

VOLUME 12

JANUARY • FEBRUARY 2007



# WIRY HAVIC!

THE CHRONICLES OF THE WORLD OF RACKHAM



## NEWS

January-February releases & preview  
Red Blok, a new army for AT-43

## AT-43

The universe, the rules and the army lists  
inside 30 exclusive pages!

## RULES AND TOURNAMENTS

Confrontation 3.5 is here!  
The tournament rules for the 2007 season

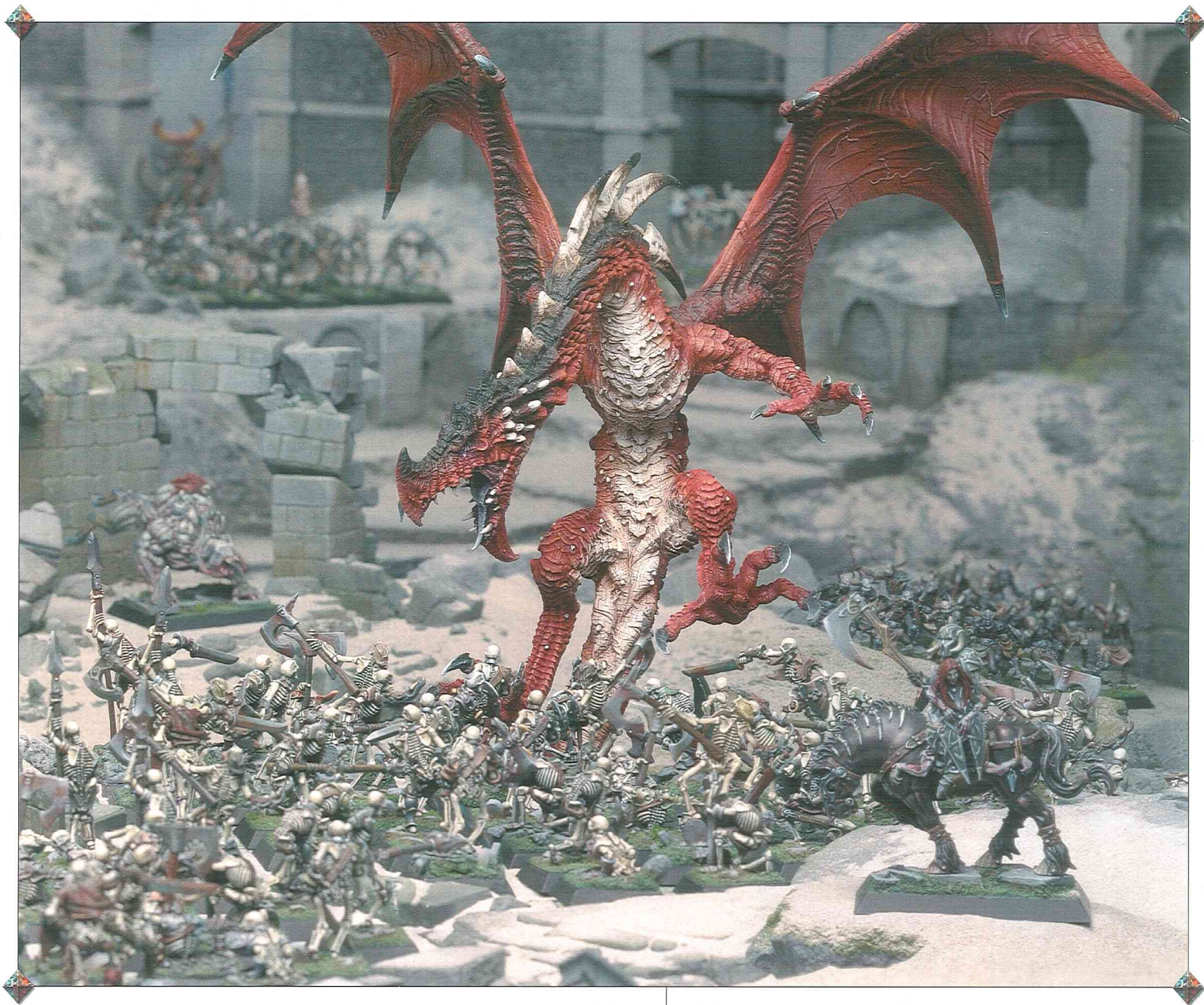
## CADWALLON

The guild of Thieves  
Portrait: Syth Mornis/An exclusive scenario

## PAINTING GUIDE

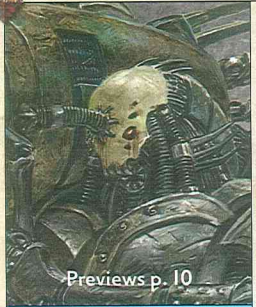
Ahsa Ruyar, necromancers

## 5 EXCLUSIVE CARDS

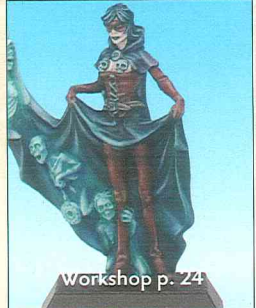


Wyrms are creatures of fire and wisdom; they still remember the sorrow felt after the loss of their brother Vimras Malath in the first battle of Kaiber. This is the grudge fuelling their ancestral hatred of the minions of Acheron and urging them to join the Cynwall regiments sent to battle Darkness. The wrath they display is a splendid spectacle.

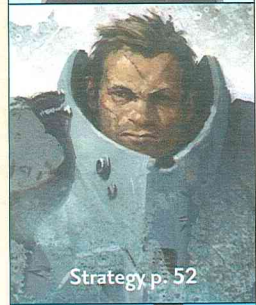
# CONTENTS



Previews p. 10



Workshop p. 24



Strategy p. 52



Universe p. 28

## CRY HAVOC ! VOLUME II • JANUARY/FEBRUARY 2007

<b>EDITORIAL</b> .....	03
<b>NEWS</b> .....	05
<b>PREVIEWS</b>	
February .....	10
AT-43 .....	12
<b>EVENTS</b>	
Confrontation 3.5 .....	16
Confrontation: Tournaments 2007 .....	18
Painting Contest .....	21
<b>WORKSHOP</b>	
Ahsa Ruyar .....	24
<b>UNIVERSE</b>	
Usuriers: Syth Mornis .....	28
Cadwallon: The Guild of Thieves .....	31
Hyena: Shurat, The Warlord .....	35
Cadwallon Scenario: The Loyalty trial .....	39
<b>STRATEGY</b>	
AT-43: Welcome to Ava .....	52
AT-43: Operation Damocles .....	58
AT-43: The Rules .....	62
AT-43: The White Stars .....	68
AT-43: The Therians .....	71
AT-43: Tactical Missions .....	74
<b>INFORMATION</b>	
Subscription .....	80

**PUBLISHING DIRECTOR :** Jean Bey.  
**STUDIO DIRECTOR :** Philippe Chartier.  
**EDITOR-IN-CHIEF :** Sébastien Célerin.  
**PRODUCTION MANAGER :** Nicolas Hutter.  
**GRAPHIC DESIGN & INFOGRAPHY :** Franck Achard, Mathieu Harlaut and Goulven Quentel.  
**PICTURE RESEARCHER:** Gwendal Geoffroy.  
**ASSISTANT EDITOR:** Hélène Henry.  
**TEXTS :** Jean Bey, Arnaud Cuidet, Gwendal Geoffroy, Xavier Giacomini, Martin Grandbarbe, Jean-Baptiste Lullien, Laurent Nialon, Nicolas Raoult and Jérôme Rigal.  
**ILLUSTRATIONS :** Paul Bonner, Gary Chalk, Wayne England, Davide Fabbri, Nicolas Fructus, Édouard Guiton, John Howe, Karl Kopsinski, Florent Maudoux, Paolo Parente, Adrian Smith, Richard Wright and Alessia Zamboni.  
**COVER ILLUSTRATION :** Paul Bonner.  
**MINIATURE SCULPTING:** Benoît Cosse, Yannick Fusier, Mauro Gnani Zerbin, Sean Green, Sebastien Labro, Nicolas N'Guyen, Stéphane N'Guyen Van Gioi, Juan Navarro Perez, Olivier Nkweti Lafitte, Elfried Perochon, Stéphane Simon and Rafal Żelazo.  
**RACKHAM PAINTERS:** Vincent Fontaine and Martin Grandbarbe.  
**FREELANCE PAINTERS:** Frédéric Bisseux and Sébastien Picque.  
**SCENERY:** Vincent Fontaine and Simon Harris.  
**PHOTOGRAPHY:** Jean-Baptiste Guiton.  
**TRANSLATION:** Collin Kelly.

Thanks to the whole RACKHAM® team.

All miniatures shown created by RACKHAM®. They come from the world of CONFRONTATION® and AT-43®, two games published by RACKHAM®. AT-43®, CADWALLON®, CONFRONTATION®, HYBRID®, the HYBRID® logo, HYBRIDES®, the RACKHAM® logo, RAG'NAROK® and WOLFEN® are all registered trademarks owned by RACKHAM®. All rights reserved Copyright © 1996-2006 RACKHAM®. All the illustrations, photographs, miniatures and miniatures names are exclusive RACKHAM® creations owned by RACKHAM®.

The information in this publication, including but not limited to the texts, names, prices, packaging, illustrations and photographs, is given with reserve. It is given exclusively as reference and may be subject to modification without further notice. RACKHAM® miniatures are not toys. They contain lead and must not be chewed or swallowed. This product is not suitable for children under the age of 14. Some miniatures come in separate parts and need assembly. Scenery, paints and glue not included. Non-contractual pictures. RACKHAM® metal miniatures are made in France. RACKHAM® plastic miniatures are made in China. AT-43®, CADWALLON®, CONFRONTATION®, HYBRID® and RAG'NAROK® are games published by RACKHAM®.

**RACKHAM**  
 44, rue de Lagny, 93 100 Montreuil-sous-Bois. FRANCE  
 Tel : + 33. (0) 1.55 86 89 20. Fax : + 33. (0) 1.55 86 89 25  
 www.rackham.fr www.rackham-store.com  
 © Copyright RACKHAM®, 1996-2006. All rights reserved.

### CAUTION!

Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

Copyright registration: December 2006  
 ISSN: 1772-371X

Cry Havoc is published by RACKHAM INC. with a capital of €321,589.20  
 Registered in BOBIGNY (France) under no. 2002B00124  
 44, rue de Lagny 93100 MONTREUIL-SOUS-BOIS, France  
 Legal representative: Jean Bey

Printed by Imprimerie Chirat (42540 SAINT-JUST-LA-PENDUE)  
 Printed in France



## CARDS

- Arcanic Thief (Cadwallon)
- Cadwë Ferret (Cadwallon)
- Cadwë Bandit (Cadwallon)
- Wraith Spirit (Confrontation 3)
- Demon Strike (Confrontation 3)

These cards may not be sold separately from Cry Havoc.

# editorial

With this new year, no one evades war!

the story of  $\Delta T-43$  begins. the Initiation Set dedicated to this sci-fi universe covers the beginning of the United Nations of  $\Delta va$ 's counter attack on the Therian factory planet: Operation Damacles. You should be familiar with these armies. You are now going to discover their power with the release of new units and new armored vehicles over the coming months. Cry Havoc gives you all that is necessary to play your first large scale battles with exclusive missions which follow those of Operation Damacles and elements from the Advanced rules for  $\Delta T-43$  in world preview!

this twelfth volume gives you a nice slice of Cadwallan cake with the release of Secrets volume 1. to accompany your discovery of the mysteries and plotting of the Free city, a tactical adventure is waiting for you in our Universe section.

But Cry Havoc does not forget Confrontation. In this issue, you will discover the evolution of the official rules for its third edition modified by RACKHAM for the tournament season 2007. these revisions are the fruit of intense collective work between the Studio and the associations supporting  $\Delta$ arklash based games.

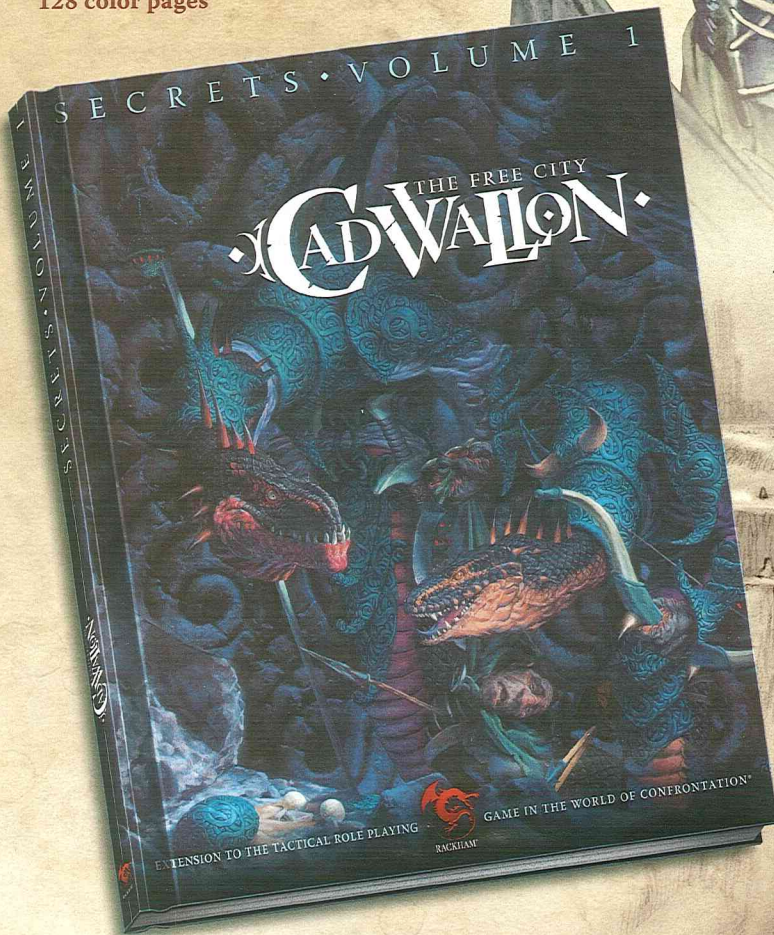


## UNCOVER THE SECRET OF THE GODS.

### THE FIRST VOLUME OF SECRETS PRESENTS:

- The history of the peninsula of Lanever.
- Exclusive locations in the outskirts of the Free city and its underground.
- Distinctive features to create threatening NPC.
- The rules for the Ophidian and their slaves.
- A new path of incantation: typhonism.
- The organization of the militia of Cadwallon.
- New contacts.
- The secrets of the tarot-masters.
- The powerful Incarnates.
- Rules for traps and war machines.
- And a lot of precious advice for the GM wishing to create their own scenarios.

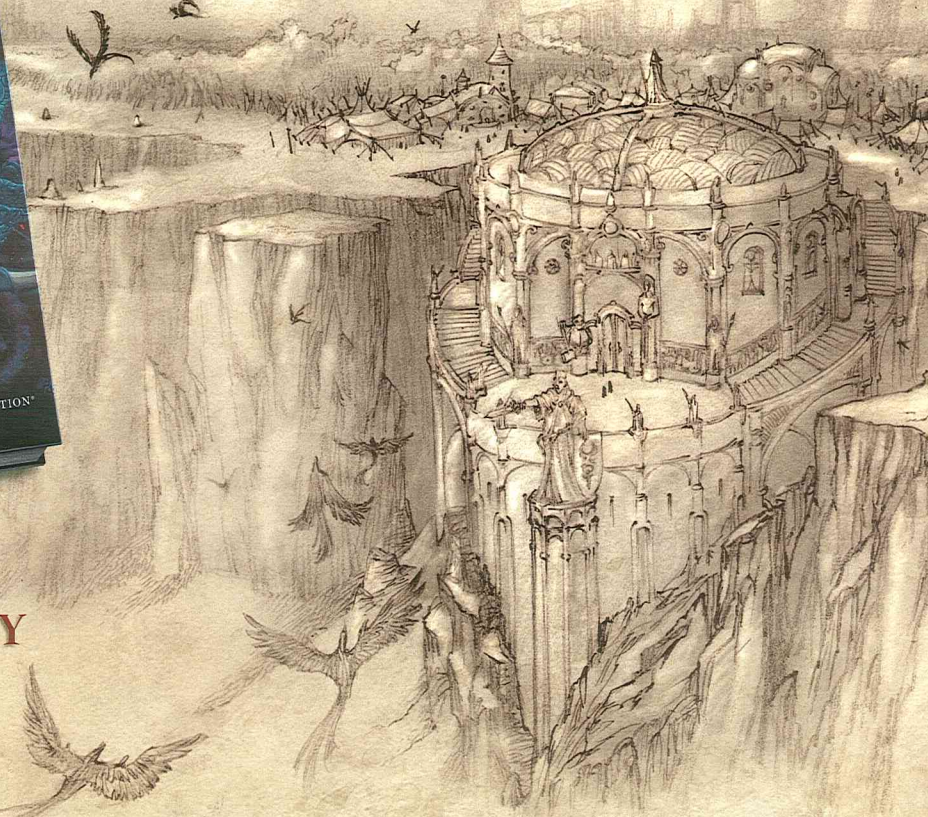
128 color pages



*The story of Cadwallon is a succession of grim events which caused the departure or the disappearance of the inhabitants of the peninsula of Lanever, surrendering the ruins to the magical groves and to the fayrees living there. So much blood was shed in battle for the city that the ancient people believe it is cursed.*

*What are the secrets hidden among the Free city?*

# THE FREE CITY CADWALLON®



SHOW YOURSELF WORTHY  
OF THE DOGS OF WAR.



## WOLFEN D'YLLIA

## IRIX ULTIMATE EDITION



WFMA 04

**A**s a pupil of Ophyr the Guardian, Irix quickly achieved all the stages of her mystic initiation. Her Incarnate status is not the only explanation to her dazzling ascension. Irix shares a particular bond with Yllia and has an extraordinary talent for manipulating Elements. The goddess used her several times as a vessel, sending her into fits of fury each time. Lately Irix has achieved a new stage in her initiation and has come to peace with herself. Now quiet and peaceful, she is back to protect her people from the fury of the Rag'narok.

Irix is one of the central characters for the Wolfen. She comes in three Incarnations, each one is balanced for a different game format: Irix the Sybil is part of the "minor" characters and yet remains efficient (POW 3, 70 A.P.); Irix the Fury is a powerful champion for Confrontation® (POW 5, 120 A.P.) and Irix the Selene will be a precious fighter on Rag'Narok® tables (POW 7, 230 A.P.). See Irix page 36.

## THIS BOX CONTAINS:

1 MINIATURE AND 11 CARDS FOR CONFRONTATION, RAG'NAROK ET CADWALLON.  
IRIX THE SIBYL, IRIX THE FURY AND IRIX THE SELENE (REFERENCE CARDS); THE TOTEM OF YLLIA, THE ASTROLABE OF DESTINY AND THE SCEPTRE OF ICE COLD FURY (ARTIFACTS WORTH 15, 13 AND 10 A.P.); DELUGE OF IDABAOOTH, ETERNAL CYCLE, MURMUR OF PAIN, STORM-DASH AND CALL FOR BLOOD (SPELLS WORTH 25, 34, 10, 10 AND 20 A.P.).

IRIX THE SIBYL  
RANK: WOLFEN INITIATE.  
70 A.P.

IRIX THE FURY  
RANK: WOLFEN ADEPT. SECOND INCARNATION.  
120 A.P.

IRIX THE SELENE  
RANK: WOLFEN MASTER. THIRD INCARNATION.  
230 A.P.

RECOMMENDED PUBLIC PRICE:  
\$52 / 40 €



CDMU 01



**KHAURIK'S MUSICIAN**

1 MINIATURE AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON: KHAURIK'S MUSICIAN (REFERENCE CARD).

RANK: CREATURE OF CADWALLON.  
65 A.P.

RECOMMENDED PUBLIC PRICE:  
\$20.80 / 16 €

Khaurik's guard is the elite unit serving the Duke of Cadwallon. Exclusively composed of ogres, it is the spearhead of the Free city against foreign aggressions. Khaurik's ogres progress like a wall of spears, walking slowly and heavily to the beat of the drums of Khaurik's musicians.

The Khaurik's musician increases the discipline of a composition including the famous ogres of Cadwallon. Besides, he is an excellent fighter, benefiting from the passive characteristics of the ogres (STR 10, RES 11). He also has an awesomely powerful pistol (STR 8) and the ability "Assault firing".

Fulgor was part of the first dwarves to answer the request for volunteers to test the meteor armors. He was neither the most skilful, nor the most dauntless, but his courage never wavered. He always considered each flight test as a duty and an honor. When he was rewarded by being nominated Commander of the meteors, Fulgor felt he had achieved the goal of a lifetime. All his relatives and close friends will say that he has changed ever since; he is now driven by a mysterious power.

With steam powered equipment (MOV, STR) and abilities such as Leadership/15 and Scout, Fulgor, meteor champion of the Ægis, marks the coming of a new era for the armies of Tir-Nâ-Bor. He comes with two artifacts: the R.O.G.E.R., which allows him to call for artillery strikes from the other end of the battlefield, and the Cold iron protecting his troops from enemy spells



NACH 05



**FULGOR, METEOR OF THE ÆGIS**

CONTAINS 1 MINIATURE AND 3 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON: FULGOR METEOR OF THE ÆGIS (REFERENCE CARD); THE R.O.G.E.R. AND THE COLD IRON (ARTIFACTS WORTH 20 AND 14 A.P.).

RANK: DWRAF ELITE CHAMPION.  
140 A.P.

RECOMMENDED PUBLIC PRICE:  
\$15.60 / 12 €



CDGM 01



**CADWË UNDERTAKER**

1 MINIATURE AND 4 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON: CADWË UNDERTAKER (REFERENCE CARD); CADWË UNDERTAKERS (EXPLANATORY CARD); EMBRACE OF THE MANDRAKE, MORTUARY VEIL (2 SPELLS WORTH 10 AND 12 A.P.).

RANK: SPECIAL OF CADWALLON  
18 A.P.

RECOMMENDED PUBLIC PRICE:  
\$10.40 / 8 €

In Cadwallon, no one makes jokes about death. The sight of legions of undead, standing out from the ground or emerging from the waves at Sophet Drahas' orders, still haunts people's mind. The city fights against its dead whenever the water carries the corpses to the surface when it rains too long. It's the undertakers' duty as ducal civil servants to make sure that the dead really are and to do away with the corpses by locking them up in a necropolis if they were rich or having them burned and put into a funerary urn for the others.

The Cadwë undertaker is a fighter specially trained to fight against mystic threats. With the abilities "Insensitive/5" and "Immunity/Fear", he doesn't fear anything when facing the hordes of Darkness. His special capacity allows him to get rid of Fierce fighters and moreover to prevent resurrection. With the Cadwë undertakers, death is definitive once more.

Former ashigarû from the school of Ūraken, Wazabi has found in the teaching of Rat lessons of life that she decided to apply to the art of war. Confident in the power of guile, deception and ingenuity, she has developed some awkward fighting techniques. Although quite unorthodox, these techniques brought her the respect of the other warriors of the school of Ūraken and even the respect of some of the prophets of No-Dan-Kar. In her own way, Wazabi celebrates the virtues of Rat: guile and a certain form of artistic inspiration.

Wazabi is an unavoidable Warrior-monk for any Ūraken army. Besides combat characteristics above average, she is able to inflict STR 14 wounds with Master strike/2 and gives a strategic advantage to the army: Scouts. Having this ability herself, she can share it with other fighters and change the strategy of her side.



CBFI 03



**WAZABI**

1 MINIATURE AND 5 CARDS FOR CONFRONTATION, RAG'NAROK ET CADWALLON: WAZABI (REFERENCE CARD); THE HANDBOOK OF SILENCE AND THE DECK OF FORTUNE (ARTIFACTS WORTH 15 AND 10 A.P.); SONG OF THE RAT AND STRATEGIC RETREAT (MIRACLES WORTH 15 AND 10 A.P.).

RANK: GOBLIN ZELOT. ŪRAKEN.  
70 A.P.

RECOMMENDED PUBLIC PRICE:  
\$10.40 / 8 €



NMEL 03



**HYDRA WARRIOR**

**3 MINIATURES AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON: HYDRA WARRIOR (REFERENCE CARD).**

**RANK: MID-NOR ELITE. 32 A.P.**

**RECOMMENDED PUBLIC PRICE: \$15.60 / 12 €**

All Mid-Nor dwarves are not created equal. According to the body of its host, the way it has been reconstituted and the power of the demon within, the Possessed is destined to a more or less glorious future. The future Hydra warriors are carefully hunted down, killed and reconstituted to host the most powerful demons, in order to create terrifying warriors!

The Hydra warriors are the new assault troops for the Mid-Nor army. Meant to be deployed by Yh-lbenseth's side, they are built around the same abilities as the latter: Ambidextrous and Implacable/I. They have impressive passive characteristics (STR 9, RES 8) and an exceptional Attack value of 6!



GBEL 06



**STRÖHM WARRIORS**

**3 MINIATURES AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON: STRÖHM WARRIOR (REFERENCE CARD).**

**RANK: GOBLIN ELITE. 22 A.P.**

**RECOMMENDED PUBLIC PRICE: \$15.60 / 12 €**

The Ströhm warriors constitute the elite of the imperial army. Chosen among goblin nobility, these soldiers are trained to combat techniques and strategies stolen from the other peoples of Aarklash. Not long ago, the Ströhm were a bunch of parvenu who enrolled to gain social prestige. But the competition of the Úraken school of martial arts has urged the Ströhm to better themselves. They are now an outstanding army corps, ready to weight in the Rag'narok.

Taking the opportunity of this new sculpture, the famous goblin assault troops have been revised and balanced. They still have outstanding characteristics for goblins (STR 6 and RES 7), but have been given a new ability in order to level them with the other Elite troops of Confrontation® 3. Still having Fanaticism, the Ströhm ability, they now have Ruthless.



SCSP 07



**CRIMSON SERVANT**

**2 MINIATURES AND 6 CARDS FOR CONFRONTATION, RAG'NAROK, CADWALLON AND HYBRID: CRIMSON SERVANT AND CRIMSON FURY (REFERENCE CARDS); THE CRIMSON SERVANTS AND THE CRIMSON FURIES (EXPLANATORY CARDS); CRIMSON SERVANT AND CRIMSON FURY (HYBRID PROFILES).**

**CRIMSON SERVANT RANK: SPECIAL OF THE SCORPION. 12 P.A.**

**FURIE POURPRE RANK: SPECIAL OF THE SCORPION S.O. 78. 26 A.P.**

**RECOMMENDED PUBLIC PRICE: \$13 / 10 €**

The crimson servants are clones specially conceived to be used as scapegoats by the priests of Arh-Tolth. They only live to suffer and obedience is carved into their genes. If most of the faithful leave them at home, some take them to the battlefield. Among the dead and the agony, the crimson servants comfort and cure the wounded, obeying the best they can to their genetically engineered instincts. But now and then, some of them might revolt and turn into crimson furies. Following the Desert rose, they consider her as a role model and are ready to die for their cause. Along the battles they develop a daring and feisty personality. The biopsists still faithful to Shamir are intrigued by the independence of these clones. They ignore that it is born from the same malfunction each time: the crimson servants got pregnant.

The crimson servant is a fighter designed to support Scorpion faithful. With the ability "Cure/5", she is able to efficiently heal any friendly fighter. Her special capacity allows her to be counted in the faithful's aura of faith and to increase their power.

The crimson furies are the Sasia Samaris Praetorian Guard. Swift and unpredictable, they have high defensive capacities (DEF 6, Counter attack) and compensate their low Strength with the ability "Feint". Their special capacity allows them to fully play their role as they step in to take attacks instead of their mentor, Sasia Samaris.





# AT-43

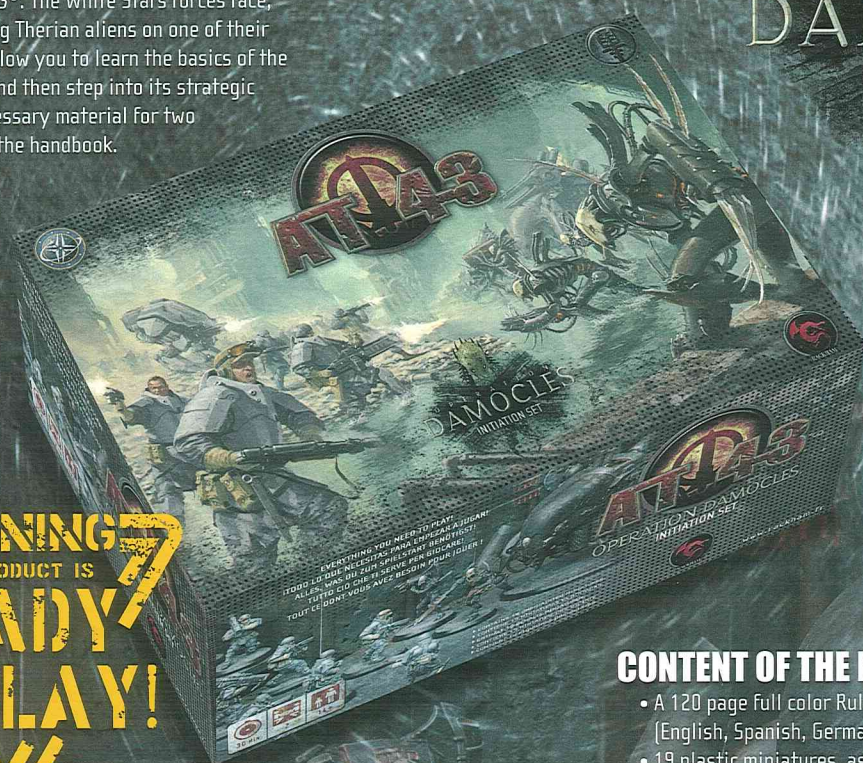
NO ONE EVADES WAR!

## AT-43® INITIATION SET: Operation DAMOCLES

The INITIATION SET box is both a complete game for 2 players and an introduction to the rules of AT-43®. The White Stars forces face, over several missions, the terrifying Therian aliens on one of their Factory-planets. These scenarios allow you to learn the basics of the game in a simplified form at first, and then step into its strategic depth. The box contains all the necessary material for two players to play the six missions of the handbook.

OPERATION  
DAMOCLES  
INITIATION SET

**WARNING!**  
THIS PRODUCT IS  
**READY  
TO PLAY!**



### CONTENT OF THE BOX:

- A 120 page full color Rules handbook in 5 languages (English, Spanish, German, Italian and French);
- 19 plastic miniatures, assembled and painted (17 Foot soldiers and 2 Combat Striders);
- 1 game poster (illustrated on both sides);
- Terrain elements: 2 generators, 6 low wall sections, 1 container;
- Game material: 6 RACKHAM d6, 1 AT-43® tape measure and 9 AT-43® reference cards.

**CHRISTMAS 2006!**



PRE-ASSEMBLED  
AND PRE-PAINTED  
**28 MM**  
MINIATURES



NON  
COLLECTIBLE



RACKHAM

[www.rackham.fr](http://www.rackham.fr)

## BEQBUNZEN, STRÖHM WARRIOR

Beqbunzen is back with a new sculpture and a new Incarnation full of surprises! He has now Ruthless, Leadership/15 and Implacable/2. The Ströhm champion is ready to devastate the battlefields with his Mad mace, an artifact which increases his strength using naphta rules. His second artifact, the Sacred nut, facilitates the return of his Ströhm companions using Reinforcement, or even better if the player can exhibit a genuine 70mm hex nut...

**Abilities:** Survival instinct. Ruthless. Leadership/15. Fanaticism. Implacable/2.  
**Rank:** Goblin elite champion. Second Incarnation. Mound of dirt.

*Being a Ströhm from head to toes, Beqbunzen is having problems getting accustomed to the teaching of the school of Úraken. In exchange for the liturgies recited butt naked in the snow and the katas of tutu dancing, he'd rather have the wailing injectors and the soothing sound of his mace smashing dwarven helmets. Now that he is the commander of the Imperial armies engaged in the Rag'Narok, he is trying to convert his companions to the virtues of mechanics and naphta.*



- 10
- 6
- 7-7
- 6-9
- 
- 5
- 5



## THE CADWĚ UNDERTAKERS

Few Cadwë have the means to offer a last home to their deceased. The tradition in Cadwallon then requires the dead to be burned. Doing so the living secure the eternal rest of the dead, by avoiding the gruesome possibility of a necromantic resurrection.

The Cadwë undertakers, keepers of this tradition and guardians of the funerary houses, organize daily processions to allow the families to honor their dead and carry out the painful and yet necessary mourning. They brandish the banners of the dead as symbols of the courage required by all to go on living and face the future.





**THE DAÏKINEE SYLPHS**

The sylphs are wind fayrees. Fond of nature and of the azure skies, they often gather to flutter around and sing their love of life in wonderful ballets. Mortals interest them a lot and the sylphs often show great empathy for them. Alas, these beautiful immortals leave in their wake many desperate hearts: their love of freedom is strongest and they cannot bear to remain bound to a unique person or location. Once found throughout Aarklash, the sylphs have gathered in the forest of Quithayran soon before the Rag'narok began. They joined the Daïkinee armies to protect the eternal sanctuaries and inspire them with their marvelous songs.

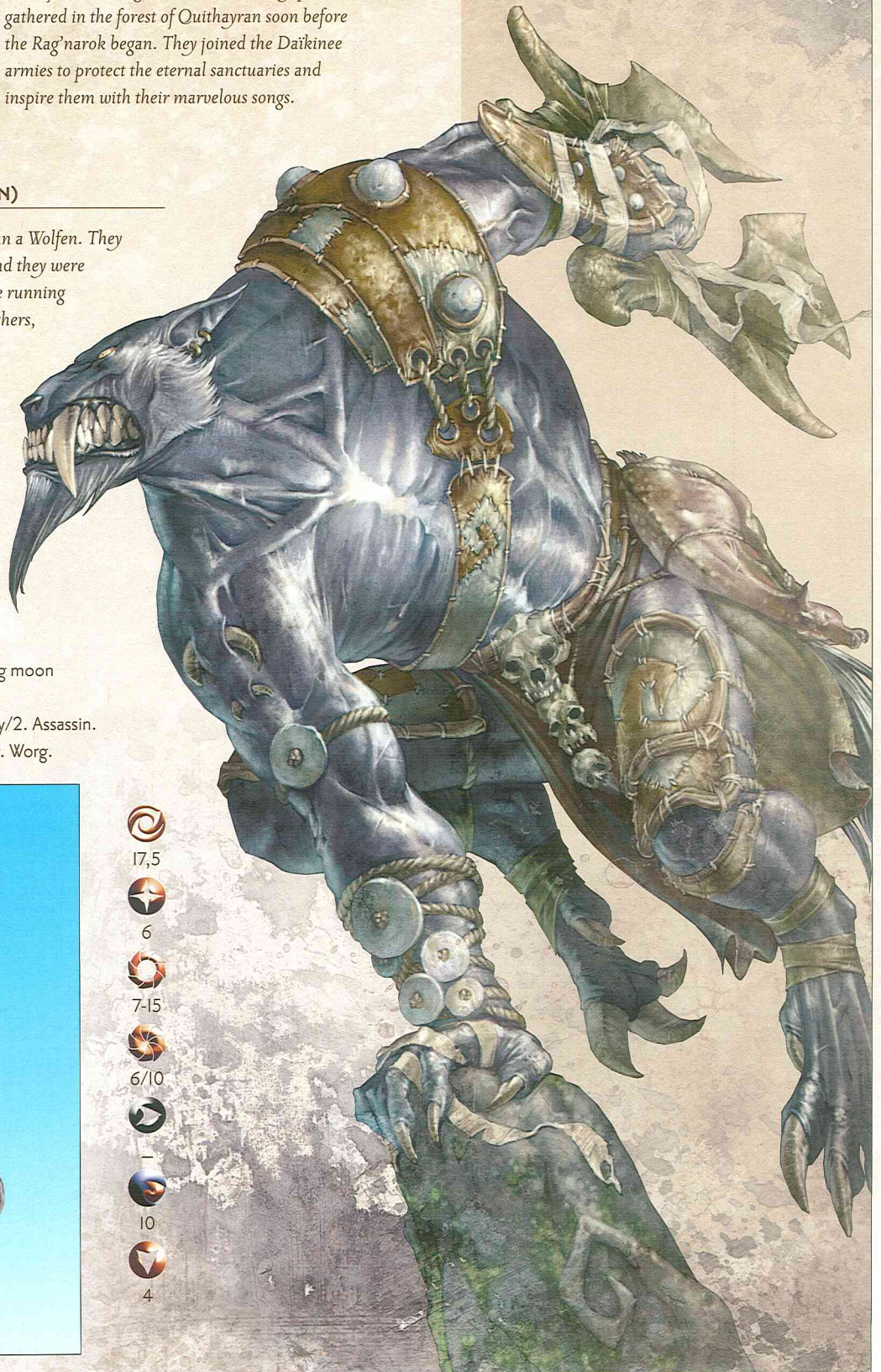
**WORG (WANING MOON)**

Men thought there couldn't be anything worse than a Wolfen. They believed they had found the ultimate predator. And they were wrong. Leaping out from the depths of time, come running the legends who gave birth to the Wolfen: their fathers, their masters, the worgs! One after another, they are waking to join the army of Yllia. They are leaving their island to lead their children to the ultimate battle. Standing before them, even the Wolfen feel fearful!

