

CONFRONTATION[®]

FIRST EXTENSION

THE FANTASY SKIRMISH GAME
FOR 28_{mm} MINIATURES



RACKHAM

*Be they men, animals or the damned, only the strongest, the slyest and the
most ruthless of beings are able to survive alone in a world at war.
For the common mortals that we are, salvation can only be found in the
trust that we place in each one of our brothers.*

*The company is our family, our present and our only future.
We no longer have a past.*

*Alone we would no doubt become fodder for the ravens, yet together we
are stronger, slyer and more ruthless than anyone on this earth!*

– Culver,
chronicler of the Brothers of Kashem.

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THE SPIRIT OF DOGS OF WAR

Dogs of War proposes a completely new gaming mode for *Confrontation* as well as the rules needed for games involving the control of objectives and elements of the scenery, of which some, the nexuses, have mystic powers. Some of these rules are taken from articles in the official magazine of the world of RACKHAM, *Cry Havoc*.

Until now you have known the enjoyment of the game itself: building up a combat group and leading your fighters to battle. But what is left of your past victories and defeats? What have the nameless warriors become? What remains of their feats?

How could the brave spearman who, alone, vanquished a monstrous black troll be forgotten? And that stealthy scout who handed victory to his camp by eliminating the enemy magician, doesn't he deserve to be remembered?

Bringing a group to life, having it evolve and giving a personality to each of its members is what RACKHAM lets you do with the free companies of *Dogs of War*.

Though they wage battle in similar ways, these armies reflect diverse political and social realities. Some resemble bandits of the worst kind or dogs of war while others are popular heroes with a generous heart.

This gaming mode is explained in the first part of this supplement: *The Free Companies*. It obviously uses the *Confrontation 3* rules. Instead of raising a temporary armed force destined to take part in only a single skirmish, you will build a company of soldiers and will select those of its members who, united as an assault group, will go on missions. These consecutive skirmishes will bring the company fame and fortune, as well as artifacts, spells and miracles.

In addition to this evolution, the individual soldiers will also progress independently from one another. Thanks to experience points gathered during missions, their characteristics will be able to be improved and new abilities acquired. The first part also explains the points that the free companies of the same alliance have in common.

Fortifications, Nexuses & Titans includes revisions for *Confrontation 3* of rule articles published in various issues of *Cry Havoc*. Thanks to this you will be able to attribute characteristics and even mystic capacities to your scenery. What more, your fighters will have several ways of interacting with their surroundings: climbing up a rope to the top of a wall, placing explosives at the foot of ramparts, destroying a bridge, etc.

The last part of this book provides missions to play as well as a campaign for the free companies: *Hang 'em High!* It also includes generic profiles of fighters who are ready to be enlisted. This part also contains the tables required to manage a free company, its attack units and its soldiers.

• DOGS OF WAR CARDS •

Games of *Confrontation* played with the free companies will know additional surprises thanks to the Event cards that will be sold separately as of April 2006. The rules needed for their use are explained in this book.







BOOK I
THE FREE
COMPANIES

DOGS OF WAR

PART 1

What am I doing here? I always have to let myself get tangled up in all kind of crazy business. I'm too easily influenced. If I had a mother, she would tell you so. Yet now I've outdone myself. "Don't worry, there's no risk," is what he said. "Trust me," he said. Yeah, right!

If the guy with the hood would at least hurry up and sharpen his axe! Not only is the position I'm in not very comfortable, but it's also been ten minutes that I'm being bombarded with rotten vegetables!

Oh, but I haven't even introduced myself! Please excuse me, but right now my head is somewhere else... at least, to be precise, it soon will be. My name is Toldo and my head is on the block.

There are ten thousand ways to get into trouble in Cadwallon. This being said, the best one is still by trying to earn some easy money without breaking into a sweat.

I just can't control myself. I've always preferred being rich than poor and hard work has never been my thing. So I'm obviously easily tempted when I'm offered a lucrative and not too tiring activity. The problem is that this is invariably illegal and dangerous. I wouldn't say that I'm frankly dishonest - it just takes a lot to keep me from sleeping soundly. And when it comes to measuring danger, I still have a lot to learn.

Whatever, all that to say that once again I didn't think any longer than three seconds before accepting that con man Forel's proposition.

Forel is a middleman, the kind of guy who doesn't have enough guts to take any risks, yet who knows how to dig up all kind of good deals. Usually I'm just small fry and I refuse work that I can't handle alone. But this time there was so much gold at stake that I decided to break my rules and to work in a team. I must say that it wasn't an easy job. Bumping off the lieutenant general of Den Azbir's militia, nothing less.

Forel hooked me up with another guy he had already gotten involved in the deal. A guy names Hengis. I had already heard about him. He was a former Akkylannian legionary as far as I knew. A big man who was pretty tough for his age. It was sure that despite his gray hair he was still able to beat up much younger guys. He was the type of man who made it clear with a single look that he was the one in charge. Personally that didn't bother me very much. Running after responsibility isn't my style. Yet what really got me was when he introduced me to his two

acolytes. Man, I never could stand ores! I already have a hard time with people who are bigger than me and these two brutes just made me feel like a three-year-old kid.

Hengis introduced them to me as the Kass brothers. Me, I didn't even know that ores had names! And these two, they even had first names! Dashram was the bigger one and Ashrun was the other. When Hengis introduced us, I was greeted with a grunt by the first one. The other one was more outgoing and started carefully crushing every bone in my hand. Once the formalities were over, Hengis explained his plan to us. His plan was the stupidest one I had ever heard. Yet for some reason I was convinced to go along with it. What is it that I said, again? Oh, yes... I'm too easily influenced.

The next day I was standing on a dock in the marina waiting for Lieutenant General Mingu's cortege to come by. According to Hengis, the good man followed the same path every day to go from his house to the casern. Except that on this day our target must have decided to sleep late because I must have spent at least two hours pacing back and forth while waiting for his lordship to deign coming to meet his maker. I was thinking about letting him croak of old age instead and going back home to bed when his carriage finally appeared further down the street. It had barely passed me when the Kass brothers burst forth from a side street while shouting insults at each other. Ashrun whacked his brother so hard that he went crashing into one of the carriage's horses, literally knocking the poor creature out. The two mastodons began fighting right in the middle of the street and a crowd gathered around them to watch, thus preventing the carriage from advancing. As planned, his escort tried intervening to scatter the crowd, yet one would have had to be mad to near the two maniacs who were going berserk and throwing punches at each other that could have killed a bull. Taking advantage of the chaos, I snuck to the carriage and opened the door without hesitating, ready to thrust my six-inch steel dagger into Mingu's heart.

The problem was that, me, I'm never told anything. Since when did the lieutenant general wear a padded bodice? Because instead of the austere fifty-something that I was expecting to find in the carriage, I was face to face with a buxom young woman who welcomed me with a scream that could have shattered all the windows in the neighborhood. So there I was like an idiot with a dagger in my hand and no one to kill.

This being said, I didn't have to think too long about what I had to do. The damsel's screams and my couple of seconds of hesitation helped bring about the events that followed. A good half-dozen of huge and rough hands grabbed me by the collar and I ended up with my face flat on the pavement, my two arms twisted behind my back. Twenty minutes later I was in shackles in a stinking jail, and less than two hours later I was sentenced to death by beheading for having attempted to rob the lieutenant general's wife.

So here I am, on my knees, my neck wrenched, waiting for some kind of hooded butcher to proceed with a considerable reduction of my physical integrity...

But how could that cretin Hengis have gotten the carriage mixed up? What a dolt! This being said, if the lieutenant general had really been sitting in the carriage, then I probably would have ended up in the same place anyway.

It's funny, I have already watched several public executions and I never asked myself what it was like being on the stage. And to top it off, in a few seconds the lieutenant general himself will preside over the execution. I have to think of something to say for posterity.

Hey, it's a new executioner. The last one wasn't as big.

Ha! What did I tell you? Mingus is climbing onto the scaffold to give his usual blabber on the fate reserved to criminals. You'll see that he won't let me put in a word.

"Executioner, do your job." There, Mingus has finished his tirade. He's standing right in front of me to get the best view. The executioner is coming nearer. I must admit that I'm not feeling too good. I just hope that I have enough guts to refrain from soiling my pants in front of everybody.

What silence. The crowd is no longer making the slightest sound. The lieutenant general won't stop staring at me. He makes a small hand gesture and I see the shadow of the enormous axe being raised. I close my eyes. There's a damp impact and a clamor in the crowd. I'm dead, in principle. I open my eyes... I can see, I can hear, my neck and knees still hurt. I'm alive.

I don't understand anything at all. I can see Mingus's body lying two meters from me on the ground in a puddle of blood. A second later I feel myself being picked up. The executioner roughly puts me back on my feet. Four militiamen are rushing up the scaffold's steps, their weapons unsheathed. Still holding his axe, the executioner seems to be awaiting them with his feet planted firmly on the ground. When he's a meter in front of him, the first militiaman spins around and strikes the guard right behind him with his sword, instantly decapitating him. The two others stop dead in their tracks as if petrified.

Suddenly a violent blow shakes the scaffold, and then another one. That's when the executioner lifts his huge axe and hurls it at the two militiamen. One of them is hit

square in the chest. The force of impact throws him backward, his rüchage shattered.

The scaffold shakes again and threatens to collapse. I still don't understand what's going on. The executioner grabs me and throws me over his shoulder like a sack of potatoes. An ominous cracking sound is heard and the wooden structure starts to fall apart. My "carrier" takes two steps back, then rushes forward toward the edge and jumps into the crowd. With my head hanging downward, I have the impression that the scene is happening in slow motion. I see faces turned up toward us and a massive figure bracing himself against one of the pillars holding up the scaffold. No doubt about it, it's one of the Kass brothers. I wouldn't be able to tell which one.

The impact of the landing knocks the wind out of me and my vision becomes blurry. I hear cries of panic and I receive a ton of blows while the executioner pushes his way through the crowd. I think I'm going to pass out...

I'm now lying on a dirty bed in a dark room. In a seat in front of me, Hengis is watching me with a small smile at the corner of his mouth.

"Sorry, Toldo, but I didn't have any other solution. We would never have been able to get near Mingus in any other way."

For several seconds I have a hard time understanding what he's talking about. And then it becomes clear.

"You know! You know that I would be caught! You used me as bait!"

"That's true. But we had to wait for him to come out into the open a bit more."

"Well I'll be. And why wasn't it your head that was on the block?"

"We also took our share of risks. Do you think that it was easy to replace the executioner and the guard?"

"Well, OK... You got the dough?"

Wow, it's incredible how the degree of one's rancor can be inversely proportional to the weight of a pouch full of ducats.

"What are you going to do with all that cash, Toldo?"

"Now that's a good question. I'm going to spend it all in no time at all and end up penniless before I even realize what happened, of course. And you?"

"Me? I'm going to go back to the only thing that I ever really knew how to do. Fight."

"You're planning on returning to the legion?"

"No way! This time I'm going to fight for myself and my men. There's no way I'm going to risk my life for Merin or for the Empire again! Out there, there are a bunch of guys like you, like me, like the Kass brothers, who are willing to go on adventures. All that they need is a chief!"

Everyone will tell you that I'm influenced too easily...



CHAPTER 1

AARKLASH, A LAND OF ADVENTURE

Setanta the Wise has always been cast aside by the other druids. His interest for the four elements has always bordered on obsession. He was never satisfied by the answers given by the faithful of Damu or by the words of the druids older than him. He has always wanted to personally experience the truth of the primordial elements. With a little

help from his friend Breith, one of the tribe's hunters, he managed to get a scepter of authority and has founded a company to explore the magical secrets of Aarklash. To do so he has recruited Aengus, a giant barbarian who is indebted to him, and two fury warriors to who the chief of the tribe had taken a sudden dislike.

This first part provides the capability to manage the progress of a group of fighters designated by the term “free company.”

There are many companies on the continent of Aarklash: mercenaries, faithless and lawless bandits, renegades looking for vengeance, you name it. Whatever their origins may be, there are certain similarities that are shared by all companies.

The companies are formed around strong personalities who are very often their founders. Military veterans of numerous campaigns, magicians with strange powers or charismatic faithful, many among these archetypes have become **captains** of such an armed force. They are assisted in their job by other experienced individuals who play important roles. The **lieutenant** and the sergeants help the captain maintain order and discipline among their soldiers. The medic takes care of the wounded, the quartermaster manages the company’s resources, and the military advisor gives his counsel to the captain. And these aren’t the only positions available in a company; there are many others.

And finally there are the soldiers, wandering warriors with an oft-shady legacy looking for riches and glory or simply trying to escape their past.

A free company is thus characterized by the individuals that make it up, but also by several parameters that define it as a group.

THE SOLDIERS

A free company is made up of soldiers defined by data specific to them.

CHARACTERISTICS AND ABILITIES

When he is recruited, a soldier joins the company with the characteristics and abilities printed on his reference card as well as with any special capacities he may have. From then on, thanks to the experience gained in combat, he can improve his characteristics, learn new abilities, take on a secondary role, or even get the status of champion.

VALUE

Each soldier has an individual value that represents his potential and his efficiency. When he is recruited, this value is equal to the amount of A.P. printed on his reference card. From then on it evolves when he improves his characteristics, learns an ability or takes on a new role.

• WHAT ARE WE TALKING ABOUT? •

Dogs of War provides a new gaming mode, the free companies, which uses notions that are specific to it.

FREE COMPANY AND ASSAULT GROUP

It’s important to clearly define the difference between these two primordial notions: the “company” and the “assault group.”

- The company designates the community of soldiers as a whole, as well as all the parameters bound to it, such as its renown or its resources, for example.
- The assault group only represents the fighters who are sent to combat for a specific mission. An assault group can therefore be made up of only a part of the company’s members.

SOLDIERS AND FIGHTERS

There is a difference between the term “soldier” and the term “fighter.” To understand this difference, one should know that it is possible to call on warriors who are not members of the company. Thus, for the duration of a battle, other fighters (Mercenaries, Characters, etc.) can join the assault group.

- “Soldier” exclusively designates members of the company.
- The word “fighter” can represent any individual involved in a battle, including soldiers.

CHAMPION, A SPECIAL STATUS

Champions have a special status. They aren’t really Characters, yet they can be given artifacts and be targeted by effects that normally only affect Characters.

VALUE AND COST

The terms “value” and “cost” have very specific meanings in the rules of this first part.

- Value is used only to estimate the potential of a fighter, a company or an assault group.
- The word “cost” is only used to evaluate the attributes, meaning artifacts, spells, miracles and certain war machines.





ATTRIBUTES

The term "attribute" designates artifacts, spells and miracles. A soldier can join a group with one or several attributes, but he can especially acquire new ones at the end of each mission. A soldier's attributes are not taken into account when calculating his value. They are subject to a cost in **resources** (see further) which is equal to the amount of A.P. printed on their reference card.

• PARTICULAR ATTRIBUTES •

Immobile machines: These machines are company attributes. They are bought in the same way as other attributes even though they are not bound exclusively to a specific soldier.

Liturgy: Consecrations and virtues are attributes.

Familiars: Familiars are attributes.

Treatments: The alchemists of Dirz's treatments are attributes.

EXPERIENCE

With every battle they participate in and thanks to their brilliant feats, the members of a company become tougher and perfect their techniques. This is expressed through the acquisition of **experience points** (EP) (see p. 75). These are then used to let the fighters evolve.

KEY ROLES

The vast majority of the company's members are simple warriors, but some of them can also take on additional responsibilities. There are two types of roles within a company: principal roles and secondary roles.

- The **principal roles** are essential for the whole company. There are two of them: the captain and the soldiers.

The captain is the personality around whom the whole company is structured. His presence is primordial. The more the captain is experienced, the higher the number of soldiers under his command can be. If he should happen to disappear, then the company suffers from lack of discipline due to his absence.

Note: Despite his particular status, the captain is a soldier.

- Under certain conditions a soldier can be given a **secondary role** in the group. The secondary roles include all the functions that can be useful in a company. This goes from lieutenant to recruiting sergeant to medic, military advisor and quartermaster.



THE FREE COMPANIES

Free companies are not just a series of values. That's why the following chapters will present their role in the various cultures of Aarklash, as well as famous captains and patrons. The characteristics of these captains can be defined thanks to the rules explained in this part while being based on a suitable profile (for example a dwarven armorer for a dwarven captain who once was an armorer).

Whatever the company that is created and whatever its people of origin, it is defined by four parameters that evolve from one game to the next: its strength in numbers, its value, its renown and its resources.



VALUE AND RENOWN

A free company's **value** is the equivalent of the army points in a regular game of *Confrontation*. It represents the global potential of its members.

A company's **renown** represents how it is seen by its members as well as by those who are not in it. It often precedes the company wherever it goes and many warriors are willing to join a prestigious company. The greater it is, the higher the number of warriors who come to offer their services. A company's renown varies depending on its results in combat and on the presence of certain types of soldiers in its numbers. It defines the maximum that the sum of its members' values can reach.

Example: *If a company's renown is equal to 125, then the sum of the values of all the soldiers in it cannot be greater than 125.*

Attention! *The cost of the soldiers' attributes is not counted in the company's value. It is only taken into account when forming an assault group (see further).*

At its creation a company's **renown** is set at 125, but it can increase from mission to mission.

This allows a company to enlist new soldiers if its renown grows at the end of a mission.

The acquisition of **attributes** (artifacts, spells, miracles) doesn't depend on the renown. To give a soldier an attribute, the player has to use **resource** points (see further).

A company's value can be less than its renown. With some exceptions, it cannot be greater.

A COMPANY'S STRENGTH AND LIMITS OF THE CONTINGENT

Confrontation 3 limits an army's contingent to five fighters for every even incomplete 100 A.P. (see *Confrontation 3*, p. 126). This limit does not concern the strength of a free company. On the other hand, it does apply to the contingent of assault groups sent on a mission.

STRENGTH IN NUMBERS

Commanding is not an easy task and only experienced leaders of men can maintain discipline within a large troop.

The **maximum strength** of a company defines up to how many soldiers it can be made up of. This number depends on its captain's rank and on the presence of officers (see p. 60).

The **actual strength** of the company corresponds to the number of members it is actually made up of. This number should not be higher than the maximum strength.

RESOURCES

Resources are the means used by the company to meet its needs: gold, food, mana gems, etc. They are essentially used to recruit certain fighters, such as Allies and Mercenaries, and to acquire attributes (artifacts, spells, miracles and certain war machines).



The company sheet is an indispensable tool that allows you to keep track of the company's evolution. It is recommended to use a pencil when filling out this sheet since its information regularly changes.

- 1 Name of the company.
- 2 Its **affiliation**, meaning the people and any community it belongs to.
- 3 The name of its **captain**.
- 4 The **maximum strength** as defined by the captain's rank as well as by the various bonuses bound to this parameter.
- 5 The **actual strength** of the company. In no way may this be greater than its maximum strength.
- 6 The number of **resource** points held by the company.
- 7 The list of **roles** held in the company.
- 8 The company's **renown**.
- 9 The company's current **value**.
- 10 The **recruitment points** indicate the company's margin of progress in terms of value. These points represent the difference between the company's renown and its current value.
- 11 This section is reserved for the company's statistics. This data includes the number of **missions carried out** as well of the results gotten (**victories, draws and defeats**).
- 12 The **name**. The player chooses a name for each soldier. This name lets the soldiers be distinguished but does not make them Characters. Also, when it comes to the game's rules it's the type of soldier that counts. For example, calling a forge guardian "Torim, the Hammer of Uren" does not allow him to benefit from effects reserved to fighters of Uren.
- 13 The fighter's **people** of origin.

- 14 Any **role** that the soldier has been given.
- 15 The **type** of soldier (fury warrior, guard of Alahan, etc.). If the fighter reaches champion status, then this is to be noted here.
- 16 The soldier's **rank** as printed on his reference card. If his rank evolves, then his new rank is to be written down next to his old one and his initial rank is not to be erased.
- 17 The soldier's characteristics* are noted using abbreviations:

MOV: Movement	INI: Initiative
ATT: Attack	STR: Strength
DEF: Defense	RES: Resilience
COU/FEAR: Courage or Fear	AIM: Aim
DIS: Discipline	POW: Power

* In each of these spaces, beneath the icon, a bonus is printed which corresponds to the maximum number of points that the characteristic can gain thanks to the experience earned by the fighter.

- 18 The three following spaces represent the three **Aspects*** of faith for the faithful:
 - (C) CRE: Creation
 - (A) ALT: Alteration
 - (D) DES: Destruction

* In each of these spaces, beneath the icon, a bonus is printed which corresponds to the maximum number of points that the characteristic can gain thanks to the experience earned by the fighter.

Two lines are devoted to characteristics:

- 19 The first one is used to note the soldier's original characteristics (those printed on his reference card).
- 20 The second one is used to note the soldier's current characteristics while taking into account any modifications from which they benefit.
- 21 The soldier's **abilities**.

- 22 The **attributes** represent the artifacts, spells and miracles owned by the soldier. The sum of these attributes' costs is to be written in the "Cost of Attributes" box.

Reminder: *An attribute's cost is equal to the amount of A.P. printed on its card.*

The soldier's **equipment**. Only equipment that may have an influence on the game, such as range weapons, sword-axes or sacred armor, is to be listed.

Three spaces are reserved for noting the soldier's **experience points (EP)**.

- 23 The first one, "**EP gained**," corresponds to the experience points won by the soldier since his recruitment.
- 24 The second line, "**EP used**," allows the player to keep track of the EP used to improve the soldier's potential.
- 25 The third one, "**EP remaining**," indicates the amount of EP that hasn't been used yet.
- 26 The sum of the attributes' costs is to be noted in the "**Cost of Attributes**" box.

The soldier's individual value is to be written in the "**Soldier's Value**" box. This box is divided into two spaces.

- 27 The first space is used to keep track of the soldier's **initial value** when he was recruited. It's important to keep this number to be able to adjust the soldier's value according to the experience he uses later on.
- 28 The soldier's **current value** is to be noted in the second space. It is equal to the soldier's initial value plus 10% of the total amount of EP used (rounded down to the lower integer).

SOLDIER'S VALUE = INITIAL VALUE + (EP USED x 0.1)

- 29 On the "**Aftereffects**" line there are three boxes corresponding to the soldier's state of health: **Light Wound**, **Serious Wound** and **Critical Wound**.
- 30 And finally, the "**Missions Carried Out**" box is used to note the number of missions the soldier has gone on.

1 COMPANY NAME: *The Fangs of Jackal*
 2 AFFILIATION: *Orcs of Bran-O-Kor*
 3 CAPTAIN: *Morgor Ironfist*
 4 MAXIMUM STRENGTH: *9* ACTUAL STRENGTH: *5*
 7 ROLES: *Captain*

6 RENOWN: *125* VALUE: *105* RECRUITMENT POINTS: *20*
 8 RESOURCES: *30*
 9 MISSIONS CARRIED OUT: *0*
 10 VICTORIES: *0* DRAWS: *0* DEFEATS: *0*



NAME	PEOPLE	RANK	MOV	INI	ATT	STR	DEF	RES	AIM	COU	FEAR	DIS	POW	C	A	D	ATTRIBUTES EQUIPMENT	MISSIONS CARRIED OUT	E.P. USED / REMAINING	COST OF ATTRIBUTES	SOLDIERS VALUE (INITIAL, MODIFIED)
12 <i>gor Ironfist</i> Cap 14	13 <i>Orc of Bran-O-Kor</i> Jackal masinrites champ 15	16	10	2	5	19	4	7	-	4	-	4	-	1	1	0	• Mahata (Miracle) - 12	30	23 / 30 25 / 7	26	27 / 32 34 / 28
ABILITIES	21 <i>Br + Fanaticism - Warrior, mock - Faithful of Jackal/10</i>																AFTEREFFECTS	Light Serious Critical	29 29 29		
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
Brök	Orc of Bran-O-Kor Musician Aurochs horn blower	RG	10	2	4	5	3	6	-	4	-	3	-	-	-	-	• Consecration - 3	0	0 / 0 / 0	3	18 / 18
ABILITIES	21 <i>Brutal - Leadership/10</i>																AFTEREFFECTS	Light Serious Critical			
Tarogh	Orc of Bran-O-Kor Jackal Warrior	VT	10	2	5	9	5	6	-	4	-	3	-	-	-	-		0	19 / 19 / 0	-	23 / 24
ABILITIES	21 <i>Brutal - Fanaticism</i>																AFTEREFFECTS	Light Serious Critical			
Urghar	Orc of Bran-O-Kor Orc Brute	RG	10	3	4	7	3	6	-	4	-	2	-	-	-	-	• Scimitar	0	23 / 23 / 0	-	17 / 19
ABILITIES	21 <i>Brutal</i>																AFTEREFFECTS	Light Serious Critical			
"Rat face"	Goblin of No-Dan-Kar Goblin Archer	RG	10	3	2	2	2	2	3	1	-	1	-	-	-	-	• Short bow / STR 2, range 15-30-45.	0	18 / 0 / 18	-	10 / 10
ABILITIES	21 <i>Survival instinct</i>																AFTEREFFECTS	Light Serious Critical			



THE WAYS OF LIGHT

The companies of the Ways of Light are, in the image of certain heroes of Alahan, tragic figures. Though their captains usually remain loyal to the Principle of Clarity, these groups are generally viewed with

mistrust or disliking. The peoples of Light are wary of the companies and question the motives of those who, in their opinion, have deserted the battlefields of the Ragnarok to go on personal quests.



THE BARBARIANS OF AVAGDDU

Totem: Minotaur

THE CALL TO ARMS

For the Sessairs, forming a company almost comes naturally. Ever since the people of Kel landed on Aarklash the plains of Avagddu have been a passage point for the continent's various armies. Since their beginnings the Kelts have been accustomed to becoming mercenaries in the service of the different armies of Aarklash. Some only do so occasionally while others have made it their job and join a company. When their renown is such that they are known in other kingdoms, they are called to serve far from Avagddu and sometimes reveal themselves to be willing to embrace the cause of any people.

Though the Sessairs are an essentially nomadic people, some of the clan's members feel this urge to travel more intensely and decide to go beyond the plains of Avagddu. Far from the clan's support, they often have no other choice but to accept to wage battle in the name of others. They do so with the hope of one day finding virgin and welcoming land where they will again be able to live amongst themselves while benefiting from the goddess's blessings.

Yet all Sessairs soldiers aren't so by choice. Many of them are cast onto the roads of Aarklash after having been excluded from their tribe. These pariahs tend to gather around a charismatic chief and make the best of it. Some decide to remain in Avagddu and to fight for the clan at its fringes. Others leave their land of birth and become mercenaries.

REPUTATION

Despite the Kelt people's long mercenary tradition, the Sessairs see the companies in an unfavorable light, no matter their cause.

The notion of belonging to the clan is of utmost importance for this people that has been fragmented and divided so often since its origins.

Are the companies separate clans? Do their members still feel bound to their people? To Light? Can they be trusted? The Sessairs are wondering about these fighters who sacrifice their pride and their loyalty on the altar of money.

Among the other peoples, on the other hand, the Sessairs companies are welcomed with open arms. The generals and the schemers of Aarklash are used to calling on Kelt mercenaries ever since the Age of Rebirth and the feats of these barbarians have always lived up to their reputation. However, common mortals feel a certain fear of these men without bonds, of these faithless and lawless warriors who appear one day, sow chaos and death, and then leave again at daybreak.

FAMOUS COMPANIES AND CAPTAINS

MURGAN'S HEIRS

I love war... a lot more than my own life.

– Murgan

All Sessairs know this mercenary company. It is nothing less than the heir of Murgan's horde, which has become to be recognized as a full-fledged tribe within the Sessairs clan. When Velkanos, the minotaur captain of the horde, accepted this change of status, some mercenaries decided to continue leading their life of adventurers. Since then, others have joined them and Murgan's Heirs still fight on all fronts of Aarklash. Among the warriors gathered around **Captain Murgan** there are many representatives of the ancient peoples of Avagddu, especially centaurs and giant barbarians.

THE SONS OF THANAAAN

Long live death, long live war, long live the sacred mercenary!
– Cathan

The Sons of Thanaan lend their services to any army that has to wage battle in Avagdu. Thus, they are among both the most famous and the most hated Sessairs mercenaries. Yet **Captain Cathan** remains loyal to his people. He hopes that by offering his sword to the various armies of the Rag'narok, the battles will be fought more quickly, thus allowing these armies to leave the land of his ancestors ever so sooner. The celebrity of the Sons of Thanaan and this company's riches have attracted Kelts from smaller clans as well as representatives of other peoples.

THE FURIES OF CREIDNE

Fight like a woman!
– Creidne

The Furies are a group of women who were excluded from their tribe and who fight under the command of a warriorress of Danu named **Creidne**. These warriorresses have all committed the same "crime": having questioned the patriarchy of the Sessairs, which is absurd according to them, considering the goddess Danu's place in their pantheon. Left to fend for themselves, the Furies roam Aarklash, living off their martial talents. Sooner or later all of this company's soldiers learn to use the fury of combat and an attack led by Creidne never portends anything good.

THE DEORADHAIN COMPANY

To travel, one first has to get lost.
– Deoradhain

This company was founded over a century ago. Deoradhain, a Kelt bard, hoped to find a more hospitable land for his people than the eternal battlefields of Aarklash. Accompanied by hundreds of refugees, he fought his first battle at the Barhan border. The mass of refugees was able to cross, yet many perished, including the bard. Those who survived decided to continue on their path. Today their descendents have become mercenaries and the quest for a promised land is nothing more than a distant memory buried deep inside of **Captain Dunham's** heart.

PATRONS

Hogarth the Colossus has recently acquired great prestige in the Sessairs clan. His authority remains dependent on that of the druids, yet his temperament pushes him to bypass this obstacle, especially by calling on companies. Furthermore, many captains subconsciously remind him of what he had been in his youth and he spends much time advising these young adventurers.

The one they call the Queen of the Fiannas, **Viraë**, has often been accused of protecting the Furies from the clan's wrath. It's true that the fianna priestess doesn't hide the fact that she has certain ideological affinities with this company's outlaws. More generally, she uses this group (and others) to carry out the goddess's plans, which she is often the only one to understand. When King Cromlan remains deaf to her advice, Viraë hires a company – Sessairs or not – to serve the divine will. The chosen captain is rarely aware of his mission's true goal.



THE KINGDOM OF ALAHAN

Totem: Lion

THE CALL TO ARMS

The legends of Alahan are filled with wandering heroes who are willing to give their life for the ideal of Light, for the widow and for the orphan. Now that Darkness has reappeared and dreadful monsters once again roam Aarklash, many young adventurers of all social classes embark onto the unknown. Most of them are the youngest sons of noble families or commoners looking for adventure.

Their motivations constantly swing between ambition and honor. On the one hand they consider themselves to be the keepers of a heroic heritage: the Barhans are and always will be defenders against Evil. On the other hand they dream of having their name become engraved in legend, persuaded that their feats will bring glory, noblesse and wealth to their family for generations to come. Some are looking for their place in Creation. Others have a vision that they wish to share: goodness, courage and justice. True Barhans chase fear from the hearts of their subjects. Among them virtue is not a law but second nature.

These wandering bringers of justice sometimes side with tormented individuals who don't adhere to the chivalrous Barhan ideals, either because these ideals don't fit to their character or because they are convinced that the age of heroes is over. Ostracized for their lack of team spirit, these solitary Barhans abandon a society in which they don't feel they belong and hit the road looking for a land of asylum or for a cause that better suits their ambitions. Most of them go to the fortress of Kaiber where their abilities and their lucidity prove to be most useful.

REPUTATION

In Alahan the founding of companies is condemned by its morals. The vagrant warriors aren't in the service of any lord or cause; they aren't worth any more than the miscreants they are fighting. A nobleman who decides to found a company and go on adventure risks a serious loss of prestige among his peers. The most traditionalist lords can even decide to refuse him their hospitality.

This bad reputation is counterbalanced by a very favorable popular opinion. The first pages of Alahan's history were written by companies of heroes that, still today, feed the imagination of a whole people. If the harvest is bad or a battle's outcome is influenced by a company, then there is no shortage of new recruits.



FAMOUS COMPANIES AND CAPTAINS

THE INSOLENTS

The tongue is twice as sharp as the sword and twice as deadly!
– Kenaen, captain of the Insolents.

In Alahan there is a company whose every new adventure delights the courts of the whole kingdom: the Insolents. Founded by a band of rebel reapers, this group gathers intrepid and sly young Barhans. They take as much pleasure in mocking the powerful as they do avenging their fellow citizens for any injustice that they may have suffered. The Insolents' ingenuity and impudence are legendary. Their exploits, as they are told in the stories of their chief **Kenaen**, are always full of verve.

THE HELMETS OF LOUVAL

Honor is found in one's acts, not in one's blood.
– Knight Venrail d'Arnecy

Following the path of virtue is an easier task for a well-fed lord sitting by the fireplace than for a knight thrown into the wilderness by dishonor, prey to bandits, bad weather and hunger. Grouping together these warriors threatened by the temptations of Darkness is the goal that Knight **Venrail d'Arnecy** has set for himself, he also having been cast out of his family by an overly jealous brother. The company of the Helmets of Louval, thus named after its exemplary actions at the eponymous battle, remains loyal to the king and to the ideals of chivalry. After having traveled all over the kingdom to come to the aid of lords in difficulty, the company has decided to leave for the East and to protect the roads of the Akkylannian crusades.

THE BROTHERHOOD OF CELOHIS

The minions of Darkness don't know the meaning of the word "damnation."
– Maraëlle, mistress of the Brotherhood of Celohis.

The Brotherhood of Celohis, led by the sorceress **Maraëlle**, has made its reputation by recovering artifacts that had fallen into the hands of the forces of Darkness and by bringing their owners to justice. The Order of the Chimera regularly calls on this company to carry out missions in hostile territory. Maraëlle, however, has other plans. The young woman has taken up a dangerous quest that would surely cause her to be condemned to death should the authorities ever find out about it: to discover the secret of life, the alchemy of that brief instant where matter becomes animated.

PATRONS

The Barhan army is a model of organization and efficiency, so much so that the **barons**, the administrative and military leaders of the baronies, don't often make use of companies to give support to their troops in battle. It nevertheless happens that certain operations escape the laws of war and require talent that can't be found in the ranks of the regular army. In this case the companies' multiple competences and their high adaptability make them the ideal candidates.

An ardent defender of Light, the **Order of the Chimera** is the continent's most powerful organization of magicians. Counting several hundred members, it strives to be the guardian of the magical equilibrium and is on the forefront in the field of esoteric disciplines. This hermetic organization hires many companies to carry out its will on Aarklash and in the elemental realms with which it is in relation. The Chimera is also openly at war with the Order of the Ram, its evil counterpart in Acheron. Their enmity is such that certain companies are created specifically to hunt those of the enemy.

"One doesn't rule a kingdom with good intentions" could be the motto of **Kelgar de Valady**, the baron of Kallienne and the grand master of the royal counterespionage services. The number of men placed under his command is very small, yet includes the best specialists of Aarklash.

When the situation demands it, he sends his right-hand man, **Gadraan Dinasyn**, to get in touch with companies. Some are hired to create diversions, others to carry out covert operations. The best ones are paid a substantial bonus and, if they are trustworthy, enter in the Crown's service.



THE EMPIRE OF AKKYLANNIE

Totem: Griffin

THE CALL TO ARMS

Akkyllannie is governed by numerous institutions with intricate laws and relations: the Empire, the Temple, and the Inquisition, to name a few. Very often these entities have to act in secret in order to reach their goals. They therefore call on small groups of perfectly loyal and trained individuals: the companies. Operating at the fringes of Akkyllannian law yet for the good of the State, these companies have much more leeway in their actions than the armies and civil servants in the service of the imperial institutions. Led by captains devoted body and soul to Merin, they must meet their needs on their own and can't expect any kind of clemency or support should their activities come to the open. When this happens, their sentence is most often without appeal, for these companies are commonly used to harass Akkyllannie's allies or other institutions of the Empire.

No one therefore sees a difference between these companies and those made up of bona fide outlaws, except that the latter don't claim to serve the State. Heretics, criminals and deserters live at the fringes of a society in which the law and religion don't tolerate any contradictions. In spite of the threat of the thallions, some of these companies remain in Akkyllannie where they engage in banditry and lend their services to the highest bidder. Others travel from kingdom to kingdom and live as mercenaries. Paradoxically, in either of these cases these outlaws don't lose their faith in Merin. They believe that they have only been rejected by the human (therefore weak) servants of the fiery god and are convinced that they can still earn a place in the new Creation despite the sins that they are regularly forced to commit. The dangerous situation they're in just makes their fanaticism more honorable.

REPUTATION

The outlaw companies are, of course, hunted down by the Akkyllannian authorities. The people, on the other hand, sometimes see these groups as allies against the Inquisition's intolerance. These same people often aren't aware of the existence of companies in Akkyllannie's service. This secret is reserved to well-positioned dignitaries and causes heavy debate in high places. Is this practice a sign of the Empire's decadence and corruption, or on the contrary a necessary evil to fight the enemies of Merin? It's probable that only the outcome of the Rag'narok will provide an answer to this dilemma.

In the rest of the continent all Akkyllannian companies are greeted with the same distrust, be they outlaws or in the service of the official powers.



FAMOUS COMPANIES AND CAPTAINS

THE COMPANY OF THE FIRST BLOOD

I didn't draw the first blood, but I will draw the last.
– Rufio

This company is famous not only for the affront it represents to the Akkyllannian law, but also for its martial prowess. Its founders were all former conscripts who had returned to their cottages. Unable to live away from the battlefields, they sought answers to their nightmares and deliriums in their fraternity. An overzealous inquisitor considered their meetings to be the sign of a conspiracy and tried to arrest them. The veterans of the crusades resisted the assault, which only caused their feelings of revolt to become stronger. After having slaughtered the Inquisition's troops they decided to form an outlaw company to defend themselves: when facing them, beware of the consequences of spilling first blood. Nowadays these soldiers are led by **Rufio**, a former conscript who is as valorous as a templar brother.

THE DARK COMPANY

Struggling against Darkness with Darkness.

– Kashern

The Dark Company is one of the “official” ones that is widely talked about. Its founder, **Kashern**, is an inquisitor who has been disavowed by his peers. With his men he roams the continent looking for artifacts that might help the faithful understand or destroy the servants of the Dark Principle or even the Principle itself. Hunted by the Inquisition, these soldiers sometimes have to act like common bandits to get the resources needed for their crusade.

THE ORPHANS OF MANKENZ

I shall be your father and your mother.

The company shall be your only family.

– Mankenz

And last but not least there is a company that is very well known by those who know the secrets of the Rag'narok. After the taking of the Erratum, the faction of the Orphans of Mankenz (see *The Ashes of Wrath*) acquired a certain prestige among the Lodge of Hod. These templars can now operate as they like, as long as they don't harm the interests of the Temple or of Akkylannie. Thus, Captain **Mankenz**, always escorted by the gigantic Lysandre, leads his men on various missions. It happens that he recruits fighters of other peoples, yet always while hiding his true allegiance from them.

PATRONS

Arkhos, the commander of the Temple of the North, doesn't hesitate to employ official or outlaw companies, be they Akkylannian or orcish. His struggle against the Inquisition, and his sister Mirà's misadventures, often force him to act in the shadows. What more, being an adventurer himself deep down inside, he is more clement toward these individuals who have chosen to follow a particular path.

Tarkin, the commander of the Temple of the West, is sometimes forced to use such expedients. Cadwallon, the City of Thieves, is under his jurisdiction. This city's peculiar status requires this templar to use unconventional means to intervene in it. In order to hide his implication, he doesn't hesitate to hire companies of the other peoples of Light or of Destiny. Furthermore, the commander has a strong taste for the occult and he sends companies to do archeological or esoteric research for him, always shrouded in the greatest of secrecy.

This is also true for **Venerable Ambrosius**. Over the years he has gathered a great number of quests to end, of enemies to watch and of friends to protect. His engagement in the struggle against the Hybrid Project barely leaves him any time to take on all of his responsibilities. He therefore doesn't hesitate to hire companies from which he hides his true intentions.

As for **Saphon the Preacher**, he acts in a fully official way: he has been given carte blanche to hunt down Mirà. Making full use of this authorization and the resources that come with it, he finances and manipulates bands all over Aarklash to help him track down the felon. Saphon prefers hiring Akkylannian companies that are close to the Inquisition, yet he is sometimes forced to make use of foreign companies to be able to act without attracting attention.



THE REPUBLIC OF LANEVER

Totem: Dragon

THE CALL TO ARMS

In a way the notion of company is strongly anchored in Cynwäll culture through the trihedrons. These detachments of three fighters are authorized to act independently throughout the Alliance of Light's territories. Seeing the Rag'narok's evolution and the Republic's official entry in the war, certain trihedrons have preferred to group together, most often in threes, in order to be more efficient in their struggle against Darkness. Similarly, some trihedrons have raised their strength in numbers by enlisting troops of other peoples. In either case their freedom of movement is accompanied by an absence of logistical support, and the trihedrons often have to provide the resources needed for their struggle against the enemies of Light on their own.

The Cynwäll nation is full of mystic communities studying Noesis. While most of them choose to lead a peaceful and contemplative life, some decide to follow the way of the warrior. They opt for the noise of battle and are constantly on the move. Though they usually fight at the side of the Republic of Lanever's regular army, these companies don't necessarily seek the victory of one nation over another, but rather to pierce the secret of war as an aspect of Noesis. What more, they remain loyal to the tradition of Cynwäll tolerance and welcome all the peoples of Light in their ranks.

Rather than Noesis, some Cynwälls decide on the study of Lanever's past. Showing great wisdom, these explorers prefer to gather in companies in order to confront the dangers slumbering in the vestiges of ancient times. Their captain is always the best warrior or the wisest scholar among them. These companies roam Lanever looking for important clues and explore dark tunnels. Sometimes they have to get this information by force or fight against tomb raiders to protect their heritage.

REPUTATION

Except for the trihedrons, the Cynwäll companies are viewed rather negatively by their compatriots. In the Republic every adult has the duty to protect his city and his people. Those who decide to follow their own path at the sidelines of the others are almost considered to be pariahs. However, the Cynwälls are very careful not to commit the same crime against these individualists as King Seos did against his own son (see *Cry Havoc*, vol. 6). Furthermore, Noesis is a philosophy that incites tolerance. Thus the companies' captains and soldiers only meet limited distrust.

Outside of Lanever the Cynwäll companies are seen rather favorably. They never harbor vulgar brigands and their members feel responsible enough for the Cynwälls' reputation that they weigh each of their gestures and words.

FAMOUS COMPANIES AND CAPTAINS

THE ARAMIEL COMPANY

When faced with a hopeless situation, one must often adopt an irrational solution.

– Lady Aramiel

The Aramiel Company is famous all over Aarklash, with **Lady Aramiel's** reputation alternating between that of an unrivalled warrior and an old madwoman. This former asadar left the army of Lanever to roam the continent and lead all those who desired it on the way of the warrior. She thus hopes to strengthen the Alliance and break the isolation in which her compatriots live. Though her company mainly harbors Cynwälls who wish to reach elevation, she also welcomes representatives of all the peoples of Light. The Aramiel Company fights exclusively for the Principle of Clarity, experiencing each battle like a new lesson of life.

THE EXPLORERS OF LANEVER

The constructs don't imitate life.

In truth, it's exactly the opposite.

– Nemtys

The Explorers of Lanever scour Aarklash looking for the ingredients and components needed to maintain and repair the constructs. In the course of their adventures they have discovered new elements whose examination has allowed the "Nova" constructs to be put back into shape. **Nemtys** has been congratulated by the Guide himself and his celebrity has been reflected on the whole company. Today it is regularly hired by the army of the Republic to repair constructs isolated behind enemy lines.



THE INVISIBLE COMPANY

The Invisible Company doesn't exist.

– Vallren

Though nobody is sure about its existence, the Invisible Company is very often the subject of conversation. According to legend it was founded by an equanimous warrior named **Vallren** well before the Cynwälls officially engaged themselves in the Rag'narok. This company is said to have allowed its people, which wished to take part in this war, to strike the enemies of Light without having to wait for the Guide's or the Republic's permission. This outlaw company supposedly still exists and gets its orders from a secret influential group in the Republic. It even seems that it sometimes strikes representatives of the Ways of Light whose actions threaten the interests of the Cynwäll nation.

PATRONS

Sawaÿl Maloth is a dragon of Laroq who has decided to take part more actively in the Rag'narok and in the Republic's affairs. He therefore maintains regular contact with several companies of Light. These allow him to gather information on the Cynwälls' enemies and to strike in a stealthier – and sometimes more efficient – way than he could himself. These interferences are not always appreciated by the *allianwë* (see *Cry Havoc*, vol. 6), so more and more often Sawaÿl hides his identity from the captains he hires.

Inversely, **Elwyndel** doesn't stop making herself known. This Noesian of the way of the warrior leads a brotherhood in Lanever and feels that her end is nigh. She has decided that her successor would be a warrior worthy of her teachings. Thus she hires and observes many companies all over Aarklash while hoping to find the rare gem that is apt to succeed her. Elwyndel is interested mainly by Cynwäll companies, yet she keeps an eye on the other peoples of the Ways of Light.

And last but not least, **Dyrsin** is known for being the Republic's unofficial ambassador in Cadwallon. His connections with the companies are therefore more discreet (his status prohibits him from intervening in the free city's affairs). Yet the Cynwäll nation's interests and the network of alliances that Dyrsin has woven sometimes force him to take part in the intrigues of the City of Thieves. When this happens, then he hides his involvement by calling on companies, usually of the Ways of Light or the Paths of Destiny. He only deals with the most renowned and surest ones because if his involvement were revealed, then this would cause a crisis between Duke Den Azir and the Republic of Lanever.



THE UTOPIA OF THE SPHINX

Totem: Sphinx

THE CALL TO ARMS

The Sphinxes take interest in the mortals that inhabit the continent and raise the banners of Light on the battlefields of the Rag'narok. Too far away to raise true armies, the Sphinxes authorize certain among these mortals to form companies to carry on their struggle.

Among these adventurers, the most intrepid of them decide to wage this fight with nothing but the other soldiers of their company as allies. They organize ambushes and raids against the Meanders of Darkness, striking fast and disappearing just as quickly. Sometimes they act at the edges of the Rag'narok and eliminate a leader at the right moment. Very often they hide their culture as well as they can and are taken for simple human mercenaries.

Other more traditionalist ones roam Aarklash looking for the vestiges of their own civilization. They protect this ancient knowledge and carefully select the chosen ones of Light who will be able to contemplate the secrets of the Utopia. When they have the possibility to do so, they move these archeological treasures to new sanctuaries that they sometimes defend with other companies. These strongholds become a glimmer of hope for the Ways of Light.

Some captains try to unite the forces of Light, traveling throughout the kingdoms of this alliance to spread the word of Light and help the peoples of the Principle of Clarity coordinate their actions better. This *modus operandi* doesn't only lead them to the halls of embassies, but very often onto the battlefield to protect an emissary, recover documents, etc. Each of their victories strengthens the unity of the Alliance a bit more.

