesterus seemed destined to become a brilliant technomancer when his fate was suddenly shattered by charging redemption riders.

It all happened during a fateful experiment: leading a small company of experimental creatures against a Griffin garrison. The experiment went wrong when Sykho's most powerful creatures were torn to pieces by a well aimed cannon salvo. The

clones composing the escort were quickly overwhelmed by the Griffin warriors. They were unable to prevent the Griffin heavy cavalry from reaching their commander. A rider smashed Sykho Volesterus' chest and left him to die.

The pain of the broken bones and collapsing organs was so intense that the suffering of the technomancer reached Arh-Tolth himself. Sykho Volesterus was not going to die: he was incarnated, shrouded in pain and failure. To mark this union the god sent one of his supernatural servants to watch his new protégé: Zilash, a companion of tortures (see the insert on the following page).

Carried back to Shamir in a desperate state, Sykho was examined by a group of technomancers looking to understand why he had survived. Jerrak Theop, who understood the supernatural nature of the phenomenon, came to the inspired conclusion that what they were looking into was an Incarnation. So the Omnimancer took Sykho into his team and used the considerable resources of the laboratory of Shamir to reconstruct the thorax and organs of his new guinea pig.

The Incarnation had produced some changes in Sykho Volesterus.

He had lost the ability to use Technomancy. Magic was no longer in him, even though he personally felt it was a test and that his abilities were only slumbering in him. All he had to do was find them. On the other hand, horrible pain-inspired supplications allowed Sykho Volesterus to summon the power of Arh-Tolth. A number of clumsy clones who had failed to be gentle enough while changing Sykho's bandages were struck dead by the god's powers whenever the patient ordered it. Every now and again Zilash would add his hideous shriek to Volesterus' screams of agony. Through these cries, Arh-Tolth had found the means to manifest himself.

Supported by his faith, Sykho Volesterus volunteered to lead any live experiment required by his colleagues. His knowledge made him an able judge and his incapacity to practice technomancy made him unable to steal the results of his colleagues. He was simply relieved to be allowed to keep up to date with the latest achievements until the day his powers would be restored to him!

The arrangement was made with Lady Claudia Nesselith herself. Consumed by pain and his hatred of the Akkylannians, Sykho Volesterus was soon enthralled by the young woman. Though she did nothing to lessen his suffering, the pain felt so nice in her presence!

Sykho travelled to the four corners of Aarklash leading improbable menageries of experimental creatures and clones. Since he was the only one in charge of the experimental conditions, he took the opportunity to visit any location the Scorpion may some day be interested in conquering. So he visited the Code Hybrid laboratories, but also travelled to the canyons of the Bran-Ô-Kor, the mountains of the Ægis and even went as far as Cadwallon and the cursed barony of Acheron. His quest continues today.

Tactics

Sykho Volesterus is an excellent leader for any unit including a significant number of fighters: the fighters provide the resources necessary for his communions. He provides a large variety of effects. He can choose to make his unit more durable with communions such as Exquisite pain or Talon of Arh-Tolth. He may also increase its offensive skills by repeatedly using communions such as Threat of Arh-Tolth.



He may also choose close combat by joining a smaller but more solid unit. In this case his artifact allows him to be sure to call a miracle that reduces the amount of damage suffered by his unit; a precious guarantee of survival. His low strategic value makes him an acceptable loss that can be resuscitated at a low cost.

Unit formation

Sykho Volesterus can join any Scorpion unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Sykho Volesterus: 130 A.P.
Resurrection/Duel: 3 Elixir points.

Attributes

Sykho Volesterus has 1 point to spend on artifacts and communions.

Sykho Volesterus is a faithful of the cult of Arh-Tolth. He masters the Alteration aspect.

Zilash (1): Each time Sykho Volesterus eliminates a fighter, this artifact allows him to successfully call the "Exquisite pain" communion. No faith points are spent. The communion cannot be censured.

Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.

COMPANIONS OF TORTURE

Companions of torture follow the faithful of Arh-Tolth onto the battlefield to feed on the suffering of the dying. Many scholars belonging to a variety of peoples have been observing these strange creatures. No-one has ever managed to unveil the secret of their origins and the mystery surrounding them is complete.

Companions of torture are in fact manifestations of the will of Arh-Tolth on Aarklash. They gather for him all the pain and despair they can on the battlefield, but also the suffering they find inside the ziggurats of the Syharhalna.

SYKHO VOLESTERUS				
	10	3	4	5
		3	3	3
	2	5	5	
	-	-	-	

SO 38 : THEBEN

Headquarters: Theben

Omnimancer: Omnimancer Athan Zakhil

Favorite ally: Ram

Theben is the city of academics par excellence. Its many scientists have colossal resources at their disposal to further every domain of Syhar science. Theben is a mysterious and secretive city. It accepts very few visitors besides the illustrious dignitaries from the Acheonian Houses of Brisis, Lazarian and Mantis. Indeed, these houses have long been the allies of Athan Zakhil.

The name of Theben is often omitted, or even ignored, in the conversations concerning the main Syhar cities. Who cares for this remote place, lost at the foot of the mountains at the other end of the desert, when Danakil, Inuka and Shamir seem far more threatening? Spies and explorers sometimes report disturbing rumors of echoes heard

throughout the mountains and stories of people who never made it back out of Theben. Lying at the end of the world, the City of the Last Breath is definitely far too distant. And yet Aarklash doesn't seem to realize the unbelievable threat Theben represents. Shamir and Tenseth might incarnate Syhar vitality and ideals, but Theben reflects the true face of the Scorpion: science without a conscience.

The city itself is a great laboratory: the largest and richest scientific facilities in the Syharhalna. The master technomancers teach a small army of promising pupils and do not hesitate to spend unbelievable amounts of resources in massive projects.

Each experiment, be it the invention of a new destructive weapon or a monster capable of sustaining daily injections of mutagenics, is observed and recorded with a form of wicked detachment. Any fool who would dare to attack Theben would be dealing with several armies of bloodthirsty nightmares. All in all, with the projects of the masters and the "exercises" of the students, there are myriads of creatures waiting to be awoken in the entrails of the City of the Last Breath. Theben produces so many creatures; their units are packed to the maximum with extra fighters. Even creatures usually deployed alone or in pairs are reinforced by the masters to test the conformity of the work of their pupils.



PLAYING THE LABORATORY OF THEBEN

The player can choose any Scorpion order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the laboratory of Theben benefits from the advantage and disadvantage below.

Advantage of the laboratory of Theben: The maximum number of fighters in creature units of the laboratory of Theben is increased by one. This fighter is free. Only units with a maximum number value benefit from this advantage.

Disadvantage of the laboratory of Theben: The standard number of fighters in all creature units of the laboratory of Theben is increased by one. This fighter must be purchased as an extra fighter.

Order of the banners:

- Creature unit (👤) (👤/👤👤👤) !
- Infantry or Creature unit (👤/👤) (👤/👤👤👤👤👤)
- Creature (👤) (👤/👤👤👤)
- Creature or war machine unit (👤/👤) (👤👤/👤👤👤)
- Infantry or titan unit (👤/👤) (👤/👤👤👤)

! Priority slot. It must always be picked first.





ATHAN ZAKHIL

*"Master! Master! Are you feeling w... *CRUNCH*"*

Clone 156NE208AZ, 156th assistant
of Athan Zakhil for the year 1008

Incarnation

Athan Zakhil is the son of Yzan Zakhil, the omnimancer in charge of the laboratory of Theben from 701 to 800. Though he lacked any kind of gift for magic, Athan Zakhil was still trained in technomancy since his intelligence allowed him to keep up with the theory even though he could not perform in practice. His research work began with the backing of a clone that could use mana. Athan Zakhil could never feel content because his incapacity forbade him from practicing on the most interesting and dangerous clones. He grew awfully frustrated and turned to religion, hoping to find some sort of relief in it. The mortifications imposed upon him by the cult of Arh-Tolth allowed the god to talk to Zakhil.

One night of 800, the god ordered Athan Zakhil to murder his father and showed him how to proceed. The next day Athan Zakhil entered the laboratory of his father who was adding the final touches to a Dasyatis prime. Without a word, Zakhil pulled the lever his god had shown him. The creature leapt from tank and the massacre began in the room.

Athan Zakhil was fervently praying to Arh-Tolth when the puzzled Dasyatis stopped right in front of him. The faithful reached out with his hand to touch the creature's chest. The power of Arh-Tolth was in him and his arm plunged into the flesh as if it had been water. Although unable to use technomancy, the young man had conquered the flesh and he was now able to bend it to his will through his perfect fervor. Zakhil literally dived into the body of the Dasyatis to form the improbable fusion of man and beast: Zakhil Prime. Moments later the transformation was complete and the young faithful was human once again. There was nothing left of the Dasyatis other than Zakhil's ability to turn into "Zakhil Prime" at will. Satisfied, Arh-Tolth incarnated his servant.

Athan Zakhil succeeded his father and could finally unleash his urge for experimentation. Guided by Arh-Tolth, he embarked upon a great project: replicating the gift for magic. Using his position and power Zakhil indulged in debauchery: all the magician-clone prototypes were made female. Eventually, it was the stem of Rhea de Brisis that allowed Athan Zakhil to purposely produce the first magician clone that satisfied his standards. So was born Sasia Samaris.

As she grew in the tank, so did the omnimancer's love for her, which enraged Arh-Tolth. The heart of the faithful he believed he owned was being stolen by this wretched tank-born female. The god decided to make the most of it while punishing the fickle worshipper: he had plans to incarnate Sasia Samaris so that she would rebel against her lover before she left him. And the god's will was made true.

It took some time for Athan Zakhil to admit that he could not bring her back. He turned his attention to a new field of experimentation: exploiting Code Hybrid. Athan Zakhil is now preparing to face the test of the Ragnarok. The world changed quite a lot while he was being "distracted". Arh-Tolth has new missions for his faithful!

Tactics

Athan Zakhil is the best faithful available to the Scorpion army. He has a wide range of abilities at his disposal to call the most powerful communions there are. His place is inside a large unit of clones that will provide the faith necessary for the execution of devastating communions.

These are not his only qualities. He can also turn into Zakhil Prime, a hybrid form of Dasyatis prime and Athan Zakhil. In the shape of the beast, he can lead a unit of one Dasyatis prime (or even two if you are using the advantage of the laboratory of Theben). If we were to describe the potential devastation caused by a unit of two of these creatures led by Zakhil Prime we would probably be banned from selling this book to minors.

Unit formation

Athan Zakhil can join any Scorpion unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Zakhil Prime can join any Dasyatis prime unit. In this case, he may optionally be considered as an extra fighter, thus fulfilling the disadvantage of the laboratory of Theben.

Recruiting the Incarnate

Athan Zakhil and Zakhil Prime are two profiles for a same Incarnate. A company can only recruit one of the two versions. The attributes reserved to Athan Zakhil can be purchased by Zakhil Prime and vice versa.