The fathers of the Wolfen are joining the battle with a miniature of exceptional size and presence. The worgs are immortals of Destiny clad in sacred armors. They are warriors worthy of the Rag'narok: MOV 17.5, INI 6 and ATT/STR 7/15 are only a peep at the unbelievable power of these beasts. The waning moon worg reference profile gives him Assassin.

**Abilities:** Born killer. Artifact/1. Being of Destiny/2. Assassin.

**Rank:** Wolfen living legend. Immortal of Destiny. Worg.



-  17,5
-  6
-  7-15
-  6/10
-  -
-  10
-  4

The Revolutionary forces of the

# RED BLOK

"SO COMRADES, COME RALLY, AND THE LAST FIGHT LET US FACE  
THE INTERSTELLAR UNITES THE HUMAN RACE."



FACED WITH THE REACTIONARY FORCES OF INTERSTELLAR DECADENCE, THERE IS ONLY ONE ALTERNATIVE TO PUT MANKIND BACK ON THE TRACK OF BLISS: THE RED BLOK. THE RED BLOK'S REVOLUTION IS THE FIRST STEP TOWARDS JUSTICE, EQUALITY AND BROTHERHOOD. THE GREAT REVOLUTIONARY MARCH BEGAN MORE THAN A HUNDRED YEARS AGO, AND NOTHING HAS EVER BEEN ABLE TO STOP IT, NEITHER THE INSANE STUBBORNNESS OF THE U.N.A., NOR THE INHUMANE VIOLENCE OF THE MORPHOS.

THREE COLLECTIVES, THREE FACTIONS, ARE LEADING THE RED BLOK CITIZENS ON THE GLORIOUS PATH OF REVOLUTION. SUPRA, THE HEAD OF STATE, WATCHES THE EXTERIOR ENEMIES, WHILE GUIDING THE MINDS THANKS IT THE COLLECTIVIST PROPAGANDA MACHINE. THE ARC, THE ARMY OF REVOLUTIONARY COLLECTIVES, ORGANIZES THE STATE AND GUARDS IT AGAINST ITS INTERIOR AND EXTERIOR ENEMIES. FINALLY THE LOCAL COLLECTIVE OF AVA, FRONTLINE, DEMONSTRATES THE SUPERIORITY OF REVOLUTIONARY IDEALS EVERYDAY THROUGH ITS ECONOMICAL AND SOCIAL SUCCESS; AND WITH ITS COUNTLESS SCIENTIFIC DISCOVERIES.

THE RED BLOK NEEDS ALL THE VALIANT HEARTS AVAILABLE TO FIGHT FOR ITS HIGHER IDEALS; THE REVOLUTION IS ON ITS WAY! JOIN THE RED BLOK AND DEFEND THE GLORIOUS FUTURE OF HUMANITY!



## SUPRA

### THE REVOLUTIONARY HEART

An iron hand in a velvet glove, **Supra** governs the Red Blok.

This great revolutionary beacon enlightens the oppressed consciences to lead them towards collectivist bliss. The supremely trained agents of **Supra** are everywhere... Immediately behind every counter-revolutionary and as far as the worlds beyond the light of the collectivist paradise; **Supra** keeps the ideals of the revolution!

#### • ORGANIZATION

All at once government center, propaganda body and intelligence service; **Supra** is the vital core of the Red Blok, a revolution concentrate gathering the most ardent defenders of the cause. Only excellence can open the doors to **Supra**, as **Supra** must embody the supreme purpose of the revolution!

#### • TROOPS

**Supra** chooses the most ardent revolutionaries and make them the cold-hearted instrument of the peoples will. Its spies and assassins fill the hearts of the Red Blok's enemies with doubt and fear. Its agents and elite troops sternly defend the revolutionary morals!



## THE ARMY OF THE REVOLUTIONARY COLLECTIVES (ARC)

### THE UNFAILING ARM OF THE REVOLUTION

Each Red Blok citizen is evaluated, and then integrated to the collectives by the **ARC**.

Huge numbers of workers experience bliss through efficiency. The most deserving join the Revolutionary forces of the **ARC** and take the revolutionary ideals to the frontlines. The enthusiasm of Red Blok citizens is their most powerful weapon. The **ARC** is there to channel it.

#### • ORGANIZATION

The **ARC** is in charge of the well being of the people and organizes the military defense of the Red Blok. The revolutionary police of the **ARC** take the citizens into their hands by giving them the appropriate treatment when they stray from the collectivist norm. The Revolutionary forces of the **ARC** crush the many enemies of the Red Blok in the name of the revolution.

#### • TROOPS

The Army of Revolutionary Collectives controls the Revolutionary forces, the Red Blok's army. Symbols of the Red Blok's superiority, the heavy combat striders such as the Kossak or the Dotch Yaga sow fear and death among the enemies of the revolution, bringing pride and confidence to the collectivist armies!



## THE LOCAL COLLECTIVE OF AVA (FRONTLINE)

### THE BRAIN BEHIND THE REVOLUTION

Incarnation of the Red Blok, **Frontline** is the beacon of the glorious future of revolutionary humanity!

On the first line of the ideological war, the **Local Collective of Ava**, called **Frontline**, runs the paradise the Red Blok is developing on Ava. **Frontline** is a model of economic and social success, giving Ava a foretaste of collectivist bliss.

#### • ORGANIZATION

**Frontline** is the local collective in charge of Ava. It is in its factories, in its offices that the future of humanity is being built day after day. Onboard the space station Tavarich, the greatest Red Blok university complex is developing the technologies of tomorrow.

#### • TROOPS

**Frontline** uses revolutionary weapons: technologies developed in the laboratories of space station Tavarich. Mounted upon combat striders, the revolutionary icon, these weapons bring crushing superiority, just like the revolutionary ideals behind them!

# THE EXPERIENCE

WHILE WAITING FOR THE RELEASE OF SECRETS, HERE IS A PREVIEW ON THE EXPERIENCE RULES OF CADWALLON. THEY SIMULATE THE MATURATION OF THE CHARACTERS DURING THEIR ADVENTURES AND COMPLETE THOSE FOUND IN THE PLAYERS HANDBOOK (SEE PP. 130-131).

## DEALING THE EXPERIENCE POINTS

The XP are dealt by the GM at the end of every session, no matter if the scenario is finished or not. Each PC gets the same amount of XP, determined by the objectives of the scenario and according to the way they have been fulfilled by the free leaguers. Besides, the GM can give individual awards to certain PC. These exceptional premiums are awarded for particularly brilliant interpretation, the fulfilling of a personal quest or a spectacular action.

Official scenarios for *Cadwallon* have a table summarizing the experience given for each objective. The sums are indicated on an individual basis: each player gets the amount of XP indicated.

## HOW MUCH?

The amount of XP corresponding to each objective is indicated in the "Experience" table. Normally, a scenario played in an afternoon should give 1000 XP, if it is a success. This scenario can earn the PC twice the amount if they fulfill all the objectives of this scenario.

In fact a scenario must contain several objectives: one main objective and several secondary ones. So even if the PC are not completely successful in the scenario, they can still earn a few XP. In the same way, there are several levels of success, according to the number of secondary objectives fulfilled by the PC. Official scenarios display a great number of objectives; some have very little chance of being fulfilled by the free leaguers. The amount of XP of these objectives corresponds to the level of boldness and efficiency required from the PC.

## THE OBJECTIVES

During a scenario, the PC fulfill objectives leading to the unfolding of a plot. Normally the label obviously indicates how to do it: "Save the princess", "discover the assassin", etc. It is wise to always formulate an objective using a verb to make it obvious how it should be done.

If an objective is only partially fulfilled, it is up to the GM to determine if the PC are allowed the whole, part or none of the XP associated to the objective. For instance, if the PC freed the princess but she died during the escape, the GM can decide that the PC should not get any XP. On the contrary, if they discover the identity of the assassin without being able of having him tried, the GM can

give them some of the XP, if he thinks that it is just a matter of time.

By the end of the session, the GM gives the XP to the PC for all the objectives fulfilled, no matter if the scenario is finished or not.

The "Experience" table indicates reward estimates in XP for each kind of objective that the PC can accomplish during the scenario. These values indicate the XP given to each PC.

♦ **Minor objective:** Fulfilling such an objective only affects the lives of some unimportant individuals in the Free city. It is a family issue, a personal problem or petty theft. It can also be a secondary objective in a more important mission, such as keeping the person who hired them incognito or avoiding being spotted by the militia.

♦ **Local objective:** A district, a fiefdom or individuals weighing on the fate of Cadwallon are implicated.

But fate is not changed for sure or the consequences are not immediate. It can be a crime implicating one of the Peer's relatives (but not the Peer himself), the discovery of minor archaeological vestige or the accusation of a lesser member of a guild.

♦ **Strategic objective:** The fate of Cadwallon is at stake.

By fulfilling such an objective, the PC have directly and deeply modified the fate of the Free city. They have saved or ousted a Peer or an influential member of a guild. They have discovered a major archaeological vestige or unveiled a historical secret of the city..

♦ **Mystic objective:** The fate of Aarklash is at stake.

Many secrets buried under Cadwallon are bound to the Rag'narok and to the genesis of the Creation. By fulfilling such an objective, the PC interfere in the game of the gods and incarnates..

♦ **Duel:** A fight between the PC and a NPC or a dangerous creature with importance regarding the plot.

The amount of XP depends on the POT of the defeated enemy:

- POT between I and 5: POT x 50 XP;
- POT between 6 and 10: POT x 100 XP;
- POT between 11 and 13: POT x 200 XP.

The plot of the scenario should always be composed of several objectives: a main one and several secondary ones. The latter may represent the fulfilling of the successive stages of the scenario, such as finding clues or getting passed a stage in an exploration. They may also correspond to missions parallel to the main mission, such as protecting the contact who will reveal information on the culprit.

The GM should not hesitate to create secondary objectives, or even physically locate them on the game board of an opposition: discovering an Ophidian statue in zone X, using the switch in room Y, etc.

To determine and quantify the objectives of a scenario, the GM must foresee the range of the consequences. It allows him to determine the category of his main objective. The other objectives must be of a lower category. According to the number of objectives in a scenario, its length as well as the POT of the PC, the GM is invited to modulate the amount of XP for each objective. Thus, the amount associated to each objective will be higher if they are fewer, if the PC have a high POT or if the session is long.

Besides, some GM organize their scenarios into long campaigns, each scenario taking the PC closer to an important secret. There are two possibilities:

♦ The main objectives of each scenario are as many steps leading to the secret of the campaign. In this case the GM must give the PC bonus XP at the end of the campaign to reward them for their success. This bonus must be equal to the lowest amount for the objective category corresponding to the end of the campaign.

♦ The scenarios of the campaign work around objectives which once accomplished will allow the PC to play an ultimate scenario with the same objective as the campaign. In this case no exceptional amount of XP is given, since the earning of XP in this last scenario is calculated regarding the objective of the campaign.

EXPERIENCE	
OBJECTIVE	XP
Minor	100-500 XP
Local	500-1000 XP
Strategic	1000-2500 XP
Mystic	2500-5000 XP
Duel	Special
PREMIUM	
OBJECTIVE	XP
Spectacular action	100-300 XP
Great idea	100-300 XP
Interpretation	100-500 XP
Personal quest	100-500 XP

## PREMIUMS

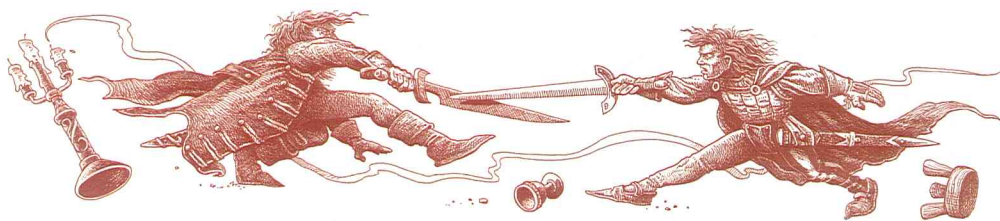
Just like the objectives, the premiums are arranged in categories.

♦ **Spectacular action:** The PC has stood out during the session by saving his league, by being particularly bold or by accomplishing a heroic feat. Since such actions are often necessary to fulfill objectives, the GM should only give this premium for a particularly astonishing and efficient action. .

♦ **Great idea:** The PC has stood out during the session by saving his league, by being particularly bold or by accomplishing a heroic feat. Since such actions are often necessary to fulfill objectives, the GM should only give this premium for a particularly astonishing and efficient action.

♦ **Interpretation:** Breathing life into one's character is as important as fulfilling the mission. When the player entertains the others through his exceptional interpretation of his free leaguer, he is entitled to a premium. Yet in order to avoid third rate acting, the GM is advised to only give it when the interpretation is bound to the scenario (a tricky moral dilemma for instance) and as long as it does not lessen the speaking time of other players.

♦ **Personal quest:** Along the adventures, each PC will develop his own network of relations and his own ambitions. Some of them appear during "mini-adventures" or short scenes integrated to the scenario by the GM. When the PC carries out such a quest, he is entitled to a premium. But solving daily issues is not enough; this quest must have long term consequences for the character or for the Free city.





# CONFRONTATION 3.5

## EVOLUTION OF THE RULES FOR THE THIRD EDITION OF CONFRONTATION

THE MEMBERS OF THE RACKHAM STUDIO, JUST LIKE THE CRY HAVOC READERS, ARE PLAYERS. DURING THEIR GAMES, THEY HAVE ALSO DISCOVERED THAT SOME RULES OF CONFRONTATION 3 DID NOT FIT THEIR VISION OF THE GAME. THUS WAS BORN THE CONFRONTATION 3.5 PROJECT, DESTINED TO MODIFY CERTAIN RULES BELIEVED TO BE INADEQUATE.

BESIDES THIS ARTICLE PRESENTS NEW RULES DESIGNED TO LEVEL SOME OF THE NEGLECTED SORTS OF FIGHTERS: THE FAITHFUL, THE MAGICIANS AND THE MARKSMEN.

### LINE OF SIGHT (PP. 23-24)

A fighter has a valid line of sight to another if he can see any part of the body of his target. Mounted fighters and their mount are considered a single target. If there is any doubt, players should bend down and adopt the point of view of their miniature.

**Note!** For tournaments, the front of a figurine's base must be marked to indicate clearly their field of vision.

### ACTIVATION PHASE

#### FIRING (P. 39)

All marksmen (except artillery) now have Assault Fire (pp. 131) and Bull's-eye (p. 132) for free. These abilities are considered inherent to the marksman status. Marksmen with either of these abilities on their reference card benefit from additional advantages when they use them (see Abilities, next page).

### THE INFLUENCE OF FEAR

#### RALLYING (P. 62)

*The following text replaces that in the rulebook.*



At the beginning of each round, during the strategic phase, players make a rallying test (their choice of COU 8 or DIS 8) for each one of their fighters in rout. This test is an automatic failure if the fighter is in contact with a FEAR-causing opponent. If the test is a failure, the fighter remains in rout.

If the test is successful, the fighter is rallied: he is no longer in rout and may act normally. However, he is not immune to the level of FEAR which put him in rout.

### WAR MACHINES

#### DEFINITION (P. 115)

*This sentence replaces the first paragraph of p. 115.*

All miniatures marked with the Weight pictograms  and  are war machines.

#### PERFORMING ARTILLERY (P. 119)

*The following text replaces that in the rulebook.*

This category includes all fighters whose rank mentions "Light artillery" or "Heavy artillery" without mention of zone effect. When resolving a shot with the fighter, the player declares a shot at short, medium or long range. He then indicates a point





located at the limit of this range and in the fighter's field of vision. The AIM test is made with the corresponding difficulty.

If the test is a failure, the projectile is lost without further consequences.

If the test is a success, the player traces an imaginary line going from a point on the edge of the marksman's base to the selected point. Each fighter whose base is crossed by this imaginary line suffers a Wound roll (of variable STR, see below). Fighters hidden thanks to the "Scout" ability do not suffer this Wound roll. The trajectory of the projectile is stopped by elements of scenery. The projectile does not continue its course beyond the targeted point.

Strength for perforating artillery:

- Light artillery: STR of the weapon for the target nearest to the marksman, STR/2 (rounded-up) for subsequent targets;
- Heavy artillery: STR of the weapon.

## BUILDING AN ARMY (PF. 126-129)

### MAGIC SPELLS

Magic spells no longer have a value in A.P. to acquire them, it is necessary to calculate the sum of their Intensities. A magician can acquire magic spells adding up to double his Power; up to his Power in the case of the Warrior-mage.

### MIRACLES

Miracles no longer have a value in A.P. to acquire them, it is necessary to calculate the sum of their Fervors. A pure Faithful can acquire miracles adding up to double the total of his Aspects of Faith; up to the total of his Aspects of Faith in the case of a Monk-warrior. Miracles with "Special" Fervor are considered to have a Fervor of 2 for the purposes of their acquisition.

## ABILITIES

### AMBIDEXTROUS (P. 131)

The following text replaces that in the rulebook.

**Ambidextrous (passive)** : An Ambidextrous fighter gains an additional attack die for each successful Defense. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if he is allowed to.

If the Attack test of the attacker is an automatic failure, the player who controls the Ambidextrous fighter must choose one of the following options:

- Keep his defense die;
- Lose his defense die (no defense test is required) and gain an additional attack die.

Attack dice acquired thanks to Ambidextrous are lost at the end of the combat.

### ASSAULT FIRE (P. 131)

For marksmen with this ability on their reference card and Character marksmen, the difficulty of an Assault Fire is fixed at 4 (instead of 7).

### BULL'S-EYE (P. 132)

For marksmen with this ability on their reference card and Character marksmen, it is not necessary to give up all other actions to use this ability. Bull's eye cannot be used while Assault firing.

### CHARGING STRENGTH/X (P. 132)

The following text replaces that in the rulebook.

**Charging strength/X (passive)** : When a fighter with this ability charges, his STR is replaced by X. This modification applies until the end of the first combat in which the fighter takes part during the turn. Possible modifiers to the STR of the fighter apply to this new STR value

Charging Strength/X is not taken into account if a fighter deals a Master Strike.

### COUNTER-ATTACK (P. 133)

The following text replaces that in the rulebook.

**Counter-attack (active)** : A fighter with Counter-attack gains an additional attack die for each successful defense whose final result is at least two points higher than the final result of the attack avoided. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if he is allowed to.

If the Attack test of the attacker is an automatic failure, the player controlling the fighter with Counter-attack must choose one of the following options:

- Keep his defense die;
- Lose his defense die (no test required) and gain an additional attack die.

Attack dice acquired thanks to Counter-attack are lost at the end of the combat.

### FIERCE (P. 135)

The following text replaces that in the rulebook.

**Fierce (passive)** : When he is Killed Outright, a Fierce fighter is only withdrawn from the battlefield at the end of the phase in progress. Until then, he suffers the following effects:

- Critical Wound;
- No pursuit movements;
- He loses the use of Devotion and Martyr if he has them;
- He cannot be healed;
- He cannot be sacrificed.



### IMMORTAL (P. 136)

The sentence "A given army can only include Immortals that follow the same path as it does" is replaced with "An Immortal belongs to the people mentioned in its rank. If no people is mentioned, it may join any army from its path of Alliance."

**Examples :**

- The rank of the sylvan animæ is "Regular Immortal of Destiny". They can therefore join any army of Destiny;
- The rank of mandigorn warriors is "Daikinee Creature. Immortal of Destiny. Faye." They are therefore Daikinee fighters.

### SEQUENCE/X (P. 141)

This ability works as described in the rulebook with the following exception:

Each additional die acquired thanks to this ability removes one point from the Attack and the Defense of the fighter (and not two).

# CONFRONTATION, TOURNAMENTS 2007

OVER THE YEAR, EVERYONE GOT TO TEST THE NEW RULES OF CONFRONTATION AND REALIZE THEIR LIMITS. FOR THE NEEDS OF THE CONFEDERATIONS OF THE RED DRAGON OFFICIAL TOURNAMENTS THROUGHOUT THE WORLD, IT IS IMPORTANT FOR RACKHAM AND ITS ASSOCIATIONS TO DEFINE TOGETHER A BALANCED GAME MODEL. THE TOURNAMENT RULES IN THIS ARTICLE ARE THE RESULT OF THIS DIALOGUE. THEY ARE SUBSTITUTED TO THE RULES FOUND PAGE 207 OF CONFRONTATION 3. SAVE FOR EXCEPTIONS, CONFRONTATION TOURNAMENT SEASON BEGINS JANUARY 1ST OF EACH YEAR AND FINISHES OCTOBER 31ST.



## ARMY LIST

Before the tournament, the organizer announces how much army points the players have to constitute an army of fighters.

Official *Confrontation* tournaments are played with 200, 400, 600 or 800 A.P.

Unless mentioned otherwise, only the references on sale for at least a month can be played during an official tournament.

## LIMITATIONS

As we were writing this article, the miniatures and reference cards rules were being discussed by the Confederations of the Red Dragon. By now they should be available online at [www.rackham.fr](http://www.rackham.fr).

No miniature can have a strategic value higher than 50% of the army, apart when playing an evolution.

The maximum number of miniatures in an army is ten for every 200 P.A.

## CHARACTERS

The army list must contain at least one Character. Rank 3 characters and above are forbidden.

The total value in A.P. of the Character(s) must represent 15% to 50% of the army list.

## WAR MACHINES

War machines can represent up to 30% of the army (servers' value included).

Characters with the attribute "artillery" do not count in this limitation.

## ARTIFACTS, MIRACLES, SPELLS AND TREATMENTS

Only one copy of each artifact, spell, miracle and treatment can be played for every section (even incomplete) of 500 A.P.

## REFERENCES CARDS

Photocopies of cards, scans or color print are only allowed when the card is not available anymore or out of stock.

Experience cards are forbidden.

## APPEARANCE OF THE MINIATURES

Assembling and painting miniatures are common activities among the community of players and it is always more pleasant to deploy an entirely painted army on the table. A nice-looking army participates to the pleasure of the game. Some players do not hesitate to convert their miniatures to customize them.

Outside of painting evolution, painting the miniatures played is only recommended and not compulsory.

But the miniatures must be assembled and stuck to their base at the very least, to enable easy manipulation.

## CARDS AND MINIATURES

Conformity between the weapons on the miniature and the bonuses chosen is advised.

The miniature deployed should always correspond to the reference card.

For alternative profile cards (troops, Characters from the *Rag'Narok* army packs, *Cry Havoc* cards, *Fighters of the Rag'narok* card packs etc.), the miniature must be as resembling as possible to the illustration on the card..

Miniatures and bases other than RACKHAM are not accepted.

**Proxies (miniature replacing another) are forbidden.**

Conversions are accepted as long as they are composed at 100% of RACKHAM miniatures and personal sculpture.



## STATELESS, ALLIES AND MERCENARIES

Contrary to Stateless miniatures, Allies and Mercenaries are not allowed, except in some evolutions.

Mercenaries can only be played with their people of origin or among an army entirely composed of Mercenaries, since they constitute their own army on Aarklash.

## CONFRONTATIONS

Tournament confrontations are played on a table of variable dimensions between 120x60cm and 120x120cm.

Unless mentioned otherwise, the table is considered open ground.

The fighters fight along the length or width of the table depending on the indications of the scenario.

Elements of scenery represent what they are, nothing else. A minimum of six elements of scenery is required per table. Unless told otherwise, they must be placed 10 cm away from the edge of the table and 10 cm from one another.

Before deployment, the players place the elements of scenery in turn, after rolling a die to determine who places the first element.

- ♦ **Tree:** A tree blocks the lines of sight. A tree is an element of scenery of its own.
- ♦ **Hill:** Accessible from all sides.
- ♦ **Ford:** A Ford is considered Encumbered ground and each cm traveled there costs double.
- ♦ **House:** A house blocks the line of sight. Unless told otherwise it is impossible to enter a house.
- ♦ **Hedge, row of stakes:** They are Uncrossable and offer partial cover.
- ♦ **Low wall:** A low wall is Uncrossable.
- ♦ **River:** it is Uncrossable at level 0.

## UNFOLDING OF A TOURNAMENT

Tournaments taking place over **a day** are played in three or four rounds.

Tournaments taking place over **two days** are played in four, five or six rounds.

Tournaments taking place over **a month** are played in four, five or six rounds.

## ROUNDS

A confrontation lasts a maximum of six rounds.

The beginning and the end of a match are called by the referees or the organizers.

**Once the beginning of the match is announced**, the players must tell their opponent the people of origin and the affiliation of the fighters played.

If the end of the 6<sup>th</sup> game round is reached before the end of the game time, the confrontation is finished.

The match also ends when one of the two armies is totally destroyed. Although a player might have eliminated the opponent's army, he is allowed to finish his game round as usual.

**When the end of a match is called**, the players finish the current combat (if the initiative roll was done) without any pursuit movement.

Each player chooses the resolution of a fight, with no pursuit movement.

Finally, the players go through the mystical phase and maintenance phase.

## CONFRONTATIONS LENGTH

200 A.P. confrontations should take 1 hour; 400 A.P. games, 1 hour and 45 minutes; and games between 600 and 800 A.P. 2 hours and 30 minutes maximum.

## EVOLUTIONS

Evolutions are non-compulsory options the organizer can add to the chosen format.

- ♦ **Evolution: No affiliation.** *Rag'Narok Army packs*, *Cry Havoc* or RACKHAM official extensions (army books, etc) affiliations are not allowed.
- ♦ **Evolution: Allies and Mercenaries.** Allies and mercenaries are authorized according to the rules (see *Confrontation 3*, p. 127).
- ♦ **Evolution: No incantation or divination.** Spells and miracles are not allowed.
- ♦ **Evolution: No War machines.** War machines are not allowed.
- ♦ **Evolution: Painting.** Players who play with an entirely painted army get a +300 bonus to their goal difference (see "Tournament ranking" box).
- ♦ **Evolution: Heroes.** Character(s) are not limited by numbers, cost or rank, other than representing at least 25% of the strategic value.

All ranks are allowed.

Titan miniatures (see *Dogs of War*) can be played without any limitation in number.

- ♦ **Evolution: Reserve.** Players add a reserve to their army list. Its value cannot exceed one third of the army list.

Before each round, after having acknowledged the opponent's army, the players can draw from their reserve to alter their army. The budget of this alteration **must not exceed** the tournaments limitations.

**Important:** *This reserve cannot contain any Characters; besides if a fighter gives a special capacity to another fighter, both of them must be in the main army or in reserve.*

## OPEN, NATIONAL CHAMPIONSHIP AND INTERNATIONAL CHAMPIONSHIP

Some important tournaments, such as Opens, national championships and the international championship are played according to an unchanging format.

- ♦ **Opens** are national events organized over two days and approved by the Confederation of the Red Dragon of the country where it is organized. These important tournaments (thirty players or more) require the presence of several referees. The contenders results are taken into account in the ranking of his country. Besides, the winner of

the Open gets an invitation to his country's national championship.

- **National championships** are the showdown of the country's **best**. The Confederation of the Red Dragon determines, among the best players in the **national ranking**, how many participate in this event - generally 10% of the ranked players. The reigning champion is automatically qualified for the following season. As it is the finals, the contenders' results are not taken into account in the country's official ranking. But the three best players are automatically qualified for the international championship.
- **The international final** gathers the best players in the world. It is an annual event which now takes place during the second RACKHAM Open of the season. Until now, it has taken place in France. **This tournament can only be accessed through qualification.** The countries which can send contenders are those with a Confederation of the Red Dragon and those in which such an association is being created.

### NATIONAL RANKING

National ranking uses an ELO type ranking system as in chess. This system allows to estimate the level of each player in official tournament. The calculation system will be communicated on [www.rackham.fr](http://www.rackham.fr).

### TOURNAMENT RANKING

RACKHAM tournaments follow a competition pattern which allows all the players to participate to all the tournament's confrontations: the Swiss tournament system, divided in tournament rounds. A tournament round is the period during which a confrontation is played on a table.

A ranking is calculated after each round. This ranking is based on the total number of scenario and goal difference points earned by the players during their previous confrontations.

- The scenario points are gained according to the victory point result described in the scenario. These will determine the ranking.

- The goal difference (GD) corresponds to the difference between the army points lost by your opponent and the army points your army has lost. Premiums might be added according to the scenario and the tournament. It is used as a tie breaker for players who got the same number of scenario points.

The confrontations of the first round are determined randomly, avoiding as much as possible same nations army matches.

The intermediary ranking determines the confrontations for the following rounds.

**Important:** *During a tournament, two players should never meet twice.*

After the last round, the tournament final ranking is calculated.

For the countries with an official Confederation of the Red Dragon, the number of players invited is six (the three winners in the national ranking and the three winners of the national championship).

For the countries where the confederation is being created, the number of players qualified is only three and they are appointed by the members of the coming confederation.

**Important:** *In case of a withdrawal, the following player in the ranking is qualified. The reigning world champion is automatically qualified for the following year and does not block one of his country's places.*

**Army list:** 400 A.P.

**Appearance of the miniatures:** Painted miniatures are compulsory.

**Confrontations:**

- 120 x 60 cm tables.
- Length of confrontations: 1 hour 45 minutes.
- Number of confrontations: Between 4 to 6.

**Scenarios announcement:** Optional for Opens, no announcement for national and international championships.

**Evolutions:** None.

**Referees required:** A minimum of three.



### THE PLAYERS

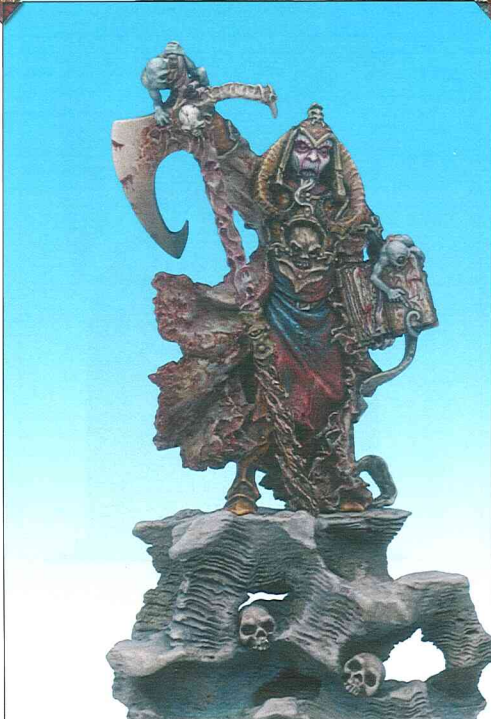
Tournament players must bring their miniatures, their reference cards, their dice, their tape measure, their official *Confrontation 3* markers (cardboard or plastic), as well as the rule book. It is recommended to take a copy of the army list and of the scenarios.

Let us remind you that the purpose of tournaments is to meet new players and have fun.

Please respect the organizers' work and your opponents.

SALEN DU JEU 2006

PAINTING AND  
CONVERSION  
CONTEST



# EVENTS

## CATEGORY A

### ORIGINAL PIECE ON INFANTRY BASE



1st prize  
BENOÎT **MÉNARD**



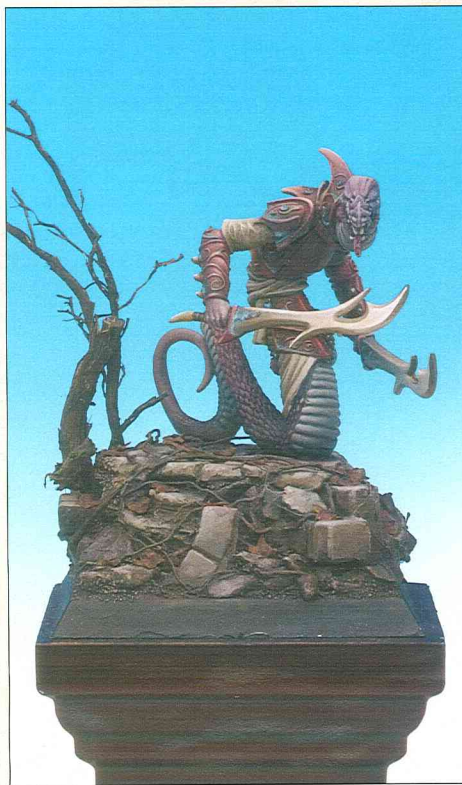
2nd prize  
RÉMY **TREMBLAY**



3rd prize  
DAVID **AYRAL**

## CATEGORY B

### ORIGINAL PIECE ON CREATURE OR CAVALRY BASE



1st prize  
JÉRÉMIE **BENAMANT**



2nd prize  
NICOLAS **DJANDJIAN**



3rd prize  
VIVIEN **CHESNEL**

CATEGORY C

CONVERSION



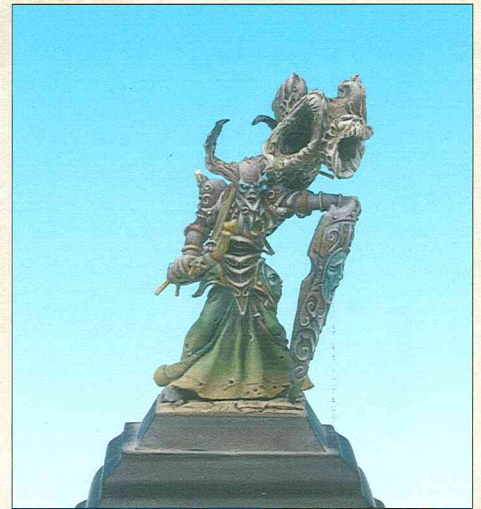
1st prize

SÉBASTIEN CHOSEROT



2nd prize

SYLVAIN GARCIA



3rd prize ex aequo

PHILIPPE RENAUDE



3rd prize ex aequo

НИИТ НАУ







# PAINTING GUIDE ΔΗΣΑ ΡΟΥΑΡ

THIS SUMMER WAS RELEASED THE *PLAYERS HANDBOOK* FOR CADWALLON. YOU WERE ABLE TO CREATE YOUR CHARACTERS AND HAVE THEM LIVE EXCITING ADVENTURES IN THE FREE CITY. ΔUTUMN PROMISES TO BE EVEN MORE MYSTERIOUS: *SECRETS*, THE GAME MASTER'S GUIDE, WILL TAKE YOU FURTHER INTO THE BREATHTAKING PLOTS OF CADWALLON. THE SUBJECT OF THE WORKSHOP COLUMN IN THIS ISSUE WILL THEREFORE BE A MYSTERIOUS PIECE, IMPLICATED IN THE PLOTTING: ΔΗΣΑ ΡΟΥΑΡ THE NECROMANCER.