REPUTATION

Among their own people the companies of the Sphinx are seen favorably. They are the Utopia's spearhead on Aarklash and the best hope for Light. Even though certain Sphinxes worry about the marked individualism of certain captains, the latter can count on the support of a whole nation for their quest when required. To be recruited by such a company is an honor and the chance to fight for Light.

Among the other peoples the reputation of the companies of the Sphinx varies greatly depending on the allegiances. Those of Light greet the envoys of the Sphinx like allies with oft-cryptic goals and words. The minions of Darkness mercilessly hunt these companies, subjecting their prisoners to the most horrible forms of torture to find out where the Utopia's refuge lies. And the Paths of Destiny mistrust the companies of the Sphinx, fearing that they interfere in the march of their nations.

FAMOUS COMPANIES AND CAPTAINS

THE BROTHERS OF KASHEM

May I die for my brother.

– Motto of the Brothers of Kashem

The Brothers of Kashem are one of the most famous companies of Aarklash, all allegiances included. However, they themselves are not aware that they are the heralds of the Sphinx. Coming from all peoples, fighting on all fronts, they are now so numerous that they make up a brotherhood of companies. Each captain is the master of his men. Some seek to solve the mystery of the sarcophagus of Kashem (see *Cry Havoc*, vol. 4) whereas others fight for Light and others still for money and fame. For now the Sphinxes only play a secondary role in the life of these mercenaries.

THE ANDREAS COMPANY

I don't want your death, but I hear this voice...

– Andreas

The men of the Andreas Company were explorers and tomb raiders. A few years ago they discovered an underground complex in which strange constructs were hidden. Unfortunately all of these constructs weren't deactivated and the whole company was captured. When the trapped soldiers woke up, the soldiers were all wearing masks and a small construct had been implanted in the back of their neck. Since then they have been wandering all over Aarklash looking for a man of science capable of removing these implants. Sometimes they hear a whisper in the back of their mind and a strange force pushes them to wage a battle of which they don't understand the goal. Captain **Andreas** is desperately trying to keep his men from going insane while he himself also has to struggle against this madness. Once in a while a new soldier also bearing the strange nodule joins the group.

THE LION KILLERS

The flesh is so weak.

– Anita

Not too long ago the Lion Killers were among the worst bandits of Alahan and Lanever. Confident of their reputation, they captured a Cynwäll scholar and his suite. **Anita** was a part of it and she desperately sought a way to escape the abuse of her jailers. So she put on one of the masks that her master was studying. The object's strange powers allowed her to take control of the band.

She is now inhabited by the consciousness of a Sphinx. On its behalf she is looking all over Lanever and the Syharhalna Desert for a way to build a construct that can be used to receive this consciousness.

PATRONS

Kashem, in addition to the role this city plays for the Brothers of Kashem, is the lair of many agents of the Utopia. Hidden within the institutions, they manipulate and help companies all over Aarklash to promote the cause of Light. The free status of their city is very useful because it attracts numerous mercenaries who wish to avoid the guild of Blades of Cadwallon.

Solitary is a sphinx construct that is prisoner in the underground complex sheltering him. Eternal, he has learned to use the machines to which he has access. Like this he can communicate with other constructs and observe certain sanctuaries of the Sphinx scattered all over Aarklash. He is thus attempting to guide companies to him so that one of them, braver or clumsier than the others, opens the gate of his gilded cage.

Kyia is a young Sphinx who wishes to participate in the Rag'narok. Unfortunately her age and her entourage forbid her from walking on the continent. She has therefore decided to use her powers to communicate with the captains of Aarklash and "whisper" missions to them that will help the peoples of Light. She manifests herself in the soldiers' dreams or as mystic visions. Some have seen her as she really is and took her to be a Cynwall due to her finely crafted mask.



At the hour that the peoples of Darkness are rising up against the hegemony of Light and plunge Aarklash into a bloodbath, the companies are becoming ever more greedy and numerous. What better time than now to pursue one's most evil ambitions and claim a part of the fabulous plunder, is what

the dark captains are thinking. Any mission aiming for destruction and the quest for power is welcome in the Meanders of Darkness. The obscure lords encourage their disciples to take up arms and try their luck. Every bit of knowledge or of land is good for the taking, as long as this serves the Dark Principle.

THE MEANDERS OF DARKNESS



THE LIMBO OF ACHERON

Totem: Ram

THE CALL TO ARMS

Acheronian culture, like that of Alahan, places honor at the center of an individual's social status. Yet a Dark One's honor is not virtuous in any way. It is measured according to one's personal power, be it clerical, magical, martial, financial or political. It therefore isn't rare that an ambitious young firebrand gathers a few fleshless slaves and goes on an adventure to seek glory.

Most of these "accursed companies" receive the Order of the Ram's blessing in exchange for carrying out various missions. The Obscure Houses thus send many agents to the four corners of the world to carry out their sinister plans and to acquire more power for themselves. Acheronian companies mercilessly confront when the Obscure Houses that support them are looking for the same information or the same artifact.

Some necromancers manage to found companies and to get away to new horizons by their own means. Their motives are varied: a future compromised by crimes committed too crudely, the boredom of intrigues and the need for action, or the obtaining of the influence required to free oneself from the Obscure Houses.

Though they can count on no one but themselves, these companies enjoy a rarely found freedom and are highly regarded by all peoples of Darkness. Many of them establish themselves beyond Acheron's borders where the scheming of the Dark Ones can't reach them. Like the Black Togas in their time, they establish frightful sects or take possession of territorial backwaters. These fiefdoms become lands of asylum bound to the accursed barony by gates of Darkness and serve as outposts for Acheronian invasions. Glory to the accursed lord who has opened the path to victory for the Dark Ones!

REPUTATION

Ambition and the spirit of competition are principal values of the Ram, so much so that the creation of companies is seen with a certain fondness. In many ways the necromancers have the same relations with these companies as they do with their peers.

If the company is young, then it is put to test before being given its true mission. Usually this test is passed while competing with another company and the one with the better performance receives the privilege of serving the master.

Experienced companies are regarded with the strictest of intransigence, yet they can expect to be rewarded generously. This stage of maturity is critical for an Acheronian company, for failure is rarely tolerated and payment is never made in advance.

And finally, the most elite companies are considered to be weapons in the dark crusade undertaken by the accursed barony. They benefit from considerable prestige and have access to the secret archives of the Houses of Acheron

FAMOUS COMPANIES AND CAPTAINS

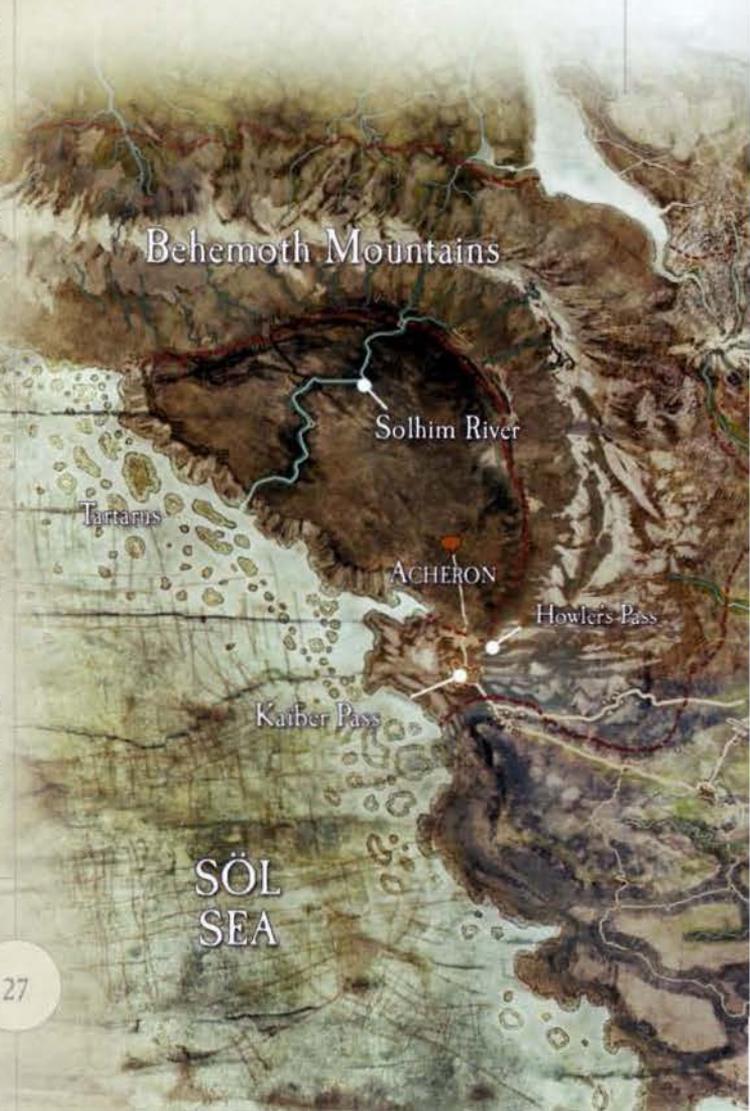
THE ORDER OF THE SCOURGE

Your pleas are in vain.

—Valnyr, black paladin of Acheron

Several years ago the order of black paladins was still an accursed company called the Order of the Scourge. When its chief, the terrifying Kain, wrote the Codex of the Scourge, which established the black paladins as an army corps, the company slowly scattered to join the morbid hordes. Some, such as **Valnyr**, took up Kain's torch and carried on with the adventure.

More loyal to the principles of war of Kain's work than to his religious dogma, Valnyr and his companions roam Aarklash looking for battles and prestigious opponents to crush. At the top of their list lies the Red Lioness, the heroine of Alahan.





THE PHANTOM CARAVAN

Without Darkness, Light would be nothing but stagnation.

—Sandr, captain of the Phantom Caravan

The minions of Acheron aren't all dreadful monsters or warriors coming straight out of hell. Just as dangerous and a lot more discreet, some roam Aarklash to fully anonymously carry out the Dark Ones' plans. This is the case of the Phantom Caravan, which is led by a gravedigger of Salaüel named **Sandr**. This old man with a fascinating charisma leads a caravan of several individuals and sells his gift of enchanting for a handful of coins. When the night comes he robs cemeteries and leaves with several zombies following his caravan at a distance. When his horde becomes big enough it attacks isolated villages, taking no prisoners.

Sandr is known for his huge appetite for virgin souls. It sometimes happens that he takes in one or two apprentices, often women, who he corrupts with great delight.

THE THIRTEENTH VERSE

Evil has its laws. I'm its executioner.

—Quaestor Azram.

The scope of the scandal would be considerable if the Akkylannian Inquisition revealed that it learned its investigative methods from Acheronians who are now devoted to Darkness.

The Dark Ones' judicial system also has its judges and its executioners. Quaestor **Azram** and his suite, the Thirteenth Verse, do all they can to do their job with such fervent zeal that he causes the Dark Ones themselves to worry.

PATRONS

The Obscure House of Acheron that employs the most accursed companies is the **House of Tanit**. Its lords grant much value to the treasures of the past and don't hesitate to spend astronomical sums to obtain relics filled with history. The Tanits are also great voyagers. Even the masters themselves, which is rare among the Dark Ones, sometimes leave their palaces to travel down the paths of adventure.

The Tanits' equity and intransigence have made them the keepers of Acheron's jails. Their judges employ many companies to hunt down fugitive demons, traitors and individuals susceptible of endangering the Ram's interests.

Master of the guild of Usurers in Cadwallon and lord of Tar-Haez (the biggest Acheronian domain outside of their own barony), **Sophet Drahas** is one of the most influential necromancers of Aarklash. Many advantages are given to the companies that lend their services to this powerful patron. Due to his permanent contact with Cadwë society, Sophet Drahas appears to be more lucid than many of the Dark Ones. The riches that he offers, the fruit of his criminal empire, are more attractive to common mortals than treasures stolen from tombs or a bit of influence in an order devoted to Darkness.

The Gorgon is one of the few necromancers who enjoy great autonomy in the face of the authorities of Acheron. The goal of her quest across Aarklash still eludes most of her peers and the impudence she shows in their regard only makes their dislike for her grow. The Gorgon is reputed for hiring companies of mercenaries instead of asking for reinforcements. The soldiers' origins and convictions are of no importance as long as venality is present and the mission is carried out without questions being asked. The destruction of the island of Tycho, south of Alahan, is testimony to the means that the Gorgon can call on to reach her ends.

THE EMPIRE OF SYHARHALNA

Totem: Scorpion

THE CALL TO ARMS

The most famous Syhar companies are those whose goal is the search for genetic strains. Generally formed by biopsists, they travel all over Aarklash, tracking down promising prey to rob them of their genetic heritage. Though they benefit from great independence, these companies operate within Syhar society and are mandated by the official laboratories. The missions they carry out for private individuals only provide them with the means for their subsistence and with cover for their activities.

Similarly, omnimancers found companies in order to test new clones or to perform scientific experiments. By subjecting their creations to previously unmet combat situations, they hope to trigger new mutations and improve the strains. Shamir officially authorizes some of these scientists while others operate as outlaws. Yet most Syhar companies are made up of deserters and rejects. After every lost battle, after every strategic retreat, hundreds of clones are abandoned behind the enemy lines like broken toys. Those that survive form companies that free them-

selves of their old servitude to live free on the surface of Aarklash. They sell their services to the highest bidder in order to ensure their survival and to be able to one day live like the Trueborn.

These rebel groups have contributed to the emergence of a new type of company: the clone hunters. Belonging to the Syhar army, these elite fighters pretend to be mercenary troops so that they can travel freely across the continent. They hunt down the deserters, erasing the insult to alchemical perfection represented by the free clones.

REPUTATION

Independently of a company's activity, its reputation in the Empire of Syharhalna depends on its relation with the authorities. Biopsists and omnimancers who operate under the seal of a laboratory are respected as the spearheads of technomancy. Deserters and scientists who don't share their discoveries are ruthlessly hunted down.

In the rest of Aarklash the companies of clones are regarded with distrust. Only experts can tell the difference between rebel clones and those that are still under control of their alchemical masters. Yet their ability to adapt makes them mercenaries that are very much in demand.

FAMOUS COMPANIES AND CAPTAINS

078

I'm a free clone!

—Captain Nekkren

Company 078 is probably the most famous one, though it is also the one that is most hated by the Scorpions. Indeed, originally being from laboratory SO 078, it is made up of rebel clones, mainly hybrids and pests of flesh. Its fame comes from the fact that its appearance coincides with the discovery of the danger posed by the laboratories of the Hybrid Project and to the persistent rumors that it harbors an aberration. Whatever it may be, the clones of **Captain Nekkren** — himself a hybrid — have developed enough of a personality to negotiate their contracts. They are willing to work for all peoples and even give discounts when it comes to causing trouble for their former masters. According to rumor they regularly return to SO 078 to recruit new clones, yet they don't refrain from employing soldiers of other laboratories or even of other peoples.



THE HUNTERS OF INUKA

You're coming with me... dead or alive.

—Captain D'Jaffar

The Hunters of Inuka became famous for having apparently robbed Sered of a part of himself. Led by **Captain D'Jaffar**, an Androctis clone, the Hunters of Inuka travel from one end of Aarklash to the other seeking genetic strains. However, unlike many of their peers, they only attack prey of prime importance, such as a templar commander.

No one can say for sure if the exploits of these clones are true or if they only serve to comfort D'Jaffar's growing ego. The aura of the Hunters' captain keeps on increasing with his company's experience and renown. Who knows if one day the most powerful kings and priests won't have to fear the pain of having a sample of their genetic heritage taken by a biopsist acting at the orders of D'Jaffar?

THE LIBERATORS

Feel the power of Darkness!

—Captain Yjia

The Liberators gained great notoriety after having set up an ambush of a delegation of Cynwäll scholars. Despite the escort protecting the elves, the Liberators managed to capture and bring back to Syharhalna one of the most brilliant (albeit severely criticized by fellow countrymen for his research on Darkness) minds of Lanever. That is the mission of the Liberators: to roam Aarklash and give a land of asylum to those who, like Dirz in the past, defy the tight shackles of the civilizations of Light. It is therefore a true crusade, which is led by a vicar of Dirz, **Yjia**.

PATRONS

Sasia Samaris is willing to help all renegade clones and the companies that welcome them. By entrusting missions to those who share the same curse as her (freedom), she hopes to make her own cause advance. Subconsciously she thus gives meaning to her personal rebellion against Athan Zakhil. What more, a company planning an attack on Sered's forces would find a steadfast ally in the Rose of the Desert. However, this alliance would only be temporary. Sasia's involvement in the cause of the rebel clones is, for many Trueborns and captains, proof that it is impossible to trust the one they nickname "the Felon."

As for **Salias Yesod**, he uses mercenaries of Aarklash to gather information on the perfect being that he is trying to create. He has no compassion for the companies he employs and doesn't hesitate to hire captains of other peoples. When his shameful collusions are discovered by the alchemical empire, Yesod takes advantage of his status of biopsist to disguise his covert operations as scientific missions.

D'Jabril the Voyager regularly calls on Syhar companies. Very often the captains he recruits aren't aware of all the ins and outs of their mission. Yet it seems that the contracts offered by D'Jabril are closely linked to the Syhar cause and may be dictated by Arh-Tolth himself. Only the most renowned companies can hope to be contacted by this mysterious personality, for the missions he proposes are highly risky and very often involve enemy companies that are no less renowned and dangerous.



THE WEB OF ASHINÂN

Totem: Spider

THE CALL TO ARMS

The Akkyshans are among the most belligerent peoples of Aarklash. Unless one of their laws prevents them from doing so, they take possession of everything that they need with avid violence. Therefore many of them gather in coterie to carry out raids. The ever-rising frequency of this pillaging has fostered the emergence of companies specialized in the coordination and the execution of such assaults.

The dark elves are also very vindictive. In their culture the carrying out of vengeance has a religious aspect. Some vendettas, however, target distant or well-protected offenders and therefore require considerable means. In these extreme cases the authorities of Ashinân call on companies experienced in interventions in foreign lands who they pay heftily to cleanse the affront to their name.

Certain personalities willingly disclose their grievances in public and show excessive generosity to those who help them get revenge. Yet no one is fooled: these are just pretexes. These missions of vengeance are sources of prestige for the generous patrons as they are for the valorous warriors who "spontaneously" defend them.

And finally, the children of the Widow are prolific. Their armies need a great number of fighters and therefore of receptacles for their eggs. Some companies provide the service of capturing victims destined for sacrifice. Others, mandated by the big cities, lead convoys of hundreds of prisoners to the Forest of Webs. And lastly, some look for very specific hosts in the name of patrons who wish to provide the best environment for their spawn to grow in.

REPUTATION

The Akkyshans' military doctrine places great value on special operations and allows the hiring of companies. The latter therefore play an important strategic role and are seen favorably among their people. They form the army's vanguard and contribute to the success of many military ventures. If he manages to reverse the course of a battle before it has even begun, then a good captain can expect to be given a reward equal to several times a general's pay.

While the companies enjoy considerable popularity among the people, they are sometimes viewed with distrust by the upper classes when they act off the battlefield. The role they play in the conspiracies that divide the matriarchs makes them dangerous and unpredictable, their loyalty being proportional to the sums paid by their employers.

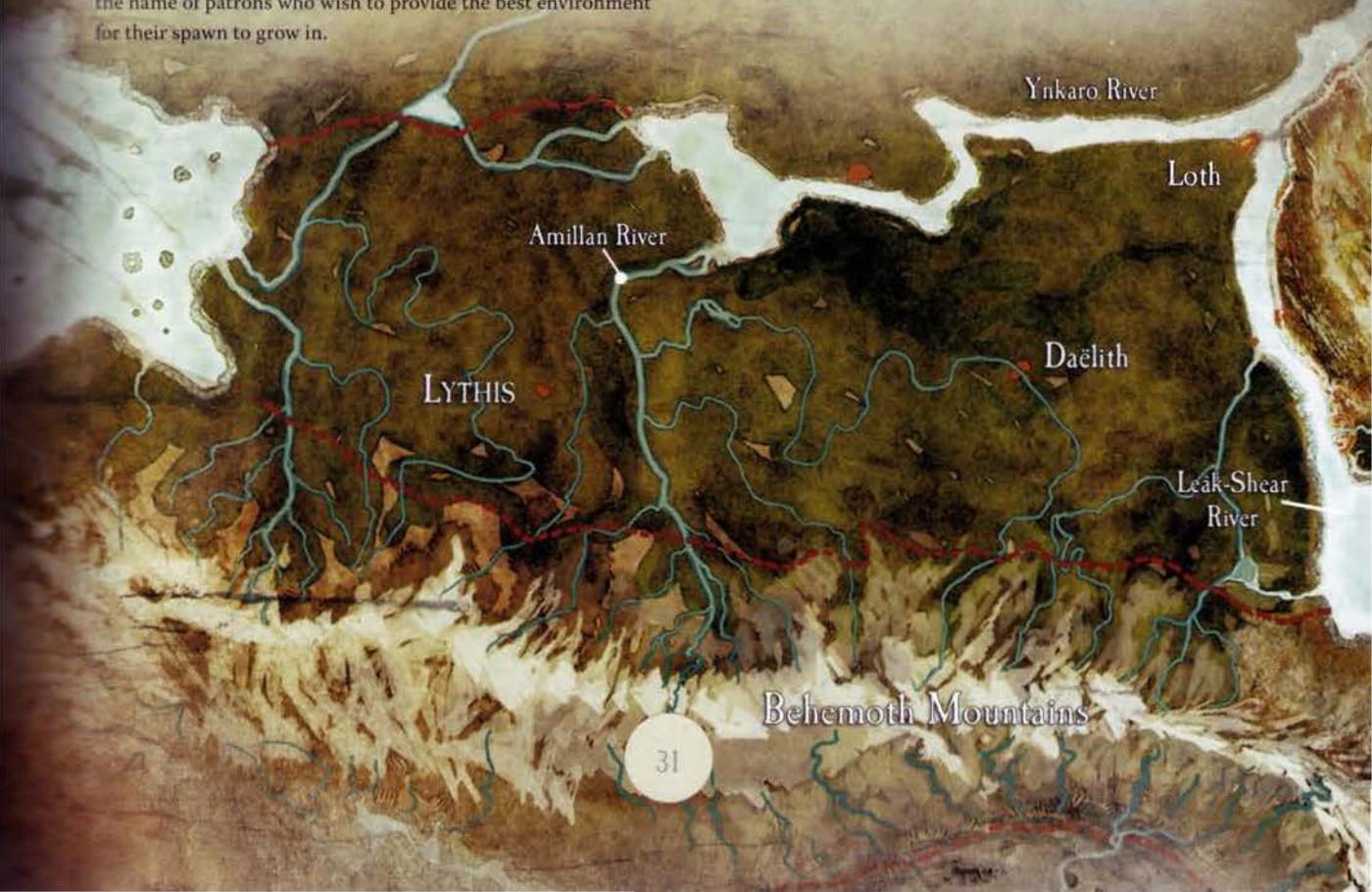
FAMOUS COMPANIES AND CAPTAINS

THE BLADEMAIDENS

Your agony begins here. Enjoy it...

—Captain Aishara

The Akkyshans owe their reputation of assassins to the companies that, like the Blademaidens, sell their services to whoever is brave enough to get in touch with them. These warrioresses have raised assassination to an art form and they carry out their missions like a spider spinning its web. **Aishara**, their captain, is a woman whose striking beauty has escaped the transformations inherited from the goddess. Yet one just has to meet her gaze to realize that a predator is roaring inside her.





THE BARGHEST OF MALROR

Akkyshans in His Majesty's entourage? That's preposterous!
—A Barhan courtier

Little information is available on the Barghests of Malror. This company constantly travels outside of Ashinân's borders in the service of its mysterious employers. Under the command of Malror, a sorcerer, the barghests place agents in the entourage of the most important personalities of Aarklash.

In reality none of these claims are true. The Barghests of Malror are a combat group that has been sent abroad by Nalcal (one of the high priestesses of Lithys) to place themselves in the service of the lords of Darkness who have done her favors. There the warrior Zarran and his men test their combat techniques against ever more powerful foes. They will only return to Lithys to accomplish their final mission: to take power in the name of Nalcal and kill Scaëlin, the matriarch.

THE RECLUSES

Be glad! You will bear my offspring.
—Captain Sharreÿn

Sharreÿn, the chief of the company of the Recluses, has established her domain in the vicinity of Indattè. Hidden in these sacred ruins where no Daïkinee would dare venture, she is preparing an operation that could very well seal the port city's fate. At nightfall her warrioresses appear from their lair and prowl the city to abduct voyagers. They bring their prey back to their lair to lay their eggs. Their young feed on the corpses... Indattè is at the verge of the most terrifying assault of its history; it's only a question of time.

PATRONS

The companies being the Akkyshans' social and military instruments, there is no shortage of patrons. Among the most illustrious ones is Vilyad Hayann, the Master of Daggers, chief of Ashinân diplomacy. An expert negotiator, he benefits from substantial resources to employ numerous companies recruited wherever his travels lead him. He hires them to destabilize governments of Light, to sow discord, and to spread his own influence over Aarklash. Of course, he simultaneously employs several companies to carry out his plans and never reveals the true objectives of the missions he sends them on.

The Akkyshans regularly harass Cadwallon with raids. So living in the City of Thieves is very risky for the children of the Widow. Yet that is a risk taken by Synaïya, an Akkyshan who converted to the ideal of Light. She takes an even greater (or more hopeless) risk by fighting against her homeland: she calls on companies to foil the conspiracies and invasion plans thought up by her kind. Synaïya takes care to hide her presence from the eyes of the Akkyshan authorities and often uses middlemen to deal with the companies.

For decades Lady Gaëriiss was considered to be a courtesan of high standing. Few rivals openly dared to resist her and according to rumor she had the power to make her opponents want to put an end to their days. Through endless scheming Gaëriiss has become Scaëlin's court lady, thus reaching the highest spheres of power.

However, in the meantime the rumors about her have changed considerably. Some say that she has been struck by madness: Gaëriiss employs extremely expensive companies to look for rare animal or plant species in the four corners of Aarklash, often in very hostile regions. And she wants them intact.



THE CLEAR-SEERS OF CAER MAED

Totem: Stag

THE CALL TO ARMS

The Drune clan is extremely tight-knit and it isn't easy for one of its members to pull away from the wyrds' authority to found his own company. Therefore only a cause that is favorable for the clan can push a Drune to become a captain.

Of course, the hunting of the faithful tops the list of these causes. Bursting from the Black Woods, the Drune companies roam the continent looking for priests to kill, altars to desecrate and temples to ransack. At the fringes of the Rag'narok, they perpetuate the essence itself of the Gnostic tradition. The small size of their companies, in comparison to the hordes that march on the battlefields, mustn't let one believe that their acts have no repercussions. The companies that hunt the faithful contribute to the Drones' reputation all over Aarklash. Terrorizing all the peoples, they spread the fear of the warriors with the horned helmets.

Other Drones found companies of plunderers. Loyal to the tradition of raiding parties, they roam the plains of Avagddu and the other lands near the Black Woods. There they attack camps of merchants and sometimes go all the way to the coast to search shipwrecks for booty. When their loot has become so much that they can just barely carry it on their backs, these pillagers return to the Black Woods and let the whole clan benefit from their plunder.

However, what pushes the biggest number of Drones to go on adventures is nothing less than the quest for the Horned King. Every year young warriors form small groups and, following a hunch, they leave the Black Woods to go looking for Cernunnos. Their quest and their struggles lead them all over Aarklash and their nomadic life sometimes forces them to work for a local dignitary in exchange for food and equipment.

REPUTATION

Because, in their own way, the Drune companies support the clan's cause, they have a good reputation among their brethren. Their feats of arms are all victories to be included in the clan's stories and the testimony that they bring back from all over Aarklash just feeds the hatred that the Drones feel for the peoples that worship the gods. Thus a Drune company can always count on the support of the clan's community and can easily recruit new members.

In the continent's other kingdoms the Drune companies are often feared by the authorities, yet plunderers are no more dangerous than any gang of bandits and the hunters of the faithful don't cause that many deaths. The population nevertheless feels a deep-rooted dread of these ruthless warriors, these implacable man-eaters. Though the damage that these companies inflict is more psychological than it is physical, it is no less horrendous.

FAMOUS COMPANIES AND CAPTAINS

THE CLAN OF THE FAMISHED

Gnosis is just an excuse to keep us mired in poverty. I can clearly see this.

—Captain Oran of the Clan of the Famished

Paradoxically, the most famous Drune company is the one that has defied the interdiction that the others respect. The Clan of the Famished belonged to a horde that was fond of raids. During a particularly difficult campaign their chief decided to recruit Kelt mercenaries. After a victory earned at a heavy price, those who would become the Clan of the Famished were witness to the incredible profits made by these mercenaries. Listening only to their greed, they decided to renounce the savage life of their people in order to get their share of the pie in the civilized kingdoms. Under the karnagh **Oran's** command they now sow terror, hiring out their anger and their weapons to the various factions in these countries, which remain decadent in their eyes. The Famished don't keep their soldier's pay for a very long time, for they spend it on long nights of debauchery.

THE COMPANY OF RUINS

I dream of the day that Dun-Scaith is purified by the blood of my enemies.

—Kallgyr, captain of the Company of Ruins

Luckily there are companies that do honor to the Drones' devotion. Thus the Company of Ruins is formed by warriors who have sworn to defend Dun-Scaith despite the return of the Sessairs.

These soldiers wage a fierce insurgency against the ones they consider to be occupiers. Captain **Kallgyr** gathers his men around the hope that one day, weakened by the tireless attacks, the Sessairs will abandon the city. This company only leaves the vicinity of Dun-Scaith to attack merchant caravans or to recruit new Drune or Devourer soldiers.

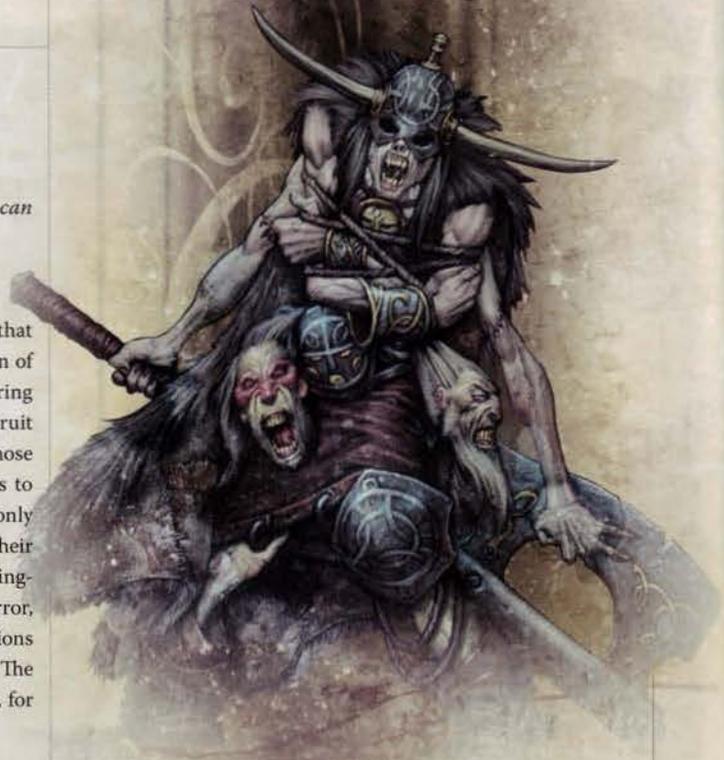
THE SISTERS OF CRUELTY

With speed and cruelty is how I will destroy the enemies of our people.

—Captain Merwynden

The company of the Sisters of Cruelty provokes terror in all the towns that lie near the Black Woods. These lanyfhs are the vanguard of many Drune hordes. A few days before a battle they study the enemy defenses and sap them through acts of guerilla warfare. Thus a report that mentions an attack led by a unit of furious women often announces the attack of a much bigger horde.

Led by **Merwynden**, these warrioresses are a very dark omen for the Drones' neighbors.



PATRONS

Wandyr the Bloodthirsty regularly hires captains for missions in the vicinity of the Black Woods. He does so to give himself a certain freedom at the fringes of the Drune political system, which is directed by the wyrds. The companies he thus employs allow him to get information on potential targets and on enemy troop movements. And finally, his lack of discretion (or his status) sometimes prevents him from carrying out certain tasks on his own. He then sends a Drune company to do the dirty deed for him.

The former **Nekron** acts without the wyrds' blessing. He helps and encourages many companies to venture ever further into enemy territory to destroy temples and ransack cities there. For a long time the reasons for this thirst for war remained mysterious, but the truth is starting to come out. For Nekron the beginning of the Rag'narok shouldn't wait for the return of Cernunnos. Through the incursions that he promotes, Nekron provokes the Drones' enemies and pulls his people into a spiral that can only lead to total war, the Rag'narok.

As for **Sheenagh**, she's an old lanyfh whose body is now too worn to be used to fight. Yet her determination hasn't been weakened. She dreams that her people will one day occupy other caves than those of the Black Woods. At her asking, many Drune companies have gone plundering far beyond the borders of their land of birth to go looking for other hospitable woods. Sheenagh hasn't chosen the new land of asylum yet. She uses companies to test the surveillance and defenses of the various kingdoms in the vicinity, keeping an eye open for the slightest weakness so that she can install a colony.

THE POSSESSED OF THE ABYSS

Totem: Hydra

THE CALL TO ARMS

Like a hydra, the dwarves of the Abyss have several faces and only one mind. Mid-Nor is present in each one of his children, from the simple warrior to the powerful dominant. Most companies are therefore formed at the order of a dominant (or of the Despot himself) with a specific goal in mind.

The first goal of many captains is to found a colony in order to take over a territory or to spy on the enemies of the Despot. The makeup of these groups is very often the same: a faithful in communion with the spirit of Mid-Nor, a magician charged with converting prisoners into possessed fighters, and a handful of warriors to defend the lair. These companies move throughout Aarklash under cover of the night or, for the most skilled ones, in the company of lepers and vagrants.

The most promising companies often go under the command of the Despot himself. They are sent on dangerous missions that always more or less have to do with Immortals, their true names, and the sanctuaries where the most powerful of them sleep. Indeed, the Despot is seeking to enslave such entities. Even asleep, some Immortals affect their surroundings. The place where they rest then becomes a holy or accursed place that is vigorously protected by the local population, which the companies must confront.

It sometimes happens that the Despot's grasp on one of his servants weakens. Such an event is always the result of an extraordinary accident (such as a possessed fighter having to obey an enemy who has stolen his canopic doll) or of a large-scale mystical undertaking (such as a ritual performed by powerful magicians). It happens even less often that such individuals are numerous enough at a given place to form a company, yet this remains possible. What more, many freed slaves flee their colony and join companies that are loyal to Darkness.

REPUTATION

The Possessed of the Abyss are all inhabited by a part of the spirit of Mid-Nor. Aware of acting in the name of a common cause, they see the companies of their people as being agents in the Despot's service.

The arrival of a company in a colony is sometimes seen as an omen of hard times. Some settle with the firm intention of making their ranks grow to the detriment of their host or to summon him to join them in their mission. Some colonies thus seek to isolate themselves and to pursue their own goals without fear of being commandeered in such a way. Individuality and freedom are, however, relatively limited concepts among the possessed: Mid-Nor hears everything, sees everything and understands everything.

Those few possessed who have been able to weaken the Despot's influence on them are considered to be dangerous deviants and traitors of the worst kind. They are ruthlessly hunted down and destroyed.

FAMOUS COMPANIES AND CAPTAINS

The companies of Mid-Nor rarely take on heroic names, unless their enemies have given them one. They are therefore designated by the name of their captain.

THE WATCHERS OF METHRAL

The past holds the keys to the future.

—Methral

To the east of the Plateau of Giants the possessed have recently discovered the remains of an ancient goblin cult devoted to the Void. The similarities between this cult and that of Mid-Nor has thrown the Despot into such a state of perplexity that he has ordered the constitution of companies charged with clearing up this mystery. Among these, that of **Methral**, a faithful of Mid-Nor, has gotten most satisfying results. Alas, the goblins are also on the trail of their origins and skirmishes are ever more numerous.





THE COLONY OF MANILIA

Be ready to strike wherever your enemy least expects it.
—Arthar

The **lictor Arthar** and his companions, who are known for their scouting talents, have been given the mission to enter the city of Manilia, at the border between Alahan and Akkylannie, to establish a colony there. The forces of Light are powerful and watchful there, which makes the task ever more challenging. Yet the rewards awaiting the company are worth the trouble: several of the city's notables own valuable works that have belonged to the Dark Muse, a mystic who has died a long time ago and whose experiments had almost thrown the kingdom of Alahan into Darkness. Arthar has also sensed the presence of the Lodge of Hod within the city's walls.

THE VAGRANTS

My name, my real name, is Fengrir. The one who wants to take it from me will have to confront me!
—Fengrir

All those who were present at the battle of Harsha remember the fire elemental that took on the Dominant Sinron in a spectacular explosion. The flames had set ablaze the resinous forest in which the clash was taking place and the devastating fire raged on for ten days and nights.

When the Dominant got back up again, he wasn't the same. Mid-Nor was no longer inside him. He was again called **Fengrir**, son of Tir-Nâ-Bor. The wandering warrior left for Avagddu. His last memories as a slave of the Despot, albeit vague, concerned the fate of the Kelt lands where many mercenaries roam.

PATRONS

Cadwallon is desired by all and the Despot is not an exception to this rule. Installing a colony in the Free City will have taken several decades and countless attempts. The Dominant **Yh-Azahir** has succeeded this feat thanks to the support of the necromancer Sophet Drahas and to his own ingenuity. The one they nickname "The Insane" has in effect drawn from the homeless population, from the lepers and from outsiders to create "lost" warriors, possessed fighters of other races. Little by little he is building up a very efficient information network and instills a patriarchal cult devoted to Darkness among those that civilization has rejected. Yh-Azahir thus coordinates the activities of several motley companies scattered all over Cadwallon and its surroundings.

Yh-Karas has been given the mission to gather and then enslave a trinity of especially powerful Immortals of Darkness: the Trinity of the Abyss. To this day the Immortals Ephorath and Elzavid have come under the Despot's control. Only the last one, Eszorid, has avoided the grasp of Mid-Nor thanks to the zealous intervention of the templar knight Vedath, his guardian. The hunt has begun all over Aarklash: the colony of Ephorath won't know rest until it is complete.

The Despot himself doesn't understand the true importance of the union of the three Immortals. Without him knowing it, Ephorath is plotting to take control of the possessed, yet his plan requires Eszorid to be found.

The Fangs of Fire are an important point of passage for all vessels crossing the Migol Sea. They are also the biggest pirate hideout of Aarklash and the fiefdom of **Yh-Sankunrûn**, one of the most powerful lictors of the Despot. This master enchanter, who is revered like an evil deity by certain native tribes, is spreading his influence over the many ports that dot the islands, where many companies act in his name.

THE OPHIDIAN ALLIANCE

Totem: Serpent

THE CALL TO ARMS

The Ophidian Empire is dead, yet its rebirth has begun with the fall of the Erratum, the secret library hidden in the foundations of Cadwallon (see *The Ashes of Wrath*). The Tainted, these ophidians who are giving in to a very strange disease, are more numerous every day and no longer hesitate to come out into the open. Obsessed with their desires, they gather all sorts of warriors around themselves who are entirely devoted to their cause.

While giving in to Vice, many ophidians have executed or freed their slaves. The latter, left to themselves in a world where pity is a favor, wanted to protect each other by forming companies. Others went to the outposts of mercenaries to sell their services to the highest bidder.

These rootless warriors often share an endless hatred for their former masters who have maimed their soul with their hypnotic conditioning. Such companies are perfect candidates when it comes to confronting the Serpents.

The ophidians who remain loyal to the ancient precepts of their civilization jealously guard their last sanctuaries. Out of fear of revealing their existence, they hire companies or send their own slaves to carry out missions that are indispensable for the survival of their shelter. Most foreign companies only have contact with slaves and are given just the most basic information required for them to carry out their task.

Alas, this is not always enough and some sanctuaries fall. If they don't give in to Vice, some survivors refuse to live locked up again. They try to find their place on a continent being set ablaze by war or, hungry for revenge, they hunt down the Tainted-ones who are responsible for their nation's fate. Some join the armies of Acheron or of the Empire of Syharhalna, thus putting their skills in the service of Darkness.



REPUTATION

The ophidians are very few and they rarely move in groups. Most ophidian companies are made up of a Serpent and his retinue. The image they have therefore depends enormously on individual acts.

Many Tainted-ones have abandoned their slaves. The formation of a company is therefore a vital necessity: even if an ophidian's power is phenomenal, he becomes easy prey if he remains alone in a world governed by mammals.

The Tainted make their reputation among their brethren with the influence that they manage to acquire in their own name or that of their cause.

More than ever do the loyal ophidians need companies to meet their needs and defend their interests. From their point of view it's only by remaining united that they have a chance to survive the events of the Rag'narok. A loyal ophidian who shows initiative and efficiency or who manages to save his people's heritage in spite of all dangers gets the full support of one of the oldest nations of Aarklash.

FAMOUS COMPANIES AND CAPTAINS

THE ERRATUM

Memory is the most precious of jewels; it is worthy of all sacrifices.

—S'Arodh

A handful of ophidians have survived the massacre of the Erratum. Grouped together in the vicinity of Cadwallon, the Erratum is trying to intercept the convoys of precious works that the templars are transferring to their fort and the Solitary Lodge.

Thinking that they weren't numerous enough to risk their lives on attacking convoys, their chief, **S'Arodh**, has taken the initiative to contact the guild of Ferrymen, which has control of the City of Thieves' transportation network. In exchange for its support, the ophidians must leave it a part of the loot or reveal some of their secrets to it.

THE BLOOD-RED

The cause, the crusade, the noblesse? Ha! The result is all that counts.

—Mongoose

The company of the Blood-Red has recently appeared in the port of Ogh-Hen-Kir. Its reputation is already that of a group of brutal mercenaries devoid of any humanity. It has annihilated no less than three other companies that got in its way. It is said that **Mongoose** and his men are former templars or clones of the Scorpion possessed by the desert demons.

Not too long ago the Blood-Red were the slaves of an ophidian named S'Arkos. When he gave in to Laziness, he lost all control over his huge court and was faced with a rebellion from which he couldn't escape. Mongoose and his men gather all the resources required to build a small army destined to destroy ophidian sanctuaries.

THE GLAIVE

The traitors have revealed themselves. The time for punishment has come.

—S'Cythe

S'Cythe is a *sydion*, an ophidian responsible for justice. In these times of secession and war, his task seems to be endless. His kind has given him all the power needed to avoid the many threats that weigh down on their people. The Glaive metes out quick justice, methodically and rigorously. Unlike his brothers, this *sydion* doesn't condition the bloodhounds that accompany him. According to him, diversity strengthens efficiency. His soldiers' loyalty is maintained through generous pay and the right to take tribute from his powerful victims.

PATRONS

The most famous and most infamous of the Tainted-ones is without a doubt **S'Erum**, the former *sydion* who has given in to Anger. After having executed the last defenders of the Erratum and having permitted the fall of the sanctuary, he went straight to Kaiber to look for an individual who, in his eyes, is the cause of the schism that is splitting the Ophidian Alliance: Syd de Kaiber. S'Erum, now allied with the powers of Darkness, calls on experienced companies to track down his Shadow or to assist him in battles in the vicinity of Kaiber. His great knowledge of the human psyche makes him more sociable and more complacent than most other ophidians. Yet one mustn't misjudge him: his fits of fury are frequent and only slaughter can appease the Vice.

Ayane was S'Erum's last slave and can supply valuable information to anyone looking for the fallen *sydion*. She remained in Cadwallon after the fall of the Erratum and has engaged herself in the city's dangerous life. Having mixed feelings about her former master, she sometimes employs companies charged with finding and gathering the lost treasures of the Ophidian Alliance. The best among them have the privilege of assisting her in her own operations, which are hardly ever easy ones to carry out.

Some ophidian recluses have lived away from their kind for so long that their people's fate is no longer important to them, as long as their race survives. This is the case of **S'Ygma**, an ophidian hidden in his sanctuary off the coast of Alahan for many decades already. Benefiting from great influence on several Barhan lords, he uses their resources to look for traces of the mysterious Sphinxes. Once his thirst for knowledge has been quenched, he will be able to wave the specter of the ophidians' biggest enemy to try to rally his brothers around a common cause.



The Paths of Destiny lead to many horizons. In the image of the people they come from, their companies are often turned toward the mysteries of Creation.

No matter the distance that may separate them from their land of birth, they generally remain loyal to their original culture and to the cause of their homeland.

THE PATHS OF DESTINY



THE DEFENDERS OF TIR-NÂ-BOR

Totem: Boar

THE CALL TO ARMS

The dwarves are a conservative people that is proud of its lands. They live turned in on themselves and those who go on adventure often do so because they have to. Thus many captains are rejects, dwarves banished from their fortress as punishment or through injustice. Forced to live in a world that is too big for them, these outcasts gather together and form free companies that sometimes look more like bands of bandits than military units.

Yet it happens that a dwarf feels an emotion so strong that it pushes him to leave the Aegis. This emotion can be a need for vengeance. It isn't easy to make a dwarf angry, but when it happens, then nothing can stop him. Due to the dwarves' esprit de corps, the avenger rarely ever leaves alone. He is often accompanied by members of his family or by his best friends. These expeditions sometimes last years and can give a taste for traveling to the ones taking part in them. Once vengeance has been gotten, some dwarves choose to continue their journey and to participate in the Rag'narok in their own way, almost in the background.

And finally, more and more dwarves are becoming aware of their role on Aarklash and work for the collective memory of the peoples by leaving their fortresses to study the mysteries of Creation. They also try to discover the influence of their gods in natural and magical phenomena. Only dwarves would try to tackle such a task!

REPUTATION

The dwarves of Tir-Nâ-Bor are intrigued by the free companies coming from their people. Most of them don't understand what could push a dwarf to leave his ancestral fortress. Yet this feeling doesn't turn into mistrust or aggressiveness. It is rather a form of curiosity: the free companies gather strange people. On the other hand those who have been banished are greeted with a hail of stones in all fortresses.

Beyond the Aegis the dwarven companies are perceived with mistrust. Those that were born of an exclusion or a vendetta are inevitably a source of trouble for the countries they travel through. As for the dwarves who are seeking to pierce the secrets of Creation, they are seen as visionaries by most peoples. Only scholars and academics welcome them with open arms.

FAMOUS COMPANIES AND CAPTAINS

THE CONVEYORS

Anywhere, anytime, yet always on schedule.

—Ulrek

The Conveyors are specialized in the transport of precious merchandise all across Aarklash: gold, alphax, mana gems and even diplomats. No threat can discourage these dwarves as long as the reward is worth the risks. Led by Captain **Ulrek**, they cross the continent from coast to coast, always leading a convoy. Ulrek dreams of the day that his company will travel in modified armored chariots. But for now he must content himself with several wagons escorted by razorback riding dwarves.

THE EYE OF ODNI

I'm just going to cast an eye.