Athan Zakhil: 305 A.P.

Resurrection/Duel: 6 Elixir points.

Zakhil Prime: 305 A.P.

Resurrection/Duel: 6 Elixir points.

Loved by the gods: On Fervor tests,   and  results are read as .

Special: Only Athan Zakhil has this ability, not Zakhil Prime.

Piety: The fighter's Fervor tests are resolved rolling one bonus die. The player keeps the best.



ATHAN ZAKHIL

						
						
	10	5	3	7	5	7
						
	2	7	7			
		-	-	-		



ZAKHIL PRIME

						
						
	10	3	12	9	5	7
						
	3	7	9			
		-	-	-		

Sequence: Each  or  obtained on a Hand to hand Attack test gives one bonus die.

Special: Only Zakhil Prime has this ability, not Athan Zakhil.

(Miracle) Fusion/transformation: Athan Zakhil and Zakhil Prime can call this miracle at any time during their activation. The miniature of Athan Zakhil is replaced by that of Zakhil Prime (or vice-versa). If this replacement is impossible or requires the manipulation of another game element (terrain or miniature), the miracle has no effect. No matter his shape, Zakhil keeps the same health points and all the game effects that applied to him before the transformation.

This miracle is reserved to Athan Zakhil. It costs 5 faith points.

Attributes

Athan Zakhil/Zakhil Prime has 3 points to spend on artifacts and communions.

Athan Zakhil/Zakhil Prime is a faithful of the cult of Arh-Tolth. He masters the Alteration, the Creation and the Destruction aspects.

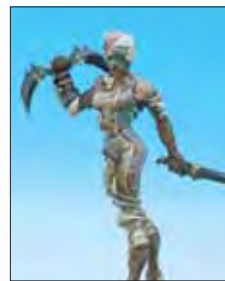
Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.

YSIS - 2P193AZ

"Silence is my sharpest weapon."

Incarnation



The escape and treason of Sasia Samaris sent Athan Zakhil into deep fury. Working his teams to death, he soon produced a new clone destined to hunt down the runaway and drag her back dead or alive: 2P193AZ, named Ysis by its creator.

Ysis's mission seemed impossible: explore the Code Hybrid laboratories to pick up the trail of Sasia Samaris and hunt her down. Even if she had been able to locate Sasia's hideaway, neutralizing a fighter of such quality was a feat only the greatest heroes could accomplish. Designed to obey, Ysis did not discuss the orders of the mission that justified her existence.

Ysis overcame a thousand perils over the two following years. Roaming from one laboratory to the next seeking her prey, she faced demented creatures locked away for centuries and fought their Akkylannian exterminators. Through the reports of his personal assassin, his Viper, Athan Zakhil realized how great Sasia Samaris' betrayal had been and the amount of Code Hybrid information she had withheld from him. In the

meanwhile, Ysis got a taste of independence. When her creator finally decided the hunt had lasted far too long and that it was time to head back to Theben, the Viper was confronted with the same dilemma as Sasia Samaris: to answer either the call of duty or that of freedom.

What Ysis wanted more than anything else was to take part in the victory of the Syharhalna in the Rag'narok. The destiny of Sasia Samaris, alone against the world in her archaic laboratory, inspired in Ysis nothing but scorn. So she chose the path of loyalty and returned to Theben, where her master welcomed her with the honors owed to a princess. Arh-Tolth was satisfied and rewarded Ysis, who had become his favorite "daughter". From then on, she would incarnate the venomous sting of the scorpion.

Ysis became the right arm of Athan Zakhil and did everything she could to become the indispensable tool of her master. When the latter ordered her to eliminate Technomancer Nefarius, once again she left without asking a single question about her mission. However, this time she had her own mind and the power of an Incarnate. She attacked the technomancer and struck him down before his pair of Nefarius prime bodyguards could react. The female assassin immediately became the terror of the enemies of Athan Zakhil. She was the bearer of his message and sentence.

Ysis the Viper has since joined the armies of the Syharhalna with the title of second in command of the laboratory of Theben. Exasperated by her lightning-fast promotion and caught in the political games of their caste, some technomancers working for the City of the Last Breath have been spreading the rumor that her betrayal is only a question of time. Doubting the unblemished loyalty of Ysis, the fools are preparing her assassination. But she has been watching them and she will be the first to strike.

Tactics

Ysis is a tough fighter. She can lead any unit from crossbowmen to dawn warriors. Her armor guarantees her survival and very few enemies can rival her.

Her crossbow (or even better her hexalid crossbow) makes her the deadly sting that will pierce the soft flanks of her enemies. She is just as dangerous in contact: no matter how thick the enemy armor is, if the blade alone is not enough the poison will finish what Ysis began. Her enemies, no matter the number, are always quickly returned to their miserable makers.



Unit formation

Ysis can join any Scorpion unit. She doesn't replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

Recruiting the Incarnate

Ysis: 185 A.P.

Resurrection/Duel: 4 Elixir points.

Assassin: and results are read as for Hand to hand Strength tests.

Toxic: For each success on a Hand to hand or Range Strength test the fighter rolls an additional Strength test for which the result required is always . Successes obtained in this way are added to the initial ones.

Attributes

Ysis has 1 point to spend on artifacts.

Hexalid crossbow(1): Ysis gains a bonus die on ranged attacks performed with her crossbow.

Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.

SO 78 : ECLIPSE

Headquarters: The Ruins of Dawn
Omnimancer: Omnimancer Sasia Samaris
Favorite allies: Spider, Ram, Immobilis, Serpent

The elusive warriors of the Eclipse laboratory have led a raiding campaign of unbelievable boldness, both for and against Syhar interests. The popularity of SO 78's pair of leaders has also fuelled several uprisings: Sasia Samaris and Sin Assyris, the rebel offspring of the two greatest figures of the Syharhalna, are secretly admired by the clones and greatly feared by their former masters. The Eclipse laboratory was born from the ashes of Code Hybrid, after Sasia Samaris' adventures (see *Hybrid* and *Nemesis*). After surviving a thousand perils, the technomancer has gathered enough resources and technology to claim her independence. With the support of Sin Assyris, another rebel hero, she has improved the



stem of many creatures and gathered armies of clones ready to pay the price of freedom. Their secret base is a former Code Hybrid laboratory referenced as SO 78 and located nearby the ruins of Dawn.

The location of the Eclipse laboratory is a jealously guarded secret. SO 78 surpasses all the other laboratories in terms of Hybrid technology. The clones and creatures born from these tanks naturally synthesize mutagenic substances. This means these creatures do not suffer from the dependency or secondary effects of mutagenic. Their life expectancy is also prolonged. And it is not their only asset: they are also able to reproduce. Soon the word "clone" will become obsolete!

Immediately declared outlaw, the Eclipse laboratory has sowed terror across the Syharhalna for years.

Yet the Rag'narok is raging: the requirements of total war have led to some delicate negotiations between the authorities and the renegades. The Eclipse laboratory is now tolerated by the authorities of Shamir. Today, the warriors of Eclipse lend their talents to the armies of the laboratories of Dirz. The marauders and raiders of SO 78 are sent as scouts in front of the armies of the Syharhalna to strike the enemy where he least expects it. Soon the laboratory will have compensated for the numerical inferiority that distinguishes it from the other laboratories: the resources lent by Shamir added to those looted from the enemy are dedicated to increasing the laboratory's numbers.

If it triumphs in the Rag'narok and avoids the traps laid by other laboratories, SO 78 will have everything it needs to spark a revolution and overthrow the Syhar government. The genetic supremacy of its members is already a reality, the conquest of Aarklash will follow naturally. It is only a question of time!

PLAYING THE ECLIPSE LABORATORY

The player can choose any Scorpion order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the Eclipse laboratory benefits from the advantage and disadvantage below.

Advantage of the Eclipse laboratory: One unit per banner gains the "Scout" ability: when the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

This ability is reserved to Scorpion units.

Disadvantage of the Eclipse laboratory: The standard and maximum number of fighters in infantry units is reduced by 1, with no change to the strategic values. However, the player may pay the cost of an extra fighter to reach the original number.

Order of the banners:

- Creature unit (🌀 / 🌀🌀 / 🌀🌀🌀) !
- Creature unit (🌀 / 🌀🌀)
- Infantry unit (🌀 / 🌀🌀)
- Creature or War machine unit (🌀🌀 / 🌀🌀🌀)
- Infantry or Titan unit (🌀 / 🌀🌀)

! **Priority slot. It must always be picked first.**



SASIA SAMARIS – 29P195

“I don’t negotiate with endangered species.”

29P195

Incarnation

The perversity of the faithful of Arh-Tolth knows no limits and Athan Zakhil is no exception. Stung by the dart of tenebrous lust, he decided to make all his creations female; dolls he could abuse and discard. After several unsatisfying attempts, he produced 29P195 using the genes of Rhea de Brisis, the necromancer whose legendary beauty had seduced Dirz during the time of the Black Togas.

Yet something unusual happened during the growth of the clone: just like Dirz before him, Zakhil felt his heart pounding as he gradually fell in love with his creation. This shiver of humanity did not go unnoticed by Arh-Tolth whose interest in the young woman slumbering in the tank grew. The incarnation of 29P195 happened the day she was born, when Athan Zhakil gave her the name of Sasia Samaris.

The faithful undertook the task of educating her personally and did so with great severity. Sasia Samaris even received a better education than most of the true-born. In accordance with Athan’s plans, the influence of her genetic heritage helped her develop a gift for magic. Within less than seven years she had become a renowned technomancer and a formidable warrior. Her education forged her personality and gave her higher aspirations than simply remaining the muse of her creator. She personally created her most terrible and closest bodyguard: a living cape, a vicious predator capable of connecting its vital systems to that of its mistress and able to share her emotions.

The young prodigy soon earned for herself the title of Desert Rose. In the eyes of some, her beauty was only enhanced by her prickly allure; to the others she was simply dangerous and unstable. Assigned to the fortress of Danakil to support the offensive against the Akkylannians, she was soon caught in an ambiguous love-hate relationship with Templar Commander Sered, with whom she shared mutual admiration (see *Army Book: Temple*). On several occasions they came close to killing each other but neither one ever found the strength to deal the final blow.

Then came the discovery of the antique Code Hybrid laboratories. The technomancers waged secret wars among themselves to obtain the technology. Jealous of Sered, Athan Zakhil seized the opportunity and sent his champion to fight in his name inside those laboratories, which had since become slaughterhouses. Sasia Samaris undertook to win her freedom: she kept to herself major Code Hybrid secrets and fled

after having stolen several of Athan Zakhil’s precious projects. Immediately declared renegade, she was hunted down by the authorities. Leading the Eclipse laboratory, the Desert Rose soon entered the legend as she attacked both technomancers and enemies of the Scorpion without distinction.