## THE CITY OF A THOUSAND FACES

Cadwallon is the cosmopolitan city among all others: its neutrality in the conflicts of the Rag'narok draws all sorts of refugees, and its many fiefdoms and districts are home to people from all known nations. From the upper city to the lower city, you will find all social and cultural classes. This translates first of all into differences in clothing. In Cadwallon clothing is an extremely important social indicator, especially among the lower classes. The workshop dedicated to the militia dwarf crossbowman (see *Cry Havoc vol.09*) is quite representative of the gloomy streets of the lower city. But the lower city does not have the exclusivity on shady and nasty individuals. The upper city is not void of corruption and misery: they are simply dressed

in finer fabric. The Usurers have spread their influence and their practices over the upper city long ago. It appears slyer, but remains efficient still: boudoir plotting, blackmail and extortion... Under the shiny varnish of the Cadwë finest, they play on the weaknesses of the wealthy, their hidden and shameful desires, their family or business secrets. The Usurers are all fake smiles and nasty threats; they stop at nothing to remind who really rules Cadwallon.

In painting terms, a certain number of miniatures from the guild of Usurers, of which Ahsa Ruyar, will be painted according to similar shades. The scheme was chosen to remind of the romantic and gothic imagery. The actual appeal of these words perfectly corresponds to the feel the Studio wishes to give to the Usurers: worrying, mysterious and therefore fascinating people.

In terms of sculpture, this imagery is assumed, as you can see in the tailoring and the fabrics of the clothing.

The painting of fabrics and leather is therefore particularly important to underline the gothic aspect of the miniature.

## PAINTING FOR GAMING TABLES

### I/Preparation

The miniature of Ahsa Ruyar is relatively thin and rather slender. Therefore it is not necessary to paint the elements separately since once the miniature is assembled, everything is accessible. The molding line is removed, the miniature is then sanded and pinned, before being assembled and based in white. There are no other particular indications.



## 2/ Base colors

The skin is based in *Pearly flesh*. The leather clothes get a base of *Arcavia red*. The dress and the hair are treated with a 70/30 mix of *Accursed black* and *Ephren blue*.

The cape is done similarly, changing the *Ephren blue* for *Divine purple*.

To finish, the jewels are painted in *Gray of Darkness*.

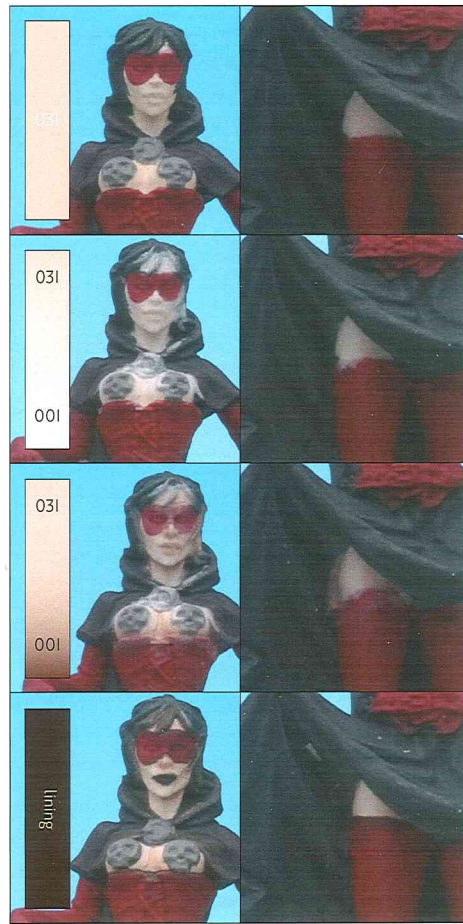
## 3/ the skin

The skin has to seem very pale, almost livid. In fact the courtesan probably doesn't get to see much sunlight. Besides, very clear skin will create a heavy contrast upon her dark clothes.

### Some useful color



To do so, the *Pearly flesh* is highlighted through repeated smooth blending till it reaches pure *Eternal white*.



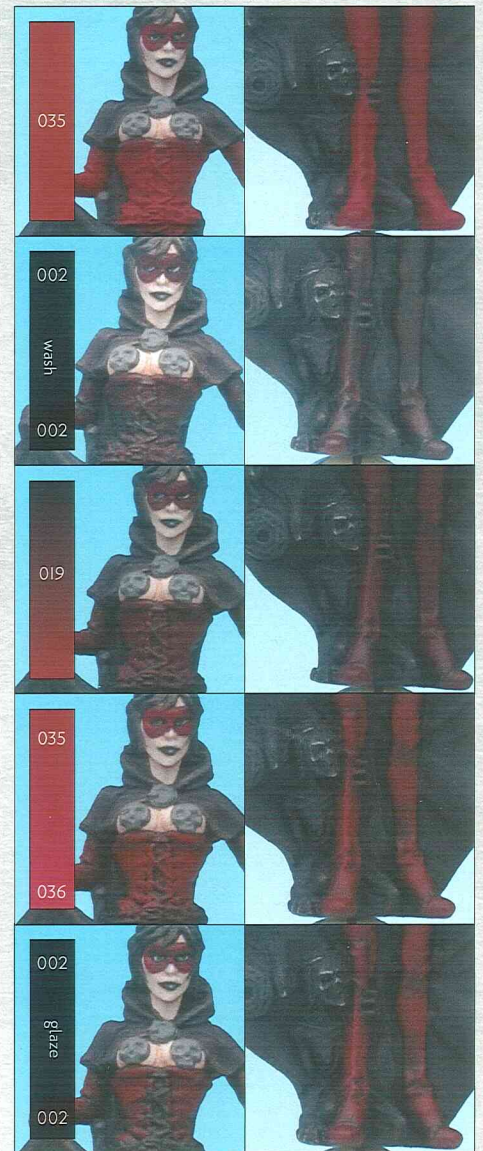
The shadows are then done with successive glazes in order to control the intensity of the shadows. These glazes are done by adding little by little *Beastly flesh* to *Pearly flesh*.



The lips are then painted as if they were metal: first a layer of *Accursed black*, the paint is then drawn to pure *Gray of Darkness*, then to white, pure also.

## 4/ Leather clothing

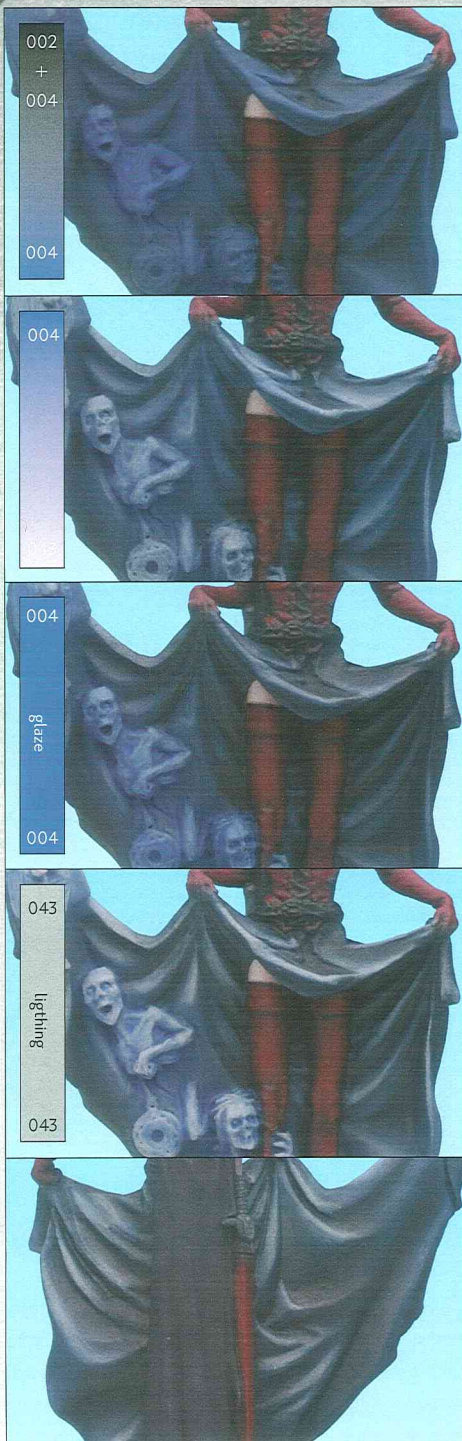
The *Arcavia red* base is darkened with a wash of *Accursed black*. The clothes are then done in red. The highlighting is done progressively drawing the *Arcavia red* to pure *Rackham red*. To finish a light black glaze is done in the hollows.



## 5/ the dress

The purpose is to represent a really dark blue dress, almost black with shimmering reflects. We are trying to paint a silk dress with discreet yet visible magical properties, as suggested by the ethereal creatures emerging from the fabric. So the basic mixture is highlighted till pure *Ephren blue*, then until *Sharp gray*. To stress the details and the shadows, a glaze of *Accursed black* will be the final touch to this dress.



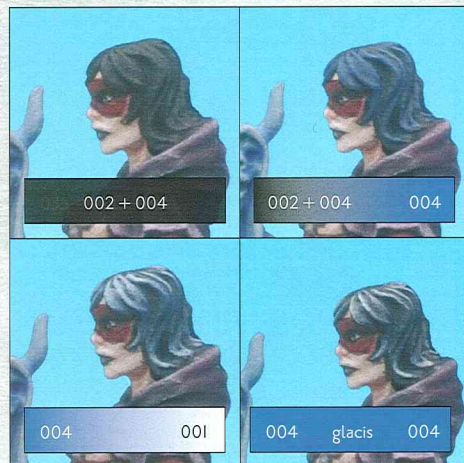


The bluish ethereal creatures are done at the same time as the dress. Here the *Ephren Blue* is used to for the shadows; it is drawn to *Sharp gray* for the highlighting. It gives them somewhat of an intangible aspect.



## 6/ the hair

The basic mixture is lightened up till *Ephren blue*. The latter is progressively drawn to *Eternal white*. The blending is then pushed to an 85/15 mix of *Ephren blue* and *Eternal white*. Then a black glaze is done. The final shades are then done with a 90/10 mix of *Ephren blue* and *Eternal white*.



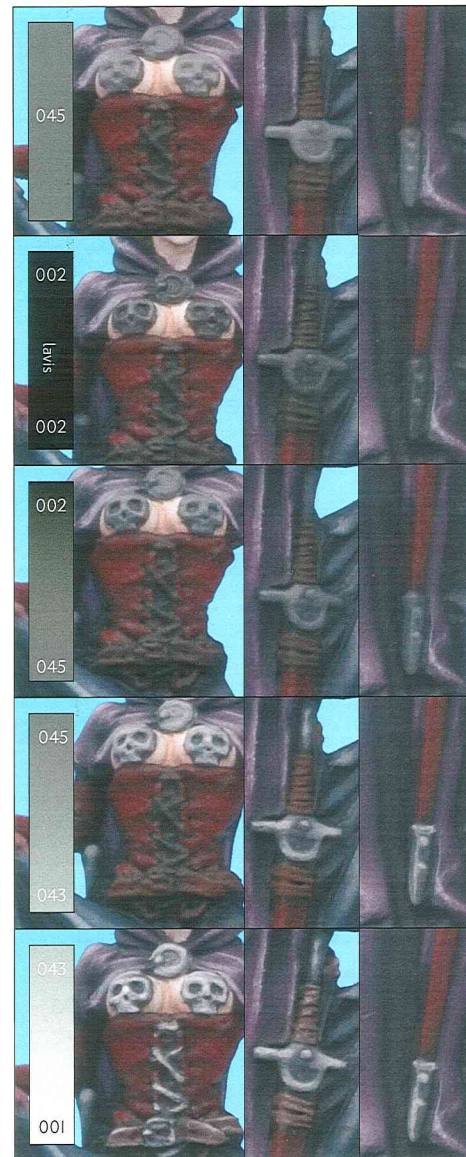
## 7/ the cape

The 70/30 mix of *Accursed black* and *Divine purple* is progressively blended till pure *Divine purple*. At this point the whole is drawn to an 85/15 mix of *Divine purple* and *Glacier blue*. Like the other pieces of clothing, a last glaze of *Accursed black* is applied to finally darken the folds. To finish, the gleams are painted using pure *Glacier blue*.



## 8/ the jewellery

The *Gray of Darkness* is darkened with a wash of *Accursed black*. The *Gray of darkness* is done again by transparency before the usual *Sharp gray* highlighting. Then it is drawn to an 85/15 mix of *Eternal white* and *Sharp gray* before doing the last gleams in pure white.



The diplomat woke up, a dull pain pulsing at the rear of his head. He could not remember that he had drunk that much the previous evening. The night had started in a very charming way. A delightful young woman had been at his arm during the evening gala. When it ended, they had gone up to a room. From there he could not recall what had happened.



He examined the situation, trying to find out how he had ended there. The only explanation was that he had been drugged. It had to be the courtesan. But what was the purpose? He knew nothing and held nothing which could endanger his Kingdom...

## CADWALLEN BY NIGHT

The last details are done by amplifying and enriching the shadows and highlighting.

Fiend flesh is applied in the skin folds to make it look more realistic.



Divine purple is also added to the hollow part of red leather. The Rackham red is then highlighted with Royal yellow, and then Pearly flesh to create reflects.

The magic effects are then stressed. The purpose is to create the illusion of a shine for the ethereal

creatures. The blue is therefore drawn by transparency on the inner parts of the dress. Could this dress be a portal...



Extremely diluted washes of Luminescent green and Alchemical yellow are applied in the hollows. The motives are highlighted again in Noësis white and then Eternal white.

The fabrics are enriched with new shades added to the hollows: Celestial pink for the dress and Chitin green for the cape.



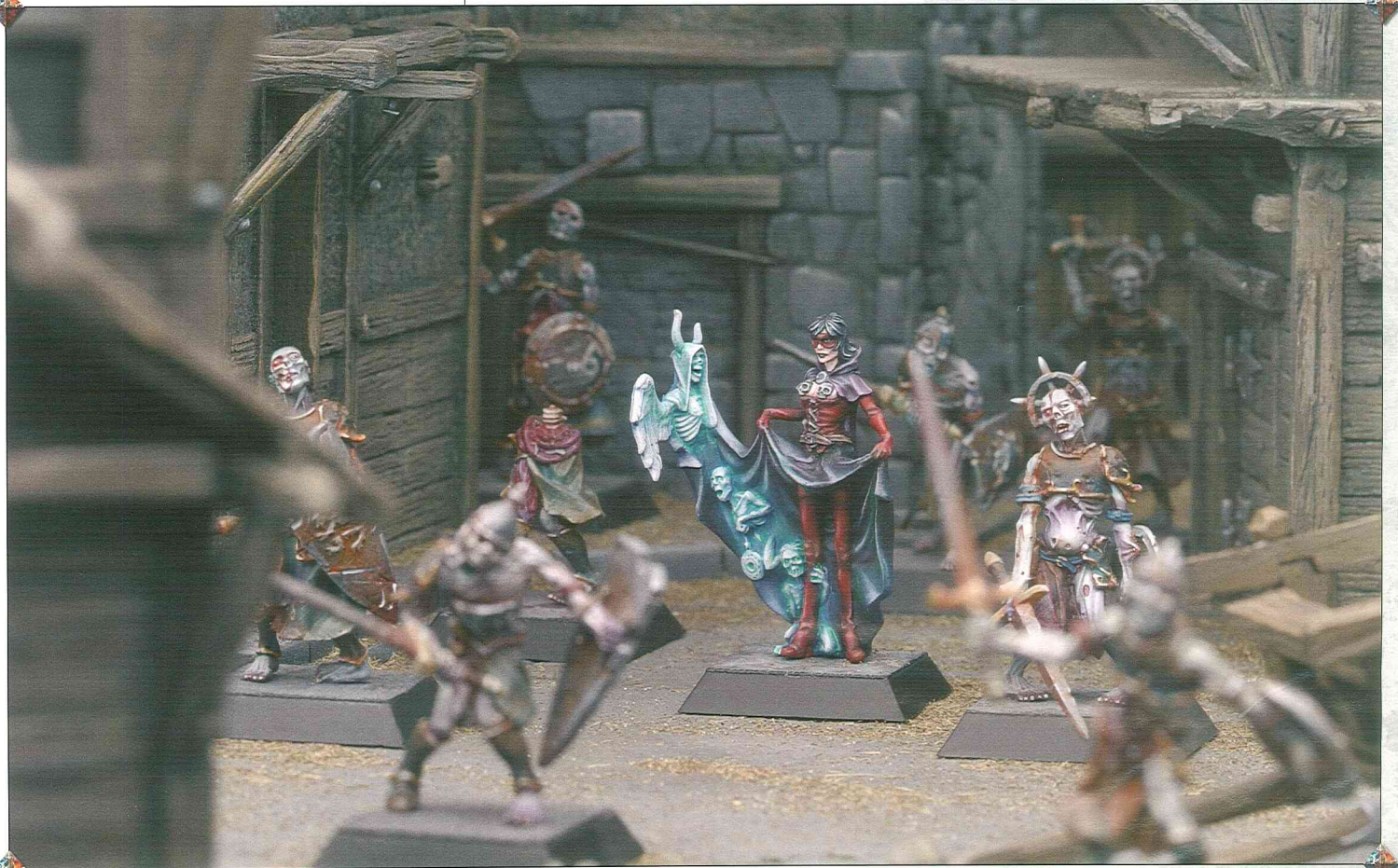
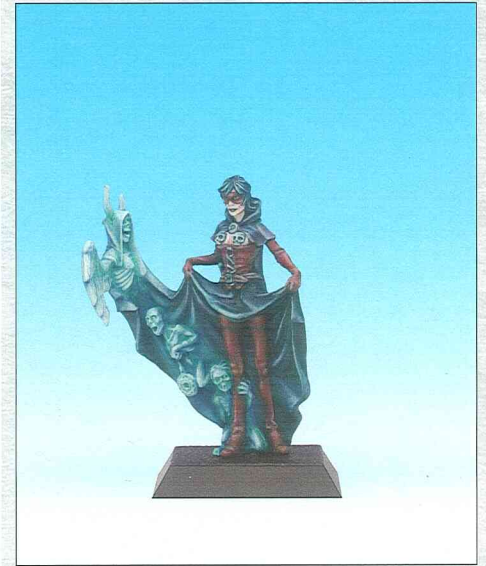
Ahsa Ruyar swiftly stepped into a backstreet. The secret passage was well marked for her and her kind. She stepped in and soon found herself wandering the

underground tunnels squirming under the city. Following the itinerary known only by a chosen few, she reached her master's lair after making sure she had not been followed.

The guards announced her arrival. After a short wait, she was introduced to holy of holies.

"I am back master. The mission you honored me with, has been accomplished. The Barhan diplomat as been programmed has you ordered. He remembers nothing and will act as you wish."

"Well done Ahsa my dear, come close so I can reward you..."





## SYTH MORNIS

"I dare you to talk about Syth Mornis like this in my shop again. You are lucky to be a one of my faithful and regular customers. I would have had to call Gotmog otherwise.

With a fat thumb, wearing a costly and yet extremely tasteless ring, the broker showed the shop door. The huge slumbering figure of an ogre sitting on a stool could be seen through the grimy window.

"Syth Mornis is a hero, a visionary spirit. And a very handsome man.

The fat usurer moistened his lips. In his eyes, admiration seemed to struggle against greed.

"The rumors you've just told me are slanderous. And I know what I'm talking about: he visited my

shop, er, around the end of this month's prime. Oh, what a story...

The fat Userer seemed transported by renewed energy, by fervor uncommon among his guild. He sat on a keg and began telling his story...

"On the street, the passers-by are either worried or ravenous, and always cross when they look at the discreet sign of our guild. Those who require our services know where to find us: no need for an ostentatious front. On the contrary, customers coming here are far from boasting about it.

"On the fourth day of the prime week of Decarde... I spotted a man of great demeanour walking this way. He was, the gods and he only know how, all at once discreet and flamboyant, stylish and yet he did not stand out in the crowd, dangerous but not threatening.

"His steps led him, as if he was drawn by manifest fate, to my blackened, mucky and blistering shop. This pale faced gentleman raised incredibly clear eyes towards the first floor of my establishment; he seemed to be deciphering the half erased lettering which used to be there.

"On the street, there are always some mean boys on the lookout for an easy prey. That day, they were eyeing the blade the man wore. From my counter, I could feel the sadness radiating from the weapon.

"Its steel must taste of inevitable death. When the wind whistles on it, it reminds you of moans of agony... An invite to eternal peace. If swords could weep, I'm sure this one would!

"The most watchful among the rogues roaming there that day had spotted the pistol half concealed under a fold of the neat frock coat. The weapon fuelled my greed... What was left of purity in my soul shivered. The gold designs on the oversized barrel bewitched me. I desired it so much... I caressed it lasciviously in thought as I gazed at it, yes... Yet the revolting



arabesques woven in gold were there to warn me of everlasting pain and misfortune, if I was ever to lay my hand on such a prodigious weapon. I was compelled to look away.

"This is how strong the aura of Syth Mornis, emissary of the guild of Usurers, really is.

"He came into my shop. Once inside, his grave face slightly changed. He was at home here as much as I am.

I know that this place is what is closest to home for him. The guild is his house, his reason to be, his purpose and his passion; and we, the Usurers, know it. Our establishments form a network of comfortable, trustworthy and well-known houses in which he can relax. Mine among others.

"I had never seen Syth Mornis, but I recognized him at once. I hurried around him. I hung his coat; I offered him the best seat in the shop, the one reserved to great deals. I poured my best spirit, the kind that is nice to the tongue without putting the mind to sleep. I must say... I was frightened. Why had he come here?

"In a few words, Syth put me at ease, as if we were old friends finally meeting after a long parting. With one sentence, he reassured me; with the next he seduced me. Fear did come back when he was about to speak of the purpose of his visit.

'I have come to you in relation to a delicate deal, for which I require your cooperation. A customer from the guild of Goldsmiths will come. He is having financial difficulties and our guild will help him.'

He cut my surprise short. 'You need not be worried. I will be there, in the back of the shop, to make sure everything goes as planned. Your task will be delicate, Fractus. The success of this important transaction will rely a lot more on your shoulders than on mine.'

"I asked him what I was to negotiate.

'A pledge of treason', he told me.

"I almost squealed in terror. Mornis saw alarm invade every bit of my soul. He must have seen it so many times among unknown pawnbrokers like me.

"I am proud of my practice, be assured of it. But I do not have the vision, and I lack self-confidence, whereas the emissary was glowing with unflinching resolution. He knew his cause was just, that he was acting the way he had to. He passed this conviction onto me, I regained my composure. When the Goldsmith came into my shop, Mornis was close by and I was reassured by the resolution radiating from this watchful and faithful sentinel.

"The new customer was of the soft kind. He was distressed and had no other choice than to require the help of his guild's worse enemies. A fair mix of unwise decisions and misfortune had led him to this terribly embarrassing situation. He could not ask his colleagues for help or he would have lost his position. Yet he desperately needed help. We were going to provide it."



The pawnbroker's tale stopped all of a sudden as Gotmog the ogre entered. The huge creature had moved with unbelievable stealth and speed. Both men, lost in their conversation, had not heard him approach.

"Syth talk to Gotmog too!" the ogre bawled with surprising enthusiasm. "Syth is friend of Gotmog. He put trust inside him!

Fractus frowned looking at his guard and trying to understand what was going on.

"Gotmog tell what Syth tell him too!

Taken aback by the childish gusto of the ogre and his massive build, both men stopped talking and listened to the tale in silence.

"The negotiation is going well. Gotmog can see! My master, broker Fractus, is not very smart. Not very brave,

but clever and experienced. The Goldsmith tells his life and his problems are in good hands. That is why Syth and Gotmog like our guild. Sure, she has no mercy for bad payers. Sure, she takes it all to the last Klû. But even if the guild is cruel, she helps people. The guild is daughter of Cadwallon. The guild of Usurers is a beautiful lady ogre, ferocious; she eats her young, but only to survive.

"Syth comes out round the back and wakes Gotmog. But Gotmog not sleeping, he is watching out! Gotmog is a poor creature, taken too many blows on the head, so everyone thinks him asleep. Even if Gotmog is stupid, Gotmog knows he is as much a Usurer as master Fractus. Gotmog becomes vicious when angered. Faithful to his masters, Gotmog has always kept the entrance of the shop, never looked inside because Gotmog would not understand. Master Fractus tells him often!

"Syth speaks well. Gotmog understands all Syth says and trusts him. We talk fights and places to find fights. Gotmog learns a lot! Syth has secret moves. His own master strikes!

"Syth tells Gotmog what he wants from him. Gotmog is happy: he understands it all at once! Gotmog feels Syth knows how to command all, even the thickest brutes. Like Gotmog."

The ogre stopped his story telling, gathering his thoughts to resume.

"Now Gotmog will finish mission. And Syth Mornis happy! Syth says Fractus talks too much. Gotmog watches Fractus and stops those who know from talking. Syth says one lesson is enough for Fractus to understand.

As he spoke the words, the ogre caught Fractus' customer vigorously. A short blade shined briefly in the ogre's free hand. With a quick stab he cut the man open, holding him above the ground. Already choking from Gotmog's grip, the unfortunate man merely whined as his life, at the same time as his entrails, splattered on the shop floor.

## THE FREE CITY CADWALLON



Name: *Syth Morris* League: .....  
 Origin: *Native* Race: *Human*  
 Culture: *Upper city* Motivation: .....  
 Feats: *Leadership, Master strike, Righteous, Resolution*  
 Distinctive feature(s): .....  
 Trade(s): *Emissary 2/Officer 3/Shooter 1*  
 POT: *6* XP: .....

### ACTION POOL

SIZE: *Medium (3)*  
 MOV: *4*  
 POW: *3* d6  
 FEAR: *-*  
 DEF: *3*  
 MAS: *4*

HEALTH POINTS  
 Stunned   
 UnHurt   
 Light Wound  -1  
 Serious Wound  -2  
 Critical Wound  -3  
 INCapacitated  (-4)

PROTECTION  
 PRO: *4* Mod: .....

PUGNACITY	SLEIGHT	STYLE	OPPORTUNISM	SUBTLETY	DISCIPLINE
Bash <input type="checkbox"/>	Activate/Open/Close <input type="checkbox"/>	id6 Disguise <input type="checkbox"/>	Abjure <input type="checkbox"/>	Argue <input type="checkbox"/>	Analyse <input type="checkbox"/>
Charge <input type="checkbox"/>	Aim <input type="checkbox"/>	Dominare <input type="checkbox"/>	Channel <input type="checkbox"/>	Barter <input type="checkbox"/>	Command <input type="checkbox"/>
Drive <input type="checkbox"/>	Climb <input type="checkbox"/>	Examine: <input type="checkbox"/>	Conceal <input type="checkbox"/>	Consecrate <input type="checkbox"/>	Confound <input type="checkbox"/>
Endure <input type="checkbox"/>	Design: <input type="checkbox"/>	Fanaticize <input type="checkbox"/>	Crook <input type="checkbox"/>	Cypher <input type="checkbox"/>	Coordinate <input type="checkbox"/>
Exult <input type="checkbox"/>	Design: <input type="checkbox"/>	Fend off/Tarry <input type="checkbox"/>	Distract <input type="checkbox"/>	Disarm <input type="checkbox"/>	Defend <input type="checkbox"/>
Force <input type="checkbox"/>	Enchant <input type="checkbox"/>	Get up <input type="checkbox"/>	id6 Dodge <input type="checkbox"/>	Feel <input type="checkbox"/>	Heal <input type="checkbox"/>
Impress <input type="checkbox"/>	id6 Evoke <input type="checkbox"/>	Incante: <input type="checkbox"/>	Fool <input type="checkbox"/>	Foretell: <input type="checkbox"/>	Improve <input type="checkbox"/>
Incante: <input type="checkbox"/>	Feign <input type="checkbox"/>	Lunge <input type="checkbox"/>	Hide <input type="checkbox"/>	Identify <input type="checkbox"/>	Incante: <input type="checkbox"/>
Intimidate <input type="checkbox"/>	Incante: <input type="checkbox"/>	Preach <input type="checkbox"/>	Hunt <input type="checkbox"/>	Incante: <input type="checkbox"/>	Look out <input type="checkbox"/>
Revoke <input type="checkbox"/>	Mediate <input type="checkbox"/>	Ride <input type="checkbox"/>	Incante: <input type="checkbox"/>	Poison <input type="checkbox"/>	Pray <input type="checkbox"/>
Slash <input type="checkbox"/>	Operate: <input type="checkbox"/>	Seduce <input type="checkbox"/>	id6 Peek an eye <input type="checkbox"/>	id6 Repare/Fix <input type="checkbox"/>	id6 Reload a bow <input type="checkbox"/>
Smash <input type="checkbox"/>	Operate <input type="checkbox"/>	Shift position <input type="checkbox"/>	id6 Put to death <input type="checkbox"/>	id6 Sermonize <input type="checkbox"/>	id6 Reload a crossbow <input type="checkbox"/>
Snap out of it <input type="checkbox"/>	id6 Pierce <input type="checkbox"/>	Strike back <input type="checkbox"/>	Recharge <input type="checkbox"/>	Speak <input type="checkbox"/>	od6 Reload a firearm <input type="checkbox"/>
Subdue <input type="checkbox"/>	Sail <input type="checkbox"/>	Stunt <input type="checkbox"/>	Sabotage <input type="checkbox"/>	Study: <input type="checkbox"/>	Search <input type="checkbox"/>
Swim <input type="checkbox"/>	Shoot <input type="checkbox"/>	Summon <input type="checkbox"/>	Steal <input type="checkbox"/>	Study: <input type="checkbox"/>	..... <input type="checkbox"/>
..... <input type="checkbox"/>	Slither <input type="checkbox"/>	Feign..... <input type="checkbox"/>	Survive <input type="checkbox"/>	Sublimate <input type="checkbox"/>	..... <input type="checkbox"/>
..... <input type="checkbox"/>	Take out a weapon's gem <input type="checkbox"/>	id6 ..... <input type="checkbox"/>	Wrestle <input type="checkbox"/>	Taunt <input type="checkbox"/>	..... <input type="checkbox"/>
..... <input type="checkbox"/>	Tinker <input type="checkbox"/>	..... <input type="checkbox"/>	..... <input type="checkbox"/>	..... <input type="checkbox"/>	..... <input type="checkbox"/>
..... <input type="checkbox"/>	..... <input type="checkbox"/>	..... <input type="checkbox"/>	..... <input type="checkbox"/>	..... <input type="checkbox"/>	..... <input type="checkbox"/>
PUG + 2	SLE + 3	STY + 3	OPP + 2	SUB + 5	DIS + 3

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
<i>The Creditor</i>	5d6	1	6/10/Unlimited	3	2	1
	d6					
	d6					
	d6					

REACH
7 6 6 6 7
6 4 2 4 6
6 3 3 3 6

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
<i>The Blade of Sorrow</i>	-	+2	T	4	3	-1

### ARTIFACTS

The following artifact is reserved to Syth Morris.

**The Creditor** is a cursed pistol that Syth Morris got hold of at the cost of his soul, as he made a deal with a demon. This weapon is particularly powerful: the Damage rolls are done rolling an extra die, and the adding rule is applied to any die.

- The Creditor has the following characteristics:
- POW 5
  - FrE 1
  - RANGE 6-10-Unlimited
  - Rec 3
  - SIZE 2
  - Conc -1
  - Origin: CAD
  - Legality: Yes
  - Availability: -
  - Weight: 0,5 kg

Syth Morris purchased the **Blade of sorrow** for a high price from a consumption stricken minstrel, who soon died after having sold the prodigious sword. It exudes sickening despair, cancelling all will to defend oneself when fighting against it. Anyone trying to react to a blow dealt with the Blade of sorrow does not get the free die due to a favorable attitude. Otherwise the sword has the usual characteristics of an ordinary sword.

### KNOWLEDGES

Administration: Cadwallon	<input type="checkbox"/>	Fiefdom: <i>Den Azhir</i>	<input type="checkbox"/>
Administration:	<input type="checkbox"/>	Fiefdom:	<input type="checkbox"/>
Culture: <i>Lower city</i>	<input type="checkbox"/>	Fiefdom:	<input type="checkbox"/>
Culture: <i>Upper city</i>	<input type="checkbox"/>	Language: <i>Cadwë</i>	<input type="checkbox"/>
Faction: <i>Guild of usurers</i>	<input type="checkbox"/>	League:	<input type="checkbox"/>
Faction:	<input type="checkbox"/>	Expertise: <i>Usury</i>	<input type="checkbox"/>
Faction:	<input type="checkbox"/>		<input type="checkbox"/>
Region:	<input type="checkbox"/>		<input type="checkbox"/>
Region:	<input type="checkbox"/>		<input type="checkbox"/>

### CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Duc of Cadwallon	. 2. <input type="checkbox"/>		
<i>Celenia of Teren</i>	. 2. <input type="checkbox"/>		
<i>Lady Carole</i>	. 2. <input type="checkbox"/>		
<i>Kanael</i>	. 2. <input type="checkbox"/>		
<i>Mirale</i>	. 2. <input type="checkbox"/>		
.....	..... <input type="checkbox"/>		
.....	..... <input type="checkbox"/>		
.....	..... <input type="checkbox"/>		

### EQUIPEMENT

	Weight		Weight
<input type="checkbox"/> Attires	. 3.	<input type="checkbox"/> Uniform	. 3.
<input type="checkbox"/> Breastplate	. 20.	<input type="checkbox"/> Worn clothes	. 1.
<input type="checkbox"/> Calligraphy utensils	. 3.		
<input type="checkbox"/> Dagger	. 1.		
<input type="checkbox"/> Horse	.....		
<input type="checkbox"/> Make-up case	. 3.		
<input type="checkbox"/> Purse x 3	.....		
<input type="checkbox"/> Rucksack	.....		
<input type="checkbox"/> <i>The Creditor (50 ammunitions)</i>	. 5.		
<input type="checkbox"/> <i>The Blade of Sorrow</i>	. 2.		

Ducats : . 185 ..  
 TOTAL (Kgs) : . 44 ..  
 Bulk : .....

Across the continent, when one speaks of the guilds of Cadwallon, only the seven most famous spring to peoples' mind: the Architects, the Cartomancers, the Blades, the Ferryman, the Goldsmiths, the Usurers and the Thieves. In Cadwallon they are called the *higher guilds* and in fact they have at their disposal great funds, influence spreading widely beyond their city of origin and they entertain private troops ready to defend their interests.

## A GUILD OF PUBLIC INTEREST

In a city worried, if not obsessed, by economical prosperity and the protection of trading goods, a guild of Thieves could seem out of place, an aberration. And yet, it would mean forgetting about the adaptable spirit of the Cadwë, the character trait which allowed them to settle a land that all believed haunted. Besides, isn't it the purpose of a guild to represent a trade which is widely practiced in Cadwallon? And needless to say that theft, robbery, fraud and embezzlement are every day jobs, at least as common as the transportation of goods, docking, merchant negotiation and money lending. Thus having left the old traditions and scruples to the other peoples of Aarklash, the men and women of Cadwallon have given to theft its proper place as a craft of its own.

## HISTORY

The thieves have been practicing their activity since the foundation of Cadwallon. At the time the guild had not yet been created and the activities related to thievery were not tolerated. The ducal militia was confronted to a universal problem: crime is a scourge extremely difficult to eradicate. Like other leaders on Aarklash, the Duke of Cadwallon fought against it as hard as he could... in vain.

Everything changed in 900, the year of the Great flood of the Free city. The damage caused by such a catastrophe took quite a dig out of the city's treasury and it forced the Duke to find a new source of income. Of course, all the guilds that had already settled in the city hurried to become the city's sponsor in order to secure the Duke's docility. But he refused to mortgage the political future of his successors. At the same time, a wave of plundering and theft swept across the Free city, due by the misery which hit the survivors of the flood.