—Rilda

Though it doesn't officially exist, the Eye of Odnir is a company in the service of Tir-Nâ-Bor. Named in honor of the patriarch of the dwarven gods' only eye, its mission is to inform the dwarven army about the various countries of Aarklash. The information it gathers is not limited to troop movements, but also includes topography, population, logistics, and much more. For them to go unnoticed, Captain **Rilda** claims that her men and herself have been banished from their fortress.



THE ALPHAX KHORS

We don't stick to our positions; we leave that to our enemies.

—Knud

The Alphax Khors define themselves as valiant warriors fighting for the glory of Tir-Nà-Bor. Many dwarves take these former Khor warriors for visionaries. Whatever it may be, Captain **Knud**'s soldiers have proven many times over that they can change the course of battles. Until now they have refused to be integrated in the army of Tir-Nà-Bor, for they only want to be commanded by a chief who shares their chival-

rous ideal. Yet they might soon be incorporated because some dwarves are drawn to the Alphax Khors and the awareness that they have of the necessity to go on the offensive.

PATRONS

Thorolf is a mountain-warrior with a calm personality, yet it is still better to have him as a friend. He is the keeper of a mine of gold of great purity and also of the Aegis. Alone, sometimes handicapped by his large size, he provides ore to free companies that accept to help him in his task. When his Immortal senses warn him of a danger, he sends valorous dwarven warriors to fight in the name of the Aegis. Sometimes he calls on soldiers to ensure his own protection, for his mine is desired by the enemies of Tir-Nà-Bor.

As for **Tan-Kair**, he employs many free companies for espionage missions. He is aware that he must inform himself on what is happening outside of the Aegis if he wants to be able to defend his people correctly. The Republic's inertia forces him to use free companies. His acts border on insubordination and place him in a delicate situation. Tan-Kair therefore only employs trustworthy captains and makes it clear to them that treason is not an option.

Dankard also acts in the shadows. This thermo-priest is seeking to prove the existence of Uren, the god of the forges, and to do so he has chosen to resort to comparison. He sends free companies all over Aarklash to study or steal other peoples' inventions. He is convinced that even in the Syhar machines there lies hidden the god of the forges' essence. Most of the free companies that he supports aren't aware of this goal and don't believe in it. That doesn't matter: Dankard is sure of himself!





THE RATS OF NO-DAN-KAR

Totem: Rat

THE CALL TO ARMS

The goblins claim to have invented the concept of free company. Though nobody believes this claim, it may very well be true: the youngest goblins don't stay in one place because they so wish to prove their worth in the eyes of the powerful of No-Dan-Kar. Every year young goblins gather around a more or less crazy objective and go on adventure with the hope of finding fame and fortune. Many never return, yet the stories told by the rare survivors are so exciting that the next generation can't resist the call of adventure!

This phenomenon doesn't only concern young goblins. The officers of the No-Dan-Kar Battle Academy and the scientists teeming in the empire's cities never stop inventing new martial techniques and new machines that then have to be tested. The goblins' actions are turning Aarklash into a gigantic field of maneuvers where the zaniest inventions and ideas clash. All this wouldn't be possible without the free companies of adventurer engineers who are specially trained in the handling of machines that are as dangerous for them as they are for the enemy.

Yet all goblins don't join a company at their own free will. The clans regularly throw individuals from their ranks who are seen to be unworthy or simply bothersome. These outcasts, who the members of the Ūraken clan call "ronins," tend to group together to improve their chances of survival. Some of these free companies become bands of bandits while others become units of mercenaries. And some, finally, travel far away from the swamps to establish new colonies.

REPUTATION

In No-Dan-Kar success is what pays. Young adventurers and intrepid engineers are revered as examples to follow when they return victorious from their mission, yet they are scorned like the most disgusting of roaches when they return empty-handed. Furthermore, they automatically earn the respect of their peers if they amass enough klús to buy a title of nobility. In this dictatorship of success the richest goblins and those with the most titles systematically cast out the ronins. On the other hand, brats and all those who are slaving away in the slums of the big cities see these outcasts as popular heroes.

The other peoples don't trust the goblins very much. Be they adventurous or turbulent, the children of Rat always end up causing trouble wherever they go. Only patrons who have nothing to lose or are willing to risk everything call on these companies. They believe that though the goblins have a tendency for the worst, they are also capable of the best, and their adaptability and ingenuity no longer have to be proven.

FAMOUS COMPANIES AND CAPTAINS

THE SEVEN SAMURATS

Honor sometimes demands that everything be lost.
—Myamoto Gobushi

The Seven Samurats are the most famous company of ronins. Their captain, **Myamoto Gobushi**, was already famous before this group was formed. He used to teach the art of war at the Ūraken school. Disgraced for having dared contradict Ūraken, Gobushi hit the road accompanied by his most loyal students.

Dishonored, he now fights by the side of other outcasts of No-Dan-Kar to make justice and honor prevail. Declared an outlaw by the imperial authorities, this free company regularly suffers heavy losses, which are luckily compensated for by fresh recruits attracted by the renown of the Seven Samurats.

THE RISK-TAKERS

War is the most beautiful of inventions.

—Glycerine

The Risk-Takers are a motley bunch of engineers, soldiers and pirates from all over No-Dan-Kar. It would have fallen apart a long time ago if it weren't for Captain **Glycerine's** iron hand. Indeed, this old she-goblin, who looks like a madwoman, combines a certain charisma and a devilishly creative mind. Every battle is the source of inspiration for a new invention whose test is cause for a battle, which in turn is a new source of inspiration... This vicious circle causes the company to travel to the four corners of Aarklash and it seems that the journey is far from being over.

THE ATOMIUM COMPANY

Today we conquer Aarklash!

—Captain Atomium

The Atomium Company gathers the disciples of the famous **Professor Atomium**, who is now captain. Cast out by his clan, scorned by his peers, Atomium has decided to conquer the world to get revenge. The disciples who followed him are either the most devout or the stupidest ones who were studying in his laboratory. Yet Atomium has everything going for him: being a goblin mutant, he has an oversized and prolific brain. Every morning he wakes up with a new plan of conquest and therefore a new mission to carry out. One day he will triumph!

PATRONS

The infamous **Yakûsa** (see *Cry Havoc*, volume 7) employs many free companies of No-Dan-Kar. Confined to Zoukhoï, he uses these groups to sow trouble in the empire and prepare his landing. Though he prefers using goblins to preserve a certain discretion, he doesn't mind hiring companies of orcs or Wolfen when a bigger force of impact is required. Some of these captains are not paid, yet Yakûsa has promised them a position of choice in his future empire of Zoukhoï.

To counter this menace **Bazûka** also makes use of free companies. He sends some all over the empire to fight his biggest rival, and he also sends some to Zoukhoï. These groups must gather as much information as possible to allow Bazûka to outmaneuver his archenemy. Furthermore, Bazûka is

counting on using free companies to flush out the yakûsa guerillas once hostilities have been triggered on the rebel archipelago. Like his nemesis, he prefers using goblins so that the companies' actions go unnoticed, but he also employs mercenaries bound to the famous guild of Blades.

Far from this horrendous quarrel, **Gidzzit the Bell Ringer** continues on his quest for magical knowledge. Hungry for new spells, he gathers clues on the location of parchments and spellbooks as quickly as he can. He then sends free companies to the four corners of the continent to get the precious works and bring them back to him. The captains he employs come from all backgrounds and rarely understand their patron's motivations. What more, they often return empty-handed because Gidzzit's clues are cryptic or devoid of any sense. However, after countless attempts and missions, the magician has built a respectable collection of parchments and books.



THE BRAVES OF BRAN-Ô-KOR

Totem: Jackal

THE CALL TO ARMS

The orcs, nomads in their own lands, are used to living in a tent. What more, they were genetically designed to resist all types of climate. Everything in their culture and in their nature makes them destined for a life of wandering. Yet many of them are fiercely attached to Bran-Ô-Kor and dream of the day that their nation finally is recognized. Those who don't share this dream form a company and go looking for adventure elsewhere.

Some orcish tribes become free companies out of necessity. War and disease have decimated them and only a handful of their members are left. They can then either join another tribe or save their dignity by traveling the roads of adventure. Pride thus pushes the orcs to become mercenaries. Be they warriors or trackers, they are generally known for their integrity and their efficiency.

War is a part of orcish culture and of Bran-Ô-Kor's landscape. Some of the most aggressive tribes wage a constant guerilla war against Akkylannian and Syhar invaders. Like the clan of Trackers, some free companies seek glory by harassing the enemy in his very own territory. Such companies also plunder neighboring countries in the search for equipment and rare materials.

The *shakas'* sacred rites sometimes make them see mystic visions and prophecies whose interpretation can lead to the creation of companies. These have a sacred character and are given missions of utmost importance. The most vigorous *shakas* gather a handful of warriors and go themselves on the long journey that their strange dreams have inspired. The ways of Jackal and of coyatl are impenetrable...

REPUTATION

The orcs are the youngest "race" of Aarklash and in no way are they numerous enough to have a standing army. Each one of them is a warrior and must defend his kin, his clan and his homeland. That's why their own people see the orcish companies, which are so quick to put their strength into another one's service and to leave Bran-Ô-Kor, negatively. These fighters can join their brethren in times of war, yet their chiefs, as mighty as they may be, may not sit at the council of mystics and of *raïks*.

Gerikan

Jackal's Lair

Mourners
Gorge

Temple
of the East

This is not true for the companies that are formed at the *shakas'* initiative. These can freely cross the tribal territories and can sometimes ask for reinforcements to carry out their mission. However, woe to the captain who pretends to be an envoy of the *shakas* to be able to wrongly get what he desires. He is given a punishment that is level with his greed by being left to the predators of the canyons, his wrists and ankles tied.

FAMOUS COMPANIES AND CAPTAINS

THE AMOKS OF ARUKORO

Whoever tries to enchain the Amoks will die like a dog
-Kuan

The orcs are known for their huge physical strength. When they are unlucky enough to fall into enemy hands, they are sometimes enslaved. The Amoks of Arukoro are one of those companies whose reason to be is to free their imprisoned brothers. Led by **Kuan**, an Amok slayer whose clan was put in chains and left to starve by the Syhars, the Amoks of Arukoro don't retreat from anything to reach their goals. They have thus even committed a slaughter in the Pit of Claws, in Cadwallon, to free two of their kind who had been captured by goblin smugglers.

THE BROTHERHOOD OF NINE MIRAGES

You say I'm going crazy? I've looked the Rag'narok in the face and that beast feeds on people like you.

—Lukorok

Nothing destined **Lukorok** for adventure when, under his master's watchful gaze, he took coyatl for the first time. Possessed by a powerful spirit, he hallucinated for days and had nine nightmarish visions concerning the future of Aarklash at the outcome of the Rag'narok. Shortly after his awakening the vigorous master of rites gathered the Brotherhood of the Nine Mirages and went on a long quest whose true goal remains unknown to date.

THE RAPTORS OF SHALAKH

Payment is to be made in advance. Or else I'll also tell you where the trap is only afterwards...

—Masikuru

After having worked with the Akkylannians of the Temple of the East for years, the Raptors of Shalakh have developed an unusual taste for money (according to orcish standards). This company has left Bran-Ô-Kor to conquer a rich and fertile continent. Renowned scouts, the Raptors sell their services to whoever can pay the price, no matter the cause or the place. Some among them still have some scruples left. They fear the day that **Masikuru**, their chief, is made an offer by the Syhars. Would he dare accept it and thus definitively turn his back on his homeland?

PATRONS

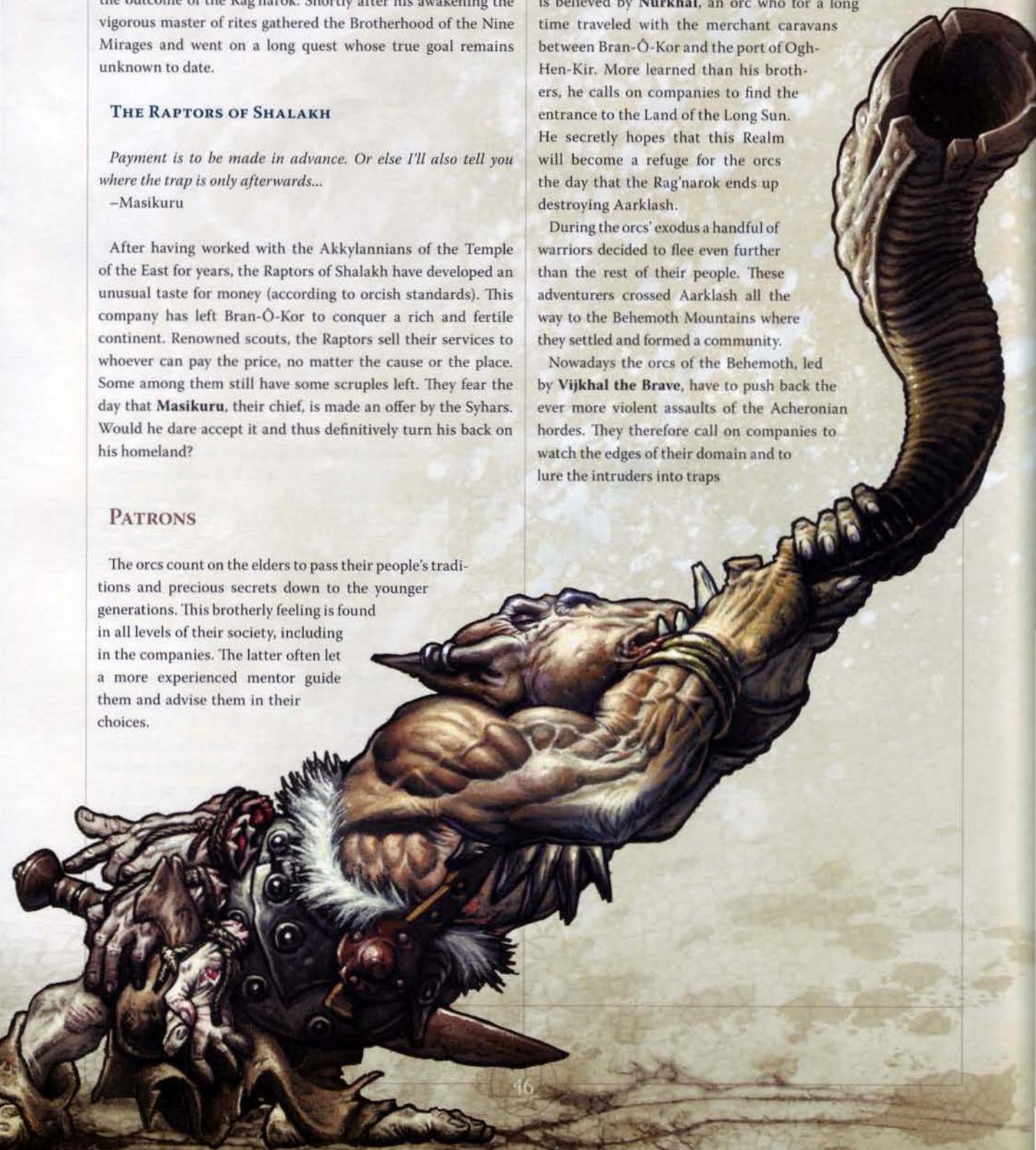
The orcs count on the elders to pass their people's traditions and precious secrets down to the younger generations. This brotherly feeling is found in all levels of their society, including in the companies. The latter often let a more experienced mentor guide them and advise them in their choices.

Avangorok the Elusive, the symbol of the orcish people's resistance against its enemies and chief of the Tracker clan, often takes in groups of young warriors who wish to follow in his footsteps. He sends them off to theaters of operations where they carry out acts of guerilla warfare against Akkylannian and Syhar targets: assassinations, ambushes, sabotage, etc.

The orcs' shamanistic spirits prowl in the dreamscape named the "Land of the Long Sun." Many instinctive magicians think that this domain is a magic Realm that is subject to unusual laws and may even be an unfinished Realm. This is believed by **Nurkhal**, an orc who for a long time traveled with the merchant caravans between Bran-Ô-Kor and the port of Ogh-Hen-Kir. More learned than his brothers, he calls on companies to find the entrance to the Land of the Long Sun. He secretly hopes that this Realm will become a refuge for the orcs the day that the Rag'narok ends up destroying Aarklash.

During the orcs' exodus a handful of warriors decided to flee even further than the rest of their people. These adventurers crossed Aarklash all the way to the Behemoth Mountains where they settled and formed a community.

Nowadays the orcs of the Behemoth, led by **Vijkhal the Brave**, have to push back the ever more violent assaults of the Acheronian hordes. They therefore call on companies to watch the edges of their domain and to lure the intruders into traps





THE CHILDREN OF YLLIA

Totem: Wolf

THE CALL TO ARMS

Wolfen society, which is based on the pack and on relations of dominance, is similar to that of the free companies. Yet these two social structures convey very different values. The pack is a basic cultural component whereas the company has a specific goal, beyond just its own survival.

The Wolfen are divided into two large categories: those who are sedentary and those who are nomadic. The former protect the territory on which they live; the latter travel from place to place, following their game and their instincts. The alphas of some companies consider all of Aarklash to be a Wolfen hunting ground and scorn borders. They attack the other peoples' bastions to prove the obvious superiority of their convictions and to harass the Craftsman, the spirit of civilization, the embodiment of everything that is contrary to nature.

The Wolfen's predatory nature pushes them to aggression when too many of them share the same protectorate. To avoid useless bloodbaths, the weakest among them (often young adults) leave and go on a quest for other hunting grounds. Some defy their pack leaders or find old stone circles that their shamans have to awaken again with very dangerous rituals.

The companies that have a territory and abundant game spend much time on the mysteries of Yllia and use lunar bridges to visit strange Realms. The members of these adventurous companies who return back to Aarklash after such a journey are transformed, having been touched by an otherworldly power. They bring back the celestial metal from which are forged the Fangs of the Stars, the sacred weapons of their people.

REPUTATION

The Wolfen don't distinguish much between a pack and a company. In their eyes they are groups held together by powerful bonds and led by a leader.

Some pack leaders, hungry for domination, try to subjugate company captains to raise their own pack's strength. It can also happen that a charismatic captain rallies young recruits to his cause and thus deprives a pack of valuable warriors. Some packs therefore see companies as potential rivals and only allow them to stay on their territory the time that it takes for them to accomplish their mission.

More rarely, some packs see the companies as the true impulse of the life of their people, as wanderers of the Paths of Destiny, as scouts or as messengers. They welcome them with hospitality and never miss out on questioning them thoroughly on the state of the world.

FAMOUS COMPANIES AND CAPTAINS

THE BLASTING WIND

A predator must learn to hunt alone.

—Valkaris

The Wolfen packs all know **Valkaris** and the company of the Blasting Wind. Valkaris is an accomplished prowler. The ingenuity of his traps is only equaled by the plethora of wonderful stories that he brings back from his travels.

His long journey has often let him confront the chaos that is menacing Aarklash. Very worried about the Ragnarok, he takes with him hunters and young warriors to prepare them for survival in a world that, according to him, can turn upside down at any moment. The pack of the Blasting Wind thus prowls wherever one least expects it to be, from the vicinity of Kallienne to the desert of Syharhalna.

Valkaris also hides a secret: he is one of the messengers of the Firstborn, who was Yllia's lover and father of the Wolfen.

THE RESTLESS

May your death be without rest.
—Simgen

A grave guardian's duty is to watch over the pack's tombs and to avenge any desecration. Some packs aren't big enough to correctly perform one or the other of these tasks and call on the Restless. Led by **Simgen**, a wandering grave guardian, this gloomy looking group of warriors seeks stolen treasures and punishes tomb raiders.

The Restless never ask for payment when it comes to "liberating" an ancestor who was turned into a zombie by a necromancer.

Despite his devotion, Simgen is tempted by the desire to learn more about the dark arts. He knows that this is forbidden, yet bringing back the dead would allow him to raise an army and avoid the loss of valorous warriors.

THE ORACLES

The rune is not the key to the future, but the first stone of the road leading there.
—Tildarak

More and more Wolfen are tiring of Yllia's sibylline omens and are joining the Spawn of Devastation. Others adopt an attitude that is just as violent, yet wiser: they direct their acts toward very specific goals. Such is the case of the company of the Oracles, which is led by the rune guardian **Tildarak**. He draws runes to find the traces of present, past and future events. With the help of his companions he untangles the web of Destiny, solves apparently unsolvable mysteries, strikes his enemies when they thought they were safe, and prevents horrible tragedies.

PATRONS

The Wolfen have a tribal structure. A pack only meets others during formal ceremonies or exceptional events, such as having to join forces to push back an enemy army. The Wolfen companies are therefore usually sponsored by their own pack or by a specific pack leader.

There are, however, exceptions, such as **Kassar the Fugitive**. Because of his rebellious and solitary character, this outstanding warrior never stays in the same place for a long time. His journeys bring him to meet many different companies that he doesn't hesitate to contact in times of need. He rewards his companions for a day by giving them mana gems, precious stones or other valuable objects that are easy to carry. Those who manage to earn his friendship are sometimes given the privilege of his teachings.



Isakar the Watcher is also an exception among the patrons of Wolfen companies. His close relations with the Kelts of the Sessairs clan make him one of the most fervent partisans of a certain tolerance toward civilization. According to him the salvation of the Wolfen depends on the struggle against Darkness and on the humans' becoming aware of the damage that the proliferation of cities wreaks on the savage lands. He therefore calls on companies to carry out specific missions in which violence has to be carefully directed.

Kaëlliss the Silent, the Daikinee prince of the Howling Pack of Cadwallon, hopes to rally all the Wolfen and Daikinees wandering on the roads of Aarklash. He is planning on giving them a place to live: the stone circle of Caer Laen, which had once been desecrated by the Devourers of Vile-Tis. Kaëlliss calls on all those who are willing to help him on his quest.

THE DISCIPLES OF THE BEAST

Totem: Hyena

THE CALL TO ARMS

The Devourers live without fear of god or man and just follow their instincts. Unlike their brothers who remained faithful to Yllia, they don't hate or avoid the cities to which their wanderings lead them. Most of the time they settle in them without looking for trouble, happy to have simply found a land of asylum. Unfortunately their lifestyle and their desire to spread the revelations of the Beast tend to provoke hostility among their hosts. In the face of this threat many bands act preemptively and let their most violent instincts run free. Their horrifying misdeeds hinder the efforts made by bands that, tired of being hunted like stray dogs, are looking for a land that can harbor all of the Devourers as a whole.

Some disciples of Vile-Tis work alone, but the vast majority of them gather in companies. Their small yet constantly growing numbers force them to unite and to protect each other. They don't have many other choices if they wish to survive the wrath of the gods and the retaliation that their acts of destruction cause.

These companies, experts in guerilla warfare and lighting operations, preach total freedom and sell their services to those who take the risk of getting in touch with them. Their captains recruit all kind of outcasts with various talents.

The most dangerous Devourers are also the most discreet ones. They entirely devote themselves to the art of war as taught by Vile-Tis to his most zealous disciples. Their lives then have no other goal but to confront ever more formidable enemies, to perfect their techniques, and to reach the perfect balance

between animal instinct and the science of combat. Their companies are the armed hand of the Beast and they act in his name during their deadliest missions.

REPUTATION

The individual reputation of a company of Devourers is very important to its captain. Among a people where every form of authority is violently rejected, only charisma and renown allow a company to attract new recruits that are indispensable for its goals to be reached. A Devourer captain who is too authoritarian or too prone to failure has a high risk of seeing his companions leave to join his rivals, if he doesn't end up getting his throat slit before that.

Companies of Devourers are usually greeted with hostility or mistrust by the other peoples, except their allies. Many of them are declared outlaws and are hunted by the authorities, especially in Akkylannie where the revelations of the Beast are considered to be intolerable insults to Merin.

FAMOUS COMPANIES AND CAPTAINS

THE PALADINS OF THE BEAST

Where are your divine protectors while I massacre you?
—Athros

As soon as his eyes were opened to the truth of the Beast, **Athros** embarked on a terrifying crusade. This flesh-eater travels the roads of pilgrimage not seeking spirituality but rather to destroy the holy places where believers gather. Some Devourers, inspired by this simple yet so symbolic quest, have joined this lone guerilla who isn't afraid of death. They are called the Paladins of the Beast.

THE FANGS OF STEEL

You fight well. What name should I put on your tombstone?
—Balkanir

Many Devourers live on a day-to-day basis, the goal of their quest being neither a place nor an individual, but rather an ideal that they have to find within themselves. This is the case of the Fangs of Steel, who are led by the master of carnage **Balkanir**. These Devourers devote themselves mainly to the art of war and their weapons are for hire by whoever can afford them. They perfect their mastery of combat by going from battlefield to battlefield, ready to take command the day that the Devourers gather in an army of the apocalypse.





THE HYENAS OF THE YNKARÔ

Come here, princess, let's see how much your family is willing to pay...

—Corûn

The Hyenas of the Ynkarô is a company made up mainly of half-elves attracted by the Rag'narok's promises of fortune. The nations are investing considerable means for their wars and a twisted mind can easily make a profit from this. **Corûn** and his warriors therefore wait for the end of battles to attack the weakened winners. They then reap the fruits of their shameful victory and flee toward new horizons. They also attack convoys and don't hesitate to negotiate a ransom for the prisoners they take.

PATRONS

It's all in a young company of Devourers' interest to travel to the territory that stretches from the Forest of Caer Maed to the Plain of Tears. This is the domain where **Kalyar the Awakened** and his band prowl, caught between the templars of the North, the Sessairs and the dwarves of Naël-Tarn. Kalyar, who is endowed with a bright mind and is very well informed about the activities in the region, calls on companies to steal dwarven metals, harass Akkylannian convoys or ransack recently established colonies in order to maintain the balance of forces that allows him to prosper. The companies can keep their plunder as long as they give a part of it to Kalyar's band.

Zeïren, being a mercenary, was the first Devourer to fight on a battlefield. Though he is now pursuing his own quest, many are the captains who still get in touch with him to ask for his help in combat. He then transmits their request to the nearest companies. After all, all gold is good for the taking.

Zeïren and his half-elf companion **Scruple** also call on companies when their skills alone aren't sufficient to reach their goals. The captains then make the best of it and support the messenger of Vile-Tis's destructive temperament with the hope of earning his good favors.

The best companies sometimes have the privilege of meeting **Styx, the Apostle of the Beast**. This frightening Devourer fosters projects of large scale whose stakes are often impenetrable. Wealth is of no concern to him, so much so that he offers huge rewards to whoever accomplishes all kind of insane projects. The captains, however, are less interested in his gold than in Styx's blessing. The mightiest desecrator of Aarklash is able to give superhuman powers to those who show themselves worthy of the Beast.

THE GUARDIANS OF QUITHAYRAN

Totem: Scarab

THE CALL TO ARMS

It has been centuries that the Daikinees haven't left Quithayran. Nowadays the Rag'narok arouses the curiosity of some of them, who decide to leave their land of birth to rediscover Creation. Though they are intrepid, they are also wise enough to recognize that Aarklash is full of dangers. The first step in their journey is therefore to look for other adventurers who have the same wish and to found a company of voyagers.

In spite of the distance, most of these companies remain loyal to Laureken and don't hesitate to fight for the interests of their nation. Others spend so much time among other peoples that they end up losing this bond and become mercenaries.

These explorers aren't the only elves that leave Quithayran. The Daikinees who are the closest to the fayas are aware of the problems that they meet in the other parts of Aarklash. Some don't hesitate to found a company and cross the continent to give support to a faye in danger. Most of these companies sooner or later end up in Cadwallon. Indeed, in the City of Thieves ogres eat fayas the same way that others eat cookies.

The Daikinee women also have to face a serious problem. Struck by Scaëlin's curse, they die when giving birth to their first child. Though most of them accept this fate for the sake of their people's salvation, others refuse to be sacrificed in this way

and flee their land of birth, hunted by their husbands or brothers. The slyest or luckiest among them meet other pariahs and form companies. They can thus resist more easily and longer the hunts that are organized to try to track them down. Those who get away sometimes dream of finding love again among the men of a different people than theirs.

REPUTATION

Because King Mneryl has officially engaged the people of Quithayran in the Rag'narok, the Daikinees accept that an ever-growing number of them leave the sacred forest. Concerning companies, they regret that they don't serve under the royal standard, yet they see the usefulness in the captains' approach. They remember those who left to seek the god of Dawn in the Age of Rebirth and the beneficial aspect that these initiatives can have. Thus, a captain who returns will always be welcomed with open arms, unless he has rejected his origins to become a mercenary. As for the women who have refused to sacrifice themselves, their return isn't even an option. They are hunted like animals and beaten to death for their crime.

The other peoples see the Daikinee companies in the same way as they do the people of Quithayran in general: with a mix of fascination, curiosity and mistrust. Very few mortals know the Daikinees and the sight of these warriors bearing vegetal armor and exotic weapons can trouble even a hardened veteran.

SÖL
SEA

Ruins
of Larönn

Ghost-town
of Anura

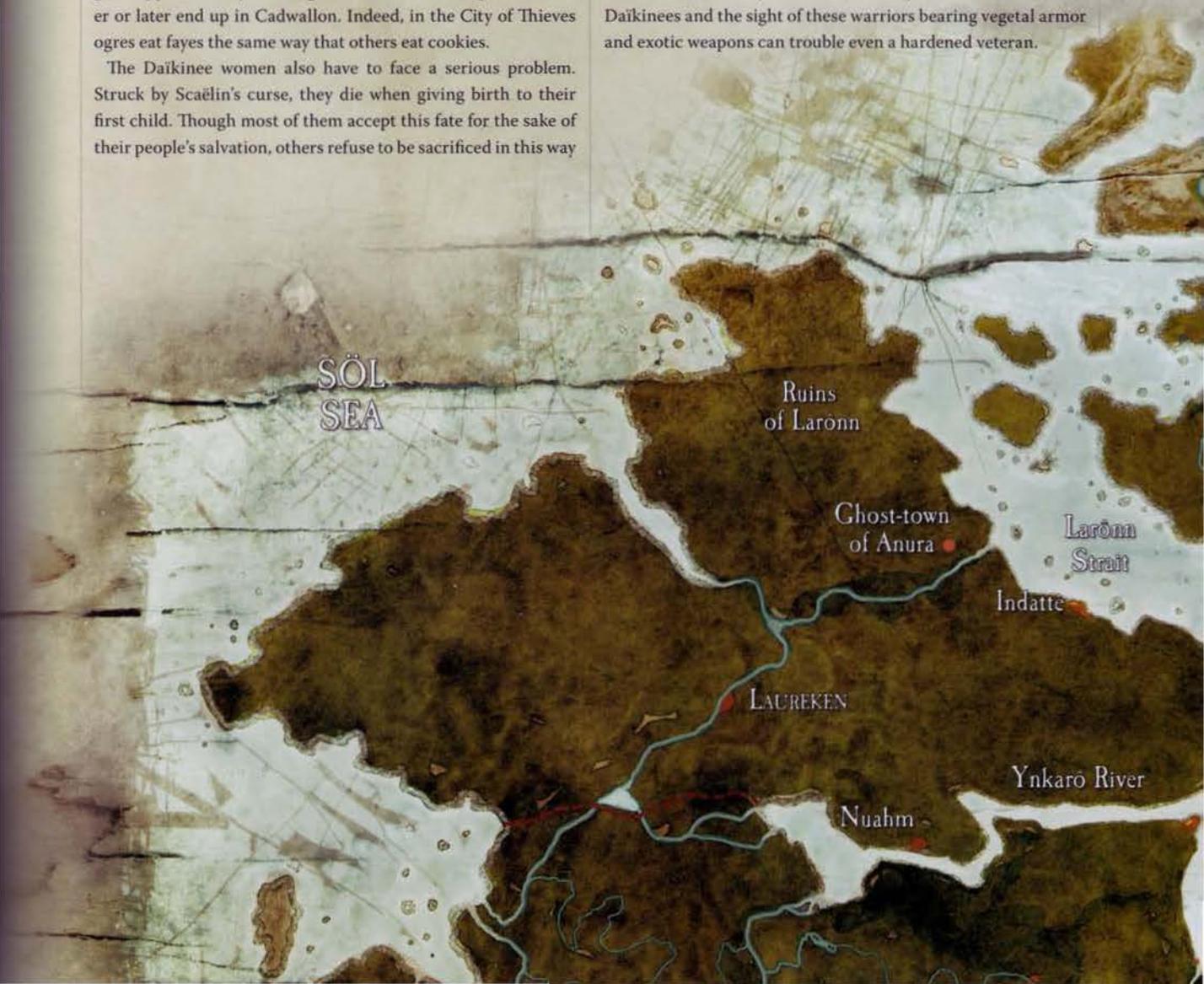
Larönn
Strait

Indatte

LAUREKEN

Ynkarö River

Nuahm





FAMOUS COMPANIES AND CAPTAINS

THE DAWN WATCHERS

Every evil has its remedy.
—Lymaëlle

The Dawn Watchers are formed of Daïkinee men and women who are convinced that there is a remedy for Scaëlin's curse. Led by **Lymaëlle**, an experienced sentinel, these soldiers travel all over Aarklash looking for a solution, no matter what it may be. Be it an orchish plant, a blessing of Light or an alchemical procedure, they will try anything. Indeed, they remember the fool's bargain that the Syhars had offered them a long time ago and suspect that there is some truth in it. The company is therefore investigating and wages battle when those they are dealing with remain deaf to the distress of the people of Quithayran.

THE SAVIORS

Using my life force to feed Aarklash, yes! To feed ogres, no!
—Naryela

The result of the fusion of two almost decimated companies of elves and of faves, this company watches over the latter and struggles against their elimination in Cadwallon. Captain **Naryela** is herself a faye that just barely escaped death. Beneath her childlike appearance boils a terrifying hatred for ogres and those who organize the massacre of her people. Apart from this vendetta, the Saviors organize the exodus of the faves from Cadwallon to the Emerald Forest. For now this free company hasn't been declared outlaw by the duke, though conflicts with the guilds or the leagues are inevitable.

THE COMPANY OF LARÖNN

Being in harmony with the natural forces doesn't exclude being able to negotiate a good price.
—Lorentys

All Daïkinees aren't mystical beings living in a dreamy world. Through contact with the other peoples some develop a very humanlike pragmatism and sense for business. Thus the mercenaries of the Company of Larönn commonly engage in trade. Under the orders of Captain **Lorentys** they travel all over Quithayran looking for rare plant and animal species that they sell for a heavy price in the port of Indattè. When they lack merchandise they ensure the security of convoys traveling the seas or the land and they serve as intermediaries with the authorities of Laureken. Though they are motivated by profit, they maintain a certain respect for the sacred forest and haven't officially been declared pariahs.

PATRONS

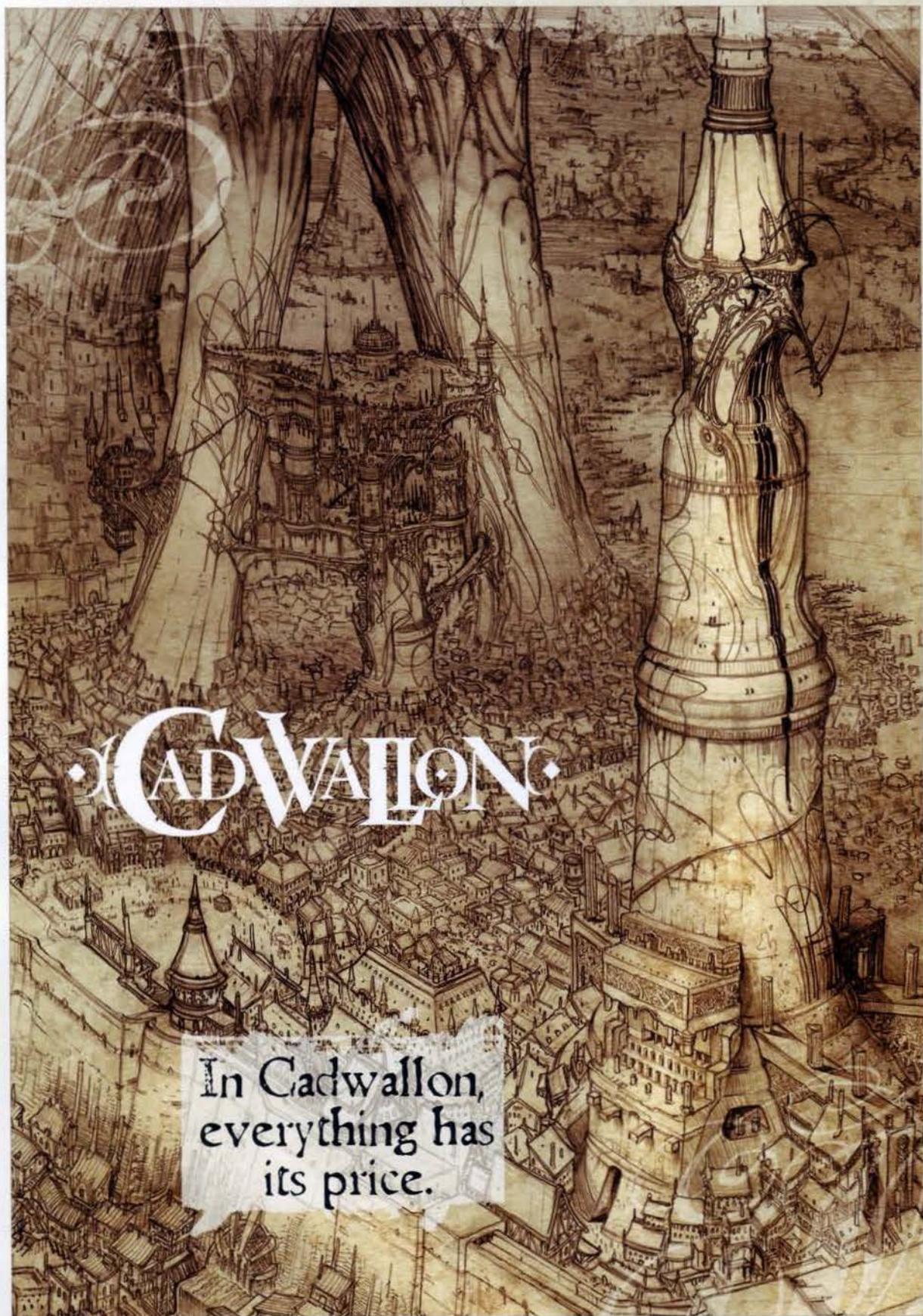
Master Sulandryl is a powerful mage in Laureken who maintains a special harmony with the natural forces of Aarklash. Accustomed to protecting the magical balance of Creation well before his people joined the Rag'narok, he maintains a network of companies that operate for him all over the continent. Thus, at the slightest sign, he sends one of them to do the required job (freeing or imprisoning an elemental, opening or closing a portal, etc.). Sulandryl employs Daïkinee or foreign companies in exchange for return favors or for Cadwë ducats.

At the heart of the sacred forest, **Eländir** has been worrying about the Daïkinees ever since they decided to participate in the Rag'narok. This old faye's roots are so deep that they prevent him from moving. He therefore has to call on companies to keep himself up to date on the Rag'narok. When the news seems to be too worrisome to him he sends messengers to King Mneryl's court. Unfortunately his opinion isn't always enough to trigger a royal intervention, so he then has to send a company himself to resolve the crisis. Eländir mainly employs Daïkinee and Wolfen captains.

Maëriith owns many shops in Indattè. For a long time already she has been pushing for the Daïkinees to open up to the outside world, if only to find a remedy for the curse affecting their women. She uses all of her influence to avoid having to give birth.

Maëriith thought she saw a sign in King Mneryl's declaration of war and launched a vast business venture. Since then she has been paying numerous companies to protect convoys and to install trading posts all over Aarklash. More than ever she is convinced that the salvation of her people will come from elsewhere than Quithayran.





• CADWALLON •

In Cadwallon,
everything has
its price.

THE GUILDS OF CADWALLON

THE CALL TO ARMS

The guilds of Cadwallon have many institutions at their disposal to protect their interests in the city. Beyond the walls, however, they depend on their business partners and military allies. Sometimes this isn't sufficient. The duke, for this conflicts with the city's free status, disapproves the sending of troops outside of the city. Yet this doesn't bother the guilds, which apply a policy of "don't tell, don't ask."

When a guild has to take care of its problems itself, it forms a company and sends it on a mission. If the captain proves to be competent enough, then the company becomes permanent and serves the guild's interests in the four corners of the continent. The guild of Ferrymen and the guild of Blades are accustomed to this, for their activities involve relations with the other nations of Aarklash.

Independently of the guilds' directives, merchants and craftsmen sometimes take the initiative of forming their own companies. They also need to protect their interests outside of Cadwallon (protecting their convoys, their representatives, etc.). And finally, even though the negotiation of trade agreements is in principle the guilds' responsibility, it happens that enterprising merchants negotiate their foreign contracts on their own. The Thieves, who have relative freedom to act, are the quickest to take this liberty.

Some merchants push this logic even further and hire companies to avoid the taxes to be paid to their guild. Disguised as a merchant caravan, they go and establish a full-scale trade business. And when they claim to have "resisted" an attack by bandits, in reality they are hiding the plundering of a competitor. The companies in the service of these intrepid merchants therefore have a doubly illegal status – from the duke's and the guilds' point of view – yet which is also twice as lucrative.

REPUTATION

In Cadwallon the reputation of the free companies is ambivalent. The spirit of enterprise is strongly encouraged by the guilds and the founding of a company is generally seen as a profitable venture. However, the free companies are a means of tax evasion. And if there is one thing that the guilds pay attention to, then it's their accounting. Publicly, therefore, the Cadwē companies are encouraged and welcomed. Yet in the backrooms of the guilds each of their missions is the object of an investigation and those guilty of fraud are mercilessly "penalized."

Beyond the city's walls Cadwallon's companies are received rather well. The guilds' professionalism no longer has to be proven and their will to keep a good reputation encourages

them to keep an eye on their captains. The potential employers are therefore reassured. This is also true for the authorities, for a guild's activity in a country is often the object of a treaty that clearly defines its rights and its duties.

The only ones who really mistrust the guilds are no others than the Cadwēs who are proud of their freedom and don't like seeing their fellow citizens throw themselves headlong into the Rag'narok. Luckily for them, the free leaguers (see *Cadwallon*) watch that the guilds' undertakings don't endanger the Free City.

FAMOUS COMPANIES AND CAPTAINS

THE INVISIBLE ARCHITECTS

Morals are a human construction like all others.

–Korales

The Invisible Architects keep an eye on the activities of the other guilds. These fighters, who come from the guild of Architects, are thinkers as well as soldiers and are very keen on watching over their fellows' ethics. Captain **Korales** is a former artillery officer who is obsessed with the guild's moral and esoteric ideals. He inspires his men with fervent speeches, even in the heat of battle.



THE TRUMP HUNTERS

We have more than one trump hidden up our sleeve. Twenty-two, to be exact.

—Shalandra

Led by **Shalandra**, a Syhar, the Trump Hunters travel all over Aarklash looking for Vanius's Tarot. Working for the guild of Fortunetellers, this company has to locate all the cards and identify the individuals they represent. Officially Shalandra hasn't been ordered to keep the magic cards for herself, yet rumor claims the contrary.

THE DEATH TRICKERS

Death is a very accommodating mistress.

—Gornyr

Depending on one's point of view, the Death Trickers represent the best or the worst of the guild of Blades. This guild entrusts the firebrand **Gornyr's** ogres and men with missions that have a reputation of being so dangerous that it is certain that no mercenary will come back alive. Yet every time the Death Trickers return. Not all of them, but enough to let the company last.

THE SHADOW TRANSPORTERS

The shortest road isn't always the fastest one.

—Anselis.

The Shadow Transporters are Ferrymen who are specialized in the smuggling of highly illegal products: slaves, clones, Acheronian spellbooks, gems, artifacts, ophidians... These soldiers are experts in undercover activity. Yet when discretion is no longer enough, they are always ready to charge.

Captain **Anselis** boasts about being an unrivalled marksman and he never stops going for new war trophies.

THE COLLECTORS

Bad debts make bad friends.

—Harkol

When debt reminders and attorney's letters are no longer sufficient, the guilds of Cadwallon all know that they can call on the Collectors. This company of the guild of Goldsmiths is able to collect funds at the far side of Aarklash or in the deepest sewers of the city. Combining negotiation skills and martial aptitudes, Captain **Harkol** and his soldiers always make sure payment is made, even if it is in kind.

THE COMPANY OF ASHES

I have good news and bad news...

—Nessalia

The identity of the grand master of the Usurers is a secret to no one. Yet Sophet Drahas doesn't only lead this guild; he also administers his fiefdom of Taer Haez. Furthermore, he has to maintain his rank in Acheronian society. Since he can't be everywhere at once, he regularly calls on the Company of Ashes. **Nessalia**, a young Acheronian captain versed in necromancy, has surrounded herself with intrepid Usurers who deliver their master's word everywhere and sometimes make it respected through the use of arms.

THE SÖL COMPANY

The hand is quicker than the eye.

—Söl

The guild of Thieves has turned robbery into a true artistic discipline. One of its masters is no other than **Söl**, a former pirate with a troubled past. This man named after an ocean could have become a grand master, yet he preferred to improve his art instead of going into politics. He therefore formed the Söl Company, which gathers the best burglars of Cadwallon. No strongroom in Aarklash can resist the nimble fingers of these fighters.

PATRONS

Myros Doghán, hearth master of the great steelworks (see *Cry Havoc*, vol. 3), employs companies (associated with his guild or not) to advance his political ambitions. Wanting to become the next grand master of the guild of Architects, he organizes dirty tricks and ambushes to undermine Aëhallyn's power and bring forth her incapacity to manage the guild.

Elisandre d'Orval is a highly experienced fortuneteller, so much so that she can glimpse the magical potential of tarot much more than her fellows. She has come to the conclusion that this power should remain the privilege of a few... and especially her own. She therefore hires companies to avoid the proliferation of fortunetellers on Aarklash. She orders the captains to eliminate bothersome magicians or, on the contrary, to recruit them by force.

More than a form of art, war is a bona fide life ethic. That, in any case, is what Commander **Arthus**, who is nicknamed "the Commander" by everyone, is convinced of. This former Akkylannian conscript who has gone into exile in Cadwallon is sure that war spreads moral values, that it raises man above his beastly nature. He therefore sends companies to the four corners of Aarklash to form units with this ethic in mind. The surprising results of these teachings on the troops' morale dissipate the ridicule surrounding the Commander's ideas.



A Cadwë by birth, daughter of pirates, **Marienna** has traveled all over Aarklash all her life. She is now old enough to be a grandmother and insists on righting a wrong that has been bearing down on her for many long years: the map of Aarklash is incorrect. She therefore sends companies all over the continent to gather correct data. Marienna hopes that between the number of companies involved and her own knowledge of cartography, Aarklash will finally show its true face.

As for **Baryum**, he is one of the scribes of the Goldsmiths. The accounting books that this goblin cooks are among this guild's most valuable possessions. Yet one of these books is missing. If the grand master finds out about this, then all that Baryum will still be able to do is watch the daisies grow from underneath. He therefore hires companies (using funds embezzled from the guild) to get back the valuable document.