With the beginning of the Rag’narok the Empire of the Syharhalna has set out to conquer Aarklash. Sasia Samaris has chosen to put her loyalty to the Empire before her personal grudges. Her rebel army has allied with those of the other laboratories, for better and for worse: her thirst for freedom, heightened by the extreme feelings she has for Athan Zakhil and Sered, can only be quenched with blood.

Tactics

Sasia Samaris is an unrivalled fighter and magician. She easily finds her place on the frontline as well as in support: she assists her troops and destroys her enemies using rituals such as Matter control or Sandstorm. Her magic also turns her into a fury in hand to hand combat, especially when using Bloody bitterness, Genetic reconstitution and Symbiotic attack.

Such an exceptional woman is bound to attract the attention of your opponent who will seek to eliminate her by all means possible. This weakness becomes an advantage in the hands of an experienced strategist: while the enemy insists on beating the Desert Rose, your other units can concentrate on the objectives. Take care of Sasia Samaris and she will take care of your enemies!

Unit formation

Sasia Samaris can join any Scorpion unit. She doesn’t replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

Recruiting the Incarnate

Sasia Samaris and the Desert Rose are two profiles for the same Incarnate. A company can only recruit one of the two versions. The attributes, abilities and spells reserved to Sasia Samaris can be purchased by the Desert Rose and vice versa.

Sasia Samaris: 280 A.P.

Resurrection/Duel: 6 Elixir points

Desert Rose: 435 A.P.

Resurrection/Duel: 9 Elixir points

Bravery: Failures on Courage tests are re-rolled once more.





Feint: The enemy never gets any bonus dice on his Hand to hand Attack tests.

Symbiotic attack: Sasia Samaris can cast the “Symbiotic attack” spell just before a Hand to hand Strength test. The test is rolled with one additional die. It may be re-rolled. This spell costs 5 mana points.

Attributes

Sasia Samaris has 3 points to spend on artifacts and rituals.

Sasia Samaris masters the path of Technomancy and the Darkness, Earth, and Fire Elements.

Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.

SASIA SAMARIS

☀️☀️☀️ 🔴🔴🔴🔴

10	5	5	7	5	7
	2	7	7		
	-	-	-		

THE DESERT ROSE

☀️☀️☀️ 🔴🔴🔴🔴

15	5	5	7	5	7
	4	7	7		
	-	-	-		

SÎN ASSYRIS

“Science is truth.”

Incarnation

Arh-Tolth was infuriated when, in 999, a previously unknown god named Vile-Tis showed up on Aarklash. He immediately ordered Basileus Villa to exterminate this new rival along with his disciples, the devourers of Vile-Tis. Villa mobilized a large amount of resources to create a fighter capable of leading the counter offensive. These design instructions, inspired by Arh-Tolth himself, led to the birth of Sin Assyris.

Sin Assyris’ birth was a horrible trial, for it was pain, and not the light or the air in his lungs that forced his eyes to open. The technomancers were inserting and pulling on thousand of probes and needles without any concern; Arh-Tolth was tearing out his essence and scattering it while the Basileus was blessing him. The brutality of this incarnation was such that it rendered Sin Assyris insensitive to mystic energies. His biomechanical being incarnated alchemy, body and soul.

Sin Assyris was operational within a few days thanks to the conditioning administered by the best neuromancers right from the embryo state. He was soon let loose on the trail of the devourers. It wasn’t long before his company found them. A faithful of Vile-Tis who had been made prisoner suspiciously easily revealed everything Sin Assyris needed to know.

The devourer also gave the location of a cave in the forest of Diisha, which, he said, held the secrets of the true nature of their respective gods. After executing the captive, the Basileus' champion and his men moved north.

The cave was the entrance of a Code Hybrid laboratory. Sin was not prepared to face the creatures haunting it and, one after the other, he lost every single fighter he had. His higher intellect and his certainties were shaken by the striking resemblance he shared with the hybrids found there. Until then he had believed and perceived himself as one of a kind, a unique model.

At the heart of the laboratory he discovered the hybrids' design plans and realized they were almost identical to his. The words of the faithful of Vile-Tis took on a whole new meaning: the gods were not superior spiritual entities. They were players of a gruesome game; alien life-forms whose advanced knowledge was beyond the grasp of common mortals. The Rag'narok was nothing but a great experiment and Sin Assyris merely Arh-Tolth's development for Code Hybrid. Sin Assyris took command of the hybrids and decided to make them his soldiers in the war for evolution.

Sin Assyris has joined Sasia Samaris and considers the Eclipse as the matrix of a new biological rule. The research conducted in partnership with Sasia Samaris has already allowed them to produce a treatment that focuses the murderous temper of the hybrids in order to make them true assassins. Sin Assyris is the guide who will lead his kind, the Code Hybrid creatures, to victory, until they become the dominant species. The reign of science comes forth!

Tactics

With the "Insensitive" ability, Sin Assyris makes his whole unit immune to the negative effects of faith and magic. He can therefore fully dedicate himself to his specialty: hunting faithful and magicians! With three combat dice and good resilience, he excels against infantry. No opponent can stand against him in close combat when equipped with the Assyris Treatment. His reserved artifact makes him and his men real assassins.

Sin Assyris has an impressive offensive potential, but he is not invincible. In fact, he lacks any kind of defense against enemy marksmen. It is best to play him as a cautious hunter, leaping from cover to cover, before pouncing on its prey. Exactly like the hybrids!



Unit formation

When Sin Assyris is present in a company, it may include any kind of hybrid unit. Hybrids omega are a Fighting Scorpion troop (see *Army Book: Clones of Dirz*).

Sin Assyris can join any hybrid (*alpha or omega*) unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Sin Assyris: 210 A.P.

Resurrection/Duel: 4 Elixir points

Insensitive: When a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Attributes

Sin Assyris has 2 points to spend on artifacts.

Assyris treatment (2): Sin Assyris' unit gains the "Assassin" ability: and results are read as for Hand to hand Strength tests.



Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.

SIN ASSYRIS						
	10	3	7	5	3	
	3	5	5			
	-	-	-			

SO 58 : CADWALLON

Headquarters: Cadwallon

Omnimancer: Omnimancer Salias Yesod

Favorite allies: Ram, Immobilis

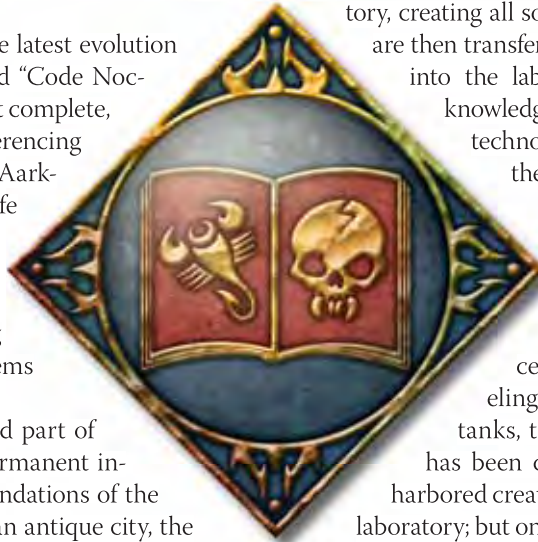
The laboratory of Cadwallon is the latest evolution of a secret Syhar organization called "Code Noctis". Its goal, whose first part is almost complete, consists of creating a gene library referencing the genes of all the species living on Aarklash, in order to exploit it to create life forms based on the best stems. The perfect gene library will also allow the Scorpion to keep traces of the abundant variety of creatures living on Aarklash, making sure the stems survive the Rag'narok.

In order to move on to the second part of its mission, Code Noctis needed permanent installations. Dirz himself had the foundations of the laboratory prepared in the ruins of an antique city, the future Cadwallon, three centuries before it was actually needed. The location was handed to the omnimancers of Code Noctis by Dirz himself when he ordered the creation of this organization.

Salias Yesod estimates that the few stems still missing from his gene library will soon be in his possession. So he has settled in this laboratory, taking the leadership of the latest Scorpion laboratory. In utmost secrecy he recalled a large part of his troops; a whole army of technomancers and clones are actively working to design some terrifying creatures.

Code Noctis uses the legendary greed of the Cadwë to obtain what it needs to carry out its work. The resident technomancers of SO 58 carry out more experiments than any other laboratory, creating all sorts of rare and precious creatures that are then transferred on to the Syharhalna or integrated into the laboratory's own army. Their complete knowledge of life on Aarklash is legendary: these technomancers have mutagenic treatments at their disposal that make their beneficiary capable of copying any ability they come across.

Without knowing it, Code Noctis is also fulfilling another task: preparing Dirz to be re-born. Concealed within the gem of Darkness fueling one of the laboratory's experiment tanks, the spiritual imprint of the Heresiarch has been carved. Until now, the tank has only harbored creatures born from the experiments of the laboratory; but one day a clone sharing a fragment of the genetic code of Dirz will be left to develop in it, and then...



PLAYING THE LABORATORY OF CADWALLON

The player can choose any Scorpion order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the laboratory of Cadwallon benefits from the advantage and disadvantage below.

Advantage of the laboratory of Cadwallon: Once per round, a unit or an Incarnate of the laboratory of Cadwallon can use an ability an enemy unit or fighter has used this round.

Disadvantage of the laboratory of Cadwallon: Before the companies are deployed, the opponent designates one of his units whose stem Code Noctis wants to collect. If this unit is destroyed, the company of the laboratory of Cadwallon loses all its Elixir points.

Order Of the banners:

- Creature unit (👤) (👤 / 👤👤 / 👤👤👤) !
- Creature unit (👤) (👤 / 👤👤 / 👤👤👤)
- Creature unit (👤) (👤 / 👤👤 / 👤👤👤)
- Infantry unit (👤) (👤 / 👤👤)
- Infantry or War machine unit (👤) (👤 / 👤👤)

! Priority slot. It must always be picked first.



SALIAS YESOD

"I would rather you did not attempt to defend yourself for I am always saddened by the prospect of having to dissect a damaged specimen. Nevertheless, I am no brute and I perfectly understand that you may not be willing to hand over your organs without a fight. However, I would be forever grateful if only you could do so without undue exertion..."

Incarnation

Salias Yesod is an exceptional technomancer whose curiosity and thirst for knowledge are so strong that he does not hesitate to confront his specimens personally in order to evaluate their worth.

The intended fate of his genetic code was to become one of the commodores leading the armies of the Syharhalna. Gifted with an inhuman intellect, he was unfortunately afflicted with structural weaknesses that made him unfit for leadership and destined him to be recycled. Indeed, he was capable of empathy and even compassion sometimes, two emotions forbidden in combat clones.

While the evaluation commission was about to draw its conclusions and send him to the recycling tanks, one of the commission members requested some complementary tests. These further results revealed that Salias Yesod was able to perceive the fluctuations of Darkness, as a magical energy.