Faced with both problems, the Duke chose a unique solution: the creation of a new guild...the Thieves. Giving a legal existence to illegal activities, he was seeking to regulate criminality and to tax the profits of crime to fill the desperately empty city treasure. To found this guild, the Duke chose the



# THE GUILD OF THIEVES

SINCE ITS FOUNDING BY THE DOGS OF WAR, CADWALLON, WITH GREAT PRIDE, HAS NEVER CEASED TO DISPLAY ITS INDEPENDENCE, FROM OTHER NATIONS AT FIRST, THEN FROM THE RAG'NAROK. IN THESE TROUBLED TIMES, THE JEWEL OF LANEVER IS A SAFE HAVEN FOR ALL REFUGEES, FOR ALL THOSE WHO FLEE FROM WAR AND ITS LOT OF BLOOD AND MISERY. YET THERE EXISTS IN CADWALLON ORGANIZATIONS WHICH HAVE DECIDED TO MAKE AMBIGUOUS ALLIANCES WITH THE VARIOUS NATIONS, TO PARTICIPATE IN THE EVENTS WHICH SHAPE AARKLASH. THEY ARE THE GUILDS.



best representative he could think of: the ten most wanted thieves of Cadwallon. He offered them complete retroactive and preventive amnesty in exchange for their participation to this outrageous project. All did not answer favorably to this offer, but those who did were many enough to lay the foundations of the future guild of Thieves.

Among the founding principles, an agreement constituted the guild's key stone: in exchange for the *Valuables Appropriation Tax*, collected by the guild and handed to the Duke, the latter orders his militia to be kind ("accommodating" some would say) towards the properly licensed thieves, except when they are caught red handed.

This tax was considered a compensatory payment on the right to steal, which of course sparked the hostilities with the free leaguers. Fortunately for the Duke and the guild, the fiscal and legal structure of this tax was not based on the same logic as the leagues' privilege of asylum, the right allowing them legal immunity in exchange for the payment of a fine. Besides, it is a tax and not a license. It isn't paid at the time of the crime or because of the criminal character of the act, but because this activity is considered a "trade". Using judicial argumentation, the Duke managed to cool down the hostility of his prime vassals.

Time went by and the guild grew prosperous. Its existence changed theft and the way it was perceived little by little. Protected by the ducal edict, the thieves of Cadwallon sometimes seem, in the eyes of their fellows across Aarklash, to be the Duke's puppets, since they do not work against, but with the authorities. On the other hand, theft has lost its negative connotation and is now considered a trade and sometimes even an art.

Right now, the guild is going through difficult times. Its hierarchy has suffered a terrible schism. Historically the guild of Thieves has welcomed professionals from activities other than theft in the strict sense of the word, notably assassins. But they refuse to pay the *Valuables Appropriation Tax*, arguing that they commit no crime of such nature. The negotiations and debates (almost philosophical) were going round in circles. The higher instances of the guild stated that murder was the theft of life and that the hired assassins do, in fact, receive money for their services. Whereas the assassins argued about the free leaguers who often murder for gold (which should not be considered theft anyway), and who do not pay the *Valuables Appropriation Tax*. The guild of Thieves' answer was that this exception is not justified by the free leaguers activity, but by the privileges these individuals have. But there was nothing to be done and from that day the assassins have joined the guild of Ferrymen. A connection which is at least as obvious as the previous.

The most striking event which happened to the guild lately was the tragic loss of its leader: the Grand master, Aghovar, was assassinated by Sophet Drahas himself. Soon after, the guild almost fell into

the hands of the King of ashes. The guild was saved *in extremis* by the Soma, Aghovar's family. The reasons of this miraculous salvage, as well as the keys to the *vendetta* between Sophet Drahas and Aghovar, remain a secret. Yet one thing is sure: war has been declared between the guild of Thieves and the guild of Usurers.

## DIPLOMACY

The Thieves commercial relations with the nations of Aarklash are flourishing. The guild of Thieves takes care of organizing the visit of the foreign dignitaries to the Free city. They make the accommodation reservations, guarantee their security and provide trustworthy guides who know the city like the back of their hand.

On the other hand, the Thieves hire their services to the various nations engaged in the Rag'narok. The guild members might not be powerful magicians or great warriors, but they do have rare and therefore precious qualities: ruse, subtlety, speed and discretion. Besides, some have developed an art of combat where finesse replaces brutality. Thus Cadwë thieves are often used by different armies in scouting or sabotage missions, or even sometimes to bodyguard prestigious commanders. This gives the Thieves the opportunity to settle the old grudge with the assassins from the guild of Ferrymen hired by other nations.

Inside Cadwallon itself, some of the most important members of the guild are truly at war with the Ferrymen who dared to welcome the assassins and allowed (or caused?) their treason. The thieves use all the means they have among the guild to harm the Ferrymen's commercial negotiations, to drain their treasury, to sabotage their vehicles, etc. In return, the Ferrymen do not hesitate to use the controversial services of the assassins to sort out a...permanent solution to the problem.

Despite the *vendetta* between the Thieves and the Ferrymen, the true enemy of the guild is Sophet Drahas. Through the guild of Usurers, the lich is trying to take control of the lower city and of the criminals practicing there, even the guild licensed thieves. Assassins might be dangerous, but the minions of Darkness are truly terrifying. The Thieves are rather used to assassins, spies or plotters, but they are not trained to fight the Dark principle.

Since Aghovar's murder, the guild has slowly developed its knowledge of magic and the aptitude of its members to disturb its use. Besides its cat burglars and crooks, the guild has trained particularly gifted thieves to steal the precious gems (notably those of Darkness): The arcanic thieves. Unfortunately, they soon become unable to live among society and the guild as many problems relocating them. For the time being, they send them to get killed on the battlefields when they become too unstable to remain in the city.

Far from these terrible struggles, an almost cordial truce reigns between the guild and the militia of Cadwallon. Unless a thief is caught red handed, all kind of problems are solved through proper negotiation and the payment of a compensatory fine. In the case of more important theft, the militia may pressure the guild to cancel the culprits license or to have him handed in. This kind of denunciation is only accepted when the thief has been identified, and has gravely endangered public order or has bothered a powerful Cadwë a bit too much.

Nevertheless there is a body representing the ducal power to which the guild of Thieves is regularly confronted with: the free leaguers. In fact the latter profit from the exploration of the underground of Cadwallon. Perpetuating the traditions of the Dogs of war, their right to loot makes the Thieves jealous. Regularly some of them bypass the ducal edict and venture into the undergrounds to hunt on the leaguers grounds. The luckiest (and most competent) come back loaded with gold, the others get killed by the free leaguers. Both institutions are hostile to each other and their conflict often transpires from the underground.

Finally the guild of Thieves is not the Duke's ally in the way it should be. Like its sisters, it dreams of ruling Cadwallon. Well isn't the Free city also called "the City of thieves"? Wasn't Vanius a tomb raider himself? Some dignitaries of the guild believe the Thieves are the only body legitimately suited to govern the city, the only one reflecting the city's true soul. Being a thief, means being a Cadwë.

## ORGANIZATION

No shop bears the emblem of the guild, in Cadwallon or anywhere else. Instead, the Thieves weave an invisible network of relations and acquaintances in the Free city and, to a lesser extend, on Aarklash. This network articulates around a basic structure: the *band*. A band counts generally two to six thieves, sometimes more. It is led by a *boss*, who is also given the role of teacher. There are therefore several hundred, maybe several thousands of bands affiliated to the guild.

It is impossible for the guild to control, regulate and sanction these bands and their bosses. The founders of the guild have therefore instated an ingenious auto regulatory system based of the *Valuables Appropriation Tax*: the hierarchical ascension of a thief is directly linked to the amount paid. Thus, the band leader who declares the highest taxation among the ten *trades* of the guild becomes the *master* of this trade.

If the attraction of power isn't always equal to that of money, this system still reduces tax fraud enough to make it manageable for the guild leaders. Besides, the ten trade masters gather to appoint the *Grand master of the Thieves*, still based of the amount paid on the *Valuables Appropriation Tax*.

Actually, the Grand master of the Thieves is a woman. Going by the name of Æthërya, the claims of her magical origins are the source of many rumors (some say she comes from an Unfinished realm). No one suspects the fact that she is also a renegade free leaguer. The rumors describe her as a leading woman, steering the guild with a clear and sharp mind. Æthërya is therefore the number one target of the guild of Ferrymen and Usurers.

Seconded by wise band bosses (some under her direct control), Æthërya designs and enforces the guilds regulations. She supervises the Valuables Appropriation Tax collection and its transmission to the ducal authorities with whom she is on good terms. When a Thief becomes too troublesome, Æthërya does not hesitate to send her closest advisers to settle the matter promptly.

Finally, Æthërya is also the commander in chief of the guild's troops. In theory, she can mobilize any band, but in practice, the experience acquired by some of them means the Grand mistress regularly selects the same ones. Besides, bandits and burglars are far better soldiers than crooks or pick-pockets. Also, Æthërya rarely deploys more than one band on a given battlefield, since the Thieves aptitudes do not suit large detachments. Nevertheless, in Cadwallon, the ducat is king and if a customer demands thirty Thieves, he can count on the guild. He might even get them through someone else than Æthërya, as some isolated band bosses commonly take upon themselves to supply the needs of foreign commanders, in the uttermost illegality.



## THE ART OF THEFT

Despite the existence of the guild, being a thief in Cadwallon is the same as being a thief anywhere else: you need to select a prey, commit your mischief and mainly evade the militia. Despite the agreements with the Duke, getting caught red handed still means prison and humiliation: thievery is an art and *flagrante delicto* the proof of shameful mediocrity for a thief.

## THE TRADES

If the guild is in fact the guild of Thieves, its members' trades are not limited to thievery alone. And even among this activity, there are many variations which constitute their own discipline. Thus the guild defined several trades, each one under the supervision of a master:

- Pickpocketing is the "classic"; the pickpocket steels purses without being seen, most of the time by cutting the cords fastening them to the belt;
- Shoplifting is practiced in the shops and on the market stalls; it consists in thieving the goods exposed;
- Robbery takes place on the roads leading to Cadwallon and in all its streets; the thieves often use weapons and violence to get what they are after;
- The "Cadwë job" or cart jacking requires the thief and its prey to be driving carts. Simulating a collision, the thief urges his prey to get off his chariot to reckon the damage, while the thief's accomplices steal from the vehicle;
- Garter baiting requires the services of a prostitute or a thief playing this role. Once the "customer" is completely naked, the "prostitute" grabs his possessions, eventually with the help of an armed accomplice. This practice is close to robbery;
- Burglary consists in stealing from a house, a shop or a guild, without violence when possible. It requires a well organized band and constitutes the most complex form of physical theft. For the most daring, burglary takes places in day light, but it is often an unnecessary risk;
- Fraud is also qualified as commercial theft or deceptive negotiation. It supposes the selling of goods worth less than the negotiated price...or simply inexistent.
- Smuggling is the transportation and the selling of illegal goods in Cadwallon. By extension, it also concerns the commerce of secret information and the service of foreign delegations;
- Swindle is an evolved form of commercial theft. It is considered by many as the most aesthetical form of theft. In fact, a swindle is always tailor made for the target and implies a great band (or several bands). The booty often reaches several thousands of ducats;

- The collection of the Valuables Appropriation Tax is one of the favorite practices of the guild. Even though each Thief would be advised to pay the tax to the collectors, specially trained band go round seeking infractions (one way or the other).

Thus, besides the thieves, the bosses and the masters, the guild shelters the collectors: the Grand mistress' trustworthy members specialized in the collection of the tax. There are also negotiators, thieves specialized in the relations with the authorities and who operate all sorts of arrangements, notably during investigations.

## PROFESSORS AND APPRENTICE

The guild of Thieves is based on apprenticeship. A future member must first find a boss to teach him the art. Then he must succeed in a test: steal one ducat, no more, for in Cadwallon, stealing a ducat means stealing a kingdom<sup>(1)</sup>. Once this done, the future Thief becomes the boss' apprentice. He must obey him and pay him the Valuables Appropriation Tax. In exchange, the boss will teach him the trade and declare the amount of the tax to the collector. Of course frauds exist and some bosses do not hesitate to declare false amounts to constitute a small treasure or pump up their own declaration.

When an apprentice manages to pay an amount of tax higher than his boss, he becomes a full fledged member (he owns a licence) and can found his own band. Doing so, his former boss loses a source of revenue, which is rarely appreciated.

Normally, a band is supposed to work exclusively in one field of thievery, the one indicated on the licence of the Thieves composing the band. A band often comprises only two members: the professor and his apprentice. In fact theft requires discretion and works better with small numbers. Yet burglars bands are generally composed of three to four thieves (rarely more), since as the saying goes "out of five, there is always one traitor". Bandits are the exception. They gather in dozens strong band.

## FIGURES

- Seolym quicksilver

Seolym is a Cadwë, born from the union of an elf and a human woman. Promised to a brilliant future in the upper city, he was unable to concentrate on any form of art his preceptors tried to teach him. Having mixed with the wrong kind of crowd, he chose to practice the only thrilling activity, the only one which caught his attention: thievery. Unfortunately, he was neither good for fraud nor burglary. Having almost got caught a number of times, he was excluded from several bands before finding his place as a bandit. Today, Seolym is a true Thief, boss of his own band.

As accurate with a bow as he is swift, he observes the situation from a distance, covering his men with his precise and quick shooting (hence his nickname). He likes the preparation of every assault, as one would appreciate the preparation of a nice meal. He likes to see the various ingredients meet to form a successful operation: his accomplices, the prey and the ringing of the ducats. In many ways, he shows himself worthy of his preceptors, although in quite an unexpected way.

## ♦ Alban

Alban is a young Barhan who has been exiled in Cadwallon for decades. He used to serve in the army of his barony as a scout. Yet he was never able to tie the bond of chivalric brotherhood shared by his companions in arms. And besides, he hates bloodshed, even if it is the blood of the hell hounds of Darkness.

Thus, Alban has taken refuge in Cadwallon, far from war. Outcast, he had to resort to all means to survive and has finally joined the guild of Thieves. He soon became precious to his band, notably thanks to his heightened senses and his capacity to run as swiftly as the wind.

Today, Alban's renown has extended beyond his band. His reputation and his aptitudes make him the perfect choice for the troops of the guild. Thus it seems like the past has come back to haunt Alban and that once again he must face the harshness of battle.

## ♦ Kira

Kira is one of those clones who got the privilege of an intra-uterine gestation. Educated by her creator, gifted with a true conscience and a strong spirit of initiative, she soon turned out to be an elite warrior in the army of the Scorpion. Her nature made her a cunning and efficient soldier...maybe bit too good.

The day Kira and the clones under her orders slaughtered a templar convoy, her spirit of initiative kicked in; giving her a glimpse at all the opportunities this precious load of Akkylannian gold meant for the future thief. She was unable to resist the temptation and taking a few of the smarter clones with her, she left for Cadwallon, the Free city.

Once there, she became the boss of a band. She was soon spotted for her dexterity and her sharp mind. Her penchant for Darkness was what made Æthërya choose Kira to become an arcanic thief. Thus in the best guarded buildings and in the city's underground, she has challenged Sopher Drahas' henchmen and has become a major trump card in the guild of Thieves deck.

Yet Kira does not forget her personal profit. What the guild does not know is that she sells her services to dignitaries of Aarklash visiting Cadwallon (and to their armies). She sometimes leaves Cadwallon to become for the time of a battle, the great warrior she never ceased being.

## GENERAL RULES

The fighters of Cadwallon are either affiliated to the militia or to one of the guilds ruling the City of thieves. They can be played in two ways.

### AS AN ARMY OF CADWALLON

If the core of the troops comes from Cadwallon, any Cadwallon fighter may be enlisted no matter if his rank shows the attribute «Militia» or the name of some guild. An army of Cadwallon is not allowed to have any Allies. But it can hire mercenaries according to the conditions described in the rules. In this type of army, the Mercenary of Cadwallon fighters are assimilated to the militia.

### AS ALLIES

To play fighters of Cadwallon as Allies with another army, the guild of origin has to be defined. The latter must be allowed to ally with the main army. An army can only hire the services of one guild at a time as Ally and at least one fighter affiliated to this guild must be enlisted. The rest of the Cadwallon troops can be chosen among the guild's fighters or among the militia.

No matter how these fighters are played, the rules concerning the building of a *Confrontation* and a *Rag'Narok* army apply.

### + THE GUILD OF THIEVES

**Alliances:** The limbos of Acheron, Akkysan elves, alchemists of Dirz, devourers of Vile-Tis, goblins of No-Dan-Kar, Lions of Alahan, dwarves of Tir-Nâ-Bor.

**Primary element:** Air.

**Forbidden element:** None.

### CADWË FERRET+

Band leaders take particular care of their ferret, the thief in charge of scouting perilous situations. Most ferrets are children or teenagers who become thieves when they grow up. But some of them do not lose their agility and discretion once they are adults. Their experience becomes their wealth and their services are sought by the most prestigious bands.

Each Cadwë ferret in the army allows the player to designate up to three Cadwë bandits during the composition of the army. The Strategic value (in A.P.) for each bandit is increased by three points and they get Scout.

In *Rag'Narok*, the Cadwë ferrets with a Leader status can lead Units of Cadwë bandits.

### ARCANIC THIEF

Spearheads in the war which opposes their guild to the Usurers, the arcanic thieves have the difficult

duty of fighting magicians and their mystic traps. Ephemeral avengers, they risk their lives and souls to strike the King of ashes organization.

Arcanic thieves benefit from the following rules.

**Mana killer:** Any magician who suffers a Damage roll after an attack or a shot from an arcanic thief suffers -3 on his mana recovery at the end of the round. A magician can only be affected by this penalty once per round.

**Disturbance wave:** Every arcanic thief can create a disturbance wave during his activation before or after having moved. Any enemy magician within 15 cm of the thief, when this capacity is activated, suffers -1 to his Power tests until the end of the round. This penalty is not cumulated if there are several arcanic thieves within range.

On the other hand, the arcanic thief becomes Ephemeral/5 until the end of the round.

### + THE KING+THIEVES

There are not enough adjectives or revilements in the world to describe the members of the guild of Thieves. All at once crooks and heroes, avengers and criminals, they always generate a passionate love-hate sensation. For many people, they are the embodiment of riches and adventure.

The fighters of the guild of Thieves have access to the following game effects. The "Solo" attribute concerns the game effects which can influence "Solo" capacities. The cost (in A.P.) indicated after the name of each capacity is added to the cost of the fighter to whom it is given. It does not alter the number of Wounds and combat dice in *Rag'Narok*.

**Solo/fence (5 A.P.):** This capacity can be given to any fighter associated to the guild of Thieves. Its use is declared once per round, during the activation of a fighter and when the latter is in contact with an enemy faithful/magician. 1d6 is rolled.

♦ [1][1][1] : Nothing happens.

♦ [2][2][2] : The player randomly picks a miracle/spell card from those owned by the faithful/magician targeted. The miracle/spell picked out cannot be used until the end of the round. Fence has no effect on miracles/spells which have been used during a previous round and whose effects still apply to the current round.

A faithful/magician can only be targeted by this capacity once per round.

**Solo/Lucky as hell (Special):** This capacity can be given to any Character associated to the guild of Thieves. Its cost (in A.P.) is equal to 2 x RES written on the fighters card. Its use is declared once per game, before the resolution of a Damage roll against the Character. The roll doesn't inflict any Damage.

(1): The motto of the city being "My kingdom for a ducat!"

# SHURAT

## THE WARLORD



## UNIVERSE HYENA

An ocean of swaying green spread before Kassar the Fugitive. The sun was shining bright, bathing Avagddu in its warmth; winter had finally left and life was claiming its due. Nature was blooming and soon a new generation would feed on the sweet fruits of this warm and generous land. The Wolfen felt part of Nature's eternal cycle but did not share its exuberance. Once again he felt the load on his heart.

A whiff of blood caressed his nostrils, hidden among the various fragrances of the blooming trees. His entrails loudly drew his attention. He was hungry since the day before and had not come across a prey large enough to satisfy his appetite. He left the wooded vale and was soon within sight of a ruined Kelt tower. The smell became more complex: hidden by the smell of a freshly killed boar, there were some almost imperceptible fragrances. One, two, no three other Wolfen! Kassar remembered he was roaming at the border of the Twilight hills territory. Luck did smile to some hunters.

The Fugitive walked up to his brothers at the foot of the tower hill. There, in the high grass, stood two whelps holding spears and an adult with a great sword sheathed in his back. Judging by the traps hanging from their belts, they had to be prowlers; the master and his apprentices. They did not seem surprised to see him.

"Your trail has brought you to the lands of Twilight, stranger. What is your name?"

"My name is Kassar. I come in peace, I only seek food."

The apprentices turned to their master. He pointed towards the two boar carcasses and to several other pieces of game.

"As you see, Arsaal and Iragh have learned their lessons well so we have more than enough food. My name is Kanrham. Join us, take your share and do not forget to thank my two apprentices."

Kassar cut himself a large piece of meat and sat with his new companions. He bit into the tough flesh with great appetite.

"I've heard about you Kassar", said Kanrham. "The stories say you are a good warrior; and a rebel nonetheless. Here we do not judge individuals on their origin or their past, but upon their actions. Come hunt among us and you will stay as long as you want."

"Mother says you've traveled the whole of Aarklash and lived hundreds of adventures", yelped the young Iragh excitedly. "Where do you come from? Which star led you here, tell me!"

"I am glad to finally find the sons of Yllia and share their meal", replied Kassar. "These last few days have been terrible and I have witnessed dark events. I ventured the path of Carnage with the Devourers of Vile-Tis, Iragh, and left them before their thirst for blood got hold of me."

The three warriors of Twilight stiffened in surprise. *daine stupeur, se figèrent.*

"You're a Devourer?" inquired Arsaal.

"Are the Devourers close from here?" said Kanrham.

"No", answered Kassar, "I am not a Devourer. You should know, Arsaal, that to my eyes all Wolfen are brothers. Then know that all the Devourer bands from Alahan, Avagddu and No-Dan-Kar have converged towards the forest of Caer Laen over the last weeks and are heading southwards. As I speak, they could have already set sail over the Migol Sea to devastate Akkilannie."

"They are mad!" whined Iragh, wide-eyed and ears down.

"They are waging the war all the Wolfen should have fought", Kanrham left out in a bitter breath, "but they are going to die. They don't stand a chance against the Akkylannian guns."

"Nothing could be less certain, replied Kassar with a look of defiance. They are following Shurat, a warrior who...no, not a warrior. A beast, a warlord, Carnage embodied. You wished to hear a tale, Iragh? Then listen to my story and you will understand why I am glad to be back among my kin.



"It was a few moons back. I was traveling from Luishana, and going back North following a herd of aurochs when on my way I met a band of Devourers. They were followed by a group of impure, half-elves from the Ynkarô, they did not seem to be part of Kalyar's band of prowlers, who control this territory. I was surprised to see among them several Wolfen of around your age, Arsaal and Iragh. They were obviously tormented by Devastation, the scourge drowning our kin in blind fury.

"Intrigued, I joined the band. Its members told me that they were part of several groups which had gathered in Cadwallon before leaving eastwards. Their haruspices had inspected the entrails of their victims and foreseen a great battle starting from the forest of Caer Laen, burrow of the Devourers. I decided to remain among them.

"Two days later, we reached our destination. Approaching the forest, I felt ill at ease, just like my fellow travelers had said; I felt like I was penetrating a place which had been robbed from its soul, a violated sanctuary. It was there among the trees twisted by the wind, that the first Devourers desecrated their own stone circle and howled their hate of Yllia.

"We were not the first and not the last either. Devourers came from all over the horizon, having received the augury telling them to gather here. Dozens of warriors observed us as we arrived, sternly eyeing us. They had come with goblins, exiled orcs, Drune warriors and many outcasts from all over the continent. I had never seen so many of our brothers victim of the Devastation in one place, not even in Môrn. Hostility was everywhere and the silence made it even more pressing.

"Soon after, I met Ilshann, a young female. Her skin was striped with the scars she had inflicted herself. This broken Wolfen told me her sad story and then told me of a lonely warrior called Shurat, whose feats had inspired the omens and the return of the Devourers to the accursed forest. Shurat, she also told me, is the warlord of the Beast, the executioner of ten thousand warriors throughout Aarklash. His fate had carried him to Caer Laen, and now an army of devastated and Devourers craving for carnage was gathering around him. The haruspices were right: we were on the verge of an unprecedented massacre.

Ilshann guided me through the mist to the Lake of Apparitions, where other females seemed to be waiting. The lapping of the water drew my attention, and I soon saw the silhouette of a colossus standing in the mist, with water up to his waist. 'Do not make any noise', she whispered to me, 'the beast in him is so fierce that he would eat you alive. He is waiting for a new revelation before the battle.'

"My hand instinctively felt my dagger. I held back at the last moment to avoid suspicion. "Shurat, she went on, has worg blood in him. He comes from Môrn. His strength stirred such envy among his kind that they prayed Yllia to curse him. The bitch listened to her puppies and struck Shurat with the

evil of Devastation. The sign of this curse appeared on his skin as a threateningly shaped brand, and he became uncontrollable. It is then that he received his first revelation: he took his destiny into his own hands by leaving the stone circle before being put to death like a rabid dog. The fools who tried to stop him did not survive! Heading South on his own, he met Bysra, one of our haruspices. Bysra talked to him for a long time and Shurat received another revelation: the symbol on his skin was the Brand of Carnage, the stigmata of his liberating fury. He is not cursed, he has defeated Yllia's curse, Devastation as made him sole master of his destiny. Ever since, Shurat is a Devourer and has never stopped fighting...'

---

*"THE HARUSPICES  
WERE RIGHT: WE WERE  
ON THE VERGE OF  
AN UNPRECEDENTED  
MASSACRE."*

---

"Maybe had Ilshan spoken too loud, or maybe had Shurat sensed my presence, but I felt a terrifying gaze upon me. The Warlord was scrutinizing me, like a predator choosing its prey. "The ancient pact of the hunters, added Kassar with a look of agreement for his companions.

"Yet Shurat's eyes were not those of a predator, not even those of a devastated gone mad from his murderous urges. They were worse than that. Under this relaxed armor of muscles standing still as the water around him, a volcano was rumbling, the fire of the Beast. I should have attacked or run at the time, but I knew that if I had made any movement, I would have been the one to kill. After several endless seconds, Shurat did not see a victim in me anymore and looked away."

---

Kassar interrupted his tale as he thought about this extraordinary meeting. He did not tell Kanrham and his two apprentices that it was the second time he had seen such intensity in the eyes of someone. The first time was at the Crest of Dust, when he had listened to the prophecies of Irix, who had become Fury and had been possessed by Yllia. The eyes of Shurat burned with the same fire, the fire of the gods, inhumane and supernatural. What was happening at the Lake of Apparitions was not the end of an apocalyptic prophecy but a blessing. Vile-Tis was baptizing Shurat in the lake and gathering an army around his champion. What can be more dreadful than the show of a god rebelling against his kind, dragging a whole people in his wake!

"Two female Wolfen, a little further away from us, unveiled a weapon way too large for them, a bastard sword with a bladed hilt shaped of an axe blade. I had already seen such weapons in the hands of the Defenders of Tir-Nâ-Bor but never of such size. I learned through Ilshann that Shurat had got hold of this weapon called Fury after having ripped it from the cold hands of a mountain giant. Both Devourers stepped into the water carrying the weapon to Shurat. Within a few meters of the Warlord, they turned into true furies. They clinched, bit and clawed each other until blood was shed. As I saw the Devourer walking out of the water, sword in hand, coming towards me, I felt I was overflowing with fresh and murderous energy. Everyone there was in unison, beating to the same destructive pulse. Shurat was the Messiah, the Brand of Carnage his coat of arms.

"I then realised that Ilshann was not boasting when she said Shurat was the heir of our worg ancestors. He could shatter us, you and me, like twigs between his fingers. He caressed Ilshann's cheek and she bit his hand."

"Those Devourers are degenerated", Iragh said with a slight grin. "They have given up their instincts and behave like men."

"Listening to Kassar", Kanrham replied, "I would rather believe that the disciples of the Beast have not lost their instincts, but are unable to use them. Those who devour their victims are being devoured from the inside by their own beast."

Kanrham's wise reply imposed a silence that Arsaal soon broke.

---

◆

"And what happened afterwards?"

"Shurat did not seem to feel the pain", Kassar went on. "He dropped his bloody hand on my shoulder and talked to me. His words still lingers in my mind: 'You shouldn't be here, rebel son of Yllia, you are a fugitive and yet an irresistible force urged you to come. Tomorrow you will follow me, we will meet death and upon its bloody altar, I will reveal to you the secret of Carnage. Drenching your beast in blood will free you and show you the path to truth. You will forever be able to go wherever you want.'

"As night crept upon Caer Laen, everyone got ready for the coming battle. The celebration was brutal. No one knew where we would fight. Death did not frighten them; they would have followed Shurat to raid hell. The howling of the Devourers was carried in the freezing wind and many hunting parties left only to come back with their victims. As the war songs sounded, they were thrown, sometimes alive, into the frenzied assemblies and disemboweled before my eyes."

Kanrham's gaze became suspicious. Kassar spotted this detail. The Wolfen are brothers to the wolves and among them, body language is clearer than words.

"I did not join them, Kanrham. I explored Caer Laen hoping to find how to save this rotting forest, in vain unfortunately. Among the sepulchers of the fallen stone circle, I found brick forges recently built and the braziers feeding them. The profaners were beating the steel of the chains and the weapons of Vile-Tis, choking the flames with the ashes of our ancestors. Their impious power shaping iron like one would shape clay. The haruspices with their arms covered in thousands of cuts were cooling the metal in the once sacred waters of the Lake of Apparitions. They then enchanted them in a mixture of blood and fragrant spices.

"Shurat's figure appeared among the disturbing lights of the furnaces. He bore the weapons and armor taken from the heroes fallen under his blows. Like a vision of the Rag'narok, the metal of all the armies on Aarklash was devoured by the flames of the Beast. The metal was destroyed and forged again by the powers of Vile-Tis, his burning furor quenched in blood. From this chaos something new was born: The Breastplate of the Destroyer.

"We shall not let the disciples of the Beast destroy the Creation", said Iragh. "Isakar, our leader, says the Devourer can destroy but do not know how to rebuild. If they carry out their plans, there will be nothing left to save and it will be the end of the world!"

Kassar resumed gloomily.

"I saw Shurat again the next morning, when his presence drew me from my tormented dreams. He was wearing the Breastplate of the Destroyer and was holding Fury, his sword. 'Tonight you will acknowledge death as your ally' he said. He smiled at me, but his eyes were as furious as the day before.

"It was magnificent and terrifying to contemplate. Shurat was going South and the Devourers gathered in his wake. Those who didn't have weapons were given those forged the day before. Bands were constituted spontaneously, inventing war cries, howling their thirst for blood and freedom. We had entered Caer Lean in small groups of pariahs, full of frustration and smeared in disgrace; we came running out of it like an army of beasts rushing at full paces on the paths of destiny.

"Shurat led the army of Carnage without a glance for those who fell exhausted on the way. In their crazed march towards the South, the warriors of Vile-Tis came across two Kelt encampments, and destroyed everything as they went. I first believed that Shurat wanted to attack the imposing Griffin fortress of the Temple of the North, but I was wrong. Our troops passed by the high walls of the commander's residence, but did not stop. The Warlord, as I was about to discover, had other projects.

"Those humans and their fortress-prisons", Kanrham sniggered. "Why attack a stronghold where warriors are piling up when you can freely venture the

surrounding lands?"

"As the sun reached its zenith on the third day, we saw smoke rising from the chimneys of the port of Aldalen, hanging on the shores of the Migol Sea. Shurat stormed the fortifications and was the first to set foot on the ramparts. The Warlord sliced through the defenders' ranks like the foam on a sea of blood, plowing a furrow in which we all followed. The Akkylannians' discipline did not save them this time, any wall standing on the path of this roaring comet is bound to crumble like a dead leaf. Aldalen, the supplier of the Temple of the North, fell under the claws of the Beast before dusk and not a single cannon had sounded. The city was then left to the instincts of the disciples of Carnage: Shurat maimed the faithful of Danu and Merin on the church tower, before dropping them or scattering their limbs in the winds. Everywhere, the warriors gave in to the most bestial furor. Many sailors on the Migol Sea got to witness the flaming entrails of Aldalen, and see the beacon of the lighthouse disappear in the deafening explosion of the powder stores.

WHAT CAN BE MORE  
DREADFUL THAN THE SHEW  
OF A GOD REBELLING  
AGAINST HIS KIND,  
DRAGGING A WHOLE  
PEOPLE IN HIS WAKE!

"I soon left Aldalen the martyr, undecided between the passion of carnage and the disgust this horrible feast inspired me. I had seen the truth promised by Shurat: the Devourers had defeated the Devastation by completely embracing it. Nothing can evade their inextinguishable thirst for blood. While the sons of Yllia struggle to contain the advance of civilization, the disciples of Vile-Tis are destroying it."

"Why did you not stay with them then?" asked Kanrham as he looked at Arsaal and Iragh. He had guessed the answer but wanted his two young apprentices to hear the answer directly from Kassar. One day they might have to choose for themselves between Yllia and Vile-Tis.

"It is true that the anger we, Wolfen, feel regarding humanity and its tools might be boundless. United, we would have no problem overthrowing a thousand and one Aldalen and putting an end to the destructive madness of man... But what I saw there, no Wolfen could ever wish to his worse enemy. We have a history, roots and traditions. We are wild, but we are not cruel. The Devourers of Carnage are scourges only fuelled by the promise of further massacres. If such is the fate they have chosen, it is in no

way better than ours.

"As I left in the early hours of dawn, I saw Devourers getting the captured ships ready to set sail. They were receiving the precious advice of the impure, marauders of the Ynkarô River, and of the goblins among which former pirates could be found. They were speaking of Akkylannie, its stakes and its nunneries. A few hours later, I swiftly hid in the bushes as I saw the regiments of the Temple of the North marching towards Aldalen. Shurat, in his crazed rush, had forced them to leave their fortress. The templars were not prepared for the spectacle awaiting them...

"By now, Shurat must be ravaging the northern lands of Akkylannie or fighting the templars of the North. Never has the Rag'narok struck so close to the empire of Merin. Tonight, the disciples of the one god will certainly not sleep soundly."

Kassar finished his meal shrouded in heavy silence. He soon left Arsaal, Iragh and Kanrham, saluting them before resuming his journey. The boar's flesh had given him renewed vigor but had not restored his tranquility. He thought about the chapter he had not told his companions, for he did not understand it himself.

Kassar had lied when he had told them the army of Carnage had attacked the Akkylannian by surprise. One rarely manages to surprise a Griffin and the defenders of the port were better prepared than foreseen. As Shurat stormed the walls, the Akkylannian guns had fired one round, just one, but it had been deadly. The cannon balls, the grapeshot and the hail of rifle bullets had reaped many warriors. Kassar had only survived because he had thrown himself instinctively to the ground. Shurat had laughed in the face of the deadly shots and the Fugitive was sure he had seen a cannon ball hit him right in the chest a second later. When Kassar got up, Shurat was still running, like he had never fallen, as if the cannon ball had never existed. Everyone had been watching the Warlord and the Fugitive had been the only one who had seen the change in the fabric of Destiny.

Ever since this event, Kassar had doubts. He had been wondering if it was in fact his instincts which had urged him to dive or if, like Shurat, he had evaded death through the intervention of a mysterious power. The meaning of this revelation tormented him, and his journey had not been the same since.



# THE LOYALTY TRIAL

THE LOYALTY TRIAL IS A SCENARIO FOR CADWALLON SUITED FOR FOUR TO SIX CHARACTERS, POTENTIAL 3 TO 4. PLAYERS, YOU SHOULD LEAVE THE READING OF THIS ARTICLE TO YOUR GM TO PRESERVE THE PLEASURE OF DISCOVERING THE ADVENTURE.