The Usurers and the Thieves are waging a ruthless war for the control of the Cadwë underworld. Of course the militia and the duke frown on this bloodshed. To avoid ending up in the prison of Ten Thousand Paces, **Elöwen** employs companies from the four corners of Aarklash and sends them on the Thieves' tails. The usurers allow herself to commit anything, from attacking convoys to assassinations, using companies as proxies.

Far from these quarrels, **Voltran** meticulously carries out his job: collecting the Valuables Appropriation Tax. This levy, which is the keystone of the guild of Thieves, causes many problems. Convinced that even his closest coworkers embezzle funds, Voltran has decided to use the services of independent companies, be they Cadwë or not. Their mission is to keep an eye on the tax collectors and to neutralize those who defraud the guild.



CHAPTER 2

ON THE ROAD TO GLORY

For over a century the order of the valkyries of Alaban has been in disgrace. Sofia van Orden, a pythia of Azël, has never been able to bear the weight of this shame. With her sister and two valkyries who share her views she founded the Sisterhood of the Chimera. These young women have left their order to travel across the baronies and inspire the people

of Alaban with their feats of arms. They secretly hope that one day their prowess will bring back glory and honor to the order of valkyries. This devotion and sincerity have touched two paladins, who have joined the warrior sisters. One of them, Otto van Helm, honors the tradition of chivalrous love by courting Valeria van Orden, Sofia's younger sister.

When building a company, each player has 125 renown points, 50 resource points and 90 experience points at his disposal, which he can use to recruit his first soldiers, acquire their attributes and give them previous experience. The soldiers who originally found a company are usually experienced warriors. As they fight ever more battles, some of them can acquire a status or power worthy of a Character.

The formation of a company goes through certain steps whose order must be respected.

1. "O Captain! My Captain!" to choose a captain.
2. "Hi guys!" or how to recruit soldiers.
3. "Been there, done that," or how to give and use the first experience points.
4. "Captain! We need material," or how to acquire attributes.

WHO CAN BECOME THE MEMBER OF A COMPANY?

Any type of fighter can become a member of a company, with only three exceptions: Characters, Elementals and Immortals.

INCARNATED CHARACTERS

Incarnates are unique. They pursue personal goals and don't intervene without a good reason to do so.

Therefore they cannot be recruited by a free company, neither when it's being formed nor by being recruited later on. It is, however, possible to call on their services on an exceptional basis.

Furthermore, the soldiers can get the status of champion during their evolution. Champions can be given artifacts and can be targeted by effects that are normally reserved to Characters.

ELEMENTALS AND IMMORTALS

The bonds that link Elementals and Immortals to their summoners are not as strong as those that subjugate Familiars, and are consequently more ephemeral.

Elementals and Immortals cannot be recruited as full-fledged members of a company. Instead, a company can call on them in the same way that it can hire the services of Mercenaries.

Exception: Immortals whose rank includes a specific people, such as the mountain-warrior of Tir-Nà-Bor, can join a company of this people as soldiers.

*: This bonus doesn't apply if the "Leadership/X" ability is limited to a certain type of fighter (such as Cypher Lukhan's leadership, which only applies to Keratis warriors).

1. O CAPTAIN! MY CAPTAIN!

The creation of a free company always starts with the choice of the non-Character miniature that will be promoted captain. All fighters, with the exception of the ones mentioned below, can take on this role.

- Fighters without DIS (meaning "DIS -") unless they have a POW value, an aura of faith or the "Leadership/X" ability.
- Musicians and standard-bearers.
- War machines with a Weight value (such as the armored chariot of Tir-Nà-Bor).
- Familiars.

The captain's value is the first one to be added to the company's.

Example: A Jackal master of rites is chosen to be the captain of a company of orcs of Bran-Ô-Kor. His value being 32, the company's value is therefore also 32. Because the company's renown is 125, it is still possible to recruit soldiers for a maximum value of $125 - 32 = 93$.

The choice of captain conditions the company's people of origin and any possible faction, as well as its maximum strength in numbers (see p. 60). It's better to avoid naming a captain of "Irregular" or "Regular" rank, for the company would risk quickly reaching its strength limit.

If the captain and/or lieutenant has the "Leadership/X" ability, then the company additionally gets a bonus* in its maximum strength.



The numbers given in the table below indicate the maximum number of soldiers that can be listed on the company sheet, including the captain.

Example: A company led by an Elite captain endowed with Leadership/10 and assisted by a Veteran lieutenant can have a maximum strength in numbers of $9 + 2 + 1 = 12$.

• CAPTAIN, LIEUTENANT AND MAXIMUM STRENGTH •

RANK	MAX. STRENGTH DEPENDING ON CAPTAIN'S RANK	BONUS STRENGTH DEPENDING ON LIEUTENANT'S RANK
Creature	5	-
Irregular		
Regular		
Veteran	7	+ 1
Initiate		
Devout		
Special	9	+ 1
Elite		
Adept		
Zealot	11	+ 2
Living Legend		
Master		
Dean	13	+ 4
Major Ally		
Virtuoso		
Avatar	15	+ 5

Bonus in the maximum strength provided by Leadership/X:
Captain: + 2
Lieutenant: + 1

Note: Though a fighter is not forced to use all of his attributes during a mission, he still benefits from their effects between two battles. This is why, if the captain (or the lieutenant) benefits from Leadership/X thanks to an attribute, then the company benefits from the associated bonus in strength.

• SPECIAL CASE: REINFORCEMENT •

All soldiers with Reinforcement, no matter how they get it, benefit from Survival Instinct instead. This modification is considered to be printed on their reference cards.

If a fighter already has Survival Instinct, then he gets +1 on the final result of rolls bound to this ability.



• NEW STATUS: CHAMPION •

Characters cannot join a company except as occasional fighters. On the other hand, the rules on free companies introduce the status of champion. This status is normally acquired when a soldier has gathered a certain amount of experience points. However, when the company's captain is chosen, he automatically acquires the title of champion.

A champion can be given artifacts in the same way as a Character.

Attention! This free promotion of the captain to the status of champion only happens during the company's formation. It can happen that a company changes captains while it evolves. In this case the new captain does not automatically become a champion.

A champion can be targeted by all effects that are normally reserved to Characters. However, this particular status does not give the fighter the other abilities and special capacities that are specific to Characters (Counter-attack, Master strike, etc.). These abilities are acquired by using experience points.

The "Solo/X" capacities reserved to Characters can be acquired by champions.

• DISAPPEARANCE OF THE CAPTAIN •

When a company's captain is killed, there are two possibilities.

If the company has a lieutenant in its ranks, then this soldier can immediately be named to be the new captain. He gives up his role of lieutenant and takes on that of captain.

If there is no lieutenant in the company, then it suffers from certain penalties until a soldier acquires the role of lieutenant and is named captain:

- During missions the soldiers suffer from -1 on the final result of their Discipline tests, including for Tactical rolls.
- A company without a captain cannot recruit any new members.

DISCHARGE OF THE CAPTAIN

The captain can be dismissed to be replaced by the lieutenant after phase 3.

The dismissed captain is immediately replaced by the lieutenant, who therefore loses his old role. The captain cannot be discharged if there is no lieutenant in the company.

There is a risk that the captain reacts badly to his demotion.

When a captain is discharged, the player rolls 1d6:

- The discharged captain immediately leaves the company.

- The captain remains in the company, yet he loses two points of Discipline (with a minimum of DIS 0) as well as the "Leadership/X" ability if he has it (unless it is bound to an attribute other than the scepter of authority).

- **to 11** The captain stays in the company without suffering any penalties.

If the dismissed captain has a scepter of authority, then it is immediately given to the new captain. If the latter already has the "Leadership/X" ability, then this attribute has no effect.

Note: *When a new captain is named at the head of an existing company, then he does not acquire the status of champion. The dismissed captain, however, keeps this status.*

CHANGE OF CAPTAIN AND STRENGTH IN NUMBERS

If the company's strength is greater than the authorized maximum after a change of captain, then the soldiers in excess are not removed. However, no other soldiers can be recruited until its actual strength in numbers becomes less than the authorized maximum.

2. HI GUYS!

The free company now exists, for it has a captain. Yet he won't go on missions all alone. That's why troops have to be recruited. Most of the time they are fighters from his army of reference or its Allies. The free companies go on exciting adventures and it can happen that they attract Stateless fighters or Mercenaries.

AFFILIATION OF THE SOLDIERS

The people the captain comes from determines that of his company. The other soldiers can then be chosen among the fighters of the same people as him or among Mercenaries, Stateless fighters and Allied peoples in accordance with the paths of Alliances (see *Confrontation 3*, p. 127).

ALLIES, MERCENARIES AND THE STATELESS

When it comes to managing companies, Stateless fighters and Mercenaries are considered to be Allies.

The rules on the limits of Allies, Mercenaries and Stateless fighters are different than those presented in the third edition of *Confrontation*. In a free company this limit depends on the

company's strength and not on its value. The number of Allies, Mercenaries and Stateless fighters in a free company should not be more than one in four soldiers.

If this proportion is surpassed due to an exclusion or the death of one or several soldiers, then the excess Allies, Mercenaries and Stateless fighters don't leave the company, but it cannot enlist others as long as its strength doesn't allow it.

Example: *A company whose current strength is of 13 members can have up to three Allies. If there are already three of them and its strength falls to 11 or less, then it normally can only have two. The three Allies nevertheless remain in the company, yet it can't enlist a fourth one until its strength reaches 15 members. The new Ally is then considered to be the company's sixteenth recruit, which allows it to include up to four Allies.*



- **Mercenary captains:** If a Mercenary is named captain of a company, then all Mercenaries – no matter their people – are considered to be of the same people as him. They are therefore not counted in the authorized proportion of Allies.

Example: A Griffin Mercenary is chosen to be the captain. All Griffin warriors as well as those with the "Mercenary" ability can join his company without restrictions.

• SPECIAL CASE: MERCENARIES •

Mercenaries are faithless and lawless fighters who don't care for whom they are fighting, as long as they are paid.

To represent this, there is another way to call on Mercenaries. Instead of being enlisted in a company, they can be recruited on a temporary basis just for a mission.

Mercenary musicians and standard-bearers can also be hired by a company just for a mission. However, their "Leadership/X" ability only applies to other Mercenaries of the same people as them, and not to the company's soldiers (even if the latter are of the same people).

- **Musicians and standard-bearers:** A company can only enlist musicians and standard-bearers of the same people as its captain.

FACTIONS

A captain can be bound to a community, a clan, a particular tribe (such as the Brotherhood of Bronze or the orcs of the Behemoth) or a faction (such as the baronies of Alahan, the Houses of Acheron, the Wolfen packs, etc.).

All rules concerning these groups apply to the free companies. Consequently, if the captain is bound to a faction, then all enlisted soldiers (except Allies) must also be bound to this faction.

The fighters bound to a particular group must be so when they are recruited.

If the captain is not bound to any particular group, then the recruited soldiers cannot be bound to any faction other than one that may be mentioned on their reference card.

Examples:

- A Wolfen player has chosen a captain bound to the pack of the Path of Opal. As a consequence, all Wolfen soldiers recruited must also be bound to this same pack. The company therefore cannot recruit a shadow tracker, since this profile is bound to the pack of the Wheel of Dreams.
- A Dwarf of Tír-Ná-Bor player founds a company that is free of all bonds. He can therefore enlist forge guardian Veterans whose rank mentions the fortress of Kar-An-Tyr, but he cannot bind a soldier of the plains to this fortress or to any other one.



Attention! The predators of blood of the pack of the Red Oaks are an exception to this rule. They may be bound to any other pack.

VALUE OF THE SOLDIERS

When a soldier is recruited, his value is equal to the amount of A.P. printed on his reference card.

Example: The first recruits of the Jackal master of rite's company are an aurochs horn blower (value: 18 A.P.) and two orc brutes (17 A.P. each). By adding their values to that of the Jackal master of rites, one gets a total of 84 of the 125 renown points that define the company's maximum value when it is formed. There are therefore $125 - 84 = 41$ points left to recruit other soldiers.

PARTICULAR AFFILIATION

If a recruit belongs to a particular group, such as a barony of Alahan or a House of Acheron, then the additional cost in A.P. that may be linked to this affiliation is also added to his value.

Example: A black paladin of Acheron's value is normally equal to 41 A.P. However, if he is bound to the House of Vanth, then his value is increased by 2 A.P. and therefore becomes 43. If, on top of that, the black paladin pledges allegiance to the Codex of the Scourge to get the "Scourge of the Souls" aptitude, his value increases by another 5 A.P. and thus becomes 48.

The value of Allies, Mercenaries and Stateless fighters is calculated in the same way as that of the other soldiers. On the other hand, they demand a bonus when they join the company, unless the captain is a Mercenary and they are of the same people. This bonus is equal to half of their value (rounded up to the higher integer) and is to be subtracted from the company's resources.

Example: *The Jackal master of rites decides to enlist a goblin archer. The latter's value (10) is added to the company's, making the total become 94. Furthermore, the company has to spend 5 resource points ($10 \div 2$) to pay this recruit's bonus. The company's reserve of resources therefore goes from 50 to 45.*

IMPROVEMENTS SPECIFIC TO THE TYPE OF FIGHTER

• Optional improvements with a cost:

Optional equipment and capacities bound to a cost in A.P. can only be acquired when the fighter is being recruited.

Example: *It is not possible to recruit an archer of Alahan and then turn him into an archer of Iaquor later on.*

This also applies to optional improvements that a new recruit can let other members benefit from.

Example: *If an armorer dwarf is enlisted, he can let another member of the company benefit from one of his special pieces of equipment. However, this choice is to be made before the end of the recruitment phase during which the armorer dwarf was enlisted.*

♦ SPECIAL CASE: SOLO/X ♦

The "Solo/X" capacities described in the *Rag'Narok* army card packs can be given to soldiers at their recruitment or later on. If this is done at their recruitment, then the capacity's value is simply added to theirs. If the capacity is learned later on, then this demands a certain investment of experience points.

• Free capacities and improvements:

When a soldier has a choice in his characteristics (such as the Jackal master of rites with his Aspects), abilities or weapons (such as the orc brutes), then this choice must be made at the soldier's recruitment. This choice is final and only concerns the beneficiary.

On the other hand, when a new recruit can let another soldier benefit from certain free advantages (such as the master of rites' amulets of Jackal or the Kelt druids' gesas), then the choice of the beneficiary is only made once the assault group has been formed, right before each mission.

3. BEEN THERE, DONE THAT

The soldiers recruited when the company is built are its heart and soul. They are usually warriors who, having acquired a certain experience in combat and tactics, have decided to found their own free company.

To represent this, the player has a reserve of experience points (EP) at his disposal, which allows him to personalize the first members of his company when it is built. At the end of recruitment, the player has 90 EP to distribute among his soldiers.

Attention! *One must distinguish between assigning and using experience points. "Assigning" an experience point means having a fighter benefit from it. "Using" an experience point means spending it to increase a characteristic, acquire an ability or to give the fighter a secondary role. The initial experience points are to be assigned when the company is being formed. Only the first recruited soldiers can therefore benefit from them. Once they have been assigned, these points can be used after any recruitment phase.*

ASSIGNING OF POINTS

The points must be immediately divided among the company's members (and not necessarily in an even way). No soldier can be assigned more than 30 EP at this stage.

All points that aren't assigned during this phase are definitively lost.

USING EP

The points assigned during this phase are used to improve the soldiers' potential. They can be used immediately or be saved for later.

These points can be spent to modify a soldier's characteristics, give him new abilities or a role.

Example: *The Orc player has assigned 30 EP to the Jackal master of rites and decides to improve his DEF by 1 point. To do so, the required number of EP is equal to 15 plus twice the fighter's current DEF value. The master of rites's DEF is 4, so 23 of the 30 EP he has at his disposal are used.*



♦ SPECIAL CASE: FAMILIARS ♦

Because Familiars are not bound to any people, they are subject to the following rules. Despite its name, the Mechanical Familiar is not concerned by these rules, for it is in fact a Dwarf Irregular.

ACQUISITION

Familiars are not considered to be soldiers, but to be attributes. They are therefore not counted in the company's value or in its maximum strength. An amount of resources equal to the cost in A.P. printed on their reference card has to be spent when they are acquired. They have to be bound to a magician.

The rules on Familiars are the same in *Dogs of War* as in *Confrontation*, with only one exception: any pure magician can have one (whereas only Characters can have one in a regular game of *Confrontation* 3). Warrior-mage Characters and Champions can also have one. The number of Familiars that a magician in a free company can have depends on his rank:

- **Initiate:** 1
- **Adept:** 2
- **Master:** 3
- **Virtuoso:** 4

Example: A player decides to give a magician of "Adept" rank a Familiar of Fire. This costs him 15 resource points. The Familiar is then included in the magician's attributes.

EXPERIENCE

Familiars can gain experience and use it like any other soldier, with only one exception: a Familiar cannot get a secondary role or become captain.

On the other hand, a Familiar can become a champion and consequently be given attributes.

WOUNDS

Familiars make their recuperation rolls like soldiers.

Reminder: A Familiar removed from the game following the death of the magician he was bound to is considered to have been Killed Outright. A recuperation roll therefore has to be made.

DISAPPEARANCE OF THE MAGICIAN

If a magician dies or is expelled from the company, then all of his Familiars leave the company at the same time as he does.

ADJUSTING THE SOLDIERS' VALUES

When a soldier has used experience points to evolve, his personal value increases.

To calculate his new value, add his cost in A.P. as indicated on his reference card to 10% of the total amount of experience points used (rounded down to the lower integer). (The experience points that haven't been used yet are not counted.)

If a soldier's value evolves, then this increase is mirrored in the company's value. This can cause the company's value to become greater than its renown. This is allowed.

Example: The master of rites has used 23 EP. The fighter's basic value (32) is therefore increased by 10% of 23, which is equal to 2, and becomes 34. These two additional points are also added to the company's value.



4. CAPTAIN! WE NEED MATERIAL....

Without equipment the company's chances of survival would be slim. The company's resources allow attributes to be given to its members. These attributes are artifacts for champions, spells and Familiars for magicians, and miracles and litanies for the faithful. Immobile machines and nexuses are attributes that are shared by the whole company.

The cost of an attribute is not included in the soldier's value. It is subtracted from the company's resources. It is equal to the amount in A.P. mentioned on its reference card.

An attribute can only be given to a soldier who can use it.

Example: *The player gives the "Mahata" miracle to the master of rites. This miracle has an A.P. cost of 12, so the company's reserve of resources goes from 45 to 33.*

Attributes can be given to a soldier when he is recruited or later on.

Once assigned to a soldier, an attribute cannot be lent or transmitted to another member of the company or even abandoned. There is, however, an exception to this rule: immobile machines (ballistae, cannons, etc.) and nexuses are not assigned to a specific soldier. Once they have been bought, they are indeed considered to be the company's attributes.

Apart from exceptions, only champions can be given artifacts. The number of artifacts that a soldier can have is limited depending on his rank:

- **Irregular, Regular, Veteran, Creature, Initiate, Devout:** 1 artifact
- **Special, Elite, Adept, Zealot:** 2 artifacts
- **Living Legend, Master, Dean:** 3 artifacts
- **Major Ally, Virtuoso, Avatar:** 4 artifacts

◆ SPECIAL CASE: ARTIFACT/X ◆

If a champion has this ability, then the X value bound to it is added to the one defined by his rank.

Example: *An Elite champion has the "Artifact/1" ability. He can therefore have up to three artifacts (2 + 1).*

◆ NEW ATTRIBUTE: SCEPTER OF AUTHORITY ◆

Being the company's chief, the captain can be given a special attribute reserved to him: the scepter of authority. This object, which symbolizes the captain's power, provides its bearer with the "Leadership/10" ability at a cost of 15 resource points.

It can be given to the captain during any attribute acquisition phase, and not only when the company is being built. It is not an artifact, yet only the captain can have one.

Advice: *A commander is a crucial strategic advantage in a company. However, one shouldn't forget that the "Leadership/X" ability can also be acquired with experience points. This second method has certain advantages as well as disadvantages.*

Saving up enough experience points may take a long time. Furthermore, a fighter can learn only a certain number of abilities. However, when the "Leadership/X" ability is learned thanks to experience, it increases the assault group's value less than when it is acquired through a scepter of authority.

What more, if the "Leadership/X" ability is acquired through experience, then its area of effect can be improved, whereas this isn't possible with the scepter of authority.

One therefore has to weigh the pros and cons before making a decision.

Special case: Lords of the Dead and Wolfen chiefs

In no way does a scepter of authority provide its bearer with the "Lord of the Dead" or "Wolfen Chief" capacity. These capacities do apply, however, if a soldier meeting the required conditions (see *Confrontation 3*, pp. 68-69) acquires the "Leadership/X" ability by using experience points.

SPELL AND MIRACLE LIMITATIONS

Magicians and faithful can be given an unlimited number of spells and miracles. However, when the assault group is being formed, the limitations explained in the *Confrontation 3* rules apply in the usual way.

A magician can therefore know many spells, but he can only use a certain number of them during a battle.

Some spells, miracles and artifacts are not compatible with free companies.

- **Morbid division:** This spell cannot be used with *Dogs of War*.
- **We are legion:** This spell cannot be used with *Dogs of War*.
- **Morbid angel invocation:** This spell can only be used to summon a morbid angel directly by spending 4 . It is forbidden to unite two morbid puppets to create a morbid angel.

NEXUS AND WAR MACHINE LIMITATIONS

The number of nexuses and war machines in a company is not limited. However, the usual limitations apply when the assault group is being formed.



LIMITATIONS THAT DEPEND ON THE NUMBER OF ARMY POINTS

Some profile improvements (as well as certain attributes) are limited in number proportionally to the army's total value. These limitations are not to be respected at a company's scale, yet they must be when the assault groups are being formed.*

Example: *The number of consecrations (attribute) allowed in an army is of one for every 100 A.P. This means that a company is not limited in the number of soldiers who have this attribute. However, if the player sends two soldiers with a consecration into an assault group worth 190 A.P., then one of them won't be able to keep his consecration.*

In no way can the soldiers be deprived of their improvements. The limitations on improvements can therefore prohibit a player from including certain of his fighters on a mission sheet.

Example: *The mark of Elokani is a profile improvement from which the warriors of the wind of the tribe of the Behemoth can benefit. Yet an army can have only one mark of Elokani for every even incomplete 100 A.P. If a company includes three warriors of the wind endowed with this improvement, then the player can include only two of them in an assault group with a value of 180 A.P.*

*: The term "assault group" designates the fighters who are sent into combat by the player.



AN EXAMPLE OF COMPANY FORMATION

The player has 125 points of renown, 50 resource points and 90 experience points at his disposal to form a company of orcs.

RECRUITING THE CAPTAIN

His first choice concerns the captain of the company. He decides to entrust this important role to a Jackal master of rites whose A.P. cost is 32. So for the moment the company's value is equal to 32.

Remember that this value cannot pass the limit of 125 set by the renown.

Reminder: *When a recruit has a choice in his characteristics or capacities (as is the case of the Jackal master of rites for his Aspects), then this choice is to be made once and for all when he is being recruited.*

The player writes down the Aspect values chosen for the master of rites: Creation/1, Alternation/1, Destruction/0.

Reminder: *When a new recruit can let another soldier benefit from certain free advantages (such as the master of rites' amulets of Jackal), then the choice of the beneficiary is not made at his recruitment, but only once the assault group is being formed, before each mission.*

SOLDIER RECRUITMENT

Once the captain has been chosen, the player has to enlist the other soldiers of his company.

The captain's rank being "Devout," the company's maximum strength is 9. This means that 8 other soldiers can be recruited.

The player starts by choosing an aurochs horn blower. The bonus in Discipline provided by this soldier will help the master of rites win the Tactical rolls. The blower's value is equal to 18. It is added to the company's current value of 32 to get a total of 50.

The player then decides to invest in a powerful strike force and enlists a Jackal warrior worth 23 A.P. The company's value therefore increases to 73.

The player then recruits an orc brute (17 A.P.), which makes the company's value climb to 90.

Reminder: *When soldiers have a choice between various weapons (such as the orc brutes), the weapon must be chosen once and for all at recruitment.*

The player decides to equip the orc brute with a scimitar (INI +1). This weapon is written down in the "Equipment" box of its owner and the soldier's characteristic is modified accordingly.

The player only has 35 points left before reaching the limit of 125 set by his renown.

He therefore decides to enlist an Ally. Because he doesn't have a marksman yet, he chooses a goblin archer whose value of 10 brings the company's value to 100. This choice is possible, for the goblin is the fifth soldier enlisted by the company and therefore the rate of Allies is not higher than one out of four. However, being an Ally, the goblin archer demands a recruitment bonus equal to half of his value, meaning 5. The player immediately subtracts these 5 points from his resource reserve, which becomes 45.

The player decides to stop recruiting soldiers and to save his remaining recruitment points.

DIVISION OF EXPERIENCE POINTS

Once all of the soldiers have been recruited, the player has 90 points available to divide among the five members of his company. He assigns these points in the following way:

- **Master of rites:** 30
- **Jackal warrior:** 19
- **Orc brute:** 23
- **Goblin archer:** 18

USE OF EXPERIENCE POINTS

The player then uses some of the experience points in the following way.

He first chooses to increase the master of rite's DEF by 1 point. This costs him a number of points equal to 15 plus twice the current DEF. The latter being equal to 4, the player has to spend 23 EP.

He then chooses to increase the Jackal warrior's INI by 1 point. This costs him a number of points equal to 15 plus twice the current INI. The latter being equal to 2, the player has to spend 19 EP.

And finally, he increases the orc brute's ATT by 1 point. This costs him a number of points equal to 15 plus twice the current ATT. The latter being equal to 4, the player has to spend 23 EP.

At the end of this phase the master of rites has 7 EP left, the Jackal warrior, 0, the orc brute, 0, and the goblin archer, who didn't spend any, 18.





VALUE OF THE SOLDIERS AND THE COMPANY

Because some soldiers have been improved using experience points, their values now have to be adjusted. Each value is equal to the soldier's basic value plus 10% of the experience points he used (rounded down to the lower integer).

- 23 EP were used for the Jackal master of rites. His basic value (32) is therefore increased by 2 (10% of 23) and becomes 34.
- 19 EP were used for the Jackal warrior. His basic value (23) is therefore increased by 1 (10% of 19) and becomes 24.
- 23 EP were used for the orc brute. His basic value (17) is therefore increased by 2 (10% of 23) and becomes 19.

Due to the increase of these three soldiers' personal values, the company's value goes from 100 to 105.



ATTRIBUTE ACQUISITION

The acquisition of attributes is done after the modification of characteristics since the choice of certain attributes sometimes depends on these values. For example, the spells a magician has access to depends on his POW.

The cost of these attributes is equal to the amount of A.P. printed on their cards. It must be subtracted from the company's reserve of resources.

The player first chooses the captain's attributes. He decides to give him the "Mahata" miracle. This miracle having a cost of 12 A.P., the company's reserve of resources goes from 45 to 33. The miracle is written down in the master of rite's attributes and its cost is written in his "Cost of Attributes" box.

And finally, the player decides to spend three more resource points to give the aurochs horn blower a consecration that allows him to count for two in the master of rite's aura of faith.

The company's reserve of resources therefore becomes 30.

COMPANY NAME: *The Corp of Jackal*
 AFFILIATION: *Orcs of Bran-O-Kor*
 CAPTAIN: *Morgor Ironfist*
 MAXIMUM STRENGTH: *9* ACTUAL STRENGTH: *5*
 ROLES: *Captain*

RUNOWN: *125* VALUE: *103* RECRUITMENT POINTS: *30*
 RESOURCES: *30*
 MISSIONS CARRIED OUT: *0*
 VICTORIES: *0* DRAWS: *0* DEFEATS: *0*



NAME	PEOPLE	RANK	STATS											ATTRIBUTES EQUIPMENT	MISSIONS CARRIED OUT	GAINED E.P. USED	COST OF ATTRIBUTES	SOLDIER'S VALUE			
			MOV	INI	ATT	STR	DEF	RES	AIM	COU	FEAR	DIS	POW						C.	A.	D.
Morgor Ironfist	Orc of Bran-O-Kor		10	2	5	8	4	7	-	4	-	4	-	1	1	0	0	30	12	32	
Captain	Jackal master of rites champion	Devout					5											23			
ABILITIES											Brutal - Fanaticism - Warrior-monk - Faithful of Jackal/10					AFTEREFFECTS			Light	Serious	Critical
Brök	Orc of Bran-O-Kor		10	2	4	5	3	6	-	4	-	3	-	-	-	0	0	3	18		
Musician	Aurochs horn blower	RG															0				18
ABILITIES											Brutal - Leadership/10					AFTEREFFECTS			Light	Serious	Critical
Tarogh	Orc of Bran-O-Kor		10	2	5	9	5	6	-	4	-	3	-	-	-	0	19	-	23		
	Jackal Warrior	VT		3													19				24
ABILITIES											Brutal - Fanaticism					AFTEREFFECTS			Light	Serious	Critical
Urghar	Orc of Bran-O-Kor		10	3	4	7	3	6	-	4	-	2	-	-	-	0	23	-	17		
	Orc Brute	RG			5												23				19
ABILITIES											Brutal					AFTEREFFECTS			Light	Serious	Critical
"Rat face"	Goblin of No-Dan-Kar		10	3	2	2	2	2	3	1	-	1	-	-	-	0	18	-	10		
	Goblin Archer	RG															0				10
ABILITIES											Survival instinct					AFTEREFFECTS			Light	Serious	Critical

PLAYER:

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CHAPTER 3

GOING ON A MISSION

The praetorian guardsmen are the cream of the crop of the imperial army. They don't tolerate the slightest error. Thus, several years ago, Morgren the Severe took it on himself to punish the templars who used their status to terrorize the local population. This excess of justice caused him to be discharged, for the leader of the ruffians was well connected with the local commander. Accompanied by the only

templar of the unit who did honor to the Temple and by the thallion who supported him, Morgren hit the roads to fight injustice in places where even the Inquisition didn't look. Today the ranks of this company also include two veterans of the crusades who were disgusted by the ineptitude of their former commander, yet who remain loyal to the ideals of the Empire.

The first thing to do before a game in which free companies clash is to define a framework: the mission.

To proceed with the choice of mission, each player rolls 1d6. If the company benefits from the services of a *military advisor* (see p. 88), then the player adds 2 to his result. The military advisor does not have to be listed on the mission sheet for the company to benefit from this bonus. A \square is not an automatic failure on this roll and a \square cannot be rolled again. The player who gets the higher result selects a mission from the list in the third part of this book (p. 130) or in *Cry Havoc*.

If the chosen mission involves an *attacker* and a *defender*, then the two players proceed with another roll of the die, to the result of which they add 2 if a military advisor is present in their company.

The one who gets the higher result decides who is the attacker.

The mission's name as well as the assault group's position (attacker or defender) is written down on the mission sheet.

BEFORE THE MISSION

A company doesn't have to use all of its forces for a mission. Unlike in regular games of *Confrontation*, where each player has the same potential available to build his army, a mission with free companies can have assault groups of different value confront each other.

The term "assault group" designates the soldiers sent to combat in the framework of a mission.

First the players freely form their assault groups **without any value limitations**. In order to conserve balance in the game, compensation is nevertheless given to the weaker assault group. What more, some of the gains acquired during the mission will be calculated according to the difference in value between the two assault groups. The reward for defeating a stronger free company is therefore equal to the challenge that was taken!

The order of the following steps is to be respected.

1. FORMING THE ASSAULT GROUPS

An assault group is mainly made up of soldiers of the company, but players can also call on fighters whose participation is limited to one mission. These fighters can be Mercenaries, Elementals or Immortals, or even Characters. In the last case this is often the company's patron.

All fighters who take part in the battle, including those who aren't members of the company (such as Characters), must be listed on the **mission sheet**.

Note: *It is recommended to choose the mission well before the start of the game. Like this each player has enough time to think about how he will form his group. This choice can, for example, be made at the end of each battle for the next game.*

An assault group's value is equal to the sum of the values of the fighters in it plus the cost of the attributes that they are using. In effect, each fighter isn't necessarily going to use all of his attributes in each mission.

The **limitation of contingents** (see *Confrontation 3*, p. 126) also applies to assault groups. Thus, a group cannot include more than five fighters for every even incomplete 100 A.P. in it.

CHOICE OF SOLDIERS

The player starts by listing the company's soldiers who are being sent into combat.

The captain doesn't have to be a part of the assault group.

Example: *For its first mission the Jackal master of rite's company of orcs sends all of its men into combat. The assault group's value is therefore equal to the sum of all the soldiers' values, meaning 105.*

Attention! *The wounded soldiers suffer penalties right from the start of the game (see p. 80). However, it is possible to heal them just before the battle (see *Bonesetter*, p. 74).*

CHOICE OF ATTRIBUTES

The soldiers sent into combat don't have to take all their attributes along. Those that will be used are to be written down on the mission sheet and only their cost is added to the assault group's value.

Example: *For this first mission the Orc player decides to make use of all of the attributes of his company's members. Their total cost of 15 is added to the assault group's value, which becomes 120.*

MERCENARY SUPPORT

When the assault group is being formed, it is possible to call on one or several Mercenaries.

Fighters with the "Mercenary" ability can be hired just for a mission by any company, even if it has already reached its maximum strength.

A Mercenary's value is equal to the one indicated on his reference card.

When a Mercenary is recruited like this, he must be paid **before** the mission. An amount of resource points equal to his value **plus the cost of any improvements and attributes** is immediately subtracted from the company's reserve.

Example: *A Kelt warrior Mercenary is hired by the orcish company. His value being equal to 9, the company has to spend 9 resource points.*

The value of Mercenaries, as well as the cost of any attributes they may have, is taken into account when calculating the assault group's value.

Example: *The value of the orcish assault group, which was 120 until now, is increased by the value of the Kelt Mercenary, meaning 9. The assault group's total value thus becomes 129.*

SUPPORT OF AN INCARNATED CHARACTER

Characters cannot join a company as soldiers. They can, however, intervene once in a while to collaborate with a company, a bit like Mercenaries do.

A Character's value is equal to the one printed on his reference card. Like that of Mercenaries, this parameter (as well as the cost of any attributes and improvements) is taken into account when calculating the assault group's value.

A Character's participation in a battle requires an investment in resources that varies depending on his people of origin and that of the company that wishes to hire his services. In any case the resources must be spent **before** the battle.

- **Characters of the same people as the company:** If the Character comes from the same people as the company, then an amount of resource points equal to half of the sum of his value **and** the cost of any attributes he has (rounded up to the higher integer) must immediately be subtracted from the company's reserve.

Example: *If a company of orcs wants to hire the services of the faithful orc Shaka Umruk (39 A.P.) endowed with the "Rage of the Jackal" miracle (8 A.P.), this will cost it 24 resource points: $(39 + 8) \div 2$.*

- **Allied Characters:** If the Character is not of the same people as the company but of an Allied people, then the amount of resource points to spend is equal to the sum of his value **and** of any attributes and improvements he may have.

Example: *If a company of orcs wants to hire the talents of the goblin magician Gidzzit the Bell Ringer (24 A.P.) endowed with the "Scroll of Lightning" (13 A.P.), then it will have to spend 37 resource points $(24 + 13)$.*

- **Mercenary Characters:** If a Character with the "Mercenary" ability is fighting for a company of the same people as him, then the cost in resource points to spend is equal to half of the sum of his value **and** any attributes he may have (rounded up to the higher integer).

If he is fighting for a company of a different people than his, then this cost is equal to the sum of his value **and** the cost of any attributes and improvements he may have.

Example: *If a company of orcs wants to call on the Devourer Character Zeïren (81 A.P.), then it will have to spend 81 resource points.*

MYSTICAL SUPPORT

Elementals and/or Immortals can be added to an assault group.

An Elemental's or Immortal's value is equal to the one printed on its reference card. Like for Mercenaries, this parameter (as well as the cost of any improvements and attributes) is taken into account when calculating the assault group's value.

In addition, to call on an Elemental or an Immortal the company must pay a cost in resource points equal to half of its value (rounded up to the higher integer) **before** the battle.

To hire the help of such a being the company must, however, meet the usual conditions:

- To call on an Elemental, its Element may not be part of the Elements forbidden to the magicians of the people the company is bound to.
- To call on an Immortal, it must follow the same path of Alliance as the people the company is from.



2. COMPENSATION

When a patron hires a company's services to carry out a mission, he always gets the information he needs to first find out how difficult it will be. Once he has this intelligence, he only accepts to spend the amounts required, no more. There's no use in paying an entire army just to get rid of a handful of cutthroats!

Once the two groups have been formed, the players reveal each one's value. This includes the sum of the soldiers' values and that of their attributes.

There are then two possibilities:

- If the difference between the two groups is **of 50 or less**, then the player whose group is the stronger one **may** decide to modify it to reduce its value. Yet the new value cannot be less than that of his opponent's group.
- If the difference between the two groups is **greater than 50**, then the player whose group is the stronger one **must** modify it to bring the difference between the two groups to between 0 and 50 points.

Examples:

- *Before a mission, two players prepare their assault groups. Once this is done, they reveal their values. Player 1's group has a value of 155 while that of player 2 has one of 180. The difference between these two groups is 25, so player 2 can either keep his group as it is or decide to modify it. If he does so, then its new value must be between 155 and 180.*
- *This time player 1's group has a value of 150 and player 2's has one of 210. The difference between the two groups being 60, player 2 must reduce his group's value in such a way that it is between 150 and 200.*

So it can happen that a company confronts an opponent whose assault group has a higher value than its own. To give the weaker company a chance to win, certain compensations are granted to it in the shape of events that happen during the battle or of attributes given to its fighters just for the duration of the game.

The player with the weaker assault group has a number of compensation points (CP) available equal to the difference between the values of the two assault groups.

Example: *A Griffin company sends an assault group with a value of 151 to confront a group of Sessairs whose value is 188. The Griffin player therefore has 37 compensation points at his disposal.*

The compensation points can be used either to draw one or several Event cards (sold separately) or to acquire objects that can be used only once.

- Drawing an Event card costs **20 compensation points** (optional).
- Each object costs **10 compensation points**.

Example: *With 37 compensation points the Griffin player can draw 1 Event card (20 CP) and acquire 1 object (10 CP) or he can acquire 3 objects (30 CP).*

The player doesn't have to use his Event cards and his objects during the game. However, he cannot keep them from one mission to another. At the end of the battle all unused Event cards and objects are discarded. Unless mentioned otherwise, no effect (Event card or object) can be played once the last round of the game has ended.

EVENT CARDS

Events represent incidents that can happen in the course of the battle. They are represented in the form of separately sold cards.

These cards are to be drawn at random among all the Event cards available.

SINGLE-USE OBJECTS

A list of objects is provided below. These objects are not artifacts and can therefore be given to any type of fighter, with only one restriction: the same fighter cannot be given more than two of these objects. They are to be written down on the mission sheet in the "Attributes" box of their bearer.

Each object must be given to a specific fighter before the start of the mission. The fighters cannot exchange their objects during the game. As their name indicates, these objects can be used only once per game. This use does not count as an action.

And finally, the same fighter can use only one of these objects per round.

The use of the following objects is to be announced during the fighter's activation, with the exception of the Fetish of Preservation, the Charm of Evasion and the Charm of Precision.

Amulet of Dexterity: When a fighter uses this object, his ATT and DEF are increased by one point each. This bonus remains active until the end of the round.

Amulet of Resilience: When a fighter uses this object, his RES is increased by three points. This bonus remains active until the end of the round.

Amulet of Speed: When a fighter uses this object, his MOV is increased by three points. This bonus remains active until the end of the round.

Amulet of Strength: When a fighter uses this object, his STR is increased by three points. This bonus remains active until the end of the round.

Amulet of Vivacity: When a fighter uses this object, his INI is increased by three points. This bonus remains active until the end of the round.

Charm of Evasion: The player can use this object right before making a disengagement roll for its bearer. This roll is then automatically successful.

Charm of Precision: The player can use this object right before making an Aim test for its bearer. He then benefits from +1 on the roll's final result. Furthermore, if the test is failed, then the player can roll it again once with the same bonus.

Fetish of Preservation: The player can use this object right before any Damage roll made against the fetish's bearer. He then rolls 1d6. On a 1 or 2 nothing happens and the fetish is nevertheless destroyed. On a 3 or more the Damage roll is cancelled. If the bearer has other means of avoiding this Damage roll (such as Survival instinct), then these must be used first before attempting to use the fetish.

Gem of Abundance (magicians only): When a magician uses this object, he immediately recovers three mana gems of one (and only one) of the Elements he masters. This cannot make his reserve go over its maximum limit.

Poison of Slow Agony: When a fighter uses this object he benefits from the "Toxic/1" ability. If he already has it, then its X value is increased by one point. This effect lasts until the end of the round.

Potion of Healing: When a fighter uses this object he is immediately healed by one Wound level.

Talisman of Fervor (faithful only): When a faithful uses this object he immediately recovers three temporary faith points.

3. VISITING THE BONESETTER

Of all the traveling salesmen and other individuals who live in the wake of free companies, the bonesetters are the only ones to be certain to find regular demand for their services. This is why there is always one in the vicinity of a free company.

Such an individual can prove to be extremely useful if the company has wounded fighters. For a bit of pay he can treat the soldiers before the battle.

Once his assault group has been formed, the player can call on a bonesetter's services. The latter can heal each fighter by only one Wound level and at a cost of three resource points

each, which are immediately subtracted from the company's reserve.

Only soldiers listed on the mission sheet can be healed by the bonesetter.

Example: *On a Lion player's mission sheet there is a guard of Alahan with a Light Wound, a swordsman of Alahan with a Light Wound and a paladin of Alahan with a Serious Wound. Before the mission he decides to call on a bonesetter to heal the swordsman and the paladin. This costs him a total of six resource points. The swordsman is therefore completely healed of his wounds whereas the paladin goes from a Serious Wound to a Light Wound. The guard of Alahan remains with a Light Wound.*

Calling on a bonesetter is done before drawing any Event cards.

4. TRAINING OF RESERVES

A company's resources can also be used to train fighters.

The soldiers who aren't going on a mission can be trained by various masters. To simulate this, once the assault group has been formed, resource points can be turned into experience points (**2 resource points for 1 EP**). The EP acquired in this way can only be assigned to soldiers who are not included on the mission sheet while respecting the following points:

- A soldier who is still suffering from the aftereffects of his Wounds (see p. 80) cannot benefit from these points.
- The same soldier cannot be given more than 10 EP in this way before each mission.

These EP can only be *used after* the mission, at the same time as the EP gained by the other soldiers during the battle (see p. 81).

SPECIAL CASE: METAMORPHOSIS OF FIGHTERS

Some fighters (such as Danu warriors or predators of blood) are able to change their aspect and characteristics during a mission. The metamorphosed fighters benefit from the same improvements (characteristics, abilities, role, attributes, etc.) as before their transformation.

However, if a fighter has a COU value and his profile, after transformation, includes FEAR, then the latter is used, even if his COU is higher.

DURING THE MISSION

The clash between assault groups commissioned by opposing free companies requires several of the essential *Confrontation* rules to be reviewed in detail.

ACTIVATION SEQUENCE

The profile of each of a company's members is brought to evolve over time thanks to experience. Thus, the soldiers who have the same characteristics when they are recruited will probably end up with different capacities after having gone on a few missions. In itself, this does not affect how the draw pile is made. The same reference card can still represent from one to three soldiers (as long as they are of the same type), even if their profiles are no longer the same. Yet it is necessary to be able to identify which card is associated to which miniatures. The simplest method is to use plastic card sleeves that, in addition to protecting the cards, can hold counters of different colors. One then just has to paint a small dot of the same color on the miniature's base so that one always knows to which card the soldier is bound.

THE INFLUENCE OF DISCIPLINE

TACTICAL ROLL

As long as the company's captain is on the battlefield his DIS is used for the Tactical roll, even if a different fighter has a higher DIS.

If the captain is not on the battlefield, then the lieutenant's DIS is to be used.

If neither of these fighters is present, then the player can choose the DIS of any of his fighters for this roll.

TRANSMISSION OF LEADERSHIP

During the battle the **captains** and **lieutenants** endowed with the "Leadership/X" ability benefit from the following rules:

Their "Leadership/X" ability applies to **all soldiers who are members of the company** (including **Allies**, **Mercenaries** and **Stateless fighters**). If they form a war-staff, they can transmit their values through the standard-bearer and the musician in the usual way. They cannot, however, form a war-staff with a standard-bearer or a musician who is not a member of the free company.

GAINING EXPERIENCE

Combat after combat, the soldiers accumulate experience points that are then used to improve their potential. This chapter explains in detail all the actions that cause a gain in experience as well as the amount and the nature of this gain.

The soldiers gain experience mainly by inflicting their opponents with Wounds in hand-to-hand combat. Marksmen also gain experience when they hit their target. Magicians and faithful gain when they succeed a Power test or a divination roll.

War machines are very specific machines whose special way of functioning affects the gaining of experience.

COMBAT EXPERIENCE

A soldier gains experience as soon as he is listed on a mission sheet. No matter if the fighter is killed right in the first round or if an event prevents him from participating actively in the mission, his experience is gained.

The amount of experience gained in this way varies depending on the number of missions the soldier has already participated in:

- For his first mission the soldier gains 10 EP
- For his second mission the soldier gains 8 EP
- For his third mission the soldier gains 6 EP
- For his fourth mission the soldier gains 4 EP
- For his fifth mission and all the following ones the soldier gains 2 EP

The "Missions carried out" box on the company sheet is used to note the number of missions each soldier has participated in.





SPELLS AND MIRACLES

When a mystic succeeds a Power test or divination roll, he gains **1 EP** plus or minus the difference between the value used (POW or FAITH) for this test and its difficulty.

The difference is considered to be a bonus if the POW/FAITH value is lower than the test's difficulty, and to be a penalty if the value is higher than the test's difficulty. However, no matter the difference, the mystic cannot lose any EP.

Examples:

- A magician (POW 4) succeeds a Power test with a difficulty of 8. He gains 5 EP (1 + 4).
- A faithful (FAITH 5) succeeds a divination roll with a difficulty of 4. He gains 0 EP (1 - 1).
- A magician (POW 6) succeeds a Power test with a difficulty of 4. He neither gains nor loses any EP.

• SUMMONING AND EP •

Fighters who are summoned during the game, be this using a spell, a miracle or an artifact, are not considered to be part of the company. Their Wounds and experience points are not to be noted because they disappear when the mission is over, no matter their state of health at the end of the game.

The only exception to this rule concerns the victory conditions bound to certain missions. When these conditions involve the calculation of the number of fighters still standing on the battlefield (as well as their total value), then the summoned miniatures are counted in the total, unless they were summoned during the last round of the game. Their value is then equal to the amount (in A.P.) printed on their reference card.



FIRING

When a marksman succeeds an Aim test, he gains **3 EP** plus or minus the difference between the AIM value used for the test and its difficulty.