Being a fine observer, Salias Yesod was able to cast his first spell with great ease, demonstrating his gifts and thus saving his existence. Furthermore, he was incarnated the first time he touched a gem of Darkness. He had no problem assimilating and rendering knowledge: exploring and overcoming new technomagical research fields, defeating the unknown with knowledge, reason and science.

This clone was on his way to becoming a gifted biopsist and to joining Code Noctis. He was selected among the very first recruits after an astonishingly short and brilliant training period. He first served among a group of Androctis clones specifically trained to collect stems particularly difficult to obtain; then later as the leader of a team of biopsists. His team gathered some of the most precious stems in existence.



In 825, the fourth Omnimancer in charge of Code Noctis was assassinated. Salias Yesod understood that none of the true-born wished to replace him. He recognized the opportunity to present a record so impressive that the Basileus proclaimed a special ordinance allowing a clone to lead a mission. When, seventy-five years later, Sasia Samaris also demonstrated that a clone could run a laboratory, Salias Yesod took the opportunity to put the final touches to Code Noctis. He took possession of SO 58 and founded his own faction. He brought glory upon it by recreating many creatures, which the other laboratories now need to carry out their most ambitious projects.

Tactics

Salias Yesod is a commander, a warrior and a technomancer of the best kind available. He finds his place in assault units since he is gifted enough to give any opponent a hard time while limiting the effects of any possible backlash thanks to his survival instinct. The addition of a few rituals such as Bloody bitterness, Ravenous blades or Tetany will guarantee that no enemy survives the first engagement.

If he is the Commander, Salias Yesod can also be deployed in a second line unit in order to remain out of the enemy's reach.

Unit formation

Salias Yesod can join any Scorpion infantry unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Salias Yesod: 230 A.P.

Resurrection/Duel: 5

Fleshfeasting sword: Salias Yesod's weapon is considered to be an sword-axe. Every  on a Hand to hand Strength test inflicts one extra damage point to the target.

Survival instinct: Successes obtained on Strength tests taken against fighters with Survival instincts are re-rolled once more.

Attributes

Salias Yesod has 2 points to spend on artifacts and rituals.

Salias Yesod masters the path of Technomancy and the Darkness and Earth Elements.

Feat: Momentum of the conqueror

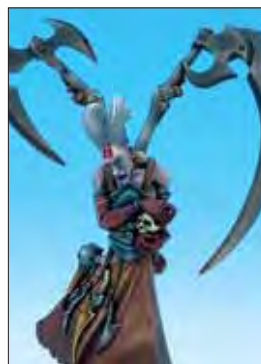
For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.



KAYL KARTAN

"I like people who have wits: it is so entertaining to watch them lose them."

Incarnation



Kayl Kartan is a true-born and as such he has lived a privileged existence. It allowed him to dedicate himself to a passion as elusive as it was consuming: Kayl Kartan sought to understand the mechanisms of the psyche. He undertook to either master them or else destroy them.

After a successful technomancy training, Kayl Kartan went through several laboratories, protected by his true-born status. He was never appreciated by his superiors, for his research did nothing to further the omnimancers' achievements. After all, what interest was there in understanding the mind when you are creating clones genetically programmed to obey?

The fate of Kayl Kartan took a fortunate turn when, after several convincing experiments with mental conditioning, he was designated to lead several Code Noctis teams. Shamelessly diverting the resources he had been given, the technomancer led further research into the mind and all forms of incantation linked to it. His encyclopedic knowledge of mystical practices finds its origin in this period of his life. This was when he discovered a legend mentioning the existence of a tenebrous being capable of controlling its victims by enslaving their souls. After several years spent searching Algandie, a team found the tomb of a magician dating back to the era of legends. While he contemplated the mummified corpse, Kayl Kartan sensed the echo of the magician's powers. He was suddenly assailed by a mental force the power of which he had never encountered before. The spirit of the magician had survived and was now trying to possess him. A mental power duel was engaged between the technomancer and the magician. Struggling against the unknown power, Kayl Kartan was able only to administer himself a dose of mutagenic. His mind boosted by the alchemical reinforcement, he managed to overcome the spirit and force it into submission. Kayl Kartan realized he had just passed a decisive trial. He was no longer an ordinary technomancer. He had become the incarnation of mental power and, since no other technomancer was going to do it, he would be the one to conquer the field of the mind for the greatest glory of the Syharhalna.

Kayl Kartan personally collected the stem of the unidentified creature and added it to the Code Noctis gene library under the reference MF-01. He then worked to carve himself a place of choice among the hierarchy of Code Noctis using the power of the Skull of souls. He now holds a leading role among the Syhar community of Cadwallon.



Skillfully using the resources of this artifact, Kayl Kartan has managed to hunt and kill some of the most vicious creatures Code Noctis sought. Once the mind of his enemy is locked into the Skull of souls, the body is defenseless and ready to be dissected!

Tactics

Kayl Kartan is a field technomancer. He brings to his unit his important magical support and combat skills that no warrior could deny.

Kayl Kartan is not very resilient, but surrounded by clones or creatures ready to sacrifice themselves to save him this problem is largely compensated for. Once in contact, he can unleash a storm of dorsal blade slashes that can cut down any opponent. Finally he becomes a prodigy of sneakiness when equipped with the Skull of souls. He waits in the second rank for his servants to weaken enemy incarnates and then finishes them off without warning. He will often be the game winner thanks to the Elixir this kind of execution will earn you!

Unit formation

Kayl Kartan can join any Scorpion infantry unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Kayl Kartan: 220 A.P.
Resurrection/Duel: 4

Mastery of the arcana: For Energy tests, et results are read as .

Attributes

Kayl Kartan has 2 points to spend on artifacts and rituals.

Kayl Kartan masters the path of Technomancy and; the Darkness and Air elements.

Skull of souls (1): The Duel value of the Incarnates eliminated by Kayl Kartan is doubled. The Skull of souls is reserved to Kayl Kartan.



Feat: Momentum of the conqueror

For 1 Elixir point, the Incarnate adds 5 points to the Power of his unit until the end of the round. The Incarnate can accomplish this feat once per round.

KAYL KARTAN

10	3	3	5	3	5				
	3	5	5						
	-	-	-						

CLONES

“The surviving indigenous population has been gathered as you requested.”

“Tell the biopsists to select the strongest specimens and collect their genes.”

– Exchange between Sasia Samaris and a clone



The clones form the main body of the alchemical legions. Their features are those of the Heresiarch himself, who generated them using his own genetic patrimony. They were intended to be test subjects and universal soldiers. Because of its origin, their stem cells are considered sacred and can only be altered with the permission of the faithful of Arh-Tolth. This doesn't prevent Syhar lords from creating scores of them, only to sacrifice them in the name of military or scientific conquest.

Clones constitute the escort of any fighting emissary. They protect the biopsists who are in charge of gathering genetic samples.

COST OF A UNIT OF CLONES

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	300	600	+40

(1): 8 clones including 1 biopsist

(2): 16 clones including 2 biopsists

TACTICS

Clones are the pedestal upon which Syhar conquerors stand. Despising them under the assumption that they are nothing special is a mistake that often has dire consequences. Their low strategic value allows them to be deployed in huge units and fulfil several roles: absorbing shocks, holding objectives and submerging the enemy. A wise commander will use his clones to allow the most precious troops in his company to shine even brighter.

Adding biopsists to their ranks makes the clones the perfect escort for a Syhar magician.

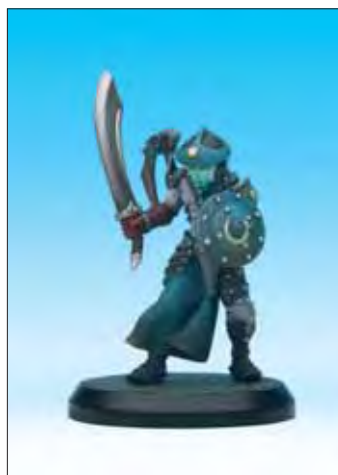
UNIT COMPOSITION

Category: Infantry (Rank 1).

Numbers: 8 to 16.

Equipment: Shield, scimitar.

Special fighters: Biopsist.



SPECIAL FIGHTERS

Biopsist (Energy: 3):

The biopsist can cast a “Suspicious injection” spell. The number of dice the unit gains thanks to the gift of the Scorpion is increased by one. This die is not a bonus die, so it can be re-rolled. This spell costs 5 mana points.



CROSSBOWMEN

“First commandment: Thou shall obey. Second commandment: Thou shall eliminate. Third commandment: Thou shall conquer.”

– Kayl Kartan

Crossbowmen are clones that have had a set of claws and a sophisticated crossbow grafted onto them. Syhar commanders gather these soldiers, whose intellect is slightly superior to that of standard clones, into patrols. Their mission is to intercept intruders and to keep the peace around cities. On the battlefield they are in charge of eliminating from a distance poorly protected units that represent a danger in hand to hand combat. The crossbowmen then charge as part of the second wave, right behind the hand to hand combat clones.

TACTICS



Deployed in great numbers, crossbowmen form cheap and versatile units that can be easily sacrificed. The volleys of crossbow bolts they shoot are meant to secure the advance of the regular clones, weaken the enemy infantry and cover the company's most precious creatures. Whenever the situation calls for it, they enter the fray and contribute to drowning the enemy in a tide of clones.



UNIT COMPOSITION

Category: Infantry (Rank 1).

Numbers: 8 to 16.

Equipment: Crossbow, one handed weapon.

Special fighters: None.

COST OF A CROSSBOWMAN UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	375	725	+50

(1) : 8 crossbowmen

(2) : 16 crossbowmen



HYBRIDS ALPHA



“There should be no remorse in forcing flesh to accept metal. Flesh is the clay from which we model the future. The subjects of our experiments suffer today to thank us better tomorrow.”

– The notebooks of Dirz

Hybrids alpha, developed from the technology of Hybrid code laboratories, have long been perceived by technomancers as unstable and restive; an interesting experiment, but useless for the conquest of Aarklash. Since then the hybrids have demonstrated that they could pull off feats of arms just as remarkable as any other larger unit. Syhar scientists have reviewed their initial judgement and, after a little tweaking, they have sent them into mass production. Hybrids alpha are still one of the most reliable weapons available in a technomancers’ arsenal. They sow terror anywhere they are deployed. Even other clones don’t feel comfortable when in the presence of this spawn of metal and flesh, offspring of a technology even more inhuman than theirs.

TACTICS

Well armored and capable of striking down an enemy from range as well as in close combat, hybrids alpha are the secret weapon of many Syhar commanders. The latter use the flexibility brought by the acolytes to order crucial surgical strikes

right into the heart of mêlées. The Hybrids alpha’s “instinctive shot” ability also allows them to support a creature engaged in mêlée without fear of accidentally hurting it. Hybrids alpha are also an elite escort for Syhar magicians thanks to the presence of the neuromancers.