ONE GAME SESSION WILL BE NECESSARY FOR A TEAM OF PLAYERS THAT PREFERS TACTICAL SITUATIONS TO INTERPRETATION SCENES.



## THE PLOT

Loyalty once shattered the life of Arakan the Duelist. At the times he was engaged to Nanei Krez, daughter to an influential notable of Cadwallon. Upon the orders of Duke Den Azhir, his friend and employer, he assassinated his fiancée's father (Knowledge: History of Cadwallon 3). Nanei found out and put an end to their love story. Aching with remorse, Arakan left Cadwallon and joined the army of the Kingdom of Alahan.

The years have gone by and, as the Rag'narok is setting the continent ablaze, Arakan is back in

Cadwallon. The weight of the past prevents him from following his quest towards a new Incarnation. Aware of this hindrance, the Duelist has decided to return to Cadwallon under the false identity of Vonros in order to obtain the forgiveness of the one woman he ever loved. Aware of the great difficulties he was sure to encounter trying to meet Nanei Krez in a city where he is wanted, the Incarnate decided to trust adventurers from the fringes and free companies. Alas he was betrayed by the crew of the *Virtue*, who decided to surrender him to the ducal authorities to pocket the ten thousand Ducats promised for the capture of the Duelist.

The spies of the Crown of Alahan have learned about Arakan's project and about his capture. Warned about this misfortune, King Gorgyn in person has ordered his Cadwë embassy to recover the Incarnate upon the arrival of the *Virtue* in the Free city. The embassy has asked Mara Sourac to organize everything as discreetly as possible. The young woman hired free leaguers and arranged a quiet meeting, hiding the implication of the Crown of Alahan.

The *Loyalty trial* begins on the quays of the port of the Ondine in Soma.



## GEALS

The adventure begins in Soma. The PC were hired to snatch Vonros, a mysterious traveler arriving by night and by boat on the quays of the port of the Ondine. No matter if they manage to recover him or not, by the end of act one, the PC are certainly not in a situation they thought they would end up in. They now need to choose their side: hand in Arakan or help him in his quest. Thus the PC will have to choose between the easy reward and the opportunity to help one of the most illustrious characters of Aarklash to carry out his quest for Incarnation. This is a delicate choice since it might lead the players to act against the interests of the Duke of Cadwallon.

### THE SET OF DOORS

**The Magician's advice:** Loyalty is your most precious belonging.

**The Magician's warning:** Your loyalty will be your loss.

**The counsel of Creation:** Love passes, loyalty remains.

**Creation's warning:** Do not trust appearances.

The house is inhabited by Woodwine, an old and slightly eccentric shop keeper who is obsessed by two things: the security of his till and the exactness of his accountancy. He got used to getting up at ungodly hours to verify his books. Around his neck he wears a large whistle destined to warn the Ferrymen's troops if anything happened. Once the TL has reached 5 ("Who goes there?" Cadwallon p. 215-217), He uses it at the beginning of every round (TL+1).

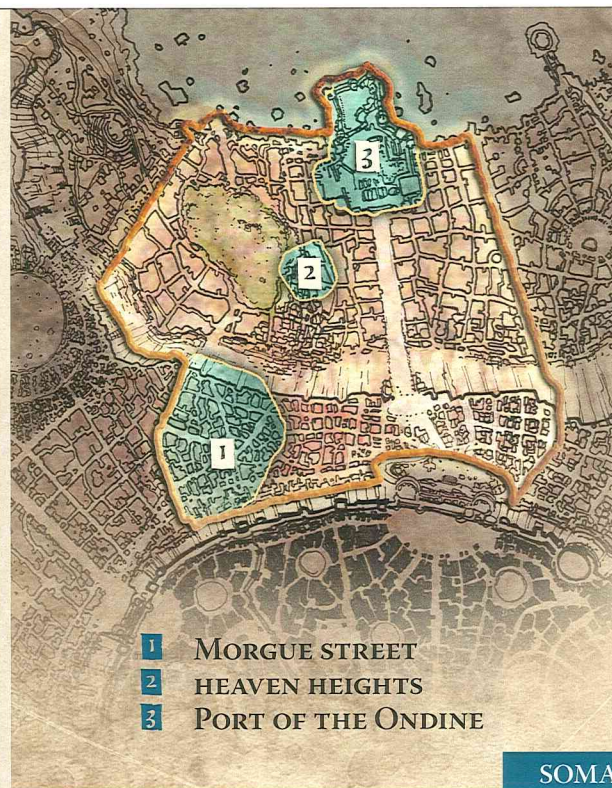
### THIS GUY REMINDS ME OF SOMEONE...

Each PC coming within two squares or less of Vonros can test Identify/SUB (7) to recognize him. Anyway, the following levels of Knowledge provide information about Vonros.

**Administration (Cadwallon) 2:** This individual is wanted by the militia.

**Administration (Cadwallon) 3:** This face is famous in the archives of the militia, but the character cannot remember his name. The reward for his capture is high.

**Administration (Cadwallon) 5 or Fiefdom (Den Azhir) 4:** This individual is worth ten thousand Ducats! He must be handed in alive, otherwise the same reward will be offered for his assassin.



- 1 MORGUE STREET
- 2 HEAVEN HEIGHTS
- 3 PORT OF THE ONDINE

SOMA

## PORT OF SHADEWS

The scenario begins in *media res*, as things heat up. The characters' deployment changes slightly from the classical rules:

- The GM places the game board;
- The PC place their miniatures in the zone indicated on the map;
- The GM reads out loud or paraphrases the text below and reveals to the players where the *Virtue* has drawn alongside. He then displays Vonros surrounded by the four strong arms in the zone foreseen for this event.

*You are hidden on the mist covered quays. The Virtue, a small ship, has just drawn alongside, and five people get off. You have identified the man you are looking for, the hooded figure. The four strong arms escorting him seem to hold him against his will. This is not a kidnapping but a rescue mission!*

**At the end of the first round,** the GM designates Woodwine's stop and announces that a light suddenly shines through the shutters of a house on the quays. The Threat level rises by 1 to underline the tension of this unexpected situation.

### EVERYTHING HAS A COST!

At that moment, the PC are probably puzzled. The GM can answer their questions, but it costs them a Subtlety fact (Id6) each. Here is some of the information the players are sure to ask.

- **What is going on?** *You are on the port of the Ondine. Here, the Ferrymen's rule is the law. The surrounding houses are owned by shop owners or ordinary people. You have seen a few kids roaming around.*
- **What time is it?** *It's night-time; you've been watching the quays for several painstaking hours. It is long past midnight. (4am)*
- **What are we doing here?** *A beautiful lady from the upper city, with her escort, hired you to collect a traveler supposed to arrive tonight on the port of the Ondine onboard the Virtue. You have to take him to a meeting point in Drakaër.*
- **What is there to gain?** *500 D per person upon delivery.*

• **Who is the target?** *You do not know who he is. But your patron did say he was a dangerous and intelligent fugitive.*

• **And the lit house?** *Woodwine's stop is a shop that sells knick-knacks to travelers and a few essentials to the occasional sailor.*

**If one of the characters chooses a fact of Opportunism to observe the house:** *The light of a candle on the first floor moves around and disappears. It reappears in the staircase and draws, through the windows without shutters, the figure of an old man in his sleeping gown, and it disappears again. You see the light again at ground level, and it remains there.*

• **Children at this time of night?** *When night comes, uncanny imps run along the quays. It might well be those kids who hang out late at night to gather in numbers behind the warehouses. (see Cadwallon, p. 43).*

### THE ESCAPE

The dominant attitude of Vonros for this scene is Sleight. He tries to escape whenever he has the opportunity. He frees himself from his bonds (fact of Sleight) and uses his Cape of concealment (see further) to disappear; He avoids the fight and tries to escape through one of the edges of the game board.

The unfolding of the scene depends on the TL.








## THE QUAYS OF THE ONDINE

The scene takes place on tiles B10v and B14v. The GM needs miniatures representing two archers, four strong arms from the guild of Ferrymen, Vonros and, if need be, two children.

- Dark;
- Quiet;
- Fragrant (port activities);
- Attitude: Opportunism;
- Original TL: 3

The game board is Busy.

	Pc deployment		Vonros' flight
	Woodwine's stop		Escort's path guard
	Vonros		Guard
	Archer		The Virtu

- **TL 1-9:** The strong arms move towards the inside of the city. Vonros remains within two squares of at least two of his guardians. The latter prevent anyone from approaching the prisoner.
- **TL 9 +:** If it is not done yet, Vonros escapes. Two archers posted on the deck of the Virtu show up and start shooting at the PC. They do not hesitate to shoot in their companions' direction but will not take the risk of hitting Vonros.
- **TL 13:** The militia does not intervene. Instead it is the guild of Ferrymen who arrive (use the same profiles as the prison guard).

**If the PC hesitate**, the GM can precipitate things using the two children roaming the quays: One of them bumps into a strong arm and draws everyone's attention. The Threat level goes up by 1 point. Vonros takes this opportunity to escape.

The scene ends in one of the following ways:

- The PC run away. Vonros escapes and meets them soon after;
- They manage to capture Vonros and escape with him. Vonros talks to them soon after;
- Vonros escapes and the PC cannot stop him. The fugitive decides to contact them.

## THE OFFER

The face of the one eyed man in front of you is the face of a man who has spent several days chained up in a ship's hold. His clothes are worn and he needs rest. And yet his one good eye is like an open window on a soul of steel. He is master of his composure, and seems ready to leap like a starving lion. He talks Cadwë but seems to have not used it in a while.

"Thank you for your help. I owe you one. My name is Vonros. For heaven's sake, would you have anything to eat?"

If they wish to, the PC can interpret their characters or use the influence rules (see Cadwallon p. 247-249) to gather information concerning Vonros (Confession: 4 I.P.). Arakan's false identity was thought up hurriedly.

- ♦ **Who are you?** *I was born Cadwë but my parents come from the Kingdom of Alahan. I'm a duelist; I've just entered the guild of Thieves. (It is false).*
- ♦ **Are you a Thief, really?** *The Thieves don't know me well, for the moment, but I intend to carve myself somewhat of a reputation among them.*
- ♦ **Why were you captive?** *I accumulated great gambling debts; I ran from Cadwallon to avoid getting my sister Naneï into trouble. But my creditors managed to find me. Without you, I'd probably have never seen the light of day again.*

- ♦ **Where were they taking you?** *I don't know. To the Usurers I suppose.*
- ♦ **What about that magic cape?** *This cape was part of the meager heritage my parents left me when they died. It has been in my family for generations.*

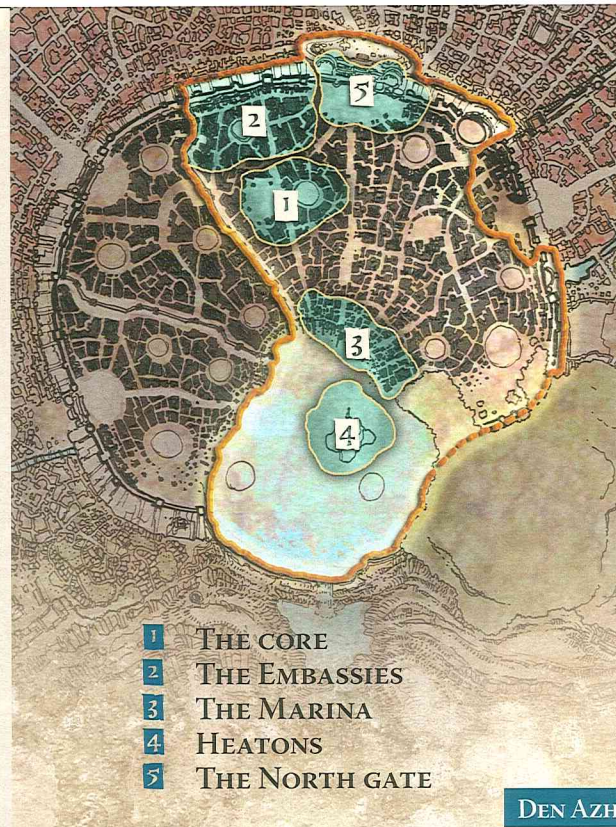
If the PC doubt what Vonros is saying, they can question him (Confession: 8 I.P.). They can also discover the true identity of this character this way.

## LET'S GO!

No matter what Vonros reveals, he asks the PC to take him to the upper city:

*I know people are looking for me. I'll meet them soon, but before that I have to do something crucial first. I must find Naneï in Den Azhir and get her forgiveness for everything I put her through. Help me enter the upper city, escort me to Naneï and I will give you the money promised for my capture.*

The PC can estimate that their mission is to deliver the mysterious visitor to the strange lady. If it is the case, the following act of this scenario can still be used, but in a different context. The fight with the bounty hunters still happens and Vonros is arrested. During this episode, he talks about Naneï to the PC who can choose to visit her. Mara Sourac then hires them to free him.



- 1 THE CORE
- 2 THE EMBASSIES
- 3 THE MARINA
- 4 HEATONS
- 5 THE NORTH GATE

DEN AZHIR

## RIGHTS ON FELINES SQUARE!

The PC try to take Vonros to the upper city through the North Gate.

In order to stage the scene, it is important to know how much Vonros trusts the PC. To do so, the GM uses the table below. Each action accomplished by the PC at this point of the adventure counts as a point. If the total is superior or equal to four, Vonros trusts them. He becomes a contact (Intimacy 2 based on Sleight);

- ♦ They did not use Pugnacity at any time on the quays of the Ondine;
- ♦ They killed no one during their escape;
- ♦ They captured him, thus demonstrating their worth;
- ♦ They didn't hurt him;
- ♦ They housed him and/or fed him properly;
- ♦ They are polite towards him;
- ♦ They share the values of the Lion (bravery, honor, justice).

Of course, if Vonros is handed in to the authorities by the PC, it is impossible to earn his trust;

This scene just like the previous begins *in media res*. Deployment is done the same:

- ♦ The GM places the game board, Vonros and the militia men;
- ♦ The PC then place their miniatures two squares or less from Vonros (five squares if they have Scout);



## THE NORTH GATE

The scene takes place at the North Gate of Den Azhir on tiles C08r and C14r; The GM needs miniatures to represent bounty hunters, militiamen and Vonros.

- Lit;
- Noisy;
- Odorless;
- Attitude: Discipline;
- Original TL: 2

The game board is busy.

If the Threat level reaches 13, everyone is arrested by the militia, Arakan included.



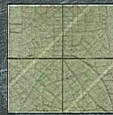
Vonros



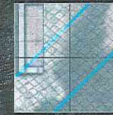
Cadwë Militiaman



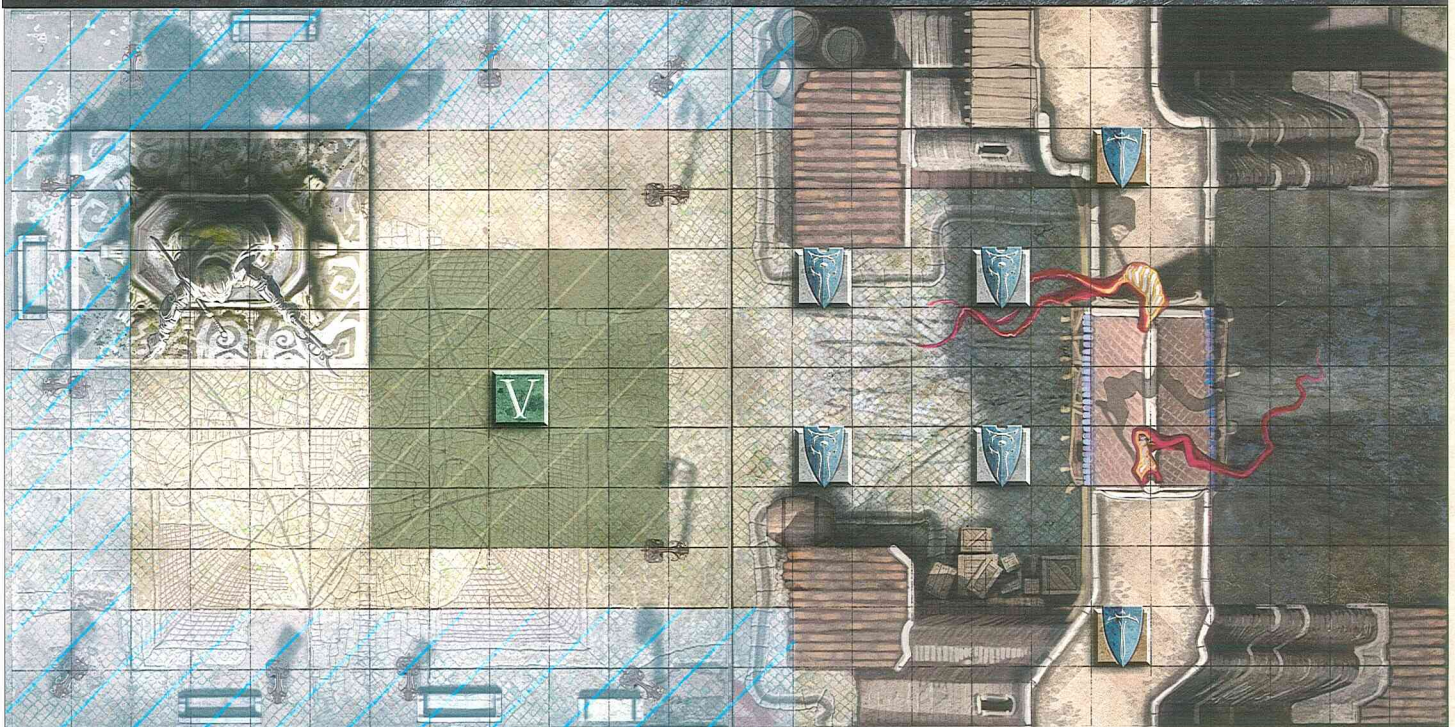
Militia crossbowman



PC Deployment



Bounty hunters Deployment



Lower city

Upper city

- The GM reads the text below out loud or paraphrases it, and then he displays the bounty hunters.

*The North Gate separates Soma from Den Azhir. In the early hours of morn, messengers, workers and carts hurry noisily under the scrutinizing eyes of the militia.*

*The upper city can be seen beyond the high walls of the North Gate. Vonros walks by your side and seems to enjoy wandering the Free city bondless. Not far from the heavy steel hinges, the weapon bearers wait for a customer to call for their services.*

*You suddenly catch the glance of a man pretending to read a gazette on a bench. And then, a few meters away, it is the eyes of a man talking to a baker.*

*You are suddenly under the impression that everyone is watching you. The sailors of the Virtue must have spread the word concerning Vonros' escape; there will be bounty hunters tracking him all over Cadwallon.*

New characters appear in this scene. Here is the useful information to manage these interventions.

### BUNTY HUNTERS

The sailors of the Virtue have spoken and the many bounty hunters have recognized Arakan. They are going to try to hand him in to pocket the ten thousand Ducats reward for his capture.

The GM deploys two bounty hunters per PC, within two squares or less from any edge and at least three squares away from any PC. Their unusually important number should alert the PC on the fact that Vonros is not who he pretends he is and can justify a test of Identify/SUB (6) to recognize him (see box).

The bounty hunters retreat if they are ever seriously wounded or worse.

### VONROS

Unless the PC find a way to avoid a fight, Vonros strikes back against the attacks directed at him. His general behavior depends on his relation with the PC.

- If he trusts the PC and that they defend him, he remains to fight with them. Rather than retreat, he tries to reach the upper city. If it is impossible, he entrusts his cape of concealment and a purse to a PC (Sleight fact: Id6), and asks him to hand them to his sister Nanei. The purse contains the address of the young lady and jewels he intended to give her (value: 400 D). Knowing he is in danger, Arakan hopes that Nanei will obtain the Duke's gratitude by handing in the magic cape herself.

• If he does not trust them or the PC pretend to hand him in, Vonros escapes using his cape on concealment.

Once the TL has reached 8 (“Weapon in hand!” Cadwallon p. 215-217), a militiaman or a random passer-by recognizes Arakan, causing an uproar.



## CONSEQUENCES

• **If a PC escapes with the cape of concealment but without Vonros:** Knowing that he has been spotted, Vonros entrusts you with his cape and a purse with the mission to get them to Naneï. As you move away, a name runs through the crowd fast as lightning. “Arakan, Arakan the Duelist!”

Later that day, you walk through the upper city to a great manor close to the district of the embassies. The plate on the gate reads “Krez”. The building shows the wear of time but the garden is perfectly cured. The gates are not locked.

A servant guides you through the green maze surrounding the house. Once at the core of this labyrinth, you see a beautiful woman dressed in brown and green. Sitting in a wicker armchair, she closes her book and puts it down on her lap. Before talking to you, she puts her amber bracelets and her earrings of precious wood back on.

Naneï is truly affected when the PC hand her the cape of concealment and the jewels. She feels relieved when she hears of the circumstances of Arakan’s arrest; nonetheless a test of Analyze/DIS (5) allows to guess that the emotion is faked. Once she has heard them, she respectfully lets the PC go.

Go to the next scene.

• **If the PC leave the scene without the cape:** Vonros faces his opponents bravely. After a fierce fight, the militia intervenes and controls him; Vonros is taken to jail.

Go to the next scene.

• **If the PC stay and fight, the Threat level goes up by two points at the end of every round.**

**Once at TL 13:** You heroically fight by Vonros’ side when the militia intervenes. You have no other choice than surrender if you don’t want to be trounced. As you are put in shackles to be taken to the Ten thousand paces prison, an expression of surprise appears on the faces of the militia men surrounding Vonros.

—Eh I know that fellow! It’s the Duelist! Don’t let go of him, he’s worth ten thousand ducats!

Vonros, as well as the PC who remained more than three rounds on the game board and who fought, are arrested by the militia and taken to the Ten thousand paces prison (if all the PC are captured, the adventure ends here).

Once they arrive in the quarters reserved to the free leaguers, they are isolated from the other prisoners. They soon understand, listening to the cruel jokes of the guard, that they are locked in the cells next to Arakan’s.

• **If the PC manage to enter the upper city with Vonros:** You come up to a great manor close to the district of the embassies. A plate of the gates reads “Krez”. The building shows the wear of time but the garden is perfectly cured. The gates are not locked.

Vonros knocks at the door. He hands the cape of concealment to the servant for Naneï and requests to see her. The servant leaves and soon comes back without the artifact;

“Lady Krez does not wish to meet you, sir. She will only accept an interview once you are behind bars.”

“Very well, Vonros replies after a second of hesitation. I surrender myself. Please have the militia called.”

Resigned, Vonros then addresses the PC:

“Thank you for escorting me here. I must end my journey alone and pay my debts. Please accept these as a down payment on what I owe you.”

Vonros gives you a pair of beautifully decorated pistols. The pair is perfectly balanced. The metal parts are made from the best steel and fit in like clockwork. The grip is plated in ivory. Both weapons are identical. They bear the coat of arms of Cadwallon.

“Stand outside the door and let the militia come, you will soon receive your reward.”

Vonros gives his dueling pistols to the PC because he would rather give them to people who helped him than leave them to the militia.

If the PC already know the identity of Arakan and/or decide to intervene before the arrival of the militia, they will have the opportunity to loosen the situation between Arakan and Naneï. Yet they must act quickly, because the militia will soon be there (see box).

The militia shows up and congratulates the PC. Captain Kelian Durak briefly tells them the story of the fugitive. The same day they meet their steward, who gives them the reward promised for the capture of the Duelist: one hundred Treasury bonds worth 100 Ducats each, exchangeable at the Goldsmiths. Ten thousand Ducats!

If the PC can prevent the arrest, the situation is solved with the consequences as the eventualities found hereafter.

## THE JUST

Arakan can meet Naneï either at the end of the second or at the end of the third scene. The PC have an essential role to play in how this reunion will go.

If Arakan is a good warrior and knows how to talk to the ladies, he is absolutely disarmed when he faces the woman he loves. Under the weight of remorse and the stern look of Naneï, Arakan is resigned. He is persuaded that only revenge can compensate his crime. And the PC cannot let him kill Den Azhir, if they are faithful to the free leaguers oath.

Naneï is merciless. She cannot forgive her father’s murderer or even imagine entertaining any kind of relation with him. A test of Analyze/DIS (5) will allow to discover that Naneï is doing her best to hide the feelings she still has for Arakan. She does not seek vengeance: honor has killed millions but never saved anyone. She seeks to end her mourning and be freed from this tragedy in order to finally live happily.

A brilliant interpretation or the resolution of a Manipulation with indirect objectives (Manipulation II I.P. if Arakan hasn’t been put in jail, 4 I.P. otherwise) will allow the players to loosen the situation: Naneï will forgive Arakan’s crime.

Freed from his burden, Arakan can claim a Second Incarnation. He is no more the prisoner of his past and turns towards a heroic destiny. He has become the Just.

If they manage this happy ending, the PC receive a parcel a few days later. It contains the Duelist’s pistols, if they do not have them already, and a short message.

## A CAGED LIEN

The Ten thousand paces prison of Den Azhir. All those who are arrested at the North Gate are transferred there.

## THE TEN THOUSAND PACES

Here, life goes by the rhythm of the guards' rounds and the sighs of the prisoners. It is here that crimi-

nals from all around the city are gathered: assassins, fences, poisoner, rapists and so on. Great vigilance is required not to get lost in these dim lit and damp oozing corridors.

The PC who were caught are locked up in the Ten thousand paces prison. Until their liberation, the players who play them have the opportunity to interpret a henchmen hired by Mara Sourac, a representative of the embassy of Alahan.

## STRANGE VISITERS

If the PC are not imprisoned during the previous scene, they get the visit of Mara Sourac and Naneï Krez the next day.

You are visited by the beautiful stranger who asked you to capture Vonros. She is accompanied by another woman (Naneï Krez) and three heavily build bodyguards.

"Good evening free leaguers. I've heard about what happened on the quays of the Ondine and I'm terribly sorry things did not go as foreseen. Let's forget about it; Naneï came to see me yesterday. I have a new mission for you."

Mara Sourac (the beautiful stranger) and Naneï both want to free Arakan, for different motives though:

- Naneï regrets what she did and does not wish to have Arakan's death on her conscience. If she has the cape of concealment, she brings it to the PC and offers it as payment. If she does not have the artifact, she offers what little she has still left, even the engagement ring (worth 155 Ducats) the Duelist had given her at the time.
- Mara, attaché of the embassy of Alahan, was ordered by Ambassador Brehnan to do everything she could to free him. She offers a reward of ten thousand Ducats and the gratefulness of her hierarchy if the PC manage to free him. She tries to hide the identity of her patron but will reveal the secret if the PC show themselves persuasive enough (Influence level 5). Her services have arranged for any captive PC to be placed in the same area as Arakan.

## FREEING ARAKAN

The PC have several options to enter the prison and infiltrate the quarter where Arakan and their captive companions are held. They can use a trick of their own. The tile is used when they are within reach of their objective.

The players whose characters are imprisoned play one of Mara Sourac's bodyguards until their character is freed. Once their character is free, the bodyguard is played by the GM.

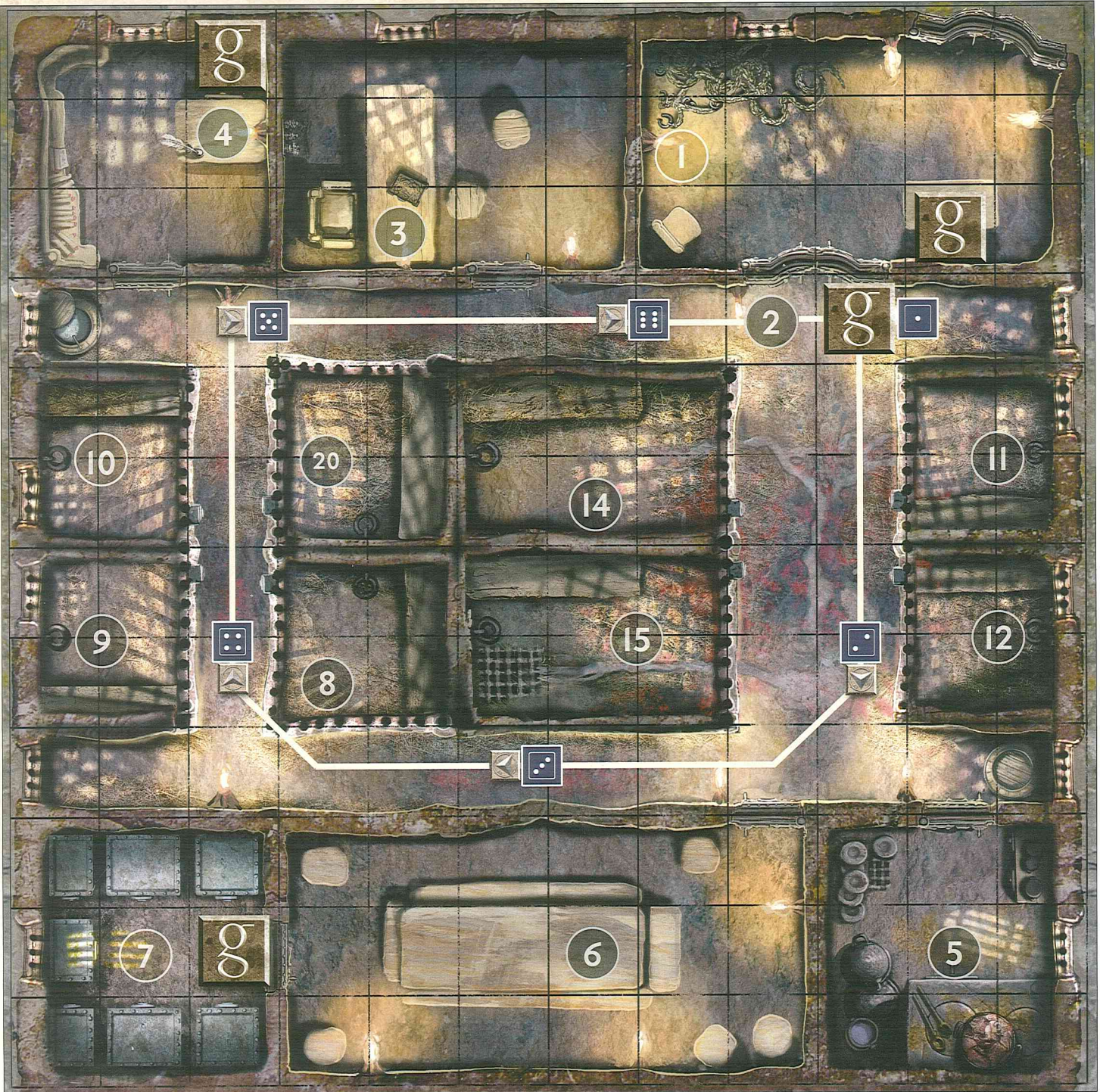
Companions,

*I have lost all desire of revenge when I heard the bright laughter of my beloved one. She has recovered a taste for life thanks to you. Therefore I will be forever obliged.*

*Alas I am still wanted in the City of thieves and my duty urges me to wander Aarklash in the name of Light. May Cadwalon that I cherish so much, remain protected forever from the perils of the Rag'narok by free leaguers such as you.*

Arakan





**FREEING ARAKAN**

The scene takes place in the Ten thousand paces prison, on tile B12v. The GM needs miniatures representing Arakan, four jailers represented by Cadwë militiamen and Mara Sourac's three bodyguards. According to the GM's campaign, prisoners can be added to the nearby cells.

- Lit;
- Quiet;
- Fragrant;
- Attitude: Pugnacity;
- Original TL: 1

The tile represents an isolated wing of the Ten thousand paces prison. The windows looking outside do not exist in the Ten thousand paces.

**5** Area

Die result

Patrol pattern

Jailer, militiamen, etc.

The PC are deployed in the antechamber. Their objective is to free the prisoners and get out through the door they just came in. The guards are displayed as shown. One of them is on patrol.

The PC are captured if the TL reaches 13. The scenario is played again, but two militiamen are added by the GM.

Trying to pick the lock of a cell without the key requires a test of Tinker/SLE (8).

Trying to force a cell requires a test of Force/PUG (8).

## 1. ANTECHAMBER (GUARDED)

*You have entered a dimly lit and damp room. A guard is sitting on a chair, and is obviously fast asleep lying over a very distressed table. The keys can be seen under the left hand of the jailer. The chains on your right seem brand new.*

The door is locked. The guard's keys open all the doors in the area, except the cells and the officer's office. The guard wakes up at TL 4.

## 2. CORRIDORS (GUARDED)

*The dark corridors of the Ten thousand paces prison ooze of despair. The glassy eyes of the guardians watch over these worn slates day after day. Breaking the spirits of the wretches held here is their main pastime.*

There is a guard in the zone. Besides, the PC might be called by the prisoners (see further). Each time they do, the TL goes up by a point.

## 3. VISITING ROOM (CALM)

The visiting room is empty and the door is locked

*This room is used as the visiting room of this wing of the prison. The ground, the walls and the furniture are taken care of.*

## 4. THE OFFICER'S OFFICE (GUARDED)

The door is not closed, but the officer locks it if he ever has to leave the room.

*An officer of the militia is sitting at the desk of this small room, among the archives and administrative paperwork. There is a smell of wax and incense hanging in the room, probably an attempt to help forget the grime of the prison.*

The PC can find bail bonds on the shelves and can use them to facilitate their operation: these documents will give them two free gambles for a test of Fool/OPP and Crook/OPP against the guards.

The officer has the keys to his office and to the cells.

## 5. STORAGE ROOM (CALM)

The door is locked.

*You are now in the storage room. The cupboards are closed by fenced shutters and are full of poor quality food. The dirty dishes are piling up. There are no sharp objects.*

## 6. CANTINE (CALM)

The door is not locked.

*It is here that the guards working in the surrounding blocks come to eat. The table was made out of a single piece of wood, you even wonder how they actually brought it into the room. It had probably been there all along. The walls are covered in crude drawings or graffiti clumsily spelling the names of those working here.*



## 7. THE SAFETY ROOM (GUARDED)

The door is not locked as long as the guard is inside.

*In this very dark room are safes of all sizes. Forged from the guild of Usurers' best steel, they have resisted pretty well to the wear of time. A greedy eyed guard is inventorying everything there is inside.*

The safes open using the key owned by the guard or after a test of Tinker/SLE (8). The PC's stuff is kept here, as well as the cape of concealment if the PC didn't get it.

## 8. THE LIEN'S CAGE (WATCHED)

*You can see Arakan serenely sitting against the back wall. He seems in great shape despite the beating he was given and presents you one of those worrying smiles to which will probably never get used to.*

As soon as he learns that Naneï wishes to have him freed, Arakan helps the PC to free their companions and seeks a way to recover his belongings from the safety room.

## 9. THE 15: EMPTY CELLS

The GM can place the PC in these empty cells, one per cell. If they are too many, he replaces the prisoners above by the PC.

## THE FREEDOM

The scene ends once the PC have left the tile through the antechamber. The PC leave the prison, but have they got Arakan?

• **With Arakan:** *You get out through the corridors without any further problems. Mara and her men are waiting for you to take you safety, long enough for the Free city to forget about you...hopefully. After having put your loyalty to the trial, it is Arakan himself who is confronted with a challenge, the most terrifying in his existence: enduring the gaze of Naneï.*

The GM reports to the "The Just" box.

• **Without Arakan:** *The situation has become too dangerous. You leave the prison without Arakan and you spread out after agreeing on a meeting point. The next day, you hear of a riot in the Ten thousand paces prison. Arakan has disappeared, Naneï too.*

The adventure ends here.

• **If the PC are captured:** *The mission is a complete failure. You have been captured by the guards who lock you up. They can't stop smiling: they had never put anyone behind bars so quickly before.*

The adventure ends here.





## EXPERIENCE AND REWARDS

The PC can take Arakan as a contact if they managed to free him.