Examples:

- A marksman with an AIM of 3 succeeds an Aim test with a difficulty of 7. He gains 7 EP (3 + 4).
- A marksman with an AIM of 5 succeeds an Aim test with a difficulty of 4. He gains 2 EP (3 - 1).
- A marksman with an AIM of 7 succeeds an Aim test with a difficulty of 3. He gains 0 EP (3 - 4).

If a marksman hits a fighter of his own camp when firing into a fray, he doesn't gain any experience points, no matter the shot's difficulty.

THE WOUNDS

When a fighter inflicts an opponent with a Wound or a "Killed Outright" with an **attack in hand-to-hand combat**, he gains a certain amount of EP depending on the severity of the Wound.

-  **Light Wound:** 3 EP
-  **Serious Wound:** 4 EP
-  **Critical Wound:** 5 EP
-  **Killed Outright:** 6 EP

Certain **bonuses** or **penalties** that depend on the opponent's value can modify these gains:

- **If the target's value is at least twice as high as the attacker's:** +2 EP
- **If the attacker's value is at least twice as high as the target's:** -2 EP

Examples:

- A fighter with a value of 23 inflicts a Serious Wound on an opponent whose value is 46. The target's value being twice the attacker's, the latter gains 6 EP (4 + 2).
- A fighter with a value of 48 inflicts a Critical Wound on an opponent whose value is 15. The attacker's value being more than twice the target's, he only gains 3 EP (5 - 2).

Attention! It's the result gotten in the Wound Table which determines the number of experience points gained. Only Wounds and "Killed Outrights" inflicted **directly** by a Damage roll bound to an attack can provide EP. All Wounds (or eliminations) caused by the secondary effect of an attack do not provide EP.

Examples:

- A fighter inflicts a Serious Wound on an opponent who already has a Critical Wound. This opponent is therefore Killed Outright, yet the fighter only gains the 4 EP provided by the Serious Wound.
- A fighter with the "Toxic/1" ability inflicts a Light Wound on an opponent with an attack in hand-to-hand combat. He therefore gains 3 EP. A second Damage roll is made and causes a Serious Wound. Because this Wound is caused by the secondary effect of Toxic/X, it does not provide any EP.

• FIERCE FIGHTERS •

Some game effects, notably the "Fierce" ability, allow a fighter who has been eliminated to continue fighting until the end of the round. The Wounds inflicted on such fighters – including Killed Outright – continue to provide experience.

Some game effects turn a given result into a different one. In this case it's the final result **after** the effect has been applied which determines the amount of EP gained.

Examples:

- *The result of a Damage roll inflicted by a paladin equipped with a sacred weapon is a double, meaning "Killed Outright." The paladin therefore gains 6 EP.*
- *The result of a Damage roll inflicted by a dawn warrior equipped with a sword-axe indicates a "Critical Wound." This counts as "Killed Outright." The dawn warrior therefore gains 6 EP.*
- *The result of a Damage roll inflicted by a Ferocious fighter indicates "Stunned." This counts as a Light Wound. The fighter therefore gains 3 EP.*

The Wounds inflicted by shots, spells and miracles do not provide experience points. These actions are already rewarded when the Aim or Power tests or divination rolls are successful.

◆ ELEMENTS OF THE SCENERY ◆

Inflicting Wounds on elements of the scenery does not provide experience points.

On the other hand, shots, spells and miracles that target these elements can provide EP in the usual way. What more, the destruction of certain elements of the scenery can, depending on the scenario, provide EP as a reward for having reached an objective.



IMMOBILE MACHINES

Only servants can gain experience. The machine itself is considered to be an attribute and therefore cannot gain experience.

The EP won through a successful Aim test are acquired by all of the servants and substitutes who took part in this shot.



MOBILE MACHINES

A mobile machine is considered to be a single fighter and can gain experience points like any other soldier. However, the use of these points is subject to certain restrictions explained on page 90.

WOUNDS

During a clash between free companies, a Killed Outright or any other equivalent result doesn't necessarily mean that the soldier is dead. This simply means that he is neutralized for the rest of the game. Similarly, no type of Wound is permanent.

Example: *When a soldier suffers the black troll's "Armripper" capacity, he is simply considered to have had his arm broken.*

And finally, all magical, miraculous and other effects, such as "Eternal Torpor" or "Alchemical Petrification," are dissipated at the end of the battle.

However, the worst Wounds received during a confrontation can have consequences later on.

Even if a fighter who was Killed Outright isn't really slain during the mission, the game effects that can resurrect a soldier are applied. The effect in question is then considered to have awoken an unconscious fighter.

SOLDIERS' WOUNDS

At the end of the battle, the current Wound level of each soldier when the mission ends is to be noted on the mission sheet if it is a "Serious Wound," "Critical Wound" or "Killed Outright."

The fighters eliminated by an effect that causes the miniature to be removed from the battlefield are Killed Outright.

It is of no use to note the Wounds of fighters who aren't members of the company.

WOUNDS OF SOLDIERS OF VERY LARGE SIZE

Soldiers with the "Enormous," "Colossal" or "Gigantic" ability are considered to have been Killed Outright only if they were really eliminated.

STRUCTURE POINTS

If a war machine or a nexus loses more than half of its SP, then the number of points lost is to be noted.

FAMILIARS

If a magician is Killed Outright in combat, then his Familiars immediately disappear. They are considered to have been Killed Outright. However, this does not provide any experience points.

RETREAT!

It can happen that a company ends up in a hopeless situation. In this case the wisest decision that the captain can make is to abandon the mission.

A player can yell "Retreat!" before any Tactical roll. In this case:

- The game ends immediately.
- The player who gave up is declared defeated.
- The defeated player is considered to have failed to reach any of his mission's objectives, even if he has already fulfilled some of them.
- The defeated player doesn't win any resources or renown.
- The fighters of both camps keep the EP that they gained before the retreat.



CHAPTER 4

AFTER THE BATTLE

The Azure Dragon is a typical Cynrwäll company. Made up of few yet very reliable fighters, it is led by an asadar. Bent on discovering the secrets of the way of the warrior, Captain Sölhim Annaera has surrounded himself with his two best friends, Silyn Valreen and Elren Saad. The latter, a varsym, is the company's principle strike force.

To guarantee victory he sometimes takes insane risks. Lying in ambush until the beginning of the battle, he then charges the enemy captain without concern for his own safety. His surgical strikes have very often saved Annaera's wager, who in return cures his comrade of all his wounds using his favorite rune of healing.

At the end of a battle, the evolution of the company and of its members is divided into several phases that follow each other in a specific order.

1. Losses and gains
2. Recuperation
3. Exclusions
4. Recruitment
5. Experience points
6. Acquisition of attributes

1. LOSSES AND GAINS

Depending if the mission ends in victory or defeat, and also depending on the difference in value between the two assault groups that have just confronted each other, each company gains or loses renown and resources.

RENOWN

When a powerful company clashes with a weaker opponent, then its triumph would not really be a brilliant one and defeat would be a true humiliation. On the other hand, if a modest company confronts a much stronger opponent, then the simple fact of having opposed him is already a reward (even when defeated).

Depending on the difference in value between the assault groups* and on the result obtained (victory, draw or defeat), each player wins an amount of renown that is added to that of the company. This gain is determined by using the table below.

The group with the lower value reads its gain in renown on the negative line corresponding to the difference (because it played with *less* points than its opponent). The group with the higher value reads its gain in renown in the positive line.

Example: A company of goblins and one of Wolfen have just clashed. The goblin assault group had a value of 190 whereas the Wolfen group had one of 146.

The difference between the two groups is 44. However, the Wolfen player has used 30 compensation points. The difference taken into account for the calculation of the gains in renown is therefore $44 - 30 = 14$.

The goblins are victorious with a difference of 14 in their favor. Their player therefore reads his gains in the "+10 to +19" line, meaning a gain of 16 points of renown for a victory.

The Wolfen have suffered defeat with a difference of 14 against them. Their player therefore reads his gains in the "-10 to -19" line, meaning a gain of 12 points of renown for a defeat.

RESOURCES

A company's resources allow it to give attributes to its members.

WAGES AND PREMIUMS

Wages represent the amount of resources the patron pays the company to carry out a mission. This amount varies depending on if the company is victorious or not.

- A victory earns it 15 resource points
- A draw earns it 10 resource points
- A defeat earns it 5 resource points

Some missions include a "Premium." This premium can be earned by one of the companies under certain conditions explained in the mission's description.

♦ GAIN IN RENOWN ♦

DIFFERENCE	VICTORY	DRAW	DEFEAT
-50	40	30	20
-40 to -49	36	27	18
-30 to -39	32	24	16
-20 to -29	28	21	14
-10 to -19	24	18	12
from -9 to 0	20	15	10
0 to + 9	20	15	10
+ 10 to + 19	16	12	8
+ 20 to + 29	12	9	6
+ 30 to + 39	8	6	4
+ 40 to + 49	4	3	2
+ 50	0	0	0

* : Any compensation points used by the weaker group are subtracted from this difference when determining the gain in renown.

2. RECUPERATION

Depending on the severity of the Wounds they were inflicted with during the mission, the soldiers may suffer from their aftereffects.

RECUPERATION ROLLS

At the end of each mission a recuperation roll is to be made for every soldier except those who are unharmed or have a Light Wound (the latter are automatically healed of all their Wounds). This roll concerns the soldiers who have just fought as well as those who didn't take part in the mission. The latter benefit from a bonus on their recuperation roll.

This roll is made using 2d6. The sum of the two results is used to determine the aftereffects from which the soldier suffers in accordance with his Wound level.

THE MEDIC'S ROLE

If the company includes at least one medic, then the result of each recuperation roll (including the medic's) is read one line higher up in the table unless the result is "Dead." In this case another 1d6 is to be rolled:

- On a or or the medic manages to save the soldier at the last moment: the result becomes "Critical."
- On a or or , the medic's efforts are in vain: the result remains "Dead."

However, these effects **do not apply** if all of the company's medics were Killed Outright during the mission.

CONVALESCENCE

The results of the recuperation rolls of the soldiers who didn't take part in the mission are read one line higher up in the table. This bonus is cumulative with the one bound to the presence of a medic. It can therefore happen that a recuperation roll's result is to be read two lines higher up.



♦ WOUND RECUPERATION TABLE ♦

2d6	SERIOUS	CRITICAL	KILLED OUTRIGHT
2-3	Unharmed	Unharmed	Unharmed
4-5	Unharmed	Unharmed	Light
6-7	Unharmed	Light	Light
8-9	Light	Light	Serious
10-11	Light	Serious	Critical
12	Serious	Critical	Dead

AFTEREFFECTS

The result gotten in the recuperation table is immediately applied, except the result of "Dead," which is obviously final.

A result of "Serious," for example, means that the soldier begins his next mission with a Serious Wound.

The result of "Dead" applies to all types of fighters, even those with the "Living-dead" ability.

WAR MACHINES' RECUPERATION TEST

The servants of immobile machines do their recuperation rolls like all the other soldiers, but machines with structure points proceed differently.

- **If the machine hasn't lost more than half of its structure points**, then no recuperation roll is required. The machine begins its next mission with all of its SP.
- **If the machine has lost more than half of its structure points or was destroyed**, then a recuperation roll is to be made. This roll is made using 2d6.

- 2 to 3: The machine recuperates all of the SP it lost
 4 to 5: The machine recuperates three quarters* of its SP
 6 to 7: The machine recuperates half* of its SP
 8 to 11: The machine recuperates a quarter* of its SP
 12: The machine doesn't recuperate any SP

If a machine that was destroyed doesn't recuperate any SP, then it is permanently destroyed.

◆ BOILERS AND CARBURETORS ◆

It can happen that a steam machine's boiler or a naphtha machine's carburetor explodes during a battle. In such a case the damaged material is considered to be repaired after the battle. No recuperation roll is required.

◆ SINGLE-USE ATTRIBUTES ◆

Certain artifacts, spells and miracles are described as having a single or limited use. In *Dogs of War*, even if it says that the attribute is destroyed after its use, it is considered that the soldier who has it can use it in every mission.

Example: *A soldier has a potion of resilience. This artifact can be used only once per game, but the soldier can use it in every mission.*

*: Rounded up to the higher integer.

3. EXCLUSIONS

A player can exclude a member from his company. The captain cannot be excluded unless he was discharged earlier on (see *Disappearance of the captain*, p. 61).

4. RECRUITMENT

If the difference between its renown and its value is positive, then the company can recruit new fighters.

Example: *A company's renown is 272 and its value is 244. New soldiers can therefore be recruited for a maximum of 28 A.P. (272 - 244).*

The enlisting of new recruits is done using the rules used when founding the company.

Attention! *In certain cases it can happen that a company's renown is less than its actual value. In this case no new soldiers can be recruited, yet one is **not** required to proceed with exclusions.*

5. EXPERIENCE POINTS

This phase is probably one of the most crucial and enthralling parts of managing a company. This is where the soldiers' heroic deeds finally pay off and let them evolve.

The experience points each soldier acquired during the mission are added to his accumulated total.

There are five fields of evolution for each soldier: his **rank**, his **status**, his **characteristics**, his **abilities** and his **role**.

EVOLUTION OF RANK

A soldier's rank automatically evolves according to the experience he has acquired. The faithful and magicians, however, follow an evolution that is different from that of warriors.

- The rank of **warriors** evolves differently depending on their initial rank. The number following each rank indicates the experience level at which the soldier moves on to the next rank. It's the EP acquired that count, if they have been used or not.

Example: *Between two missions a swordsman of Alahan's total experience goes from 92 to 106. His rank, which was "Veteran" until now, automatically goes up to the next level. He can therefore choose between the ranks of "Elite" and "Special."*

- The rank of **mystics** evolves in a different way. Their access to a superior rank is not automatic. Going from one rank to another requires an investment in experience points.

In some cases it can happen that a non-magician or non-faithful soldier becomes one thanks to the experience he has gained. In this case his mystic rank is added to his warrior rank. If the soldier acquires a role for which rank is of importance, then it's the higher one of his that is taken into account.

When a magician moves up to a higher rank, he can master an additional Element and/or path of magic. This also requires an investment of experience points.

- **New Element:** 30 EP
- **New path of magic:** 30 EP

This improvement can be done when he changes rank or later on.

The Elements and paths of magic a magician has access to depend on his people. The Incantation table on the following page shows which choices the various magicians have.

REACHING THE STATUS OF CHAMPION

When a soldier has gathered a total of **200 EP** (used or not), he automatically reaches the status of champion.

A champion can acquire artifacts in the same way as a Character and can be affected by all game effects that normally only affect Characters.

Artifacts reserved to non-Characters can also be used by champions.

MYSTIC CHAMPIONS: MASTERS OF INVOCATION

Magician and faithful Characters benefit from +1 in the total of the force values of the summoned creatures that they are able to control (see *Confrontation 3*, p. 80).

The status of champion does not provide this bonus. However, a magician or faithful champion can acquire the "Master of invocation" capacity for 30 EP. This capacity is the equivalent of the Characters' control bonus.

♦ RANK OF WARRIORS 1 ♦

Irregular



30



Regular



50



Veteran



100



Special

Elite



200



Living Legend

♦ RANK OF WARRIORS 2 ♦

Creature



200



Living Legend



400



Major Ally

♦ RANK OF MYSTICS ♦

Initiate/Devout



100 (Cost: 50 EP)



Adept/Zealot



200 (Cost: 100 EP)



Master/Dean



300 (Cost: 200 EP)



Virtuoso/Avatar



• INCANTATION •

MAGICIAN'S PEOPLE	ACCESSIBLE ELEMENTS			ACCESSIBLE PATHS OF MAGIC		
	INITIATE	ADEPT	MASTER	INITIATE	ADEPT	MASTER
Lions of Alahan			-	Hermetism, Circaeus	Tellurism, Theurgy, Chronomancy, Sorcery, Shamanism	Solaris, Fayery
Griffins of Akkylannie			-	Theurgy, Redemption, Exorcism	Hermetism, Circaeus	Tellurism
Sessairs Kelts		-	-	Shamanism, Druidism	Tellurism, Sorcery, Whispers, Howls, Lamentations	Fayery, Symbiosis
Dwarves of Tir-Ná-Bor				Tellurism, Forge	Shamanism, Sorcery	Fayery, Chronomancy
Goblins of No-Dan-Kar				Sorcery, Mutations	Typhonism, Corruption, Shamanism, Tellurism, Curses	Fayery, Black magic, Chthonian
Orcs of Bran-Ô-Kor		None			Instinctive magic	
Wolfen of Yllia			-	Whispers, Lamentations	Howls, Shamanism, Sorcery, Tellurism	Symbiosis, Fayery
Living-dead of Acheron			-	Necromancy, Circaeus	Affliction, Curses, Cabala, Typhonism, Chthonian, Corruption	Black magic, Shamanism, Sorcery
Alchemists of the Scorpion				Technomancy, Biopsy	Corruption, Affliction, Chthonian, Curses	Black magic, Tellurism
Dwarves of Mid-Nor			-	Chthonian, Corruption	Tellurism, Affliction, Curses, Cabala, Typhonism	Black magic, Shamanism
Devourers of Vile-Tis				Lamentations, Howls	Sorcery, Affliction, Whispers, Curses	Black magic, Shamanism
Drune Kelts		-	-	Shamanism, Druidism, Affliction	Necromancy, Cabala, Corruption, Sorcery, Tellurism, Curses	Black magic, Typhonism, Chthonian
Daikinee elves				Fayery, Symbiosis	Shamanism, Druidism, Tellurism, Whispers, Lamentations	Solaris, Chronomancy, Sorcery
Cynwäll elves			-	Solaris, Chronomancy	Tellurism, Forge, Fayery, Symbiosis	Shamanism, Sorcery
Akkyshan elves			-	Black magic, Curses	Cabala, Chthonian, Corruption, Sorcery, Tellurism, Affliction, Howls	Shamanism, Typhonism
Ophidians				Typhonism, Enskēm	Sorcery, Curses, Chthonian, Howls	Black magic, Cabala

EVOLUTION OF CHARACTERISTICS

The term "characteristics" refers to the fighters' MOV , INI , ATT , STR , DEF , RES , AIM , COU  or FEAR , DIS  and POW  values. The faithful's aura of faith and Aspects are also considered to be characteristics.

The table below indicates the amount of EP required for these parameters to be improved. An improvement's cost is calculated according to the characteristic's current value.

Example: Increasing a fighter's ATT requires an amount of EP equal to $15 + (2 \times ATT)$. To make a fighter's ATT go from 3 to 4 one needs to invest 21 EP ($15 + 6$).

The "Maximum gain" column indicates the number of points that can be added to the characteristic's initial value. Once the maximum has been reached, the characteristic can no longer be improved.

The characteristics with a value of "-" on a soldier's reference card cannot be improved in any way whatsoever.



• IMPROVEMENT OF CHARACTERISTICS •

CHARACTERISTIC	COST IN EP	GAIN	MAX. GAIN
 MOVEMENT ¹	$10 + (MOV \times 2)$	2.5	+ 2.5
 INITIATIVE	$15 + (INI \times 2)$	1	+ 3
 ATTACK	$15 + (ATT \times 2)$	1	+ 3
 STRENGTH	$10 + (STR \times 2)$	1	+ 3
 DEFENSE	$15 + (DEF \times 2)$	1	+ 3
 RESILIENCE	$10 + (RES \times 2)$	1	+ 3
 AIM	$15 + (AIM \times 2)$	1	+ 2
 COURAGE/FEAR	$10 + (COU/FEAR \times 2)$	1	+ 3
 DISCIPLINE ²	$30 + (DIS \times 2)$	1	+ 3
 POWER ³	$50 + (POW \times 2)$	1	+ 2 ⁴
 AURA OF FAITH ⁵	$30 + (AURA \times 2)$	2.5	+ 15
 ASPECTS ⁶	$50 + (ASPECT \times 2)$	1	+ 2 ⁷

¹ The increase in MOV affects both the ground MOV and flight MOV.

² Fighters without a DIS value cannot acquire points in this characteristic.

³ Fighters without a POW value cannot acquire points in this characteristic.

⁴ +2 per rank: a magician can increase his POW by two points without changing rank, but he has to wait until he changes rank to be able to gain a third and fourth point. This also counts for the following points.

⁵ Fighters without an aura of faith cannot acquire points in this characteristic.

⁶ Fighters without Aspect values cannot acquire points in these characteristics.

⁷ +2 per rank: a faithful can increase his Aspect total by two points (and not each Aspect) without changing rank, but he has to wait until he changes rank to be able to gain a third and fourth point. This also counts for the following points.

• ATTRIBUTES AND CHARACTERISTICS •

The modifications of characteristics provided by attributes are not taken into account when calculating the cost of improving them.

Example: A soldier with ATT 4 has an artifact that increases his ATT by +1. Despite this, the soldier only has to spend 23 EP to go from 4 to 5 in ATT.

The modifications bound to attributes aren't either taken into account when defining the maximum increase allowed for a characteristic.

Example: A fighter's ATT can be increased by a maximum of three points. A soldier with an initial value of 4 in ATT can therefore reach a maximum value of 4 + 3 = 7 in ATT, even if he has an artifact that provides him with +1 in ATT.

The **alternative weapons** of certain fighters, such as guards of Alahan and orc brutes, are not attributes. Similarly, optional aptitudes, such as the dwarven armorers' equipment, aren't either attributes. The modification of characteristics caused by them is added directly to the value printed on the reference card and is taken into account when calculating the cost of improvements.

Example: A player recruits a Griffin conscript (INI 2) and decides to equip him with a bastard sword (INI +1). In the "Original characteristics" line on the company sheet he writes 3 in the INI box.

EVOLUTION OF ABILITIES

The experience points gained by a soldier have two types of effect on his abilities. They can allow him either to improve one he already has or to acquire a new one.

IMPROVING AN ABILITY

The abilities that can be improved are those associated with a variable value. Yet all of these cannot be improved. Thus, it is not possible to increase the bonus bound to the "Regeneration/X" ability.

In the table to the right, the second column indicates the improvement's cost in EP, and the "Gain" column indicates the number of points to add to the value associated with the modified ability once the experience points have been spent. And finally, the number in the last column indicates the maximum amount of points that can be added to the ability's initial value. Once this maximum has been reached, the ability can no longer be improved.

Exception: An ability bound to an attribute cannot be improved.

Examples:

- An orcish brontops rider already has the "Implacable / 2" ability. To improve this ability by 1 point he will have to spend 18 EP.
- A soldier is benefiting from the "Cure / 6" ability thanks to a minor rune of healing. This ability cannot be improved by spending EP.

ACQUIRING AN ABILITY

Every ability is bound to a minimum rank. An ability can only be acquired by a soldier whose rank is equal to this minimum or higher.



• IMPROVEMENT OF ABILITIES •

ABILITY	COST (EP)	GAIN	MAX. GAIN
Artifact / X	12	+1	+1
Concentration / X	32	+1	+2
Cure / X	18	-1	-2
Devotion / X	6	+1	+3
Disengagement / X	12	-1	-1
Implacable / X	18	+1	+2
Infiltration / X	6	+2	+6
Insensitive / X	6	-1	-1
Leadership / X	42	+5	+15
Loyal / X	24	+1	+1
Martyr / X	6	+1	+3
Master strike / X	12	+1	+3
Mechanic / X	12	-1	-2
Mutagenic / X	24	+1	+1
Piety / X	12	+1	+2
Recuperation / X	24	+1	+2
Resolution / X	12	+1	+2
Sapper / X	12	+1	+3
Sequence / X	18	+1	+1
Summoner / X	12	+1	+2
Target / X	12	+1	+2
War cry / X	12	+1	+3



Ranks:

1. Irregular
2. Regular
3. Veteran / Initiate / Devout
4. Special / Elite / Adept / Zealot / Creature
5. Living Legend / Master / Dean
6. Major Ally / Virtuoso / Avatar

In addition to this condition, some abilities can only be acquired by soldiers with a particular status:

- **Rank:** An ability reserved to a specific rank can only be acquired by soldiers with the appropriate rank or who have evolved from this rank.

Example: The "Assassin" ability is reserved to the rank of "Special." This means that only soldiers whose rank is (or was) "Special" can acquire this ability.

- **Class:** Certain abilities are reserved to specific fighter classes, such as magicians, faithful, war machine servants, and so on.
- **Cost (in EP):** This column indicates the amount of EP to be spent to acquire the concerned ability.
- **Number of accessible abilities:** As long as his rank level is less than 5, the same soldier cannot acquire more than three new abilities during his evolution. He can acquire a fourth one after going from rank 4 to rank 5, and a fifth one after having

evolved from rank 5 to rank 6. It is impossible to get rid of an ability once it has been acquired.

A soldier cannot acquire an ability he already has a second time.

Attention! The abilities bound to an artifact are not taken into account in the maximum number of abilities that a soldier can learn.

A soldier can be given an artifact that provides him with an ability that he already has. He can also learn an ability from which he is already benefiting thanks to an artifact. In either case, he is considered to have the ability in question only once. If this ability is bound to a value, then it is the better one that applies.

Example: A soldier has the "Cure / 6" ability. The player controlling him nevertheless decides to give him a supreme rune of healing which provides the "Cure / 4" ability. When the soldier leaves for combat with this attribute, he is considered to have the "Cure / 4" ability. If the player decides to send him on a mission without his supreme rune of healing, then the soldier benefits from "Cure / 6."

ACQUISITION OF A "SOLO" CAPACITY

If the company is bound to a particular faction (House of Acheron, barony of Alahan, etc.), then certain fighters have access to "Solo" capacities. If such a capacity wasn't acquired

◆ ACQUISITION OF ABILITIES ◆

ABILITY	MIN. RANK	ACCESSIBLE BY	COST (EP)	ABILITY	MIN. RANK	ACCESSIBLE BY	COST (EP)
Ambidextrous	4	Elite		Leap	1	All	18
		Warrior-mages	60	Loyal / 1	3	All	32
		Warrior-monks		Luck	3	All	60
Artifact / 1	4	All	18	Martyr/1	1	All	6
Assassin	4	Special	48	Master archer	4	All	60
Assault fire	3	All	36	Master strike / 0	3	All	48
Authority	4	All	36	Mastery of the arcana	4	Pure magicians	48
Born killer	4	Large Size	90	Mechanic / 6	2	Servants	18
		Very Large Size		Minelayer	3	Servants	48
Bravery	2	All	18	Negation	3	Pure magicians	12
Brutal	2	All	18			Pure Faithful	
Brutish charge	3	All	42	Parade	4	All	60
Bull's-eye	4	All	24	Piety / 1	3	Faithful	18
Consciousness	4	Special		Possessed	4	All	36
		Magicians	60	Precision	3	All	36
		Faithful		Rallying cry	4	All	24
Counter-attack	4	All	36	Rapid reloading	4	Champions	36
Cure / 6	4	All	24	Rapidity	3	All	36
Devotion / 1	1	All	6	Recovery / 1	4	Magicians	24
Disengagement / 6	4	All	24	Reflexes	3	All	12
Dodge	3	All	24	Reorientation	3	All	12
Exalted	3	Faithful	48	Resolution / 1	4	All	12
Fanaticism	2	All	18	Rigor	4	All	54
Feint	4	All	18	Ruthless	3	All	24
Fencer	3	All	30	Sapper	3	Servants	12
Ferocious	3	All	54	Scout	4	Special	
Fierce	3	All	36			Magicians	48
Fine blade	3	All	36			Faithful	
Focus	3	Magicians	24	Sequence / 1	4	All	32
Harassment	3	All	32	Sharp shooter	4	All	36
Hard-boiled	3	All	36	Steadfast	2	All	18
Hardened	4	Elite		Strategist	4	All	48
		Warrior-mages	72	Summoner / 1	4	Magicians	18
		Warrior-monks				Faithful	
Illuminated	3	Faithful	24	Target / +1	3	All	18
Implacable / 1	4	All	32	Thaumaturgist	3	Faithful	24
Infiltration / 10	3	All	12	Vivacity	4	All	24
Insensitive / 6	3	All	12	War cry / 3	2	All	12
Instinctive firing	3	All	36	War fury	3	All	54
Leadership / 10	2	All	90	War-horse*	4	All	60

* The "War-horse" ability can only be acquired by fighters with a mount. Centaurs cannot acquire this ability.

at the soldier's recruitment, then it can be later on by spending EP. The amount of EP to spend is equal to the capacity's value in A.P. times 10.

Reminder: *The "Solo" capacities reserved to Characters can be acquired by champions.*

ACQUISITION OF A SECONDARY ROLE

A secondary role is a particular status that provides the company with advantages in certain situations.

These roles are subject to variable conditions. Any soldier who meets the conditions can take on such a role. Also, like abilities, these roles can only be taken on by fighters with a rank that is high enough.

Like the other evolutions, the acquisition of a role requires an investment in EP.

Prerequisites:

- To acquire a role, the soldier **must** have Discipline (even DIS 0) or Power or an aura of faith.
- The jobs of musician and standard-bearer are already considered to be secondary roles. Such fighters therefore cannot acquire another role.
- Fighters assimilated with Allies cannot take on a role in a company.
- Soldiers of "Creature" rank, or who have evolved from this rank, whose DIS is lower than 3 cannot take on a role.

The same soldier can take on only one role at a time and it is impossible to give up a role once it has been acquired.

Reminder: *The role of captain is a primary role. The captain can therefore acquire a secondary role just like any other soldier.*

With the exception of the role of lieutenant (which is unique), **several fighters can have the same role**. The effects of some of them are cumulative whereas others are not. This is specified in the role's description.

With the exception of the role of lieutenant, which can allow a soldier to become captain, the other roles do not evolve.

And finally, a well-organized company is more attractive. To represent this, the attribution of certain roles to a soldier provides the company with a bonus in renown.

Example: *When a soldier becomes the company's medic, its renown immediately increases by five points.*

These bonuses apply as soon as the role is acquired and are taken into account even if the role in question is already held by a different member of the company.

Example: *If a second soldier acquires the role of medic, then the company's renown increases by another five points.*

LIEUTENANT (15 EP)

Minimum rank: 1

Bonus in renown: + 10

There can be only one lieutenant in a company.

His presence increases the company's maximum strength. This bonus varies according to the lieutenant's rank. If the captain dies, then the lieutenant can take his place (see p. 61).

SERGEANT (10 EP)

Minimum rank: 1

Bonus in renown: + 5

Cumulative

For every sergeant the company's maximum strength is increased by +1. A company can have only one sergeant for every 5 full points in its actual strength.

If the company's actual strength decreases and the number of sergeants becomes too high, then the concerned soldiers nevertheless keep their role.

Example: *A company with an actual strength of 12 can have 2 sergeants in its ranks. It has to wait for its strength to become 15 to be able to name a third one.*

MILITARY ADVISOR (15 EP)

Minimum rank: 3

Bonus in renown: + 5

Not cumulative

The presence of a military advisor has an influence on the choice of missions (see p. 71).

What more, a military advisor can allow his company to shorten or lengthen the missions' duration.

During each game, before the Tactical roll of the last round, a military advisor can (if he is standing on the battlefield) try to influence the course of the game. To do so, the player controlling him rolls 1d6. On a result of 1 to 2 the advisor does not manage to impose his sense for tactics. Yet on a 3, 4 or 5 he can decide to lengthen or shorten the game by one round. In the latter case the game ends immediately. If two military advisors in opposing camps succeed their roll, then the two players can attempt to agree on the choice to be made. If they can't agree, then the game's duration remains unchanged.

No matter how many military advisors there are in a camp, a player can make only one roll of this kind per game.



QUARTERMASTER (20 EP)**Minimum rank:** 3**Bonus in renown:** + 5**Not cumulative**

The quartermaster has an influence on the wages earned by the company at the end of a mission. If the company has a quartermaster, then the player has to roll 1d6 at the end of the mission (during phase 1 after the battle). This roll is not to be made if all of the company's quartermasters were Killed Outright during the mission or if the company did a retreat.

If the company is victorious, then the result is increased by +1. If it was defeated, then the result is reduced by -1.

- ☐ or ☐ The company gains four additional resource points.
- ☐ or ☐ The company gains seven additional resource points.
- ☐ or ☐ The company gains ten additional resource points.

MEDIC (25 EP)**Minimum rank:** 3**Bonus in renown:** +5**Not cumulative**

The medic is a practically indispensable element for any company. His presence allows the aftereffects of the Wounds suffered by the fighters to be lessened (see *Recuperation*).

PROSPECTOR (20 EP)**Minimum rank:** 3**Bonus in renown:** 0**Cumulative**

In every mission the prospector can be sent off to go exploring instead of taking part in the battle. In this case he cannot be included on the mission sheet. If the company has several prospectors, then they can all be sent exploring at the same time.

At the end of the mission, when the company's gains in resources are being calculated, 1d6 is to be rolled for every prospector who was sent off to go exploring:

- ☐ The prospector was attacked. He returns with empty hands and a Critical Wound. A recuperation roll is to be made.
- ☐ The prospector has made a minor discovery that earns the company three resource points. The prospector gains 4 EP.
- ☐ The prospector has made an interesting discovery that earns the company eight resource points. The prospector gains 6 EP.
- ☐ The prospector has made an important discovery that earns the company 13 resource points. The prospector gains 8 EP.
- ☐ The prospector has made a major discovery that earns the company 18 resource points. The prospector gains 10 EP. The company also gains five points of renown.
- ☐ The prospector has made an exceptional discovery that earns the company 23 resource points. The prospector gains 12 EP. The company also gains 10 points of renown.

Attention! A prospector can be sent exploring only if he isn't suffering from **any aftereffects**. A prospector who is sent exploring cannot benefit from any EP gained through training.

ALCHEMIST (25 EP)**Minimum rank:** 4**Bonus in renown:** 0**Not cumulative**

When an alchemist is present in a company, then the acquisition cost of potions of strength, of resilience, of speed and of vivacity is reduced by two resource points for all soldiers.

Furthermore, the use of these types of potion no longer requires a roll of the die to be made. They therefore have an effect on a ☐.

TRACKER (15 EP)**Minimum rank:** 3**Bonus in renown:** 0**Not cumulative**

If a tracker is listed on the mission sheet, then the player controlling him benefits from +2 on the final result of his Tactical roll for the approach. What more, he can pass his turn one additional time during this phase, even if he has more cards and more fighters than his opponent.



PRIEST (30 EP)**Minimum rank:** 3**Bonus in renown:** + 10**Cumulative**

Reserved to faithful.

The presence of a priest gives the company a mystical dimension that motivates its troops and increases its recognition. If at least one priest is included on the mission sheet, then the company gains five additional points of renown during phase 1 after the battle.

If a priest dies in the recuperation phase, he becomes a martyr: the company immediately gains 20 points of renown. This bonus can be acquired several times by the same company.

Priest's aptitude: A priest can acquire the "Resurrection" special capacity. This costs him 30 additional EP. This special capacity can then be used every time one of the company's soldiers dies during the recuperation phase.

To be resurrected, the dead soldier must have at least 10 unused EP left. If this condition is met, then 1d6 is to be rolled.

• to • The gods refuse to answer the priest's prayers and the soldier is not brought back to life.

∴ to ∴ The soldier is resurrected. He loses 10 EP, but these are not considered to have been used (his value is not increased). These points are therefore not noted in the "EP used" space.

This roll is to be made at the end of the recuperation phase. If no priest is present in the company at this moment (or if the dead fighter doesn't have the required 10 EP), then the deceased cannot be brought back to life.

Only one resurrection roll can be attempted per fighter, no matter how many priests there are in the company. On the other hand, the same fighter can be brought back to life several times during his career.

A priest may not use this special capacity on himself, yet he can use it on another priest. A priest resurrected in this way doesn't become a martyr; his "temporary" death does not provide the company with 20 points of renown. However, when a priest succeeds in bringing a soldier back from the dead, his company immediately gains 10 points of renown.

RECRUITER (30 EP)**Minimum rank:** 3**Bonus in renown:** + 5**Not cumulative**

The recruitment of Allies, Mercenaries and Stateless fighters only costs the company a quarter of their value instead of half in resource points. The wages to pay fighters who aren't members of the company (Mercenaries, Characters, etc.) are also reduced by 10% (rounded up to the higher integer).

**EXPERIENCE
OF WAR MACHINES**

Whereas the servants of immobile machines can use their experience like any other soldier, mobile machines **that have a Weight value** are subject to the following rules.

Evolution of rank: Their rank never changes, no matter their level of experience.

Evolution of status: In no way can they reach the status of champion.

Evolution of characteristics: Their characteristics can evolve in the same way as those of other soldiers. However, a machine's Weight and SP cannot evolve thanks to experience.

Evolution of abilities: Their abilities can evolve in the same way as those of other soldiers.

Acquisition of abilities: They cannot acquire abilities.

Acquisition of a secondary role: They cannot acquire any secondary role.

**ADJUSTMENT OF THE SOLDIERS' VALUE**

Depending on the acquired improvements, a soldier's value must be adjusted during this last phase. To calculate a fighter's new value one has to add together his cost in A.P. as indicated on his reference card with 10% of the total amount of EP used since he was recruited (rounded down to the lower integer).

Example: A Jackal warrior whose cost in A.P. is equal to 23 has used 54 EP since he joined his company. His value is therefore $23 + 5 = 28$.

6. ACQUISITION OF ATTRIBUTES

During this phase the company's members (as well as the new recruits) can be given attributes.

The acquisition of artifacts is subject to the same rules as when the company is being formed.







BOOK II
FORTIFICATIONS,
NEXUSES & TITANS

DOGS OF WAR

PART 2

Dawn, dawn... The Syhars make a whole fuss about it. They talk about renewal, a new age governed by reason and science. Bah! Rubbish. Science is crazy. It's dangerous and the alchemists of Dirz are proof of this. Speaking of which, me, I was spawned by them! Ha! The throne will always belong to the strongest, no matter what they say. And me, Ashrun Kass, former gladiator in Cadwallon, I'm strong - very strong. I'm an orc!

In fact, dawn is just about to show on the horizon. The Syhars are going to be in for a surprise when they see our killer mugs blocking their rising sun.

Hengis will soon be giving the signal. A little slaughter to commit, a damsel to save and to bring back to her father - just like in a fairy tale. Who cares about the Barhans' problems. I have my two maces. We're gonna have a ball.

Ashrun seems to be nervous. He doesn't like attacking without knowing how many enemy fighters they will be facing. I can understand him. The daughter of Knight de Carlis, our patron, was abducted by some Syhars entrenched in a small farm. I still don't see why the minions of Arb-Tolth infiltrated in Barhan territory would risk jeopardizing their situation for a woman.

What's so important about her?

Hengis is also ready, his gaze set on the objective. Yesterday evening, when I told him about my doubts, he answered that "we're not paid to think." He's a tough guy, this Akkylannian, but if he really were obedient, he wouldn't be working as an independent... His head must be filled with a thousand different thoughts right now. He's the chief. I'd do the same in his place.

I love this land. The kingdom of Alahan is a marvelous country. A bright sun, forests teeming with life... Vriloos, my marmoset, is still sleeping. I put him down, curled up in his fur, between the roots of a tree. The dew is invigorating. The hour is nigh. Let's no longer think about this land whose splendor the Barhans have neglected. Let's forget doubt, it only causes fear. The sun is rising over the battle and I, Dashram Kass, will kill for a few gold coins and the honor of a woman whose name I have forgotten.

Hengis has turned toward me, but I have already begun to advance. I grab my two-handed hammer and start moving as silently as possible toward the back door.

Hurry up, little brother! They're quickly going to spot us with all the noise we're going to make. We're not here to use trickery. It's not for nothing that I was called "the Meteor" back in the arenas of Cadwallon. "Amok slayer" is what the old shaka in the garden of Tailors had called me.

Dashram is in position next to the entrance. He lifts his hammer and makes me a sign. I lunge forward. His weapon lands on the door and smashes it to bits with a single blow. The noise is deafening and swarms of birds fly off into the cool morning air. I shout from the bottom of my lungs and rush into the darkness, my weapons held high, ready to confront the unknown, to beat it to a pulp.

But things don't go as I had planned. In the darkness I can make out the bald figures of the clones pointing their crossbows at me. No time to think. I throw myself to the ground and slide across the room like a bowling ball rolling toward the pins. I hit the shins of a clone and knock him over.

Today sure ain't my lucky day.

The plan breaks down at the same time as the door. I can read the surprise on Ashrun's face. We were being expected. Time seems to come to a standstill as I watch bolts flying in slow motion at my brother. For a fraction of a second I think that he's a goner. I already picture myself burying him and continuing our mission on my own.

That's when I go berserk. It's true that it takes a while for me to get angry, but when I do, I really do.

Go ahead, bro, don't bother waiting for the others to start the job.

Powerless, Hengis watches the ambush. He hears the typical clicking of the Syhar crossbows and sees one, maybe two, bolts get stuck in Ashrun's chest. It visibly takes a lot more to stop an orc. Dashram rushes to help his brother, taken by an uncontrollable anger. Horrible cries rise from the building. Some are animal-like howls; others are desperate laments. A clone goes crashing against the doorframe and desperately raises his arms toward the light. The blow of a hammer crushes him against the wall with a terrifying cracking sound. He collapses like a puppet in a cloud of dust.

"Change of plan!" shouts Hengis to the other members of the company. "Charvre and Myrkhis, over there. Toldo and Bromur, to the other side. Khali, with me. Trigger, you shoot everything that comes out. Let's go!"

Dasbram enters the room after me, just as planned. His eyes are dark with anger. He helps me up with one hand while skewering a clone with the other, and I start bashing away. I hear a loud "thud!" The clone ended his fight against a wall. My second victim is hit smack in the face with my double mace. His head explodes at impact and his body limply collapses. A sweeping blow to the right. I hit the shield of another clone and send him staggering backward.

He's all yours, bro!

To the left I crush a chest with a backhand blow of my mace.

That sure knocks the wind outta you, huh?

I duck to dodge a blade that was swung too quickly, break an ankle, pivot around and finish off the sucker with a blow of my elbow to his throat just in time to see Dasbram's hammer, already covered with blood, smash the bowels of the victim I had just sent him. That must hurt...

My brother doesn't finish off his victim. We look each other up and down for a second. I smile but he doesn't look too happy. His gaze lands on my shoulder and then behind me. There are still some left...

Hey! What the...? I have a bolt stuck in my shoulder!

"My armor made of genuine aurochs leather and Akkylannian chain mail! Bunch of cheap clones! You're gonna pay for this!"

While I step over the twisted clone sprawled on the floor across the door, I realize that the two orcs have taken control of the situation. A shot is heard. Trigger is doing his job. Khali moves to the right to inspect the stairs leading into the darkness. A clone cramped in a long cape suddenly bursts from a dark corner. His fingers have long claws attached to them. I raise my pistol to kill him, but Khali is quicker. A dagger hits the Syhar in the throat and another one is thrust into his heart. Khali must have been scared stiff to have reacted so violently. She's a real wildcat...

She leaves her victim and, covered in blood, starts climbing the steps. I follow her.

"Dasbram, get over here. Asbrun will hold them back."

"But..."

"Don't argue."

Next time I won't make the orcs work together. I almost managed to lose them both.

"C'mon, my little lambs, come and confront the Meteor!" I unfasten a small latch on my weapon's handle. Its metallic beads come off and fall noisily to the ground with chains made of the best Akkylannian steel attached to them. Dasbram has just killed his victim. There is a moment of silence. It's a moment that I love: the calm before the storm.

A clone cocks his head to the side, betraying his surprise. I start putting my arms into motion. My flails begin spinning in the air with a whistle. A new opponent throws himself at me, his two dorsal blades ready to strike. I intercept him with a sudden maneuver. The chains snap violently. The Syhar's skull is smashed. Another blow sends him crashing into a worm-ridden wardrobe. I can almost hear the cheers of the crowd in the arena.

"Hengis," Dasbram says to me, "I think that I've found the damsel's clothes. And strange gear near the bed where she must have slept."

"Chains? A cage? Knives? Metal pipes?"

"Um, yeah. Actually, there are droppings and blood everywhere. I don't know what happened here, but it was... perverse. This happened a few days ago, maybe a week."

"And me," Khali adds, "I have found a tank. It's right over there behind the curtain. It's worth a small fortune. Look."

Khali pushes the curtain to the side to reveal a strange apparatus of glass and steel. Inside it slumbers the dreadful spawn of Evil. There, among the translucent flesh, metal plates and copper feeding tubes, I think I can make out a woman's face. And a few centimeters from it there is a man's.

We're looking at a creature that is so human yet so monstrous as well that we start feeling nauseous. The monster looks at me with its four eyes filled with pleasure and pain. A counter-natural love being celebrated in an embrace like no other...

Powerful claws suddenly bit the inner wall of the tank, tearing me from my stupor. The creature's jaws open wide, hungry for fresh meat. The tank's glass starts to crack.

"Burn everything!"

"And what about our premium?" Khali worries.

"We'll tell our client that his daughter preferred to give her body to science..."

When I saw that monster, I remembered. I have lost too many brothers in Syharbalna and Merin will have to pay me a huge amount for me to return there. But I can't let this horror live.



CHAPTER 1

IN WAR AS IN WAR

Acheronian society leaves no place for pity. Climbing the social ladder is done on a mountain of corpses. Unfortunately for him, the black paladin Nefaras was never a very good sycophant. That didn't matter to him. Faced with failure as a socialite, he chose to rise in the ranks of the military. He was able to get the support of Lugarian, a

quaestor who was as ambitious as him. Together they gathered a small troop of living-dead fighters and embarked on a quest for fame and glory. The powerful of Acheron are already aware of some of their military successes, as well as of their strange habit: they take good care of their zombies and ghouls, and even teach them new combat techniques.

PASSIVE INDIVIDUALS

Some missions involve so-called “passive” individuals. These are usually civilians that are to be protected or eliminated. They are subject to the following rules:

- They are controlled by the Defender as if they were his own miniatures. However, they are not considered to be of the same people as the company protecting them.
- A card representing them has to be added to the draw pile of the player controlling them. If the mission involves several passive individuals with the same profile, then they are grouped together on the same card, no matter how many they are.
- They are not included in the strength of their camp.
- The cards representing them are taken into account when determining if a player can pass his turn.
- They cannot benefit from the leadership of the fighters in their camp.
- The Defender cannot purposely make a passive individual leave the limits of the battlefield unless the mission’s description says so.
- They cannot perform assaults.
- They always place their combat dice in defense, even if a game effect forces them to place some in attack.
- The Wounds they are inflicted with provide EP in the usual way. Their value is indicated so as to be able to evaluate the difference in strength between them and their opponent.
- At the end of their movement they must be within 15 cm or less of a friendly fighter unless they are in rout, in which case they can be more than 15 cm away from any defenders.
- If one of them is more than 15 cm away from a defender when he is activated, he cannot be moved (unless he is in rout).

CAPTURING AN ENEMY

The objectives of certain missions involve the capture of a target. This works in the same way as the control of an objective (see *Confrontation 3*, p. 125). The target is associated with a certain control perimeter that can vary depending on the mission. At the end of the game, the player controlling this perimeter has captured the target.

WAR BOOTY

Some missions involve the presence of counters on the battlefield that the players have to gather.