UNIT COMPOSITION

Category: Infantry (Rank 2)

Numbers: 6 to 9.

Equipment: Crossbow, one handed weapon.

Special fighters: Acolyte, neuromancer.

ABILITIES

Instinctive shot: The fighter can target engaged enemies.

SPECIAL FIGHTERS



Acolyte: The number of dice the unit gains thanks to the gift of the Scorpion is increased by one for each acolyte present in the unit. This die is not a bonus die, so it can be re-rolled.

Neuromancer (Energy: 3): The neuromancer can cast a “Psychic third eye” spell. His unit ignores penalties due to interference until the end of the round. This spell costs 5 mana points



COST OF A HYBRID ALPHA UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	350	525	+60
1 Special fighter	375	550	+60
2 Special fighters	400	575	+60
3 Special fighters	425	600	+60

(1): 6 hybrids alpha including 0 to 2 acolytes and 0 to 1 neuromancer

(2): 9 hybrids alpha including 0 to 2 acolytes and 0 to 1 neuromancer

SENTINELS

"We are the guardians of the desert. We are the pillars upon which an entire civilization of progress and science rests. A new age is dawning and we are its sentinels!"

– Arkeon Sanath

The sentinels are one of the rare illegal evolutions of the clone stem that was reinstated after its instigator was punished. Created in the fortress of Danakil, where they are still garrisoned today, they are known for quickly developing a complex personality. It took some time for the Scorpion leaders to understand that a sentinel's loyalty was not genetically induced, but that it was in fact the result of strong martial traditions. The prelates who requested the pre-emptive removal of this army corps were quickly silenced after the sentinels demonstrated their worth against their eternal rivals of the Akkylannian Temple of the South. Yet many still fear the sentinel's ire.

TACTICS



The sentinels form a particularly reliable elite whose aura fuels the pride of Syhar commanders and the fear of their enemies. Their longevity on the battlefield is guaranteed by solid armor and a powerful survival instinct. In addition they are equipped with sword-axes, sophisticated weapons designed to mince even the toughest of enemies, such as enemy creatures and Incarnates.

Their only weakness is their lack of numbers. One can never have enough warriors of such quality!

When deploying sentinels, you are unsheathing your staunchest and most hard-wearing blade.

UNIT COMPOSITION

Category: Infantry (Rank 2).

Numbers: 6.

Equipment: Heavy armor, sword-axe.

Special fighters: None.

ABILITIES

Survival instincts: Successes obtained on Strength tests taken against fighters with Survival instincts are re-rolled once more.



EQUIPMENT

Sword-axe: Every  on a Hand to hand Strength tests inflicts one bonus damage point on the target.



COST OF A SENTINEL UNIT

Composition	Standard number (1)	Extra fighter
Standard	350	+55

(1): 6 sentinels

SKORIZES

"He who has never witnessed the dorsal blades of a Skorize deployed over the desert in the dawn sunlight will never understand what beauty is in the eye of a Syhar."

– Lady Claudia Nesselith

The Skorize are the most feared army corps in a technomancer's armies. They are often compared to the emblem of their nation: despite their heavy protective shell, they will move across the battlefield unheard and unseen to strike their targets down with amazing speed. Even in the open, they are formidable enemies capable of turning the tide of a battle around as they decapitate the enemy command, thus causing panic to spread among enemy ranks. Such is the legend of the Skorize, the invincible scorpions of the Syharhalna.

TACTICS



The vicious shadow of the Skorize looms over your opponent's most precious fighters. Deployed as scouts after all the other troops, they get to pick their target. They only strike to kill. Their solid courage allows them to operate far from their own command. Their assassin skills make them a serious threat even for the best protected enemies around. Once their target has been eliminated, they survive encirclement thanks to their exceptional combat values. They then free themselves with an avalanche of stabs and blows.

On the other hand, the Skorize have a high strategic value for such a small number of fighters. So avoid wasting them in a frontal assault and keep them safe from enemy fire.



UNIT COMPOSITION

Category: Infantry (Rank 3).

Numbers: 4.

Equipment: One handed weapon, shield, dorsal blades.

Special fighters: None.

ABILITIES

Assassin: and results are read as for Hand to hand Strength tests.

Scout: When the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

COST OF A SKORIZE UNIT

Composition	Standard unit (1)	Extra fighter
Standard	500	+125

(1) : 4 Skorizes



PHEMERA ALPHA



"KA-BAOOOOOOM!"

The Phemera alpha are the smallest creatures created by the laboratories, but they are among the most dreaded. They swarm the enemy and burn him to the bone when they can't slash him with their vicious hooked claws. In fact, the Phemera alpha are an attempt to use the first genetic stems collected from dragons. They do have the dragon's fire breath but they tend to char themselves whenever they use it. However, this means they usually end up setting fire to anything pressing them too closely!

TACTICS

The Phemera alpha have two roles: the first and most important consists of blowing up any unit that dares stay in contact with them. Elite fighters or, even better, living legends are their designated targets.

Their second role is deterrence. Few enemies will dare approach them, which allows the Phemera alpha to hold objectives. Another advantage is that they draw enemy fire, thus diverting the attention of enemy marksmen from more precious units.

UNIT COMPOSITION

Category: Creature (Rank 1).

Numbers: 8 to 16.

Equipment: None.

Special fighters: None.

ABILITIES

Explosive: The fighter can be sacrificed at any time during the activation of his unit instead of making the attacks he is usually allowed. He is immediately eliminated. All the fighters in contact with him suffer a Strength test whose action value is 8.



COST OF A PHEMERA ALPHA UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	300	600	+40

(1) : 8 Phemera alpha (2) : 16 Phemera alpha

PHEMERA OMEGA

"Aren't your 'dragons' a little...undersized?"

"Undersized? Well obviously, this parameter of the experiment isn't always easy to master. Nonetheless, we have achieved significant progress in the field of fire breath. Let me sh.."

"KA-BOOOOOOM!"

– Technomancer Phemera, presenting the preliminary results of his exploitation project for stem D-175.

Phemera omega are not dragons but they do have a dragon's potential for destruction. Their most dreaded weapon is the explosion that costs them their lives, but also that of entire units!

TACTICS

Phemera omega are walking time bombs. Their explosion engulfs very large areas. Correctly placed, they can take out a large number of enemies. However, this explosion is not all that powerful; it is therefore preferable to use them against weakly armored targets. The Phemera omega also have a deterrent role to play: your opponent will not want to approach them and will probably target a few ranged attacks at them, which will keep your other units safe. There is one last thing he won't be expecting: like most swarm creatures, eliminating Phemera omega units really isn't that easy unless they are targeted with an insane amount of firepower.

COST OF SYHAR PHEMERA OMEGA UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	300	600	+40

(1) : 8 Phemera omega

(2) : 16 Phemera omega

PHEMERA OMEGA

15	4	2	1
1	3	1	-

UNIT COMPOSITION

Category: Creature (Rank 1).

Numbers: 8 to 16.

Equipment: None.

Special fighters: None.

ABILITIES



Immolation: The fighter can be sacrificed at any time during the activation of his unit instead of making the attacks he is usually allowed. He is immediately eliminated. All the fighters within 6 cm of him suffer a Strength test whose action value is 4.





SYHAR SIGHTHOUNDS

"They glide over the battlefield like death over men. Curse those brutes! We cannot escape them."

– Last entry in Lord Marsapius' logbook. Battle of Danakil.

Carried by the wings of science, Syhar sighthounds are the desert's eyes, greedily tracking the enemies of the Syhar with a taste for carnage inspired by technomancy rather than instinct.

TACTICS

The wings of the Syhar sighthounds carry them with lightning speed wherever the enemy tries to run. Mobility is the first quality of the Syhar sighthounds. No-one is safe from their claws or fangs. Even heavily armored fighters, though relatively protected, find themselves bogged down with the time it takes to get rid of these tough creatures. The slower Scorpion troops then have the time to join the fray and massacre the surviving opponents.

UNIT COMPOSITION

Category: Creature (Rank 2).

Numbers: 3 to 6.

Equipment: None.

Special fighters: None.

ABILITIES

Flight: When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.



COST OF SYHAR SIGHTHOUND UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	675	+115

(1) : 3 syhar sighthounds

(2) : 6 syhar sighthounds

DASYATIS EVOLUTION



“Only a Syhar could design such a wonder. Only a Syhar could understand its beauty.”

– Omnimancer Mezar Kahim addressing technomancer Dasyatis.

A Dasyatis evolution is a war beast in the truest sense of the expression, designed to remove any opposition with a swipe of its hand. It has the strength and intelligence of two men, both working towards the same goal: combat. Though it might not be the “perfect being” sought by all the laboratories, it is still a terrifying sneak preview...

TACTICS

The Dasyatis evolution are the laboratories’ shock troops: Receiving the charge of these creatures constitutes a shock that very few fighters can truly claim to have survived.

With two health points, their thick armor and colossal strength, the Dasyatis evolution can dispense with any kind of tactical finesse. They charge their target and smash it to bits with their reach weapons, which allow them to strike down second row fighters and ignore screening troops. With their “Regeneration” ability, they can even endure the riposte!

UNIT COMPOSITION

Category: Creature (Rank 2).



Numbers: 2 to 4.

Equipment: Halberd.

Special fighters: None.

Halberd: The fighter can attack enemies he is in contact with and those within 3 cm of him.

ABILITIES

Regeneration: The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each  or  cancels a damage point.

COST OF A DASYATIS EVOLUTION UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	250	475	+120

(1) : 2 Dasyatis Evolution

(2) : 4 Dasyatis Evolution



NEMESIS EVOLUTION

“Stop this nonsense! Syhars can’t hide such creatures more than we can hide knights on warhorses!”

– Sir Markan d’Estir

A Nemesis evolution is an improbable mix of brutality, stealth, cunning and more brutality. It is strong enough to disembowel a knight in armor and yet skillful enough to hide in the most unexpected of places.

TACTICS

The speed of a unit of Nemesis evolution combined with their advanced deployment allows them to engage units right from the beginning of the battle. Their strength and the speed of their attacks are enough to complete the job: even an Incarnate in heavy armor is not safe from a unit of Nemesis. This tactic is less hazardous than it may seem because these creatures are highly durable: not only does their natural resilience offer a great chance of survival, but also the fear they inspire will keep enemies at bay once their chain of command has been decapitated!

UNIT COMPOSITION

Category: Creature (Rank 2).

Numbers: 2 to 4.

Equipment: Sharp weapon, combat tail.

Special fighters: None.