- Level 2 by default;
- Level +1 if they brought the cape of concealment to Naneï Krez after Arakan's arrest;
- Level +1 if they hand back the cape of concealment to Arakan.



Each PC earns the experience points indicated in the table below, according to the objectives fulfilled by the group.

If the jailers know that the PC are free leaguers and if they manage to escape, the relation with Den Azhir goes down by one Intimacy point.

If the PC hand in Arakan to the Duke of Cadwallon alive, they earn 10 000 Ducats and the intimacy of their relation goes up by a point.

If Arakan dies because of them, and if...

- The Duke hears about it: they lose their free leaguer status and they are wanted for 10 000 Ducats;
- The embassy of Alahan hears about it: the PC have made new enemies!

Objective	XP
Getting Arakan out of prison	+ 500
Not getting arrested by the militia	+ 200
Discovering the motivations of Mara Sourac	+ 100
Allowing Arakan to experience his Second Incarnation	+ 1 000
Managing to capture Vonros on the port of the Ondine	+300
Discovering Vonros' identity before his arrest	+ 100
Entering the upper city with Vonros	+ 300
Giving back the cape of concealment to Arakan or to Den Azhir	+ 100

## ARAKAN'S EQUIPMENT

**Cape of concealment:** The Cape of concealment allows its wearer to use the ability Hide/OPP without having to fulfill the conditions required by this ability (see Players Handbook p. 186). Besides if they are fulfilled, the wearer of the cape benefits from a number of free gambles equal to the value of his Hide/OPP ability.

**Value:** The Cape of concealment is a unique artifact. What is priceless being always very pricy at Cadwallon, a shady patron could offer up to 25 000 D for it.

**Dueling pistols:** Arakan's pistols are black powder pistols (see *Cadwallon* p. 344) of Excellent quality. They give two free gambles to their user.

**Value:** 300 D.

**The Loyalty trial:** If the PC offer a personal item to Arakan either in exchange for his pistols, or as a memento of their shared adventure, this present is transformed by la new incarnation of Arakan. It becomes an artifact, the Loyalty trial.

This artifact only works if it is born by Arakan. When it is the case, it affects all his allies within four squares. When Arakan or one of his allies suffers a Damage roll, he can designate another member of the brotherhood. The latter suffers the Damage roll instead of the target of the attack.

**Value:** Value of the item given by the PC to Arakan.



## ARAKAN

**Race:** Human

**Culture:** Lion

**Trades:** Courtesan 2/Duelist 3/Sleuth 2

**Potential:** 6

**Dominant attitude:** Sleight

**Size:** Medium (3) **Power:** 3

**Movement:** 4

**U**

**LW**

**SW**

**CW**

**INC**

**Distinctive features:** Assassin\*, Scout, Harassment\*.

**Feats:** Bravery, Incarnate.

**Characteristics:**

• PUG 2 (3)\*

• SLE 4

• STY 3

• OPP 2 (3)\*

• SUB 5

• DIS 2

**Knowledges:**

• Culture (Lion) 2

• Etiquette (Diplomats) 2

• Faction (Den Azhir) 2

• Fiefdom (Den Azhir) 3

• Language (Barhan) 2

• Language (Cadwä) 2

• Region (Alahan) 2

**Abilities:**

• Analyze/DIS 2

• Argue/SUB 3

• Charge/PUG 1

• Disarm/SUB 2

• Disguise/STY 1

• Feign/SLE 1

• Fool/OPP 2

• Hide/OPP 2

• Hunt/OPP 2

• Identify/SUB 4

• Intimidate/PUG 2

• Look out/DIS 2

• Lunge (piercing)/STY 2

• Parry/STY 3

• Pierce/SLE 2

• Ride/STY 2

• Search/DIS 2

• Seduce/STY 2

• Shoot/SLE 4

• Taunt/SUB 3

**Equipment:**

Attires (x3), calligraphy utensils, Cape of concealment, clothes, dueling pistols, fine quality rapier, flashy jewels, lantern, parchment sheets (x5), phial (oil), purse (x3), make up case, worn clothes and 160 D.

(\*): *Second Incarnation only.*

## THE CHARACTERS

This section presents the NPC of the scenario. These profiles can, of course, be used in other sessions of *Cadwallon*..

## ARAKAN (6)

*Arakan is tall and very athletic man. He is one eyed, has long hair and prefers leather clothing. He wears a cape and often hides his face. Arakan moves with the lethal grace of a cat. His movements are controlled, smooth and accurate.*

**Recommended miniature:** A reaper of Alahan, and then Arakan no matter which incarnation once his identity has been revealed.

**Interpretation advice:** Arakan still shows the boldness and spirit of the reaper of Alahan he once was. The years he spent working for Den Azhir, and his long flight across Aarklash, have worn his humor and made his smiles bitter. Behind the looks of a cynical killer, Arakan is a justice seeking Lion..

**History:** The history of Arakan is detailed at the beginning of the scenario.





## NANEÏ KREZ (2)

**Species:** Half elf (see *Cry Havoc 11*).

**Culture:** Upper city

**Trades:** Courtesan 1/Scholar 1

**Knowledges:** Culture (Upper city) 2, Etiquette (Nobles) 1, Fiefdom (Den Azhir) 2, Language (Cadwë) 2, Nature (I), Region (Cadwallon) 2

**Distinctive features:** Romeo (F), Vivacity

**Location:** Den Azhir (Krez manor)

**Recommended miniature:** Bard of Alahan 2

**Interpretation advice:** Naneï is the quiet and beautiful kind; she seduces her listeners with her education and her unlimited kindness for animals and

children. She hates violence and refuses to see anyone enter her house bearing weapons. Though she lives remote from the court, she knows most of the political figures of the city.

**History:** As the daughter of Ravien Krez, a dignitary from the upper city, and Neyhenn, a Cynwäll elf, Naneï grew up to become the ideal wife for any Cadwë aristocrat. Fate decided otherwise the day Arakan, her fiancé, murdered her father before her eyes. She then grabbed a pistol and shot at the love of her life. She lives in her mother's family manor ever since. Her suitors are few and she couldn't care less: she only seeks peace among the Eden of her garden and her well supplied library.

## MARA SOURAC (3)

*Mara Sourac is a woman of around thirty. Her long blond locks frame her fine features which are illuminated by her great brown eyes. She wears a long dress and scarves, dark colors mostly; to stress the finesse of the few gold jewels she wears.*

**Race:** Human

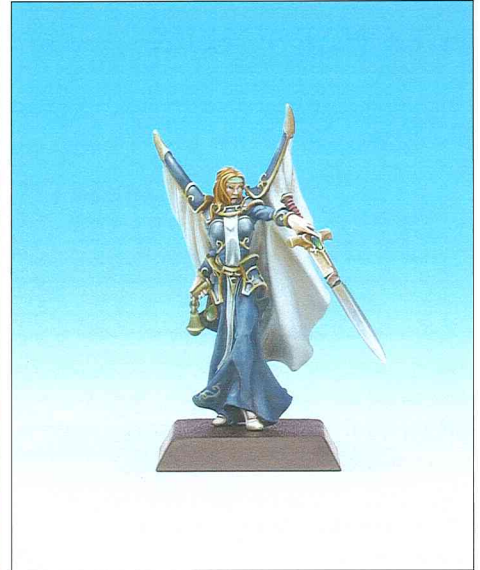
**Culture:** Lion

**Trades:** Emissary 2/Scholar 1

**Knowledges:** Culture (Lion) 2, Culture (Upper city) 2, Etiquette (Diplomats) 2, Language (Barhan) 2, Language (Cadwë) 2, Region (Alahan) 2

**Distinctive features:** Bravery (F), Resolution/2

**Location:** Soma (Lion embassy)



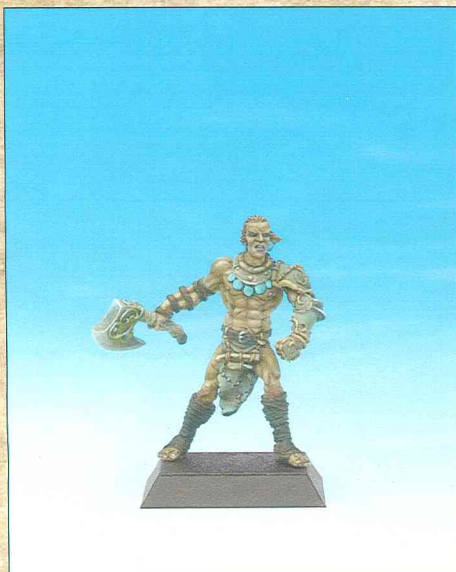
**Recommended miniature:** Pythia of Azël

**Interpretation advice:** Mara Sourac hires her beauty and her voice to the embassy of Alahan. Her talents for persuasion rely mainly on poignant sincerity and an incredible capacity to guess what people desire. Mara remains a woman of honor in any situation and shows great resolution when required.

**History:** Mara Sourac is the elder daughter of a knight of the barony of Icquor. Having entered the service of the Baron of Icquor as a lady of Arts, she was soon sent to Cadwallon to assist Ambassador Brehnan. She earned his trust and she is now his favorite negotiator on thorny cases.

# THE FREE CITY CADWALLON

## CREW OF THE VIRTUE



**Race:** Human

**Culture:** Lower city

**Trades:** Soldier 1/Strong arm 1

**Potential:** 2

**Dominant attitude:** Opportunism

**Size:** Medium (3) **Power:** 3

**Movement:** 4

U

LW

SW

CW

INC

**Distinctive features:** Instinctive firing

**Feats:** Reflexes

**Characteristics:**

- PUG 2
- SLE 3
- STY 2
- OPP 3
- SUB 4
- DIS 2

**Knowledges:**

- Culture (Lower city) 2
- Faction (Ferryman) 1
- Fiefdom (Soma) 2
- Fiefdom (Trophy) 2
- Language (Cadwë) 2
- Region (Cadwallon) 2

**Abilities:**

- Bash/PUG 2
- Crook/OPP 2
- Disarm/SUB 1
- Dodge/OPP 1
- Endure/PUG 1
- Look out/DIS 2
- Parry/STY 1
- Shoot/SLE 1
- Wrestle/OPP 1

**Equipment:**

Canteen, chains, chest, leather armor, leather straps (x5), long bow (20), locks, militia uniform, purse (x2), rucksack, shield, torque, trophies, trunk, worn clothes and 60 D.



MARA SOURAC'S BODYGUARD (3)

**Description:** Mara Sourac's bodyguards are true professionals. They fulfill their role as escorts with great zeal: obvious enough to intimidate any aggressor and discreet enough not to overshadow their patron.

**Recommended miniature:** Falconers of Alahan.

Mara Sourac's bodyguards have the same characteristics as the bounty hunters below..

CREW OF THE VIRTUE (2)

**Description:** The sailors aboard the *Virtue* are not the commendable type. Wearing worn clothes, hardly shaved and a nasty eye, they are ready for mischief.

**Recommended miniatures:** Kelt warrior

BOUNTY HUNTERS (3)

**Description:** The bounty hunters wear the same kind of clothes as adventurers and carry all sorts of unusual tools, concealed under their cape or in the folds of their baggy clothes.

**Recommended miniatures:** Any miniature showing the weapons they use.

JAILER OF THE TEN THOUSAND PACES (2)

**Recommended miniature:** Jailer of the Ten thousand paces.

THE FREE CITY  
CADWALLON

BOUNTY HUNTERS



**Race:** Human  
**Culture:** Lower city  
**Trades:** Sleuth 2/Soldier 1  
**Potential:** 3  
**Dominant attitude:** Discipline  
**Size:** Medium (3) **Power:** 3  
**Movement:** 4

U	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Distinctive features:</b>
LW	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consciousness
SW	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
CW	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Feats:</b> Wild/2
INC	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**Characteristics:**

• PUG 2	• OPP 3
• SLE 3	• SUB 4
• STY 2	• DIS 2

<b>Abilities:</b>	<b>Knowledges:</b>
• Bash/PUG 2	• Administration (Cadwallon) 2
• Crook/OPP 2	• Culture (Lower city) 2
• Endure/PUG 1	• Faction (Militia) 1
• Hide/OPP 2	• Fiefdom (Soma) 2
• Hunt/OPP 1	• Language (Cadwë) 2
• Identify/SUB 2	• Region (Cadwallon) 2
• Intimidate/PUG 1	
• Look out/DIS 4	
• Parry/STY 1	
• Pierce/SLE 1	
• Search/DIS 1	

**Equipment:**  
Calligraphy utensils, canteen, fine quality reinforced leather armor, lantern, parchment sheets (x5), phial (oil), purse (x2), rapier, rucksack, shield, uniform, worn clothes, clothes and 55 D.

THE FREE CITY  
CADWALLON

THE PRISON GUARDS



**Race:** Human  
**Culture:** Lower city  
**Trades:** Guard 2  
**Potential:** 2  
**Dominant attitude:** Pugnacity  
**Size:** Medium (3) **Power:** 3  
**Movement:** 4

U	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Distinctive features:</b>
LW	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hard boiled
SW	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
CW	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Feats:</b> Ruthless
INC	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**Characteristics:**

• PUG 2
• SLE 3
• STY 2
• OPP 3
• SUB 4
• DIS 2

<b>Abilities:</b>	<b>Knowledges:</b>
• Bash/PUG 4	• Culture (Lower city) 2
• Crook/OPP 2	• Faction (Militia) 2
• Identify/SUB 1	• Fiefdom (Den Azhir) 2
• Intimidate/PUG 2	• Language (Cadwë) 2
• Look out/DIS 4	• Region (Cadwallon) 2
• Parry/STY 1	
• Wrestle/OPP 1	

**Equipment:**  
Equipment: Bells, keys, leather armor, mace, militia uniform, purse, shield and 50 D.

IT WILL COME RUNNING AT YOU LIKE AN ASSAULT STRIDER AT FULL THROTTLE, UNLEASHING HELL WITH ALL ITS MIGHT. IT IS A HOMING MISSILE LOCKED ON YOUR GAMING TABLE, WITH ENOUGH PENETRATING AGENTS AND ENOUGH EXPLOSIVE POWER TO BLAST EVERYTHING YOU THOUGHT YOU KNEW ABOUT MODERN WARFARE. THIS IS AT-43. THERE IS ONLY ONE SOLUTION, A SINGLE COUNTER-MEASURE: CRY HAVOC. FOR THE RELEASE OF THE INITIATION SET: OPERATION DAMOCLES, RACKHAM STUDIO HAS DUG OUT A FILE CONTAINING EXCLUSIVE INFORMATION ON THE UNIVERSE, THE FIRST RULES, WHITE STARS AND THERIAN ARMY LISTS AND FOUR EXCLUSIVE MISSIONS. GET READY FOR WAR, THE REAL THING. WELCOME TO AT-43!

# AT43

NO ONE EVADES WAR!



*Karl Knipf*

# AVA, A DIVIDED WORLD

## Welcome to Ava!

### Revolutsya!

When the Therians landed on Ava, what they found was pretty unusual to them. This world had not been ruined by pollution and the excessive exploitation of its natural resources. Their arrival constituted such a threat that it was going to unite, for a time, two implacable and over armed arch-enemies.

Twelve years before the Trauma, the history of Ava was heading towards a world State or even an interplanetary State with a single government, which had successfully launched the colonization of space. Mankind had already established itself in various stellar systems where they were building the foundations of an interstellar Empire based upon the power of money and the reckless exploitation of hopeful pioneers.

Hades was one of those colonies. A young world, still in formation, true hell of lava and raining cinder, the atmosphere is barely breathable. Its exceptional mineral riches soon drew the attention of the U.N. heavy industries, notably armament companies. The white collars lived in decadent luxury, feeding on the blood and sweat of the working masses.

A protest movement was born among the workers and spread quickly. It was savagely repressed, to protect the interests at stake on this cruel world. These events sparked unavoidable and ever more violent revolts, giving rise to a new ideology, a brand new form of social organization: collectivism.

The workers designed a government system which would concentrate all the resources in order to distribute them fairly. This organization worked marvels and even managed to convince part of the military forces in charge of the protection of the planet.

They in turn spread the revolutionary word among the orbital garrisons. A huge revolutionary movement launched a full scale offensive. The fights were short and violent, since the government in place had little to no supporters and knew it was fighting to death. By BT-12, the fall of Hades and the victory of the revolutionary fighters were complete.

The U.N.A. could not let such an offence go unpunished, and the resources of Hades were way too important to let go of them so easily.

The Hades counter-strike ended in total disaster for the White Stars. They were soon shoved back, after having suffered heavy losses without even having managed to chink the rebels' defenses.

This great revolutionary victory gave the final push to the movement, accelerating its expansion. Many colonies of Ava joined the revolution to evade the economic exploitation instated by the U.N.A.

### The revolutionary war

The revolutionary war which led to the Hades counter-strike accelerated the technological research on both sides. Space exploration was developed thanks to the army which demanded ever faster and more resilient spaceships with ever more destructive weapons at longer range.

Contact was established with several non human species, who refused to enter ideological struggles which did not concern them and that they did not understand.

The war front was stabilized: some colonies became new states which were integrated to the U.N.A. in a move to avoid the protest which had precipitated

## CHRONOLOGY

- BT-12:** Beginning of the Hadean revolution.
- BT-10:** The Hades counter-strike fails (White Stars defeat; hurried retreat).
- BT-9:** A number of nations composing the U.N.A. join the Red Blok. Birth of Frontline.
- BT-4:** The morphos fleet is spotted 1.2 ly from Ava.
- BT-3:** The morphos land on the poles of Ava.
- BT-2:** The morphos start their apocalypse machine.
- BT-2 to BT-1:** Cataclysm on Ava.
- BT-0/AT-1:** Beginning of a new calendar.
- AT-1:** Antarctica onslaught (morphos defeat).
- AT-31:** The industrial strikes.
- AT-39:** The year of skirmishes. Numerous limited attacks are launched by the Red Blok.
- AT-39 :** The landing of Nowhere (Red Blok defeat).
- AT-40:** Great White Stars maneuvers.
- AT-41:** Battle of Proserpina (Red Blok defeat).
- AT-43:** Operation Damocles is launched.
- BT:** *Before Trauma*
- AT:** *After Trauma*

## LIVING IN THE RED BLOK

The revolutionary Red Blok society is organized in collectives, which means a group of people sharing the same interest or the same goal. The collectives do not get to choose their members, but the red Blok and more precisely the Army of Revolutionary Collectives (ARC), designates the candidates to such and such collective.

There are two types of collectives: the **local collectives**, which manage the everyday life of a whole region or even a whole planet (sharing of the energy, waste collection, etc.) whereas the **central collectives** administer a particularly complex aspect at Red Blok scale (the army or the political direction of the Red Blok, for instance). There are many local collectives, but only a limited number of central collectives. Through their function, the latter have a greater influence on the functioning of the Red Blok than the local collectives. All the collectives send a representative to the Assembly of collectives and are equally represented among it. Nevertheless, some collectives have taken so much importance that the assembly has lost its use. The Assembly elects the supreme collective, Supra, which is in charge of defining the great political and ideological orientations of the Red Blok.

the birth of the Red Blok on Ava. The latter got the opportunity to build the ideal society dreamt by the workers of Hades.

Both factions reinforced their positions and launched wide seduction operations, aiming to destroy the enemy ideology. On the field of propaganda, the Red Blok revealed itself once again quicker and more efficient than the U.N.A., maybe because it offered a new alternative to an old and obsolete system. Nine years before the Trauma, part of the nations of Ava left the U.N.A. to join the Red Blok; giving birth to Frontline, the Local Collective of Ava.

This dreadful ideological defeat initiated the revolutionary war, a curious conflict of skirmishes and small battles with limited stakes.

The Red Blok avoided any display of brutality in an attempt to consolidate its position on Ava and to demonstrate that U.N. propaganda, which pictured the revolution as a blood thirsty beast craving to quench its thirst with the sweet blood of the wealthy, was preposterous.

On their side the U.N.A. were forced to moderate themselves with the whole Red Blok arsenal pointed at their central world, Ava. Of course the Assembly of the collectives and the official Red Blok capital, Mirograd, are also located on Ava... But the military core of the Red Blok is located on Kremlin, the powerful fortress orbiting around Hades, way out reach of U.N. armies.







## CHANGING AVA

The Therians objective is to transform Ava into one of their worlds. This means, unfortunately for its inhabitants, reducing it to its simplest components and combining them into a gigantic machine that will obey every Therian whim. One of the first modifications that they apply to the planets they invade is to synchronize its orbit and rotation speed with their own time reference. Besides these deep changes allow them to weaken the planetary envelope, cracking it open for its upcoming disintegration.

### Peace and war

#### Short reunion

In this context, the Therians landed on Ava, forty years ago, selecting isolated areas, notably the poles to set foot on Ava. Their interest was concentrated on ruins that the people of Ava believed to have been built by an ancient and long forgotten civilization. They soon discovered that these vestiges had been in fact created by the Therians using a technology so advanced that mankind was unable to understand its true function. These artifacts revealed their capacities when their masters turned them on.

Apocalyptic storms filled the skies, followed by earthquakes, volcano eruptions and cataclysmic electromagnetic phenomenon. Ava trembled in the embrace

of the monstrous forces throwing it off its original orbit, changing its rotation speed and undoubtedly trying to have it explode like an over ripe fruit.

Billions of people died. The Red Blok and the U.N.A. hastily came to agree on a cease fire and to unit their efforts to fight the Therians back.

#### The Antarctica onslaught

The Antarctica onslaught, in AT-1, was the height of this union. In a first move, the Red Blok, which had many heavily equipped troops, cast all its forces into a ruthless battle, they were determined to win at all cost.

Hordes of soldiers, supported by countless armored vehicles, collided with the merciless Therian machines. The latter were overwhelmed at first

by the volume of the forces deployed by the Red Blok. But soon, the Red Blok suffered such important losses that the offensive eventually lost its momentum, to a point were it was almost stopped by the fierce resistance of the Therian machines.

The White Stars then stepped in. Faster and better equipped, they rammed in the weakest points of the Therian defenses, reaching deep into the invaders installations.

Two unexpected events gave the victory to the coalition of the forces of Ava.

Suddenly the Therian doom machine stopped, and its masters appeared unable to start it again.

Simultaneously, the Therian overseers saw the White Star force reach the threshold of their living quarters and got scared. They climbed aboard their ships and rushed back into the depths of space. They left behind them a planet in ruin, billions of dead and many artifacts resulting from a very advanced science, which would deeply change the technology of the Red Blok and U.N.A. alike.

## Prelude to Damocles

Both sides had suffered far too much to go after the invaders. Therefore the Therians were not worried and were able to rally their home system, bearing the news of their failure. The Consensus, their anarchic form of government, decided that the process of transformation of Ava had to be finished and sent one of its factory planets to repair the therianization machine on Ava.

This time the Therians have taken with them some of their best war specialists in order to secure victory. Unfortunately for them, the factory-world is shipping in its entrails all the dissensions and all the extremisms of Therian society. It is not impossible that the original objective of the Therians will get diluted in factious struggles...

## No one evades war!

The forty three years that followed this Pyrrhic victory did not seal the dreams of unity mankind could have had when they saw the Revolutionary forces of the Red Blok and the White Stars cooperate.

The first motive of grief concerned the reconstruction of Ava. The Red Blok had suffered most of the dam-

age caused by the Therians. The dead of the great onslaught and those of the cataclysms had drained the population of Frontline. On their side, the U.N.A., thanks to their late assault based on a few elite forces, walked out of the conflict without having suffered too much damage. The Red Blok presented a broad ecological reconstruction project and launched it. The U.N.A. refused to participate to such a huge task with so little debate.

The second subject they disagreed on was the fate of apocalyptic machine. The Red Blok wished to destroy it purely and simply. The U.N.A., the other hand, wanted to study how it worked, galvanized by the technological discoveries made from the Therian war machines.

By AT-3, both sides were back to the same situation as five years before. Skirmishes burst here and there, initiated by the Red Blok.

In AT-3I, undercover agents among the workers in the U.N. armament industries launched a great strike movement, wishing to reproduce the conditions which had allowed the up-rising of Hades. Curiously, the M.Ind<sup>(1)</sup> gave in on almost every claim, choking the flame of the revolt. The Red Blok agents then tried to take control of support strider prototypes de-

veloped by M.Ind: They were arrested or killed.

In AT-39 a series of unprecedented border incidents were sparked by the Revolutionary forces, with the same success. The White Stars did react, but took no initiative. Seeing in this lack of aggressively a sign of weakness, the Red Blok launched several hurried attacks: the outcome was the defeats of Nowhere and Properina. In both cases, the heroic resistance of the White Stars and the use of new combat striders allowed them to repel the Revolutionary forces with unexpected ease.

The U.N.A. has launched an armament program to produce weapons with exceptional range to develop a ground to space defense system. They gained a decisive lead in the technological race. Why? A small world is quietly heading for Ava. A space anomaly detected by the U.N. surveillance program: The Therians are back.

Operation Damocles must be launched.

*1. The M.Ind is the abbreviation for "Military Industrial Complex", one of the three leading U.N.A. factions. The two other factions are CentCom, formed around the senior war-staff of U.N. armies and Union, which is in charge of civil rights defense.*



RED ALERT-1/RED PRIORITY-1/RED ALERT-1/RED PRIORITY -1/RED ALERT-1  
RED ALERT-1/RED PRIORITY-1/RED ALERT-1/RED PRIORITY -1/RED ALERT-1

**TOP SECRET**  
**CENTCOM EYES ONLY**

09:26

ORIGIN: SENTINEL-1  
SOURCE: ██████████  
DATE : 03/11/AT-38

DATA

A high intensity source has been detected by SENTINEL-1.  
The origin of the emission is a P/1 type space anomaly.  
According to the intensity and the nature of the emission this is a RED  
ALERT-1/RED PRIORITY-1/class THERIAN signal

ANALYSIS

The source of the emission has been analyzed and the following data has  
been established:

- The object is an artificial sphere the size of a type A planet;
- The speed and the trajectory of the planet will bring it within 500  
000 km of Ava under 157 788x10.6 seconds (approximately 5 years) if it  
maintains its speed;
- The object is being thrust by an unknown and/or undetectable method;
- The object voluntarily conceals its energetic emissions and is  
approaching in stealth mode;
- The object is a Therian machine.

CONCLUSION  
None.

RECOMMENDATIONS

Set up a recon and interception force to explore the machine and stop it  
by all necessary means.  
Apply battle plan D "Operation Damocles".



ALL SEEING EYE  
SENTINEL PROGRAM

T.S. HAYRON  
SECURITY COUNCIL  
ASE SPACE WATCH OPT.

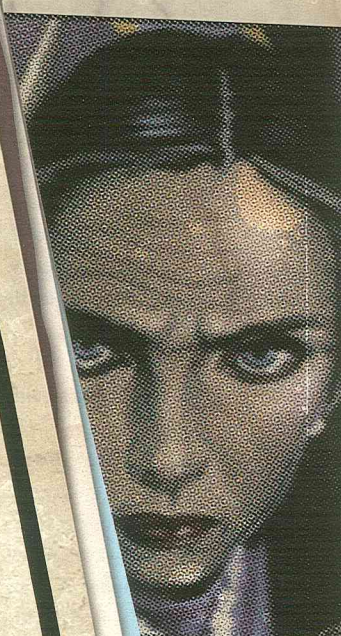
**TOP SECRET**

Tom  
6:30

Helena,

I cannot make anything out of this signal, neither can my advisers. I can only hand you our conclusions.  
First of all, this is a morphos machine and a big one too. It is about the size of Ava. It is an artificial  
planet and it is heading straight for us. I do not need to tell you how worrying this perspective is.  
Then there is the high energy emission which betrayed the presence of this wandering planet, it was not  
an accident. We scrutinized its surfaces; there is no trace of any kind of collision or explosion powerful  
enough to justify what SENTINEL-1 picked up. We can only conclude that the morphos have voluntarily  
signaled their presence.

Of course we have considered the possibility of a random emission. The probability of that emission being  
centered on SENTINEL-1, from such a distance? They are close to null, but why are they taking the caution  
of approaching on their toes to suddenly wave at us? In definitive, we do not understand.  
So here are the security council's recommendations.



t Arc  
of comp  
tion!"

armed  
how  
worship  
of  
has  
and  
r

Preside  
AT-41 to

November 15th AT-43

# UNION: ARE THEY ALL TRAITORS



C. RICARDO



T. SUNNY

## Two representatives of the Interest Group for the Defense of Citizens (liberal centrist) suspected of high treason!

Yesterday, two representatives of Union have sparked a true uproar during the vote concerning the budget of the fleet, when they mentioned a truce offer coming from the Red Blok. The two men, **C. Ricardo** and **T. Sunny**, have admitted before the entire assembly that they have been, for several weeks, in close contact with the emissaries of the collectivist enemy, supposedly to define the conditions of a cease fire, or even a truce.

The sheer idea of any kind of agreement, with the revolutionary vermin can only sicken the hearts of true U.N. patriots. No truce will ever

be possible before the freedom forces have secured victory over collectivist tyranny! CentCom specialists have provided a unanimous analysis of the Red Blok offer. Not only are the terms of this offer utterly unacceptable, but the revolutionary emissaries have, with extraordinary boldness, displayed knowledge of some top-secret projects, meaning that the highest spheres of State power might have been infiltrated by enemy agents. These blackmailers obviously wished to weigh on our President's decision by revealing the extent of their duplicity.

What a misjudgment of President Archer! With her usual outspokenness the President has firmly rejected the idea of a truce. In the meantime, CentCom has requested a tighter control of the civilian population by the army to prevent any other kind of gross manipulation. The Red Blok is definitely a twisted opponent, used to cheap blows. The up coming scandal is sure to durably weaken the influence of Union in the assembly. Several representatives of the majority have called for Messrs Ricardo and Sunny's immunity to be cancelled, in order to

allow a competent court of justice to investigate on their implication in a crime of high treason. No matter if it was sheer thoughtlessness or even a true will to harm, we can already be sure that the two representatives implicated in this shameful affair have put an end to their political career.

SOON IN THEATERS : *Munchy goes to war* an animated masterpiece by *Walk Disney*

ЭКСТРАКТ. ЗОУСЫС: ЯРПФЯТ #120732.  
Agent: G.

The space construction stations located in L4 and L5 have entirely abandoned the maintenance of the civilian fleet and reported their activities on the two White Stars arsenals. Unfortunately it was impossible to penetrate the main arsenal, on L4, but the reconnaissance carried out in the secondary installations located in space station L5 have allowed us to establish the fact that two rapid battle cruisers are being built and that three more are being modified for the transportation of reinforced troops. Besides their armament has been entirely eliminated and replaced by a weaponry system which seems better suited to artillery missions than space combat. There is no evidence of the construction of battleships or any heavy carrier.

TOP SECRET



Dear Vladimir,

ALPHA-4

... owes a lot to your agent, Gregor #####, but the defense of the nation requires more from him. We believe that the preparations you have mentioned are linked to the setting up of a large scale operation, reported by several other agents: Operation Damocles.

According to our analysis, this operation will mobilize at least eight light cruisers with extended transportation capacities. It seems, considering the great maneuvers operated in AT-41, that the White Stars have entered reinforced training and selection mode in order to define the components of a swift and powerful space to ground assault force, most probably including at least four mechanized infantry battalions. No revolutionary target could justify the concentration of this kind of troops. This strike force is way too limited to consider capturing main strategic objectives. It is also too significant to justify its deployment on a secondary operation field.

Besides, the development on a new generation of defensive/offensive weapons intended for ground to space or space to space combat can only bring us to a single conclusion. The surveillance system, set up by the U.N.A. during their great "space prospecting campaign" in AT-8, must have picked up a threat in the depth of space. There can be only one kind of threat coming from that direction: I certainly do not need to explain what it is.

The U.N.A. are about to send a concentrated and powerful force against a morphos machine to, undoubtedly, take control of it. No other reason could justify the presence of infantry in such an expeditionary force. I would recommend, as a consequence, we set up our own intervention force, built around our heavier battleships.

We will only have to follow the U.N. ships to discover the target of their attack. In the meantime, we request that you order your agent to do everything necessary to get admitted in the White Stars intervention force, to benefit from a reliable intelligence source.

Does it seem possible? Do you believe you could manage it?

Yours,

M. Kulikova,  
Commissary assigned to exterior surveillance.  
Redint.

INTERNAL  
COMMUNICATION /  
PRIORITY  
ALPHA-ALPHA-ALPHA

INTERNAL  
COMMUNICATION  
PRIORITY  
ALPHA-ALPHA-ALPHA





# THE ART OF OUR UNIVERSES IN POSTER SIZE THROUGHOUT 2007!



Famous for the graphic quality of its universes, RACKHAM offers to all those who love fantasy and sci-fi to open a window on the worlds of AT-43®, Confrontation®, Rag'Narok® and, of course, Cadwallon® all year round.

This calendar (53x42 cm) contains artwork by Paul Bonner, John Howe, Karl Kopinski, Adrian Smith and Richard Wright, as well as exclusive photos of AT-43® and Confrontation® miniature.

# THE RULES



*AT-43 allows you to play thrilling futuristic battles with a friend. Lead your fighters on the battlefield and command awe inspiring armies of flesh and steel in quick and exhilarating games, thanks to the rules briefly presented here.*

*AT-43 is played with miniatures representing your fighters. The tape measure allows you to move them. The dice are used to determine if their actions are successful or not. The reference cards indicate the fighters' characteristics which are used to solve the different actions.*



## The armies

AT-43 stages battles between task forces constituted of platoons, themselves composed of units.

### Organization of a platoon

The number of platoons in a task force is free. On the other hand the composition of a platoon is subjected to precise rules.

The army list offers several choices of units. Each choice can be part of the platoon. A platoon cannot make the same choice twice. The choices marked with a "!" are compulsory to each platoon. The brackets show the possible types for each choice.

A platoon is composed of at least one unit. Once all choices have been filled, a platoon is considered complete. A platoon must be completed before creating a new one..

**Example:** A White Stars platoon is constituted by the following choices:

- A unit of soldiers (type 1 or 2) !
- A unit of soldiers (type 2 or 3)
- A unit of soldiers (type 2) or a support unit (type 1 or 2)
- A unit of soldiers (type 3) or a unit of striders (type 1) or of vehicles (type 1)
- A unit of striders (type 1 or 2 or 3) or of vehicles (type 1 or 2 or 3)

To create a platoon, the White Stars player must first choose a unit of soldiers of type 1 or 2. He can then add all or part the four other choices.

### Composition of the units

To constitute a unit, the following points must be respected:

- Each unit has to conform to limitations on minimum and maximum numbers (see army list);
- All the members of a unit must share the same equipment (except for special weapons);
- The number of special weapons in a unit is limited (see army list);
- All special weapons in a unit must be the same;
- There can only be one officer per unit.

### Army points

Each fighter costs a certain amount of army points (A.P.) (see army list).

Before a game, the players choose the number of A.P. each of them will have at their disposal to constitute an army. Each player composes his army and then calculates the total cost in A.P. of his fighters

This total must not be superior to the agreed value.

### Units in battle

Once engaged in battle, it is impossible to separate fighters of a same unit. When a unit is composed of several fighters, one of them is designated as the leader.

His position will determine the position of his unit.



**Affiliation:** Fighter's faction.

**Steel trooper**

**Designation:** Army

corps to which the fighter belongs.

✦ **Type:** Indicates the place of the fighter in the army. There are three types of soldiers: regular (type 1), elite (type 2) and battlesuit (type 3). And there are three types combat striders: recon (type 1), assault (type 2) and support (type 3).

➤ **Rank:** The presence of this symbol indicates that the fighter (or the pilot if it is a vehicle or a combat strider) is an officer. The number of chevrons determines the rank level.

▮ **Size:** size of the fighters and terrain elements.

• **Category:** Soldiers , combat striders , support unit, vehicles.

➡ **Movement:** Base used to calculate the distance (in cm) that the fighter can cover.