PICKING UP A COUNTER

To pick up a counter, the fighter has to end his movement on it (during his activation or through a pursuit movement). The counter is then placed on the miniature’s base. The fighter cannot continue his movement after having picked up a counter. Yet he can make a pursuit movement in the usual way.

• MOVEMENT IN THE AIR & COUNTERS •

A miniature that is not at the same altitude level as the counter cannot end its movement on top of it. It must be placed next to it so that other fighters can pick it up.

A counter cannot be moved in any other way than by being picked up.

TRANSPORTING PLUNDER

The same miniature can have only a certain number of counters at a time. This number depends on the object being carried (additional information is provided in the description of missions involving such objectives).

The carrier of a counter can drop it at any time during his movement.

If the carrier of a counter is removed from the battlefield, then he loses the counter, which falls to the ground at the exact spot where the carrier was before being removed. The counter can then be picked up by a different fighter.

If the carrier leaves the limits of the battlefield (purposely or not) or if his miniature is removed for any reason whatsoever that prevents him from returning to the game before the next round, then the counter remains at the spot where the carrier was standing before being removed.



NEUTRAL FIGHTERS

Some missions or certain events can involve Neutral fighters who can have an aggressive attitude toward either of the camps (or even toward both).

ACTIVATION

Neutral fighters are activated last during each activation phase. They always move at twice their Movement value toward the nearest fighter, no matter which camp he's in. If they can, then they charge him; if not, they engage him. If they can do neither of these actions, they get as near as possible while moving around obstacles.

Neutral fighters always ignore other Neutral fighters. They only move toward miniatures that belong to a camp controlled by a player. They also ignore the presence of fighters located at an altitude level that they cannot reach.

NEUTRAL FIGHTERS AND HIDDEN SCOUTS

During their movements Neutral fighters ignore the presence of hidden Scouts. However, when a Scout is spotted by a Neutral fighter, then his presence is revealed to all of his opponents, no matter their camp. Similarly, when a Scout is spotted by an opponent controlled by another player, then his presence is also revealed to any Neutral fighters there may be.

COMBAT

When a Neutral fighter is in contact with fighters of several opposing camps, then an Initiative test has to be made for him too. The attacks are then carried out as if three different camps were taking part in the combat.

A Neutral fighter always places his combat dice in attack unless a game effect forces him to defend himself, and he always uses his active abilities.

If, during an exchange, a Neutral fighter has to carry out fewer attacks than he has opponents, then his attacks' targets must be chosen at random.

Example: *A wild animal has appeared in the middle of the battlefield. During a combat phase it comes into contact with a Jackal warrior (Orc player), a clone of Dirz and a sentinel of Danakil (Scorpion player).*

1. Initiative test

Each player does an Initiative test for his own camp. Then one of the two players does an Initiative test for the animal. The Scorpion player wins this roll, the animal gets the second best result and the Orc player gets the lowest one. In every exchange

the Scorpion player will therefore attack first, then the animal, and finally the Orc player.

2. Placing the dice

The Jackal warrior places one die in attack and the other in defense.

The wild animal automatically uses War fury and its five dice are placed in attack.

The clone of Dirz places one die in attack and the other in defense.

The sentinel of Danakil places his two dice in attack.

3. Combat

First exchange:

- *The sentinel and the clone each attack the animal.*
- *The animal attacks each of its three opponents.*
- *The Jackal warrior attacks the animal.*

Second exchange:

- *The sentinel attacks the animal.*
- *The animal has two attacks left for three potential targets. The targets of these two attacks are chosen at random. The players decide to roll 1d6: on a 1 or 2 the first attack will target the Jackal warrior, on a 3 or 4 it will target the clone, and on a 5 or 6, the sentinel. The result is a 3, so it's the clone who is attacked. Another roll is made to determine if the animal's second attack will target the Jackal warrior or the sentinel. The Jackal warrior is the one selected.*

If a Neutral fighter kills his opponent or opponents, then he does a pursuit movement toward the nearest fighter, no matter his camp. If several fighters are at the same distance, then the target is randomly chosen.

If a Neutral fighter is killed while in contact with fighters of opposing camps, then the player who got the higher result on the Initiative test can pursue first. He can also decide to let his opponent do his pursuit movements first.

ROLLS OF THE DICE

Neutral fighters are extremely driven: results of 11 on their characteristic tests must be rolled again!

EXPERIENCE POINTS

The Wounds inflicted on Neutral fighters provide experience points in the usual way.

CONTROLLING OBJECTIVES

Neutral fighters are never taken into account when determining the control of objectives.

THREE OR MORE PLAYERS

DEPLOYMENT

For battles that involve more than two factions, a deployment zone is determined for each camp. These zones must be 30 cm from each other.

To determine the order in which the players deploy their troops, each one proceeds with a Tactical roll. The one who gets the highest result chooses his position in the order of play. The one with the second best result then chooses his among the positions left, and so on.

Example: *Three players are confronting each other. During the approach phase the Lion player gets a final result of 9 on his Tactical roll, the Goblin player gets a 5 on his and the Drune player gets a 6.*

1. *The Lion player decides to take the third position.*
 2. *The Drune player can choose between the first and second position. He chooses the latter.*
 3. *The Goblin player doesn't have a choice: he has to play first.*
- Once the deployment order has been determined, the players proceed in the usual way starting with the one among them who has the first position.*

♦ PASSING ONE'S TURN ♦

During the approach, like during the activation phases, the number of turns each player can pass is calculated according to the player with the most cards in his draw pile.

Example: *The Lion player has 10 miniatures and seven cards. The Goblin player has 12 miniatures and six cards. The Drune player has nine miniatures and five cards. The Lion player has the highest number of cards. The Goblin player has less cards than the Lion player, but he has more miniatures: he therefore cannot pass a turn. The Drune player has two cards less than the Lion player and has fewer miniatures: he can therefore pass his turn twice.*

THE ACTIVATION PHASE

The order in which the players take the lead is determined in the same way as during the approach. The players proceed with a Tactical roll and choose their position, beginning with the one who gets the highest final result. This test's final results are to be remembered for they will have an influence on the order that combats are resolved in.

THE COMBAT PHASE

The frays are split by the player who got the best result on the Tactical roll.

♦ FIRING INTO A FRAY ♦

When firing into a fray involving more than two camps, the distribution roll is made in the usual way. If a target other than the one that was aimed at is hit, then the opponent closest to the marksman is hit by the projectile.

COMBAT ORDER

The player who got the best result on the Tactical roll chooses which combat is to be resolved first. Then the player who got the second best result chooses the second combat, and so on.

COMBAT RESOLUTION

Combats involving fighters of more than two different camps are resolved in the following way.

An Initiative test is made for every camp involved in the combat. Each camp's INI is calculated in the usual way.

EXCHANGE BY EXCHANGE

In each exchange the players proceed with their fighters' attacks in the order determined by the results of the Initiative tests.

PURSUIT MOVEMENTS

Pursuit movements follow the usual rules.

If a fighter is killed in a fray in which he is opposed by fighters of various camps, the latter can all make a pursuit movement. In such a case the fighters in the camp that got the better result on the combat's Initiative test make their pursuit movements first.

Example: *A combat in which a karnagh is opposing a swordsman of Alahan and two goblin ashigarús ends with the death of the karnagh. His three opponents can therefore each make a pursuit movement. Because the Goblin player got a better result than the Lion player on this combat's Initiative test, he can move his ashigarús before the Lion player can move his fighter.*

A pursuit movement can bring a fighter into contact with an opponent who was involved in the combat in which he has just participated. In this case the new combat is not resolved immediately.

Example: *After having eliminated the Drune karnagh, the Goblin player uses the pursuit movement of his two ashigarús to engage the swordsman of Alahan. These three miniatures having already fought, the new combat will be resolved in the next round.*



CHAPTER 2

FORTIFICATIONS

The city of Djaran is one of the preferred theaters of operations of the war between the empire of Syharbalna and that of Akkylannie. Countless alchemical legions have fought on the dunes surrounding the city, for the better and the worse. Because of this, many clone deserters are hiding in the region. They are now so numerous that it has become necessary to hunt

down and eliminate them. The city's masters have therefore formed a company led by Essaia, a promising Belisarius. He has been entrusted with a rune of supreme will to help him in his task and additional clones have been placed under his command. Guided by Shadon, a terrifying Skorize warrior, the guards of Djaran don't let any of their renegade brethren get away.

This section presents the advanced rules for interacting with the setting and notably explains how to cross elements of the scenery and to which measure an obstacle can be ignored depending on the fighters' Size.

There are two ways to represent a setting: either by using a three-dimensional object, meaning a **relief**, or by placing on the table a flat representation of a hole, a gorge, a body of water, quicksand, etc. (see *Appendices*).

Attention! *These rules replace those in the first volume of Cry Havoc. Furthermore, they do not apply to Rag'Narok.*

ELEMENTS OF THE SCENERY

An element of the scenery is defined by certain characteristics. It can happen that these parameters are set by the rules (in the text of certain missions, for example). If not, then the players are to define these parameters themselves before the start of the game. A list of various types of elements and materials is provided on page 109.

The parameters that define an element of the scenery are as follows:

Base: The base is the surface area the element covers on the ground (in cm).

Size: Like fighters, the elements of the scenery are bound to a Size (Small, Medium, Large or Very Large). Even if the element is of irregular shape, the whole piece is to be bound to a specific Size. This is required for such actions as the resolution of shots. Yet later on we will see that in certain situations (such as the crossing of obstacles) the various parts of the same element can also each be bound to a specific Size.

Resilience: Like fighters, the elements of the scenery have a RES that is to be taken into account for the Damage rolls they are inflicted with.

Structure: Structure points (SP) represent the element's integrity. When an element has lost all of its SP, it has been destroyed.

Abilities: By default all elements of the scenery have the "Inalterable" ability (see *Confrontation 3*, p. 145). Some have other abilities whose effects are explained on page 111.

Segmentation: Elements of Large Size and Very Large Size (such as a castle) cannot be considered to be a single element. It is necessary to divide them into several segments (tower, door, section of wall, etc.) that each have their own specific properties (RES and SP).

♦ HEIGHT AND SIZE ♦

It can be tricky to assign a Size to an element of the scenery. Below is a table that can be used as reference to help determine an element's Size.

Height	Size
From 1* to 3 cm	Small Size
From 3 to 4 cm	Medium Size
From 4 to 8 cm	Large Size
More than 8 cm	Very Large Size

* Elements that are less than 1 cm high are ignored.

INFLUENCE ON MOVEMENT

Usually fighters have to go around the elements of the scenery when they move. In certain cases, however, an obstacle can be crossed.

CROSSING "FLAT SURFACES"

To cross an obstacle that is represented as being flat, the rule is simple: the fighter can completely ignore the obstacle if the distance to move over it is not greater than the length of his base. This cannot lead him to surpass his movement potential.

Example: *An infantryman (2.5 x 2.5 cm base) with a MOV of 10 runs. During his movement he can cross several gorges as long as each jump isn't longer than 2.5 cm and he doesn't move more than 20 cm in all.*

This type of maneuver doesn't prevent charging or engaging. If these conditions aren't met, then the fighter has to move around the obstacle.

CROSSING A RELIEF

Depending on the case, an obstacle can be completely ignored, crossable or impassable. To determine this, the fighter's Size has to be compared to the element's (at the exact spot where it is to be crossed).

- If the element is of a smaller Size than the fighter, then it is **ignored**. The fighter can cross the obstacle as if it weren't there. He doesn't suffer any penalties and can act in the usual way.
- Elements that are of bigger Size are **impassable**. The fighter cannot cross the obstacle and can only move around it.

- An element of the same Size as the fighter is **crossable**. The fighter can cross the obstacle under certain conditions.
 - He only moves his MOV x 1.
 - If his movement potential doesn't allow him to cross the obstacle completely and the element's surface cannot be stood on, then it is impossible to cross it.
 - If the element's surface can be stood on, then the fighter can stop on it.
 - The player can announce an engagement combined with such a movement, but never a charge.

INFLUENCE ON FIRING

OBSTACLES TO FIRING

In order to make the resolution of shots more realistic, the elements of the scenery's Size can be taken into account in a more precise way according to the marksman's (and his target's) Size.

The penalty caused by the presence of an obstacle in a shot's trajectory is ignored when the obstacle is of a Size that is two levels smaller than that of the smaller of the two fighters.



The distance between the marksman and the obstacle can also be taken into account. A marksman touching a small wall isn't hindered by it in the same way as if his target were hiding behind it.

To represent this, the penalty caused by the presence of an obstacle is ignored if the marksman is 5 cm or less from the furthest part of the obstacle standing in his shot's trajectory. This does not allow him to target fighters who are not in his line of sight.



INFLUENCE ON HAND-TO-HAND COMBAT

Under certain conditions opponents can combat each other despite the presence of an obstacle between them. To do so, the following conditions have to be met:

- During the initial assault the targeted opponent must be within the assailant's movement range (without taking the obstacle into account). If this condition is met, then the assailant is placed into contact with the obstacle as if it were an extension of his opponent's base.
- For the combat to be possible the two fighters cannot be separated by more than 2.5 cm.
- The obstacle's height must be less than that of the smallest fighter involved in the combat.

If these conditions are met, then the fighters on either side of the obstacle can combat each other.

One then has to distinguish between two different types of obstacles: so-called "neutral" obstacles and defensive obstacles.

NEUTRAL OBSTACLES

These obstacles (such as a small stone wall) inflict the two fighters with the same penalties no matter on which side of it they are standing. An opponent standing on the other side of a neutral obstacle is not taken into account when determining a fighter's number of combat dice.



DEFENSIVE OBSTACLES

This type of obstacle is specifically built to defend a position. It has an Attacker side and a Defender side. For example, for a mound covered with wooden spikes pointing outward, the side to which the spikes are pointing is the Attacker side. This type of obstacle obviously only provides an advantage to fighters standing on its Defender side.

An opponent standing on the Defender side of a defensive obstacle is not taken into account when determining the number of combat dice of a fighter standing on the Attacker side.



A combat between opponents on either side of an obstacle is played in the normal way and can be followed by pursuit movements in the usual conditions. There are, however, two exceptions:

- An assault on an opponent standing on the other side of an element of the scenery is considered to be an engagement even if the fighter has an ability or a special capacity that allows him to consider his engagements to be charges. In other words, this type of engagement doesn't provide the assailant with any bonus (or the assaulted fighter with a penalty).
- Because the two fighters aren't really in contact with each other, the assaulted fighter can still move during the same round if he hasn't been activated yet. This does not require a disengagement roll to be made.

TARGETING ELEMENTS OF THE SCENERY

SHOTS

If a marksman targets an element of the scenery with a shot while a fighter of his camp is in contact with it, then no distribution roll is required: if the shot is successful, then the element suffers the Damage roll.

Similarly, if a fighter free of any opponents who is in contact with an element of the scenery is targeted by a shot, no distribution roll is to be made; it's the fighter who is hit.

And finally, if a marksman targets a fighter who is in contact with an element of the scenery and an opponent, then the distribution roll does not take the element of the scenery into account.

♦ PERFORATING ARTILLERY ♦

The rules on artillery say that perforating projectiles continue on their trajectory if their target is missed or destroyed. When it comes to elements of the scenery, this rule only applies to those whose base (surface area on the ground) is no bigger than 5 x 5 cm. For elements of bigger Size than this the perforating projectiles never continue on their trajectory, even if the element wasn't hit.

Moreover, when firing a perforating projectile through a closed window or door, the projectile does not continue on its trajectory if the Aim test was failed. On the other hand, if this element is destroyed, then the projectile continues on its trajectory.



ASSAULTS

For a fighter to be considered to be in contact with an element of the scenery (and thus allow him to attack it), he must have made an *assault* against it.

FRAY SPLITTING

When the frays are being split, the elements of the scenery are not taken into account. A fighter always has the possibility to attack an element of the scenery if he is in contact with it.

ATTACKS

To inflict an element of the scenery with damage in hand-to-hand combat the fighter must be in base-to-base contact with it. Except when mentioned otherwise in the mission's description, an element of the scenery cannot defend itself. The attacker must nevertheless do his Attack tests because a result of \square remains an automatic failure.

An element of the scenery is not considered to be a fighter. It therefore does not provide any Initiative bonus to its camp in a fray (if the element is bound to a specific camp) and does not allow an opponent to get an additional combat die. However, an opponent engaged against an element of the scenery without being in contact with an enemy fighter has two combat dice at his disposal against this element.

A fighter who is in contact with both an element of the scenery and one or several enemy fighters does not have to attack the element during the combat phase. He may concentrate all of his attacks on his enemy or enemies. However, if he wishes to also attack the element of the scenery, then he must divide his attacks among his opponents and the element concerned.

Example: *A fighter is in contact with an element of the scenery and two opponents. The element is a mission objective that is to be destroyed. During the combat phase the fighter places his 3d6 in attack. When it's his turn to attack, he has the following choices:*

- *Divide his attacks among his two opponents and the element of the scenery.*
- *Divide his attacks between his two opponents without bothering with the element of the scenery.*

PURSUIT MOVEMENTS

A fighter **cannot** attack an element of the scenery following a pursuit movement. He must have been in contact with the element at the beginning of the combat phase to be able to attack it.

The destruction of an element of the scenery during the combat phase **does not** provide the right to a pursuit movement.

DAMAGE

Damage rolls made against elements of the scenery are to be made using the damage table on the following page. These rolls are made in the same way as normal Damage rolls, yet the result that is obtained indicates the amount of SP lost by the element.

Double results are **not** considered to be Exceptional Wounds. Even a double \square does not automatically cause the loss of 4 SP.

Similarly, the location of the damage to the various parts of the body does not apply to elements of the scenery. Game effects that depend on body part location therefore do not work on elements of the scenery.

When its SP fall to 0 or less the element is "destroyed." This can be played out in various ways depending on its nature.

- **Statue, altar, pillar, building of Small Size:** The element is completely destroyed. It is not removed from the battlefield and remains an obstacle of the same volume.
- **Door, window, etc.:** The passage blocked by the obstacle is now open.
- **Wall, barricade, palisade:** The damage caused to walls (and similar structures) must be located at a specific spot. Once the wall's SP have fallen to 0 at a given spot, a 5 cm wide breach is opened in the element at this spot.
- **Building of Large Size:** Big constructions are divided into several individual structures that are treated separately as if they were a group of buildings of Small Size.

COLLAPSE OF STRUCTURES

When an element of the scenery is destroyed, its collapse can cause damage around it. However, only the biggest elements with **15 SP** or more can cause such damage.

When such an element collapses the following rules apply:

- All fighters standing on or inside the structure are buried. Even if they aren't necessarily dead, they can no longer participate in the battle and are considered to be losses.
- All fighters standing even partially within 2.5 cm or less of the element suffer a Damage roll (STR equal to the element's RES).

• DAMAGE TABLE •

	1	2	3	4	5/6
Less than 0	0	0	0	1	1
0/1	0	0	1	1	2
2/3	0	1	1	2	3
4/5	1	1	2	2	3
6/7	1	2	2	3	4
8/9	1	2	3	3	4
10/11	2	2	3	4	4
12/13	2	3	3	4	4
14/15	2	3	4	4	4
16/17	3	3	4	4	4
18 and +	3	4	4	4	4

BLAZES

Some elements of the scenery (or zones on the battlefield) can be considered to be flammable. High-risk zones are to be designated before the battle.

If a flammable element of the scenery or zone loses SP due to a Damage roll inflicted by a spell calling on Fire or by a flaming weapon (a sword affected by the "Incandescent chastisement" spell, a projectile shot by the Mid-Nor fire-spitters, etc.), then a "Blaze / 0" counter is placed at the spot where the element was hit.

During every time out phase 1d6 is to be rolled for every "Blaze / X" counter on the battlefield.

- On a [1] or [2] the counter is removed (if it is a "Blaze / 0" counter) or its X value is reduced by 5 points.
- On a [3] the counter remains where it is with the same value.
- On a [4], [5] or [6] the counter's X value is increased by 5 points.

The blaze is considered to affect all flammable zones within a radius of X cm around the counter.

Flammable elements of the scenery as well as fighters standing even partially within the burning zone suffer a Damage roll (STR 8) during the time out phase.

Similarly, if a fighter ends his activation (at altitude level 0 or 1) in a burning zone, then he immediately suffers a Damage roll (STR 8).

And finally, if a fighter moves through a burning zone (at altitude level 0 or 1) without stopping, then he suffers a Damage roll (STR 6).

If the fire affects a single, isolated element of the scenery and it is destroyed, then all "Blaze / X" counters that are on it are removed.

A burning zone blocks all lines of sight at levels 0 and 1. What more, two fighters cannot confront each other in hand-to-hand combat if a burning element of the scenery is standing between them.





ASSAULTING FORTIFICATIONS

Certain fighter categories cannot use any of the equipment described in this section, either due to lack of intelligence or because their equipment prevents them from using it:

- Creatures with a DIS that is lower than 3
- War-machines
- Riders and centaurs

In no way can these fighters transport, use or be equipped with the equipment described below.

RAMS, LADDERS AND ROPES

Instead of attacking a fortress's gate individually, fighters can pool their strength to smash it down using a battering ram.

There are several types of more or less big battering rams. Some are even mounted on a covered structure that can be rolled. These rules for *Confrontation* only cover the lightest rams that can be carried by the infantry.

Instead of breaking down the gate, the attackers can assault the walls to try to climb over them. Ladders are a rudimentary yet efficient way to do this. They can also use ropes with a grappling hook, which are less burdensome yet trickier to use.

EQUIPPING AN ARMY

A battering ram costs 10 A.P. and a ladder, 5 A.P. The number of pieces of this equipment that an army can have is not limited and it is not included in the authorized percentage of war-machines.

Rams and ladders have to be represented on the battlefield.

Any 10 cm long stick can be used to represent a battering ram. Ladders can be represented using flat pieces of wood or plastic that are 15 cm long and 3 cm wide.

EQUIPPING FIGHTERS WITH ROPES

When the army is being built, any fighter (except those mentioned above) can be equipped with a rope and grappling hook for 3 A.P. If a fighter dies before having been able to use his rope, then it is lost.

DEPLOYING AND MOVING RAMS AND LADDERS

During deployment each of these pieces of equipment is to be placed onto the battlefield at the same time as its bearer and touching him.

Their movement is subject to the rules on moving immobile machines (see *Confrontation* 3, p. 118) with one exception: any fighter (except those mentioned above) can participate in moving them.

- A ram has a Weight of 8 and a length of 10 cm.
- A ladder has a Weight of 6 and a length of 15 cm.

The carriers can be placed in contact with either side of this equipment, but not in front or in back of it.

ATTACKING WITH A RAM

A ram can only be used to attack elements of the scenery and immobile machines.

To attack an element of the scenery with a ram, all of its carriers must be free of any opponents and announce a charge against the target.

If the ram's head comes into contact with the target, then this target suffers a Damage roll with a STR equal to **5 plus the cumulated STR of all the ram's carriers**. For this calculation the penalties caused by the carriers' Wounds are taken into account.

Example: *Four carriers, whose STR is respectively 4, 6, 3 and 8, attack a door with a ram. One of them has a Light Wound and another has a Serious Wound. The impact's STR is therefore $5 + 4 + 6 + 3 + 8 - 1 - 2 = 23$.*

The ram itself is considered to be equipment and cannot be destroyed.

RAISING A LADDER

At the end of their movement its carriers can raise the ladder up against the element of the scenery they are assaulting. The ladder's base then has to be positioned in contact with the base of the carrier standing nearest to the element.

If the ladder is too short, then it falls to the ground (the distance may not be measured beforehand). A ladder lying on the ground (or leaning against an element) can be picked up for a new attempt. To pick up a ladder the fighter simply has to be in contact with it at the beginning of his activation. One can pick up a ladder, move it and raise it in the same round.

THROWING A GRAPPLING HOOK

The throw of a grappling hook is considered to be a shot when it comes to resolving this action.

The distance that a grappling hook can be thrown depends on the fighter's Size:

- **Small Size:** 12 cm
- **Medium Size:** 15 cm
- **Large Size:** 18 cm
- **Very Large Size:** 22 cm

When a fighter tries to throw a grappling hook, the distance between his base and the part of the element being aimed for is measured. If this distance is greater than the grappling hook's maximum range, then the attempt fails. If it isn't, then the fighter must make an Initiative test with a difficulty of 6.

If the attempt fails, then this maneuver may be tried again in a later round. If it is successful, then the grappling hook gets a hold on the element of the scenery.

CLIMBING A LADDER

A fighter who is in contact with a ladder's base at the beginning of his activation may climb to its top. He may not do any other action before climbing the ladder.

No matter his MOV or the real distance between him and the top, he is considered to reach the top.

CLIMBING A ROPE

To climb a rope, the fighter must be touching the element of the scenery to climb and be standing vertically below the spot where the grappling hook has caught a hold. He must begin his movement at this place and cannot do any other action before climbing.

The fighter must then make an Initiative test with a difficulty equal to the RES printed on his reference card. If this test is failed, then he doesn't manage to climb and doesn't move. If the test is successfully passed, then he climbs all the way to the top. Here, too, no matter his MOV or the real distance between him and the top, he is considered to reach the top.

DURING THE CLIMB

As long as the fighter is on a ladder or holding on to a rope he cannot do anything else but fight in hand-to-hand combat and get a foothold on the element he is climbing (unless the presence of an opponent prevents him from doing so). He cannot use any active abilities. If he is a magician or a faithful, then he cannot recover mana or Temporary Faith.

ONCE AT THE TOP

When a fighter reaches the top of an obstacle thanks to a ladder or a rope, several things can happen:

- If he can get a foothold on the obstacle, then he stops in contact with the ladder or rope. If this placement brings him into contact with an opponent, then this is considered to be an engagement.
- If there is no surface onto which he can get a foothold at the top, then the climber must jump to the other side. If the distance between him and the ground is greater than 5 cm, he suffers a Damage roll with a STR that is equal to the distance from the ground. If he survives, then the fighter is to be placed within 10 cm or less of his landing point, which is vertically below where he jumped from, and without being in contact with any opponents. His activation is then over. If the fighter cannot be placed due to the presence of obstacles, he climbs back down (and therefore has to be placed back at the bottom of the rope or ladder).
- If the fighter reaches the top of the obstacle but an opponent prevents him from getting a foothold on it, then a combat takes place (see *Combat while on a rope or ladder*).

Attention! *The same rope or ladder can be used only once per round. In other words, during the same round only one fighter can reach the top of an obstacle thanks to a specific rope or ladder.*

COMBAT WHILE ON A ROPE OR LADDER

If a climber is met by an opponent at the top, he must fight to get a foothold in a very dangerous combat. The assailant's miniature is set aside (it is supposed to be standing on the ladder or hanging onto the rope).

As long as a fighter is on the ladder or rope, no other can climb it. His opponents cannot climb up it to attack him from behind.

During a combat between an assailant on a ladder or rope and a defender, the defender benefits from the advantages provided by a defensive obstacle.

Reminder: *The climber cannot use any active abilities.*

CUTTING THE ROPE

A fighter in contact with the spot where the grappling hook has caught a hold may attempt to cut the rope by using his attack dice against it. Such an action can only be done during the combat phase. The rope is then considered to be an element of the scenery.

The rope itself has a RES of 1 and 1 SP. If the rope is cut, then it is destroyed and the climber is Killed Outright.

Special rule: *If a fighter is climbing the rope being attacked, he can use his defense dice to try to parry the attacks against the rope.*

PUSHING BACK A LADDER

A fighter in contact with a ladder (at its base or its top) can try to make it fall.

Such an action can only be done during the combat phase instead of an Attack test. The fighter must devote two of his combat dice to this action (like for a master strike).

He must then pass a Strength test with a difficulty of 6 + the RES of the fighter standing on the ladder (the value printed on his reference card). If this test is successfully passed, then the ladder falls: it is destroyed and the climber is Killed Outright.

INCENDIARY EQUIPMENT

Any fighter can be given incendiary equipment (torch, jar of Greek fire, burning arrow, etc.) for 3 A.P. From then on, any hand-to-hand combat or ranged attack made against an element of the scenery can be considered to be flaming (at the choice of the player controlling the attacker).

STONES

The defender can place reserves of huge stones at the top of the ramparts to hurl them at the enemy.

Every pile of stones (represented by several small rocks glued to a 37.5 x 37.5 mm base) costs 10 A.P. and is a reserve of stones that is big enough to last a whole battle.

These piles are to be placed **after** the fighters of the two camps have been deployed. They cannot be moved later on.

During his activation, any fighter can throw a stone under the following conditions:

- It is an exclusive action.
- The fighter is free of any opponents.
- The fighter is in contact with the rampart and at a maximum distance of 2.5 cm from the pile of stones when throwing one.
- The target is in the thrower's line of sight and within a radius of 5 cm below.

If all of these conditions are met, the player rolls 1d6. The target is hit on a 4 or more and suffers a Damage roll (STR 6).

BURNING PITCH

More deadly than simple stones, pitch can be used to make zonal attacks and to set enemy machines ablaze.

The defender can place cauldrons of burning pitch on the ramparts to pour them down onto the assailants. These cauldrons must be placed touching the edge of the rampart after all fighters have been deployed. They cannot be moved later on.

Each cauldron (represented by a 37.5 x 37.5 mm base) costs 15 A.P. Unlike the piles of stones, these cauldrons can only be used once each.

As soon as he is activated, any fighter can tip over a cauldron in the following conditions:

- It is an exclusive action.
- The fighter is free of any opponents.
- The fighter is in contact with the cauldron.

If all of these conditions are met, all fighters standing even partially within 5 cm or less below the cauldron suffer a Damage roll (STR 6). Flammable elements may be set ablaze in this way.



CONSTRUCTION MATERIAL

The table below lists the most commonly used construction materials on Aarklash and a few others that are more rare. Each one has a RES. Some are bound to abilities whose descriptions are provided on page 111. An element of the scenery's SP depend on the materials it is made of and on its Size.

A list of constructions and the SP bound to them is provided as reference to the right.

The SP of certain elements of the scenery (such as walls or doors) are calculated according to their thickness and the material used to build them. A basic value is given for every material. To calculate an element of the scenery's SP one just has to multiply this value by the element's thickness in centimeters (rounded up to the higher integer).

Example: Stone has an SP value of 3. A statue or a wall that is 2 cm thick therefore has 6 SP.

Buildings are considered to be a single whole. They have a global amount of SP.

BUILDING	SP
Canvas tent	3
Cob hut	4
Wood cabin	5
Small house of wood and stone	8
Wood watchtower	7
Wood bridge	8
Small stone building	10
Stone bridge	12
Big stone house	15
Stone tower	15
Stone dungeon	18



MATERIAL	RES	SP	ABILITIES
Crystal, glass, stained-glass window	0	1	Breakable Transparent
Reinforced glass	1	1	Transparent
Bone	2	1	
Cloth, canvas	2	1	Flammable
Leather, tarred canvas	3	1	Flammable
Corrupt flesh*	3	2	
Cob	3	2	Flammable
Wooden planks	5	3	Flammable
Metal-reinforced planks	6	3	Flammable
Brick	6	3	
Logs	7	3	Flammable
Stone	8	3	Indestructible
Common metals (gold, lead, copper, bronze, iron, tin)	8	4	Indestructible
Resistant metals (steel, etc.)	10	5	Indestructible
Alphax	12	6	Indestructible

* *Corrupt flesh:* Certain elements are made of flesh of supernatural or magical essence.

SEVERAL ELEMENTS



COLUMN OF
TORMENTORS

HERALD OF
MERCY

COLUMN OF
TEMPTATION

Material: Stone/RES 8

Abilities: Indestructible. Inalterable.
6 SP



COLUMN OF
TORMENTORS

COLUMN
OF CALAMITY

Material: Stone/RES 8

Abilities: Indestructible. Inalterable.
6 SP



PILLAR OF SKULLS

SPIRAL OF FLESH

• **Pillar of Skulls:**

Material: Bone/RES 2

Ability: Inalterable.

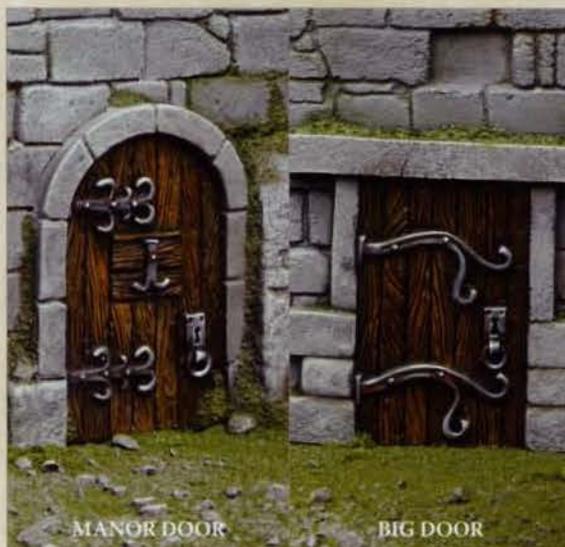
2 SP

• **Spiral of Flesh :**

Material: Corrupt flesh/RES 3

Ability: Inalterable.

4 SP



MANOR DOOR

BIG DOOR

• **Manor Door :**

Material: Metal-reinforced planks/RES 6

Abilities: Flammable. Inalterable.

3 SP

• **Big Door:**

Material : Metal-reinforced planks/RES 7

Abilities: Flammable. Inalterable.

3 SP

GUARDIAN OF ETERNITY



Material: Stone/RES 8

Ability: Inalterable.

3 SP

ABILITIES OF THE SCENERY

Breakable: This type of element of the scenery can be shattered if it is crossed by a moving fighter. A fighter can attempt to move through this type of fragile element during any movement. When he comes into contact with the element, it suffers a Damage roll with the fighter's STR. If he is charging or has increased Strength when charging, then this bonus is taken into account.

If the element is destroyed, then the fighter can continue his movement. If not, then he stops in front of the element and his activation immediately ends. Moreover, the fighter is Stunned.

Flammable: The element can be set ablaze.

Indestructible: The element of the scenery is unaffected by all Damage rolls with a STR that is lower than its own RES.

Transparent: Transparent elements do not block lines of sight. Physical and supernatural projectiles cannot pass through them before they have been destroyed (unless it is perforating artillery).

Yet magicians and faithful can cast their spells and miracles through them.





CHAPTER 3

NEXUSES

For a long time Kernwyd took part in the Ragnarok in the company of warriors of the clan. After an especially bitter defeat he had a revelation: the Druenes had to find Cernunnos if they wanted to have a chance to win this terrifying war. Unfortunately the wyrds refused to give the enlightened soul snatcher any warriors. So Kernwyd entered the Gwyrd An Caern

and awakened three wraiths. After a journey lasting several weeks and several battles waged in the name of Cernunnos, his young company was rallied by Ceithan, a formor who is quick to give advice. Moreover, this demon has considerable strike force and Captain Kernwyd is letting himself rely more and more on his supernatural ally.

The following rules revise and replace those that were published in the gaming aids booklet of the first issue of *Cry Havoc*. Various changes have been made. These rules are now valid for *Confrontation 3* as well as *Rag'Narok*.

WHAT IS A NEXUS?

A nexus is an element of the scenery that can actively influence the course of a game, for it is endowed with great mystical powers. Examples of nexuses are legion: an altar dedicated to a particular god, a fountain of youth, a Kelt burial mound, a garden of flesh-eating plants, a stone circle, etc.

An element of the scenery that is not a nexus is said to be "neutral." Nexuses are not placed on the battlefield at the same time as the neutral elements.

The "catalyst" is the fighter who activates the nexus. Some nexuses can only be activated by catalysts with specific attributes.

ALLEGIANCE

The Allegiance indicates the people or the alliance (Light, Darkness and Destiny) from which the catalyst must come. "Universal" means that fighters of any people can use the nexus.

Other restrictions can apply to nexuses. Some can only be activated by fighters of a certain type, with a minimum or maximum value in a certain characteristic, or with a specific ability. For example, an Allegiance of "MOV 10 -" means that the nexus can only be activated by fighters with a MOV of 10 or less.

Example: *A nexus has an Allegiance of "Darkness, Character, FEAR 6+." This means that only a Character following the Meanders of Darkness with a FEAR of 6 or higher printed on his reference card can activate it.*

TRIAL

Most nexuses require a test to be passed in order to be activated. The concerned characteristic (as well as the test's difficulty) is indicated in this section. A fighter who doesn't have the required characteristic cannot pass the trial and therefore cannot activate the nexus.

If the trial requires a Power test or divination roll to be made, then it isn't possible to strengthen the mastery or the bond for this roll. The "Spirit of X" ability does not either apply for this test.

If the test is failed, then the nexus is not activated.

SACRIFICE

For them to grant their favors, certain nexuses claim a due of the catalyst. This can be the loss of a specific element such as a mana gem or a T.F. point. If the catalyst doesn't have the required object, then he cannot activate the nexus.

This can also be a penalty inflicted on a characteristic. This penalty must then be applied until the end of the round. However, the nexus cannot be activated if the sacrifice's penalty reduces the concerned characteristic to less than 0.

Some sacrifices name a characteristic. This means that until the end of the round the concerned value falls to 0 and that all rolls bound to this characteristic are now failed. Similarly, a sacrifice can demand that an ability be lost. Of course, the catalyst must have it in order to be able to lose it. Once the ability has been sacrificed, the catalyst can no longer use it or acquire it until the end of the round.

The sacrifice can also demand that a Damage roll or even a Killed Outright be inflicted on the user. The nexus is then activated whether the catalyst survives the sacrifice or not.

The sacrifice is made after the trial, whether it was successfully passed or not. Unless noted otherwise, a sacrifice's negative effects cannot be avoided.

• THE NEXUS CARDS •

No matter how they are represented on the battlefield (simple counter, card, element of the scenery, etc.), nexuses have one or several reference cards that explain their characteristics and powers. The indications printed on their cards are the following:

Name of the nexus | IDOL OF NIGHTMARES

Allegiance | Darkness, Chaos

Access | 0/2M

Duration | Until end of round

Load | 3L

Structure | 6

Description of the nexus's characteristics | user and mastery sensors, the pagans of Zekem often find among statues that look exactly like them. The dolls indeed find the power of these creatures, into the deepest fears of those who look at them.

Description of the game effects | An Idol of Nightmares can only be activated by fighters of Chaos with POW, Aspects or Chaos status. The enemy fighters (units located even partially within 15 cm or less of a successfully activated Idol of Nightmares are affected. The difficulty of their Control tests is increased by 1 power. The difficulty is not cumulative if the victims are in the area of effect of several Idols of Nightmares.

Abilities* | Abilities: Deposition/Scout

Quantity | 300

Cost in A.P. | 15

*** All nexuses are Inalterable, even if this ability is not mentioned on their reference card.**

AREA OF EFFECT

This parameter defines the zone in which the nexus has an effect. It can be the catalyst himself, a fighter selected by a player, etc. The nexus can also influence a certain area around its base. In this case a distance in centimeters indicates the area of effect's radius.

Example: "Area of effect: 15 cm" means that the nexus has an effect within a radius of 15 cm around its base.

This distance can be bound to a roll of the die. This roll is to be made after the catalyst has activated the nexus.

The dice are rolled and their total result is added to the value (in cm) of the area of effect. On this roll a \square is not an automatic failure and a \square cannot be rolled again.

Whatever the result, the catalyst must then proceed with the activation.

If the nexus is activated several times in the same round, its area of effect must be recalculated for every activation.

In *Rag'Narok* a nexus with an area of effect is subject to the rules on generic effects with an area of effect.

ACCESS

A nexus can sometimes be activated from a certain distance. The Access indicates the maximum distance (in cm) that can separate the catalyst from the base of the nexus. If "Contact" is indicated, then the catalyst's base must be touching that of the nexus for it to be activated.

Examples:

- *A Spiral of Disintegration* has an Access of 10 cm. The catalyst must therefore be within 10 cm or less of its base for him to be able to activate it.

- *A Monolith of Shaytan* has an Access of "Contact." Only fighters touching it (or even standing on top of it) can activate it.

DURATION

This indication defines the lapse of time during which the nexus's powers are active. Its effects can be of "Instantaneous" type or last several rounds. The most powerful effects can last until the end of the game.

LOAD

This game parameter has two values. The first one indicates how often a nexus can free its powers before becoming unusable. The second one indicates how often its powers can be used in a round.

A nexus with a load that is "Unique" can be used only once during the game.

A nexus loses a load only when it is successfully activated.

Example: *A Guardian of Eternity* has a load of "5 / 2" meaning its power can be freed up to five times during a game with a maximum of twice per round.

Counters or dice are used to symbolize the number of loads a nexus has.

Nexuses can be reloaded during the game, notably by using spells or miracles. However, those whose load is "Unique" cannot be reloaded.



QUANTITY

This value indicates the maximum number of nexuses of the same type that can be acquired by a camp. It corresponds to a certain amount of A.P. of the army's total Strategic Value.

One such nexus can be acquired for every full segment of X A.P.

Example: "Quantity: 300" means that an army can have one nexus of this type for every full 300 A.P. in it.

ABILITIES

Some nexuses have special capacities that are specific to them. The descriptions of the various abilities bound to the nexuses are described further on in the "Abilities" section.

Most nexuses have no ability at all indicated on their reference card. Yet **all of them are Inalterable.**

BASE

This is the nexus's surface area on the ground. Its dimensions are in centimeters. The distances bound to the nexus's area of effect as well as its access are to be measured from one of the edges of its base. When a nexus is placed on the battlefield its whole base must be touching the ground.

RESILIENCE

This is the nexus's solidity. The higher it is, the harder it is to destroy the nexus. Some nexuses don't have Resilience (a "-" replaces the number on their card). These therefore cannot be destroyed, yet they can still be removed from the battlefield by certain game effects.

STRUCTURE

The Structure Points (SP) indicate the total amount of damage one must inflict the nexus with in order to destroy it. Like its Resilience represents its solidity, its SP represent its integrity: the more of them it has, the more damage the nexus can endure. Some nexuses are immaterial and don't have SP (they are noted as "-"). Unless noted otherwise, these cannot be destroyed yet they can be removed from the game by certain game effects.

STRATEGIC VALUE

Every nexus has a cost in A.P. that is added to the total Strategic Value of the army deploying it.

HOW IS A NEXUS PLAYED?

ACQUISITION

A nexus can be acquired in various ways.

WITH THE REST OF THE ARMY

One just has to pay the cost in A.P. printed on the nexus's reference card when raising one's army, in the same way as for a spell, a miracle or an artifact.

A nexus acquired in this way can only be activated by a catalyst of the camp that paid its cost in A.P.

An army can devote up to of 25% of its total A.P. value to the acquisition of nexuses.

AS A BATTLE OBJECTIVE

With the approval of all players concerned, a nexus can be deployed as a battle objective in particular scenarios. It can then be activated by any catalyst meeting the requirements, no matter which camp he is in.

THROUGH SUMMONING

Some spells and miracles let a nexus be summoned onto the battlefield. In this case only the cost in A.P. of the spell or miracle is taken into account when raising an army.

Summoning a nexus does not follow the fighter summoning rules in *Rag'Narok*. The nexus is placed on the battlefield according to the instructions given on its reference card.

DEPLOYMENT

The nexuses of the armies being played are deployed during the **nexus deployment phase**, which takes place right before the approach, but after having placed the other so-called "neutral" elements of the scenery.

The players take turns deploying their nexuses until they have all been placed onto the battlefield. The winner of the Tactical roll decides which player starts his deployment first.

A nexus cannot be the object of game effects that affect the cards in the activation sequence.

Unless noted otherwise, a nexus can be deployed anywhere on the battlefield, even in the opponent's deployment zone, while nevertheless taking into account the following restrictions.

- A nexus cannot be deployed within less than 20 cm of another nexus. It cannot either be placed in such a way as to block a passage (door, entry to bridge, etc.). The fighters must always be able to move around it without hindrance.

- A nexus is considered to be an element of the scenery in all matters concerning army deployment: positioning of Scouts, lines of sight, etc.

ACTIVATION

Unless noted otherwise, a nexus is activated during its catalyst's activation (in *Confrontation*) or when his Order is being carried out (in *Rag'Narok*).

Only a catalyst of the same camp as the nexus can activate it. The catalyst must begin or end his movement within the nexus's access in order to activate it. He must also have a line of sight onto it.

Once the nexus's activation has been announced, the catalyst must see it all the way through: it is impossible to interrupt an activation.

The catalyst must first undergo the trial. Be he successful or not, he must then proceed with the sacrifice. And finally, if the trial was passed successfully and whatever the sacrifice's consequences, then the effects of the nexus are applied.

If the nexus has a limited number of loads, then one of them is removed.

Even though some nexuses can be activated several times per round, a fighter cannot activate more than one per round.

Unless noted otherwise, a fighter cannot be the designated target of the same type of nexus more than once per round, even if several nexuses of the same type are present on the battlefield.

A nexus can be activated even if enemy miniatures are touching its base.

• FORCING A NEXUS •

Under certain conditions it can happen that a nexus can be activated by an enemy catalyst. To do so, the catalyst in question must meet all the conditions required to activate the nexus.

This is carried out in the exact same way as a regular activation with just one exception: the trial's difficulty is increased by two points. If the nexus is successfully forced, then the catalyst can trigger its power.

It is impossible to force a nexus if it is completely unloaded or if it has already been activated the maximum number of times allowed in the round being played.

Even if it has already been forced, a nexus is still considered to be part of its original camp. Every time an enemy catalyst attempts to activate it to his advantage, the nexus must be forced again.

A nexus that doesn't require a trial to be passed cannot be used by the enemy.



MYSTIC INFLUENCE

Some nexuses have an instant effect while others spread their influence over a certain lapse of time. If a nexus's powers apply to a target for a round or longer, then this target continues being affected even if it is no longer in the nexus's area of effect.

If, however, the nexus is destroyed, then all its effects that are still active are immediately dissipated.

ASSAULTS

When a nexus is the target of an attack in hand-to-hand combat, it has no way of defending itself (unless noted otherwise). The attacker must nevertheless make his Attack tests (a remains an automatic failure).

In *Confrontation* nexuses are considered to be elements of the scenery (see p. 101).

In *Rag'Narok* each Wound suffered by a nexus makes it lose 1 SP.

Reminder: *Nexuses that don't have Resilience or SP cannot be inflicted with damage.*

• EFFECTS ON THE TERRAIN •

Some game effects affect the fighters by supernaturally modifying the ground they are standing on. A nexus cannot be moved or destroyed in this way.

Furthermore, a nexus cannot be deployed or summoned onto a mobile element of the scenery that can be destroyed or moved by fighters (such as a tower, a drawbridge or a ship's deck...).

ABILITIES

Nexuses can sometimes have abilities. These are described below.

Emblem/X: An emblem inspires the loyalty and devotion of those who worship it. All friendly fighters who comply with the nexus's allegiance and are located within a distance of X cm or less can replace their COU/FEAR value with the nexus's "Structure" value (as printed on its card) for all their Courage tests.

Faith/X: At any time a friendly faithful can use a nexus that has this ability. To do so, he must comply with its allegiance and be within its access. The faithful immediately recovers X T.F. points and the nexus is then considered to be destroyed.