COST OF A NEMESIS EVOLUTION UNIT

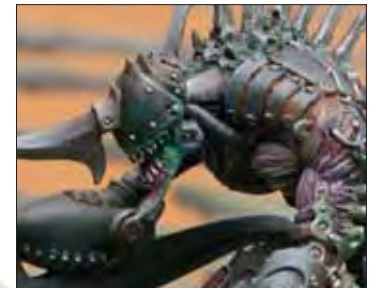
Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	400	800	+205

(1) : 2 Nemesis evolution

(2) : 4 Nemesis evolution

ABILITIES

Scout: When the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.



ABERRATION PRIME

*“Creating a creature so dangerous is an aberration!”
“We thought exactly the same thing, hence the name we have chosen for it.”*

Transcription of an exchange between two technomancers, recovered from an abandoned Code Hybrid laboratory.

The aberration prime is an embodiment of the latest achievements of technomancy in the field of life creation. Fighters capable of challenging it can be counted on the fingers of a single hand. As for those capable of surviving the challenge, the Syhar are still waiting for that to happen.

TACTICS

The aberration prime has many weapons. Its powerful and razor-sharp claws make it a merciless hunter, capable of eliminating half a unit per round, on a bad roll. Its speed is an additional asset that allows it to rapidly intercept its future victims. It also has at its disposal a more subtle weapon: fear. Even deeply burrowed within enemy lines, it will take the charisma of an Incarnate to force troops into engaging the beast! Overcoming the fear is only the first step, they will still need to wound the aberration prime: its resilience is simply out of this world.



COST OF AN ABERRATION PRIME UNIT

Composition	Standard number (1)	Extra fighter
Standard	275	+275

(1) : 1 aberration prime



UNIT COMPOSITION

Category: Creature (Rank 3).

Numbers: 1.

Equipment: Claws.

Special fighters: None.

ABILITIES

Fierce: When the fighter loses his last health point, he is not eliminated immediately. He is only removed from the battlefield at the end of the phase.

Toxic: For each success on a Hand to hand or Ranged Strength test the fighter rolls an additional Strength test for which the result required is always . Successes obtained in this way are added to the initial ones.

DASYATIS PRIME

"He who creates life has defeated death."

The Dasyatis prime is the higher stage of the Dasyatis evolution. Stronger, smarter, faster, tougher; this elite fighter is considered to be the ultimate achievement of classic technomancy. The only field of research able to produce anything more dangerous is the Code Hybrid.

TACTICS

A Dasyatis prime is destined to crush the most resilient enemies under its overwhelming strength. Its place is not on the frontline: it is far too precious to be exposed. However, it is particularly efficient when used to smash enemy attacks or to deal the blow that will break the spine of the enemy army. Cavalry, war machines and Incarnates are the Dasyatis prime's favorite target: so much power concentrated in so few fighters is a godsend for this creature. It will only enjoy destroying them more.

UNIT COMPOSITION


Category: Creature (Rank 3).

Numbers: 1.

Equipment: Two swords.

Special fighters: None.

ABILITIES

Savage: Each  or  obtained on a Hand to hand Strength test gives a bonus die.

Sequence: Each  or  obtained on a Hand to hand Attack test gives a bonus die.



COST OF A DASYATIS PRIME UNIT

Composition	Standard number (1)	Extra fighter
Standard	250	+250

(1) : 1 Dasyatis prime



NEFARIUS PRIME

"Burn, creature! Burn!"

– Last incantation of Inquisitor Alsamon

When the Alchemical age foreseen by Dirz arrives, the magicians and other barbarous practitioners of the occult arts will be but a waste of space. The Nefarius prime demonstrates this. Completely insensitive to magic, this creature is perfectly configured to eliminate mystics. Regardless, it is ferocious enough to exterminate any kind of opponent, supernaturally gifted or not.

TACTICS

The Nefarius prime are programmed to home in on targets presenting a strong strategic interest: they literally live to rip Incarnates and enemy mystics open. Their efficiency in hand to hand combat allows them to easily rid themselves of any obstacle standing between them and their target.



An alternative use is to make them the bodyguard of a valuable Incarnate your opponent will be forced to attack at some point. This tactic allows you to keep Scorpion Incarnates safe from both natural and supernatural threats.

UNIT COMPOSITION

Category: Creature (Rank 3).

Numbers: 1

Equipment: Two-handed sword, two one-handed swords, combat tail.

Special fighters: None.

ABILITIES

Insensitive: When a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Master strike: If at least one member of the unit does not move during its activation, the fighter adds his Attack to his Strength on Hand to hand Strength tests.

Special: Nefarius prime are equipped with a two-handed weapon and a pair of one handed weapons. They have two hand to hand combat lines on their reference card. When they fight in Hand to hand combat, they can use one after the other in the order chosen by the player. They can also choose different targets for each line.



COST OF A NEFARIUS PRIME UNIT

Composition	Standard number (1)	Extra fighter
Standard	325	+325

(1) : 1 Nefarius prime

SCORPIO

“That’s one nasty scorpion”

– Abel, observing the ravages of a scorio on his unit.

The scorio shoots meter long “darts”. Its servants can choose between two types of missiles.

Choose either! Your enemies will die either way.

- **Arhteth bolts** are meant to for massive and resilient opponents.
- **Isatephs bolts** are meant to explode upon impact and scatter poison over wide areas.

TACTICS

Deployed on the front line the scorio will sow death among the enemy’s most precious units. In the second line, it still denies the enemy any good hiding places.

SPECIAL RULES

- **Movement:** The scorio cannot be moved. The fighters of the unit can still move around the machine – as long as their Movement allows them to.
- **Engagement:** The scorio cannot engage enemies; but it can be engaged by them. Any fighters who disengage from it are not eliminated.
- **Shooting at the unit:** The scorio doesn’t suffer any damage points from a ranged attack or mystical effect targeted at the unit as long as there is still a crewman in its unit. Excess damage points caused to the unit are ignored.
- **Shooting at the war machine:** It is possible to target the scorio specifically with a ranged attack or a mystical effect. Excess damage points caused to the war machine are ignored by the crew.
- **Crew:** The scorio’s crewmen are fighters whose profile name is Servants. Only these crewmen can use the scorio to attack from range.
- **Incarnates:** Incarnates cannot join a scorio unit.
- **Arhteths and Isateph bolts:** The player chooses the ammunition used before the Ranged attack test and applies the corresponding effects. The scorio unit can only use one type of bolts per salvo.

COST OF A SCORPIO UNIT

Composition	Standard numbers (1)	Extra fighter
Standard	225	+225

(1) : 1 scorio and 2 crewmen

UNIT COMPOSITION

Category: War machine.

Numbers: 2.

Equipment: Crossbow, one handed weapon.


Special fighters: None.

ABILITIES

Perforating shot: Perforating shots can eliminate more enemies than there are shooters.

Fixed artillery: When the scorio is shot, the player rolls as many dice as the value indicated on the “Scorio” card multiplied by the number of crewmen.

Arhteth bolt: On Ranged Strength tests, ,  and  results are read as +.

Isateph bolt: For each success on a Strength test, an additional Strength test is rolled. The result required on this Strength test is always . Successes obtained in this way are added to the initial ones.



CLONING TANK

The imperial craftsmen have engineered “campaign” cloning tanks designed to accompany the alchemical legions wherever conquest takes them.

TACTICS

Magicians can use cloning tanks to resuscitate the casualties suffered by their units. Nonetheless, the Scorpion player needs to protect these technological jewels, notably against ranged attacks. The best thing to do is to keep them safe behind a terrain element or an escort of crossbowmen or hybrids.

UNIT COMPOSITION

Category: War machine.

Numbers: 0 to 3.

Equipment: Crossbow, one handed weapon.

Special fighters: Acolyte, neuromancer.

ABILITIES

Cloning tank: The use of this ability is declared once per round per cloning tank. A fighter (except Incarnates) who has been eliminated from a Scorpion unit in contact with the tank comes back into the game and in formation. If he cannot come back into formation with his original unit the ability has no effect.

Instinctive shot: The fighter can target engaged enemies.

SPECIAL RULES

- **Engagement:** The cloning tank cannot engage enemies; but it can be engaged by them. Any fighters who disengage from it are not eliminated.
- **Shooting at the unit:** The cloning tank doesn't suffer any damage points from a ranged attack or mystical effect targeted at the unit as long as there is still a crewman in its unit. Excess damage points caused to the unit are ignored.
- **Shooting at the war machine:** It is possible to target the cloning tank specifically with a ranged attack or a mystical effect. Excess damage points caused to the war machine are ignored by the crew.
- **Crew:** The cloning tank can be used without a crew. However, if it is given servants they are always three fighters from the *Attachment Box: Hybrid*.
- **Incarnates:** Incarnates cannot join a cloning tank's unit.

SPECIAL FIGHTERS

Acolyte: The number of dice the unit gains thanks to the gift of the Scorpion is increased by one for each acolyte present in the unit. This die is not a bonus die, so it can be re-rolled.

Neuromancer (Energy: 3): The neuromancer can cast a “Psychic third eye” spell. His unit ignores penalties due to interference until the end of the round. This spell costs 5 mana points