🛡️ **Morale:** This parameter is not used in this version of the rules.

🛡️ **Protection:** The higher the value, the harder it is to wound this fighter.

👊 **Combat:** The higher the value the better a fighter fights in close combat.

👤 **Strength in numbers bonus:** This parameter is not used in this version of the rules.

👤 **Authority:** An officer's capacity to maintain discipline among his troops.

🗣️ **Leadership Points (LP) :** Tactical talent of an officer.

▮ Each part of a combat strider (frame, thrusters and weapons) has a certain amount of **Structure Points**.

🎯 **Accuracy:** The higher the value, the easier it is for the fighter to hit his opponent.

🔫 **Attack rate/Re-rolls:** Number of strikes or projectile fired by a weapon at each shot/Number of times all misses can be rolled again.

🌪️ **Area of effect:** Zone in which a weapon with an area of effect inflicts Damage. Radius in cm.

💣 **Penetration/Damage:** Capacity of a weapon to pierce a target's Protection/Number of Damage points inflicted to the target if the projectile penetrates the Protection.





Leader steel trooper



Leader storm golem



The cohesion of this unit is respected. All fighters are 10 cm or less from the leader and each of them is within 2.5 cm of another member of this unit.



A unit must always respect its cohesion:

- All the members of the unit must stand within 10 cm of the leader by the end of their activation;
- Each fighter in a unit must stand at no more than 2.5 cm from another fighter of his unit;
- When the leader of a unit is killed, the closest member in the unit becomes the new leader.

### The dice

Most actions are simulated through dice rolls. A die showing a value equal or superior to the number needed is a success; a die showing a lower result is a miss.

**Example:** For the shooting tests of a unit composed of four soldiers all equipped with range weapons with an Attack rate of 1, the player rolls four dice. Each one of these dice represents a fired projectile; each result is used to determine if the projectile has hit its target.

The red dragon  represents the  side.

### The rules


#### The goal

The goal in the first games is simple: the opponent must have no miniatures left on the table. More elaborate scenarios can be found in the *Initiation Set: Operation Damocles* and in *Cry Havoc*.

#### Action test

To solve an action, determine its action value and its difficulty. Then calculate the difference between the action value and difficulty. Have a look at the table below to know the minimum result required on the die for an action to succeed.

### UNIVERSAL RESOLUTION TABLE

... / -6	-5 / -4	-3 / -2	-1 / 0 / +1	+2 / +3	+4 / +5	+6 / ...
						

 : Automatic failure     : Automatic success

### Who can see who?

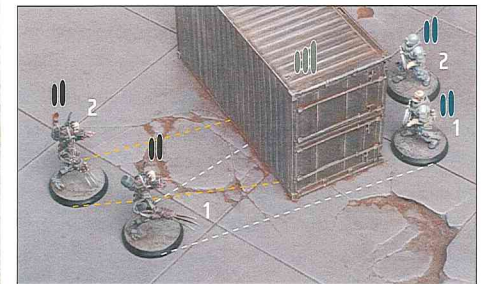
The fighters can see in all direction. But obstacles (combat strider, closed door, etc.) can prevent them from seeing certain opponents. A fighter is said to have a line of sight on an element when he can see it. There are two possibilities:

- When a 2D terrain is used (the gaming poster, for instance), the line of sight is determined by linking with imaginary lines the edges of the fighter's base with the edges of the targeted element. If at least one of the lines doesn't encounter any obstacle, the target is visible.
- When a 3D terrain is used (the terrain elements provided with the *Initiation Set: Operation Damocles*, for instance), the line of sight is determined from the point of view of the fighter. If he sees only part of the target, he has a line of sight. If the target is only half visible, it is considered under cover.

If the case can be argued, refer to the Size indicated on the reference card. A miniature of a

Size inferior or equal to the obstacle is completely concealed behind it; if the miniature's Size is superior by one point to the obstacle, the miniature is visible but under cover; a difference of two points means the miniature is clearly visible.

Soldiers are an exception to this rule: they do not block the line of sight.



Since the container is higher than the soldiers on either side, storm golem number 2 cannot see either of the two steel troopers. However storm golem number 1 can see steel trooper number 3 but not number 4.



## Measuring distances

Distances are measured using the tape measure provided in the box. This tape measure is marked in two ways:

- Ranges to determine the difficulty of shooting tests;
- Centimeters are used to measure all other distances.

Distances must be measured from the edge of an element to the edge of another. When measuring the distance between a unit comprising several fighters and some other reference point, always measure it from the leader's base. Unit to unit measurements are always done from leader to leader.

**Important!** *It is not permitted to measure distances before declaring an action.*



*These two units are within range 3 of each other.*

## The game round

A game is divided in several rounds organized according to the following stages:

- **Activation sequence:** Each unit is represented by a card. At the beginning of each round the players display their cards from left to right, face down, in the order they wish to activate their units.
- **Authority test:** Each player rolls a die. The one who gets the best result chooses who activates the first unit. Re-roll in case of a draw.
- **Activation :** Whoever plays first reveals his first card (the leftmost card). He immediately activates the unit which it represents. His opponent does the same, then the lead goes back to the first player, and so on until all the cards have been revealed and until all corresponding units have been activated.

One of the players might end up having to reveal a card without being able to activate the unit because it has been eliminated during the current round. A player can also reveal a card, activate a unit and start again if his opponent does not have any cards left.

Once a unit has been eliminated its card does not go back into the activation sequence deck for the remaining rounds.

When all the units have been activated a new round begins.

**Example:** *When two players play against each other, the first designates one of his units. He then solve all the actions of this unit (movement, shooting, close combat, etc.). His opponent then does the same. The lead goes back to the first player who activates a new unit. Turns are taken until all units have been activated.*

## Movement

At each of its activations a unit can make a move in any direction:

- **A combat move:** cm move. Shooting is allowed;
- **A rush move:** cm move + 6 cm for a soldier, + 10 cm for a combat strider. Shooting is impossible .

The fighters and the terrain elements must be skirted around. All along the fighters move his base must be able to pass between obstacles. The soldiers do not hinder the movements of fighters on their side. On the other hand, opponent fighters cannot pass through them.

To get around an obstacle, just bend the tape measure when you measure movements.

Movements cannot end on an obstacle or on the base of another miniature.

## Engaging the enemy

Two enemy soldiers within 2.5 cm of one another are considered in contact and therefore engaged in close combat. A unit engaged cannot choose a rush move. The distance it can cover with a combat move is halved.

A combat strider is never considered engaged.

If one fighter is engaged, the whole of his unit is considered engaged.

## Shooting

A fighter can shoot with each of his weapons during his activation.

**The following conditions must be respected:**

- An enemy unit must be designated as a target;
- Only the fighters with a line of sight on at least one of the members of the targeted unit can shoot;
- No member of a unit engaged in close combat can shoot. A unit engaged can disengage with a combat move and then shoot;
- A unit can shoot before or after a combat move. A fighter with several range weapons can shoot before and/or after a combat move, using a different weapon each time. In such a case the unit can target a different unit for each shot. If several fighters equipped with several weapons each are part of the same unit, they have to shoot the same targets;
- The members of a unit must shoot at the same time and at the same target. Except for fighters equipped with special weapons: they can target a different target. Nevertheless they shoot at the same time as the rest of their unit.

## Shooting test

The action value is the Accuracy of the weapon used. The difficulty of the test is the range separating the leader of the shooting unit from the leader of the targeted unit. Subtract the difficulty to the action value and determine the score required on the universal table.

To solve a shot, the player looks at the Attack rate of the weapon used. He then rolls the number of dice indicated by this value.

For each dice showing a result superior or equal to the result required, the player gets an impact on the target (see Damage test).

**Example:** *Five steel troopers open fire on a unit of storm golems. Their laser rifles have an accuracy of 5 and the leaders of both units are within range 4 of each other. The action value is then 5 and the difficulty 4, meaning a difference of +1. So the result required is or more. The player rolls five dice (since the attack rate of the laser rifle is 1 and that there are five steel troopers) and gets and . There are therefore three impacts.*

**Re-rolls:** If a weapon has a Re-roll value superior to 0, all failed rolls can be rolled again. A Re-roll of 1 means that all misses can be rolled again once, a Re-roll of 2, twice, etc.

**Example:** *Six steel troopers equipped with assault rifles ( 1/1) open fire, the result required is and the six dice give and . Three of the dice are successes. The three other can be rolled again.*

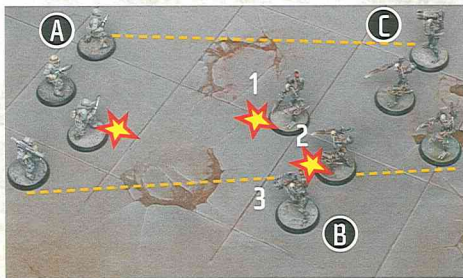
## LOCKED SHOTS

Some weapons can register the position of their target; those are locked shot weapons. The Accuracy of a locked shot weapon is written X+. It means that it always hits on a result of X or more on a die, no matter the distance.

Nevertheless these weapons can only be used against combat striders, vehicles and terrain elements with Structure points.

## Zone of fire

Fighters can get caught between the shooters and their target. When a unit shoots at another, a zone of fire is determined as indicated on the scheme below.



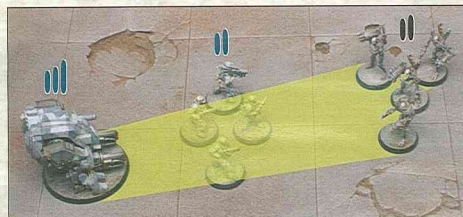
*Unit C opens fire on unit A. The storm golems 1 and 2 of unit B are caught in the zone of fire.*

*Unit C rolls three successful hits. Unit B is hit by the first two impacts since two of its members are caught in the zone of fire. Only the third and last impact is attributed to unit A.*

No matter the number of the shooting models and their position, the zone of fire is always determined regarding the fighters situated at the extremities of the units, even if a fighter is equipped with a special weapon.

The shot is resolved as usual, but the impacts must be distributed between the target and the fighters caught in the zone of fire. They are distributed at the rate of one per fighter in the zone of fire, beginning with the one closest to the shooting models. Once every fighter in the zone of fire received one impact, all the remaining impacts are attributed to the initial target.

Fighters caught in the zone of fire are ignored if they are of a smaller Size than the shooters or the targets.



*The Fire Toad being of a Larger Size than the Steel troopers, the latter are therefore not considered as in the zone of fire when the combat Strider shoots the Storm golems.*

## Cover

Covers are terrain elements which do not entirely block the line of sight, but which might provide some protection to a fighter being shot at.

• A terrain element provides cover to a fighter if it hides at least half of the miniature from the shooter.

If the terrain element provides a cover, determine if the unit benefits from it according to its position and the position of the shooting unit.

The cover zone is determined in the same way as the zone of fire on a 2D terrain, by using the extremities of the obstacle as edges of a fictive unit. The zone situated beyond the obstacle is called the dead angle. A miniature with at least half of its base inside the dead angle is considered under cover.

If at least half of the members of a unit are under cover, the whole unit is. If less than half of the members of the unit are under cover, the unit is not under cover.

A unit under cover gets a cover roll: for each impact against the unit, roll a die. On a result of 4+, the impact is cancelled. The damage tests are then done with the remaining impacts.

• If the leader of the shooting unit is within 10 cm from the edge of the obstacle closest to the targeted unit, then the targeted unit loses the benefit of the cover;

## Managing the losses

If the unit suffers losses, the eliminated fighters are removed from the game, beginning with the ones closest the shooting unit's leader. If the leader of the targeted unit is eliminated, the miniature is repositioned in the unit instead of the closest fighter.

A special weapon bearer or a specialist does not become leader if the latter is killed as long as another fighter can be chosen to replace him. When the only remaining fighters in the unit are special weapons or specialists, the closest to the leader is chosen to replace him and keeps the special weapon or his capacities.

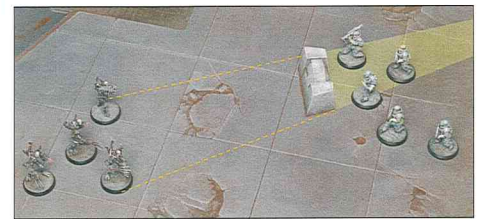
## Close combat

A fighter is considered in contact and can attack in close combat when he is within 2.5 cm of an enemy fighter. This distance is measured from base edge to base edge.

During each activation, a fighter can attack once with each of its close combat weapons

- A fighter cannot move after having attacked;
- Only the fighters in contact with an opponent can attack;
- Only the fighters with a close combat weapon can attack. Special weapon bearers are not equipped with close combat weapons.

• If a unit is engaged with several enemy units at once, the combat is solved one unit after the other. If a fighter is in contact with enemies from different



*The storm golems have just fired at the steel trooper unit. A low wall can possibly provide cover for the steel troopers, the dead angle is checked: the colored part represents the dead angle.*

*Fighters 1, 2 and 3 are considered under cover. This represents more than half of the force; so the whole unit is considered under cover.*



*The low wall does not provide any cover bonus to the storm golems against the fire from the steel troopers since the leader of the latter is within 10 cm of the edge of the obstacle closest to their targets.*

units, the player controlling him choose which unit the fighter attacks.

The action value of the attacker is the Accuracy of the weapon used. The difficulty of the test is the defender's Combat value .

To solve an attack, the number of dice rolled is equal to the Rate of attack of the weapon used. For every die showing a result superior or equal to the minimum result required, the player manages an impact of the target (see Damage test).

The same way as for shooting, re-rolls allow to roll misses again.

If losses are inflicted to the opponents, the attacking player freely chooses among the miniatures in contact with the attacker.

## Damage test


Every impact implies a Damage test. For this test the action value is the Penetration of the weapon used. The difficulty is the target's protection .

Every successful damage test causes a number of Damage points equal the Damage of the weapon used. One Damage point is enough to eliminate a soldier. The vehicles and the combat striders can have several Structure points (SP). When the SP of a vehicle or a combat strider are reduced to 0, it is destroyed.

In order to simplify the rules, all Fire Toad combat striders have 4 SP, while the Wraith golgoth has 5. The advanced rules allow you to aim at certain parts of a machine, with therefore specific SP.

## Leadership

It is possible to integrate one or several officers to an army. One of them is designated to command the army: he is the Commander. If he gets killed, another officer steps in. If an army has no more officers left, it has no more Commander.

The Authority  of the Commander is added to the Authority test.

At the beginning of each round, each player adds the Leadership points (LP) value of the Commander to the number of units in his army to determine his LP pool. Only count the units still in the game or about to come into play during the current round.

LP are kept till the end of the round even if the Commander is eliminated. On the other hand, the remaining points are lost at the end of the round.

The LP are used in various ways:

- Before each Authority test, the players can wage LP using hidden dice indicating the amount of LP gambled. It is not possible to wage more LP than the Commander's rank +1. The points gambled are immediately deducted from the LP pool;

- If the unit is not led by an officer: LP as to be spent when the card representing it is activated. If the player cannot or doesn't want to spend this point, the unit doesn't do anything. It is considered as having been activated for this round. If it is a unit that has not entered the game yet, it remains out of the game. The player can therefore delay the entrance off his units. It is also possible to delay the entrance of a unit containing an officer during its activation. The units kept in reserve can then enter during any of the following activation phases;

- Each time it is his turn to play:
  - For 2 LP, the player can pass. He doesn't activate any of his units and the lead goes to the next player. A player cannot pass twice in a row;

Or:

- For 1 LP, the player can take the first card in his activation sequence and replace it where he wants in his sequence. He then immediately plays the following card.

## Controlling positions

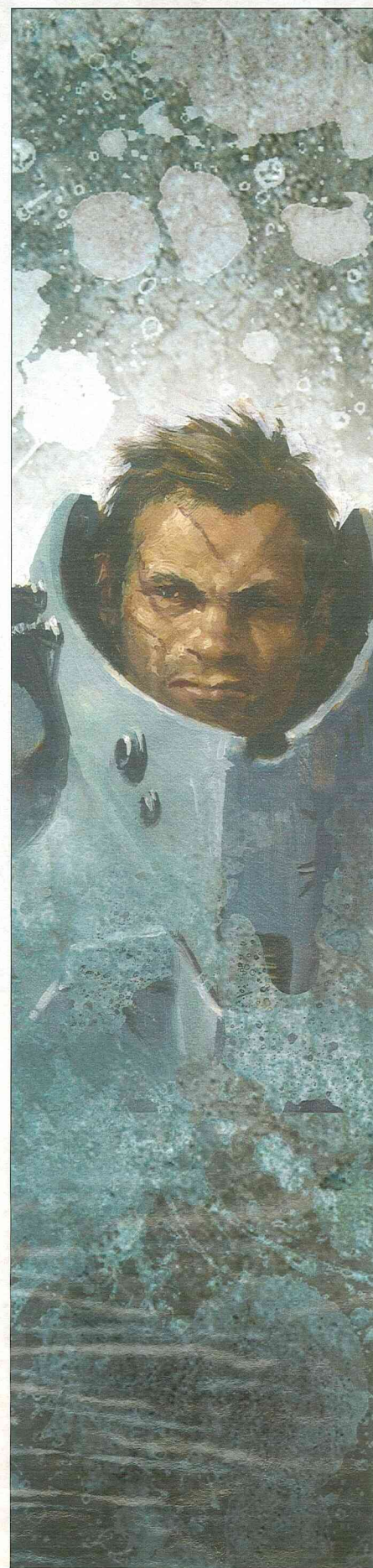
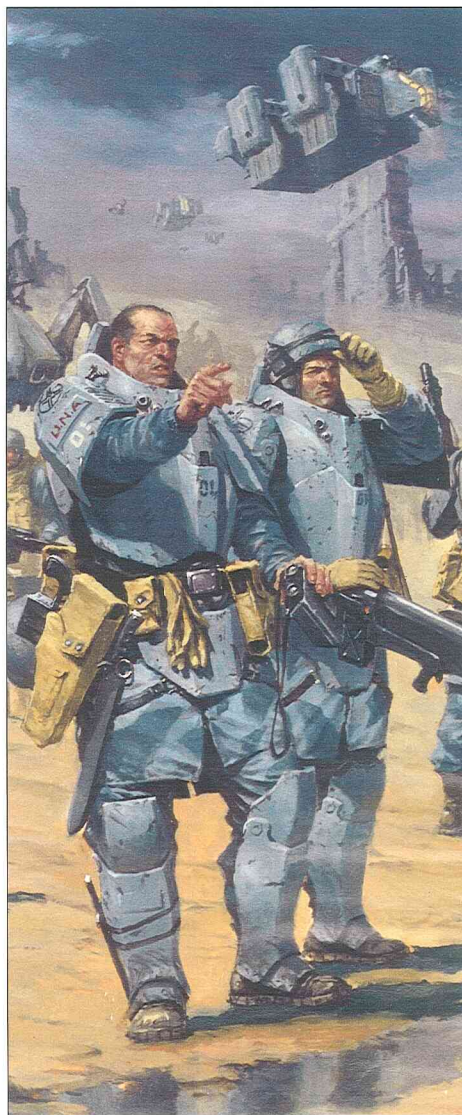
For some missions, the players need to capture and control some positions. A player holds a position when he has more soldiers than his opponent within 10 cm of the edges of the element which needs to be held. In case of a tie none of the sides control the objective or the tactical position.

Control conditions are checked at the end of each round. A unit can hold an objective at the end of its activation, but by the end of the round might

not be able to if it suffers losses or if an enemy unit has come into an eligible holding position. On the other hand, once a position is controlled, it remains controlled for the following round, even if the conditions are not fulfilled anymore (until the next control phase).



*These two units are within control range. But there are only three storm golems. On the other hand, the steel trooper are four, so they gain control of the position.*





# THE WHITE STARS

The following army list presents some of the units which can constitute your task force. It is certainly not exhaustive. More infantry and armored vehicles will be added with the Advanced rules for AT-43.

## Platoon scheme

The White Stars, the elite forces of the U.N.A., are mainly composed of the best trained soldiers, equipped with the best war material available. The White Stars hardly ever use the heavier combat striders: they prefer the lighter and swifter versions, which compensate their fragility with reliable high technology armament.

- A unit of soldiers (1/2)!
- A unit of soldiers (2/3)
- A unit of soldiers (2) or a support unit (1/2)
- A unit of soldiers (3) or combat striders (1) or vehicles (1)
- A unit of combat striders (1/2/3) or vehicles (1/2/3)

1: Compulsory unit.

## Ranks and officers

The officers are ordinary fighters, incorporated to a unit to act as leaders, but with particular leadership capacities. These capacities are represented by their rank. There are 5 possible ranks:

- Rank 0: Private (Pvt.)
- Rank 1: Sergeant (Sgt.)
- Rank 2: Master sergeant (Msgt.)
- Rank 3: Lieutenant (Ltd.)
- Rank 4: Captain (Cpt.)
- Rank 5: Colonel (Col.)

## Limitations

- Officers cannot be equipped with a special weapon or be specialists (see further);
- A task force can only include one Colonel, and only if it includes at least a complete platoon;
- A platoon can include only one Captain.

The leadership characteristics of officers are the same as the troops they belong to.

Leadership characteristics		
Sergeant	1	3
Master sergeant	1	4
Lieutenant	2	5
Captain	4	7
Colonel	5	9

## SPECIALISTS

The specialists are fighters who are incorporated to units of soldiers. They have certain special capacities which will be developed in the advanced rules. The various types of specialists are: the medic, who can save a killed fighter; the combat engineer, who can destroy elements of scenery; the electronics specialist, who can jam enemy communications; the field targeteer, who guides artillery fire; and the mechanic, crucial to save armored vehicles from destruction.

### Steel troopers

*"There are bad soldiers and good soldiers, and then there are the steel troopers."*

Training manual, page 2.

The steel troopers are the pride of White Stars, the symbol of their strength and efficiency.

The steel troopers are exceptional professional soldiers equipped with the best weapons made by mankind, they are military efficiency embodied. Their task: lead the White Stars armies from the frontline and pierce the enemy lines to deal fire and death.

The steel troopers have demonstrated that impossible was just a question of training, equipment and combat skills. They apply their universal solution: be the best of the best. The best of the best never have problems, only challenges to beat.

The steel troopers are versatile soldiers, trained to use all the weapons in the U.N. arsenal. No matter the mission they are sent to carry out, they do it

with a unique combination of professionalism and overwhelming fire power: in attack or in defense, in assault units or support units, with infantry squads or mechanized platoons. The competence of the steel troopers and their ultra modern equipment allow them to be all at once efficient and reliable...They are the core of the best army of Ava!

## TRAINING A STEEL TROOPER

The steel troopers training is one of the most demanding ever elaborated. Only NCO and officers with a minimum of five years of experience in a fighting unit can apply.

The candidates then pass physical and psychological tests over six months.

The few candidates selected join the war academy and follow for two more years the basic training session. This will allow them to master all the weapons in the White Stars arsenal. Those who stay till the end of this preliminary cycle are incorporated to an active unit and join the steel troopers...as privates. There are many even more demanding perfecting sessions to become officers.

**Numbers:** 4 to 9 of which:

- ♦ **Special weapons:** 0 to 2 (flamer, grenade launcher, toaster gun, laser gun, machine gun, missile launcher or sniper laser).

- ♦ **Specialists:** 0 to 2 to choose among the following: medic, combat engineer, electronics specialist, field targeteer and mechanic.

- ♦ **Officers:** Rank I to 5.

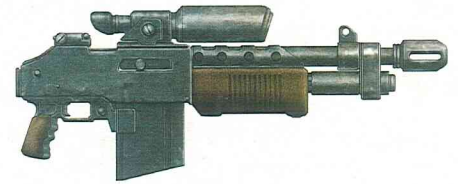
## CHARACTERISTICS

Profil			
Steel trooper	14	5	4

### Optional equipment:

- ♦ **Grenades:** The whole unit can be given grenades (except for special weapon bearers) at the cost of 4 extra A.P. per fighter equipped. This equipment represents enough grenades for the whole game.

- ♦ **Infrared goggles:** The whole unit can be given infrared goggles at the cost of 3 extra A.P. per fighter. They get the capacity "Detection" (detailed the Advanced rules for AT-43).



## EQUIPMENT

Standard range weapons				
Laser rifle	5	1/0	-	5/1
Special range weapons				
Missile launcher (Locked shot)	3+	1/0	-	13/2
MG	4	3/0	-	7/1
Laser gun	7	1/1	-	14/1
Grenade launcher (Indirect fire*)	4	1/0	3	4/1
Sniper laser (Sniper*)	11	1/0	-	8/1
Flamer	25**	1/0	4	8/1
Toaster gun (Jammer*)	5	1/0	-	4 +/1

Close combat weapons				
Combat knife	4	1/0	-	3/1

Optional weapons				
Grenades (Indirect fire*)	Special	1/0	1	4/1

## VALUE IN A.P.

Steel trooper	Private (Pvt.)	Sergeant (Sgt.)	Master Sergeant (Msgt.)	Lieutenant (Lt.)	Captain (Cpt.)	Colonel (Col.)
Flamer	48	-	-	-	-	-
Grenade launcher	33	-	-	-	-	-
Toaster gun	34	-	-	-	-	-
Laser gun	43	-	-	-	-	-
Laser rifle and combat knife	27	37	42	51	70	87
Machine gun	40	-	-	-	-	-
Missile launcher	52	-	-	-	-	-
Sniper laser	47	-	-	-	-	-

\* This capacity is detailed the Advanced rules for AT-43.

\*\* The of Projection weapon indicate their maximum range in cm; A flamer shot is automatic hit.



## LATCW "Fire Toad" Recon walker

*"Hand me two platoons of Fire Toads, a squad of steel troops and I'll give you the Antarctica onslaught with the sound and lights, a show you're not about to forget!"*

Captain Newtown, mission report AT-40.

The LATCS (Light Anti Tank Combat Strider) recon Strider is the equivalent of the steel troopers for the soldiers, the dorsal spine of the mechanized platoons of the White Stars army. Swift, exceptionally maneuverable, they were designed to ideally complete the steel troopers.

Often called "big brothers", the Fire Toad is the White Stars soldier's best friend. They move in at the same time as the infantry, providing support and covering fire.

Fire Toad pilots are considered like heroes and are adored by their White Stars comrades, but also by the civilian population of the U.N.A., who dedicate series, films and all sorts of comics to them.

The Fire toad is the most widespread armored vehicle among the White Stars forces. A combination of efficiency, flexibility and endurance makes it the mainspring of strider platoons. It is used as an assault unit with the infantry, or as a support force to wipe enemy fire concentrations.

It is perfect for lightning raid operation, storming the enemy with its long range weapons before running for cover or disappearing behind an obstacle. The LLC40 Lightlance light laser canon was specifically designed for this purpose.

- **Numbers:** 1 to 4.
- **Officers:** Ranks 1 to 4.



Profil				P/S Frame	P/S Thrusters
Fire Toad	25	11	5	3	2

Range weapon					PS
Light laser cannon	8	1/1	-	14/1	1

## VALEURS EN P.A.

Fire Toad	Private [Pvt.]	Sergeant [Sgt.]	Master Sergeant [Msgt.]	Lieutenant [Lt.]	Captain [Cpt.]	Colonel [Col.]
Light laser cannon x 2	210	224	228	239	266	-

## THE FIRE TOAD

When Fire Industry released its "Toad" model, many caustic comments were made about its complete lack of grace, its clumsy aspect and its design miles away from the subtle lines in fashion at the time. Undoubtedly, the Fire Toad did deserve its nickname.

Anyway, over the years, the Fire Toad imposed itself as the reference recon strider and has inspired the design of many other striders, even among the heavier categories – the Fire Crawler support striders for instance.

Thanks to its squat aspect, the Fire Toad can hide behind relatively low obstacles; offering a limited target to enemy weapons. Besides its sharp design allow it to reach astonishing speed.

Thus the toad became the charming prince and one the White Stars icon with the steel troopers.





The following army list presents some of the units which can constitute your task force. It is certainly not exhaustive. More infantry and armored vehicles will be added with the Advanced rules for AT-43.

### SPECIAL RULE

All Therians have the capacity **Cold blood** (detailed in the *Advanced rules for AT-43*).

### Platoon scheme

The Therians use quasi autonomous combat systems which they create depending on the need of the moment. The army, assembled from limited resources, is mainly composed of infantry, because of its low nanoresource cost and its maneuverability. Their powerful combat striders, the golgoths, are fewer because they are limited by the size of the corridors in the Therian factory-worlds. Nevertheless, in the hands of overseers, these metal giants sow destruction among their enemies.

- A unit of soldiers (2)!
- A unit of soldiers (2)
- A unit of soldiers (2/3) or a support unit (2)
- A unit of soldiers (3) or combat striders (1) or vehicles (1)
- A unit of combat striders (2/3) or vehicles (2/3)

!: Compulsory unit.

### Rank and officers

Therian officers are fighters with a rank from 1 to 5. They are called "Overseers". The Therian ranks are the following:

- Rank 0: Khaos

➤ Rank 1: Overseer alpha

➤➤ Rank 2: Overseer delta

➤➤➤ Rank 3: Overseer omicron

➤➤➤➤ Rank 4: Overseer sigma

➤➤➤➤➤ Rank 5: Overseer omega

### Limitations

- Overseers cannot be equipped with a special weapon or be specialists (see below);
- A task force can only include one Overseer omega, and only if it includes at least a complete platoon;
- A platoon can include only one Overseer sigma.

The leadership characteristics of Overseers are the same as the troops they belong to.



Leadership characteristics		
Overseer alpha	2	2
Overseer delta	2	3
Overseer omicron	3	4
Overseer sigma	5	6
Overseer omega	6	8

## Storm golems

/ type.troops /cac.2  
 /EMI grid access: authorized: Overseer.96  
 /Technical\_description

The storm golem is an autonomous attack system based on a type 2 frame, built for its combat and multipurpose capacities. Assembled from giga-units of nanomachines, it demonstrates highly advanced combat functions and first rate tactical interface.

Like all other type 2 frames, it appears to have several modular versions, of which the popular "mixed weapons".

The mixed weapons storm golem comes with a set of reaper blades and a nanoblaster. The slight loss in close combat is greatly compensated by devastating fire power. Although the nanoblaster is a short range weapon, the exceptionally high accuracy of the storm golem and the nanomunitions capacity to follow the movements of targets allows them to use this weapon at medium range with remarkable efficiency.

Thanks to these qualities, the storm golems have imposed themselves as one of the standard Therian autonomous attack systems.

The storm golem is the ultimate destruction machine in close combat. Deployed in small units, preferably close to the enemy, it soon engages the enemy, swiftly achieving bloody victory.

/ type.troops /cac.\*\*  
 /EMI grid access: authorized: Overseer.\*\*  
 /Storm\_history

The infestation of Therian structures by biological creatures soon caused much nuisance. The Consensus' reaction was to create an attack system dedicated to hunting biological creatures.

Once again, the Thartian habitat, a Therian planet, provided the ideal frame to answer this type of issue.

Thanks to their short range equipment, the storm golems are less inclined to cause collateral damage when hunting the creatures. The "Full contact" version is almost unable to cause such damage.

During the last infestations, they revealed themselves very efficient against all forms of biological opposition, even against semi-primitive species using chemical or energy weapons.

The storm golems are excellent elite troop hunters: few in numbers, rarely equipped for close combat, they are often easy preys. The storm golems are also efficient in counter-attacks, on fortified positions notably: in close combat hiding is useless.




When the enemy avoids contact, the storm golem can saturate its prey's immediate environment with nanomunitions.

Numbers: 4 to 9 of which:

- ♦ **Special weapons:** 0 to 3 (flamer or sonic gun).
- ♦ **Officers:** Rank 1 to 4.



## CHARACTERISTICS

Profil			
Storm golem	18	6	5


## EQUIPMENT

Standard Range weapon				
Nanoblaster	3	1/1	-	5/1
Special Range weapon				
Flamer (Projection*)	25**	1/0	4	9/1
Sonic gun	5	3/0	-	8/1

Close combat weapon				
Reaper blades	6	1/0	-	7/1

Optional weapon				
Nanostorms (Indirect weapon*)	Special	1/0	1	5/1

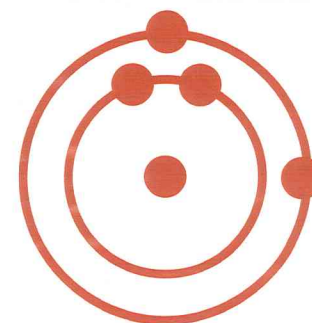
\* This capacity is detailed in the Advanced rules for AT-43.

\*\* The  of Projection weapon indicate their maximum range in cm; A flamer shot is automatic hit.

## VALEURS EN P.A.

Storm golems	Khaos	Alpha	Delta	Omicron	Sigma	Omega
Nanoblaster and reaper blades	39	49	54	64	86	-
Sonic gun	54	-	-	-	-	-
Flamer	69	-	-	-	-	-

♦ **Nanostorms:** The whole unit can be given Nanostorms (except special weapon bearers) at the cost of 5 A.P. per fighters equipped. This equipment represents enough nanostorms for the whole game.



## Wraith

/type.golgoth/assault.I  
 /EMI grid access: authorized:  
 Overseer.Si2  
 /Technical\_description

The Wraith assault golgoth is a semi-autonomous combat system based on a medium assault frame, combining toughness and several copies of vital system patterns to secure maximum survival span.

Designed to be an extremely mobile commanding unit, the assault golgoth was meant to be first of all the Overseers' battlefield vehicle.

The versatile armament of the Wraith allows its pilot to experience maximum exaltation. He has at his disposal weapons systems efficient against a wide range of threats: the implacable medium sonic cannon, to deal with infantry attack systems, and the medium nucleus cannon, to deal with armored vehicles. The Overseers seeking sheer fire power will use the latter weapon against infantry with delight! Although the medium sonic cannon is the infantry's doom, it is perfectly suited to fight recon golgoths.

This exceptional variety is one of the Wraith best trump cards, the Overseer aboard is assured never to get bored in battle.