The same faithful can sacrifice only one nexus with this ability per round. This action is not considered to be the activation of a nexus.

Guard/X: Before every Damage roll made against the nexus, 1d6 is to be rolled. On a result of X or more the Damage roll is ignored.

Hostile/X: When a Damage roll caused by the activation of a nexus hits a fighter with the attribute defined by X, then the damage is read one line lower in the Wound Table. This effect can be cumulated with any other similar effect.

Icon/X: At the beginning of the mystic phase a nexus with this ability automatically gives X T.F. points to all friendly faithful complying with its allegiance. It must, however, be within their aura of faith.

Inviolable: Such a nexus cannot be forced by an enemy catalyst.

Mana/X: At any time a friendly magician can use a nexus that has this ability. To do so he must comply with its allegiance and be within its access. The magician immediately recovers X mana gems of his choice and the nexus is then considered to be destroyed. This gain does not allow the magician to surpass his maximum reserve limit.

The same magician can sacrifice only one nexus with this ability per round. This action is not considered to be the activation of a nexus.

Reparation/X: At the end of every round, during the maintenance phase, roll 1d6 for every nexus with this ability. On a result of X or more the nexus recovers 1 SP. This ability does not allow the nexus to have more SP than printed on its reference card.

The reparation die is rolled again as long as it is successful. A nexus can regenerate all of its SP in this way!

A destroyed nexus cannot repair itself.

Resource/X: One d6 is to be rolled at the end of each round (during the maintenance phase) for every nexus endowed with Resource/X. On a result of X or more the nexus recovers a load. This does not allow it to recover more than the value printed on its reference card.

Ruin/X: One d6 is to be rolled at the end of each round (during the maintenance phase) for every nexus afflicted with this ability. On a result of X or more the nexus loses 1 SP.

Sanctuary/X: Once a nexus with this ability has been deployed, no Scout or enemy nexus can then be deployed within X cm or less of it.

If a nexus has the "Sanctuary/X" and "Hostile/Y" abilities on its reference card, then all Y fighters suffer a -1 on all their Initiative, Attack, Defense and Aim tests as soon as they are within X cm or less of the nexus. This penalty is cumulative with other penalties the victims may be subject to. It applies as long as the victim remains in the area of effect or until the nexus is destroyed.

Example: *An arch has the "Sanctuary/15" and "Hostile/Assassin" abilities. All fighters with the "Assassin" ability located within 15 cm or less of the arch suffer this penalty.*

Subjugated: At the beginning of each round a subjugated nexus is automatically bound to the fighter whose DIS is used for the Tactical roll. This fighter can try to activate the nexus even if he isn't within its access. The conditions of allegiance, sacrifice and trial apply in the normal way.

The same fighter can be bound to several nexuses and can activate as many as he wishes (if he has the possibility to do so).

If the fighter whose DIS was used for the Tactical roll is eliminated, then his replacement benefits from this ability's effects.

The fact that it is subjugated does not prevent a nexus from being activated by a different catalyst than the fighter it is bound to.

NEXUS EXAMPLES

The following examples come from *Cry Havoc* magazine. Their texts have been revised for *Confrontation 3*.

• ELEMENTAL FOUNTAIN •

Allegiance: Universal, POW 1+
Trial: POW 4
Sacrifice: 1 Neutral mana
Area of effect: The catalyst
Access: Contact
Duration: Special
Loads: Unlimited / 1
Quantity: 500

An Element is assigned to the elemental fountain as soon as it is deployed. Only a catalyst that masters the Element bound to this nexus can activate it. It is, however, possible to assign neutral gems to the elemental fountain.

If the activation is successful the catalyst awakens the elemental fountain's powers and immediately makes a mana recovery roll. Whatever the magician's rank may be, the roll's result is read in the "Initiate" column. Only gems of the Element bound to the elemental fountain can be recovered.

During the game it is possible to change the elemental fountain's Element. To do so, the catalyst must announce this maneuver when activating the nexus. If the trial is successfully passed, he doesn't make the mana recovery roll but replaces the Element bound to the elemental fountain with another among the ones he masters.

Abilities: Inalterable. Mana/4. Medium Size.
Base: 5 x 5 cm
Resilience: 7
Structure: 4
 16 A.P.



• MONOLITH OF SHAYTAN •

Allegiance: Darkness
Trial: RES 9
Sacrifice: Killed Outright
Area of effect: 15 + 1d6 cm
Access: Contact
Duration: Until end of round.
Loads: 6 / 3
Quantity: 500

Hypnotized by the necromancer's words of power, the blood-covered ghoul let herself be led to the place where she would meet her fate. As soon as her limbs were bound she regained her senses and began screaming: the sorcery of the Monolith of Shaytan was going to dismember her!

If the activation is successful, then all friendly fighters located within the monolith of Shaytan's area of effect at the moment it is activated benefit from +1 in ATT and in STR until the end of the round.

The same fighter can benefit from the monolith of Shaytan's power several times per round. He cannot, however, be affected by several nexuses of this type at the same time.

A miniature summoned during the game cannot be the catalyst of a monolith of Shaytan.

Abilities: Emblem/10. Inalterable. Large Size.
Base: 5 x 5 cm
Resilience: 8
Structure: 6
 19 A.P.



• HERALD OF MERCY •

Allegiance: Light.
Trial: COU 7
Sacrifice: None
Area of effect: 15 cm
Access: 15 cm
Duration: Special
Loads: Special / 1
Quantity: 300

The standard-bearer had his back to the statue of the goddess. His enemies surrounded him, ready to burn him in the name of their impious ideals.

"My brothers will reclaim this land. And with them shall come your punishment..."

The herald of mercy begins the game unloaded. During the game, 1d6 is rolled every time a friendly fighter following the Ways of Light is killed within the nexus's area of effect. On a \square or more a counter is placed at the herald of mercy's foot (up to an amount equal to the number of SP it still has).

If the nexus has at least one counter, it can be activated in the usual way. Each counter removed from this reserve by the catalyst lets him improve his Wound level by one degree.

Abilities: Icon/I. Inalterable. Sanctuary/15. Inviolable. Large Size.
Base: 2.5 x 2.5 cm
Resilience: 7
Structure: 4
 15 A.P.



• SPIRAL OF DISINTEGRATION •

Allegiance: Universal, POW 1+
Trial: POW 8
Sacrifice: 1 to 5 Neutral mana
Area of effect: 10 + 3d6 cm
Access: 10 cm
Duration: Instantaneous
Loads: Unlimited / 1
Quantity: 500

Strange altars engraved with powerful occult symbols often protect magicians' strongholds. These Spirals of Disintegration transform the mana's energy into powerful blasts that can pulverize any assailant.

An enemy fighter located within the spiral of disintegration's area of effect is selected. The targeted fighter can be at any altitude level, but the catalyst must have a line of sight onto him. To determine if a miniature at a different level is within the area of effect, add 5 cm for every difference in level to the distance separating the target from the nexus.

If the activation is successful, the targeted fighter suffers a Damage roll with a STR equal to twice the number of gems sacrificed.

Abilities: Inalterable. Hostile/POW. Medium Size.
Base: 2.5 x 2.5 cm
Resilience: 4
Structure: 3
 20 A.P.



• GUARDIAN OF ETERNITY •

Allegiance: Destiny. Faithful.

Trial: Divination 6

Sacrifice: 1 T.F. point

Area of effect: 10 + 2d6 cm

Access: 10 cm

Duration: Until end of round

Loads: 5 / 2

Quantity: 300

If a guardian of eternity is activated successfully, the player controlling the catalyst selects a friendly fighter (or the catalyst) located within the area of effect.

Until the end of the round, 1d6 is to be rolled whenever the target is inflicted with a Damage roll. On a \square or more the Damage roll is cancelled and the guardian of eternity loses 1 SP.

The same fighter can be protected by only one guardian of eternity at a time.

Abilities: Inalterable. Reparation/5. Medium Size.

Base: 2.5 x 2.5 cm

Resilience: 4

Structure: 4

18 A.P.



• BLOODY TOTEM •

Allegiance: Universal, A.P. 10 +

Trial: Discipline 6

Sacrifice: Damage roll (STR 10)

Area of effect: 30 cm

Access: Contact

Duration: Until end of round

Loads: Unlimited / 1

Quantity: 300

Fighters summoned during the game or with the "Living-dead", "Construct" or "Inalterable" abilities cannot be the catalyst for a bloody totem. If the latter is successfully activated, all minotaurs, be they friend or foe, located within the nexus's area of effect acquire the "Born killer" ability until the end of the round.

A bloody totem's cost in A.P. is of 10 + 3 for every minotaur present in the army.

Abilities: Guard/5. Inalterable. Large Size.

Base: 5 x 5 cm

Resilience: 6

Structure: 4

A.P.: Special



♦ WILD BEAST OF DRACYNRÄN ♦

Allegiance: Wolfen. Born killer.

Trial: ATT 8

Sacrifice: None

Area of effect: The catalyst

Access: 15 cm

Duration: Special

Loads: 6 / 3

Quantity: Unique

"Yes, young man, the Wolfen prowl in the vicinity of Käiber. Some are renegades who have become mercenaries or vagrants. The others... The others are still wild and very dangerous. It seems that they are looking for something in the mountains. An ancient idol, they say. Don't go looking for it. Others have tried..."

- A veteran of Käiber speaking to a recruit.

If this nexus is successfully activated, then the catalyst's armor (or skin if he is not protected) becomes Sacred / Ignores Exceptional Wounds.

A d6 is rolled at the end of every round and for each Wolfen enchanted by the wild beast of Dracynrän's power. On a the powers given by the wild beast of Dracynrän stop affecting him.

Abilities: Emblem/30. Inalterable. Reparation/5. Resource/5.

Base: 5 x 5 cm

Resilience: 8

Structure: 6

17 A.P.



♦ STONE OF BLOOD ♦

Allegiance: Drones. POW.

Trial: POW 6.

Sacrifice: 1 to 3 gems of Darkness.

Area of effect: 60 cm

Access: 10 cm

Duration: Instantaneous.

Loads: 6 / 2

Quantity: 150

The player selects a point of impact located within the stone of blood's area of effect and onto which the catalyst has a line of sight. He then rolls 1d6. If the result is odd, then the point of impact remains as chosen. If the result is even, then the point of impact moves back in the stone's direction over a distance (in cm) equal to twice the roll's result. If this distance is greater than the one between the stone and the initial point of impact, then the point of impact is placed at the center of the nexus.

All miniatures located within a distance of the point of impact that is less than or equal to twice the number of sacrificed gems suffer a Damage roll (STR 10). Elements that have structure points are not affected.

Stones of blood have a FEAR of 4 that cannot be modified in any way. Drones are immune to this FEAR.

Abilities: Inalterable. Inviolable.

Base: 5 x 5 cm

Resilience: 4

Structure: 5

20 A.P.





CHAPTER 4

TITANS

Bêlith the Horned is one of the Despot's most efficient collectors. So the latter has decided to entrust him with a mission of utmost importance: to install a colony in the forest of Diüsha. The Wolfen are terrifying opponents, yet the possession of their bodies by the demons would allow a new race of warriors to see the day. The Despot would then be able to conquer Aarklash faster

than planned! For this dangerous mission Bêlith is accompanied by especially gruesome soldiers, notably Haxram and Nassirâan, respectively an incubus and a scourge bearer. This small, discreet and efficient group has a long road to travel before reaching its goal. Every stop is the occasion for a new battle... or for new recruits to be enlisted.

GENERAL RULES

The most imposing creatures of Aarklash are called "Titans" by the continent's academics. This information is printed on their reference card.

IN AN ARMY

A player can include one Titan for every full 1000 A.P. in his army. The sum of the Titans' Strategic Values may not be more than 50% of the army's total value.

Certain scenarios allow Titans to be played in a more restricted format or under particular conditions. In this case the scenario's indications take precedence over this rule.

OVERSIZED CREATURES

Titans are of Very Large Size. As such, they ignore encumbered ground. What more, if a shot reaches a Titan engaged in a fray, no distribution roll is to be made: the Titan suffers the Damage roll.

PLACEMENT

A Titan may not be placed in such a way that its base (even its imaginary one) overlaps that of another fighter. It is therefore impossible to hide other miniatures beneath it.

ACTIVATION

In *Confrontation* a Titan card can designate only one of these creatures.

In *Rag'Narok* each Titan is a Unit on its own, yet is considered to be a detachment. However, it cannot move through a friendly detachment or be crossed by one itself. It cannot fuse with another Unit or with Independents. Furthermore, a Titan does not lose its Orders when it is charged or engaged.

DISENGAGEMENT

Titans can try to disengage (when they are activated) during a round in which they were charged/engaged/assaulted (depending on the game being played). Fighters of Small, Medium (Normal) or Large Size do not increase the disengagement's difficulty.

In *Confrontation* such a disengagement is impossible if the sum of the Forces of the enemies in contact with the Titan is of 10 or more (while taking into account the opponents' Sizes).

In *Rag'Narok* such a disengagement is impossible if the sum of the domination factors of the enemy Units in contact with the Titan is of 10 or more (while taking into account the opponents' Sizes).



RESISTANCE TO FEAR

Titans automatically succeed their Courage tests if the opponent's FEAR is equal to or less than their own.

RESISTANCE TO MYSTIC EFFECTS

When a Titan is subjected to the effects of a communion, ritual, miracle or spell (be they friendly or enemy), then only any Damage rolls that they inflict are applied. All other effects are ignored as well as the Wounds/Stunned/Killed Outright that are normally applied without having to make a Damage roll (Primal attack, Eternal torpor, Merin's justice, Alchemical petrification, etc.).

Titans are not affected by artifacts, communions, rituals, spells and miracles that cause the target to be moved (Celestial offering and Stellar apogee of the Scepter of Nocturnal Sacrifice, Rejection, etc.).

RESISTANCE TO DAMAGE

When a Titan is inflicted with a Damage roll whose STR is equal to or less than half of the Titan's RES (rounded up to the higher integer), the following rules apply:

- If the Damage roll is benefiting from Ferocious, then this ability has no effect.
- In *Confrontation* the roll can inflict at most a Serious Wound.
- In *Rag'Narok* the roll can make the Titan lose at most only one single Wound level.

Furthermore, Titans are unaffected by the following effects:

- The "Mutilate" and "Kill" effects (see Falconers of Alahan).
- The reduction of the number of combat dice caused by the Armor of Allmoon (see Migail the Selenite).
- The "Flash" effect of the Celestial Robes (see Meliador the Celestial).
- The Scepter of Submission (see Cairn the Apostle).

- The gases of the goblin gas-blowers.
- The Hands of Oxyde (see The Babayagob).
- The Killed Outright inflicted by a Wound to the Chest with the "Life Stealers" capacity (see Specter of Acheron).
- The Skull of Souls (see Kayl Kartan).

TITANIC CAPACITIES

Titans are supplied with one or several cards representing their special capacities. Once deployment has been done these cards can be added to the activation sequence (in *Confrontation*) or count as Units (in *Rag'Narok*). They are played independently during the activation phase.

If the player deploys several Titans, then their "titanic capacity" cards must be differentiated so as to be able to tell to which Titan they are bound.

USAGE IN CONFRONTATION

A player can incorporate one or several titanic capacity cards in his activation sequence when he is making it. The powers represented on them are triggered as soon as the corresponding cards are activated.

These cards count when determining the number of refusals each camp has the right to. They are not considered to be fighters. They represent the Titan for all game effects that affect a card in the activation sequence.

If the Titan is eliminated during the activation phase, then its capacities remain in the activation sequence, yet they do not trigger any effects during their activation. They are placed aside when they are drawn and the player draws the next card. These cards are then no longer included in the following activation sequences after the elimination of the Titan they depended on.

Example: A player has the following cards: *Tarascus* (reference card), *Roar* (titanic capacity), *Sweep* (titanic capacity), *Tarascus charge* (titanic capacity), *Tarascus jaws* (titanic capacity), *Clone of Dirz* (reference card), *Tiger of Dirz* (reference card) and *Sasia Samaris* (reference card).

The player makes his activation sequence in the following way: *Tarascus charge*, *Tarascus*, *Roar*, *Clone of Dirz*, *Tiger of Dirz*, *Sasia Samaris*, *Tarascus jaws*, *Sweep*.

The *Tarascus* scrapes the ground with its humongous paw (*Tarascus charge*) before charging off as soon as it is activated (*Tarascus*). When it reaches the heart of the enemy army, it lets out a *Roar* that makes several enemy fighters flee. It is joined by the clones of *Dirz* and then by the tigers of *Dirz* and *Sasia Samaris*. It chews up the opponents standing in front of it (*Tarascus jaws*) before finishing with a *Sweep* that crushes all the enemy fighters still in contact with it.



USAGE IN RAG'NAROK

The number of titanic capacities in play is added to the number of Units that the player has when determining the number of refusals each camp has the right to.

The titanic capacities are activated using counters that are placed aside for this. Each Titan has a natural reserve of counters that is replenished at the beginning of each round. This reserve's value is indicated on one of the Titan's explanatory cards.

The player may spend additional Orders that were acquired thanks to the Tactical roll (right after its resolution). **Two** spent Orders allow him to get **one** "titanic capacity" counter, which is added to the counter reserve of the round being played. There is no limit to how many counters this reserve can hold.

When the player has to activate a Unit, he can instead spend a "titanic capacity" counter and activate one of the Titan's capacities.

Certain titanic capacities require several counters to be spent for them to be activated.

Unless mentioned otherwise, a given titanic capacity can be activated only once per round. A capacity cannot be used if the Titan to which it is bound has been eliminated.

Example: *A player has four Units: orc brutes, brontops riders, Shaka Morkhaï and a Tarascus. Four titanic capacities bound to the Titan are added to these Units: Tarascus charge, Tarascus jaws, Roar and Sweep. The player is therefore considered to have eight Units when determining the number of refusals that each camp has the right to.*

During his various turns, the player activates his Units in the following order: Tarascus charge, Tarascus, Shaka Morkhaï, Roar, orc brutes, brontops riders, Tarascus jaws and Sweep. Nervous, the Tarascus lowers its head (Tarascus charge) and charges (Tarascus). It is joined by Shaka Morkhaï and lets out a dreadful Roar. The orc brutes and brontops riders rush to join the fray. The Tarascus's jaws swallow up the opponents standing in front of it, and those left in its vicinity are slain by a Sweep.

SACRIFICING A TITANIC CAPACITY

Once per round the player can designate one of his Titan's capacities right before the creature is inflicted with a Damage roll. The chosen capacity is neutralized and can no longer be used until the end of the game. It is immediately removed from the activation sequence in *Confrontation*. The number of refusals remains unchanged in the round being played.

In return, the Damage roll is cancelled.

FAMOUS TITANIC CAPACITIES

The action of certain titanic capacities is oriented, meaning that it only affects one of the Titan's sides.

The most common titanic capacities are described below. All of them have a name that evokes the blow that the Titan carries out when the card is played.

SWEEP

Orientation: Special.

A Defense test (difficulty 7) is made for every fighter (be he friend or foe) in contact with the Titan. If this test is failed, then the fighter suffers a Damage roll with a STR that is equal to half of the one printed on the Titan's card (rounded up to the higher integer). This attack is done outside of the hand-to-hand combat phase. No fighters lose any combat dice. The victims cannot use sustained defense or do a counter-attack (even if they have Ambidextrous).

The "Fierce" ability of fighters of Small, Medium (Normal) or Large Size has no effect when they are eliminated by this capacity.

In *Rag'Narok*, if Independents are targeted, then a separate Defense test is made for each one of them.

ROAR

Orientation: Special.

All enemy fighters/Units (depending on the game being played) located even partially within 15 cm or less of the Titan are subjected to a FEAR equal to the one printed on the Titan's card + 1.

In *Rag'Narok* this capacity is considered to have a domination factor equal to that of the Unit making the test to determine its effects.







BOOK III
APPENDICES

DOGS OF WAR

PART 3

Maera was exhausted and covered in sweat. Lahn's rays were painfully warming her half-naked body. Yet her journey hadn't been in vain. The rumors were true: the old farm really was inhabited. Two orcs were arguing in the courtyard and discreet fortifications betrayed the presence of soldiers. The Exiles is what they called themselves. They weren't a company of great renown, yet they had to start somewhere.

Maera silently said a prayer to muster her courage and jumped over the small wall around the building. At the same time a small troop of mercenaries – or rather, brigands – came out of the farm. These men were visibly angry. One of them, probably their chief, held his fist up in the orcs' direction with a vengeful look.

"Next!" shouted a voice in guttural Cadwë.

Maera was glad that she had traveled so much, for this tongue wasn't unknown to her. She entered the farm's door while greeting the two orcs that were watching her from a distance. In the communal room a middle-aged man was awaiting her. His temples were graying; his face was severe... there was no doubt that he had fought countless battles. A heavy sword was leaning against the wall next to his chair.

"My name is Hengis. And you?"

"I'm Maera."

"Are you from Aragadu?"

"Yes."

"How did you end up here?"

"Those of my clan didn't want me. I had to live from banditry," Maera ventured. "I have traveled a lot."

"A bandit, huh? Where's the rest of your band?"

"I'm the sole survivor."

"What happened?"

Maera remembered the scene. The combat at night. Her companions' corpses. She had remained in the shadows, unable to move.

"I was lucky."

Hengis attentively gazed at the Kelt.

"You're going to need more than luck to join my company."

The stress made drops of sweat run down Maera's forehead.

"Do you know how to fight?" continued Hengis in the same disdainful tone.

"No, but..."

Maera stuck her hand into the pouch dangling from her belt. From it she pulled a bright red gem. She stroked it with her hand, causing small flames to spring from it.

Hengis stared at it with his ruthless gaze. Maera couldn't tell if he was impressed or worried by her demonstration.

"We don't have a magician yet. That might be useful to us."

"Are you going to keep me?"

"Not yet. I first have to speak with the others. To be honest, I'm not sure that you'll be able to join us."

Hengis got up.

"Why not?" asked Maera, visibly disappointed.

The captain was getting ready to leave. When he passed the Kelt he placed his hand on her shoulder and sought her gaze.

"When you came in here there was nothing but fear in your eyes."

Maera followed Hengis into the courtyard, but with a bit of delay. She was still flummoxed by the captain's perspicacity. He walked away to meet a woman with a disquieting presence and a young man who were talking near the grange. The group of brigands had disappeared.

Maera didn't know what to do. She had to think.

"Hoy!"

One of the two orcs was calling out to her. He had the expression of a kid that was preparing a play a trick.

"Yeah, you!"

Maera unconsciously walked toward them. The orc was making huge gestures as if he were warming up. He had a bandage around his shoulder.

"You see, during our last mission I managed to do an incredible blow." With these words he mimed a complicated sequence of moves.

"I'll need a partner to try to do it again. Can you help me?"

"I'm not a warrior," answered Maera.

"So then you have nothing to do here."

The orc was standing in front of Maera. He was so big that he blocked out the sun. The Kelt didn't feel reassured. She instinctively put her hand to her pouch but the orc prevented her from reaching her gem.

"I'm sure that you're a good magician. That's not the problem."

He let his grasp go, moved back and grabbed the gigantic mace that the other orc was holding out to him. An ungainly looking soldier got next to Maera and gave her a virile slap on the back.

"Watch out. As children they were abducted by Kelti."

This warning only made the magician worry even more. She nervously gripped her dagger while looking at the brute she was supposed to confront. Behind her she heard a feminine voice whisper a name that she had already heard before: Ashrun. Maera then understood that she was facing one of the most famous gladiators of Cadwallon.

As an answer to the Kelt's worry, Ashrun spun his weapon above his head. The magician got into a defensive posture. The orc did a feint to test his opponent's reflexes and then attacked. Maera managed to

dodge the blow to her heel, but she was unable to avoid the blow to her jaw. In despair, she clumsily tried to deviate the enormous mace, but the orc's strength knocked her to the ground. Ashrun immediately stopped, apparently satisfied by having learned a new combat technique.

"So, girly? I thought that your people had anger in its blood, that it didn't fear anyone in combat!"

Maera tightened her grip on her dagger. Her arm hurt her even though the mace had barely touched her. She wanted to overcome her fear and remembered all the resolutions she had made during her journey to the farm. Maera needed a new beginning, a new chance to do honor to her people.

Letting out a cry that was supposed to be furious, she lunged at Ashrun. Her determination unfortunately had nothing in common with the Kelt's war fury. The orc calmly dodged her charge and Maera, carried by her momentum, fell with her face to the ground.

The young woman remained lying there. As usual, the anger that was characteristic of her people had failed her. She was pulled from her thoughts by Hengis's voice.

"Get up and follow me."

The captain hadn't said anything else and Maera hadn't dared to question him. Sitting at the front of the wagon, she watched the scenery go by. It was the road that she had taken that morning to get to the farm. Hengis was taking her back to the city!

Without even noticing it, the magician was rubbing her painful arm. She had the impression that she had been trampled on.

"Ashrun didn't hurt you too much?"

Hengis didn't wait for the Kelt's answer.

"Don't worry about it, he just likes to brawl," he added with a surprisingly soft voice. "If he were really that strong, he would have let you take your gem."

"That's not the problem," Maera grumbled. Convinced that she had already lost all hope, Maera didn't feel the need to lie. "I'm incapable of fighting like the other warriors of Avagadu. That's why I learned magic."

"Ah. You can't become furious?"

"I've never succeeded."

"Is that so bad? You can't imagine how many furious barbarians end up skewered by a spear."

Maera closed up on herself again.

"As you like," he continued. "We are going to run some errands in town. We'll talk about this on our return."

Our return? The Kelt sat up straight.

"Our last mission has nevertheless allowed us to earn a bit. I'm planning on buying a potion and maybe even a rune, if I can find one. Can you help me?" said Hengis.

"So I'm one of yours?"

"We'll see."

Maera did her best to hide her frustration. She was now sure that the captain was having a bit of fun at her expense.

"I'm not sure that we'll be able to find a rune in town. They're very rare."

"With a stout heart, nothing is impossible," Hengis retorted.

Maera was furious. The day was coming to an end and she still hadn't found a rune. Together with the morning's humiliation, this failure made the Kelt hopping mad. If necessary, she would face that brute Ashrun again, but she just had to be recruited. Thinking dark thoughts, Maera returned to the wagon. She found the team of horses where she had left Hengis, yet there was no sign of the captain.

"You don't feel so tough anymore, do you now, the oh-so-famous captain of the Exiles!"

There was something going on in the small alley hidden by the wagon. Taking advantage of the twilight, Maera discreetly got nearer. At the back of the alley the captain was surrounded by the four marauders he had fired that very morning. The Akkylannian wasn't armed and the leader of the bandits had an old pistol aimed at him.

For a moment Maera felt lost. Fear, ambition and anger filled her heart. They were so many... But she didn't want to flee any more. She tried to hold on to the rage that she had felt a few minutes earlier. Unable to decide, she remained hidden in the wagon's shadow.

Hengis looked the chief of the bandits up and down. It was obvious that only his pistol allowed the latter to support the former legionary's gaze. The marauder was nervously holding his weapon, his finger slowly pulling the trigger. Hengis was getting ready to make a last attempt...

A cry of anger was suddenly heard in the alley. Maera had gotten out her gem. A mana arrow burst from it and hit the brigand in the arm. The magician had put all of her strength into this spell and the arm, which was literally torn off by the magical arrow, fell to Hengis's feet. The other bandits weren't sure what to do. Their chief was screaming like a pig and was twisted in pain.

Maera let out another cry. This time it wasn't an incantation, but rather a rough and savage scream. Uncontrollably furious, she grabbed her dagger and threw herself at the first bandit, killing him with a single stab to the chest. Without stopping, she attacked another one. Taken by surprise, the man barely had time to defend himself. Maera stabbed him so hard with her blade that she was unable to pull it out of his corpse.

While she stooped to pick up the dead bandit's sword, she heard a shot and another cry of pain. When she raised her head she saw Hengis and the last brigand facing each other.

The magician instinctively brought the sword to the marauder's throat. Her fury was slowly leaving her and she realized that the two men were pointing their pistols at each other.

When the tip of her sword grazed the bandit's throat, Maera was again in control of her movements. The marauder and Hengis were staring at each other. Despite the delicate situation he was in, the bandit seemed bent on not lowering his weapon.

Maera threw a questioning glance at the captain.

"Oh, OK, you're hired," Hengis sighed, resigned.

The cutthroat's blood spurted all over Maera's face.



CHAPTER 1

MISSIONS

The dwarves of Tir-Ná-Bor barely distinguish between their spiritual life and their scientific research.

To some of them, nothing is more sacred than steam. It is therefore possible to desecrate it.

Master Bölghir is worried about this problem. He has founded the lodge of Fom-Nur within and

with the support of the Brotherhood of Bronze.

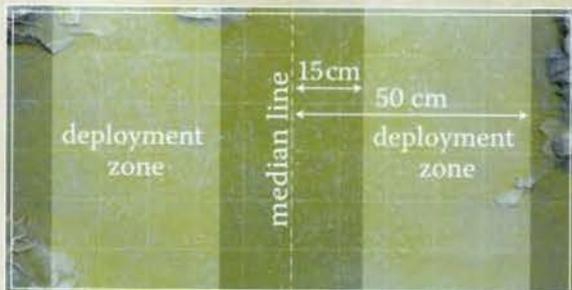
Accompanied by valorous warriors who are experts in steam, he hunts down heretics who have robbed dwarves of their boiler or machines.

When the lodge of Fom-Nur unmasks such profaners, then nothing can hold back its wrath!

GENERALITIES

All missions are designed to be played on a battlefield measuring 120 x 60 cm.

Some of them involve particular deployment conditions that replace the normal conditions.



Each type of mission is defined by the following criteria.

The **Situation** section defines the state of the terrain before the start of combat, the disposition of the elements of the scenery or counters present on the battlefield, as well as any particular conditions.

Deployment indicates how the combat groups are to be placed on the battlefield during the approach phase.

The **Objective** is the goal the attacking and defending player or players have to reach. (See *Confrontation 3*, p. 125 for rules on occupying and controlling objectives.)

The **Victory conditions** indicate under which circumstances a player is declared victor or vanquished. A mission can have three kinds of outcome: Victory, Defeat or Draw.

The **Duration** sets the maximum number of game rounds. It is defined according to the value of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then determined depending on this average and the following equivalences:

- **Up to 150:** 3 rounds
- **From 151 to 250:** 4 rounds
- **From 251 to 350:** 5 rounds
- **351 and more:** 6 rounds

If the difference in value * between the two assault groups is 20 or more, then the player controlling the weaker group may choose to increase the duration by one round. This choice is to be announced **before** deployment.

Bonuses in EP are sometimes given to fighters for reaching certain objectives.

The **Premium** is a certain amount of resources given in specific cases. The conditions to earn this premium are explained in the missions.

* The compensation points used by the weaker group are subtracted from this difference.



1. INTRUSION

The two companies have been hired as mercenaries by opposing armies to carry out a mission involving the control and securing of certain strategic objectives.

Situation: Both players are considered to be *Attackers*.

Four objectives (represented by simple Wound counters or others) are placed on the battlefield before the approach phase. The players take turns, starting with the one who won the Tactical roll, placing an objective counter into their opponent's deployment zone. These counters have to be placed at altitude level 0 in a spot that can be reached by any miniature. They may not be placed more than 20 cm from the battlefield's median line or less than 25 cm from each other.

Each of these counters represents the center of a control zone with a radius of 10 cm.

Deployment: The two assault groups are deployed using the line of battle mode (see *Confrontation 3*, p. 124).

Objectives: The players have to occupy one or several strategic points.

Victory conditions: At the end of the battle the victory points are calculated as follows:

- **Control of an objective in one's own deployment zone:**
1 point
- **Control of an objective in the enemy's deployment zone:**
2 points

The player who wins the most victory points is victorious. If both companies have the same amount of points, then the battle ends in a draw.

Experience bonus: At the end of the game each fighter standing in the control zone of an objective held by his camp gains a bonus of 5 EP.

If one of the two camps has retreated before the end of the game, then this bonus is won by every fighter in the victorious camp no matter his position on the battlefield.

2. INVASION

The two mercenary companies are in the service of rival lords who are at war for the expansion of their domains.

Situation: This mission involves an *Attacker* and a *Defender*.

The battlefield is to be divided into a certain number of sectors of equal size. The Defender rolls 1d6 to determine the number of sectors.

•••• and •••• 4 sectors

•••••• and •••••• 6 sectors

The limits of these sectors are not marked during the game (the players have to guess their approximate area). They are marked only at the end of the last round of the game.

Deployment: For this mission the approach phase does not follow the usual rules. The players do not make approach sequences. Instead, the Defender starts by deploying all of his troops all over the battlefield. If the Attacker has Scouts, then he can deploy them according to the regular rules.

The Attacker's other fighters only enter the game in the first round. During the activation phase, every time he draws one of his reference cards the Attacker moves the concerned troops as if they were beginning their movement from any edge of the battlefield. The Attacker can thus have his soldiers enter from several sides of the battlefield if he wishes. The troops that enter the game like this cannot carry out any assaults during this activation phase. However, the Scouts who were already on the battlefield can do so.

At the end of the first round all soldiers listed on the mission sheet must be on the battlefield (unless an event prevents them from this).

Objective: The Attacker has to take control of as many sectors as possible.

Victory conditions: At the end of the game the camp that controls the most sectors is victorious. If both companies are in control of the same number of sectors, then the battle ends in a draw.

Experience bonus: At the end of the game every fighter who is in the control zone of at least one objective held by his camp wins a bonus of 5 EP. A fighter cannot win this bonus more than once if he is in the control zone of several objectives.

If one of the two camps has retreated before the end of the game, then this bonus is won by every fighter in the victorious camp no matter his position on the battlefield.



3. DESTRUCTION

One of the two companies is hired by a mysterious patron to desecrate and destroy a sacred site. Yet other mercenaries have been hired to defend it.

Situation: This mission involves an *Attacker* and a *Defender*. One or several elements of the scenery are placed onto the battlefield at a rate of one for every (even incomplete) 100 points in the value of the Attacker's assault group.

Example: *If the value of the Attacker's assault group is 223, then three elements of the scenery are to be deployed.*

No matter the value of the Attacker's assault group, a maximum of four elements can be deployed for this mission.

The Attacker can freely choose the elements of the scenery among the following three:

Idol

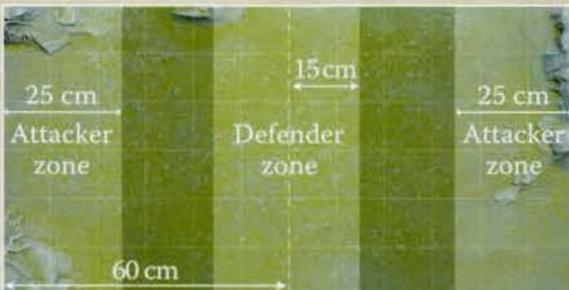
Base: 1 Creature base
Size: Medium Size
Resilience: 8
Structure (SP): 6
Ability: Inalterable.

Mystic altar

Base: 2 Creature bases placed next to each other
Size: Large Size
Resilience: 10
Structure (SP): 7
Ability: Inalterable.

Sacred temple

Base: 4 Medium bases placed next to each other to form a square
Size: Very Large Size
Resilience: 12
Structure (SP): 8
Ability: Inalterable.



Before proceeding with deployment, the players take turns (starting with the Defender) placing one of the elements of the scenery in a 30 cm wide zone in the middle of the battlefield. The bases of these elements may not reach outside of this zone. Furthermore, these elements must be placed at least 10 cm from each other and more than 5 cm from any other obstacles.

During the battle no fighters may end their movement on any of these elements.

Special (optional): This scenario's duration is increased by one round no matter the value of the companies present.

The Attacker optionally has the right to one free Event card if the value of his assault group is higher than that of his opponent's group. This event's value is not taken into account when calculating the gains in renown after the battle.

Objective: The Attacker's mission is to destroy one or several of the elements of the scenery.

Victory conditions: At the end of the game the following calculations are made:

- The Attacker gets one victory point for every destroyed element of the scenery.
- No victory points are won by any player for elements that have not been destroyed but have lost more than half of their SP.
- The Defender gets one victory point for every element of the scenery that has not been destroyed and has lost half or less of its SP.

The player who has won the most victory points is victorious.

Experience bonus: At the end of the game the fighters of the two camps listed on the mission sheets (even those who were Killed Outright) win a bonus in experience points depending on the type and state of the elements of the scenery.

If an element was destroyed, then the Attacker wins the points bound to it. If an element has preserved half or more of its SP, then the points are won by the Defender. An element that wasn't destroyed but has lost more than half its SP does not provide any points.

The number of points provided by an element depends on its type:

- Idol: +2 EP
- Mystic altar: +3 EP
- Sacred temple: +4 EP

If the Defender retreated before the end of the game, then the bonuses in EP are calculated as if all the elements of the scenery were destroyed.

If the Attacker retreated, then the bonuses in EP are calculated depending on the state of the elements of the scenery when he retreated

4. ASSASSINATION

The diplomatic relations between the great powers often hang by a thread, and there are many who would like to see this thread break...

Situation: This mission involves an *Attacker* and a *Defender*. The Attacker's company has been hired to assassinate an ambassador placed under the Defender's protection.

• AMBASSADOR •								
MOV	INI	ATT	STR	DEF	RES	COU	DIS	
10	3	0	1	3	5	3	3	
Medium Size. Infantry base.								
Special: Passive individual (see p. 97). Value: 5								

Deployment: The two players deploy their fighters using the line of battle mode.

The target is deployed by the Defender as if he were one of his fighters.

Objective: The Attacker must eliminate the target. The Defender must protect him and lead him through the enemy deployment zone. To do so, the Defender exceptionally can purposely make the ambassador leave by one of the edges of the battlefield located in the Attacker's deployment zone.

Victory conditions: If the target flees out of the limits of the battlefield by using an edge in the neutral central zone or in the Defender's deployment zone, then the game immediately ends in a draw.

If the target leaves the battlefield by one of the edges in the Attacker's deployment zone (meaning the back or sides), then the game ends at the end of the round in victory for the Defender.

If the target is killed, the game ends at the end of the round in victory for the Attacker.

In any other case the result is a draw.

Premium: A premium of 10 resource points is given to the victorious camp.

5. TREASURE HUNT

The surf has washed the remains of a shipwrecked merchant vessel and its cargo onto a beach. Various precious and worthless objects are now scattered all over the ground.

Situation: Both players are considered to be *Attackers*. Each one rolls 1d6 and refers to the table below:

• or ◻ 4 objects

◻ or ◻◻ 5 objects

◻◻ or ◻◻◻ 6 objects

The higher result indicates the number of priceless jewels while the lower one indicates the number of shiny yet worthless objects. The jewels are represented using "Trap" counters and the others using "Decoy" counters.

These counters then have to be mixed together with their face hidden.

After the approach roll the players take turns (starting with the winner of the approach roll) placing a counter (without turning it over) in the neutral central zone. All counters must be placed on the ground in a place that can be reached by all fighters. They must each be at least 5 cm from each other.

Deployment: The two players deploy their fighters using the line of battle mode.

Objectives: The War Booty rules (p. 97) explain how to pick up the counters. When a fighter picks up a counter the player controlling him looks at it (without showing it to his opponent) and places it on the base of his miniature. If a counter is dropped by its carrier, then it is placed back on the ground with its face hidden. Each fighter can carry only one such counter at a time.

Victory conditions: At the end of the game each player counts how many "Trap" counters he has. The player with more of them is victorious. If the two camps have the same number of such counters at the end of the game, then it ends in a draw.

Premium: At the end of the mission each player rolls 1d6 for every "Trap" counter that he has at the end of the game to determine the value of his premium.

◻ or ◻◻ 3 resource points

◻◻ or ◻◻◻ 6 resource points

◻◻◻ or ◻◻◻◻ 10 resource points

These resources are immediately added to those of the company.

If one of the camps retreats before the end of the game, then the victorious camp gets all of the "Trap" and "Decoy" counters, including its opponent's.



6. RAID

A company has been hired to protect a merchant caravan. Wishing to get rid of his rivals and retrieve their merchandise, a rich trader has paid other soldiers to intercept the convoy.

Situation: This mission involves an *Attacker* and a *Defender*. The same deployment map is used as in *Destruction* (see p. 133). The *Defender* places four elements of the scenery representing tents in his deployment zone.

They must be at least 10 cm from each other. A tent may not be placed in such a way that its entrance is blocked by an obstacle.

Before deployment the *Defender* takes one "Decoy" counter and three "Trap" counters. The "Trap" counters represent the three merchants that the *Attacker* must eliminate. The "Decoy" counter represents a chest full of treasure.

Each counter is to be placed with its face down on an *Infantry* base in the middle of a tent (only one per tent). The *Defender* therefore knows the nature of each counter, but not the *Attacker*.

Note: *The counters are placed on Infantry bases so as not to leave any doubt to the position of the miniatures. When a counter representing a merchant is revealed, the base is replaced with the miniature of a foot soldier. It is then easy to know which fighters are in contact with him.*



Tent

Base: 10 x 10 cm square or circle with a 10 cm diameter

Size: Large Size

Resilience: 2

Structure (SP): Special

Each tent has a 5 cm wide opening of Large Size on one side. If a fighter makes a tent lose one or more SP with an attack in hand-to-hand combat, he creates a new 5 cm wide opening in the side that he attacked instead of destroying it.

The openings made in this way allow fighters to enter yet they block lines of sight. Fighters with *Consciousness* can detect the nature of the counters inside a tent as soon as they are within 20 cm or less of these counters.

The *Attacker* can engage counters inside tents even if they haven't been revealed yet.

Special: This scenario's duration is increased by one round no matter the value of the companies present.

Deployment: No approach roll is made for this mission. The *Defender* must deploy all of his fighters first, except his *Scouts*. The *Attacker* then deploys his fighters (except *Scouts*). Then the *Defender* places his *Scouts*, and finally the *Attacker* does the same.

No fighters may be deployed inside the tents.

Objectives: The *Attacker* must reveal the merchants and eliminate them.

A counter is revealed to the *Attacker* as soon as one of his miniatures enters the tent in which it is lying. If it's the treasure chest, then the counter remains where it is. If it's a merchant, then the counter is replaced with the miniature of a foot soldier.

Victory conditions:

- For every merchant killed: 4 points for the *Attacker*.
 - For every merchant **still alive**: 2 points for the camp controlling the tent. (Only fighters with their whole base inside the tent are taken into account.)
 - For every merchant still alive in a tent that is not controlled by either camp: 1 point for the *Defender*.
- The player who has the most points is victorious.

Premium: At the end of the game the camp controlling the tent with the treasure chest gains a bonus in resources that depends on the battle's outcome:

- If this camp is victorious, it gains 10 additional resource points.
- If it's a draw, this camp gains six additional resource points.
- If this camp was defeated, it gains three additional resource points.

If one of the camps has announced "Retreat!" before the end of the game, then the winner gains the premium, even if he is not in control of the tent with the treasure chest.

• MERCHANTS •

MOV	INI	ATT	STR	DEF	RES	COU	DIS
10	3	0	1	3	5	2	1

Medium Size. *Infantry* base.

Special: The merchants are passive individuals but they follow slightly different rules:

- They temporarily belong to the *Defender's* camp. Yet they are not considered to be of the same people as the company protecting them.
- No card represents them because they never move. They remain hidden in their tents.
- They are not counted in their camp's strength in numbers.
- They never move and therefore don't have to make *COU* rolls when faced with fear-inspiring opponents.
- They always place all of their combat dice in defense even if a game effect normally would force them to place them in attack.
- The Wounds they are inflicted with provide experience points in the usual conditions. Their value is 5.



CHAPTER 2

HANG 'EM HIGH!

The Úraken School demands absolute loyalty to its leaders. When Bazúka found out that one of the school's commanders had embezzled funds, he ordered him, as well as all of his soldiers, executed. One of these soldiers, a búshi named Sepukú, refused to sacrifice himself. After all, why be loyal to a superior who deceived his men? The night before

the ceremony he fled accompanied by other soldiers he had convinced with his arguments. These fugitives are now ronins and have to sell their services to other clans to pay for their subsistence. Thanks (among other things) to the colossal strength of the dai-bakemono Tetsúbo, their renown is such that they attract other ronins disappointed by Úraken's teachings.

THE CARDINAL'S HEAD!

This campaign's objective is to confront the Cardinal's men and kill him to claim the reward. This won't be easy, for his band is a lot more powerful than the players' companies - at least at first. The players will therefore have to harden their soldiers and enlist new ones in order to gather enough strength to hope to defeat this formidable foe.

During this campaign all players are competing with each other. Only one of them will be able to return to Cadwallon with the Cardinal's head!

The companies are formed following the usual rules.

SEQUENCE OF MISSIONS

In this campaign, instead of choosing the missions themselves, the players depend on the offers made by the guilds of Cadwallon.

The campaign is divided into "days." One day represents the time required to carry out a mission.

Each day is divided as follows.

MISSION OFFERS

At the beginning of each day the players consult the mission offers. These offers are determined in the following way.

One of the players (any one) rolls as many d6 as half the number of players involved in the campaign (rounded up to the higher integer). The result of each roll corresponds to a mission offer.

- Intrusion
- Invasion
- Destruction
- Assassination
- Treasure hunt
- Raid

Example: Seven players are taking part in a campaign. At the beginning of each day one of them rolls 4d6 to determine the mission offers.

One of these rolls gets a result of ••, •••, •••• and •••••.

This means that the "Invasion," "Assassination" and "Raid" missions are available that day. The same type of mission can be the object of several offers the same day. In this case the "Raid" mission has been drawn twice. It will therefore be played by four companies that will confront two by two in two separate battles: "Raid 1" and "Raid 2."

MISSION ATTRIBUTION

Once the available missions have been determined, the players must choose which offer their company is accepting.

To do so, each player rolls 1d6. If a company has a strategist in its ranks, then the result is increased by +1. The player who gets the highest result chooses his mission first and the others choose theirs following the decreasing order of their roll results. In case of a tie, the tied players have to roll 1d6 again to decide between them.

Each mission can be chosen by only two players. The two last players (or the last one if they are an odd number) can therefore only take the last remaining one.

Example: Once the missions have been defined, the seven players each roll 1d6.

Player 1: ••

Player 2: •••

Player 3: •••• +1 for the presence of a strategist, meaning "5"

Player 4: ••

Player 5: •••

Player 6: ••••

Player 7: ••

Player 2 having gotten the highest result, he is the first to choose one of the four missions. He has a choice between "Invasion," "Assassination," "Raid 1" and "Raid 2." He decides on "Assassination."

Players 3 and 6 each got a ••••. They must therefore each roll another d6 to decide between them. This time player 6 gets the better result. He therefore chooses before player 3 and decides to take the "Raid 1" mission. Player 3 then chooses the "Assassination" mission.

Player 5 can no longer choose "Assassination" since two players have already chosen it. So he selects "Invasion."

Player 4 chooses "Raid 1."

Players 1 and 7 also have to roll 1d6 again to decide between them. Player 1 gets the higher result and can therefore choose between "Raid 2" and "Invasion". He decides to play "Invasion."

Player 7 no longer has a choice: he can only participate in "Raid 2."