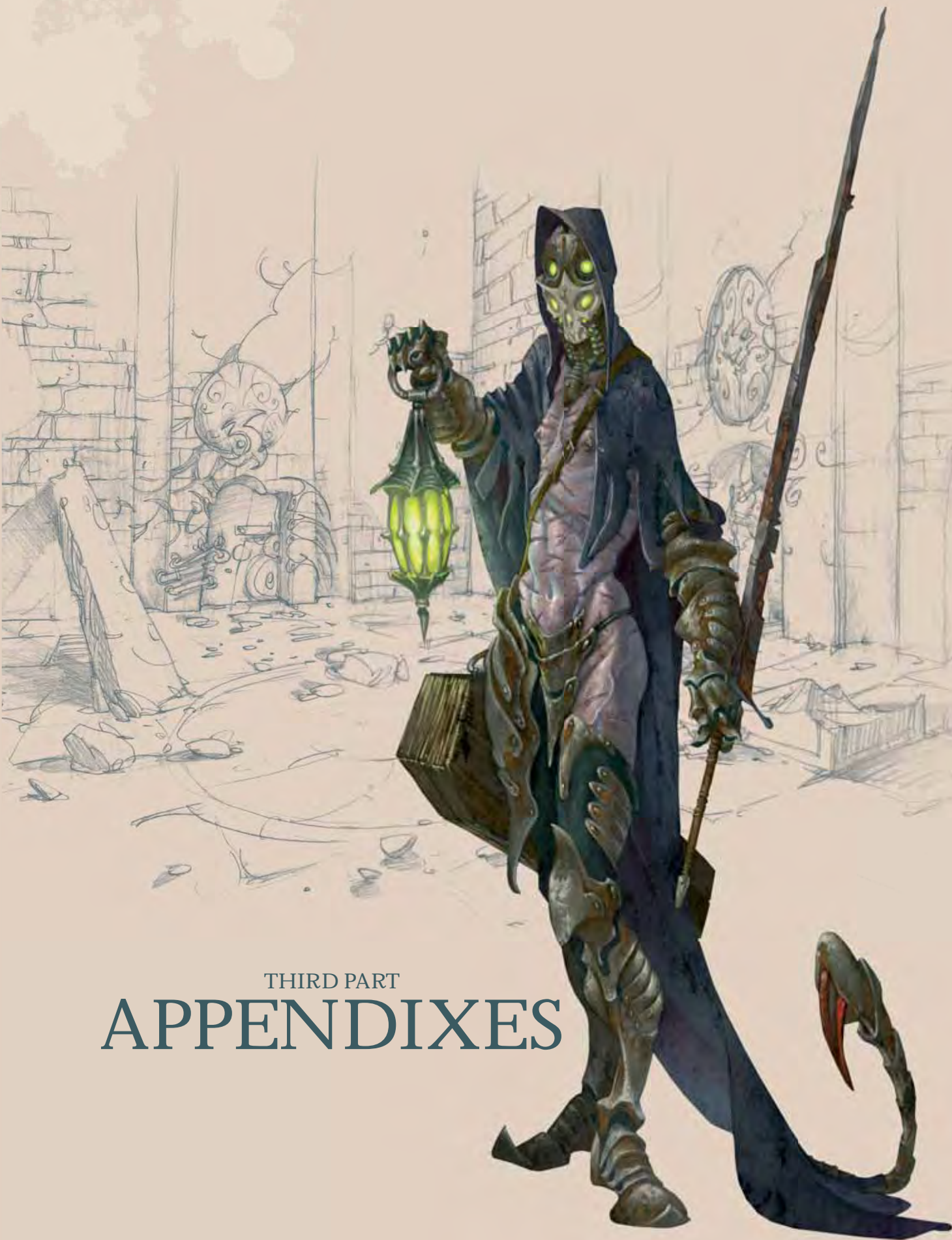


COST OF A CLONING TANK UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	75	150	+75
1 special fighter	125	200	+75
2 special fighters	175	250	+75
3 special fighters	225	300	+75

(1): 1 cloning tank including 0 to 2 acolytes and 0 to 1 neuromancer

(2): 2 cloning tanks including 0 to 2 acolytes and 0 to 1 neuromancer



THIRD PART
APPENDIXES

TRAVEL JOURNAL

The Empire of the Syharhalna distinguishes itself from the other peoples of Aarklash via its scientific rigor and its taste for material perfection. This character is reflected in its culture and its creations; no-one can contest, when they look beyond the corrupting influence of Darkness, that Syhar mystics display a revolutionary vision in everything they achieve.


Artifacts, rituals and communions can be purchased by Incarnates during company building. Each Incarnate has a number of points indicated in his description. Rank 3 artifacts, communions and rituals are unique; they can only be given to one Incarnate in the company.

ARTIFACTS

While most artifacts on Aarklash are ancient items invested with powers as old as time itself, those of the Scorpion were entirely designed by the mystics and scientists of this young nation. Inspired by Arh-Tolth and the science of technomancy, these technologic artifacts also enter the legend of the Rag'narok.

The value of each artifact is indicated in parentheses.

Alchemical syringe (1): The use of this artifact is declared during the Incarnate's unit's activation. The player spends 1 Elixir point; the Incarnate or one member of his unit heals one damage point.

Alchemical weapon (1): The Incarnate is considered to be equipped with a sword-axe. Every  on a Hand to hand Strength test inflicts one extra damage point to the target. Incarnates already equipped with a sword-axe cannot take this artifact.

Anthemis treatment (1): The Incarnate gains the "War fury" ability: failures on Hand to hand Attack tests have to be re-rolled once more.

Endocrinous treatment (1): The failures obtained on the dice given to the Incarnate's unit by the gift of the Scorpion can be re-rolled once more.

Synaptic treatment (1): The Incarnate is considered to be a standard bearer.



Star stone (2): The Incarnate gains the "Insensitive" ability: when a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Symbiotic armor (2): The Incarnate gains two extra health points.

Technomagic routine (2): The Incarnate gains one Value 1 technomancy ritual. He can cast it successfully for free during each of his activations. No mana points are spent. The ritual cannot be countered.

The Perfect Code (3): The Incarnate gains one bonus die when resolving all of his characteristic tests. The worst result for each test is discarded.

The Treatise of Alchemy (3): The Incarnate gains one value 1 ritual, one value 2 ritual and one value 3 ritual.

SPELLBOOK

Syhar magic is a science corrupted by Darkness. Technomancers prefer meticulous scientific protocols to moldy old spellbooks. They cruelly mock traditional magic. Nevertheless, the application of these protocols requires the corruptive intervention of Darkness, the empirical severity of Syhar mystics cannot produce the desired results without the sinister mysticism of the obscure principle. And so they have gained the reputation of depraved scientists devoid of any form of humanity.

Bloody bitterness

Path: Technomancy

Element: Darkness

Value: 1

Mana: 7

Difficulty: 5

Target: Unit

Duration: Round

The result required for the targeted unit's Hand to hand Strength test is read one column to the right on the resolution table.

Genetic reconstitution

Path: Technomancy

Element: Darkness

Value: 1

Mana: 3

Difficulty: 5

Target: Unit

Duration: Instantaneous

All the members of the targeted unit heal one health point.

Genetic reliability

Path: Technomancy
Element: Darkness
Value: 1
Mana: 5
Difficulty: 5
Target: Unit
Duration: Round

Enemy abilities, rituals, spells, communions and miracles cannot affect the targeted unit's dice rolls.

Ravenous blades

Path: Technomancy
Element: Darkness
Value: 1
Mana: 5
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the "Se-quence" ability: each or obtained on a Hand to hand Attack test gives one bonus die.



Tetany

Path: Technomancy
Element: Darkness
Value: 1
Mana: 7
Difficulty: 5
Target: Unit
Duration: Round

The Defense value of the targeted unit's fighters is reduced to 0.

Kiss of Darkness

Path: Technomancy
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Friendly unit
Duration: Round

The targeted unit's Courage becomes Fear.

Orb of Darkness

Path: Technomancy
Element: Darkness
Value: 2
Mana: 7
Difficulty: 7
Target: Unit
Duration: Round

The targeted unit gains the "Insensitive" ability: when a unit containing an Insensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Spiritual perversion

Path: Technomancy
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Incarnate
Duration: Special

The Courage and Authority values of the targeted Incarnate are reduced to 0 for the next round.

Matter control

Path: Technomancy
Element: Darkness
Value: 3
Mana: 15
Difficulty: 9
Target: Unit
Duration: Round

The number of successes obtained on each of the targeted unit's characteristic tests is doubled.

Sandstorm

Path: Technomancy
Element: Darkness
Value: 3
Mana: 15
Difficulty: 9
Target: Unit
Duration: Round

The targeted unit is not activated when its card is revealed.

LITANY



The Syhar do not perceive Arh-Tolth as a remote god shrouded in mystery. Arh-Tolth is in the mind of each of his chosen-ones, the true-born. He is a god of science, an ideal so perfect the human mind can hardly comprehend it. The faithful of the desert god, in permanent communion with this superior being, lose their humanity little by little. The reasoning they follow is then perceived as the revelations of a new age by their followers, and as demented gobbledygook by their enemies.

Dawning of Arh-Tolth

Cult: Arh-Tolth
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Instantaneous
 The targeted unit in rout is rallied.

Embrace of Arh-Tolth

Cult: Arh-Tolth
Aspect: Destruction
Value: 1
Faith: 9
Difficulty: 5
Target: Unit
Duration: Instantaneous
 The targeted unit suffers one damage point. The unit's owner chooses which fighter is affected.

Encephalic laceration

Cult: Arh-Tolth
Aspect: Destruction
Value: 1
Faith: 7
Difficulty: 5
Target: Unit
Duration: Instantaneous
 The targeted unit's mystic pools are emptied.

Exquisite pain

Cult: Arh-Tolth
Aspect: Alteration
Value: 1
Faith: 7
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit suffers one less damage point on the next Strength test it suffers.


Tal on of Arh-Tolth

Cult: Arh-Tolth
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Fierce” ability: when a fighter loses his last health point he is not eliminated immediately. He is only removed from the battlefield at the end of the phase.

Threat of Arh-Tolth

Cult: Arh-Tolth
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The unit reads the result it requires on all its Courage tests as .

Caress of Arh-Tolth

Cult: Arh-Tolth
Aspect: Creation
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Instantaneous

Up to three eliminated fighters from the targeted unit (except Incarnates) come back into the game. They are placed in formation and out of contact with the enemy.



Dark blades

Cult: Arh-Tolth
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Round

The fighters in the targeted unit add the Fervor of the faithful to their Strength.

Herald of Arh-Tolth

Cult: Arh-Tolth
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 7
Target: One fighter
Duration: Round

The targeted fighter can gain and spend Elixir points (but cannot be resurrected) as if he was an Incarnate.

Tunic of blood

Cult: Arh-Tolth
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Round

The unit adds its Defense to its Resilience.

Alchemical age

Cult: Arh-Tolth
Aspect: Alteration
Value: 3
Faith: 15
Difficulty: 9
Target: Company
Duration: Round

The units of the targeted company gain the “Insensitive” ability: when a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.



Dawn ritual

Cult: Arh-Tolth
Aspect: Alteration
Value: 3
Faith: 20
Difficulty: 9
Target: Incarnate
Duration: Round

The targeted Incarnate becomes an incarnation of Arh-Tolth. He recovers all of his health points. He also gets one additional Hand to hand and Ranged Attack die. This die is not a bonus die and therefore can be re-rolled. In addition, the mystic pools of his unit immediately gain 15 mana points and 15 faith points. This ritual has no effect on a fighter who is already the incarnation of a god.

CADWALLON

Being the headquarters of one of the laboratories of Dirz and a cosmopolitan city where everything can be purchased and sold, Cadwallon was bound to attract numerous Syhars. Many of them have fled their country's justice or simply run from the oppression of the empire. Some came on a mission and never left, seduced by the sweet life in the Jewel of Lanever. In the end, no matter the reason of their presence: as long as mutagenic substances will be found in Cadwallon there will be Scorpions to live there.

FREE LEAGUER

This chapter presents new elements to create a character belonging to the Alchemical Scorpion, meaning relative to the development of laboratories specialized in the creatures of Dirz. It doesn't change the rules presented in the *Players handbook* for *Cadwallon*, unless it is mentioned otherwise.

The Al chemical Scorpion

The creatures of Dirz are the ultimate link in the chain of evolution before the perfect clone. Their fathers, the technomancers, seek to be the ones to personally take the next step towards the clone alpha. How ironic would it be if it were to be achieved in Cadwallon by an exiled technomancer!