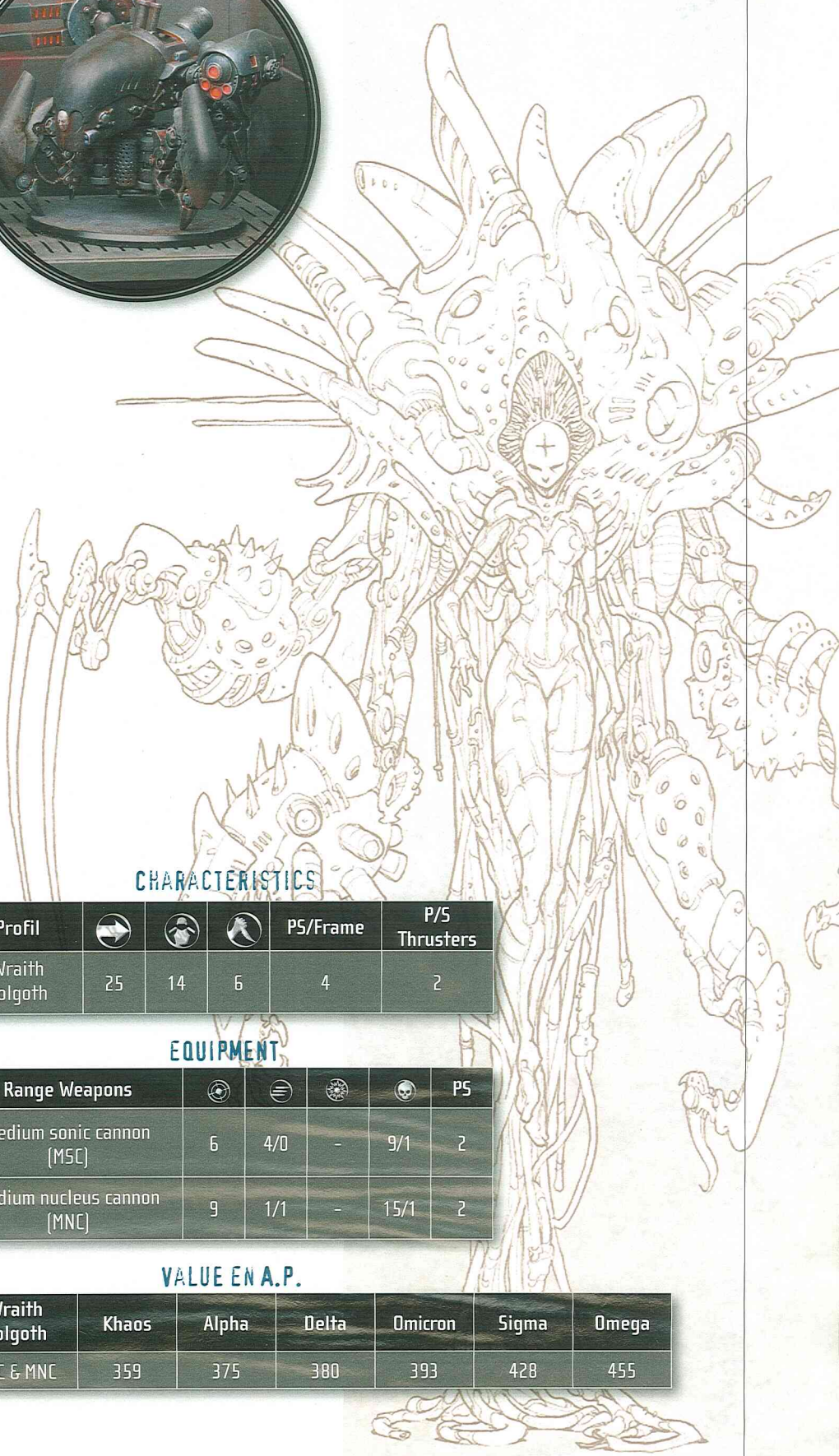
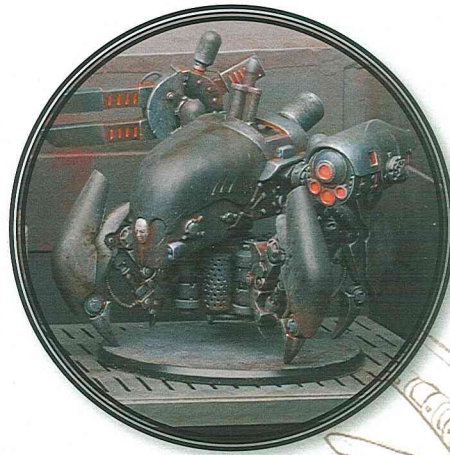
The Overseers' beginner level Wraith configuration: Its versatility allows it to always have the adequate weapon at hand and its remarkable solidity allows it to withstand the deadliest fire with minimum damage. Designed for attack, it is particularly suited for medium or short range battles. At these distances, it benefits from its optimum fire capacities. Yet it is not useless at long range either, notably thanks to its medium nucleus cannon.

- Numbers: 1
- Officers: Rank I to 5.

Atysastarte/Overseer  
 /EMI grid access: authorized:  
 Overseer.Atysastarte  
 /Journal\_10103051

I have finally achieved my combat body and I am truly satisfied by its aesthetics and its functionality. Many compliments have come in to reward my work. I am very happy with the result. Since I have integrated my assault golgoth, I really feel safe. When I stand in battle, I can witness and appreciate each moment with great intensity. Of course, I take a risk, since my body might experience damage or destruction. But I like it.

I cannot understand why the others remain attached to their old bodies. I have abandoned biology and I am truly satisfied. Really.



### CHARACTERISTICS

Profil				PS/Frame	P/S Thrusters
Wraith golgoth	25	14	6	4	2

### EQUIPMENT

Range Weapons					PS
Medium sonic cannon (MSC)	6	4/0	-	9/1	2
Medium nucleus cannon (MNC)	9	1/1	-	15/1	2

### VALUE EN A.P.

Wraith golgoth	Khaos	Alpha	Delta	Omicron	Sigma	Omega
MSC & MNC	359	375	380	393	428	455



## TACTICAL MISSIONS

*Operation Damocles has begun. Within three days, thousands of White Stars soldiers have landed on the surface of the Therian factory world, which had previously been ravaged by orbital artillery fire to destroy all surface defense systems. The men are building bridgeheads, stocking equipment, preparing to invade and stop this colossal mass of metal and technology from coming within reach of Ava.*

*Until now fate has been kind to mankind; the Therians seem to consider this conflict as entertainment, the opportunity to use some old toys. And yet the Therian machines are starting to take the initiative. The game is becoming more interesting as the Overseers are learning the rules. They implicate themselves in the game and become bolder with each victory.*

*The success of Operation Damocles is being sorted now. If the White Stars were to lose their momentum and it could be the end of Ava. These skirmishes are the key to battles to come.*

The four following missions use task forces constituted using the creation rules presented in this article. Thus, you will also be able to create your own missions and compose your own task forces by referring to “The Armies” chapter p.66.

## Required equipment

To play these missions you will need the miniatures from the *Initiation Set: Operation Damocles* as well as the steel troopers and the storm golems Unit Boxes.

All the missions are meant to be played on an 80 x 60 cm table.

You will need the terrain elements from the *Initiation Set*, as well as a few other elements:

- Two 10 x 10 cm bunkers, 7 cm in height;
- Two extra low walls similar to those found in the *Initiation Set*.

## Striders structure points

In this version of the rules, the management of the Structure points has been simplified:

- A Fire Toad has 3 SP;
- A Wraith golgoth has 4 SP.

## Numbers

The missions presented hereafter often imply reinforcement troops. No matter the situation, a unit cannot enter the game with less than the minimum number required or with more than the maximum number indicated. The minimum/maximum are the following:

- Steel troopers: 4/9
- Fire Toad: 1/4
- Storm golems: 4/9
- Wraith golgoth: 1/1

When the special weapon is available with reinforcement units, they can be integrated to the same unit or spread in different units. Anyway their number is limited in a same unit:



Steel troopers: 2



Storm golems: 3

## Reinforcement

The following missions often use a “rolling reinforcement” system. The principal is simple: The miniatures eliminated are put aside and can come back into play as reinforcement units under certain conditions, depending on the scenario.

For each mission and each side, the following points are defined:

- Eligible fighters: Only authorized fighters can come back into the game later on. Unless said so, the other units are definitely removed from the game when they are eliminated.
- Number of reinforcement units per round: The number of reinforcement units a side benefits from for each round, may vary according to the mission. If the player has more reinforcement units than he is allowed to deploy, he freely chooses the units he wants to deploy. The others stay in reserve.
- Entry zone: The area through which the reinforcements can arrive may vary according to the mission.

The composition of the reinforcement units must be defined at the beginning of each round, before the Authority test. The number of member in a unit must fit within the minimum and maximum indicated.

**Example:** *A unit of steel trooper must be composed of at least four miniatures up to a maximum of nine.*

A fighter cannot come back into play during the round in which he has been eliminated.

Finally, no matter the reinforcement possibilities, there cannot be more than three infantry units of the battlefield per side at once.

On the other hand, it is possible to voluntarily move a unit out of the limits of the battlefield. To do so, it must be under its minimum number of members and walk out through one of the reinforcement Entry zones of its side. The miniatures which were part of the unit join the reinforcement reserve.

## Victory conditions

The various missions indicate the objectives to fulfil for each side. No matter the objectives (eliminate the opponent, destroy an element, control a position), the victory conditions are always checked at the end of each round. If one of the two players is the only one to fulfil all the objectives at the end of the round, he wins. If both players have fulfilled their objectives, the battle ends in a tie.



# OPERATION DAMOCLES

## MISSION 1: BUNKER HOTEL

“ I don't wanna hear about it! You're gonna go kick your squaddies butts and storm the area! You've got twenty minutes!”

Sergeant Borz was in one heck of a mood. A short morphos counter-offensive had cost him a whole day's progression. Those bloody machines, not only did they destroy the light infantry garrison stationed in those freshly build bunkers on the surface of the planetoid; they also had the cheek to use them to hold the area. The situation was ridiculous. The point the morphos were clinging to had no obvious strategic interest, or no interest the humans could understand. The golems' fierce resistance was senseless.

Even if the area had one day harbored installations of some kind of importance, it had been razed to the ground by the orbital bombardment.

The Sergeant climbed into his combat strider. His men had already left, they were waiting for him. From the radio crackled the worried call from one of the troopers from the van guard unit.

“Shit! Sergeant, sir, they've got their big guys with'em! I repeat incoming big guys! Missile launchers get into position!”

The Sergeant ignited his machine. Against an assault strider, his recon was going to be in for quite a ride!



### Playing the White Stars

You begin the battle with three units:

- Units 1 and 2 are composed of 6 steel troopers each. They are equipped with a laser rifle and a combat knife;
- Unit 3 is composed of 1 Fire Toad sgt. It is mounted with two light laser canons;
- You also have two missiles launcher bearers at your disposal. They cannot be deployed in the first round. But they can enter the game with any reinforcement unit of steel troopers.

**GAMBLING IT ALL:** All the units you have must be deployed in the first round.

#### REINFORCEMENTS:

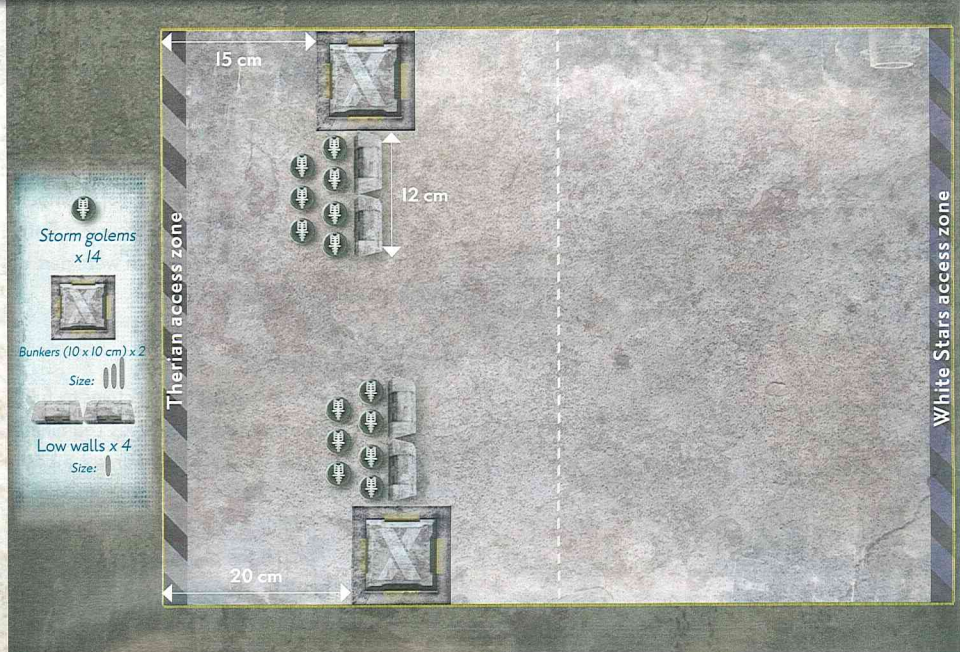
- *Eligible fighters:* Steel troopers (except the missile launcher bearers) and Fire Toad. Only the first Fire Toad is manned by a Sergeant. Those who come as reinforcements are not manned by officers;
- *Number of reinforcement units per round:* One;
- *Entry zone:* White Stars access zone.

#### OBJECTIVES:

You have six round to annihilate the Therians and occupy their half of the table.

At the end of the sixth round, there mustn't be a Therian left on the battlefield and at least four steel troopers have to stand in your opponents half of the table.

If both objectives are fulfilled by the end of sixth round, you are victorious. If you have destroyed all the Therians but do not have four steel troopers in their side of the table, the battle is a tie.



### Playing the Therians

You play with three units:

- Unit 1 is composed of 7 storm golems. Five are equipped with a nanoblaster and reaper blades; two are equipped with sonic guns;
- Unit 2 is composed of 7 storm golems. Six are equipped with a nanoblaster and reaper blades; one is equipped with a sonic gun;
- Unit 3 is composed of 1 Wraith golgoth alpha. It is mounted with a medium sonic gun and a medium nucleus cannon.

#### GAMBLING IT ALL:

All the units you have must be deployed in the first round.

#### DEPLOYMENT:

Your two storm golem units are already on the battle field at the beginning of the game (see map).

Your Wraith golgoth alpha comes into play normally, through your side's access zone.

#### REINFORCEMENTS:

None.

#### OBJECTIVES :

Hold the whole six rounds.

# OPERATION DAMOCLES

## MISSION 2: TRAP SHOOTING

As he observed the creatures' progress, Urash began to feel the prickle of anxiety. The first attacks, led by limited groups supported by light machines, had been unpleasant, but not unstoppable. Then a little while after the invaders had been repelled, the skirmishes had suddenly turned to a broad battle. The orbital structures spat waves of these creatures, with their primitive equipment: coherent energy emitters, chemical projectiles... Even though they were primitively designed, the invader used them accurately. And more importantly they built complex tactics, targeted certain objectives...

A small group, for instance, seemed to be heading for one of the nanoresource distribution hubs in order to capture it or destroy it. And that, Urash could not allow to happen.

Usually, the animals invaded Therian machines seeking food and warmth; exterminating them was easy. This time it wasn't. Besides, Urash began to truly develop a taste for battle.

Of course inside a Wraith, he did feel a simpler being, more limited, but what a challenge it was, he thought as he put his golgoth into primary mode.

Raising a cloud of dust and ashes, Urash stepped into the arena. The excitement of combat got hold of him, chasing his doubts away. He was going to have fun today!



### Playing the White Stars

You begin the battle with three units:

- Units 1 and 2 are composed of 6 steel troopers each. They are equipped with a laser rifle and a combat knife;
- Unit 3 is composed of 1 Fire Toad sgt. It is mounted with two light laser canons;
- You also have three missiles launcher bearers at your disposal. They cannot be deployed in the first round. But they can enter the game with any reinforcement unit of steel troopers.

#### REINFORCEMENTS:

- *Eligible fighters:* Steel troopers (except the missile launcher bearers) and Fire Toad. Only the first Fire Toad is manned by a Sergeant. Those who come as reinforcements are not manned by officers;
- *Number of reinforcement units per round:* One;
- *Entry zone:* White Stars access zone.

#### OBJECTIVES:

Two nanoresource generators are located in the Therian bunkers. You must destroy them. To do so, you can either skirt around the bunker to shoot through the opening, or blast openings yourself.

The bunkers have a protection of 15 and 4 SP. When a bunker is down to 0 SP, it is possible to shoot the generators no matter the shooters position. It does not mean that the bunker is entirely destroyed. It remains where it is and still constitutes a Size 3 obstacle.

The generators have a Protection of 12 and 2 SP.

**Remember:** Missile launchers can shoot at the bunker and at the generators.

Besides, you must control the generators to prevent the Therian player from deploying his reinforcements (see "Controlling positions" p.65).



### Playing the Therians

You play with three units:

- Unit 1 is composed of 7 storm golems. Five are equipped with a nanoblaster and reaper blades; two are equipped with sonic guns;
- Unit 2 is composed of 7 storm golems. Six are equipped with a nanoblaster and reaper blades; one is equipped with a sonic gun;
- Unit 3 is composed of 1 Wraith golgoth alpha. It is mounted with a medium sonic gun and a medium nucleus cannon.

#### REINFORCEMENTS:

- *Eligible fighters:* Storm golems (sonic gun bearers included);
- *Number of reinforcement units per round:* One per generator which has not been destroyed or is not controlled by the White Stars;
- *Entry zone:* Each reinforcement unit comes into play from a bunker whose generator has not been destroyed or that is not controlled by the White Stars. It is not possible to get two units out of the one bunker in the same round.

**OBJECTIVES:** You must control the container (see scheme).

# OPERATION DAMOCLES

## MISSION 3: MOTHER HEN

"All right, alpha leader, take the objective, I repeat take the objective!"

"Roger that Mama Echo Foxtrot! And what about my missile launchers? We are out of ammo and there are some big fellows coming to the dance!"

"They are on there way alpha leader"

Sergeant Borz grumbled something into his mic, to which he got answers along the line of "What? Please repeat alpha leader" from his squad leaders. He angrily cut his mic to swear as much as he wanted. His job was to pound morphos, any kind of morphos sent his way.

Like all White Stars, he had a good deal of death and despair to settle, interests included, with these hell born bastards.

But today, he was sent to baby sit. High command wanted to take the objective intact to send those things to a bunch of bald heads so they could pretend analyzing what the damn morphos were defending so fiercely. "No unnecessary destruction", "preserve the objective at all cost" and bla-bla-bla and bla-bla-bla! It was easy for those dumb-asses at CentCom to send their men to the slaughterhouse. And after two days of battle, the Sergeant was running low on missiles. He decided to keep his heavy weapons to hold the objective. It would avoid any unwanted accident.



### Playing the White Stars

You begin the battle with three units:

- Units 1 and 2 are composed of 7 steel troopers each. Six are equipped with a laser rifle and a combat knife; one is equipped with a missile launcher;
- Unit 3 is composed of 1 Fire Toad sgt. It is mounted with two light laser canons.

#### REINFORCEMENTS:

- *Eligible fighters:* Steel troopers (except the missile launcher bearers) and Fire Toad. Only the first Fire Toad is manned by a Sergeant. Those who come as reinforcements are not manned by officers; if one of the three objectives is under control, the two missile launchers are also eligible;
- *Number of reinforcement units per round:* One;
- *Entry zone:* White Stars access zone.

#### STRATEGIC POINTS:

High command wishes to study the Therian structures; you are not allowed to destroy the bunker or the nanoresource generator.

#### OBJECTIVES:

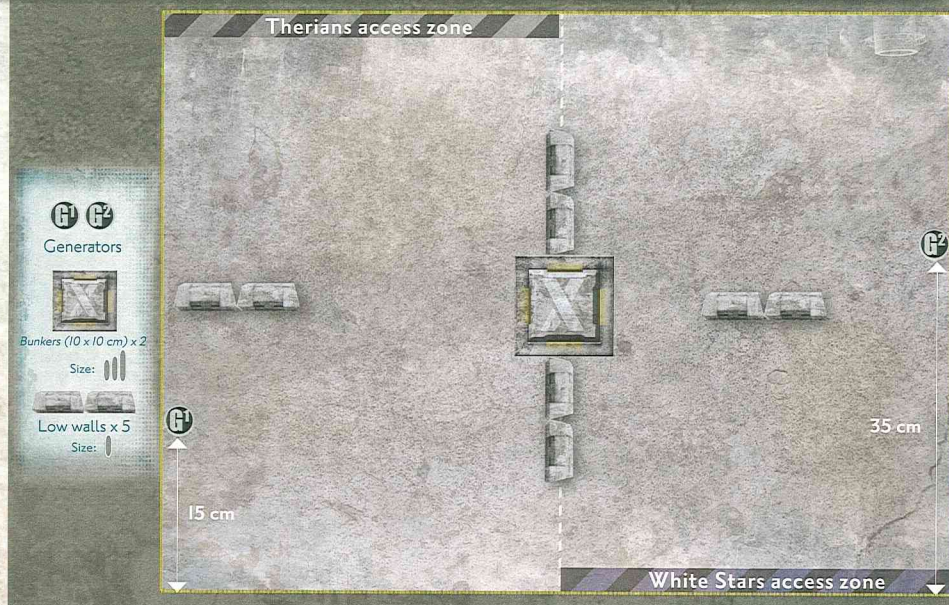
Two nanoresource generators and a bunker are displayed on the table (see scheme). You win if you control two objectives and your opponent none.

### Playing the Therians



You begin the battle with three units

- Unit 1 and 2 are composed of 5 storm golems each. In each unit, four storm golems are equipped with a nanoblaster and reaper blades; one is equipped with a sonic gun;



- Unit 3 is composed of 1 Wraith golgoth alpha. It is mounted with a medium sonic gun and a medium nucleus cannon;
- Besides 3 storm golems are already in reserve at the beginning of the battle and they will be able to come into the game with the reinforcements.

#### REINFORCEMENTS:

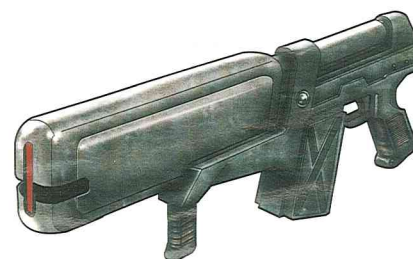
- *Eligible fighters:* Storm golems (sonic guns included). If one of the three objectives is under your control, the Wraith golgoth is eligible. Only the first Wraith golgoth is manned by an Overseer alpha. Those who will come in as reinforcements are not manned by officers;
- *Number of reinforcement units per round:* One;
- *Entry zone:* Therian access zone.

#### STRATEGIC POINTS:

Your structures are essential to repel the White Stars invasion; you are not allowed to destroy the bunker or the nanoresource generator.

#### OBJECTIVES:

Two nanoresource generators and a bunker are displayed on the table (see scheme). You win if you control two objectives and your opponent none.



# OPERATION DAMOCLES

## MISSION 4: APOCALYPSE NOW

Despite all his efforts, Urash was unable to drive the creatures back quicker than they spread over the ravaged surface of the structure. Even more surprising, they were building primary and yet efficient fortifications in which they were hiding.

In some way, Urash found the situation delightfully thrilling. The creatures were somehow moving with their habit of digging their burrows; besides, capturing these buildings offered a true strategic challenge.

The situation had to be seen as a particularly interesting exercise. His next offensive was going to deal with one of those burrows,

fortunately built on the route of his intervention force. His tactical system whispered some useful advice. According to calculations, the unstable chemical substance stocked in the burrow could cause a particularly violent exothermic reaction.

Urash rejoiced at the idea of this further difficulty. He was going to have to create a range of functional programs for his soldiers, to enable them to neutralize this new threat. He was also going to have to win the battle before the creatures had time to use their chemical substances to destroy the building. It was all so exciting!



### Playing the White Stars

You begin the battle with three units:

- Units 1 and 2 are composed of 7 steel troopers each. Six are equipped with a laser rifle and a combat knife; one is equipped with a missile launcher;
- Unit 3 is composed of 1 Fire Toad sgt. It is mounted with two light laser canons.

#### REINFORCEMENTS:

- *Eligible fighters:* Steel troopers (except the missile launcher bearers) and Fire Toad. Only the first Fire Toad is manned by a Sergeant. Those who come as reinforcements are not manned by officers; If the bunker B1 is under control, the two missile launchers are also eligible;
- *Number of reinforcement units per round:* One;
- *Entry zone:* Therian access zone.

#### OBJECTIVES:

You have to capture, set the explosives and protect bunker B1 until its destruction. To do so you have to control it first. Once it is done, a countdown of 6 rounds begins. You must prevent the Therians from regaining control of the bunker until the end of the countdown.



### Playing the Therians

You begin the battle with three units:

- Unit 1 and 2 are composed of 6 storm golems each. In each unit, five storm golems are equipped with a nanoblaster and reaper blades; one is equipped with a sonic gun;



- Unit 3 is composed of 1 Wraith golgoth alpha. It is mounted with a medium sonic gun and a medium nucleus cannon;

#### REINFORCEMENTS:

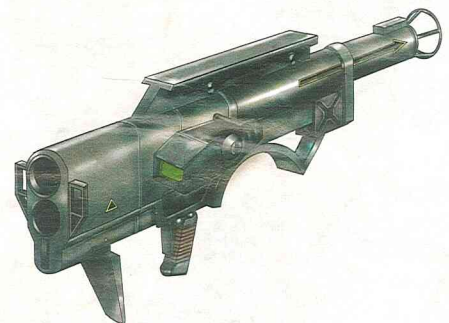
- *Eligible fighters:* Storm golems (sonic guns included). If bunker B2 is under control, the Wraith golgoth is eligible. Only the first Wraith golgoth is manned by an Overseer alpha. Those who will come in as reinforcements are not manned by officers;
- *Number of reinforcement units per round:* One;
- *Entry zone:* Therian access zone #1. If bunker B2 is under Therian control, the reinforcements can arrive through access zone #2.

#### DEPLOYMENT:

Your fighters come into the game through access zone #1.

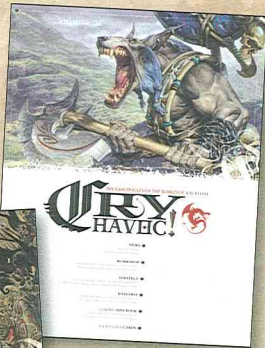
#### OBJECTIVES:

You must capture bunker B1 before the destruction countdown is finished.

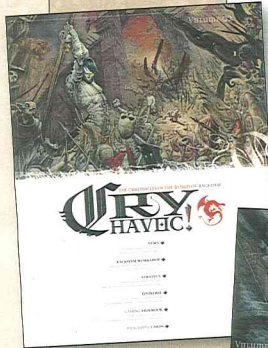




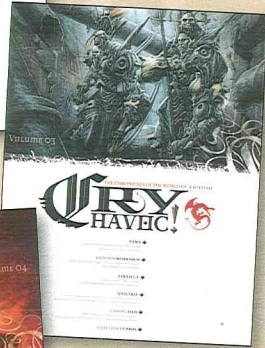
• Vol. 1



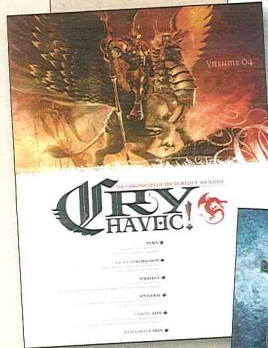
• Vol. 2



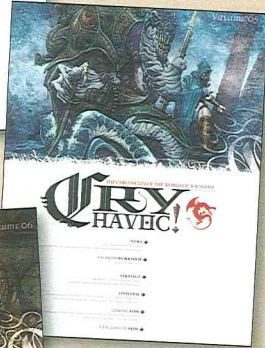
• Vol. 3



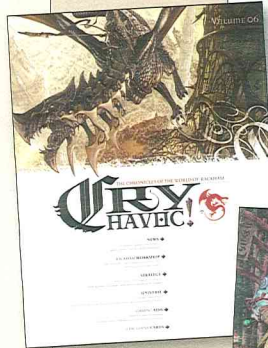
• Vol. 4



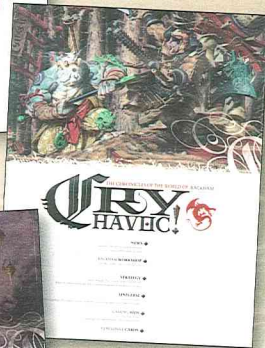
• Vol. 5



• Vol. 6



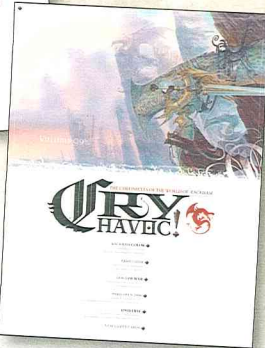
• Vol. 7



• Vol. 8



• Vol. 9



# COMPLETE YOUR COLLECTION!

Are you looking for something for your army?

## WAYS OF LIGHT

Alliance of Light (Rules and Campaign) Vol. 02  
Fortress of Kaiber (Universe, Map and Scenarios) Vol. 02  
Untainted flame (the) (Legendary artifact) Vol. 09

### Sessairs Kelts

Army guide (Strategy) Vol. 09  
Origins (Universe) Vol. 01 & 05  
Sessairs tribes Vol. 08

### Lions of Alahan

Alahel the Messenger (Hybrid profile, Vol. 02. Hybrid RPG) Vol. 06  
Baron Mirvilis d'Allmoon (Portrait) Vol. 01  
Guard of Alahan (Painting guide) Vol. 02  
Meliador the Celestial (Painting guide) Vol. 09  
Reaper of Alahan (Hybrid profile) Vol. 02  
The Red Lioness (Hybrid profile, Vol. 02. Hybrid RPG) Vol. 06

### Griffins of Akkylannie

Cardinal Aerth (Incarnation) Vol. 09  
File: Akkylannie (Universe) Vol. 04  
Garell the Redeemer (Hybrid RPG profile) Vol. 06  
Griffin cannons (Rules) Vol. 05  
Griffin conscript (Painting guide) Vol. 02  
Griffin inquisitor (Painting guide) Vol. 01  
Griffin thallion (Hybrid profile) Vol. 06  
Legionary of repentance (Profile) Vol. 04  
Misericord (Hybrid RPG profile) Vol. 06  
Praetorian guardsman (Hybrid profile) Vol. 01  
Sered (Hybrid profile) Vol. 06  
The Secret of Gunpowder (Universe) Vol. 03  
The Temple of the South (Universe) Vol. 01

### Cynwäll elves

Akhamiäl (Hybrid profile) Vol. 06  
Army color scheme (Workshop) Vol. 06  
Constructs (Universe) Vol. 03  
Construct warrior (Hybrid profile) Vol. 06  
File: The Cynwälls (Universe) Vol. 06  
Mehöl, Guardian of the Sphinx (Profile, Hybrid and Hybrid RPG profile) Vol. 06  
Miragyre (Artifact) Vol. 06  
Nelphaëll (Hybrid and Hybrid RPG profile) Vol. 06  
Selsým (Painting guide) Vol. 06  
Soim (Portrait) Vol. 08  
Syd de Kaiber (Scenario) Vol. 02  
Sylän (Portrait) Vol. 09  
The Guardian of the Sphinx (Universe) Vol. 05  
The Secret of Gunpowder (Universe) Vol. 03  
Varsým (Hybrid profile) Vol. 06

### Utopia of the Sphinx

The Brothers of Kashem (Universe) Vol. 04  
The Guardian of the Sphinx (Universe) Vol. 05

## MEANDERS OF DARKNESS

### Living-dead of Acheron

Chagall, the Dog of Darkness (Hybrid profile) Vol. 04  
Ghoul of Acheron (Hybrid profile) Vol. 04  
Janos the Banished (Profile) Vol. 07  
Lo'Nua (Profile) Vol. 07  
Sophet Drahas (Portrait) Vol. 04  
The houses of Acheron (Faction) Vol. 02  
Wolfen zombie (Hybrid profile) Vol. 04

### Alchemists of Dirz

Centurus clone (Painting guide) Vol. 07  
Dasyatis clone (Hybrid profile) Vol. 01  
Fortress of Danakil (Universe and Map) Vol. 01  
Dawn warrior (Hybrid profile) Vol. 01  
Mutagenic (Universe) Vol. 03  
Sin Assyris (Hybrid profile) Vol. 03  
Tarascus (Rules and Scenario) Vol. 08  
The alchemical laboratories (Faction) Vol. 09  
Vicar of Dirz (Hybrid profile) Vol. 03

### Drune Kelts

Horde of Dun-Scaith (Universe, Profile and Rules) Vol. 04  
Origins (Universe) Vol. 01 & 05  
Drune raiders (Universe) Vol. 08

### Dwarves of Mid-Nor

Army guide (Strategy) Vol. 09  
Asturath the Destroyer (Profile) Vol. 04  
Colony of Ephorath (Universe and Rules) Vol. 05  
Demonic technology (Universe) Vol. 03

### Ophidian Alliance

Ayane (Portrait) Vol. 07  
Ophidian slave (Hybrid profile) Vol. 05  
S'Erum (Excerpt, Misad Scenarios) Vol. 05  
S'Ynaqia, renegade psy. profile and Scenario) Vol. 05  
S'Ygma (Portrait) Vol. 11  
The Black Flame (Universe) Vol.11

## PATHS OF DESTINY

### Dwarves of Tir-Nä-Bor

Aegher the Brief (Profile) Vol. 03  
Khor knight of Uren (Profile) Vol. 03  
Brotherhood of Bronze (Universe and Rules) Vol. 03  
Kahirir the Savage (Painting guide) Vol. 03  
The Khor may die, but will never surrender» (Universe) Vol.11

### Goblins of No-Dan-Kar

Captain Krill (Portrait) Vol. 06  
Travel journals of Cyanolith (Universe) Vol. 02 & 03  
File: No-Dan-Kar (Universe) Vol. 07  
Goblin shigobi (Mail-order profile) Vol. 05  
Yakûsa (Universe, Profile and Rules) Vol. 07  
Zoukhoi (Universe, Maps and Rules) Vol. 07  
Goblin Ashigarû (Painting guide) Vol. 11  
The path of Úraken (Universe) Vol.11

### Orcs of Bran-Ô-Kor

Orc brutes (Modularity) Vol. 01  
Holok (Profile) Vol. 07  
Tarascus (Rules and Scenario) Vol. 08  
Tracker of Bran-Ô-Kor (Universe) Vol. 05  
Tribe of the Red Lands (Universe) Vol. 01

### Orcs of the Behemoth

Mountaineer of the Behemoth (Painting guide) Vol. 08  
Tribe of the orcs of the Behemoth (Universe, Profiles and Rules) Vol. 02  
Kill 'em all at Nelrid-Thöl (Universe) Vol. 08

### Wolfen of Yllia

Bashkar, pack leader (Profile) Vol. 04  
Wolfen hunter (Profile) Vol. 06  
Fang warrior (Painting guide) Vol. 04  
Kælyss the Savage (Portrait and Profile) Vol. 02  
Pack of the Moaning Moon (Universe and Rules) Vol. 01  
Howling pack (Rules) Vol. 05  
Howling predator (Profile) Vol. 05  
Repentant great fang (Profile) Vol. 05  
The Wolfen packs (Universe) Vol.11

### Devourers of Vile-Tis

Horde of Dun-Scaith (Universe, Profile and Rules) Vol. 04  
Managarr the Traitoress (Portrait and Campaign) Vol. 03  
Pack of the Moaning Moon (Universe and Rules) Vol. 01  
Revelations of Vile-Tis (Universe) Vol. 08

### Daikinee elves

Kælyss the Savage (Portrait) Vol. 02  
Army guide (Strategy) Vol. 11

Do you want to know more about Cadwallan?

Ayane (Portrait) Vol. 07  
Captain Krill (Portrait) Vol. 06  
Dwarven crossbowman (Painting guide) Vol. 09  
Guild of Architects (Universe, Profiles and Rules) Vol. 03  
Guild of Blades (Universe, Profiles and Rules) Vol. 05  
Guild of Ferrymen (Universe, Profiles and Rules) Vol. 09  
Guild of Usurers (Universe, Profiles and Rules) Vol. 08  
Guild of Thieves (Universe, Profiles and Rules) Vol. 06  
Isabeau the Secret (Portrait) Vol. 05  
Kælyss the Savage (Portrait) Vol. 02  
Sketches (Gallery) Vol. 06  
Soim (Portrait) Vol. 08  
Sophet Drahas (Portrait) Vol. 04  
Travel journals of Cyanolith (Universe) Vol. 02 & 03  
My first character (Strategy) Vol.11  
The ancient people (Strategy) Vol.11

Do you want to know more about Daqs of War?

Forming free companies (Strategy) Vol. 08 & Vol. 09  
Kingdom of Anakadir (Campaign) Vol. 09  
New secondary roles (Strategy) Vol. 09  
New missions Vol. 08  
Tarascus (Rules and Scenario) Vol. 08

Are you looking for modeling tips?

Theory: The chromatic circle and contrast Vol. 08  
Workshop: Flagstones (Scenery) Vol. 03  
Workshop: Hybrid laboratory (Scenery) Vol. 01 & 02  
Workshop: Bridge (Scenery) Vol. 04  
Workshop: Doors (Scenery) Vol. 06  
Workshop: Torii (Scenery) Vol. 05  
Workshop: Shields (Painting) Vol. 04  
Workshop: Rust (Painting) Vol. 02  
Workshop: Bases Vol. 03



THE CHRONICLES OF THE WORLD OF RACKHAM  
**DIRTY**  
HAVIC! 

Price: \$12 / 9,90 €  
ISBN: 2-915556-46-6