ODD NUMBER OF PLAYERS

The players can only confront in twos in each mission. If the number of players taking part in the campaign is odd, then the player who ends up without an opponent has to fight against a neutral company.

This opponent is played by any of the other players. The assault group of neutral fighters has to be formed by the player chosen to play it while respecting the following rules.

- The people of the neutral assault group can be chosen freely by the player assuming its control, but no Allies are allowed. The use of Characters is permitted.

- The maximum value of the two assault groups is decided by the player who has to confront the neutral company. Exceptionally, neither of the two groups may pass this limit. Furthermore, the neutral group's value may not be more than nine points lower than the defined limit.

Example: *The player decides that the maximum limit of the assault groups' value is 150. The neutral group's value therefore has to be between 141 and 150.*

- Neutral fighters do not progress, so there is no use in writing down their gains in experience and their Wounds.

UNFOLDING OF THE CAMPAIGN

These steps are played using the normal free company rules.

HUNT FOR THE CARDINAL

Each player's final objective in this campaign is to defeat the Cardinal. To do so, the Cardinal first has to be found.

FINDING THE CARDINAL

To locate their target, the players must gather enough clues. These are obtained in various ways.

RUMORS

Information can be gotten simply by comparing different rumors. At the end of each day, once the last phase of each battle has ended, each player rolls 1d6. The result indicates the number of clues that his company was able to gather during the day.

CORRUPTION

The most efficient way to get information in Cadwallon is to pay for it. After having rolled 1d6 for the rumors, each player can, if he wishes, spend 10 resource points to make another roll whose result is added to the first one. This can be done only once per day.

SEARCHING

If the company has one or more prospectors in its ranks, they can be sent looking for the Cardinal instead of for resources. The rules on using prospectors are the same with one exception: the final roll made to evaluate the search's results is replaced by a clue roll that is like the one made for rumors and corruption. This roll does not provide the company with resources or renown. In return the prospector gains an amount of EP equal to the roll's result.

PERCENTAGE OF CLUES

At the end of each day every player notes the total amount of clues he has gathered. This total cannot be more than 100 and represents the percentage of the chance he has of locating the Cardinal.

CONFRONTING THE CARDINAL

At the beginning of each day, before proceeding with the choice of missions, the players may attempt to locate the Cardinal.

To do so, a so-called "percentile" roll is to be made. This roll is made using 2d10 (ten-sided dice). One of the two d10 first has to be designated to represent the tens and the other to represent the units (a double "0" is equal to a result of 100). (Certain d10 are graduated by tens to make reading a percentile roll easier.)

Example: *To make a percentile roll, a player is going to roll a blue and a red d10. He decides that the blue one represents the tens. He rolls a 60 (meaning "60") with the blue one and a 4 with the red one. The result is therefore 64.*

If several players want to try to locate the Cardinal in the same day, they make their rolls starting with the one who has the most clues. (In case of a tie, they have to decide between them by rolling 1d6.)

For the roll to be successful and the player to locate the Cardinal, the result of the percentile roll must be strictly less than the total number of his clues. A result of 100 is always a failure.

Example: *A player with 58 clues attempts a location roll. He gets a result of 83. The roll is therefore a failure.*

♦ WHAT A BAND! ♦

The type of fighters in the Cardinal's band is defined in such a way that any miniature can be used. Thus, one has to distinguish between two champions by naming them Champion 1 and Champion 2. The fighters bound to the same type of fighter, such as Undetermined 1 and Undetermined 2, can be played using the same reference card.



FAILURE TO LOCATE THE CARDINAL

When a player fails his location roll, he immediately loses 1d6 clue points.

The other players can also try to locate the Cardinal when it is their turn.

SUCCESS IN LOCATING THE CARDINAL

When a player manages to locate the Cardinal, he immediately wins 1d6 of additional clue points.

Furthermore, he doesn't choose the mission for the new day: he must play the "Death to the Cardinal!" mission.

When a player manages to locate the Cardinal, his rivals cannot also try to locate him during the same day. They must choose a regular mission.

The following mission always has to be played last.

EXCEPTIONAL MISSION: DEATH TO THE CARDINAL!

For this mission the Cardinal's camp must be played by a player chosen by the opponents of the one who has located him. The Cardinal's band is described in the company sheets on the following pages.

Situation: The Cardinal's camp is considered to be the Defender. His opponent is the Attacker.

Deployment :



Objective: The Attacker has to capture or kill the Cardinal.

Special: In no way can the Defender purposely have his fighters leave by an edge of the battlefield.

Victory conditions: If the Cardinal is inflicted with a Killed Outright during the battle, a counter is to be placed at the spot where he was killed. This counter cannot be moved in any way whatsoever.

At the end of the last round a control zone with a radius of 15 cm is defined around the Cardinal (or around the counter representing his corpse). If the Attacker is in control of this zone, then he is victorious. If not (and in any other situation), the Attacker suffers a defeat.

Experience bonus: If the Attacker is victorious, then all of his soldiers who took part in this mission win a bonus of +10 EP.

Premium: If he is victorious, the Attacker gets a premium of +20 resource points.

Renown bonus: If the Attacker is victorious, his gain in renown is doubled for this mission.

THE CARDINAL'S BAND

The Cardinal and his band can be represented by miniatures of any people. The players must agree on their appearance at the beginning of the campaign and from then on always use the same miniatures.

A company sheet describing the Cardinal's and his men's characteristics is supplied on the following pages.

THE CARDINAL'S COMBAT GROUP

During the "Death to the Cardinal!" mission the rules on balancing the assault groups do not apply in the usual way.

The Cardinal's assault group is always made up of his whole company, including soldiers and attributes. His group's value is calculated first.

The Attacker then forms his assault group. The following rules then apply:

- The value of the Attacker's assault group may not surpass the Defender's by more than 50 points.
- If the value of the Attacker's group is more than 50 points lower than the Defender's, then the Attacker only benefits from 50 compensation points.

MANAGING THE CARDINAL'S COMPANY

The Cardinal's company does not gain any renown or resources. Also, his soldiers do not win any experience points. On the other hand, their Wounds are counted in the usual way. If the "Death to the Cardinal!" mission results in the Attacker's defeat, then the Cardinal and his men must make a recuperation roll. This roll is subject to certain special rules:

- It is made as if his company had a medic in its ranks.
- The Cardinal's aftereffects are automatically reduced by one degree. "Light" becomes "Unharméd," "Serious" becomes "Light," "Critical" becomes "Serious" and "Dead" becomes "Critical."

When a whole day goes by without any player having gone on the "Death to the Cardinal!" mission, then the aftereffects of each soldier in the Cardinal's company are reduced by one degree.

END OF THE CAMPAIGN

The campaign ends as soon as one of the players wins the "Death to the Cardinal!" mission.



CHAPTER 3

GAMING AIDS

All orcs aren't adepts of mysticism and meditation. Umakhar and his companions, who are all trackers, wish for more than just fleeting glory. They don't care about the salvation of a people for which they don't feel anything. For several years now they have been serving as scouts for the armies of the Ragnarok. Whilst Umakhar is the captain, Korvad is the

raptor that guides the company, hidden from its enemies' gaze. The trackers' aptitude to survive in the wilderness, as well as their impressive brutality in combat, have largely contributed to the renown of these mercenaries. Today they enjoy the pleasures of civilization and luxury, far removed from the worship of Jackal.

CONFRONTATION 3 ERRATA

Despite careful proofreading, a couple of small mistakes and typos have managed to escape our vigilance.

This document lists and corrects the errors found in the third edition of *Confrontation*. Some of them have already been corrected in the second printing (softcover).

P. 47: SEQUENCE OF EXCHANGES

The reminder at the top left of the page, which is repeated in the right column under "Attack test," is supposed to read:

Attention! *Once a die has been placed in attack, this decision cannot be cancelled: the fighter must make an Attack test unless he is eliminated before being able to make it.*



P.91: INEVITABLE DECLINE

The path of this spell is "Howls / Torments."

P. 127: ALLIES

The Kelts of the Drune clan are to be added to the list of possible allies of the Limbo of Acheron.

P. 132: BEING OF / X

The "Being of Darkness / X," "Being of Destiny / X" and "Being of Light / X" abilities are variations of the "Immortal" ability and should therefore be listed after it on page 136.

P. 134: EPHEMERAL/X

In the example the fighter with a Light Wound should become Seriously Wounded, not Critically Wounded.

P. 135: HARASSMENT

A fighter with this ability cannot walk, run and then walk again, but can walk, fire and then walk again.

P. 158: OATH OF THE CONDEMNED

Some of this miracle's parameters are wrong due to an unfortunate copy and paste. They should be:

Area of effect: Special

Range: Sered's aura of faith

A.P.: 19

P. 191: ELEMENTAL SUMMONING

The rules on summoning fighters are described on page 79, not page 78 as noted in the text.

P. 192: WALL OF FIRE

The two counters cannot be placed more than 10 cm from each other.

P. 195: ABYSSAL FORCE

In the description of this spell's effects the word "magician" should be replaced by "targeted fighter."

P. 206

In the table at the bottom of the page concerning fighter size and the corresponding "Strength," the latter is to be replaced by "Force."

THE TRIBE OF BEHEMOTH

The tribe of the Behemoth can be played in *Confrontation* and in *Rag'Narok* by respecting the following rule modifications. These orcs has no contact with the ones of Bran-Ô-Kor. To play using an army of this clan, all its fighters must come from the clan of the Behemoth. They cannot benefit from any allies or be played as allies of another army (not even of an army of orcs of Bran-Ô-Kor), or hire mercenaries. The only exception to this rule concerns orcs of the clan of trackers of Bran-Ô-Kor, including Carbone. These can be played as allies of the tribe of the Behemoth in the usual way.

An orc can be turned into a fighter of the tribe of the Behemoth at an additional cost of 3 A.P. (The additional cost of the tribe's Characters is already included in the value indicated on their reference cards.)

The following types of fighters cannot join the tribe of the Behemoth:

- Orc of Bran-Ô-Kor Characters.
- Brontops riders.
- Animistic Shamans on Brontops.

On the other hand this tribe has built strong relations with the trolls that already lived in the mountains on their arrival. The **trolls of the Behemoth** are considered to be full-fledged members of the tribe and are therefore counted as allies. They can benefit from the leadership of orcs of the Behemoth as well as from the "Mountaineer" aptitude. They have also been converted to the orcs' cult by the keepers of the Tree-Spirit and are therefore counted when calculating their temporary faith.

Yet they are not orcs and are therefore not affected by effects that only affect orcs.

The trolls of the Behemoth can only fight as part of an army of orcs of the Behemoth.

TRIBAL PARTICULARITIES

All orcs of the tribe of the Behemoth as well as the trolls of the Behemoth who fight by their sides benefit from the following special rule:

Mountaineer: This rule only applies if the army of the Behemoth includes a standard-bearer, a musician and a Character endowed with the "Leadership" ability. The effect applies even if this war-staff's members are not within leadership range of each other at the end of deployment.

At the end of the approach phase, after all miniatures, even scouts, have been deployed, all of the tribe of the Behemoth's fighters can march. This free movement can allow a fighter to leave his deployment zone. It can also bring him into charging range of an enemy, but not into base-to-base contact with one.

The orcs of the tribe of the Behemoth are also endowed with the "Endurance" ability in addition to those they already have:

Endurance: Accustomed to the icy cold, the orcs of the Behemoth are very resistant to pain.

- In *Confrontation* they ignore the penalties bound to Light Wounds. They suffer the penalties bound to being Stunned and to Serious and Critical Wounds in the normal way.
- In *Rag'Narok* 1d6 is rolled after every Damage Roll that has inflicted at least one Wound on an orc of the Behemoth. On a result of [1] the total number of Wounds inflicted by this Damage Roll is reduced by 1. If the Damage Roll's result indicates only one Wound and the targeted fighter gets a "6," then he doesn't suffer any Wound at all.

In addition to this the trolls of the Behemoth benefit from the following aptitude:

The bone grinders: At the beginning of the battle each troll can, if the player controlling him wishes, pick up a stone in order to throw it into the face of the first enemy fighter to come along. This stone is represented by a counter placed on the troll's base. As long as he is carrying this stone his MOV rate is reduced by 2.5. The troll can nevertheless rid himself of this stone at the moment that he is activated if the player controlling him wishes.

A troll carrying a stone can throw it during any firing phase. The stone has a range of 10-15-30 cm and a STR of 9, and the troll has an AIM rate of 2. This shot is considered to be heavy artillery fire and all rules concerning firing (counter-charge firing, precision firing, etc.) apply in the usual way.

Once the troll has thrown the stone or gotten rid of it in order to advance faster, he concentrates fully on the battle and cannot pick up other stones.

THE WARRIORS OF THE WIND

The most valorous warriors of the wind are given the honour of bearing the mark of Elokani, the spirit of the Great Wind.



Within an army, for every even incomplete 100 A.P. of warriors bound to the tribe of the Behemoth, a warrior of the wind can be endowed with the mark of Elokani at an additional cost of 3 A.P. The mark of Elokani gives its bearer the "Loyal/1" ability.

THE WARRIORS OF STONE

- A warrior of stone's basic force is equal to 2. It can be increased in the usual way, most notably by using the "Brutal" and "Hardboiled" abilities. If a warrior of stone charges an opponent whose force is lower than his by two points or more, then the charge penalty suffered by the target is equal to -2.
- In *Rag'Narok* each warrior of stone counts for 2 when calculating his Unit's domination factor when it charges or is charged. This advantage is only taken into account when determining any charging penalties there may be; it does not apply when determining reactions to fear, for example.

THE PATROLLERS OF THE BEHEMOTH

- When an orcish crossbowman becomes a patroller of the Behemoth (for an extra 4 A.P.), he acquires the "Scout" ability and his "Brutal" ability is replaced by that of "Precision."
- In *Rag'Narok* a result of [1] following a re-rolled [1] on a Damage Roll caused by a shot is therefore not a failure.

MAGICIANS

Instinctive magic is an innate characteristic among the orcs. However, the mystic warriors of the tribe of the Behemoth haven't developed the same bond with their adopted homeland;

they benefit from the following aptitude instead of the "Blood of Bran-Ö-Kor."

Mystic inspiration: At the beginning of any round, before making the Tactical Roll, any mystic warrior of the tribe of the Behemoth can make use of this aptitude. The player controlling him then rolls 1d6. This roll of the die can be neither cancelled nor modified by any game effect. Depending on the result, the player gets a certain number of counters that can be used to improve the mastery of his spells as if they were mana gems. These counters cannot be used in any other way.

1-2: 1 counter; 3-4: 2 counters; 5-6: 3 counters.

These counters cannot be kept from one round to the next. The unused ones disappear at the end of the round after the Mana Recovery Roll. These counters do not count in the magician's mana reserve.

However, the concentration this capacity requires causes the mystic warrior to lose 1 point in INI until the end of the round.

THE FAITHFUL

The faithful of the tribe of the Behemoth practice a cult vowed to the mountains and the wind. They cannot call miracles of the cult of Jackal, but they can call those of the Paths of Destiny and the Universal Cult, even if they are Warrior-monks.

The "Jackal masters of rites" are called "keepers of the Tree-Spirit" in the tribe of the Behemoth. They are not considered to be warriors of the wind and they benefit from the following special aptitude instead of the "Jackal's Servants" special capacity.

They don't have access to artefacts reserved to the faithful of the cult of Jackal.

The keepers of the Tree-Spirit: Like the Jackal masters of rites, they can choose their Aspects between the two following configurations:

- Creation/1. Alteration/0. Destruction/1.
- Creation/1. Alteration/1. Destruction/0.

The keepers of the Tree-Spirit inspire the tribe's best warriors in combat. At the beginning of the hand-to-hand combat phase each keeper of the Tree-Spirit can select one and only one warrior of the wind or warrior of stone standing in his aura of faith. He doesn't have to have him in his line of sight. The keeper must then sacrifice 1 T.F. point. It is not possible to spend more T.F. points to increase the effect of this capacity. This spending of T.F. cannot be censured.

The effect varies depending on the type of warrior selected:

- Warrior of the wind: INI +1 until the end of the round.
- Warrior of stone: Gets the "Fierce" ability until the end of the round, but he is obliged to use War Fury until the end of the round.

CREATING A COMPANY

INITIAL RENOWN AND RESOURCES

Renown: 125
Resources: 50

SELECTING THE CAPTAIN

Maximum strength in numbers depending on the captain's rank (+2 for "Leadership / X").

- **Irregular:** 5
- **Regular, Veteran:** 7
- **Initiate, Devout, Special, Elite:** 9
- **Adept, Zealot:** 11
- **Living Legend, Master, Dean:** 13
- **Major Ally, Virtuoso, Avatar:** 15

SOLDIER RECRUITMENT

Number of authorized Allies: One for every four soldiers.

Recruitment premium for Allies, Mercenaries and Stateless fighters (to be subtracted from the company's resources): 50% of their cost in A.P.

INITIAL EXPERIENCE

90 EP / max. 30 per soldier

All points that aren't assigned are lost.

The points that have been assigned can either be used immediately or be saved for later use.

ADJUSTMENT OF THE SOLDIERS' AND COMPANY'S VALUES

Current value = Initial value + 10% of EP used (rounded down to lower integer).

ATTRIBUTE ACQUISITION

Attributes = Spells, miracles, artifacts, immobile machines and nexuses.

Apart from exceptions, only champions may be given artifacts.

• BEFORE THE BATTLE •

• 1. CHOICE OF MISSION

• 2. FORMING OF ASSAULT GROUPS

BALANCING THE GROUPS

- **Difference in value greater than 50:** The stronger group must be rebalanced.
- **Difference in value between 1 and 50:** The stronger group may be rebalanced.

In either case the new value of the modified group may not be lower than the value of the opposing group.

COMPENSATION FOR THE WEAKER GROUP

Compensation points (CP) = difference in value between the two groups

- **Event card:** 20 CP
- **Object:** 10 CP

• 3. BONESETTERS

Three resource points for every Wound level healed. Each soldier can be healed by only one Wound level.

• DURING THE BATTLE •

• 1. GAIN IN EXPERIENCE

COMBAT EXPERIENCE

- **Mission 1:** 10 EP
- **Mission 2:** 8 EP
- **Mission 3:** 6 EP
- **Mission 4:** 4 EP
- **Mission 5 and following:** 2 EP

SPELLS AND MIRACLES

- **Value used < difficulty of the roll:** 1 EP + difference
- **Value used > difficulty of the roll:** 1 EP - difference (min. 0)

SHOTS

- **Value used < difficulty of the roll:** 3 EP + difference
- **Value used > difficulty of the roll:** 3 EP - difference (min. 0)

WOUNDS INFLICTED IN HAND-TO-HAND COMBAT

- **Light Wound:** 3 EP
- **Serious Wound:** 4 EP
- **Critical Wound:** 5 EP
- **Killed Outright:** 6 EP

+2 if the target's value = 2 x the attacker's value

-2 if the attacker's value = 2 x the target's value

• AFTER THE BATTLE •

• 1. LOSSES AND GAINS

RENOWN

Refer to the "Gain in renown" table

RESOURCES

Victory: +15
Draw: +10
Defeat: +5

• 2. RECUPERATION

Refer to the "Wound recuperation" table

- **Medic:** The results of the rolls are read one line higher up (except if it is "Dead").
- **Convalescence in camp:** The results of the rolls are read one line higher up (cumulative with medic).
- **Dead:** Turned into "Critical" on a \square or more when a medic is present.

• GAIN IN RENOWN •

DIFFERENCE	VICTORY	DRAW	DEFEAT
-50	40	30	20
-40 to -49	36	27	18
-30 to -39	32	24	16
-20 to -29	28	21	14
-10 to -19	24	18	12
from -9 to 0	20	15	10
0 to +9	20	15	10
+ 10 to + 19	16	12	8
+ 20 to + 29	12	9	6
+ 30 to + 39	8	6	4
+ 40 to + 49	4	3	2
+ 50	0	0	0

• WOUND RECUPERATION TABLE •

2d6	SERIOUS	CRITICAL	KILLED OUTRIGHT
2-3	Unharmed	Unharmed	Unharmed
4-5	Unharmed	Unharmed	Light
6-7	Unharmed	Light	Light
8-9	Light	Light	Serious
10-11	Light	Serious	Critical
12	Serious	Critical	Dead

• 3. EXCLUSIONS

• 4. RECRUITMENT

• 5. EXPERIENCE POINTS

• 6. ATTRIBUTE ACQUISITION



ADDITIONAL PROFILES

Because Characters cannot join companies, the following profiles allow pure magicians and pure faithful to be recruited by each people.

Attention! *These alternative profiles can only be used in games played with free companies.*

Two profiles that are specific to *Dogs of War* (Initiate/Devout; Adept/Zealot) are provided here. They are shared by all peoples and are followed by a list of modifiers that are to be applied depending on the people chosen. The fighter's value is also given depending on his people of origin.

It is impossible to directly recruit a Master, a Virtuoso, a Dean or an Avatar: these ranks can only be reached through evolution of the company's soldiers.

SHARED PROFILES

• **Initiate / Devout**

MOV	INI	ATT	STR	DEF	RES	AIM	COU FEAR	DIS	POW*
10	3	3	3	3	4	-	4	4	4

• **Adept / Zealot**

MOV	INI	ATT	STR	DEF	RES	AIM	COU FEAR	DIS	POW
10	5	4	4	4	5	-	5	5	6

Equipment: All fighters are equipped with a hand-to-hand combat weapon and armor (or equivalent protective gear).
Abilities: These depend on the fighter's people.

Attention! *These profiles are not Characters. They therefore do not benefit from the "Mastery of the arcana" and "Piety/X" abilities.*

MODIFIERS DEPENDING ON PEOPLE

The following modifiers of characteristics and abilities must be applied to all profiles (Initiate, Adept, Devout or Zealot).

The other modifiers are specific to the type of fighter (magician or faithful) and to his rank.

For many magicians a choice is to be made concerning the Elements and paths that are mastered. When it says "of choice", then the selection must be made among the Elements and paths of magic that are accessible depending on his people and rank.

The numerical value that follows the type of fighter indicates its value.

LIONS OF ALAHAN

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
-	-	-	-	-	-	-	+2	-	+1

Bravery

• **Initiate/31**

Initiate of Light/Hermetism

• **Adept/63**

Adept of Light and of an Element of choice/Hermetism and another path of choice.

• **Devout/25**

Faithful of Arin/10

Aspects: Creation/2, Alteration/1, Destruction/0.

• **Zealot/55**

Faithful of Arin/12.5

Aspects: Creation/2, Alteration/2, Destruction/1.

GRIFFINS OF AKKYLANNIE

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
-	-	-	-	-	+2	-	-	+2	-1

Fanaticism

• **Initiate/29**

Initiate of Fire/Theurgy

• **Adept/57**

Adept of Fire and an Element of choice/Theurgy and another path of choice.

• **Devout/31**

Faithful of Merin/10

Aspects: Creation/0, Alteration/2, Destruction/1.
Illuminated.

• **Zealot/59**

Faithful of Merin/12.5

Aspects: Creation/1, Alteration/2, Destruction/2.
Illuminated.

CYNWÄLL ELVES

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
+2.5	-	-	-	-	+1	-	+2	+1	-

Concentration/1 (INI/DEF) for Initiates and the Devout
 Concentration/2 (INI/DEF) for Adepts and Zealots

The weapons of Cynwäll magicians and faithful are *helianthic* weapons.

• **Initiate/37**

Initiate of Light/Solaris

• **Adept/70**

Adept of Light and an Element of choice/Solaris and another path of choice

• **Devout/33**

Faithful of Noesis/10

Aspects: Creation/1, Alteration/2, Destruction/0.

* For magicians only.

• **Zealot/65**

Faithful of Noesis/12.5

Aspects: Creation/2, Alteration/2, Destruction/1.

SESSAIRS KELTS

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
-	+1	-	-	-1	-	-	-	-1	-

War fury

• **Initiate/24**

Initiate of the four Elements/Shamanism

• **Adept/55**

Adept of the four Elements/Shamanism and another path of choice

• **Devout/21**

Faithful of Danu/10

Aspects: Creation/1, Alteration/2, Destruction/0.

• **Zealot/50**

Faithful of Danu/12.5

Aspects: Creation/2, Alteration/2, Destruction/1.

DWARVES OF TIR-NÂ-BOR

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
-2.5	-3	-	+1	+1	+1	-	+2	+2	-1

Hard-boiled

• **Initiate/27**

Alchemist Initiate of Earth/Tellurism

• **Adept/59**

Alchemist Adept of Earth and an Element of choice/Tellurism and another path of choice

• **Devout/30**

Faithful of Odnir/10

Aspects: Creation/0, Alteration/2, Destruction/1.

• **Zealot/60**

Faithful of Odnir or of Uren/12.5

Aspects: Creation/1, Alteration/2, Destruction/2.

GOBLINS OF NO-DAN-KAR

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
-	+1	-1	-2	-1	-1	-	-1	-1	-

Survival instinct

• **Initiate/24**

Initiate of Air/Sorcery

• **Adept/49**

Adept of Air and an Element of choice/Sorcery and another path of choice.

• **Devout/20**

Faithful of Rat/7.5

Aspects: Creation/1, Alteration/2, Destruction/0.

• **Zealot/44**

Faithful of Rat/10

Aspects: Creation/1, Alteration/2, Destruction/2.

ORCS OF BRAN-Ô-KOR

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
-	-	+1	+2	+1	+1	-	+1	-1	-1

Brutal

• **Initiate/25**

Initiate of instinctive magic

• **Adept/55**

Adept of instinctive magic

• **Devout/28**

Faithful of Jackal/10

Aspects: Creation/1, Alteration/2, Destruction/0.

• **Zealot/56**

Faithful of Jackal/12.5

Aspects: Creation/2, Alteration/2, Destruction/1.

WOLFEN OF YLLIA

MOV	INI	ATT	STR	DEF	RES	AIM	FEAR	DIS	POW
+5	+1	+1	+3	+1	+2	-	+2	-1	-1

Born killer. Large Size.

• **Initiate/41**

Initiate of Water/Whispers

• **Adept/72**

Adept of Water and an Element of choice/Whispers and another path of choice

• **Devout/39**

Faithful of Yllia/15

Aspects: Creation/0, Alteration/2, Destruction/1.

Thaumaturgist

• **Zealot/69**

Faithful of Yllia/20

Aspects: Creation/1, Alteration/2, Destruction/2.
Thaumaturgist.**LIVING-DEAD OF ACHERON**

MOV	INI	ATT	STR	DEF	RES	AIM	FEAR	DIS	POW
-	*	-	-	-	-	-	+2	*	-

• **Initiate: Living-dead/24; Living/33**

Initiate of Darkness/Necromancy

• **Adept: Living-dead/55; Living/65**

Adept of Darkness and an Element of choice/Necromancy and another path of choice

• **Devout: Living-dead/22; Living/29**

Iconoclast.

Faithful of Salaüel/15.

Aspects: Creation/0, Alteration/2, Destruction/1• **Zealot: Living-dead/50; Living/60**

Iconoclast.

Faithful of Salaüel/17.5

Aspects: Creation/1, Alteration/2, Destruction/2**ALCHEMISTS OF DIRZ**

MOV	INI	ATT	STR	DEF	RES	AIM	FEAR	DIS	POW
-	-	-	-	-	-	-	-	-	-

• **Initiate/26**

Initiate of Darkness/Technomancy

• **Adept/58**

Adept of Darkness and an Element of choice/Technomancy and another path of choice

• **Devout/23**

Iconoclast.

Faithful of Arh-Tolth/15

Aspects: Creation/0, Alteration/2, Destruction/1• **Zealot/53**

Iconoclast

Faithful of Arh-Tolth/17.5

Aspects: Creation/1, Alteration/2, Destruction/2**DWARVES OF MID-NOR**

MOV	INI	ATT	STR	DEF	RES	AIM	FEAR	DIS	POW
-2.5	-	-	-	-	+2	-	+1	-1	-

Possessed.

• **Initiate/27**

Lictor Initiate of Darkness/Chthonian

• **Adept/57**

Lictor Adept of Darkness and an Element of choice/Chthonian and another path of choice.

• **Devout/24**

Faithful of Mid-Nor/10

Aspects: Creation/1, Alteration/1, Destruction/1
Illuminated.• **Zealot/53**

Faithful of Mid-Nor/12.5

Aspects: Creation/2, Alteration/1, Destruction/2
Illuminated.**DEVOURERS OF VILE-TIS**

The Wolfen Devourers do not have any pure faithful in their ranks. Only half-elves can have this status.

• **Wolfen Devourers**

MOV	INI	ATT	STR	DEF	RES	AIM	FEAR	DIS	POW
+5	+1	-	+2	+2	+3	-	+2	-1	-1

Born killer. Large Size.

• **Half-elf Devourers**

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
+2.5	-	+1	-	+1	+2	-	+2	-1	-1

Counter-attack.

Devourer Initiates and Devout can choose one of the following types of chains for free (Adepts and Zealots can choose two of them). These chains are not considered to be attributes.

- Cruelty
- Carnage
- Affliction (only Adepts and Zealots)
- Calamity (only Adepts and Zealots)
- Enchantment (only Initiates and Adepts)
- Curses (only Adepts)
- Perversity (only Devout and Zealots)
- Vice (only Zealots)

*: The magicians and faithful of Acheron can be of two types. They can be either Living-dead or Living. This choice affects the profile in the following way:

Living-dead: INI -1. No DIS. "Living-dead" ability.
Living: DIS -1.

- **Initiate: Wolfen Devourer/43; Half-elf Devourer/31**
Initiate of Water/Howls
- **Adept: Wolfen Devourer/73; Half-elf Devourer/63**
Adept of Water and an Element of choice/Howls and another path of choice
- **Devout: Half-elf Devourer/33**
Iconoclast
Faithful of Vile-Tis/15
Aspects: Creation/0, Alteration/1, Destruction/2
- **Zealot: Half-elf Devourer/64**
Iconoclast
Faithful of Vile-Tis/17.5
Aspects: Creation/1, Alteration/2, Destruction/2

DRUNE KELTS

• **Human Drones**

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
-	+1	-	-	-	-	-	-	-	-

Fierce
Initiates and Adepts are *Wyrds*.

• **Formor Drones**

MOV	INI	ATT	STR	DEF	RES	AIM	FEAR	DIS	POW
+2.5	+1	+1	+3	-	+2	-	+2	-2	-

Regeneration/5. *Formor* weapons and armor.
Initiates and Adepts are *Mighty*.

- **Human Initiate/28**
Initiate of the four Elements/Shamanism
- **Formor Initiate/41**
Initiate of Darkness/Typhonism
- **Human Adept/58**
Adept of the four Elements and Darkness/Shamanism and another path of choice.
- **Formor Adept/71**
Adept of Darkness and Fire/Typhonism and another path of choice.
- **Devout: Human/25; Formor/38**
Iconoclast
Faithful of Cernunnos/15
Aspects: Creation/0, Alteration/1, Destruction/2

- **Zealot: Human/53; Formor/67**
Iconoclast
Faithful of Cernunnos/17.5
Aspects: Creation/1, Alteration/2, Destruction/2

OPHIDIANS

MOV	INI	ATT	STR	DEF	RES	AIM	FEAR	DIS	POW
+2.5	+1	+1	+2	+2	+1	-	+2	+1	+1

Consciousness. Large Size.

- **Initiate/58**
Initiate of Darkness/Typhonism
- **Adept/88**
Adept of Darkness and an Element of choice/Typhonism and another path of choice
- **Devout/49**
Faithful of Vortiris/10
Aspects: Creation/0, Alteration/1, Destruction/2
- **Zealot/77**
Faithful of Vortiris/12.5
Aspects: Creation/1, Alteration/2, Destruction/2

DAÏKINEE ELVES

MOV	INI	ATT	STR	DEF	RES	AIM	COU	DIS	POW
+2.5	+1	-	-	-	-	-	-	-1	-

Regeneration/5

- **Initiate/28**
Initiate of Water/Fayery
- **Adept/59**
Initiate of Water and an Element of choice/Fayery and another path of choice
- **Devout/25**
Faithful of Earhë/10
Aspects: Creation/2, Alteration/1, Destruction/0
- **Zealot/54**
Faithful of Earhë/12.5
Aspects: Creation/2, Alteration/2, Destruction/1

• CAPTAIN, LIEUTENANT AND MAXIMUM STRENGTH •

RANK	MAX. STRENGTH DEPENDING ON CAPTAIN'S RANK	BONUS STRENGTH DEPENDING ON LIEUTENANT'S RANK
Creature Irregular	5	-
Regular Veteran	7	+1
Initiate Devout	9	+1
Special Elite	11	+2
Adept Zealot	13	+4
Living Legend Master Dean	15	+5
Major Ally Virtuoso		
Avatar		

Bonus in the maximum strength provided by Leadership/X:
Captain: + 2
Lieutenant: + 1

• RANK OF WARRIORS 1 •

Irregular	
▼	
30	
▼	
Regular	
▼	
50	
▼	
Veteran	
▼	
100	
▼	
Special	Elite
▼	▼
200	
▼	
Living Legend	

• RANK OF WARRIORS 2 •

Creature	
▼	
200	
▼	
Living Legend	
▼	
400	
▼	
Major Ally	

• RANK OF MYSTICS •

Initiate/Devout	
▼	
100 (Cost: 50 EP)	
▼	
Adept/Zealot	
▼	
200 (Cost: 100 EP)	
▼	
Master/Dean	
▼	
300 (Cost: 200 EP)	
▼	
Virtuoso/Avatar	

• IMPROVEMENT OF ABILITIES •

ABILITY	COST (EP)	GAIN	MAX. GAIN
Artifact / X	12	+1	+1
Concentration / X	32	+1	+2
Cure / X	18	-1	-2
Devotion / X	6	+1	+3
Disengagement / X	12	-1	-1
Implacable / X	18	+1	+2
Infiltration / X	6	+2	+6
Insensitive / X	6	-1	-1
Leadership / X	42	+5	+15
Loyal / X	24	+1	+1
Martyr / X	6	+1	+3
Master strike / X	12	+1	+3
Mechanic / X	12	-1	-2
Mutagenic / X	24	+1	+1
Piety / X	12	+1	+2
Recuperation / X	24	+1	+2
Resolution / X	12	+1	+2
Sapper / X	12	+1	+3
Sequence / X	18	+1	+1
Summoner / X	12	+1	+2
Target / X	12	+1	+2
War cry / X	12	+1	+3

• IMPROVEMENT OF CHARACTERISTICS •

CHARACTERISTIC	COST IN E.P.	GAIN	MAX. GAIN
 MOVEMENT ¹	10 + (MOV x 2)	2.5	+ 2.5
 INITIATIVE	15 + (INI x 2)	1	+ 3
 ATTACK	15 + (ATT x 2)	1	+ 3
 STRENGTH	10 + (STR x 2)	1	+ 3
 DEFENSE	15 + (DEF x 2)	1	+ 3
 RESILIENCE	10 + (RES x 2)	1	+ 3
 AIM	15 + (AIM x 2)	1	+ 2
 COURAGE/FEAR	10 + (COU/FEAR x 2)	1	+ 3
 DISCIPLINE ²	30 + (DIS x 2)	1	+ 3
 POWER ³	50 + (POW x 2)	1	+ 2 ⁴
 AURA OF FAITH ⁵	30 + (AURA x 2)	2.5	+ 15
 ASPECTS ⁶	50 + (ASPECT x 2)	1	+ 2 ⁷

¹ The increase in MOV affects both the ground MOV and flight MOV.

² Fighters without a DIS value cannot acquire points in this characteristic.

³ Fighters without a POW value cannot acquire points in this characteristic.

⁴ +2 per rank: a magician can increase his POW by two points without changing rank, but he has to wait until he changes rank to be able to gain a third and fourth point. This also counts for the following points.

⁵ Fighters without an aura of faith cannot acquire points in this characteristic.

⁶ Fighters without Aspect values cannot acquire points in these characteristics.

⁷ +2 per rank: a faithful can increase his Aspect total by two points (and not each Aspect) without changing rank, but he has to wait until he changes rank to be able to gain a third and fourth point. This also counts for the following points.

MATERIAL	RES	SP	ABILITIES
Crystal, glass, stained-glass window	0	1	Breakable Transparent
Reinforced glass	1	1	Transparent
Bone	2	1	
Cloth, canvas	2	1	Flammable
Leather, tarred canvas	3	1	Flammable
Corrupt flesh*	3	2	
Cob	3	2	Flammable
Wooden planks	5	3	Flammable
Metal-reinforced planks	6	3	Flammable
Brick	6	3	
Logs	7	3	Flammable
Stone	8	3	Indestructible
Common metals (gold, lead, copper, bronze, iron, tin)	8	4	Indestructible
Resistant metals (steel, etc.)	10	5	Indestructible
Alphax	12	6	Indestructible

* *Corrupt flesh: Certain elements are made of flesh of supernatural or magical essence.*

• ACQUISITION OF ABILITIES •

ABILITY	MIN. RANK	ACCESSIBLE BY	COST (EP)	ABILITY	MIN. RANK	ACCESSIBLE BY	COST (EP)
Ambidextrous	4	Elite		Leap	1	All	18
		Warrior-mages	60	Loyal / 1	3	All	32
		Warrior-monks		Luck	3	All	60
Artifact / 1	4	All	18	Martyr/1	1	All	6
Assassin	4	Special	48	Master archer	4	All	60
Assault fire	3	All	36	Master strike / 0	3	All	48
Authority	4	All	36	Mastery of the arcana	4	Pure magicians	48
Born killer	4	Large Size	90	Mechanic / 6	2	Servants	18
		Very Large Size		Minelayer	3	Servants	48
Bravery	2	All	18	Negation	3	Pure magicians	12
Brutal	2	All	18			Pure Faithful	
Brutish charge	3	All	42	Parade	4	All	60
Bull's-eye	4	All	24	Piety / 1	3	Faithful	18
Consciousness	4	Special		Possessed	4	All	36
		Magicians	60	Precision	3	All	36
		Faithful		Rallying cry	4	All	24
Counter-attack	4	All	36	Rapid reloading	4	Champions	36
Cure / 6	4	All	24	Rapidity	3	All	36
Devotion / 1	1	All	6	Recovery / 1	4	Magicians	24
Disengagement / 6	4	All	24	Reflexes	3	All	12
Dodge	3	All	24	Reorientation	3	All	12
Exalted	3	Faithful	48	Resolution / 1	4	All	12
Fanaticism	2	All	18	Rigor	4	All	54
Feint	4	All	18	Ruthless	3	All	24
Fencer	3	All	30	Sapper	3	Servants	12
Ferocious	3	All	54	Scout	4	Special	
Fierce	3	All	36			Magicians	48
Fine blade	3	All	36			Faithful	
Focus	3	Magicians	24	Sequence / 1	4	All	32
Harassment	3	All	32	Sharp shooter	4	All	36
Hard-boiled	3	All	36	Steadfast	2	All	18
Hardened	4	Elite		Strategist	4	All	48
		Warrior-mages	72	Summoner / 1	4	Magicians	18
		Warrior-monks				Faithful	
Illuminated	3	Faithful	24	Target / +1	3	All	18
Implacable / 1	4	All	32	Thaumaturgist	3	Faithful	24
Infiltration / 10	3	All	12	Vivacity	4	All	24
Insensitive / 6	3	All	12	War cry / 3	2	All	12
Instinctive firing	3	All	36	War fury	3	All	54
Leadership / 10	2	All	90	War-horse*	4	All	60

* The "War-horse" ability can only be acquired by fighters with a mount. Centaurs cannot acquire this ability.

• INCANTATION •

MAGICIAN'S PEOPLE	ACCESSIBLE ELEMENTS			ACCESSIBLE PATHS OF MAGIC		
	INITIATE	ADEPT	MASTER	INITIATE	ADEPT	MASTER
Lions of Alahan			-	Hermetism, Circaeus	Tellurism, Theurgy, Chronomancy, Sorcery, Shamanism	Solaris, Fayery
Griffins of Akkylannie			-	Theurgy, Redemption, Exorcism	Hermetism, Circaeus	Tellurism
Sessairs Kelts		-	-	Shamanism, Druidism	Tellurism, Sorcery, Whispers, Howls, Lamentations	Fayery, Symbiosis
Dwarves of Tir-Nà-Bor				Tellurism, Forge	Shamanism, Sorcery	Fayery, Chronomancy
Goblins of No-Dan-Kar				Sorcery, Mutations	Typhonism, Corruption, Shamanism, Tellurism, Curses	Fayery, Black magic, Chthonian
Orcs of Bran-Ó-Kor	-	None	-	-	Instinctive magic	-
Wolfen of Yllia			-	Whispers, Lamentations	Howls, Shamanism, Sorcery, Tellurism	Symbiosis, Fayery
Living-dead of Acheron			-	Necromancy, Circaeus	Affliction, Curses, Cabala, Typhonism, Chthonian, Corruption	Black magic, Shamanism, Sorcery
Alchemists of the Scorpion				Technomancy, Biopsy	Corruption, Affliction, Chthonian, Curses	Black magic, Tellurism
Dwarves of Mid-Nor			-	Chthonian, Corruption	Tellurism, Affliction, Curses, Cabala, Typhonism	Black magic, Shamanism
Devourers of Vile-Tis				Lamentations, Howls	Sorcery, Affliction, Whispers, Curses	Black magic, Shamanism
Drune Kelts		-	-	Shamanism, Druidism, Affliction	Necromancy, Cabala, Corruption, Sorcery, Tellurism, Curses	Black magic, Typhonism, Chthonian
Daikinee elves				Fayery, Symbiosis	Shamanism, Druidism, Tellurism, Whispers, Lamentations	Solaris, Chronomancy, Sorcery
Cynwäll elves			-	Solaris, Chronomancy	Tellurism, Forge, Fayery, Symbiosis	Shamanism, Sorcery
Akkyshan elves			-	Black magic, Curses	Cabala, Chthonian, Corruption, Sorcery, Tellurism, Affliction, Howls	Shamanism, Typhonism
Ophidians				Typhonism, Enskēm	Sorcery, Curses, Chthonian, Howls	Black magic, Cabala

COMPANY NAME:
 AFFILIATION:
 CAPTAIN:
 MAXIMUM STRENGTH: ACTUAL STRENGTH:
 ROLES:

REOWN: ... VALUE: ... RECRUITMENT POINTS:
 RESOURCES:
 MISSIONS CARRIED OUT:
 VICTORIES: DRAWS: DEFEATS:



NAME	PEOPLE	RANK	ATTRIBUTES												ATTRIBUTES EQUIPMENT	MISSIONS CARRIED OUT	GAINED E.P. USED REMAINING	COST OF ATTRIBUTES	SOLDIER'S VALUE INITIAL / MODIFIED	
			MOV (+2.5)	INI (+3)	ATT (+3)	STR (+3)	DEF (+3)	RES (+3)	AIM (+3)	COU (+3)	FEAR (+3)	DIS (+3)	POW (+2)	C. A. D. (+2)						
ABILITIES																AFTEREFFECTS	Light	Serious	Critical	
ABILITIES																AFTEREFFECTS	Light	Serious	Critical	
ABILITIES																AFTEREFFECTS	Light	Serious	Critical	
ABILITIES																AFTEREFFECTS	Light	Serious	Critical	
ABILITIES																AFTEREFFECTS	Light	Serious	Critical	

PLAYER:

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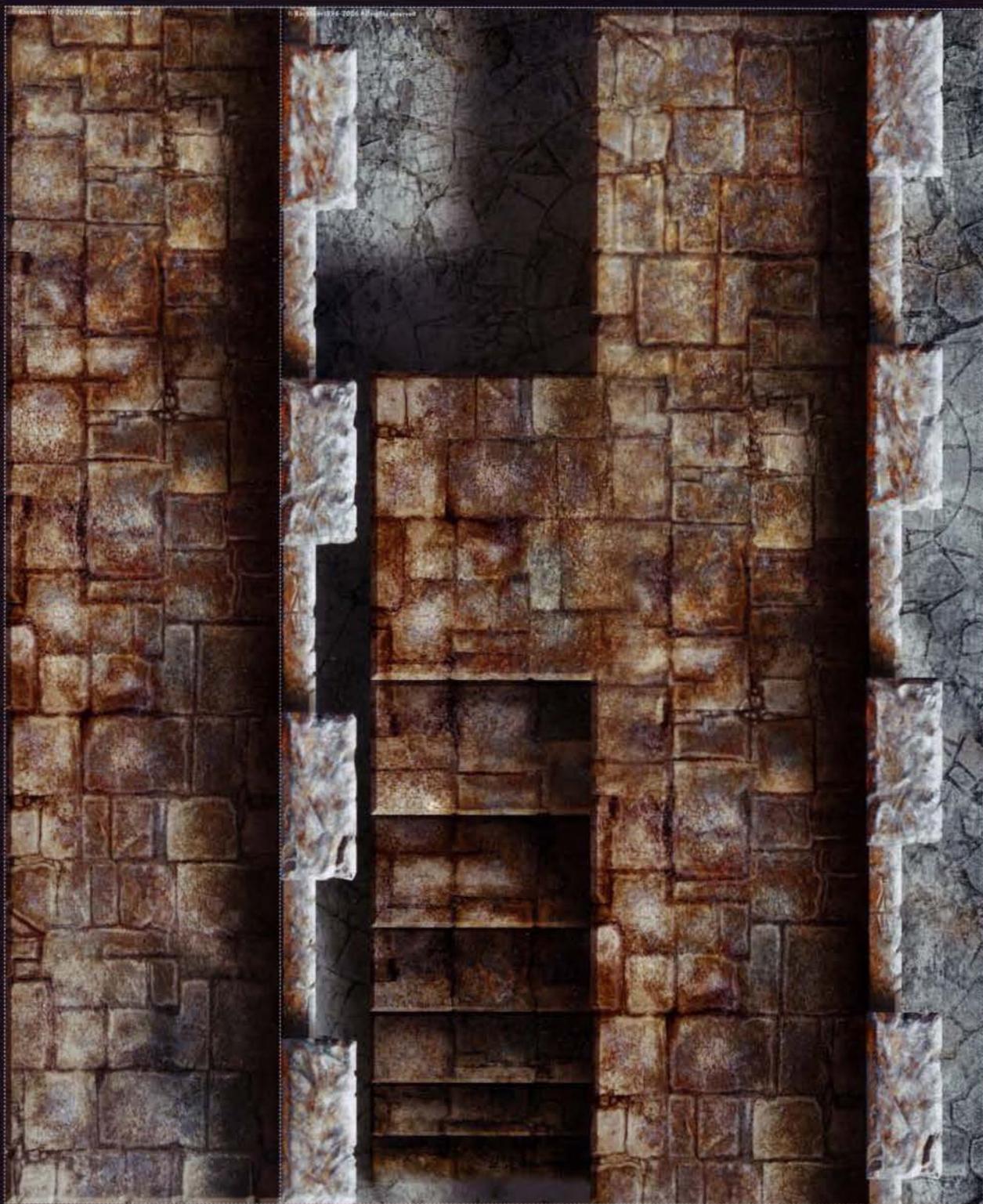
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