The following rules allow you to play clones or true-born of the Alchemical Scorpion. This choice is written on the character sheet. It influences character creation!

Distinctive features

The distinctive features presented here are closely connected to the culture of the Alchemical Scorpion. They are reserved to characters of this culture. They can be gained during character creation or through experience.

Gift of the Scorpion (active)

The character still uses the mutagenic drugs of the Scorpion and is permanently under their effect. Once per round, before any test, the player may roll as many bonus dice as his POT.

Gift of the Scorpion can only be can be chosen during character creation, by Alchemical Scorpion characters.

Obligation: Every week, the character must purchase (21 ducats) or Assemble [Assemble (Mutagenic)/SLE (4) test] the substances he uses.

Code Hybrid (passive)

The character has an active fragment of Code Hybrid within him. His potential is increased by one. This distinctive feature is reserved to clones of the Alchemical Scorpion.

Obligation: The character is wanted by all the laboratories of the Scorpion. Good luck.

Crimson code (active)

The character was created for a purpose...Recreation. He naturally draws the eye and his allure is almost irresistible. He benefits from POTential free gambles on his Interaction tests when he tries to seduce someone. This distinctive feature is reserved to clones of the Alchemical Scorpion.

Obligation: The character must accept all sexual solicitations.



Code SPEC (passive)

The character is a clone whose stem was engineered with a particular goal in mind. When this distinctive feature is chosen, his free dice are considered as bonus dice on actions favored by an attitude. This distinctive feature is reserved to clones of the Alchemical Scorpion.

Obligation: The character must choose as favorable attitude the one that benefits from this distinctive feature.

THE ALCHEMICAL SCORPION (TRUE-BORN)	
PUGnacity	-
SLEight	+1
STYle	+1
OPPortunism	-
SUBtlety	-
DIScipline	-
Cultural ability	Command/DIS Dodge/OPP Identify/SUB
Knowledge	Expertise (Mutagenic)
Distinctive feature	Gift of the Scorpion
Cultural contact	AK, SC, MN, LD

THE ALCHEMICAL SCORPION (CLONE)	
PUGnacity	-
SLEight	+1
STYle	+1
OPPortunism	-
SUBtlety	-
DIScipline	-
Cultural ability	Argue/SUB Endure/PUG Identify/SUB
Knowledge	Expertise (Mutagenic)
Distinctive feature	Gift of the Scorpion
Cultural contact	AK, SC, MN, LD

Trades

The trades presented here are representative of the Alchemical Scorpion. They are reserved to characters belonging to this culture. They can be gained during character creation or through experience.

Some trades can be used to represent professions or typical troops of the laboratories of Dirz:

- Crossbowmen can choose the shooter trade (see *Players handbook*, p.145);
- Clones are soldiers (see *Players handbook*, p. 145);
- Guards (see *Players handbook*, p. 144) make great sentinels of Danakil;
- Magister (see *Players handbook*, p. 148) allows the player to create a bi-opsist;
- Officer (see *Players handbook*, p. 144) is the ideal choice to create a commodore.

Androctis clone (Exploration)

Androctis clones are stem hunters, specialized in collecting the precious raw material essential to technomancy. Though they have a gift for disguise and stealth, they remain good with weapons. However, in Cadwallon, their gift for negotiation probably remains their strongest asset!

Rank 1: Identify/SUB, Disguise/STY, Hide/OPP, Creature

Rank 2: Crook/OPP, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE), Hunt/OPP

Rank 3: Analyze/DIS, Steal/OPP

Rank 4: Wrestle/OPP, Survive/OPP

Rank 5: Cultural mimicry. Spending 1 die from his AP, the Androctis clone designates a character within sight; and one ability or one knowledge he knows the target has. Until the end of the opposition, he gains the same level as the target in the designated ability or knowledge.

Rank 6: Poison/SUB, choose one knowledge

Equipment: Fine quality armor; weapon (20 ammo); satchel; two different kinds of clothes; 75 D and (3) mutagenic process x 3.



Neuromancer (Incantation)

A neuromancer is a magician with psychic powers, which are channeled using a gem of Darkness. Yet his strengths are found in his mind and not in his gems; he is also an able warrior. The combination of all these qualities make him a dreaded opponent!

Rank 1: Slash/PUG (or Bash/PUG or Pierce/SLE), Incantate (Element)/special, Intimidate/PUG, path of magic (technomancy)

Rank 2: Submit/PUG, Incantate (Element)/special, Dodge/OPP

Rank 3: Command/DIS, Path of magic

Rank 4: Endure/PUG, Path of magic (technomancy)

Rank 5: Mental attack. Once per round, the character designates an opponent within sight. He rolls one die from his AP and the victim ticks as many health boxes as the result on the die.

Rank 6: Charge/PUG, Slash/PUG (or Bash/PUG, or Pierce/SLE)

Equipment: Weapon; hybrid armor (see below); purse; gem case; minor immortal gem of Darkness; satchel; 75 D and (3) technomantic helmet (see below).

NEW MUTAGENIC PROCESSES

Anthemis treatment

Achievability: 10

Complexity: 5

Instability: 3

Kick in time: 0

Duration: 5

Weight: -

Origin: SC

Legality: No

Availability: 8

Price: 50D

This mutagenic process increases the strength of its user tenfold while making him violent and ill-tempered. He gains +1 POWER, but must choose PUGnacity as favorable attitude as long as he is under the effects of this process.

Endocrinous treatment

Achievability: 8

Complexity: 5

Instability: 4

Kick in time: 0

Duration: 5

Weight: -

Origin: SC

Legality: No

Availability: 8

Price: 30D

This mutagenic process increases the plasticity of mutants. The characters potential is considered 1 point higher when he determines the effects of the "Mutagenic" and the "Gift of the Scorpion" feats and distinctive features.

Caravanners (Interaction)

Caravanners are the kingpin on Syhar commerce. A caravanner is as much a smuggler as a merchant with a strong taste for travels. He is also proud of his trade for he knows that without him there is no circulation of goods and wealth disappears. Obviously, the wealth in question is his rather than that of his customers!

Rank 1: Identify/SUB, Barler/SUB, Crook/OPP, Commerce (or Language)

Rank 2: Argue/SUB, Fool/SUB, Ride/STY

Rank 3: Conceal/OPP, Look out/DIS

Rank 4: Command/DIS, Wrestle/OPP (or Bash/PUG or Slash/PUG or Pierce/SLE), Feign/SLE

Rank 5: Almost free! During a transaction, the player subtracts his OPP to the influence level.

Rank 6: Sail/ADR, Analyze/DIS

Equipment: Attires; purse (x2); canteen; bit and pieces; an accounting book; 150 D and (3) choose one mount.



Technomancer (Revolution)

Technomancers are generally true-born and rarely clones. They are scientists who are specialized in stem research. Their knowledge is crucial when using use a cloning tank. Interested in everything that surrounds them, there are very few things they do not know how to do around a laboratory.

Rank 1: Examine (Mutagenic)/STY, Incantate (Element)/special, Crook/OPP, Path of magic (technomancy)

Rank 2: Operate (Mutagenic)/STY, Submit/PUG, Expertise (Mutagenic) or Expertise (Construct).

Rank 3: Assemble (Mutagenic)/SLE, Repair (Mutagenic)/SUB

Rank 4: Operate (Construct)/SLE, Examine (Construct)/STY, Feel/SUB

Rank 5: Bodyguard clone. The character is escorted by a bodyguard of his own making genetically programmed to be indefectibly loyal. Create a Potential 2 Guard. He is immune to Interaction rules.

Rank 6: Assemble (Construct)/SLE, Repair (Construct)/SUB

Equipment: Purse; canteen; gem case; minor immortal gem of Darkness; mutagenic process (x3); satchel; 100 D and (3) stocking tank.

INCANTATION

The following spells are part of the path of Technomancy. Technomagic knowledge is supposed to be carefully kept secret. But in Cadwallon one will always find someone to teach them for the right number of ducats.

Bloody bitterness

Cost: 2

Difficulty: 5

Target: Creature or character

Range: 8 squares

Duration: 2 rounds

When he rolls a Damage test, the character rolls an extra die separately. The result of this die is added to the die normally kept.

Spiritual perversion

Cost: 5

Difficulty: 9

Target: Character

Range: Board

Duration: 5 rounds

The targeted character's DIS and MAS bonuses are reduced to 0.

Tetany

Cost: 3

Difficulty: 7

Target: Creature or character

Range: 10 squares

Duration: Instantaneous

The targeted character loses one RP die, plus another for every extra gamble taken on the incantation of Tetany.

DIVINATION



The following miracles are part of the litanies of Darkness, they are among those that still work in Cadwallon (see *Players handbook* p.306). They are called by faithful of Arh-Tolth who have settled in Cadwallon, but any other representative of the meanders of Darkness may learn them.

Exquisite pain

Fervor: 2

Difficulty: 5 (A)

Target: Character

Range: Within sight

Duration: 5 rounds

The character ticks one health box fewer when he suffers Damage.

Dark blade

Fervor: 5

Difficulty: 7 (A)

Target: Faithful's control zone

Range: Control zone

Duration: 3 rounds

Friendly fighters in the area of effect add the POT of the faithful to their power.



Tunic of blood

Fervor: 5

Difficulty: 7 (A)

Target: Character

Range: Within sight

Duration: 2 rounds

The target gains as many withstanding dice as his POT divided by two.

EQUIPMENT

Hybrid armor: This perfectly adjusted armor is remarkably solid and does not encumber its wearer. It has only one weakness: to put it on you need the Mutagenic or Gift of the Scorpion distinctive feature or feat. This armor is of fine quality.

Technomantic helmet: This slit-less helmet is enchanted with technomancy to allow its wearer to see as if he was bare headed. It eliminates any weakness through which a blade could be stabbed. Besides, it is impossible to read the wearer's eyes to anticipate his attacks!

The character gains 1 armor point when he wears this helmet on top of those given by the armor. He also splits his dice between AP and RP after all the characters in the same attitude as him.

Hybrid blade: These blades are attached to a glove when worn can either Pierce/SLE, or Slash/HAR. This equipment is often directly grafted onto hybrid clones. This is a fine quality weapon.

ARTICLE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Technomantic helmet	SC	Yes	8	1 kg	25 D
Anthemis treatment	SC	No	8	-	50 D
Endocrinious treatment	SC	No	8	-	30 D

ARTICLE	DAM.MOD.	TYP	REA	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Hybrid blade	+ 3	P and S	0	T	-1	SC	No	8	1 kg	10 D

ARTICLE	PRO	MOD	SIZE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Hybrid armor	4	0	T	SC	No	10	5 kg	250 D

ARTICLE	POW	FRÉ	RANGE	REL	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	Weight	PRICE
Hybrid crossbow	5	1	4/8/12	1	3	0	SC	Yes	8	1,5 kg	35 D